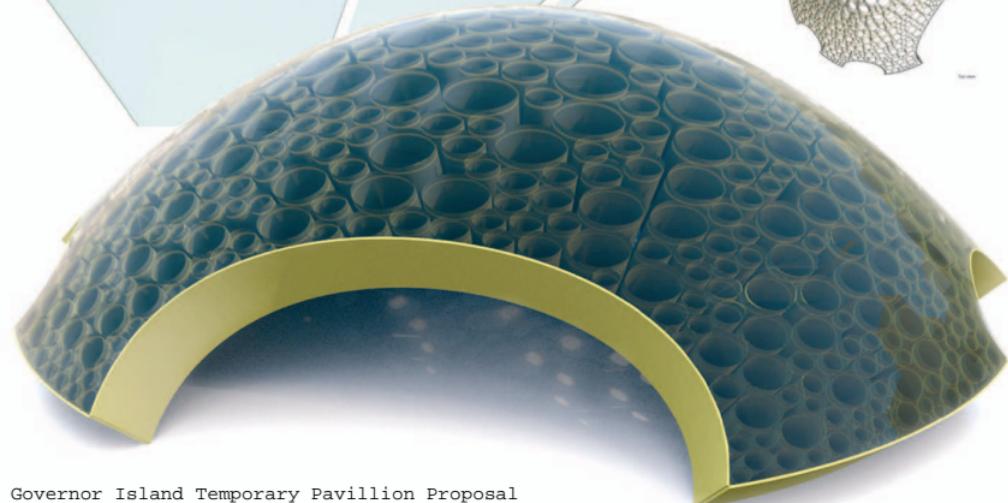


Site Plan (to indicate scale only)



Governor Island Temporary Pavillion Proposal
© Clara Klein, <http://www.kclara.wordpress.com>

