

SHIRYU Feature Guide

Edit Screen

Save Model

Click on the 3D object color, right-click
You can specify a pattern
in. Absolutely nothing.
to change the angle.
is

By clicking on
Change Angle

By clicking on the
name
Show its
stereoscopic

Model Print
Menu

Show Model List

Create a
New
Solid

Cubic
Thickness
(Depth)
Change

3D object
Resize

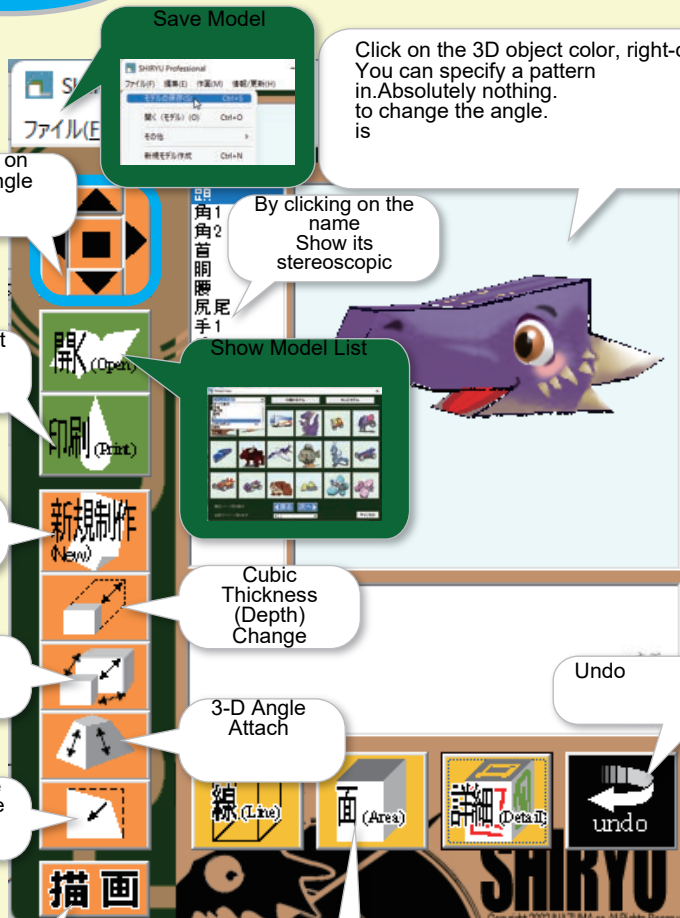
3-D Angle
Attach

Undo

Three-dime
nsional side
Change
Shape of

Pictures and
patterns in three
dimensions
I can draw by hand.

Change the display to include lines,
faces, and patterns.
Usually fast processing "surface"!



**Model
Screen**

Change the angle, select stereoscopic rotation, etc. 

You can drag each stereo with your mouse to move it around.

- Drag "Right" to "Move the entire model".

Conversely, if you drag the non-stereoscopic part, Anne

You can change the guru

View/Reset Settings
(When in trouble)
3D object and 3D
object
Patching through.
One of the selected
3D object
Let go of the gangle

Stereoscopic
double-click
Show on edit screen in

Front/Landscape
Upper Angle
Resize bar.
By checking the bottom*

Zoom in
The same color or
pattern you are choosing
"Change clothes" on the
face of the

