

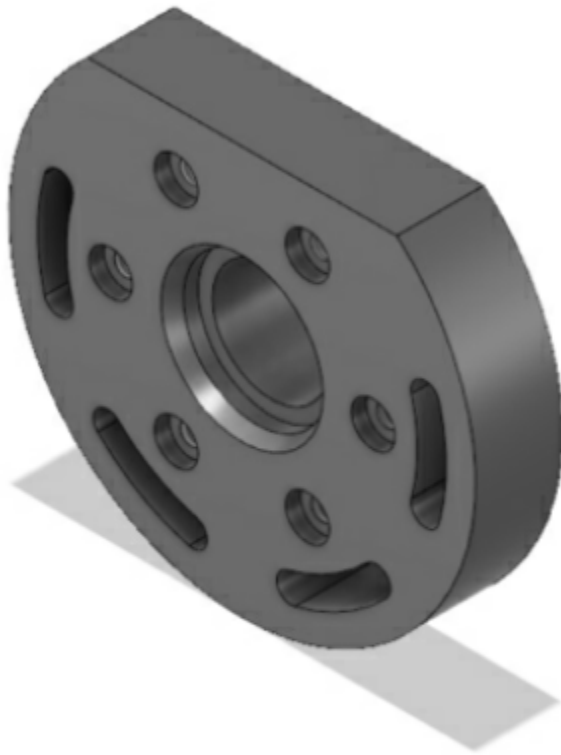
Resources link for today's class:

<https://drive.google.com/drive/folders/10bpZVo2E6w7C2HZg7hUVS7P1MjOnmsuy?usp=sharing>

Objectives:

Review Advanced Extrusion & Sketch Techniques
Learn Render Space

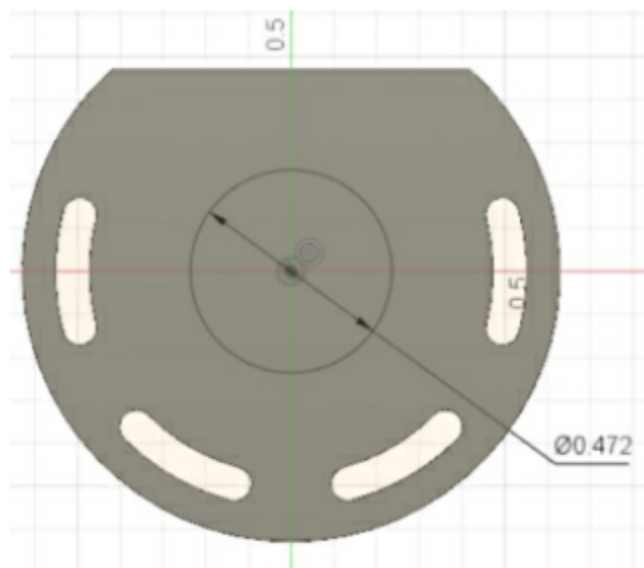
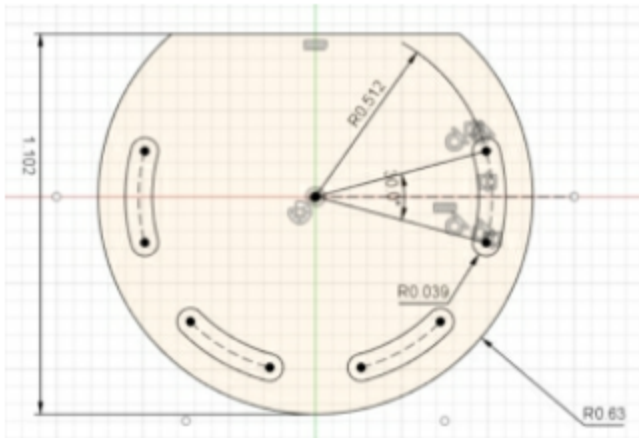
Project:



Sketch 1

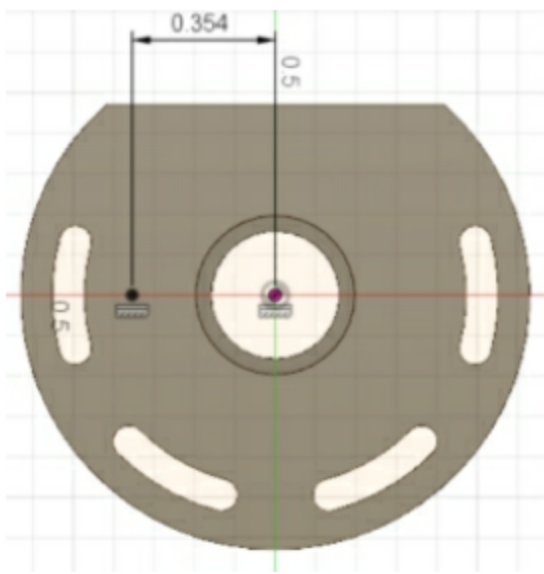
Center & Two point slot

Symmetry Constraint



Sketch 2:
Hole Feature, centered on one edge.