Perspective view

Add

▼ Mesh

Curve

Bezier

Surface

Circle

Metaball

Nurbs Curve

Text

Nurbs Circle

Armature

Path

Lattice

Empty

Camera

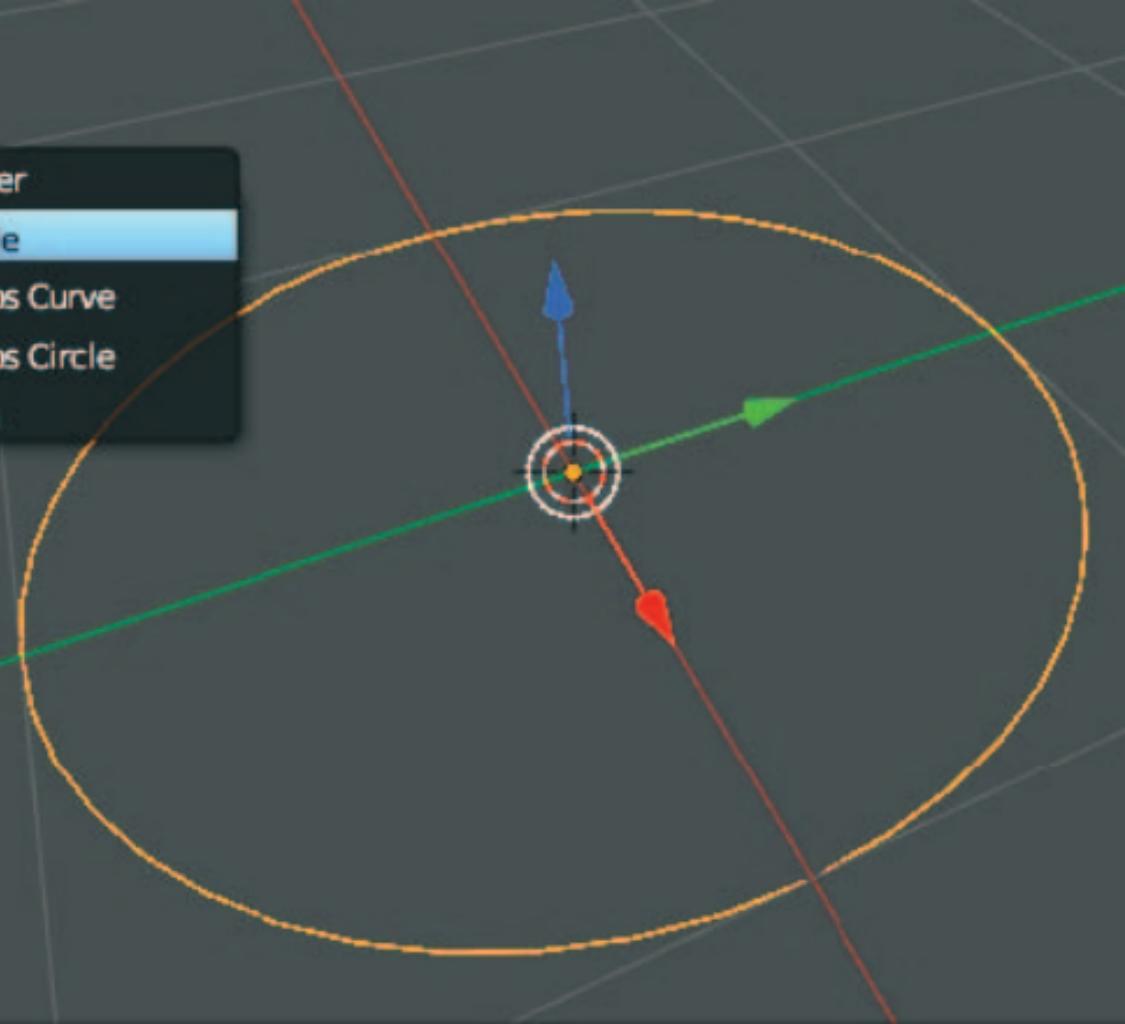
Lamp

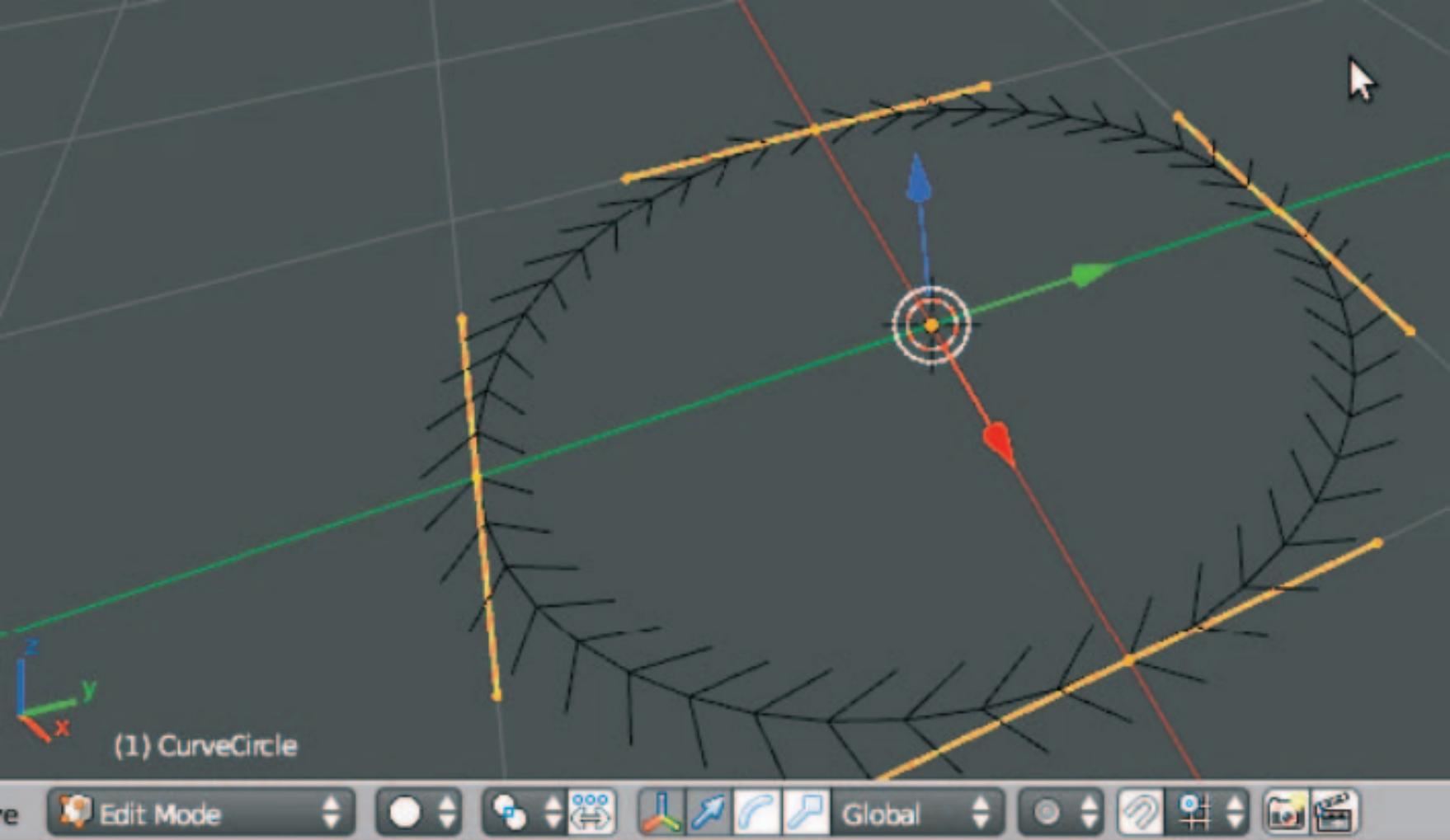
Force Field

Group Instance



(1) CurveCircle





Pivot Point

 Active Element

 Median Point

 Individual Origins

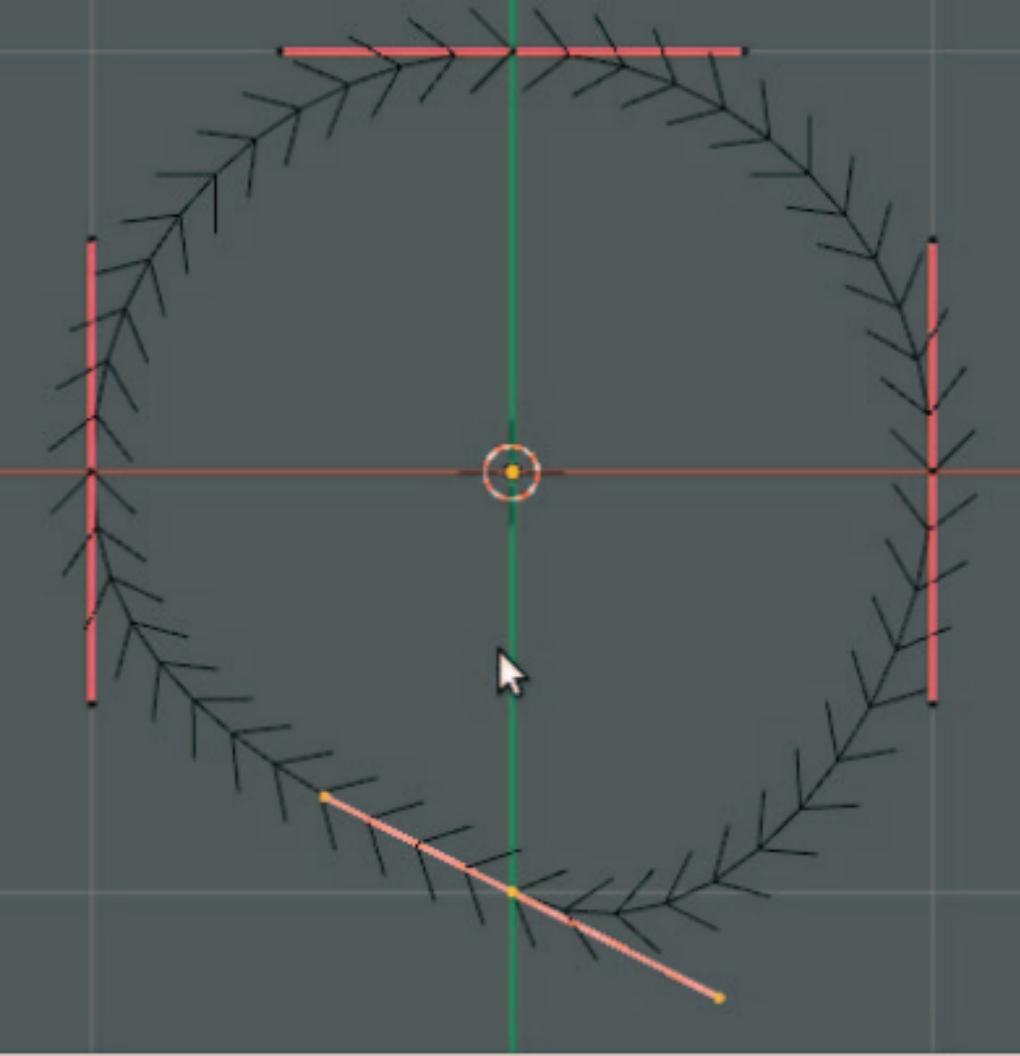
 3D Cursor

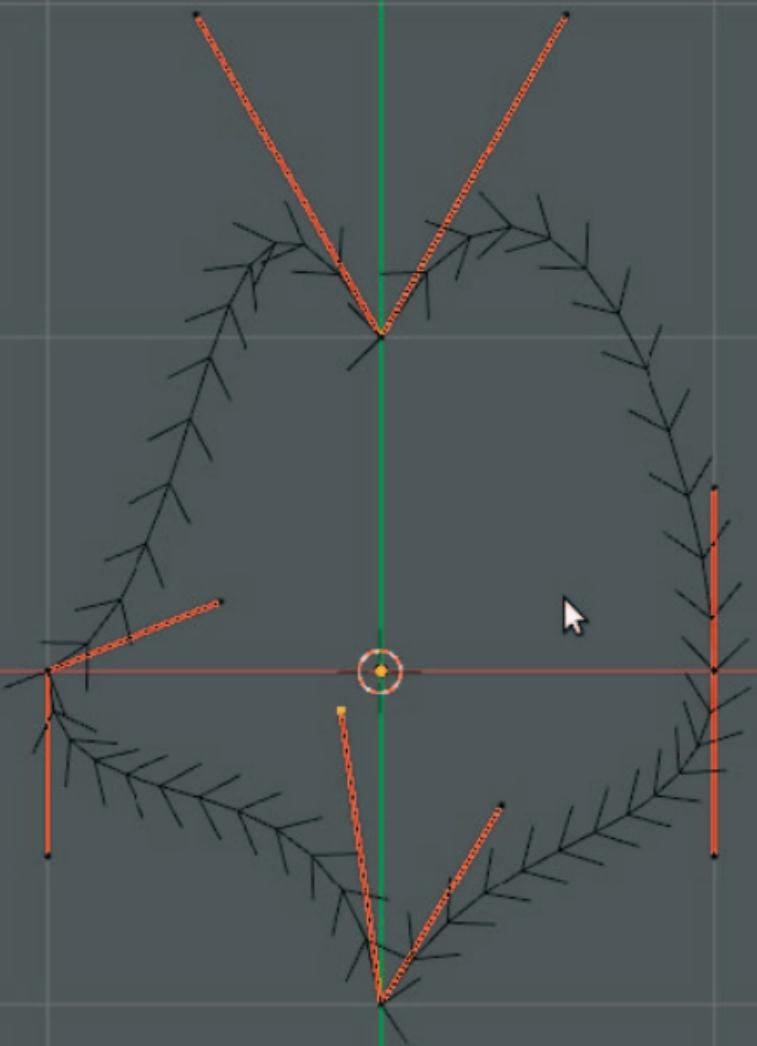
 Bounding Box Center

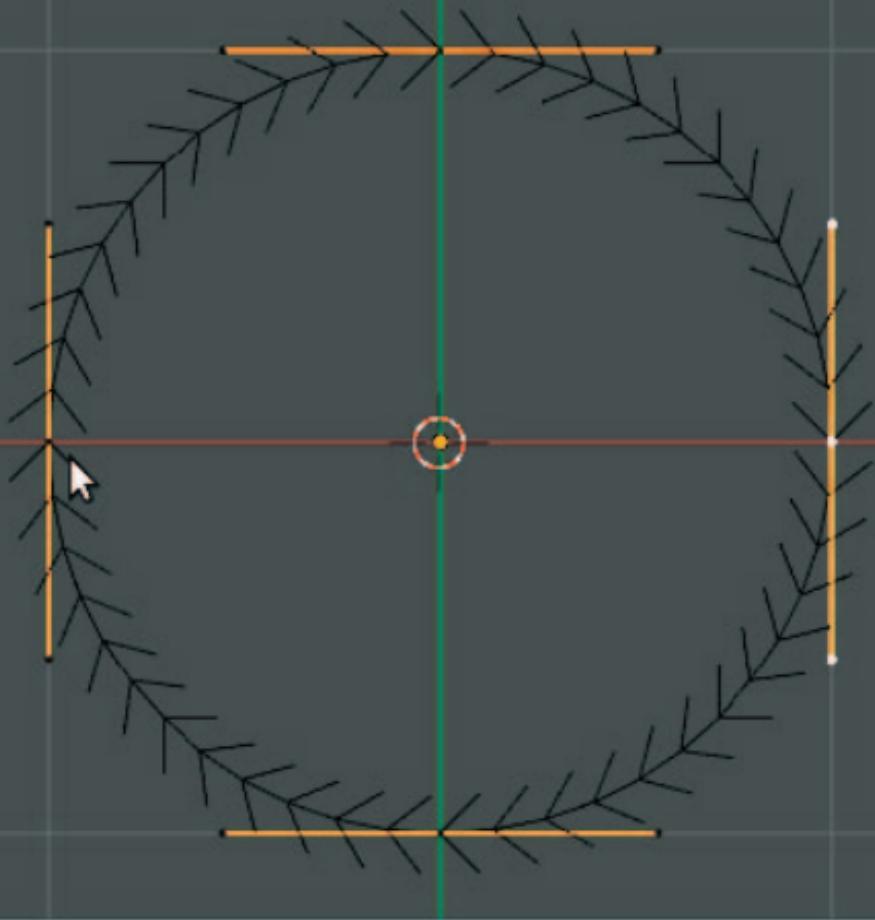


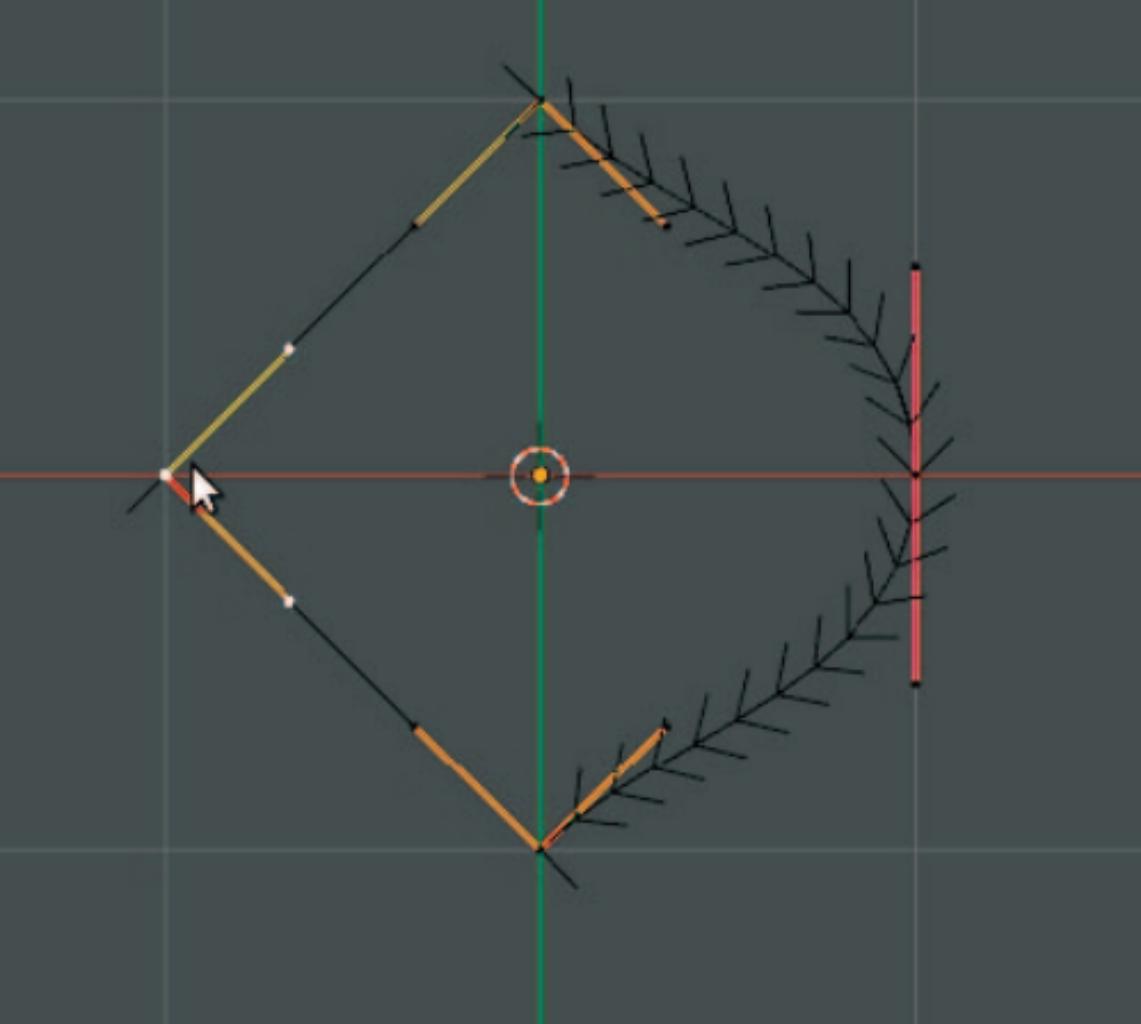
Global











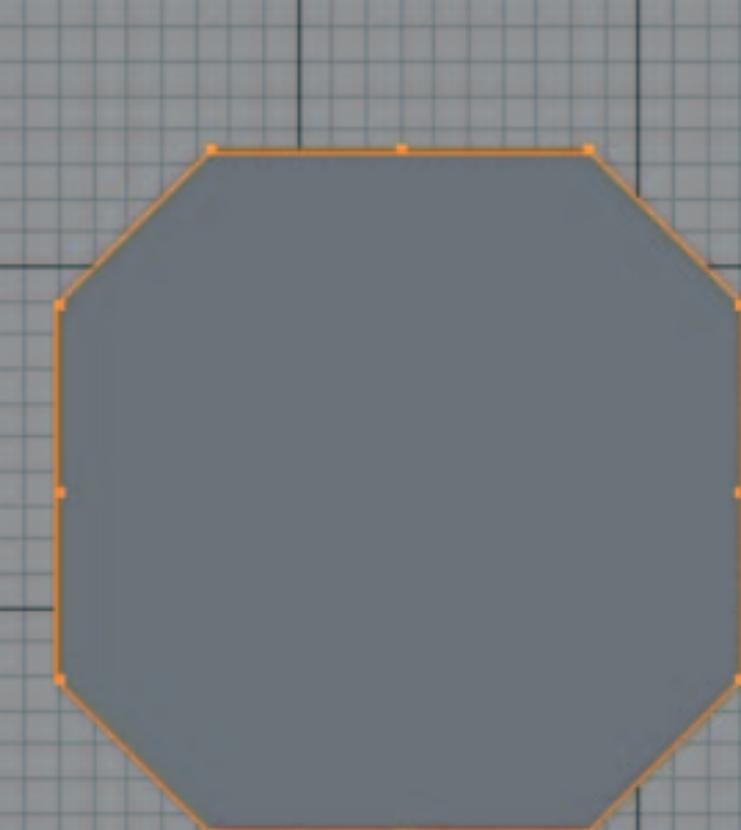
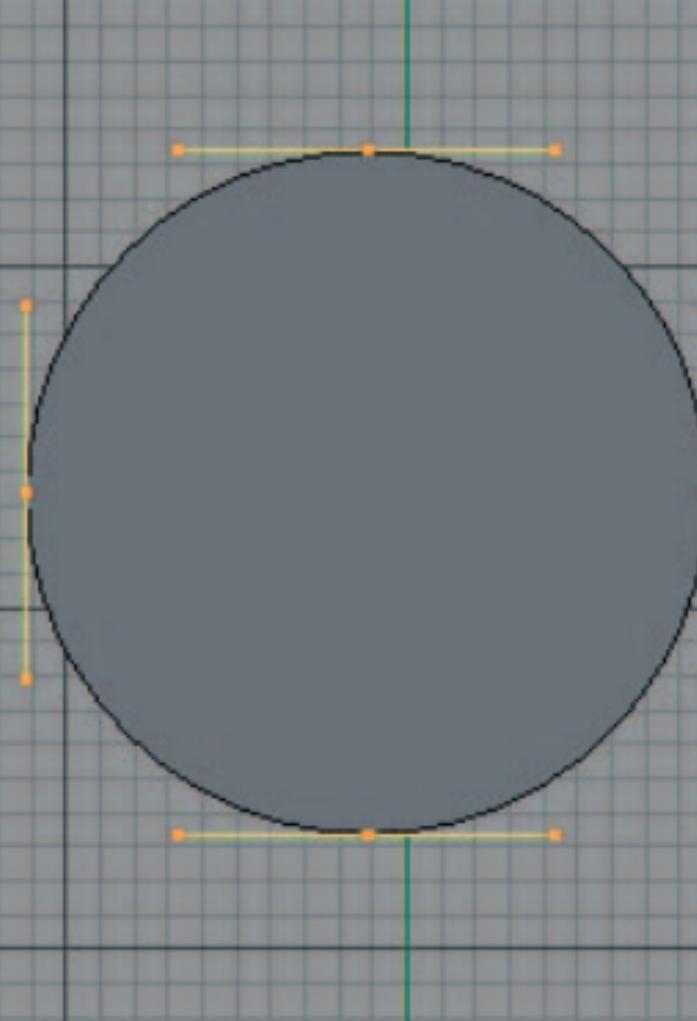
Handles:

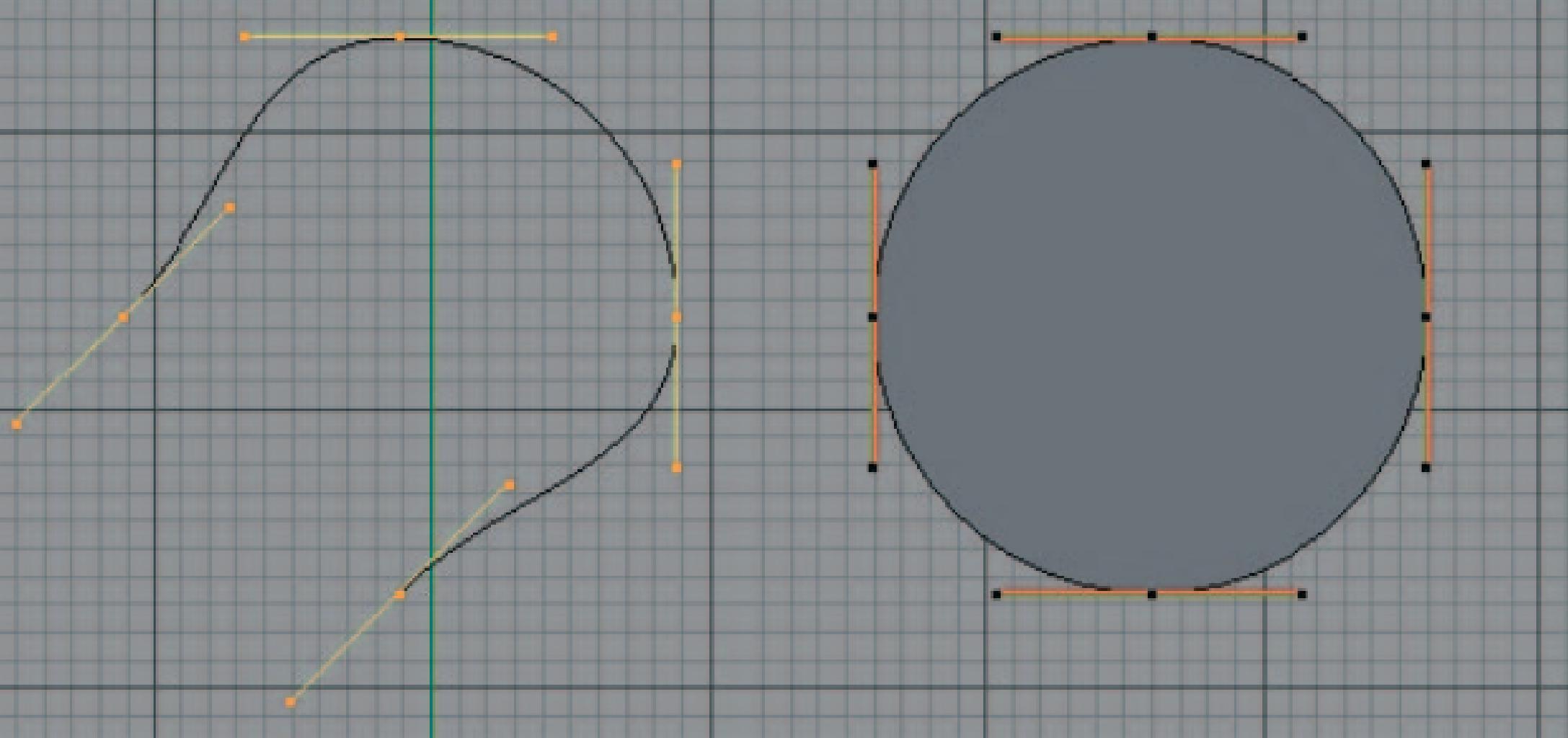
Auto

Vector

Align

Free





Curve:

Duplicate

Delete

Toggle Cyclic

Switch Direction

Set Spline Type

Handles:

Auto Vector

Align Free

Modeling:

Extrude

Subdivide

Inset

▼ Subdivide

Number of cuts

1

Specials

Subdivide

Switch Direction

Set Curve Weight

Set Curve Radius

Smooth

Smooth Curve Radius



(1) CurveCircle.001



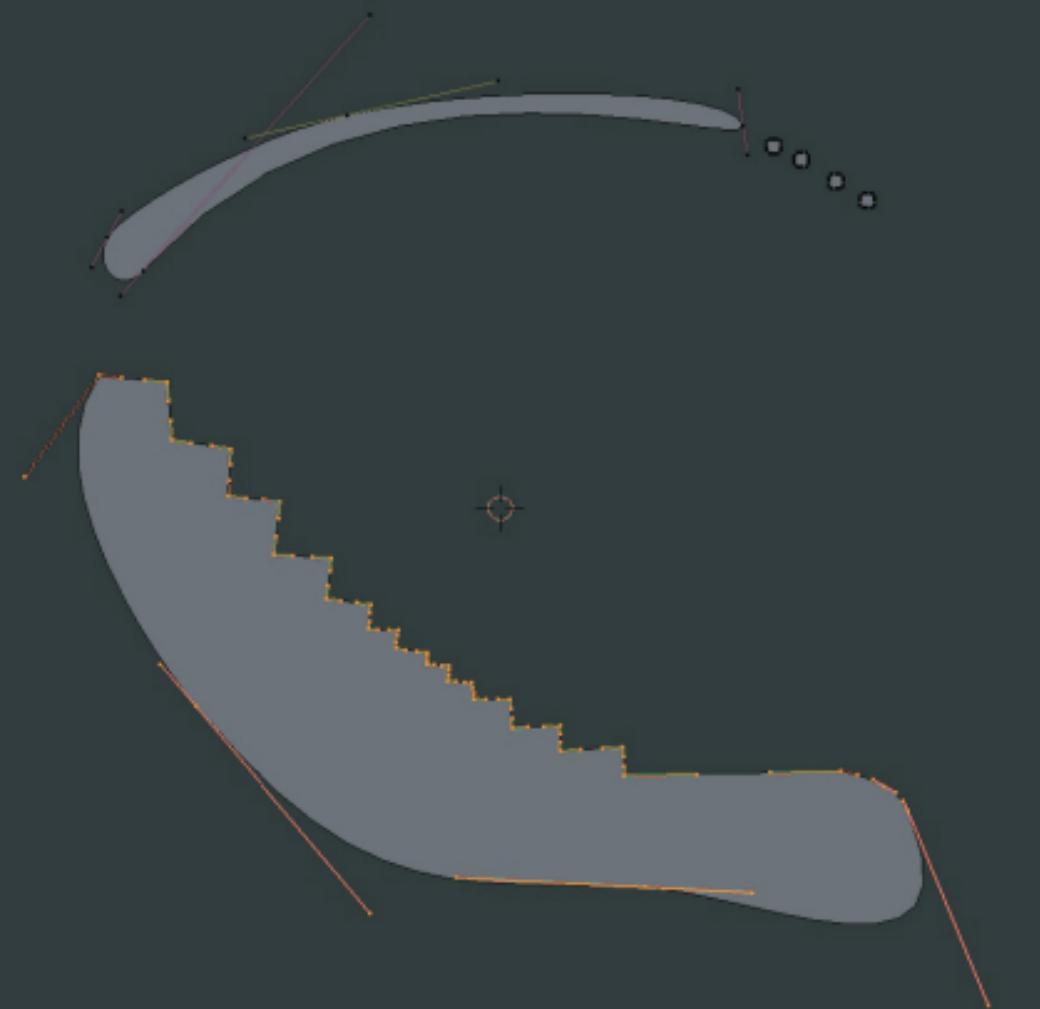
View

Select

Curve

Edit Mode





Snap

Selection to Grid

Selection to Cursor

Cursor to Selected

Cursor to Center

Cursor to Grid

Cursor to Active

(1) CurveCircle.002

y

x



curve

Edit Mode



Global





CurveCi



CurveCi



CurveCircle



▼ Shape

2D

3D

Resolution:

Caps:

Preview U: 1

 Front

Render U: 0

 Back

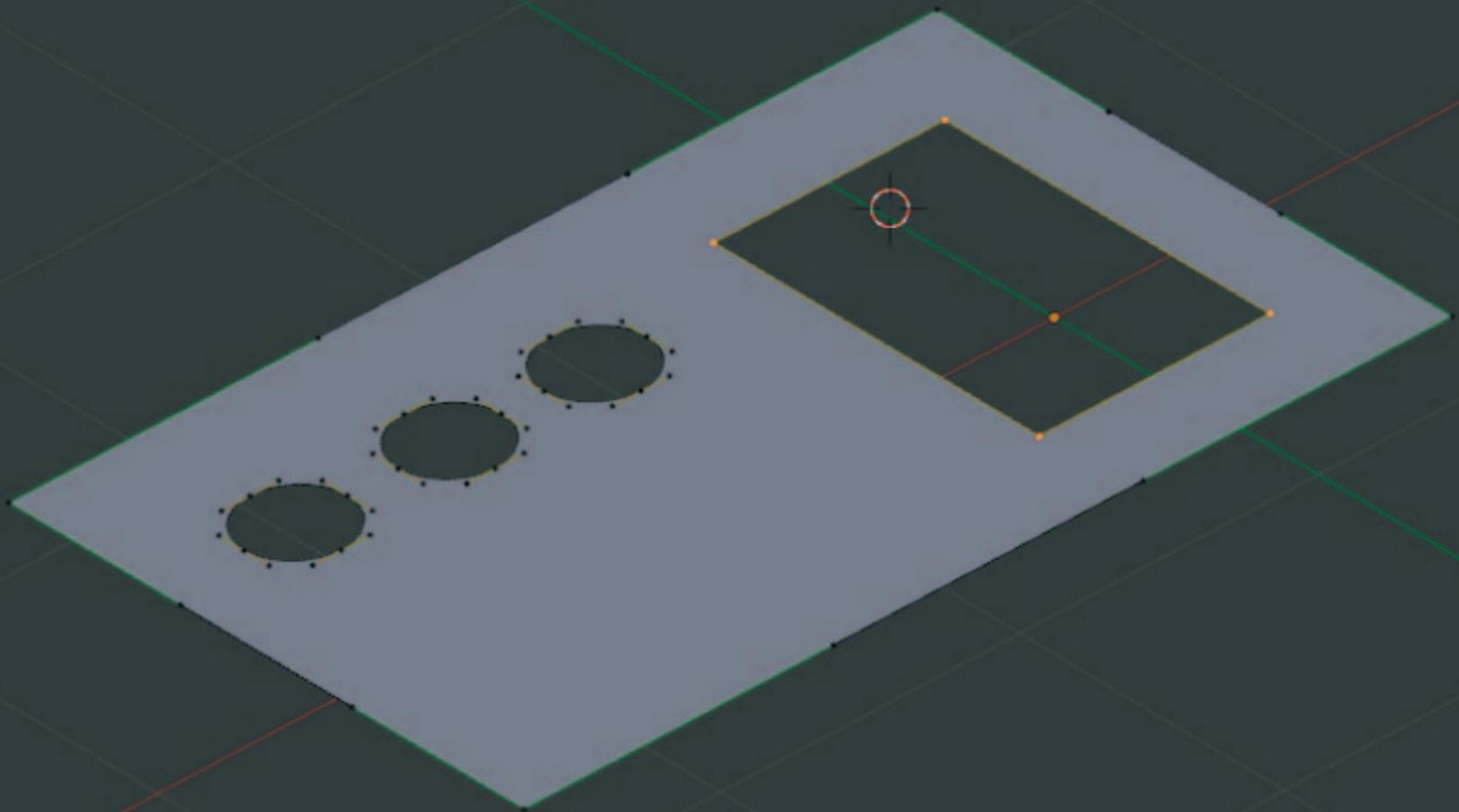
Twisting:

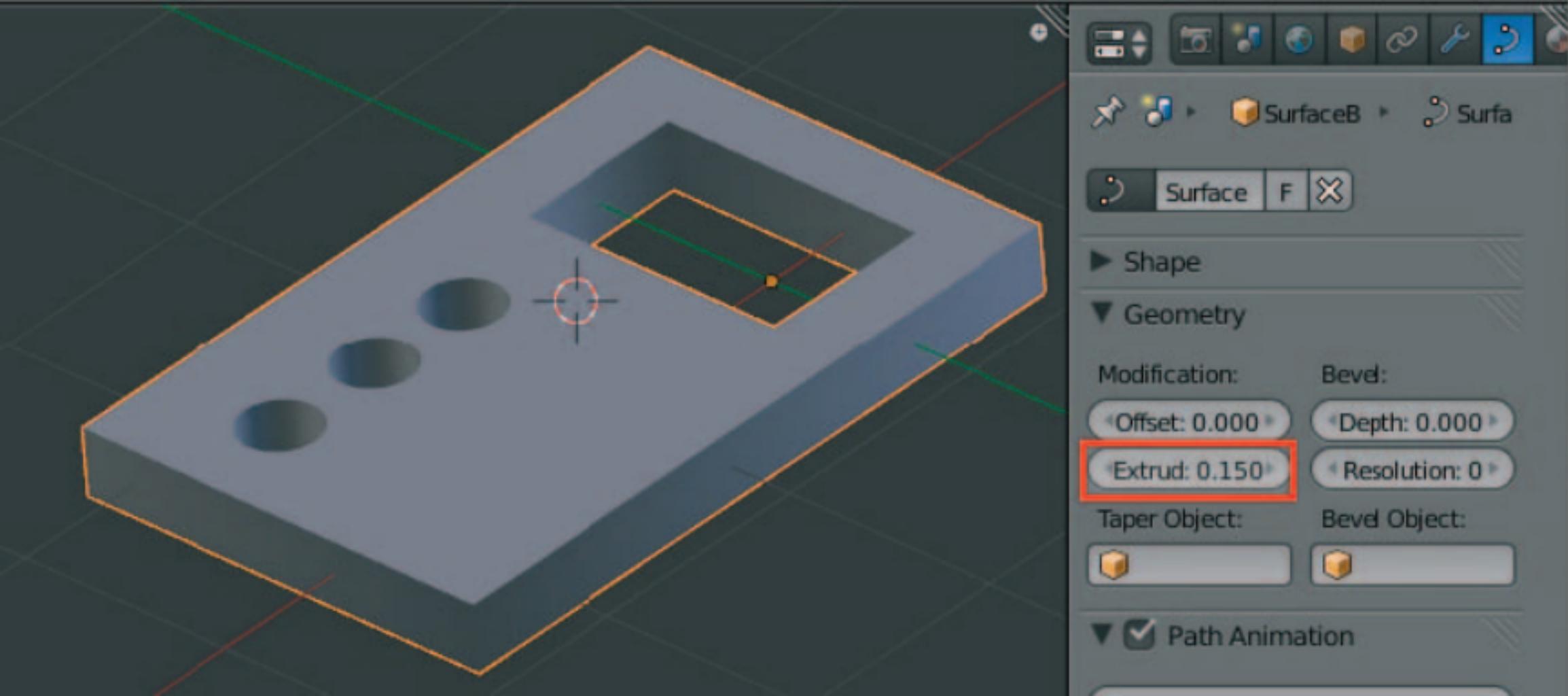
Textures:

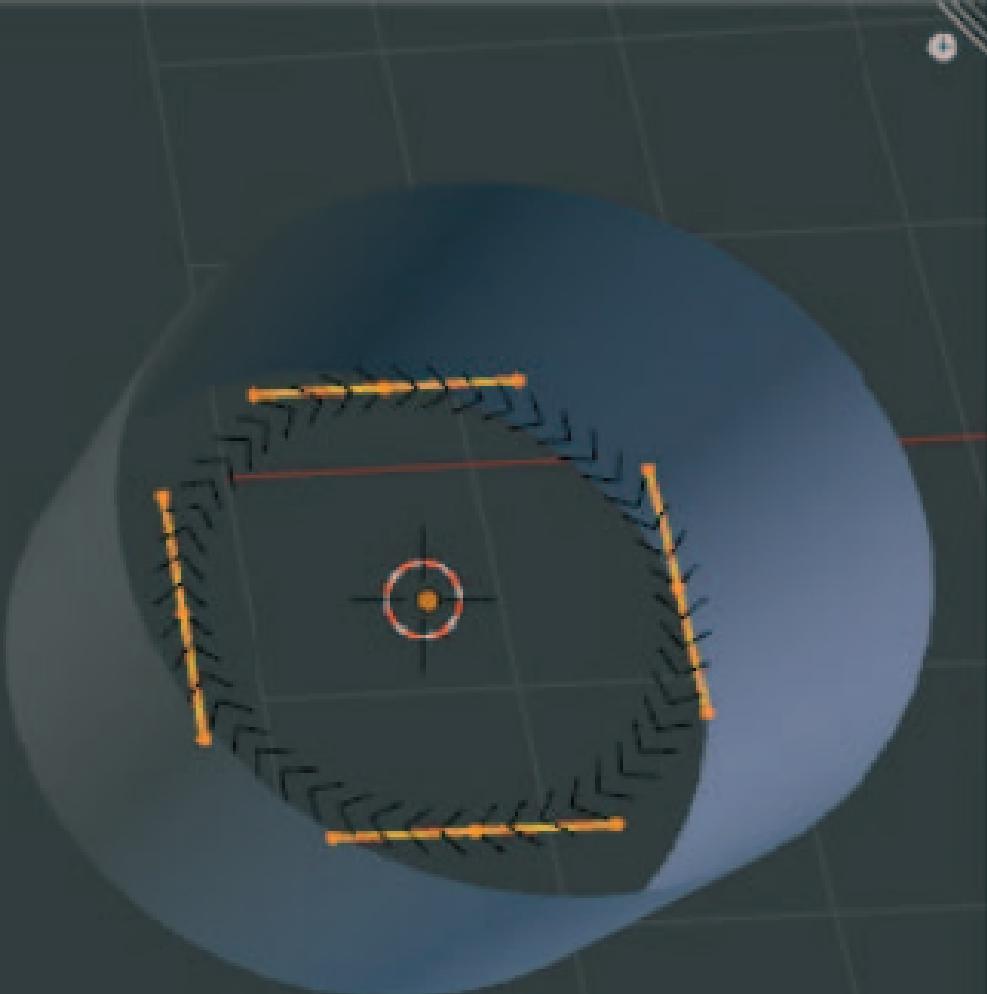
Minimum

 Auto Texture S

Smooth: 0.00







CurveC CurveCi

rcle.007 F X

Shape

Geometry

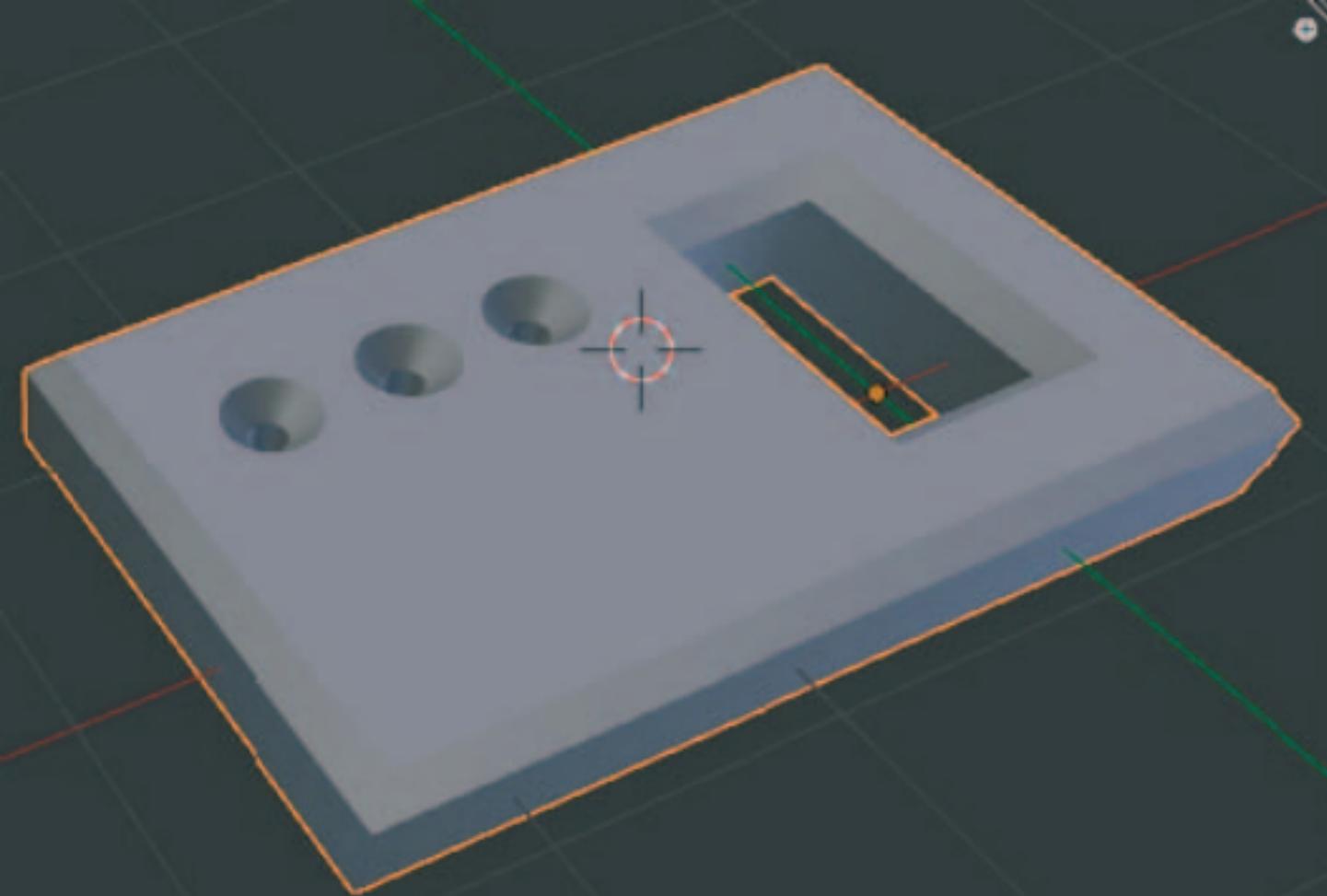
Modification: Bevel:

Offset: 0.500 Depth: 0.000

Extrud: 0.600 Resolution: 0

Taper Object: Bevel Object:

The interface shows a top toolbar with various icons. Below it is a header bar with the text "CurveC CurveCi" and a selected item "rcle.007 F X". The main panel has sections for "Shape" and "Geometry". Under "Geometry", there are several parameters: "Modification" with "Offset: 0.500" highlighted with a red box; "Bevel" with "Depth: 0.000"; "Extrud: 0.600"; "Resolution: 0"; "Taper Object" (with a button icon); and "Bevel Object" (with a button icon). At the bottom, there are two buttons labeled "CurveC" and "CurveCi".