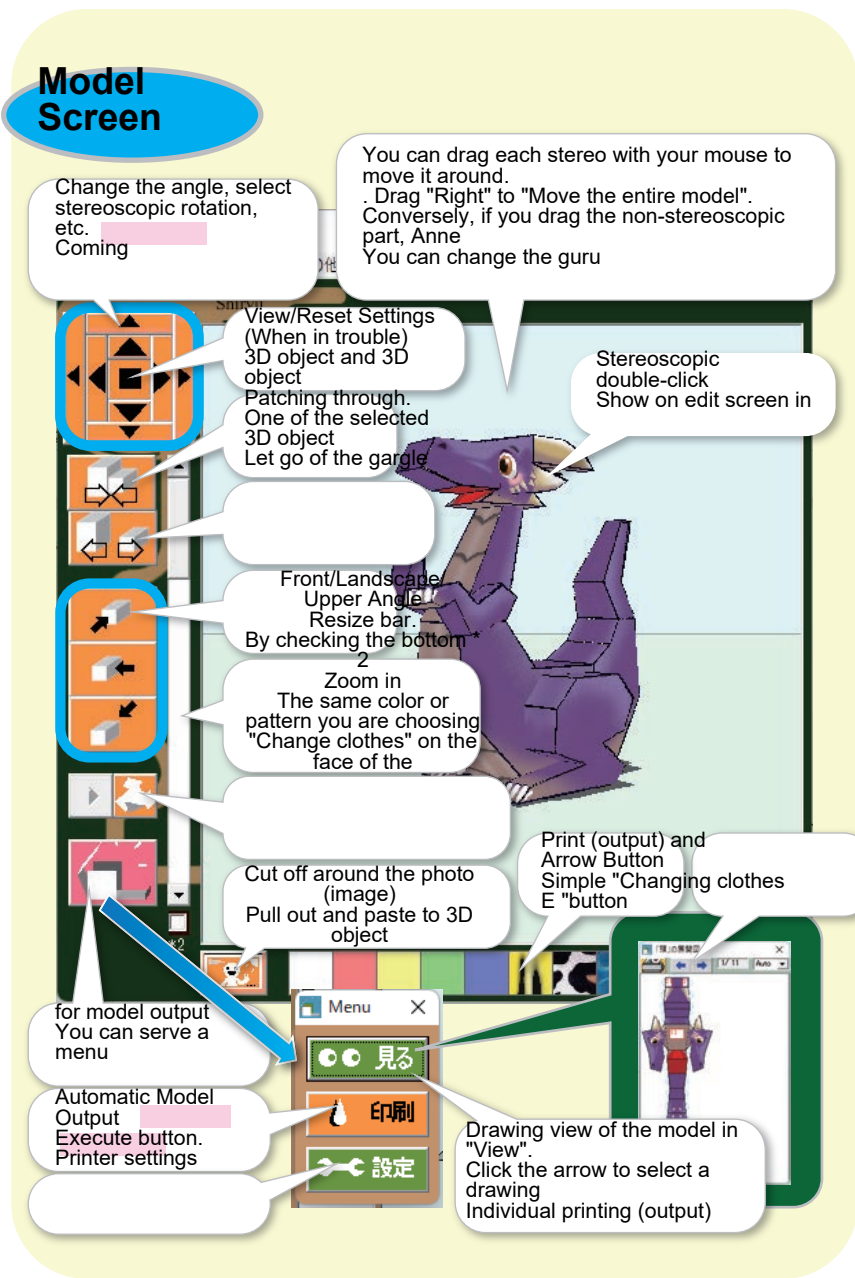
Cut off around the photo
(image)
Pull out and paste to 3D
object

Print (output) and
Arrow Button
Simple "Changing clothes
E "button

for model output
You can serve a menu

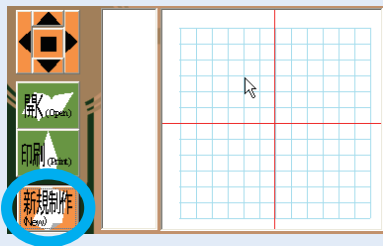
Automatic Model
Output
Execute button.
Printer settings

Drawing view of the model in "View".
Click the arrow to select a drawing
Individual printing (output)

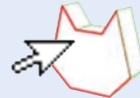


The First Step of a Thousand-Mile Journey Create a 3D Model in Just a Few Clicks

Step 1 After clicking "New Object", move and click

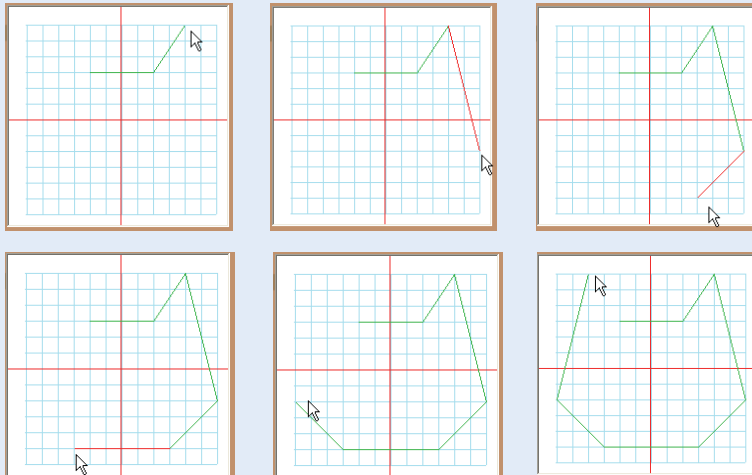


Click the button to stand of things (objects) that you want to make into your body. Draw the shape of the sides. Mass Eye Let's start with Rick.

