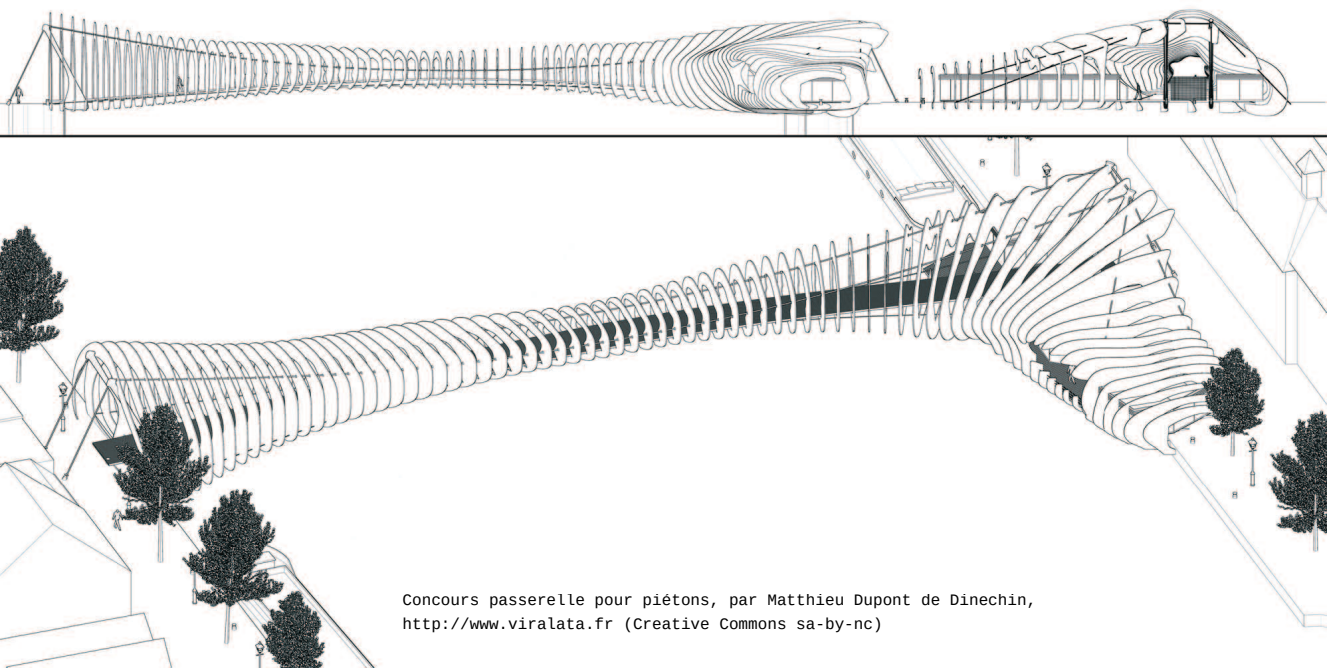
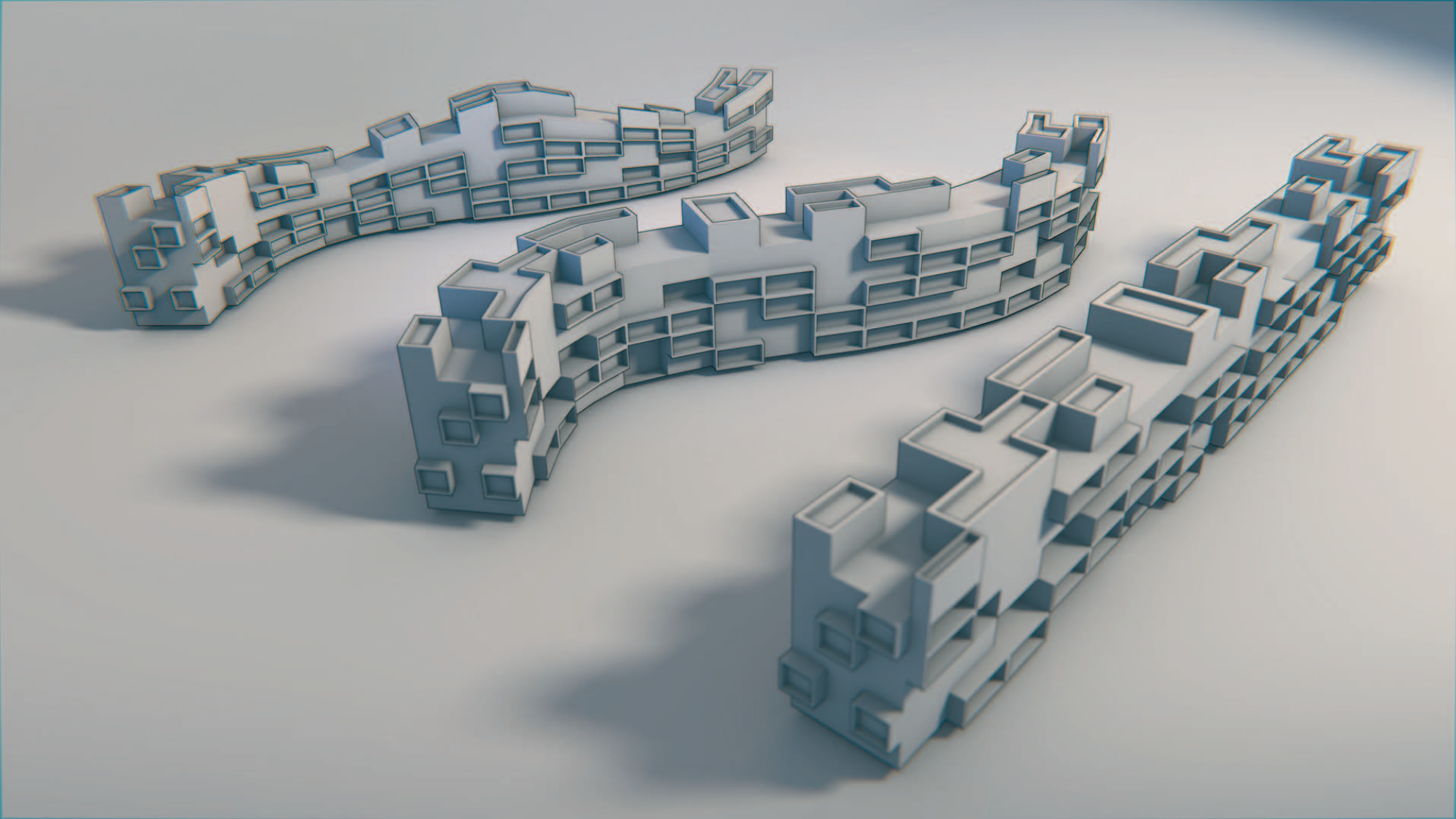
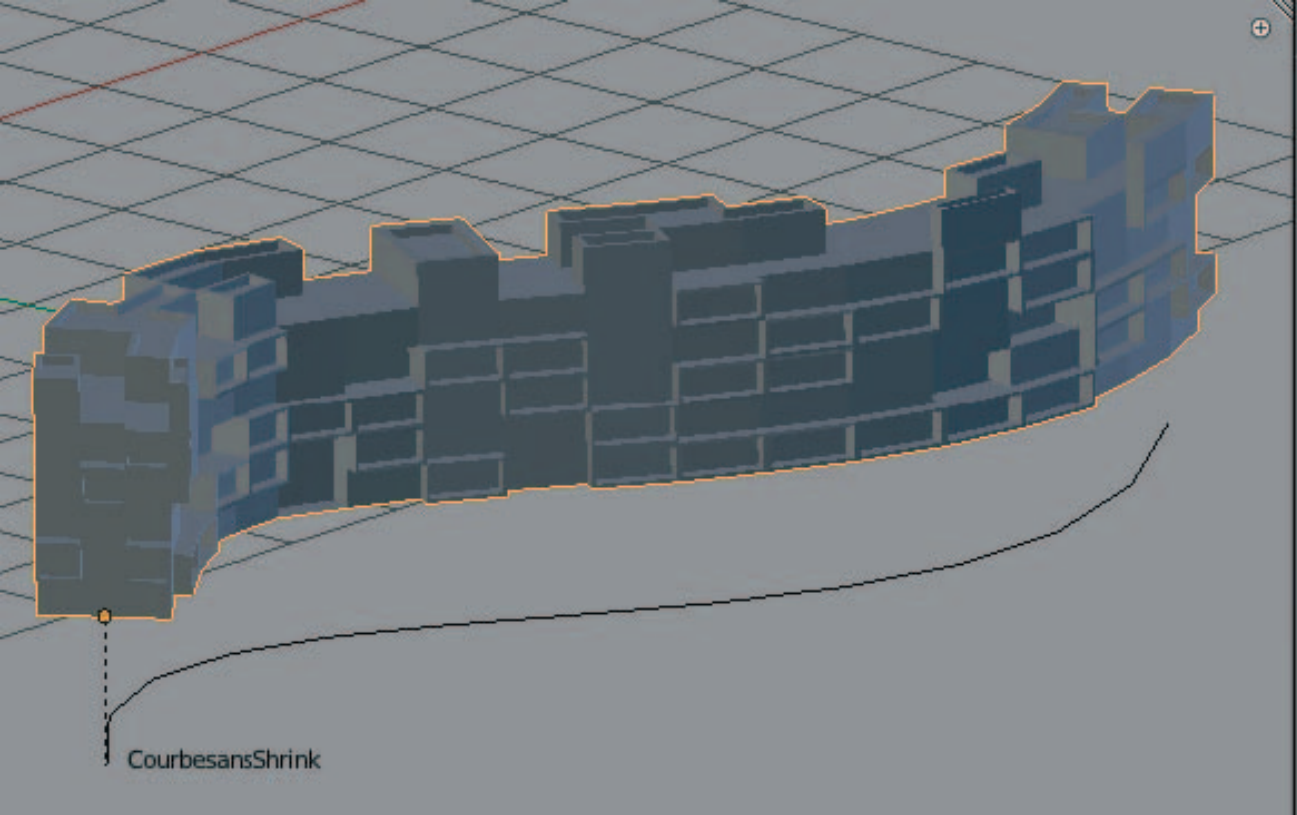


Concours passerelle pour piétons, par Matthieu Dupont de Dinechin,
http://www.viralata.fr (Creative Commons sa-by-nc)





Cube.002

Modifiers

Add Modifier

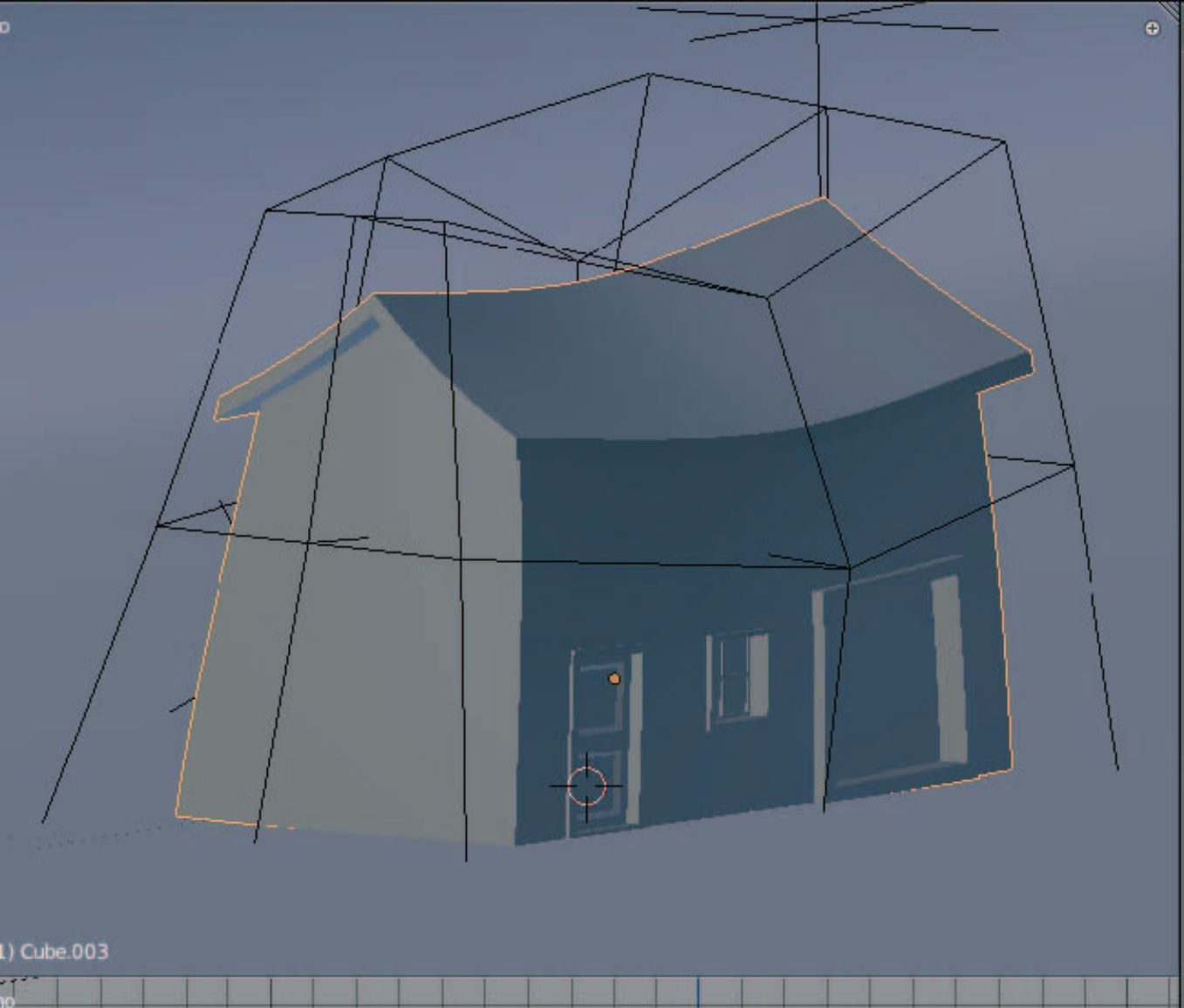
Curve

Apply | Apply as Shape | Copy

Object: CourbesansShrink

Vertex Group:

Deformation Axis: X | Y | Z | -X | -Y | -Z



Cube.003

Modifiers

Add Modifier

bsurf

Apply | Copy

Catmull-Clark | Simple

Subdivisions:

View: 2

Render: 2

Options:

Subdivide UVs

Optimal Display

Lattice

Apply | Apply as Shape | Copy

Object:

Lattice

Vertex Group:

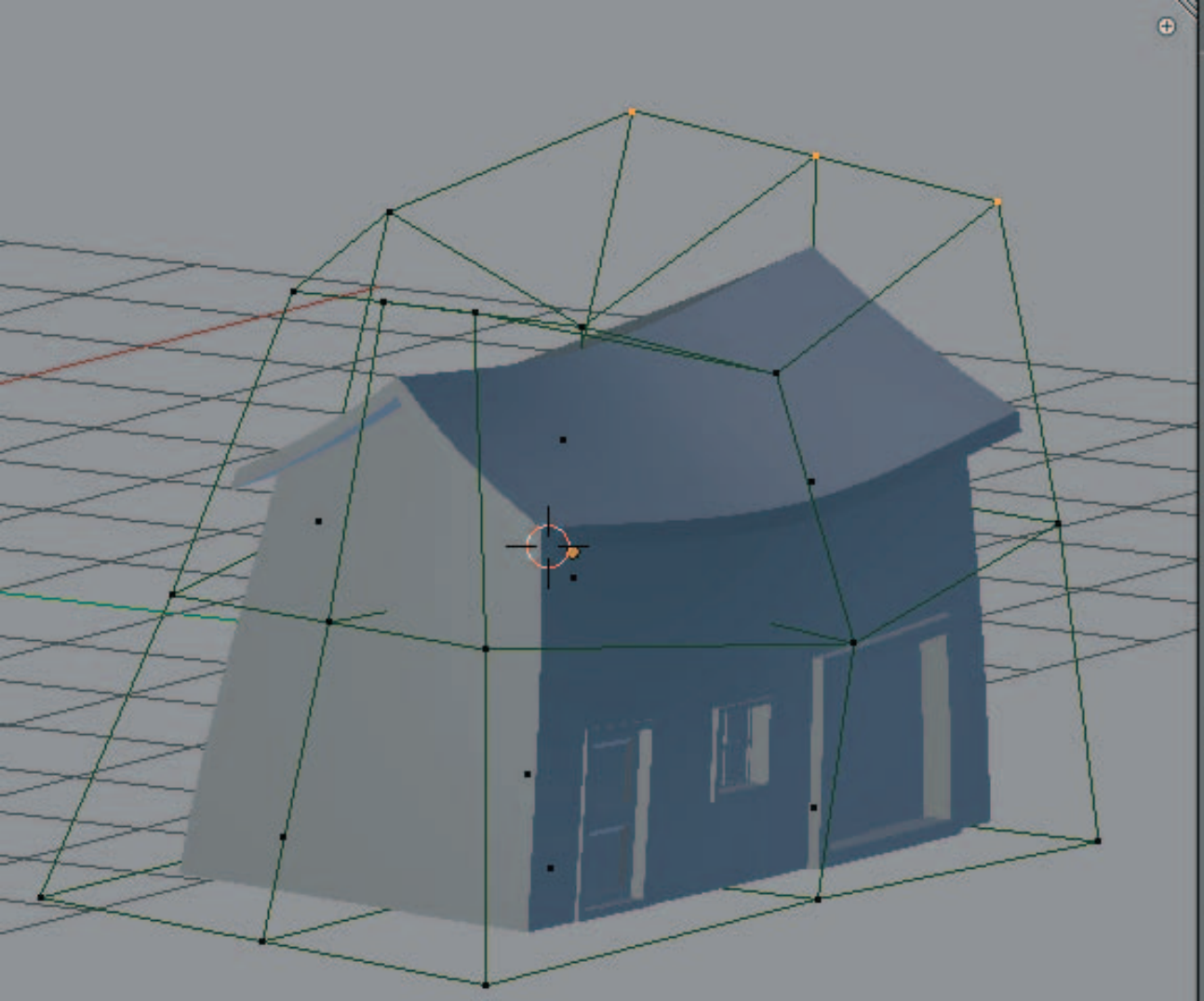
Split

Apply | Copy

Edge Angle

Sharp Edges

Split Angle: 30°



Lattice › Lattice

Lattice F

Lattice

U: 3 BSpline

V: 3 BSpline

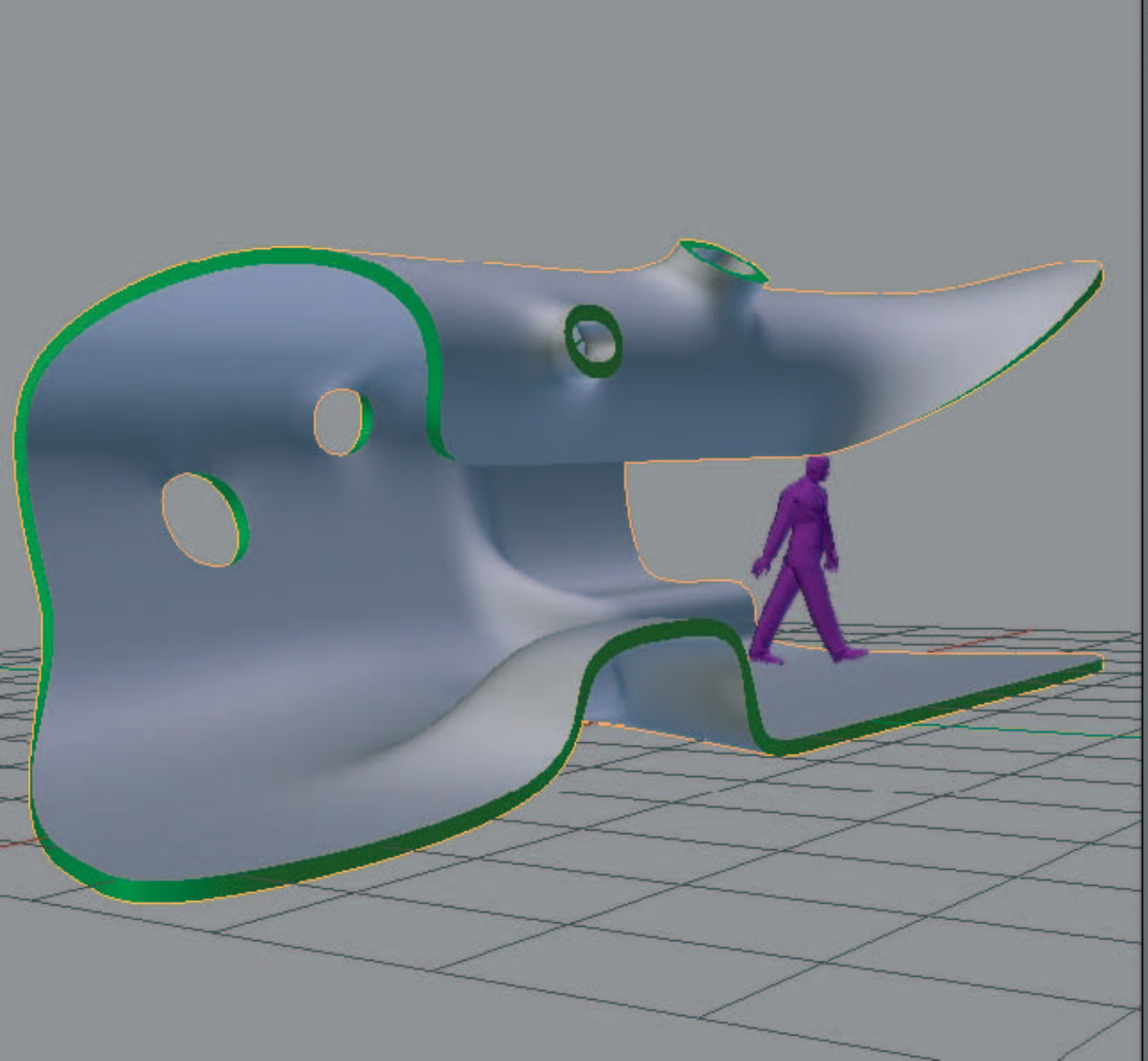
W: 3 BSpline

Outside

Custom Properties

Vertex Groups

Shape Keys



Modifiers

Add Modifier

bsurf

Apply | Copy

Catmull-Clark | Simple

Subdivisions:

View: 3

Render: 3

Options:

Subdivide UVs

Optimal Display

lidify

Apply | Copy

Thickness: 0.1000

Offset: -1.0000

Invert

Crease:

Factor: 0.336

Inner: 0.000

Even Thickness

Outer: 0.000

High Quality Normals

Rim: 0.000

Fil Rim

Material Index Offset:

0 | Rim: 1

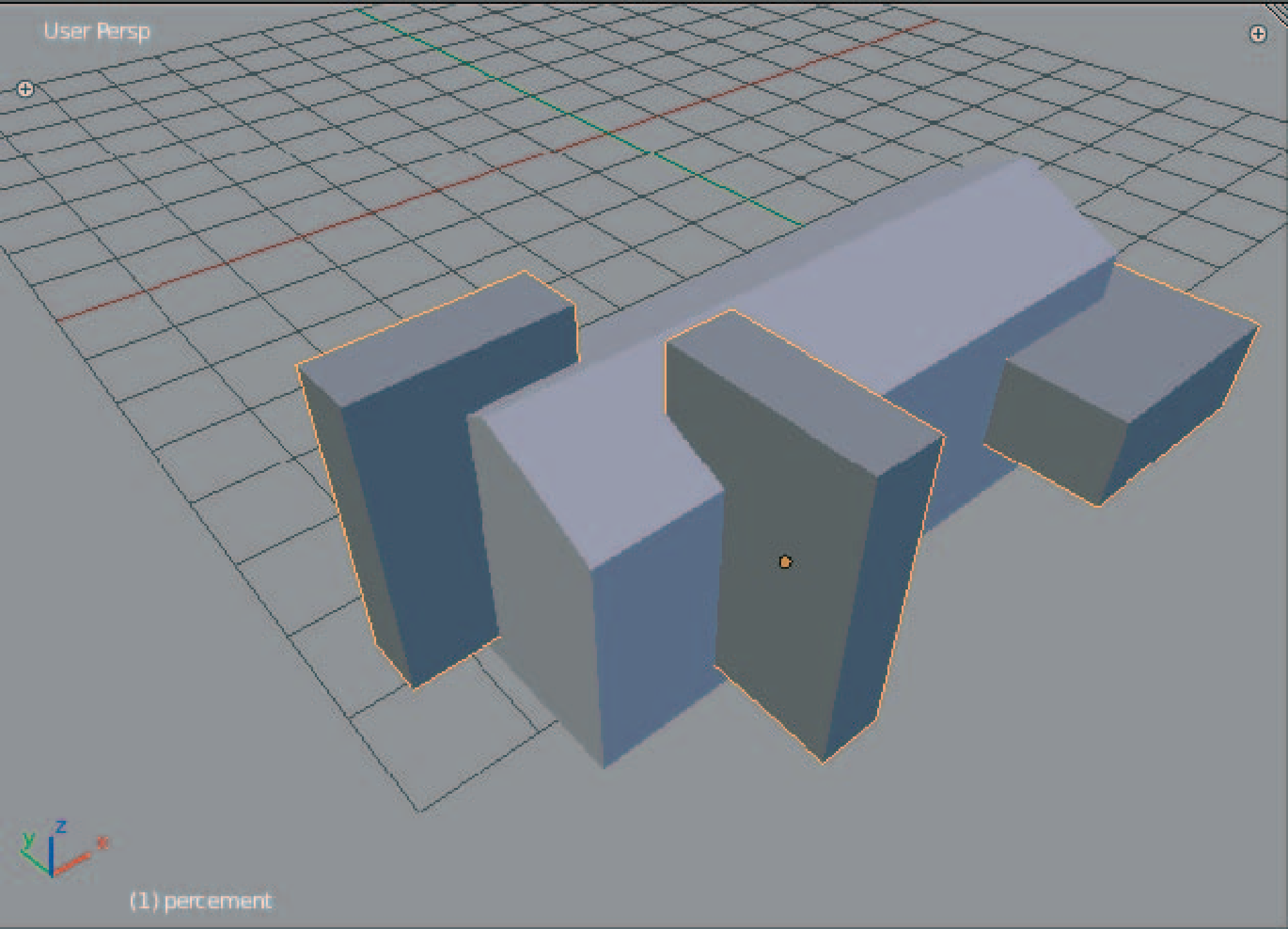
eSplit

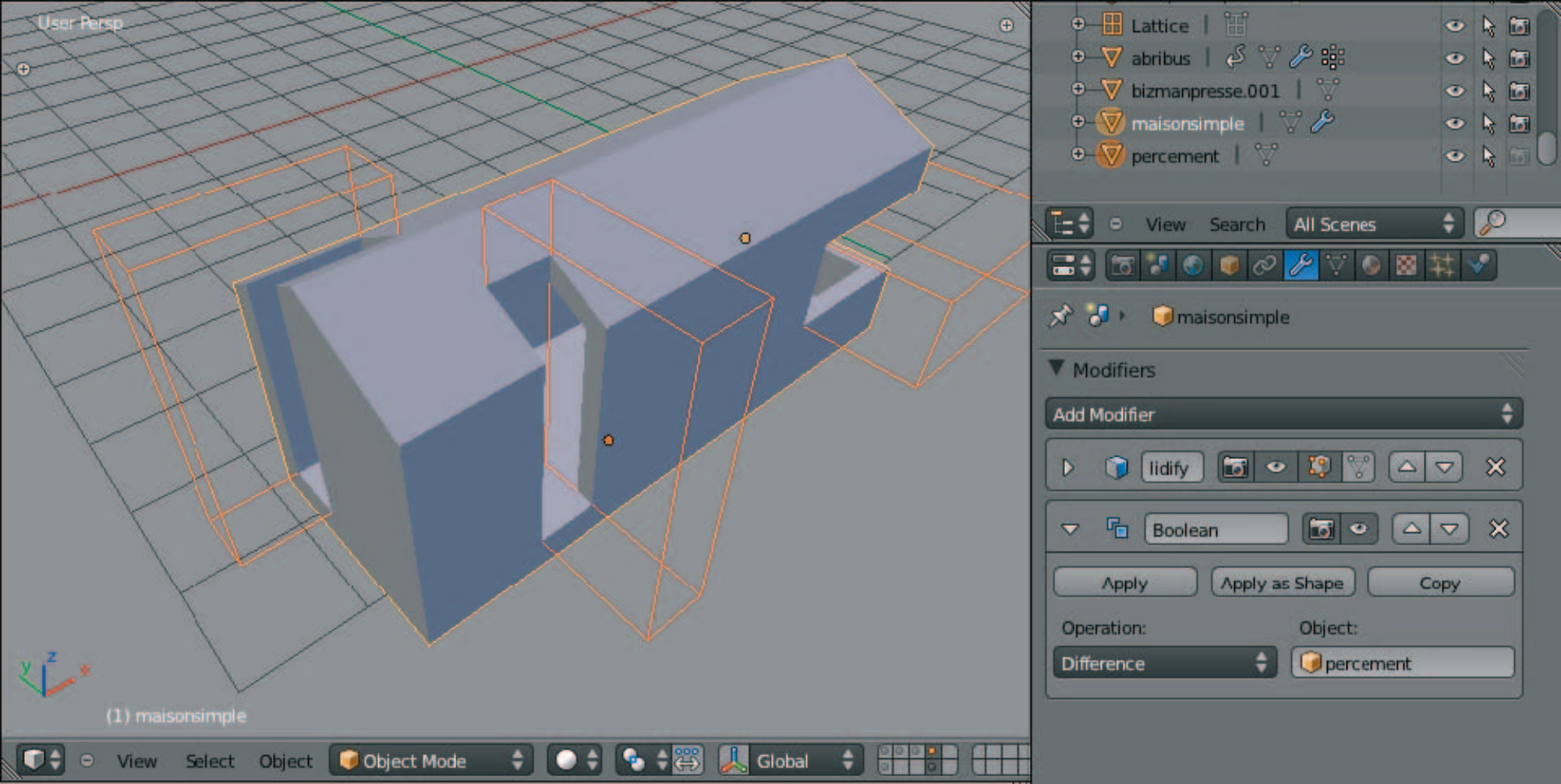
Apply | Copy

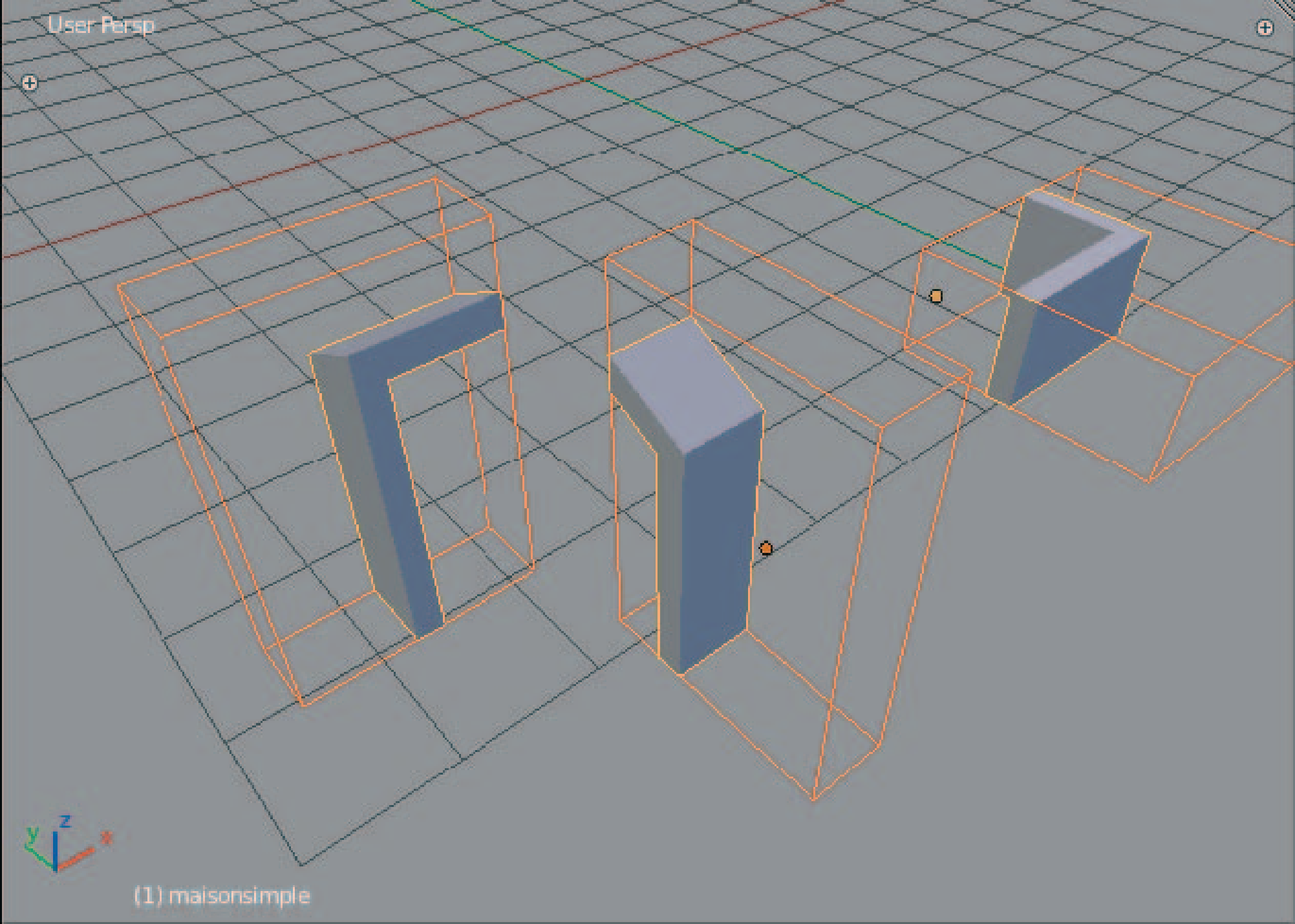
Edge Angle

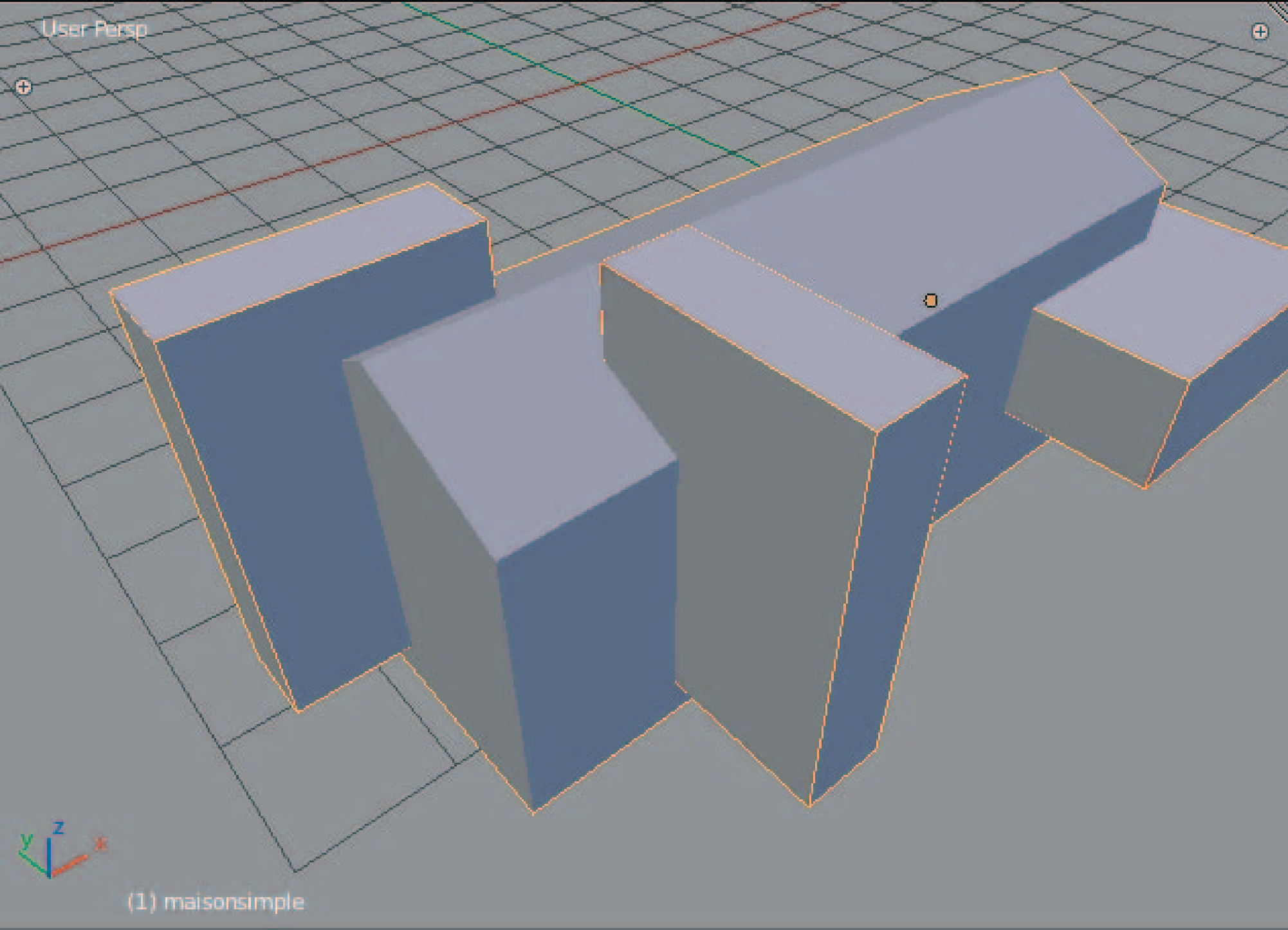
Sharp Edges

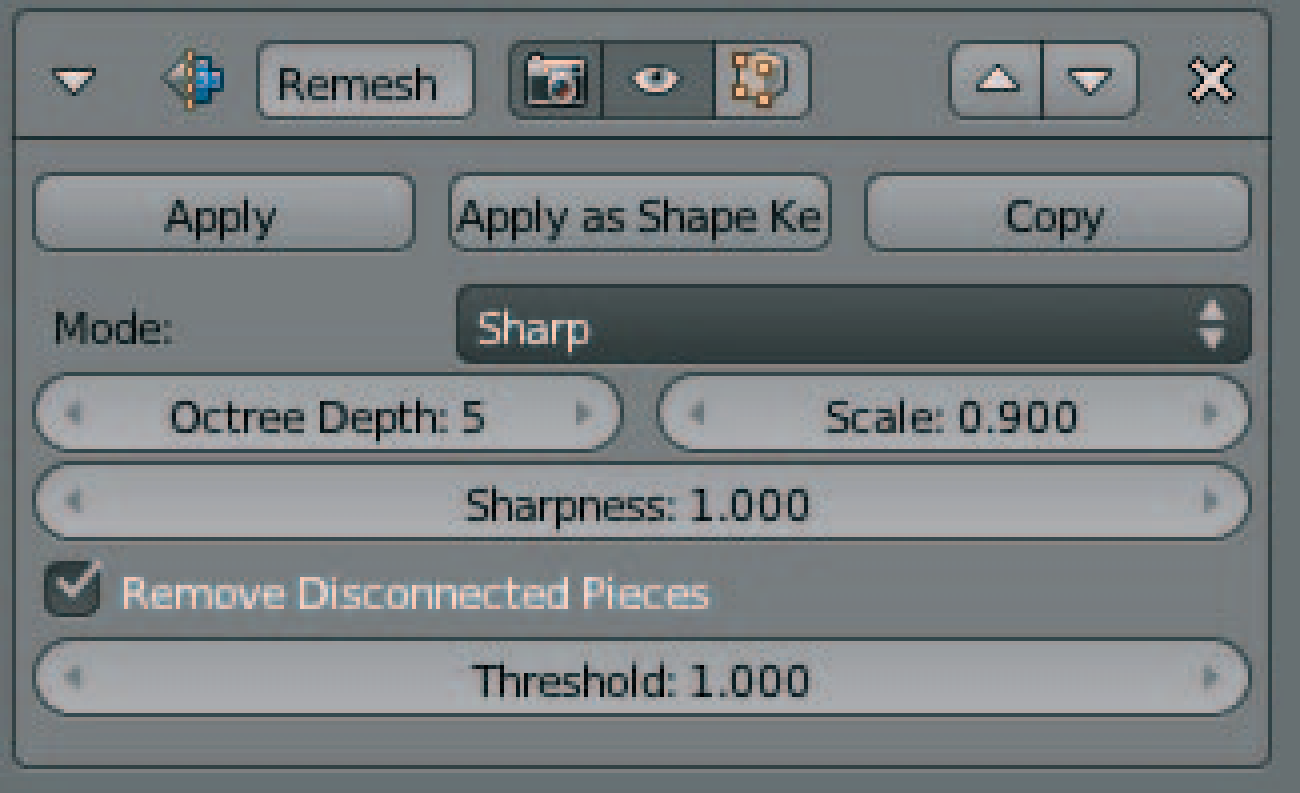
Split Angle: 30°

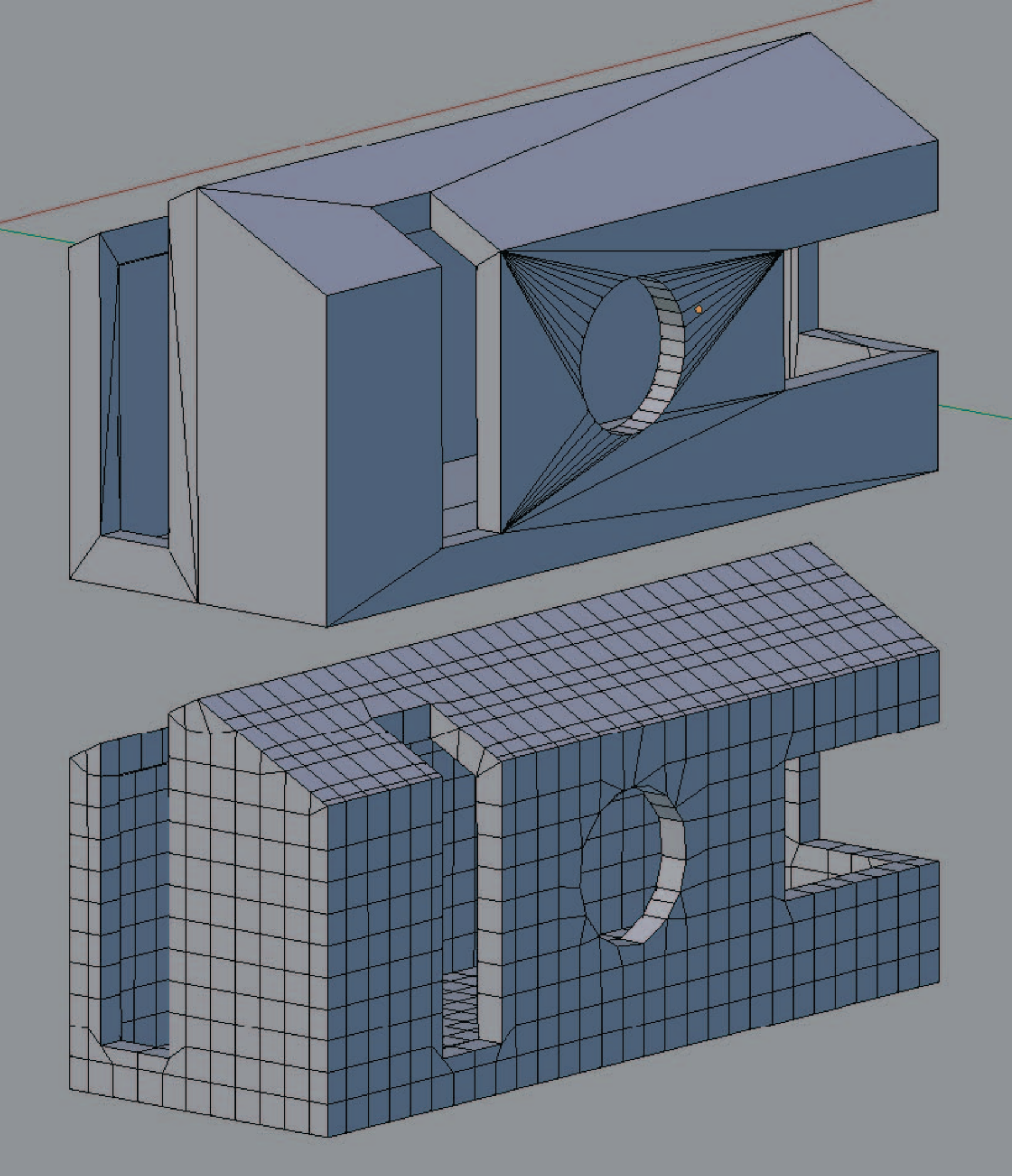

User Persp
Z
Y
X
(1) percement

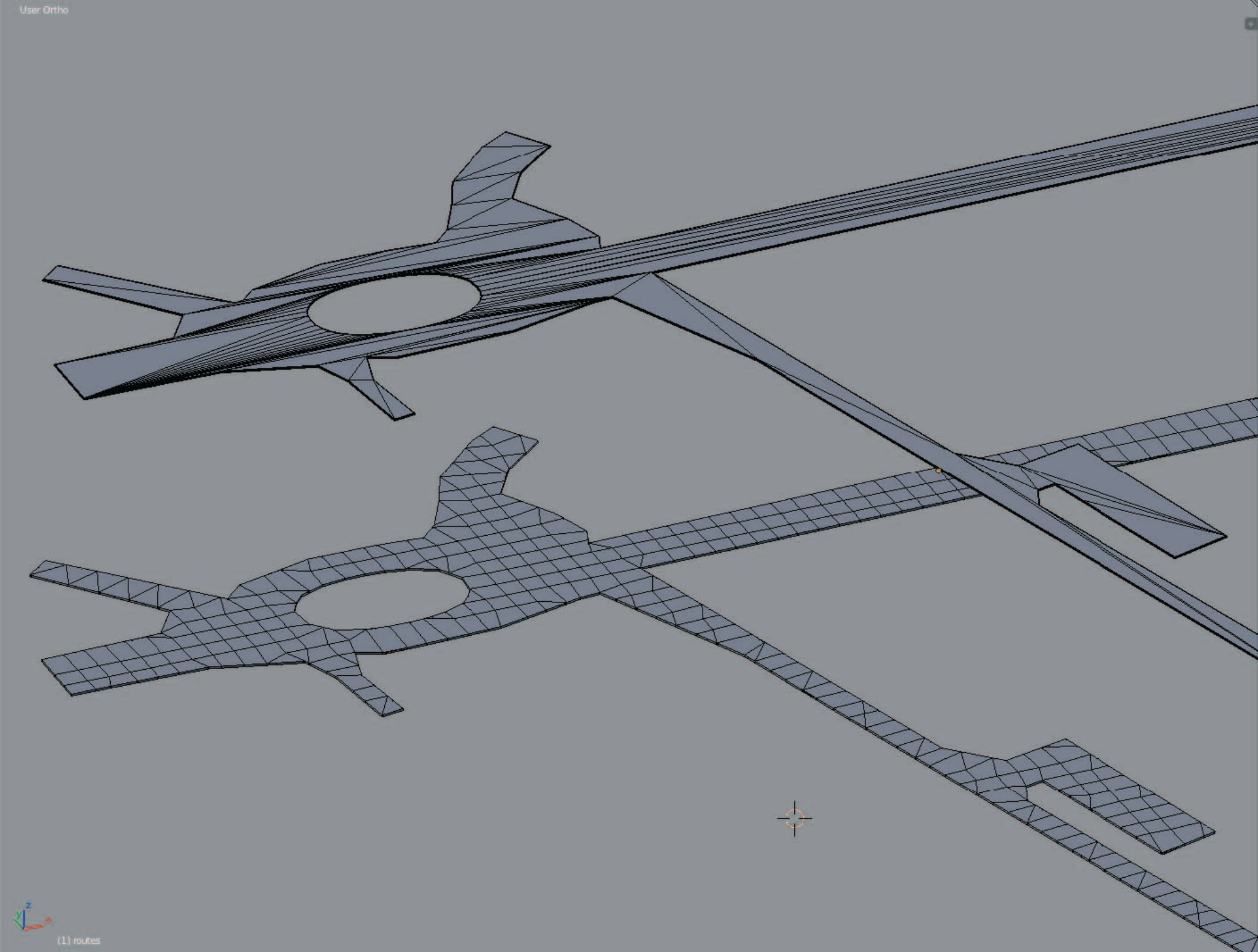

User Persp
(1) maisonsimple
Lattice
abribus
bizmanpresse.001
maisonsimple
percement