SurfaceB

Surface F X

Shape

Geometry

Modification: Bevel:

Offset: 0.000 Depth: 0.100

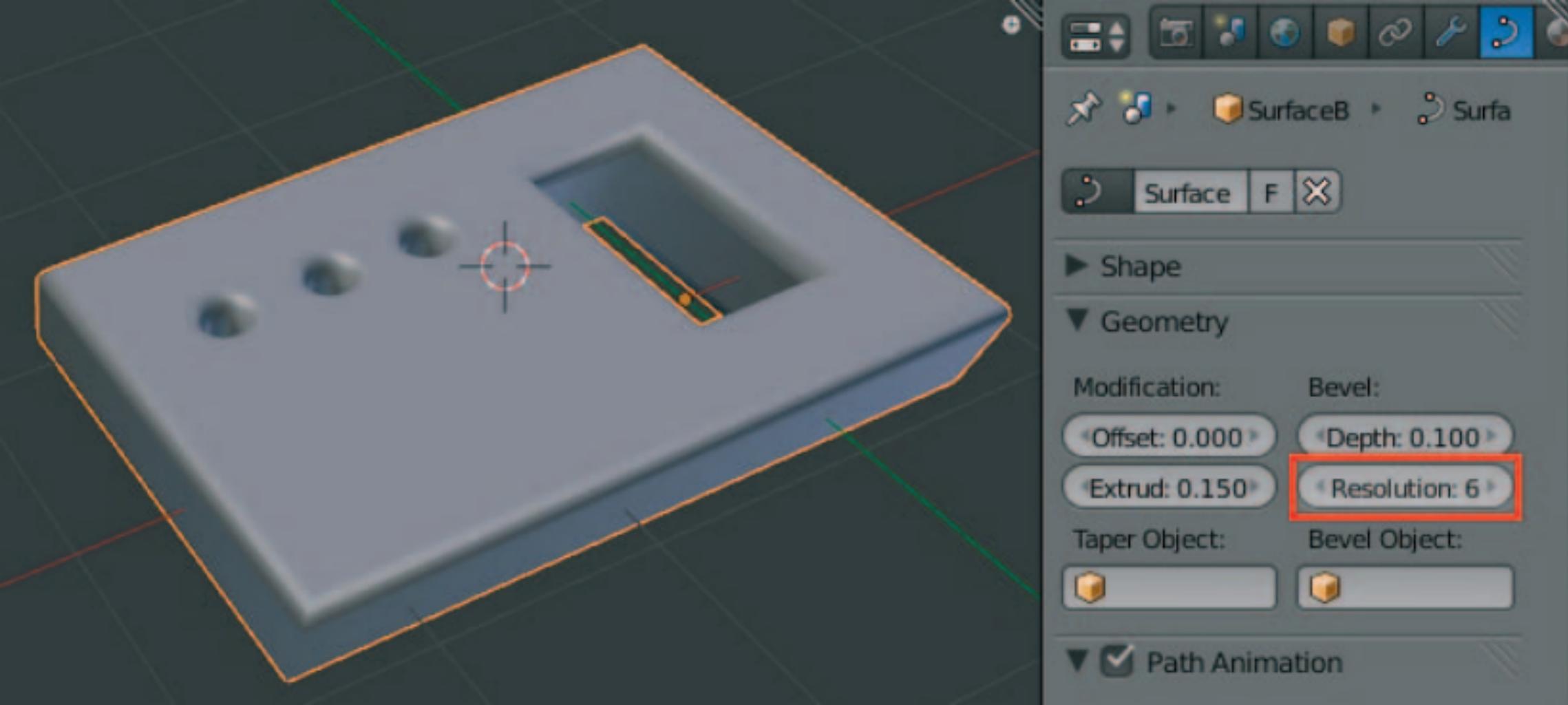
Extrud: 0.150 Resolution: 0

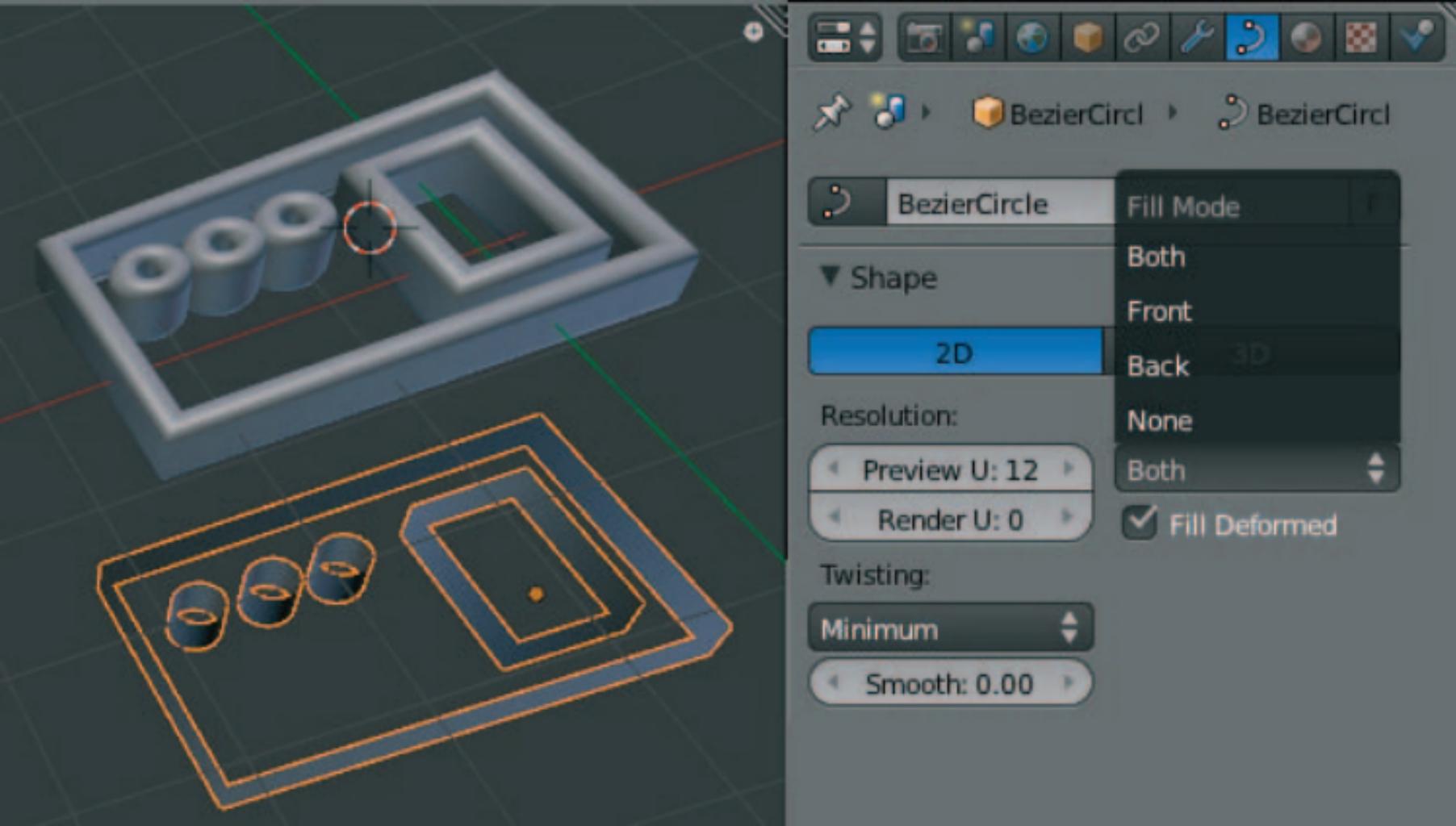
Taper Object: Bevel Object:

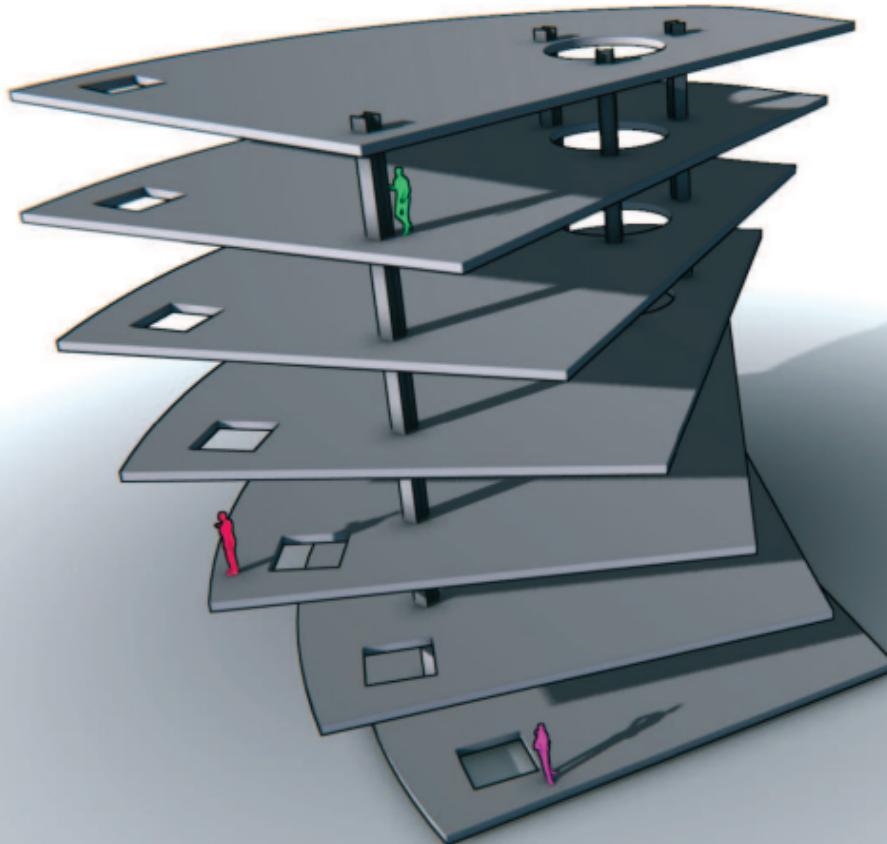
Path Animation

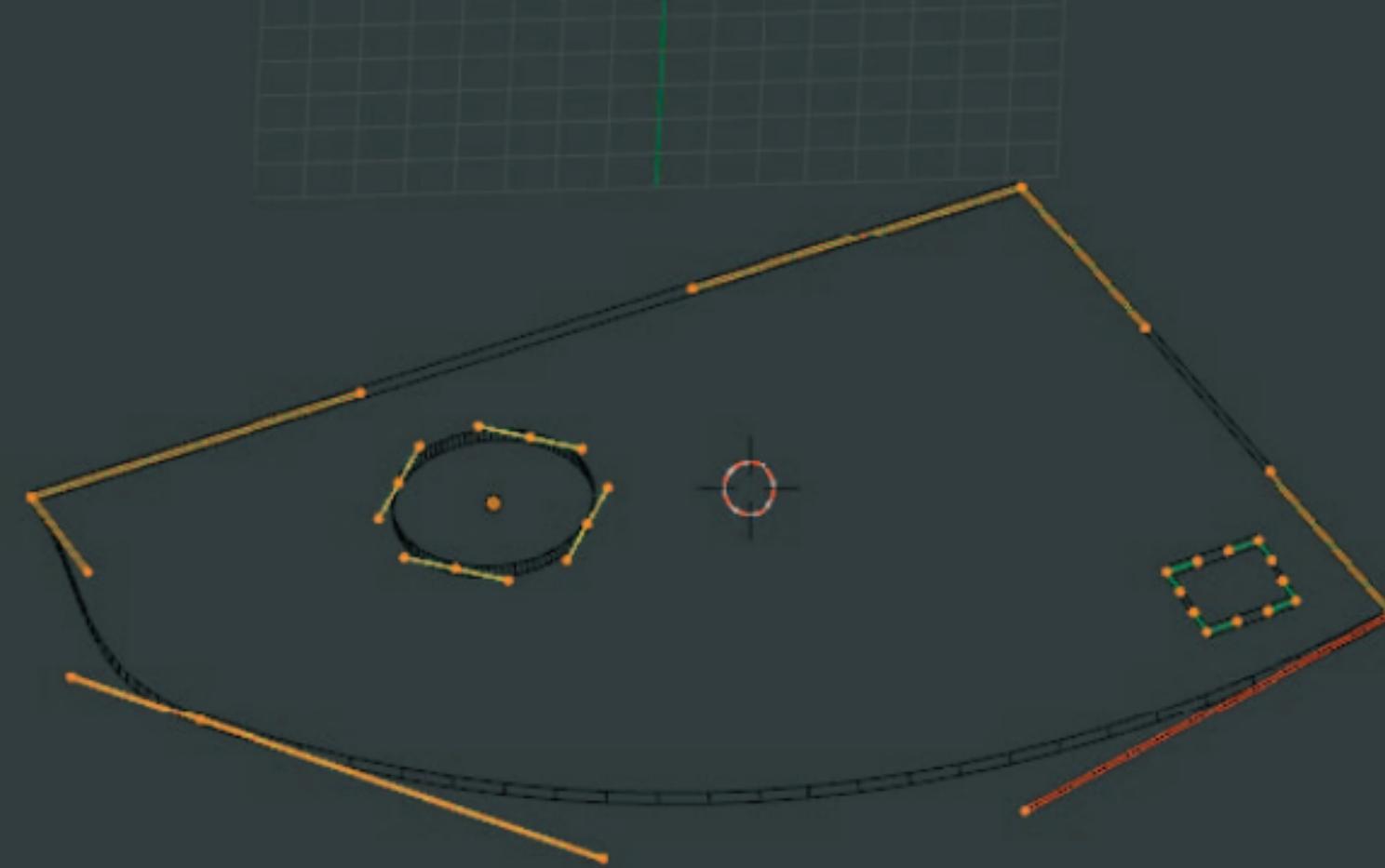
The Properties panel on the right side of the Blender interface. It displays the following settings for the selected object "SurfaceB":

- Surface F X**: A button group for surface operations.
- Shape**: A section header.
- Geometry**: A section header.
- Modification:** A section header.
- Bevel:** A section header.
- Offset: 0.000**: A value input field.
- Depth: 0.100**: A value input field, highlighted with a red box.
- Extrud: 0.150**: A value input field.
- Resolution: 0**: A value input field.
- Taper Object:** A dropdown menu currently set to a cube icon.
- Bevel Object:** A dropdown menu currently set to a cube icon.
- Path Animation**: A section header with a checked checkbox.