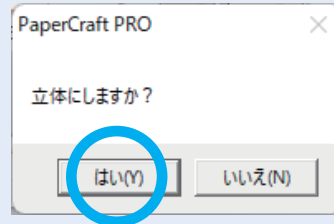
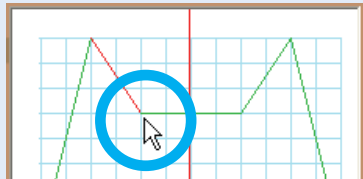


Finally, be sure to align with the starting point, Click.

Move step 2 and click again to draw the shape



Step 3 Click where you started, then click Yes to confirm

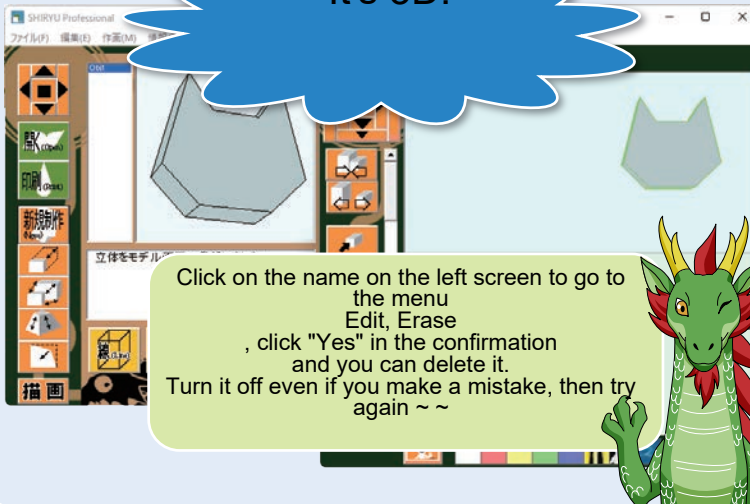


Step 4 Click OK

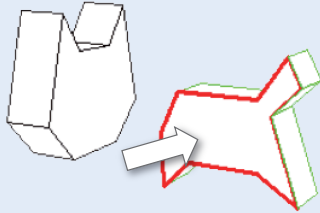


You can name the 3D object. If you simply click OK, it will receive a numbered name. Your 3D model is complete in just a few clicks!

It's 3D!



Now I'm going to build a body.
Awesome model
in this iteration, more than 100
It's 3D object, right?

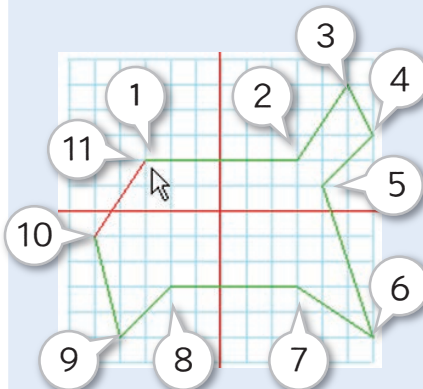


Step 5 Click "New Object" and draw a body like this

Click the button.



Let's ☐ start with.
☐ Clicking ☐ on, ☐ ...
and finally ☐ (11) of the starting
point
Rick to finish♪
Confirm 'Yes', keep the name



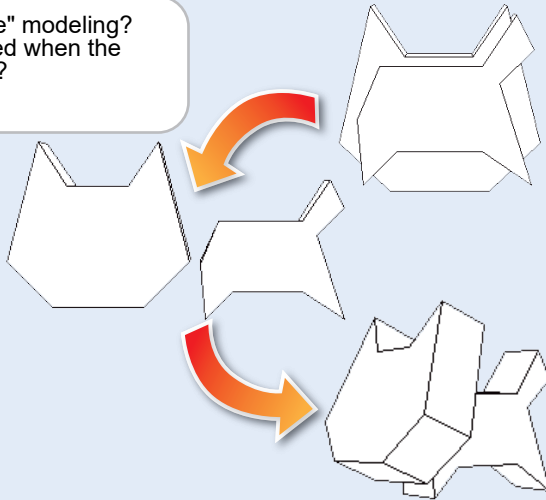
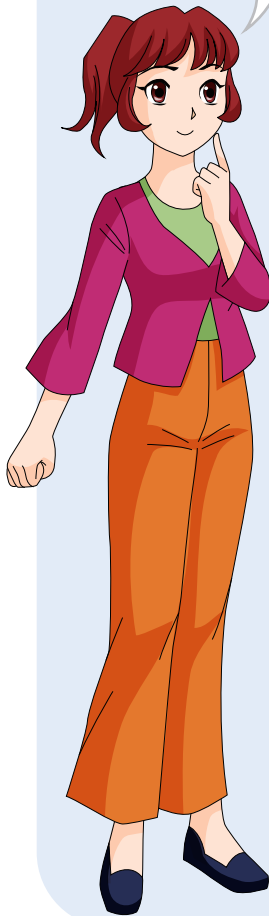
If you click "OK", the second
The 3D object of is completed!
(You can also right-click to
discontinue)



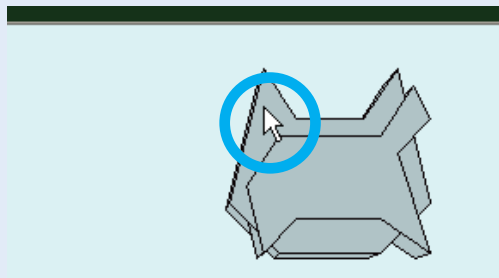
The second 3D
object is complete!
But they overlap!?

