National Qualifications 2011/2012

Graphic Communication Advanced Higher Computer-Aided 3D Modelling Presentation

Fill in these particulars.			
Full name of Centre	Centre Number		
Galashiels Academy	5619734		
Forename(s)	Surname		
Michael	Inglis		
Date of Birth	Scottish Candidate Number		
04.11.93	062657774		
Title of Computer-Aided 3D Modelling Presentation			
LEGO General Grievous			
NOTE: The Student Record has been designed to record the work of your Computer-Aided 3D Modelling Presentation. It should also help to ensure that your Computer-Aided 3D Modelling Presentation meets the assessment requirements. Teacher/ lecturers must refer to "Guidance on Assessment - Computer-Aided 3D Modelling Presentation" (Diet 2011/ 2012) before attempting to complete this form.			
Assessment Requirements			
1 The Computer-Aided 3D Modelling Presentation, which is worth 30% of the total marks for the Advanced Higher Graphic Communication Course assessment, must be your own work			
2 The Computer-Aided 3D Modelling Presentation should consist of six to ten pages of work A3 A4 or a mixture of A3 and A4 page formats may be used			
 In completing the Student Record, all photocopied, scanned, captured, or clip art images used must be acknowledged. A description of any work carried out to enhanced, photocopied, scanned, captured, or clip art images must also be declared; 			
 as well as acknowledging the source of all other images. All CAD, Illustration or computer graphic work produced by following a directed approach, such as by step-by-step guide or wizard is not valid for assessment 			
5 The candidate declaration must be com	pleted for a submission to be valid.		
I have read and understood the assessment requirements of the Computer-Aided 3D Modelling Presentation and acknowledge that this, depersonalised, work may be used as exemplification for learning and teaching purposes.			
Signature of Candidate	Date		

The Student Record should be used by candidates to provide a description of their 3D modelling techniques and how they were used in the model.

Development of Modelling Technique 1

Name of modelling technique:	Solids created through extrus	sion	
Situation of technique – Model			
Screenshot	Description	Model Tree	
	The shape was drawn out in a sketch.	Model - Model - ARM - Solid Bodies(1)	
	A solid was extruded from the sketch.	Origin Grigin Grigin Grigin Grigin Grigin Grigin Grigin Extrusion2 Grigin Extrusion3 Grigin Extrusion1 Grigin Extrusion4	
	A new sketch was drawn on the center plane. It overlaps the top and bottom of the solid.	Filet1 Filet2 Filet3 Fillet4 Fillet5 Fillet6	
	A cut extrusion is then applied to the new sketch. This causes the top and bottom of the solid to be at an angle to the original sketch.	Fillet7	
99-S	More extrusions of different lengths are applied to give the basic shape.		
1919-SC	Edges are filleted to make object appear more realistic.		

The Student Record should be used by candidates to provide a description of their 3D modelling techniques and how they were used in the model.

Development of Modelling Technique 2

Please provide a description of how technique was used to create the model or items within the environment.



*Delete as appropriate

The Student Record should be used by candidates to provide a description of their 3D modelling techniques and how they were used in the model.

Development of Modelling Technique 3

Name of modelling technique:	Solids created through revolu	ution	
Situation of technique – Model			
Screenshot	Description	Model Tree	
	A tapered extrusion is added to a loft cut through revolution and extrusion to create a pointed solid. This will serve the basis for a hip.	Model	
	The pointed solid is then brought further in by a loft which creates a solid in which the revolution can penetrate.	Loft2 Loft2 Sketch7 Work Plane2 Work Plane8 Work Plane8 Revolution11 Revolution2 Work Plane10	
	The 'hip' which has now been created is mirrored. The solid is now ready for acting as an attachment for the revolution.	Comparison of the first structure of the	
	A shape is drawn in a sketch overlapping the hips.		
	The profile is then revolved around an axis to create the attachment for the legs.	Revolution3 General Sketch28 General Sketch29 General Sketch7 Gen	
	The shape is then filleted to get rid of all the sharp edges.	Extrusion 18 Extrusion 18 Extrusion 19 Extrusion 20 Extrusion 21	

The Student Record should be used by candidates to provide a description of their 3D modelling techniques and how they were used in the model.