▼ Shape

2D

3D

Resolution:

Preview : 24

Render U: 0

Caps:

 Front Back

Twisting:

Minimum

Smooth: 0.00

 Fill deformed

Textures:

 Map Along Le Auto Texture

▼ Geometry

Modification:

Offset: 0.000

Bevel:

Depth: 0.000

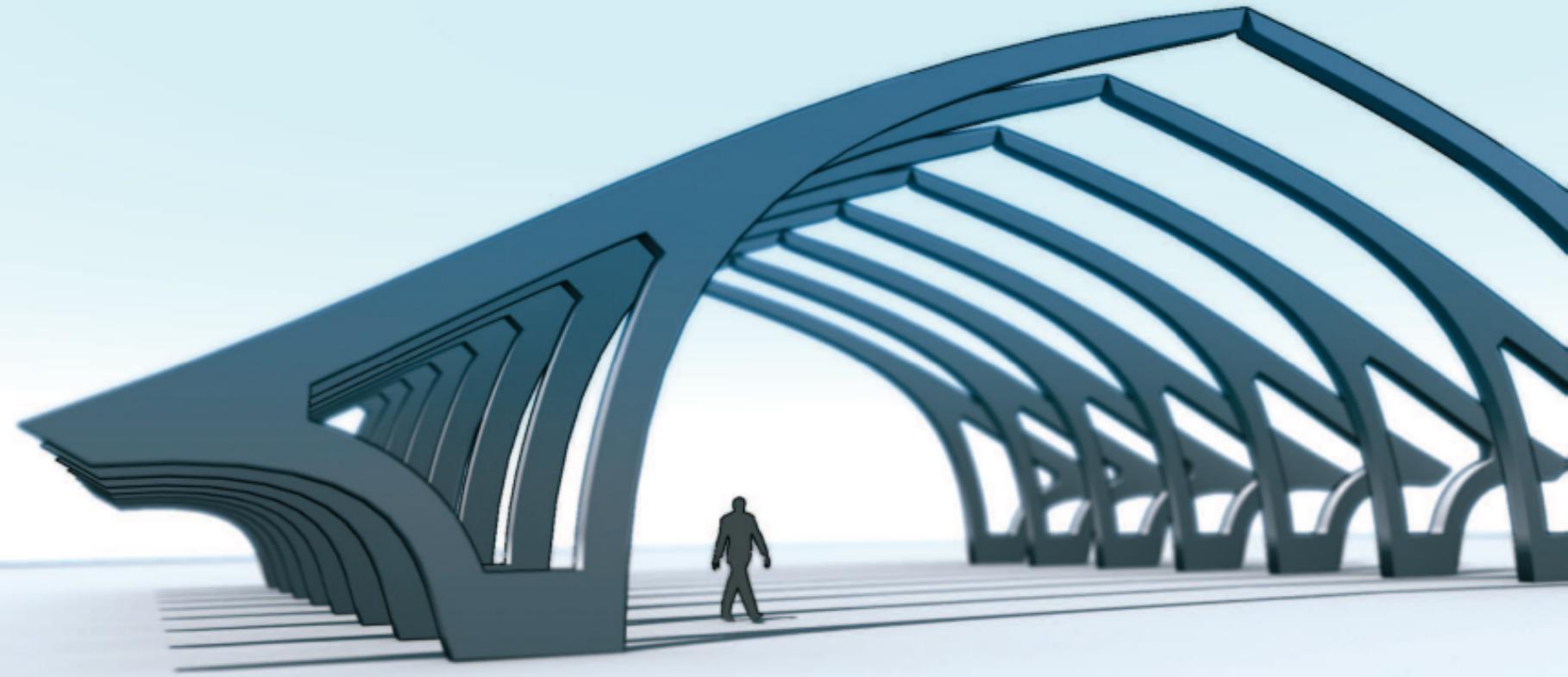
Extrude: 0.150

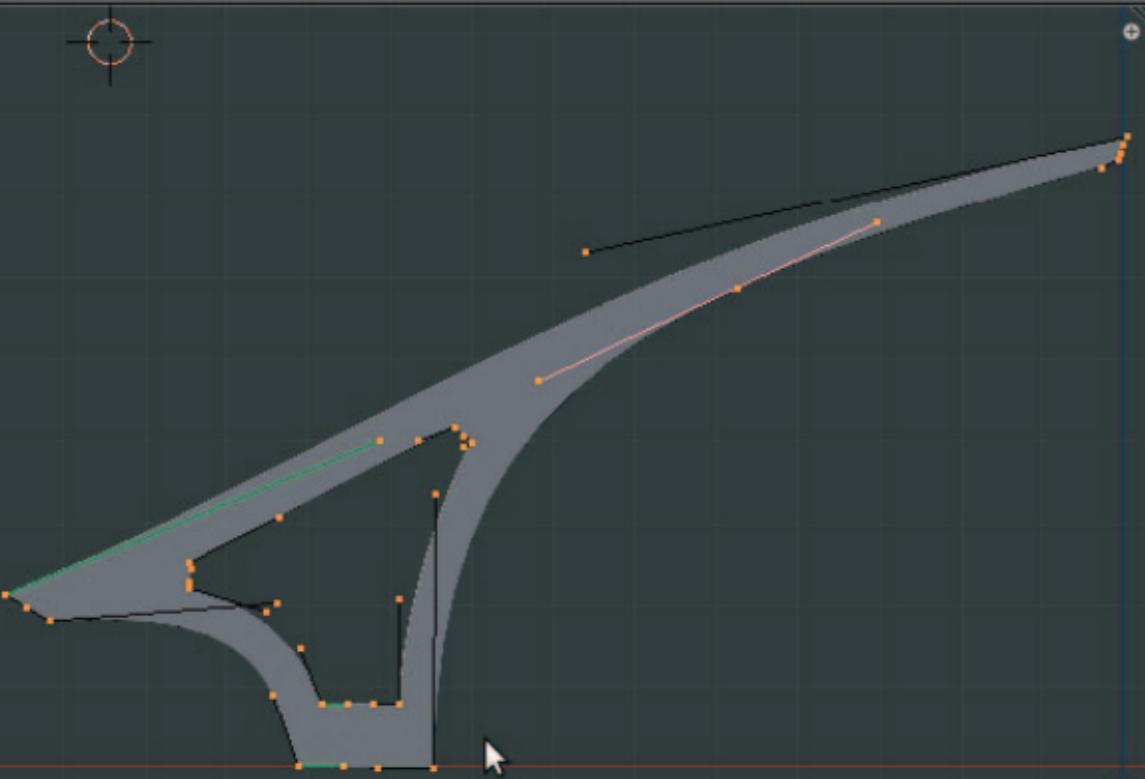
Resolution: 0

Taper Object:

Bevel Object:







Blender Render Ve:39-39 | lamellecole

lamelle

Shape

2D 3D

Resolution: Preview : 12 Caps: Front
Render U: 0 Back

Twisting: Z-Up Textures:
Smooth: 0.00 Auto Texture

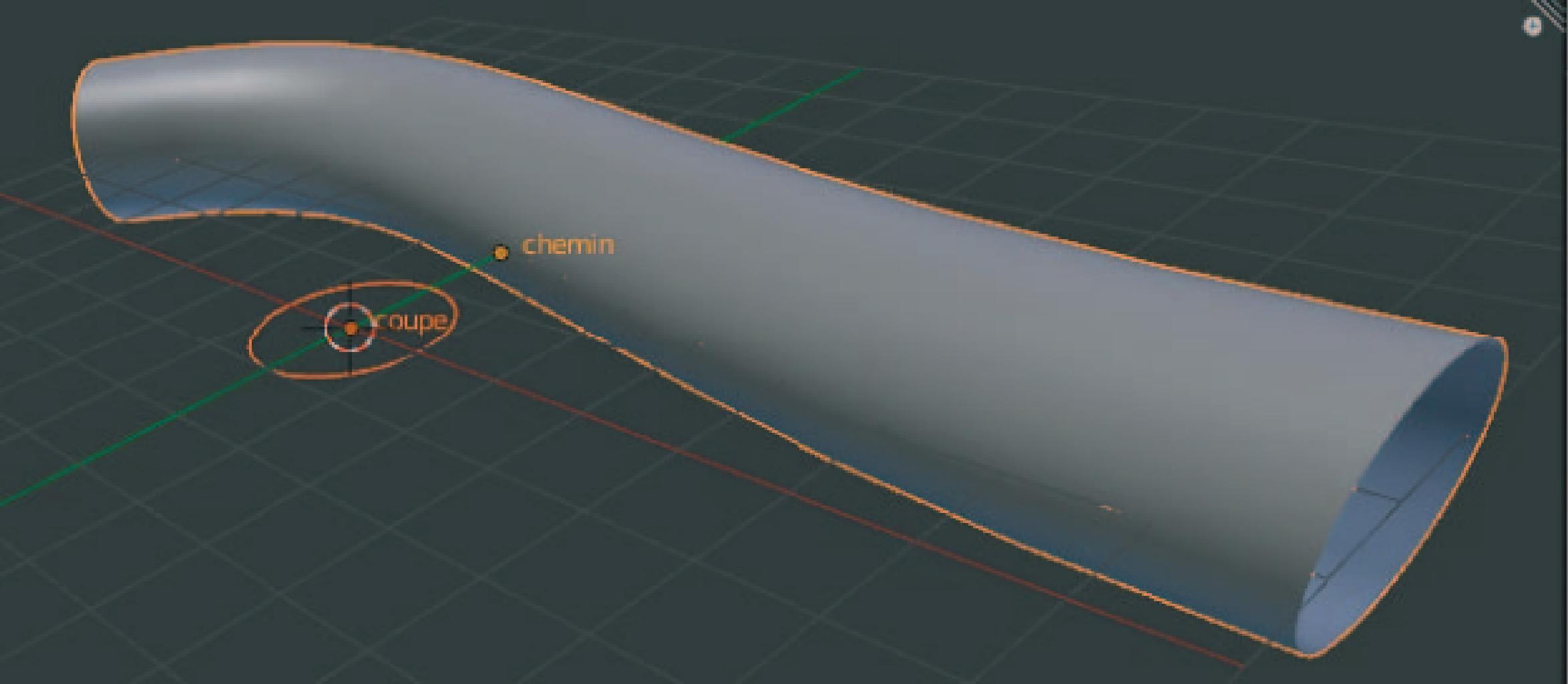
Geometry

Modification: Bevel:
Width: 1.00 Depth: 0.01
Extrud: 0.09 Resolution: 3

Taper Object: Bevel Object:

lamelle





chemin

chemin

chemin F X

Shape

Geometry

Modification: Bevel:

Offset: 0.000 Depth: 0.000

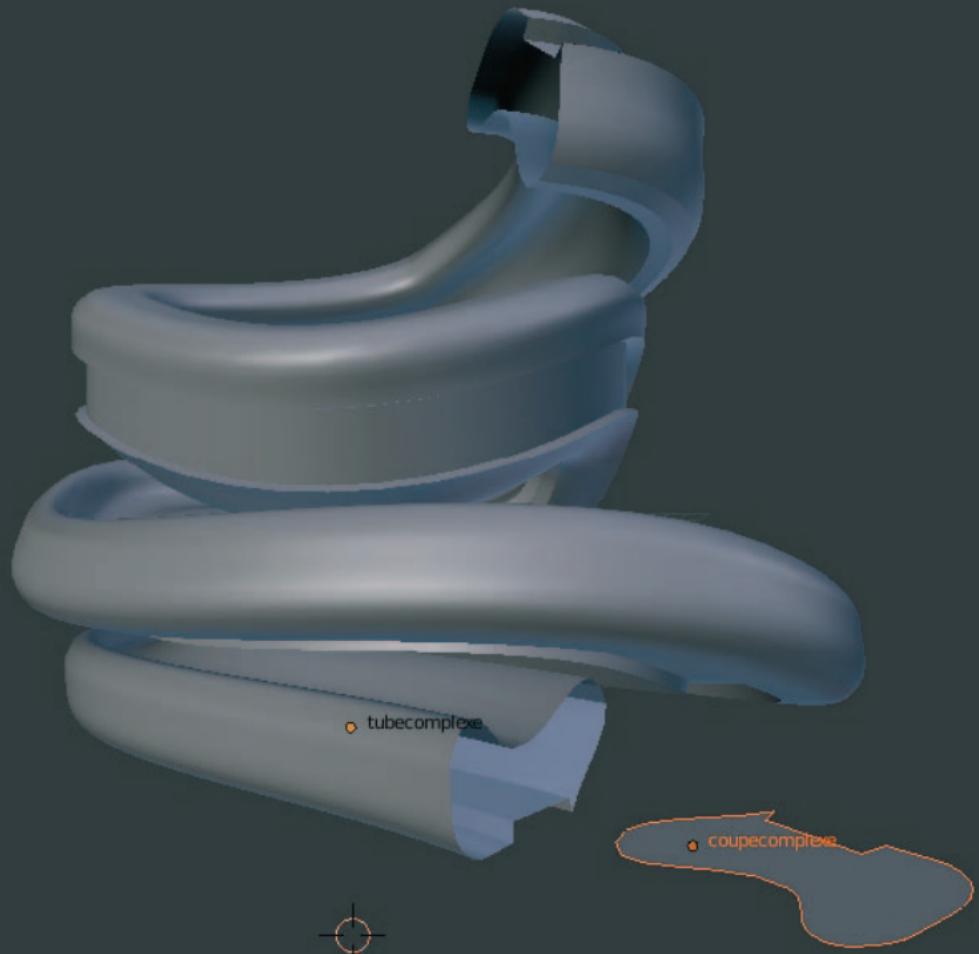
Extrud: 0.000 Resolution: 0

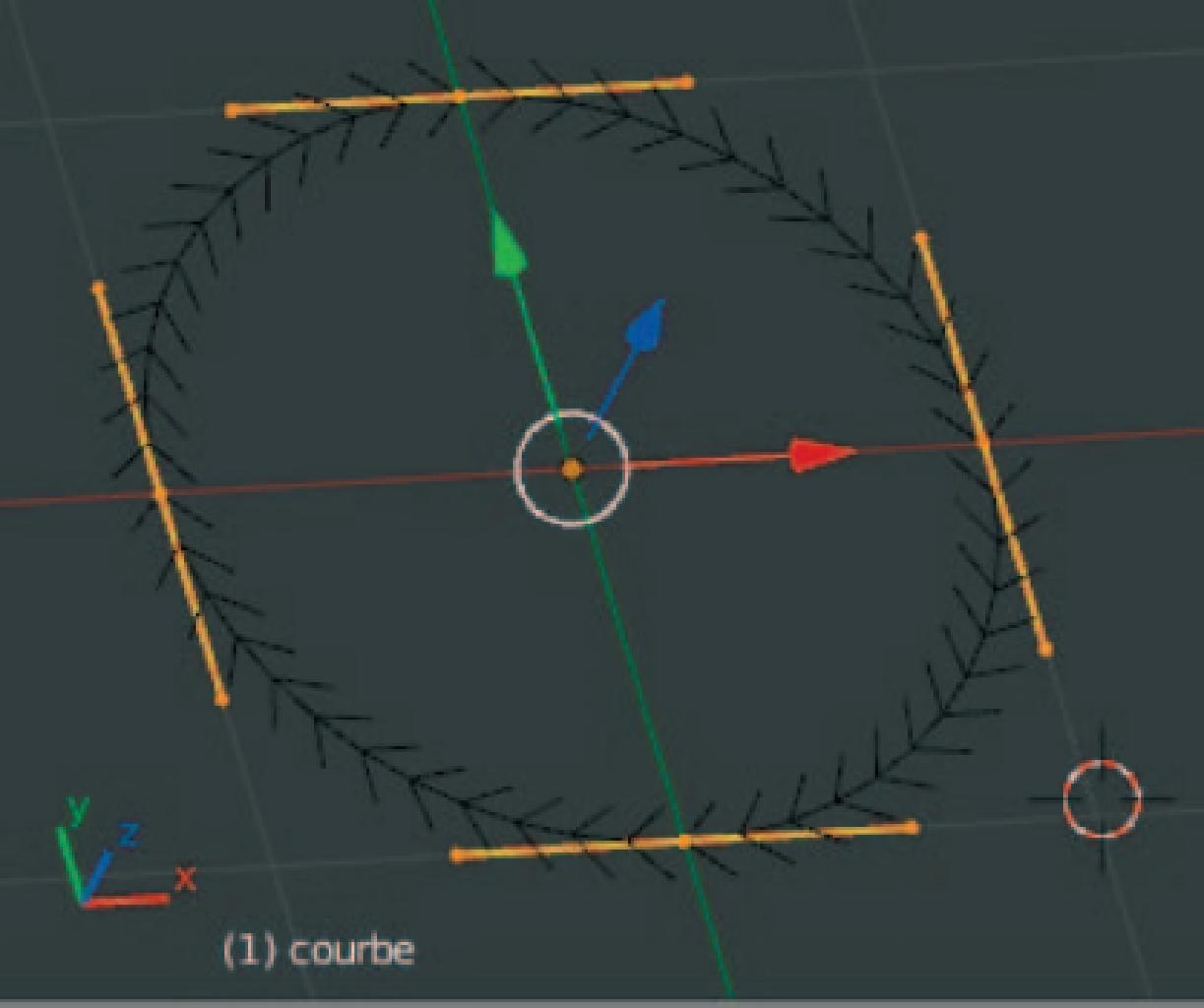
Taper Object: Bevel Object:

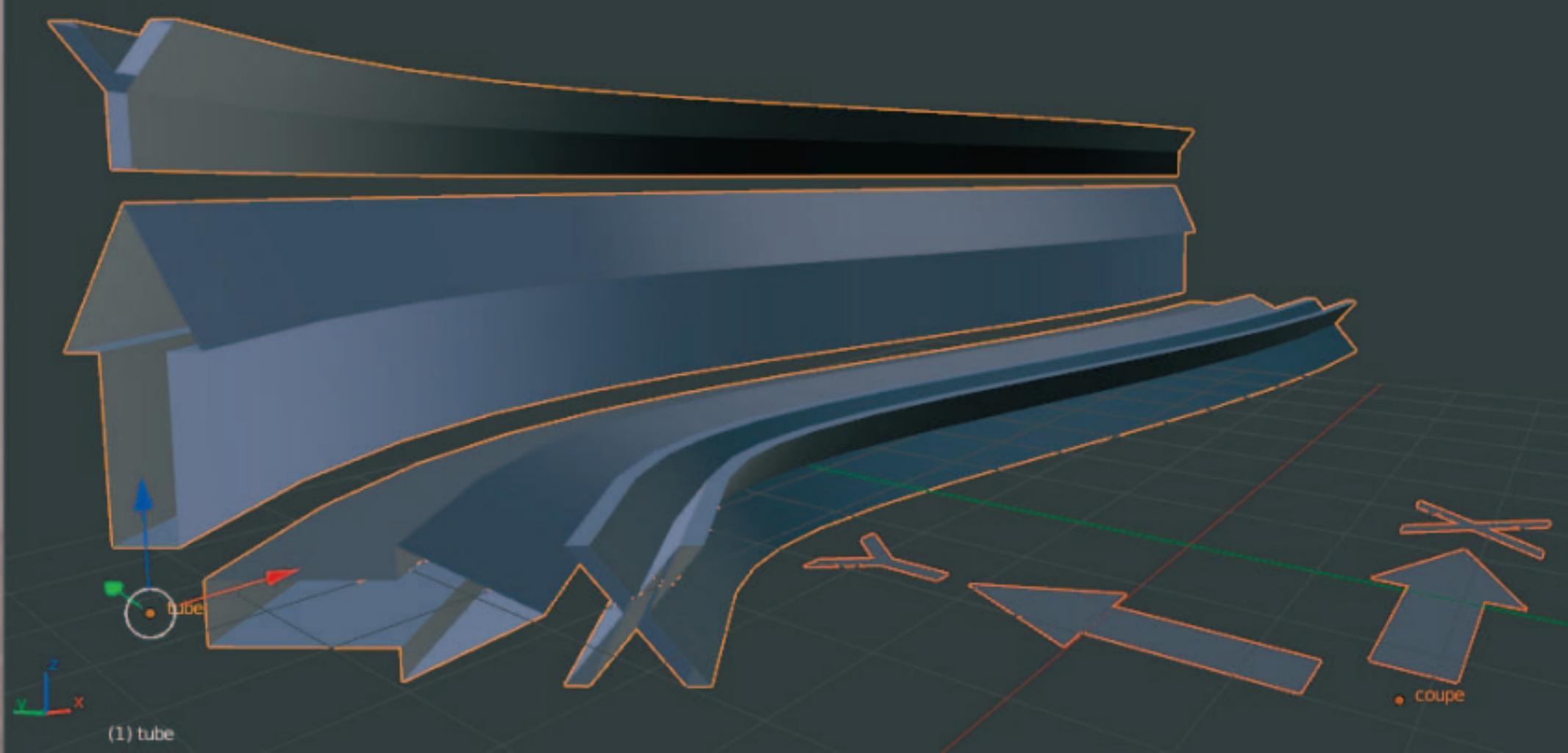
coupe

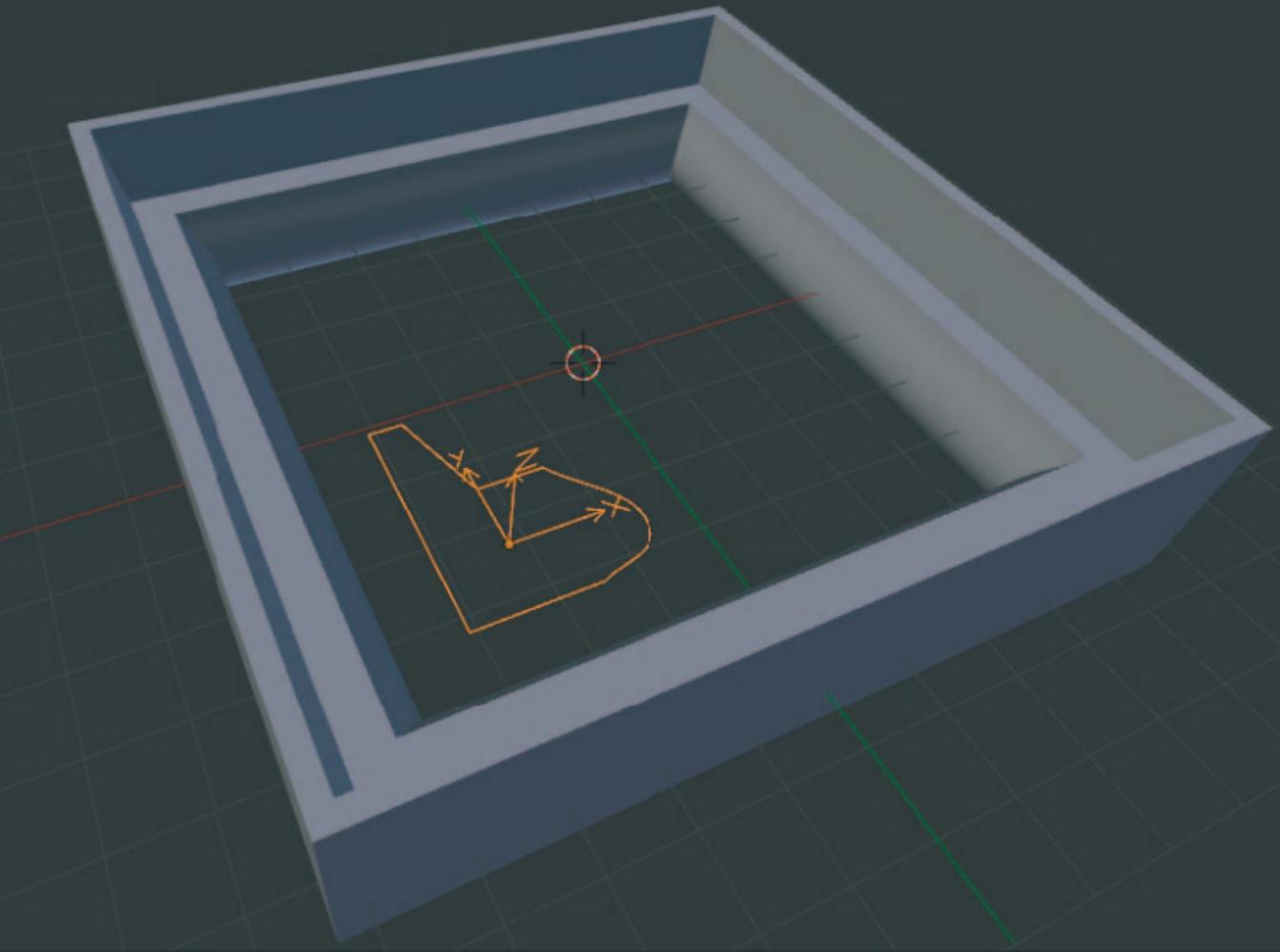
coupe

This screenshot shows the properties panel of a CAD application. At the top, there are two buttons labeled "chemin" with small icons. Below them is a toolbar with various icons. The main panel contains several sections: "Shape" (which is currently selected), "Geometry", and "Modification". Under "Modification", there are four buttons: "Offset: 0.000", "Depth: 0.000", "Extrud: 0.000", and "Resolution: 0". Under "Taper Object" and "Bevel Object", there are dropdown menus showing "coupe".