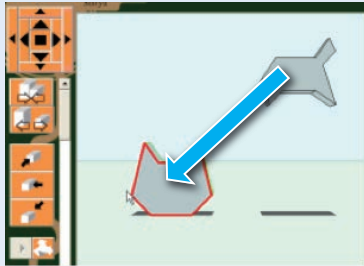
Connect and Move 3D Objects Freely - Part 1 Try SHIRYU-Style Modeling!

Eh, "SHIRYU style" modeling?
Were you surprised when the
formula came out?



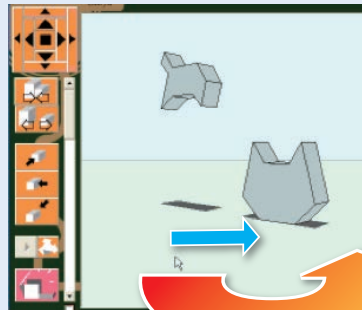
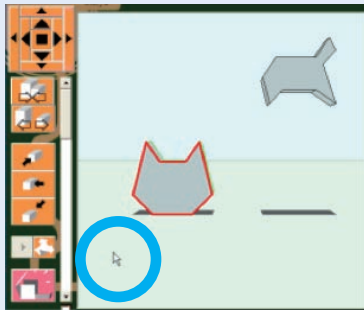
From a free appearance (angle), mouse the
stereoscopic position
and use the unique function to adjust it [4].
I'll explain the principle later, but let's try it now.
One of the overlapping 3D objects, in the screen
below, the 3D object of the head
Fit somewhere in the.



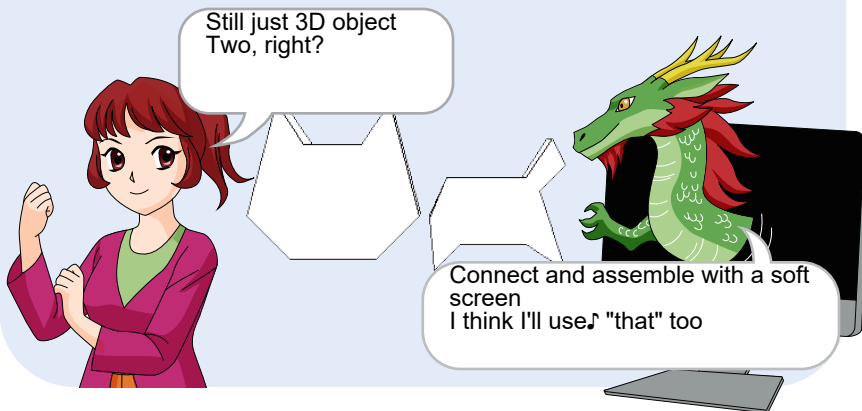


Drag stereoscopic (press left button while moving the mouse), lower left ah
Move me to or.
After moving, release the button you are pressing
It is.
In "SHIRYU", the 3D object position is by dragging it.

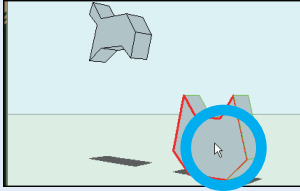
Change the procedure angle (direction of view) to blank



To change the angle, drag the space to the right.
Drag to change immediately. The operation is the same for the screen on the left that creates the 3D object.



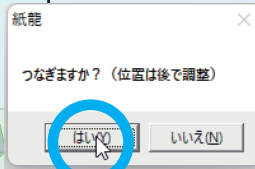
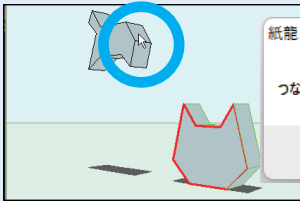
Step 1 Click the "Original side" to connect, and then click the "Connect" button...



If you can make the face into a red furrow, Click the button.