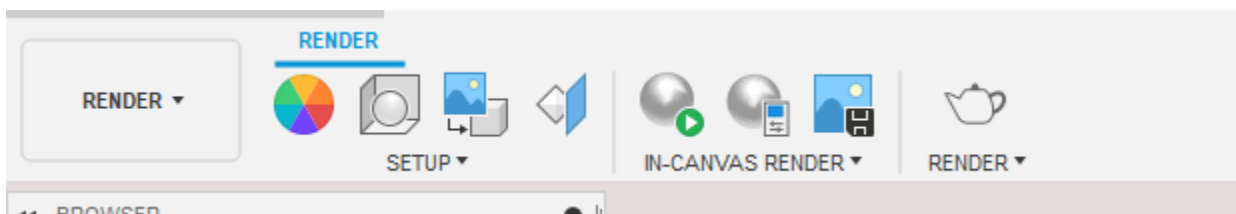
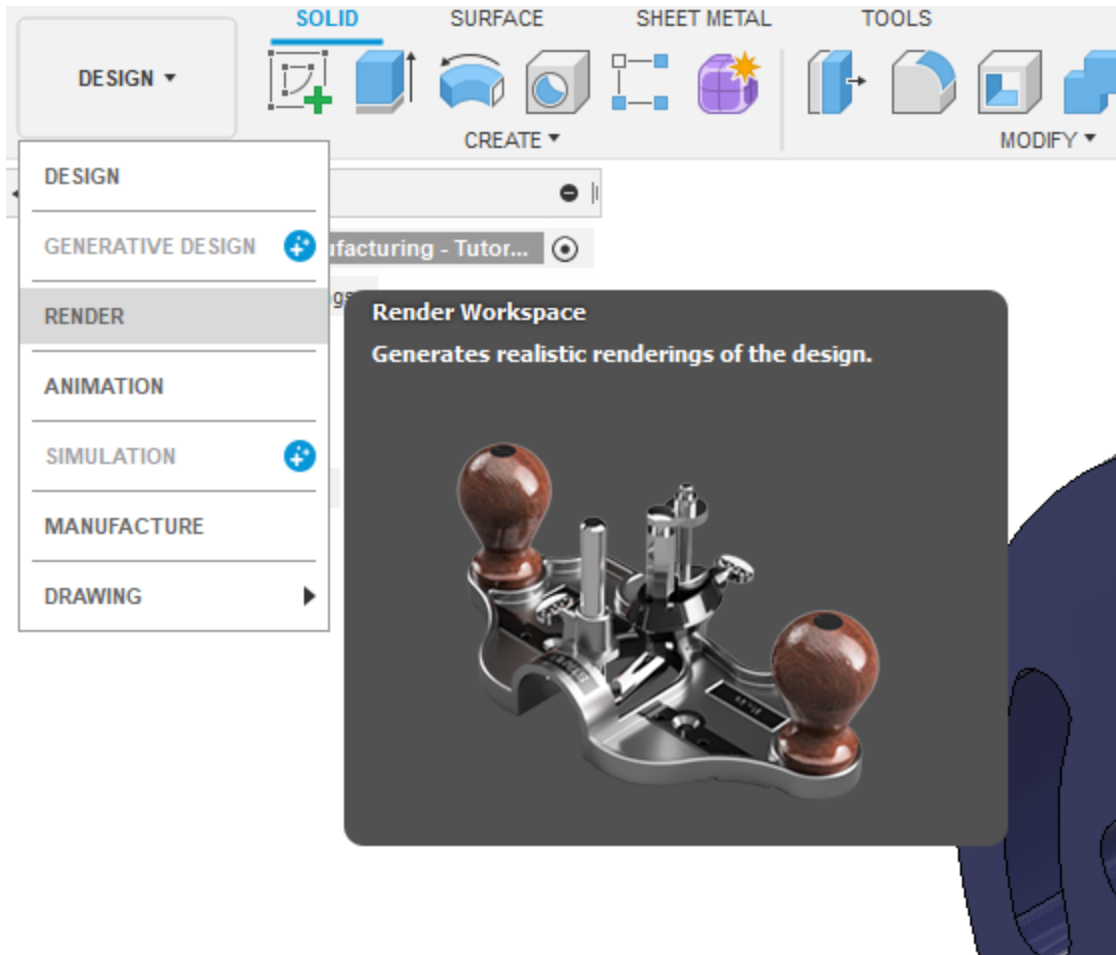
Sketch 3



Hole Feature at point
Circle pattern

Chamfer last edge

Rendering Workspace:



Tool Bar:

Process:

1. Set Appearances
2. Set up light sources/environment
3. Place decals/details
4. Fine Tune Textures
5. Render

Render in Canvas
Local Vs. Cloud
FusionBucks!

Project:
Render a bucket





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