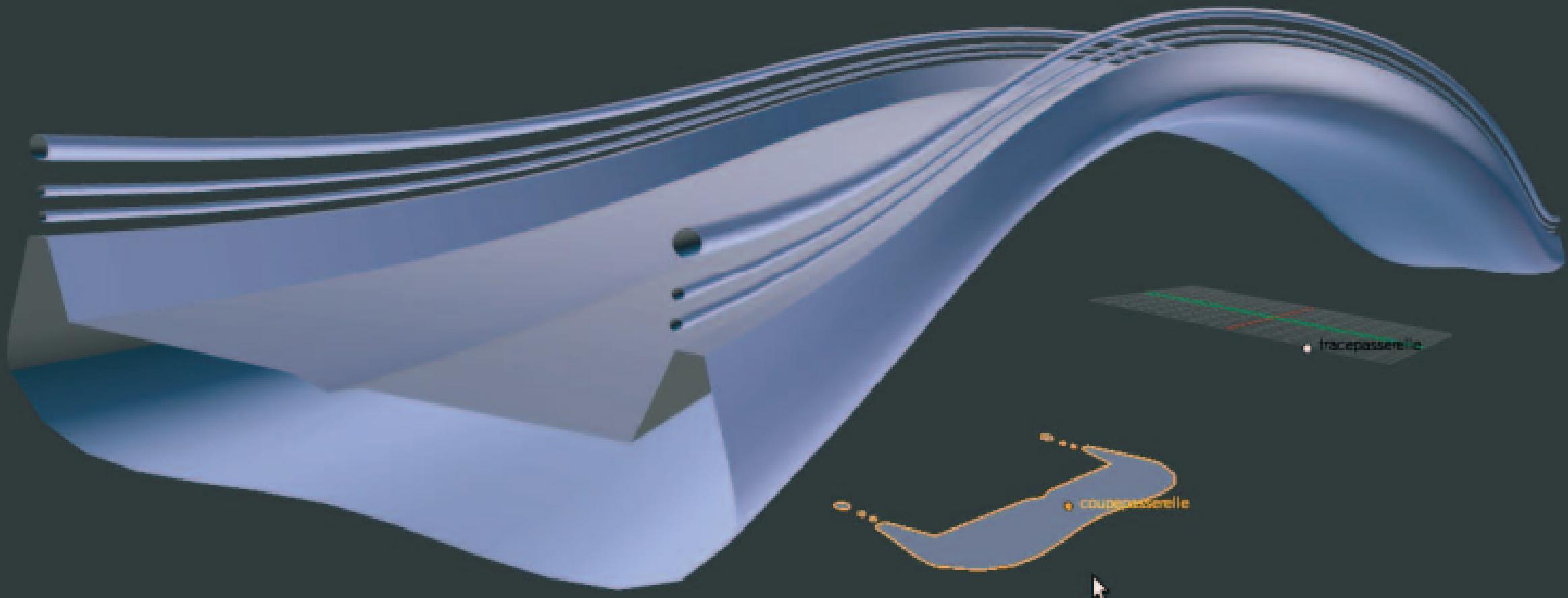


.001

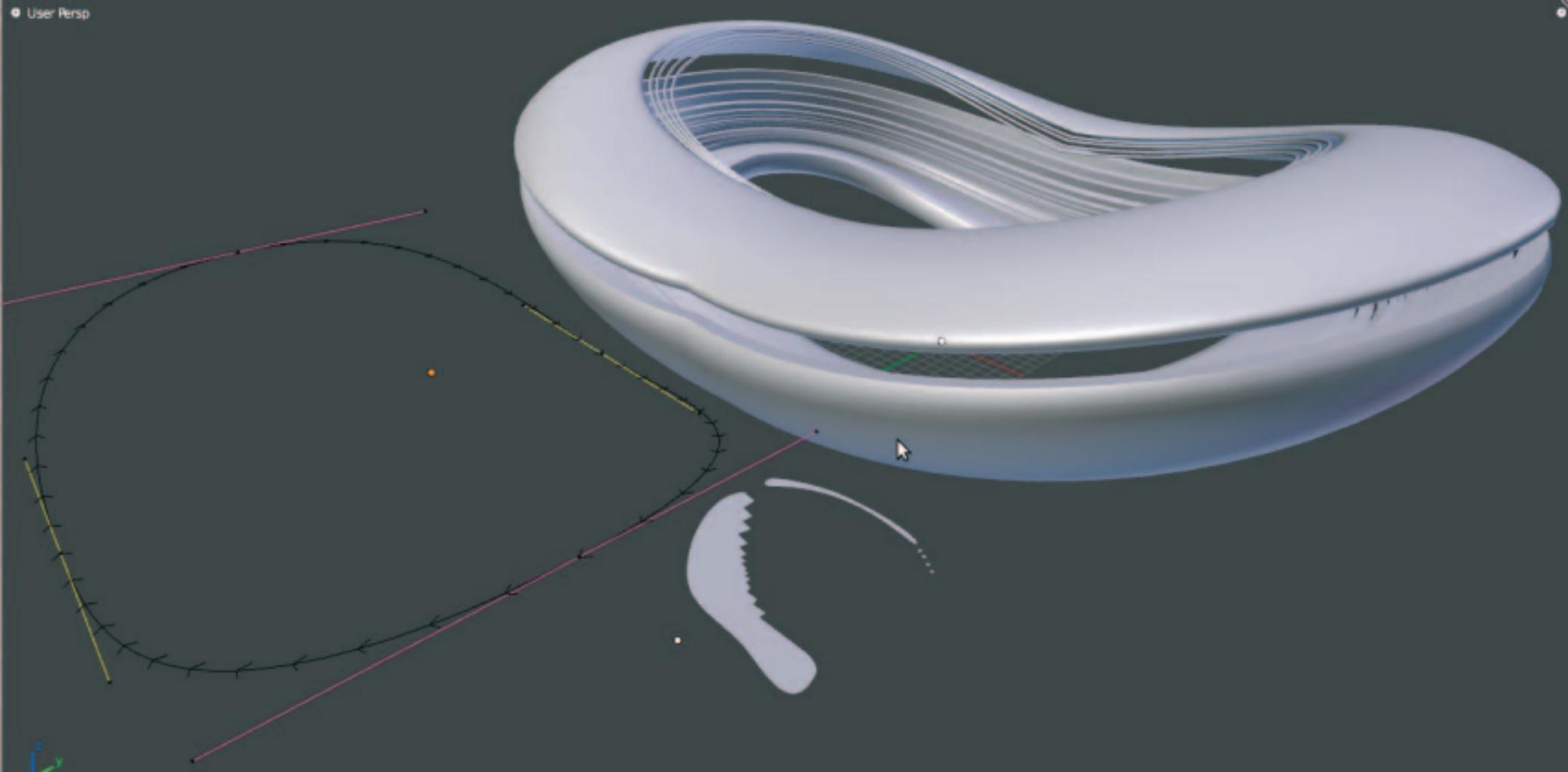


rampe

couperampe



User Persp



Top Persp

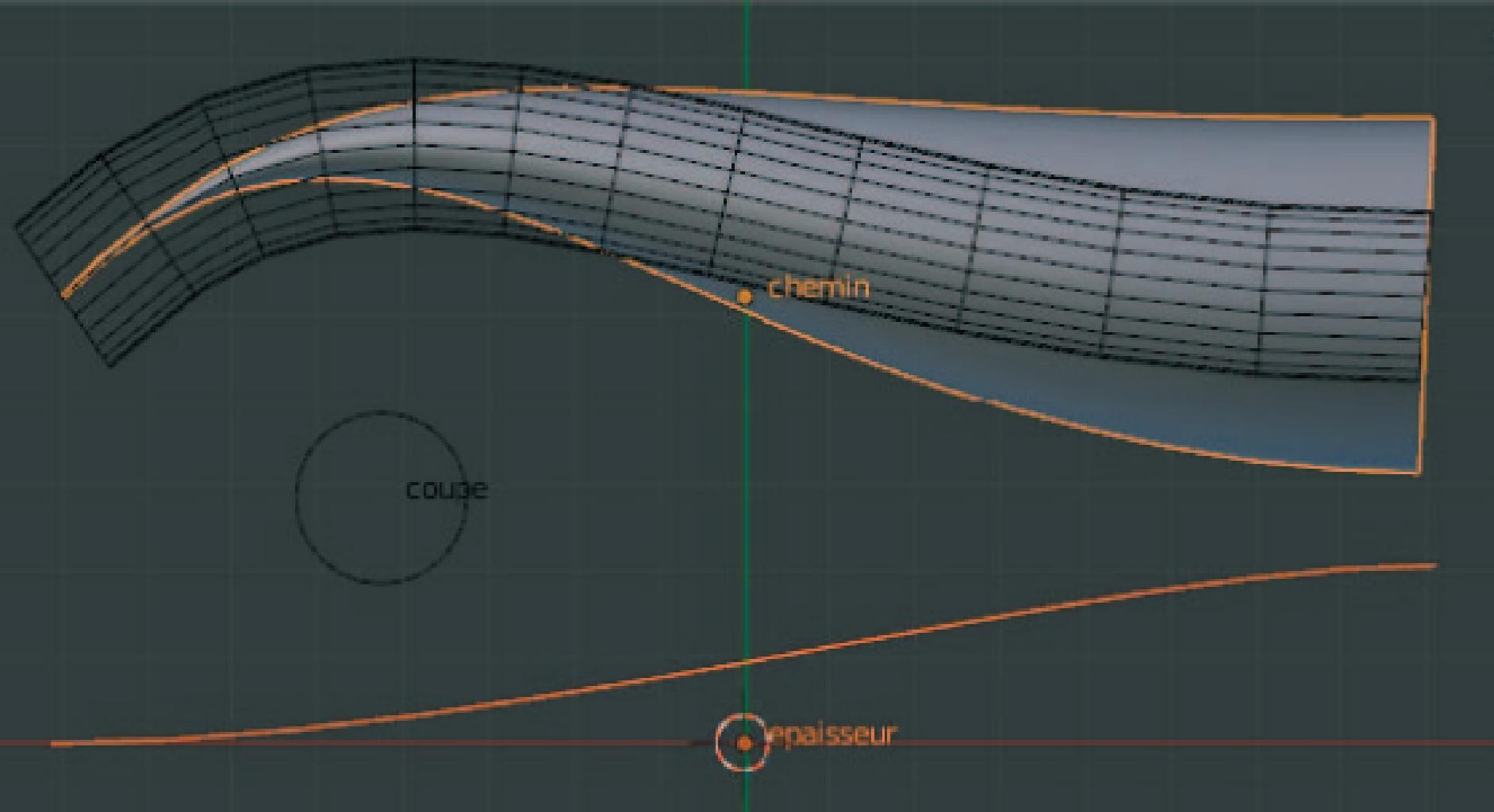


poutrecomplex.001

poutrecomplex



(1) profilpoutre



chemin

chemin

chemin F X

Shape

Geometry

Modification: Bevel:

Offset: 0.000 Depth: 0.000

Extrud: 0.000 Resolution: 0

Taper Object: Bevel Object:

épaisseur coupe

Path Animation

This panel displays the properties of the selected object, 'chemin'. It includes sections for Shape, Geometry, Modification, and Path Animation. The 'Taper Object' field is set to 'épaisseur', which is highlighted with a red border.