View
Search
All Scenes
maisonsimple
Modifiers
Add Modifier
lidify
Boolean
Apply
Apply as Shape
Copy
Operation:
Object:
Difference
percement
View
Select
Object
Object Mode
Global

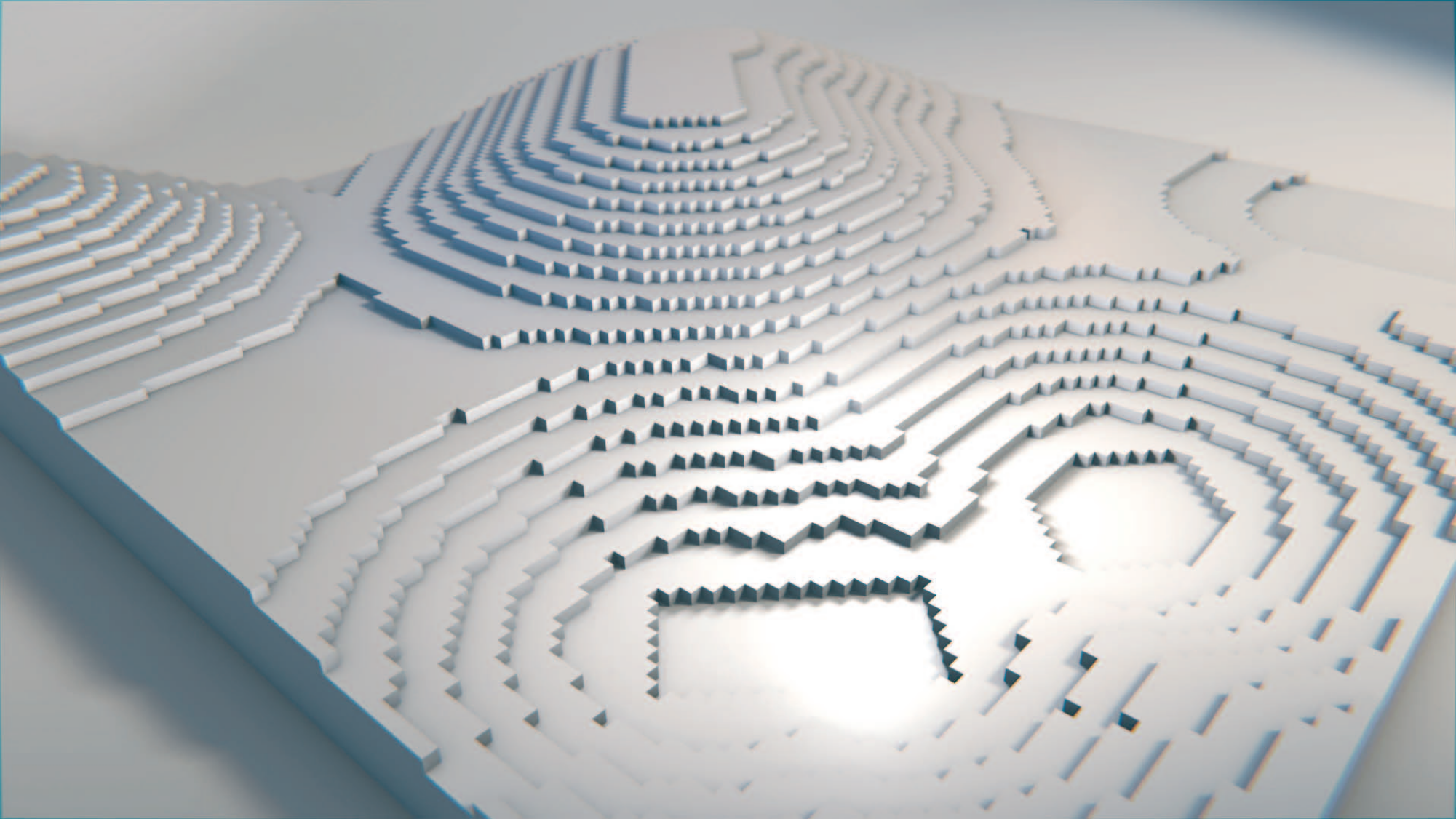

User Persp
Z
Y
X
(1) maisonsimple

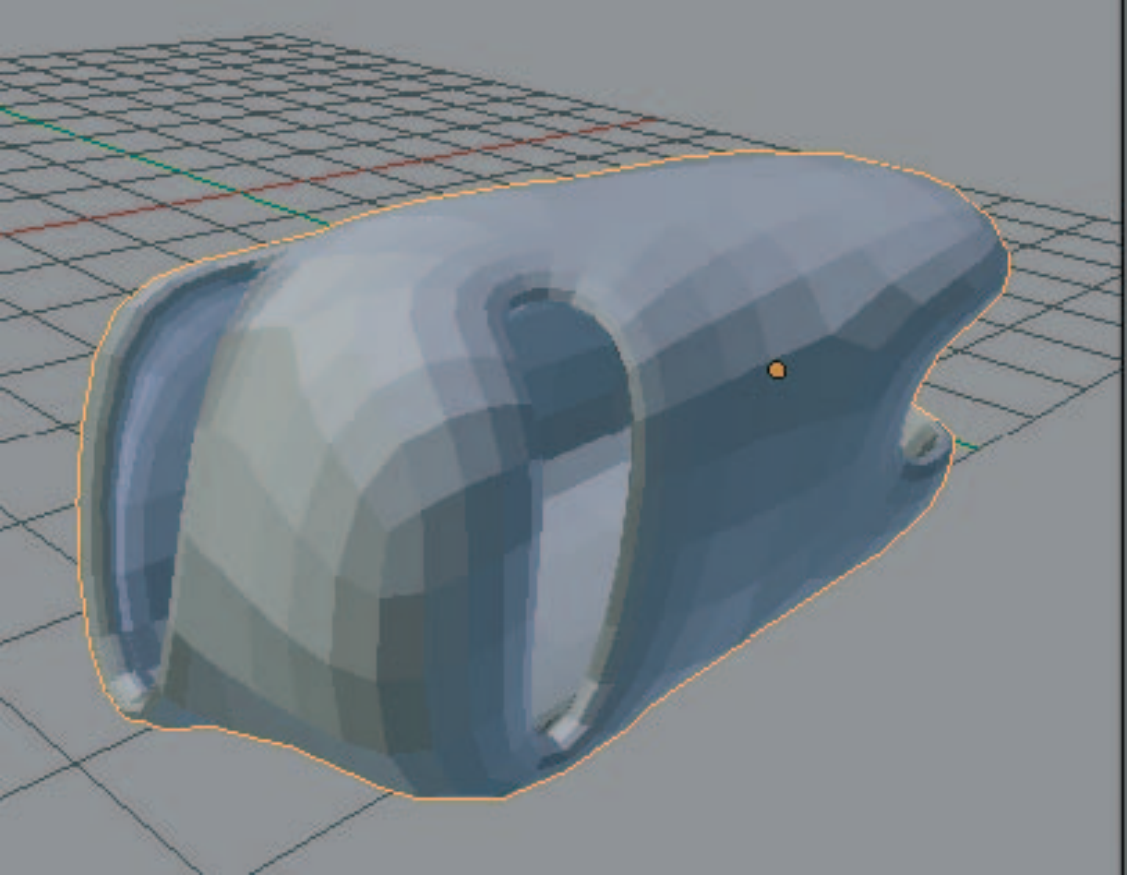

User Persp
Z
Y
X
(1) maisonsimple


Remesh
Apply
Apply as Shape Ke
Copy
Mode:
Sharp
Octree Depth: 5
Scale: 0.900
Sharpness: 1.000
Remove Disconnected Pieces
Threshold: 1.000