Development of Modelling Technique 4

Name of modelling technique: Surfaces created through revolution					
Situation of technique – Environment					
Screenshot	Description	Model Tree			
	A sketch is drawn of a shape to be revolved. The profile is not completed.	Model ▼ ▼ A ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓			
	The sketch is revolved as a surface model.	 Origin Sketch1 RevolutionSrf1 RevolutionSrf2 RevolutionSrf3 Nicken1 Nicken2 			
	Thicken is used on each of the surfaces.				
	Another profile is revolved as a surface. It however is not a full revolution and is set to an angle.	Fillet1			
	Thicken is applied to this new revolution.				
	Circular pattern is applied to the newly thickened revolution. A fillet is also added.				

The Student Record should be used by candidates to provide a description of their 3D modelling techniques and how they were used in the model.

Development of Modelling Technique 5

Name of modelling technique: Surfaces created through extrusion/ thickness				
Situation of technique – Environment				
Screenshot	Description	Model Tree		
	Lines are drawn on a sketch. The profile loop was not completed.	Model ▼ ▼ A Ship Glass + Constant Solid Bodies(1) + Constant Surface Bodies(3)		
	Lines are revolved as a surface.	Crigin Sketch 1 Sk		
	A boundary patch is added on a new plane and trimmed.			
	Another plane is created and a second boundary patch is added and trimmed.	Thicken6 Thicken7 Control Revolution2 Sketch7 Control Extrusion1 Control Extrusion2		
	Thicken is then applied to the surfaces.	Image: Image		
-	A cutting revolution is applied to the top of the solid to give a smooth surface.			

Candidates are advised to label each item/ page number for each technique and a description of the graphic should be given for each technique. A description of any clip art, library items, images and modelling elements not created by the student should be given here.

Computer Platform used:	Microsoft Windows
Software used:	Autodesk Inventor
Software used:	Adobe Photoshop (for environment decals)

Please provide a brief description of how the 2D drawings were created.

Orthographic

A base view of the 3D model was added and projected views were taken from it. A sectional view was also taken from the base view in Drawing 2. A copy of the original model with several constrains offset was added as an exploded view. Lines representing fillets were removed from the drawing to comply with British Standards. Dimensions, hidden detail and centerlines were then added.

Pictorial

A range of rendered views were taken highlighting different parts of the model and the environment. These were rendered at a high resolution and compiled in a Microsoft Publisher document.

Materials & Lights

The material ABS plastic was applied to most objects. Glass was applied to the surface model. Lighting was then created to match the harsh sun of Utapau. Unlike Tatooine, Utapau only has one sun and has managed to retain most of it's water. The intensity of one sun was taken into consideration when applying the strongest lights. Terrain lights were also added to give the impression of reflection off the rocks that would appear below.





Graphic Communication Advanced Higher Teacher/ Lecturer Assessment of Computer-Aided 3D Modelling Presentation

Teacher/ lecturers must refer to "Guidance on Assessment – Computer-Aided 3D Modelling Presentation" (Diet 2011/ 2012) before attempting to complete this form.

Candidate

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ltem No.(s)	Assessment Criteria	Max. Marks	Mark Awarded	Official Use
	Section 1. 3D Modelling			
	(a) Modelling Technique 1	6	6	
	(b) Modelling Technique 2	6	6,	
	(c) Modelling Technique 3	6	-6	
	(d) Modelling Technique 4	6	6	
	(e) Modelling Technique 5	6	6	
	Section 2. Presentation			
	(a) Creation of three Related Orthographic Views	6	6	
	(b) Creation of Additional Views (i) Orthographic	4	4	
	(ii) Line Pictorial	6	6	
	(c) Annotation	2	2	
	Section 3. Visualisation			
	(a) Adding Materials and Lights	6	6	
	(b) Producing a Suitable Environment	6	6	
	Total Marks	60	60	



Plan



Elevation









End Elevation





Drawn By: Michael Inglis



SECTION A-A











LEGO General Grievous Rendered 3D Assembly