User Ortho
(1) routes





Modifiers

Add Modifier

Solidify

Boolean

Subsurf

Apply | Copy

Catmull-Clark | Simple

Subdivisions:

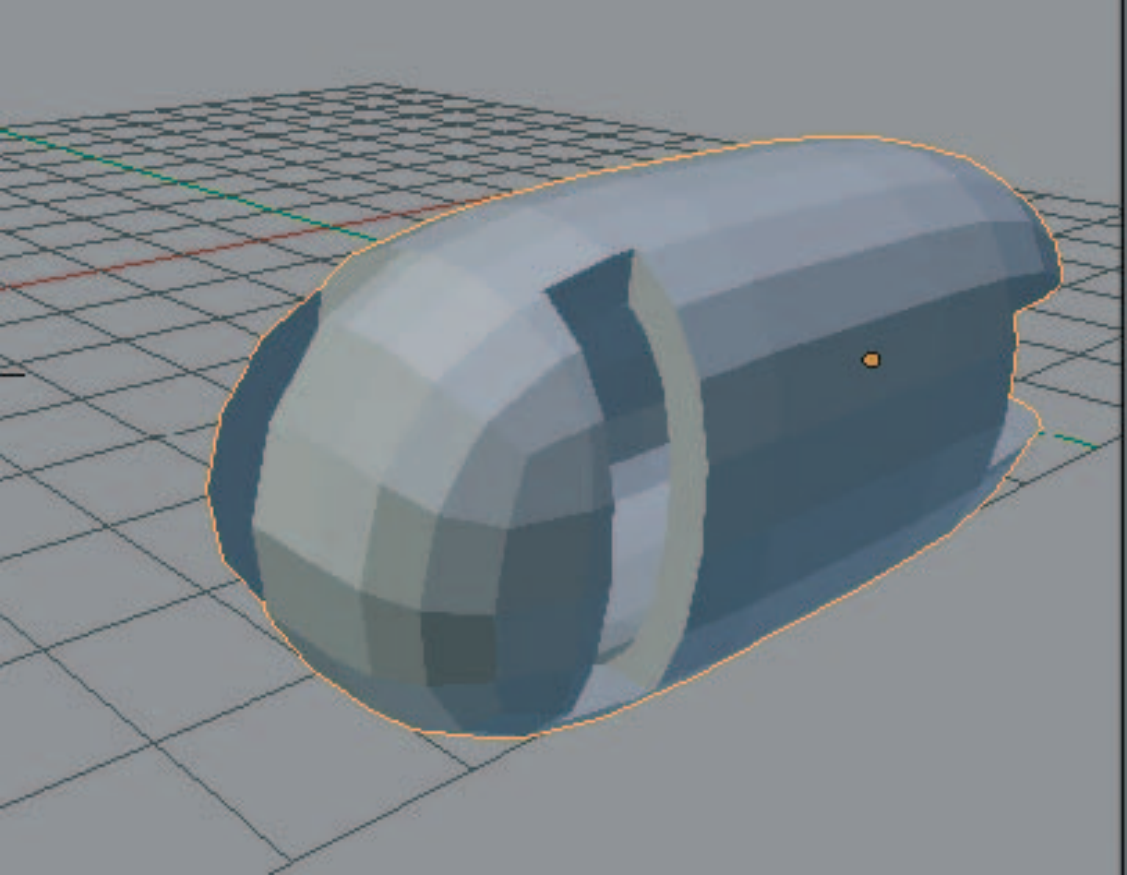
View: 2

Render: 2

Options:

Subdivide UVs

Optimal Display



Modifiers

Add Modifier

Solidify

Subsurf

Apply | Copy

Catmull-Clark | Simple

Subdivisions:

View: 2

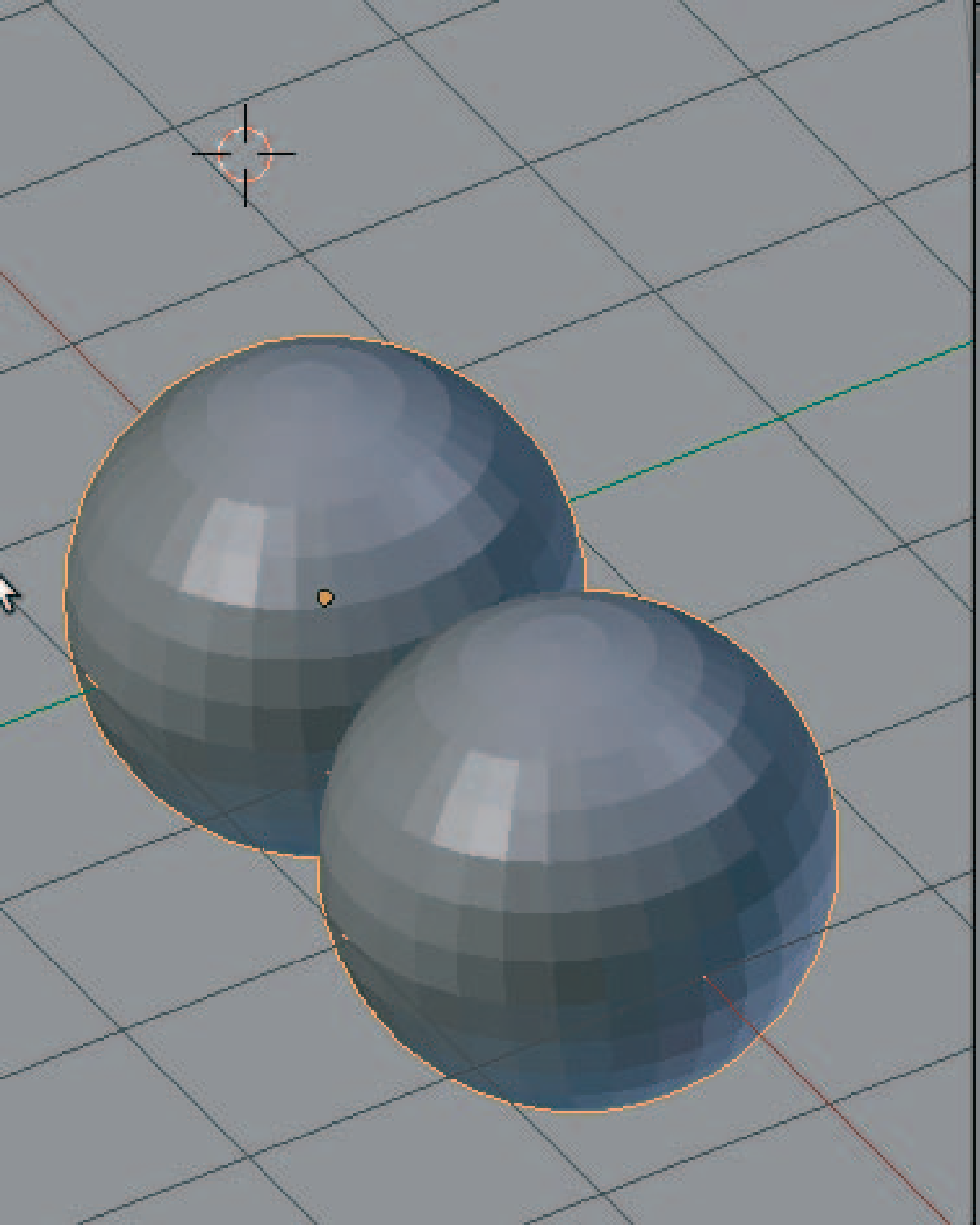
Render: 2

Options:

Subdivide UVs

Optimal Display

Boolean



Sphere

Modifiers

Add Modifier

rray

Apply

Copy

Fit Type: Fixed Count

Count: 2

Constant Offset

X: 0.000

Y: 0.000

Z: 0.000

Relative Offset

1.000

0.000

0.000

Merge

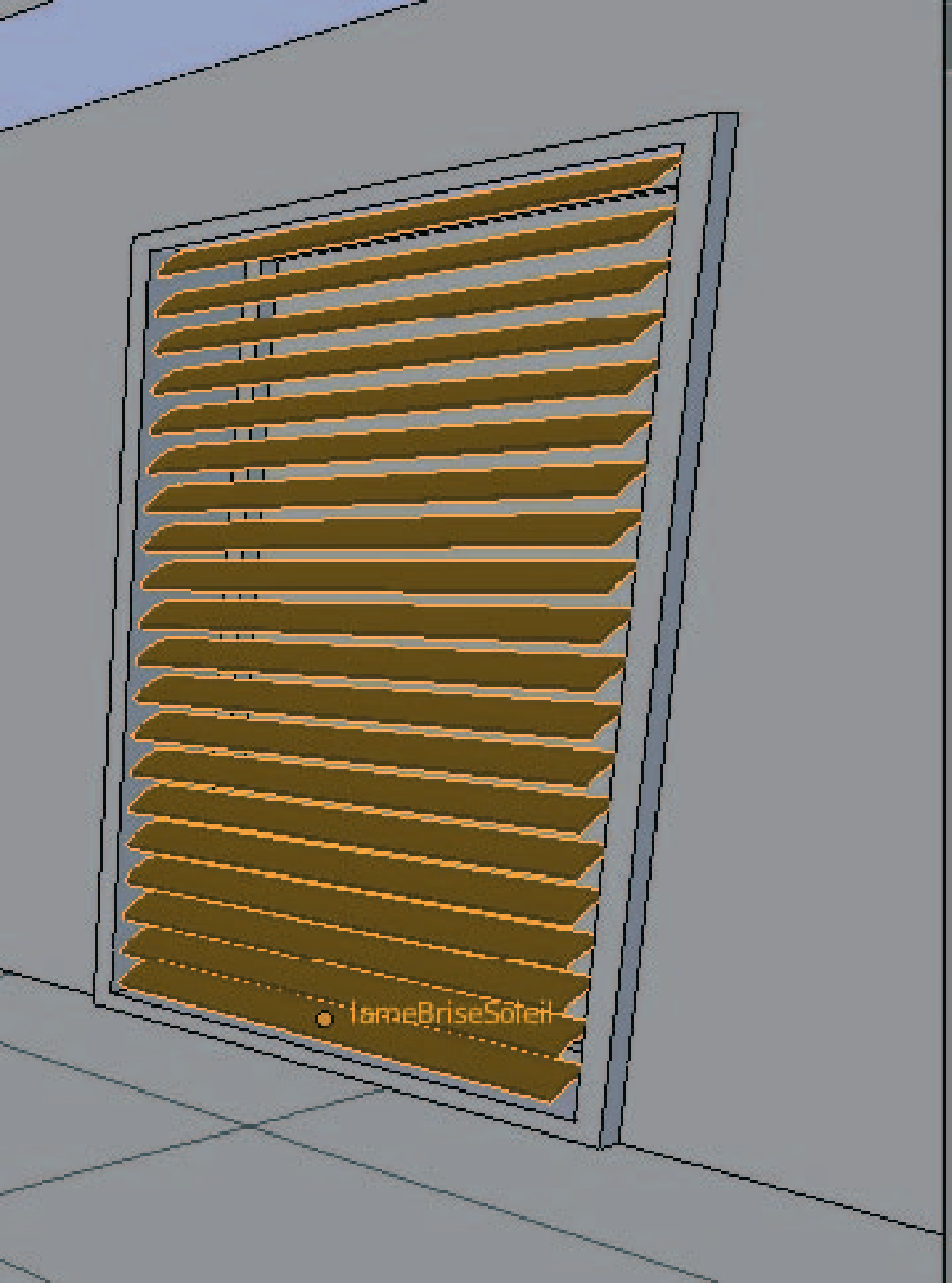
First Last

Distance: 0.0100

Object Offset

Start Cap:

End Cap:



lameBriseSoleil

Modifiers

Add Modifier

rray

Apply | Copy

Fit Type: Fit Length

Length: 2.00

Constant Offset | Relative Offset

X: 0.000 | 0.000

Y: 0.000 | 0.000

Z: 0.100 | 2.000

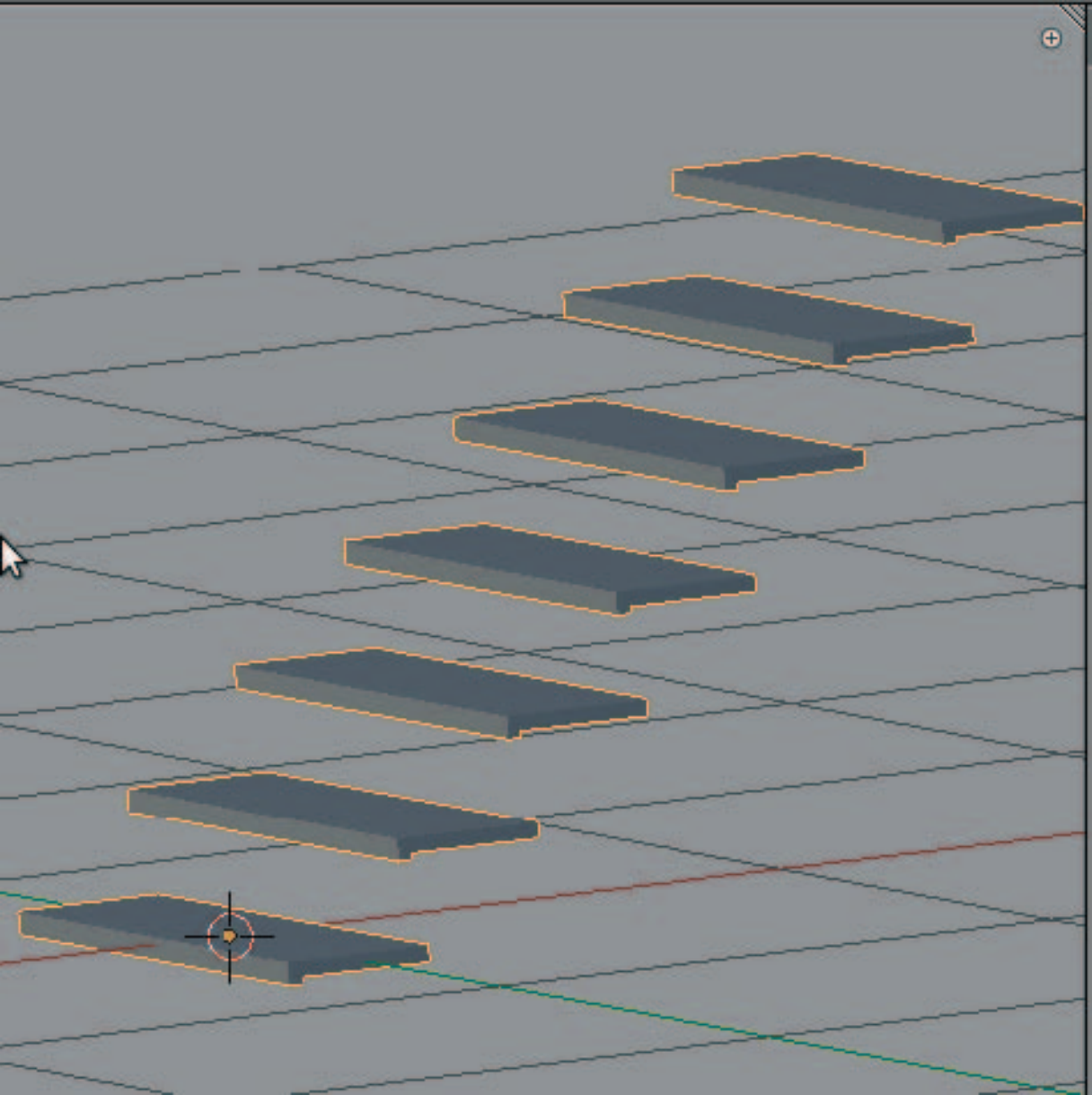
Merge | Object Offset

First Last

Distance: 0.0100

Start Cap:

End Cap:



Modifiers

Add Modifier

rray

Apply | Copy

Fit Type: Fixed Count

Count: 7

Constant Offset | Relative Offset

X: 0.210 | 1.000

Y: 0.000 | 0.000

Z: 0.180 | 0.000

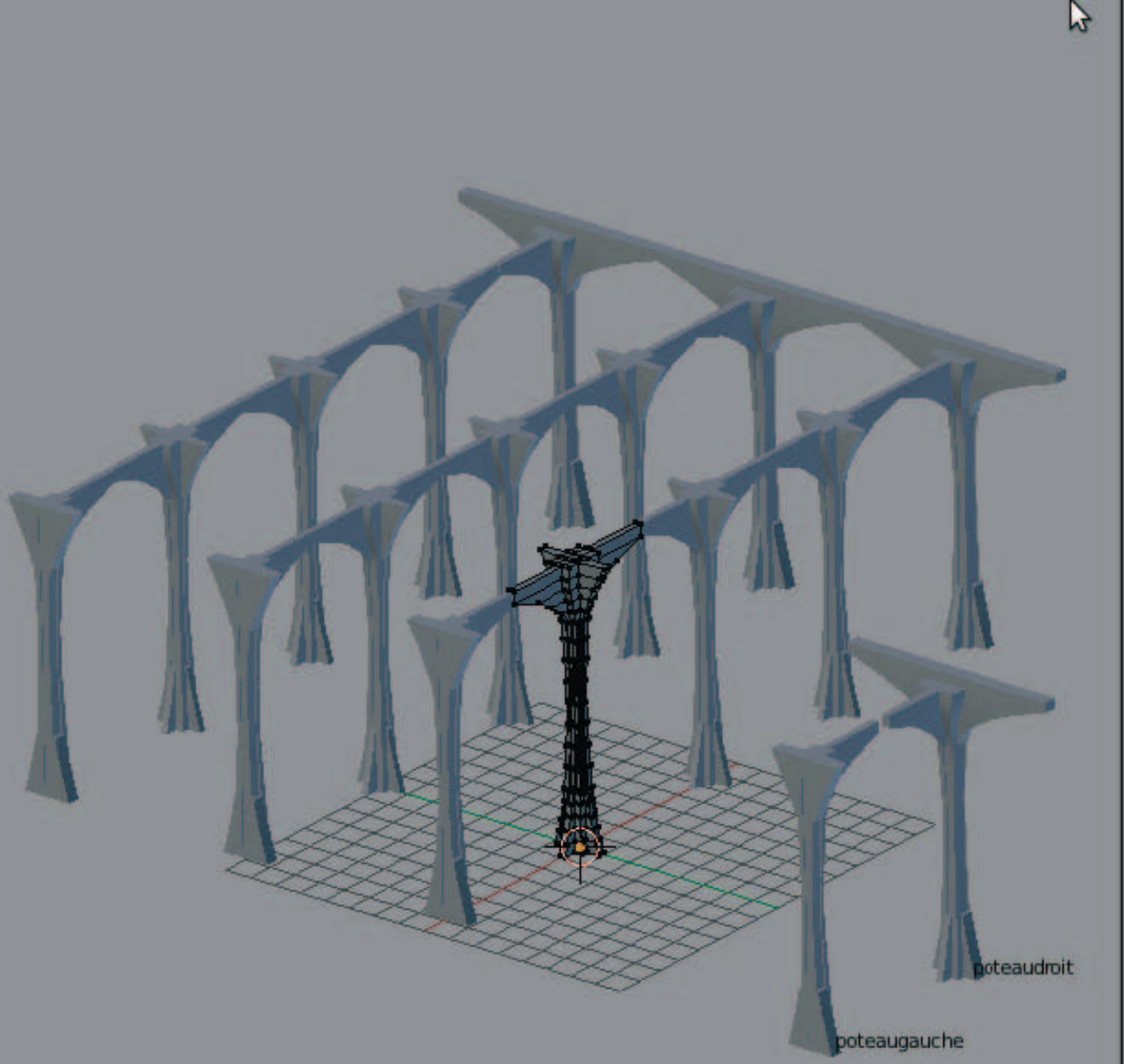
Merge | Object Offset

First Last

Distance: 0.0100

Start Cap:

End Cap:



rayX

Apply | Copy

Fit Type: Fixed Count

Count: 3

Constant Offset | Relative Offset

X: 0.000 | 1.000
Y: 0.000 | 0.000
Z: 0.000 | 0.000

Merge | Object Offset

First Last

Distance: 0.0100

Start Cap: poteaugauche

End Cap: poteaudroit

rayY

Apply | Copy

Fit Type: Fixed Count

Count: 3

Constant Offset | Relative Offset

X: 0.000 | 0.000
Y: 0.000 | 1.000
Z: 0.000 | 0.000

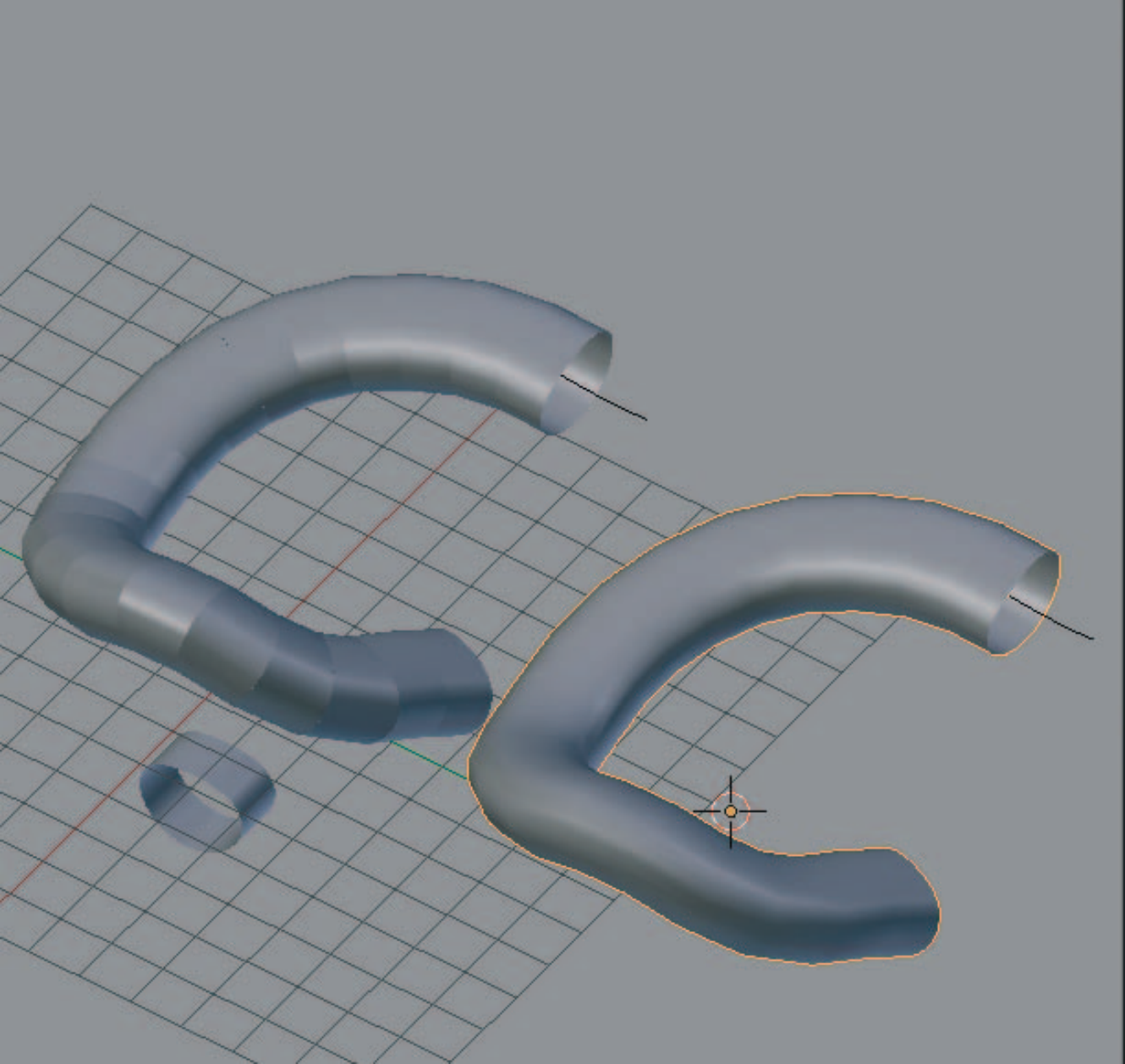
Merge | Object Offset

First Last

Distance: 0.0100

Start Cap:

End Cap:



Modifiers

Add Modifier

Array

Apply | Copy

Fit Type: Fit Curve

Curve: CourbeDeformation

Constant Offset | Relative Offset

X: 0.000 | 1.000

Y: 0.000 | 0.000

Z: 0.000 | 0.000

Merge | Object Offset

First Last

Distance: 0.0120

Start Cap:

End Cap:

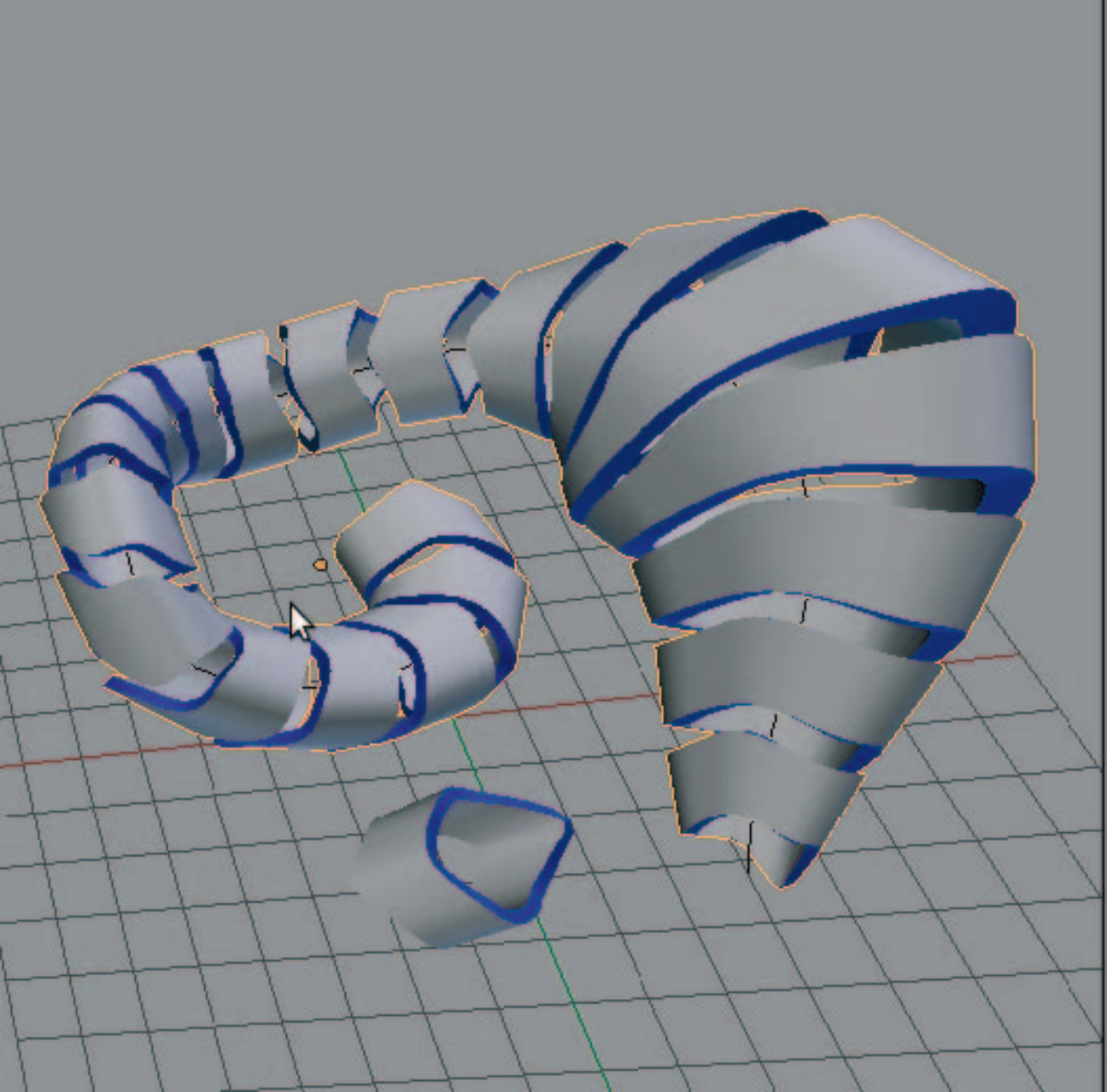
Curve

Apply | Apply as Shape | Copy

Object: CourbeDeformation | Vertex Group:

Deformation Axis:

X | Y | Z | -X | -Y | -Z



rray

Apply | Copy

Fit Type: Fit Curve

Curve: CourbeDeformation2

Constant Offset | Relative Offset

X: 0.000 | 0.700

Y: 0.000 | 0.000

Z: 0.000 | 0.000

Merge | Ob ect Offset

First Last

Distance: 0.0120

Start Cap:

End Cap:

urve

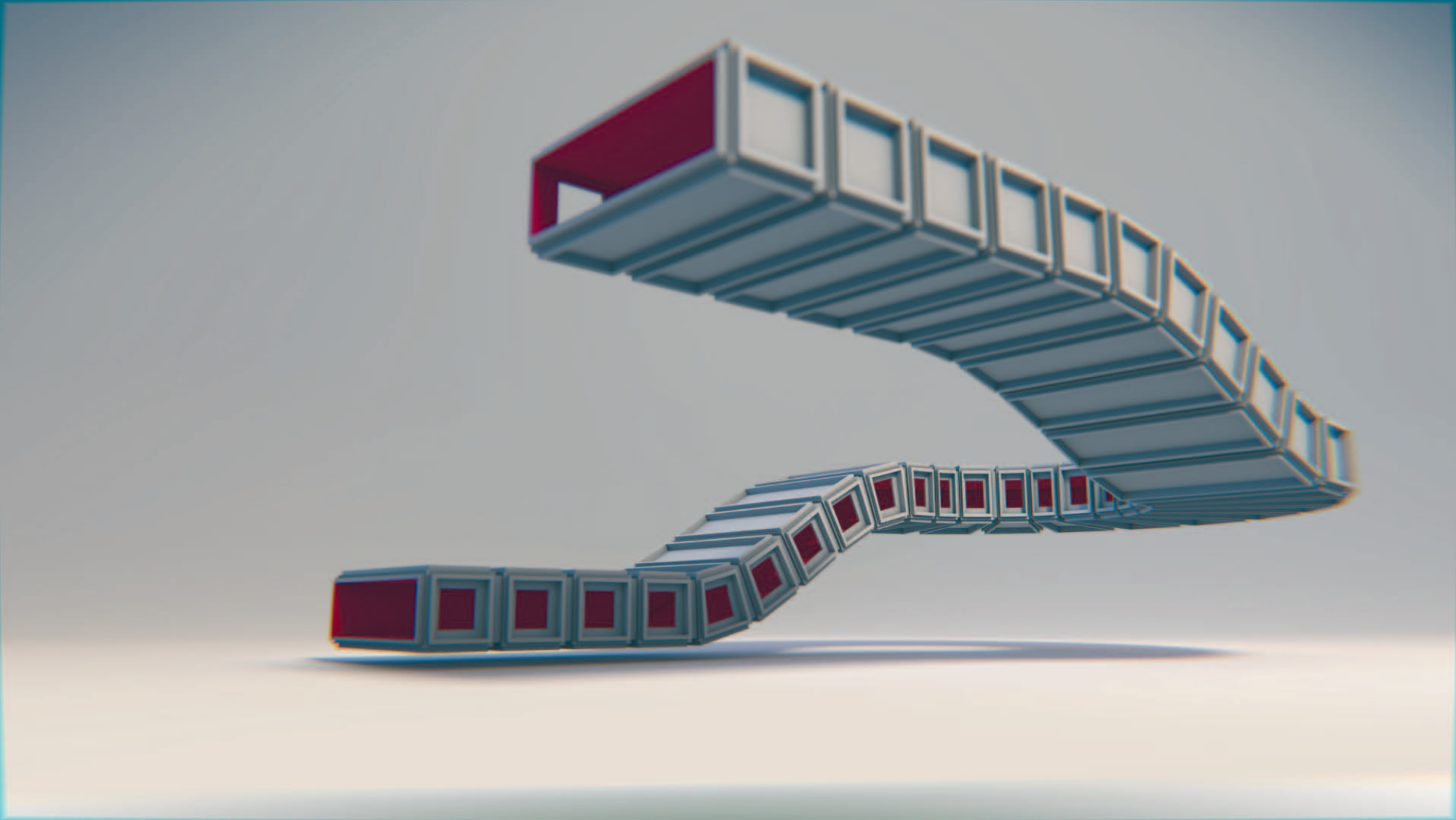
Apply | Apply as Shape | Copy

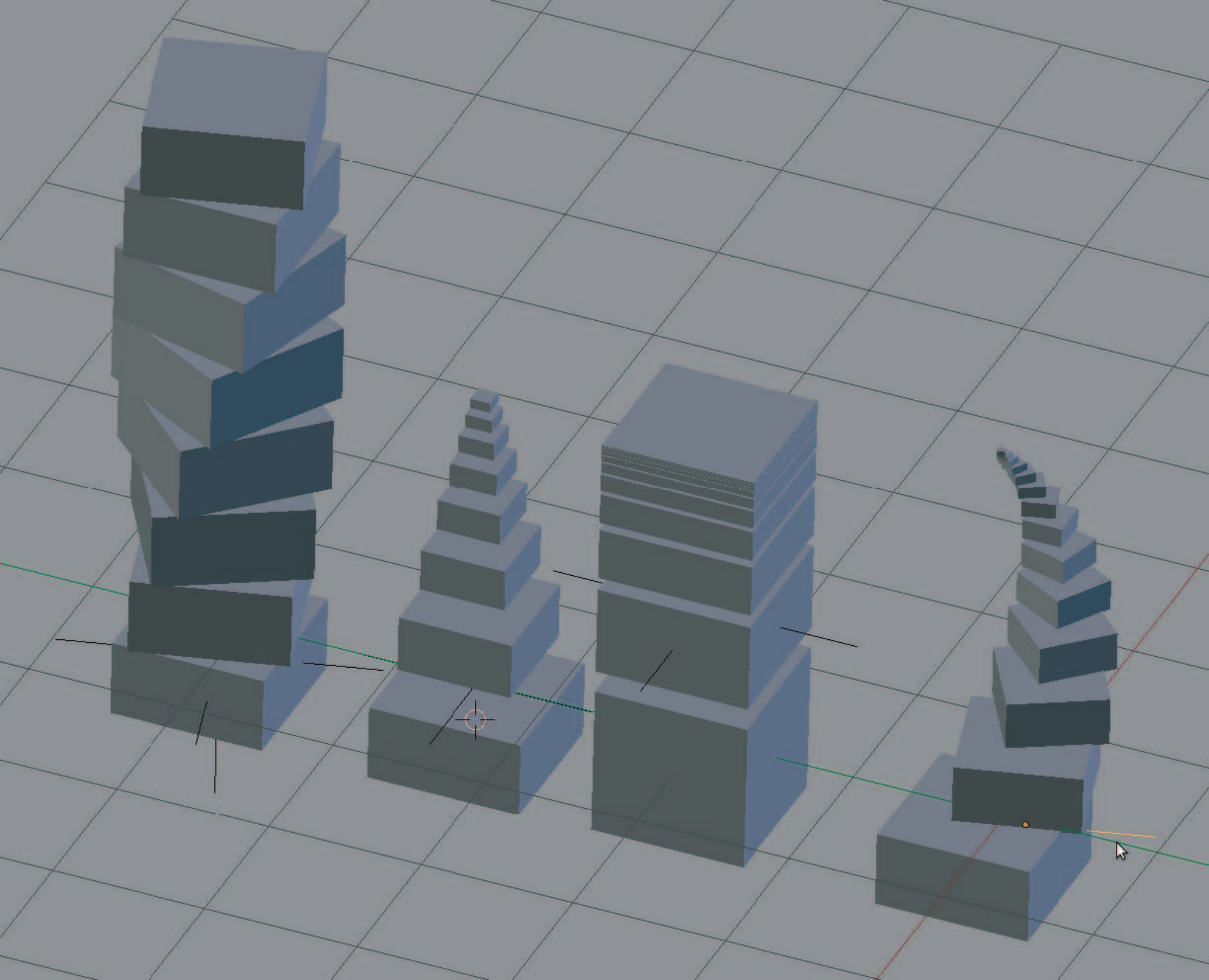
Object: | Vertex Group:

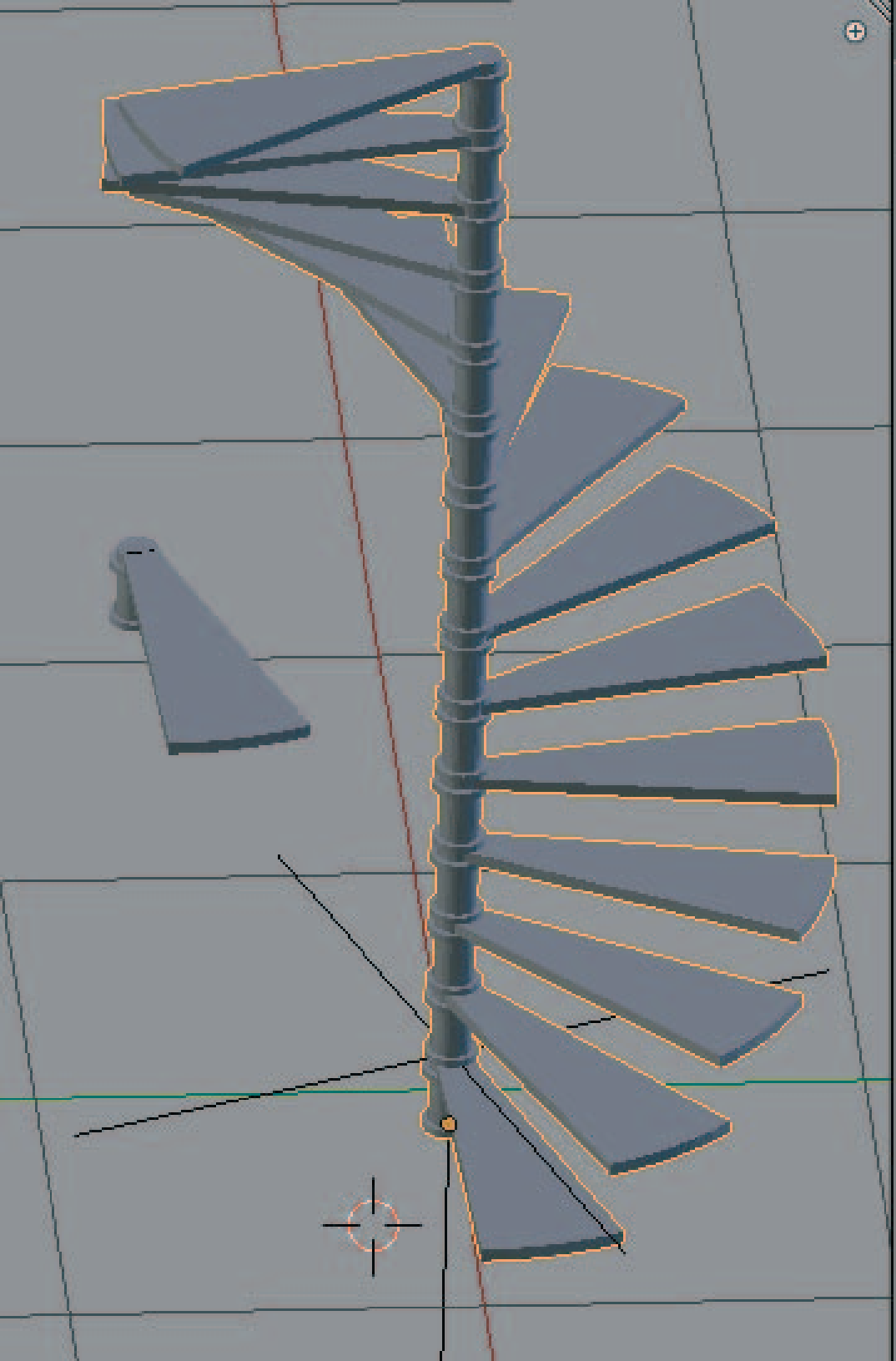
ourbeDeformation2

Deformation Axis:

X | Y | Z | -X | -Y | -Z







Escalier

Modifiers

Add Modifier

Array

Apply | Copy

Fit Type: Fixed Count

Count: 15

Constant Offset

X: 0.000

Y: 0.000

Z: 0.000

Relative Offset

1.000

0.000

0.000

Merge

First Last

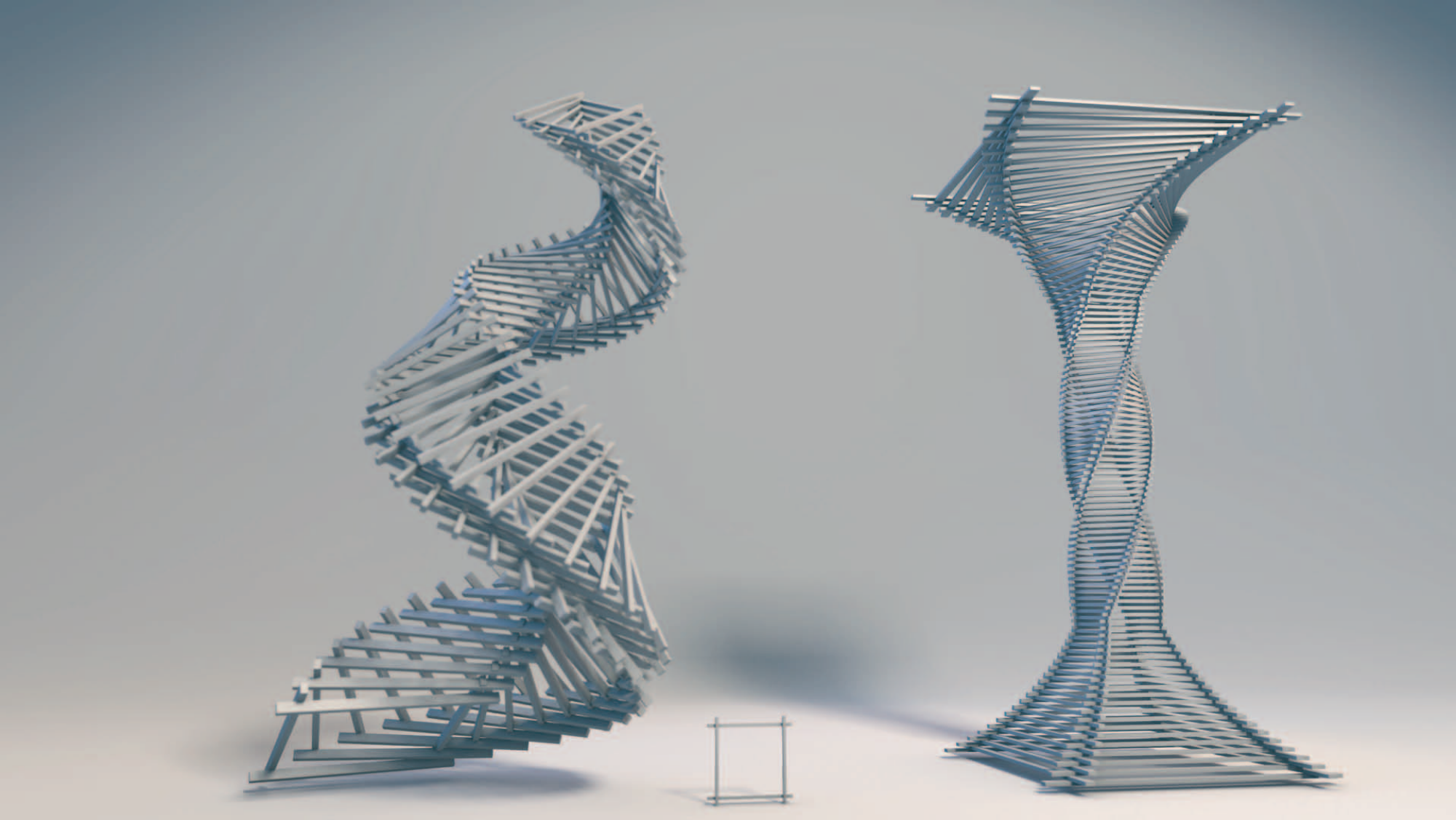
Distance: 0.0100

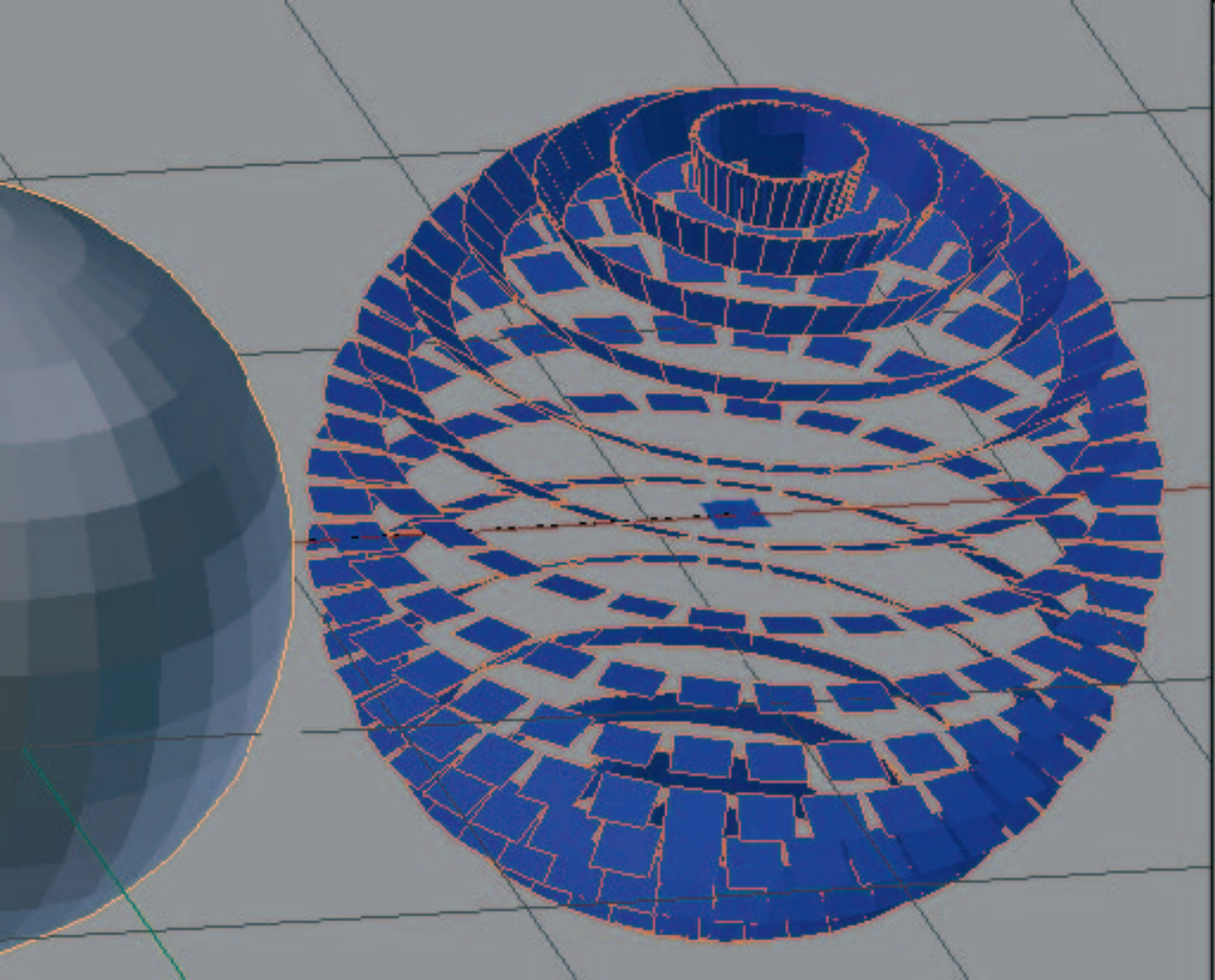
Object Offset

EmptyColimacon

Start Cap:

End Cap:





Sphere

Sphere

Transform

Delta Transform

Transform Locks

Relations

Groups

Display

Duplication

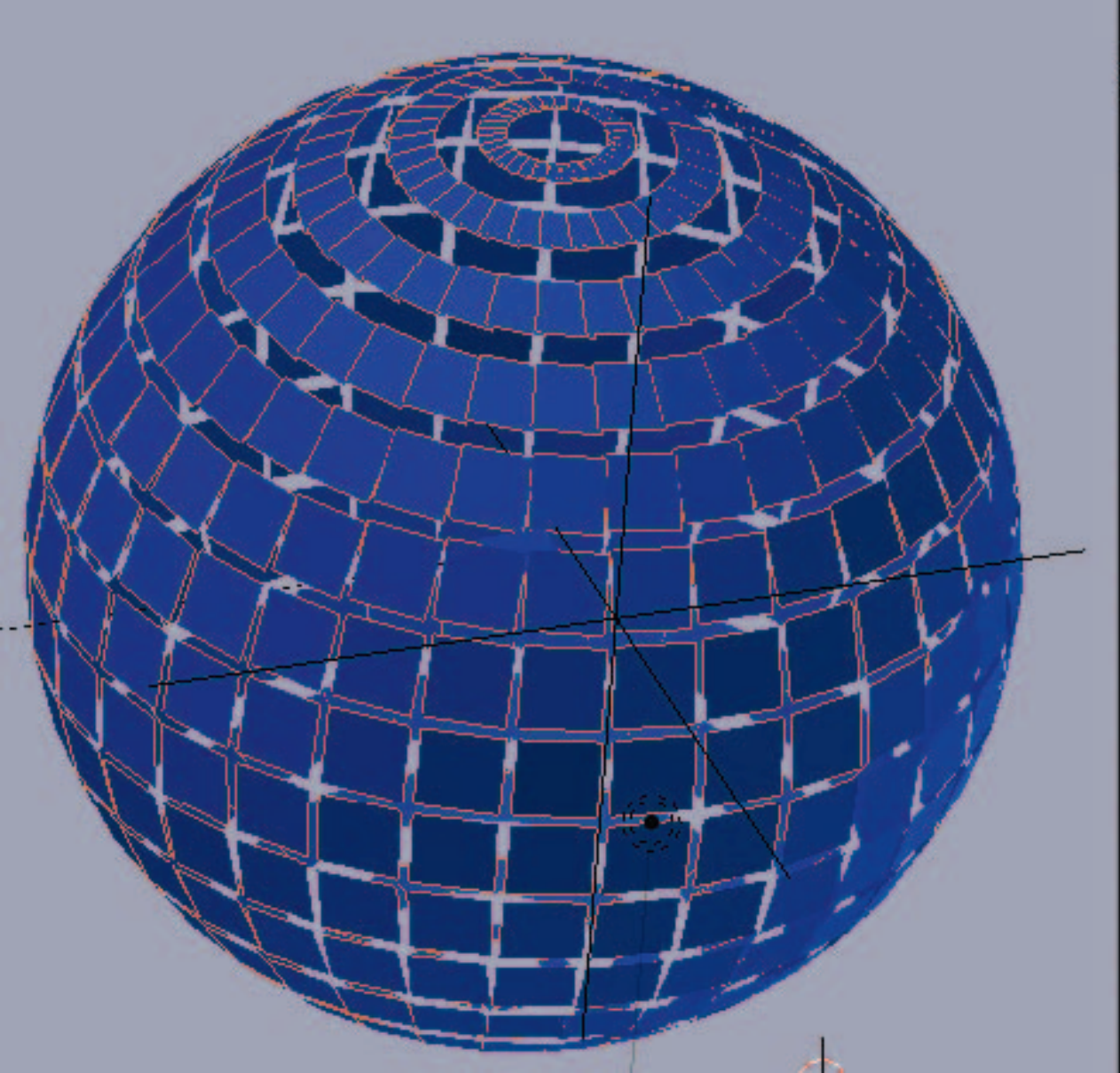
None | Frames | Verts | Faces | Group

Rotation

Animation Hacks

Motion Paths

Custom Properties



View Search All Scenes

Sphere

Sphere

Transform

Delta Transform

Transform Locks

Relations

Groups

Display

Duplication

None Frames Verts Faces Group

Scale Inherit Scal: 5.960

Animation Hacks

Motion Paths

Custom Properties