Step 2 Click the face of the object you want to connect



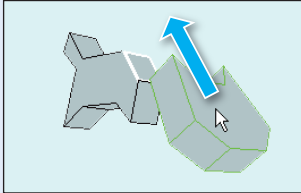
Now click on the face of the person you want to connect with. Click "Yes" to confirm.
Connected!

**But it's not in the right place! □ Strange angle!
No problem. This is a "tentative setting".**

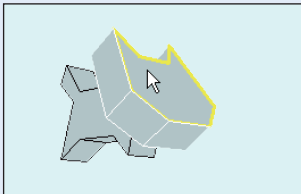
Adjusting and finishing it later is the basis of creativity.

Step 3 Align with the moving 3D object and freely "drag"

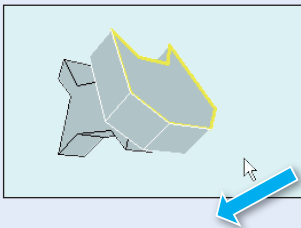
Please adjust.



In this example, align with the 3D object of the head, Try dragging it upwards.



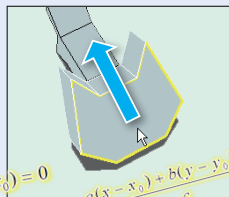
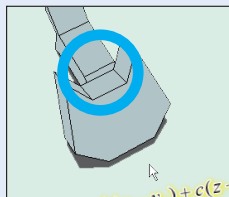
You can change the position of the connected 3D object. Drag and adjust as many times as you like.



However, if you look in the same direction, I don't know how it is. In such a case, Let's change the angle.

Move the pointer to an empty area and drag in any direction.

Shifting spotted! Think 3D object even with a changed angle
The formula that can be moved by dragging on the street is dexterous

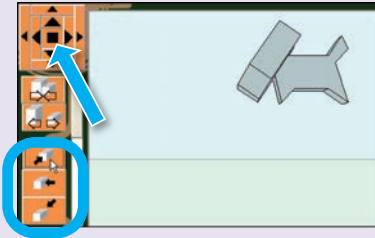


$$a(x-x_0)+b(y-y_0)+c(z-z_0)=0$$

$$(X,Y,Z) \cdot \frac{a(x-x_0)+b(y-y_0)+c(z-z_0)}{c}$$



Function Angle button to front, side and top

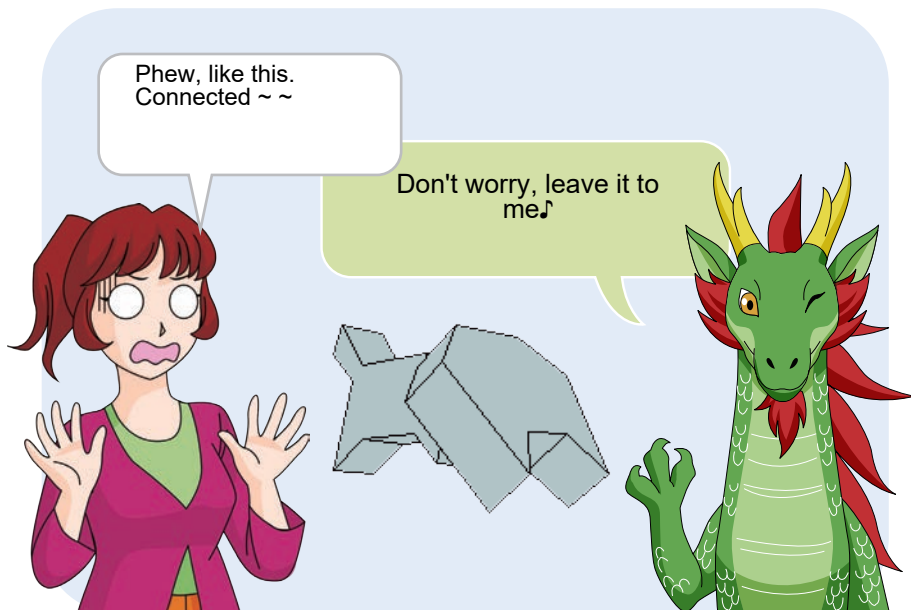


Even if you click the angle button, you can change the direction you look.

If you are in trouble, check the box above. Rick, you're back in shape. Yes. Click the button on the screen returns to the previous state.

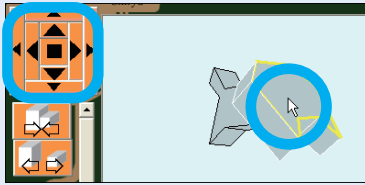


This is the cancel operation button. No matter how much you try, you can rest assured.



Connect and Move 3D Objects Freely - Part 2 Rotate Objects and Move the Whole Model

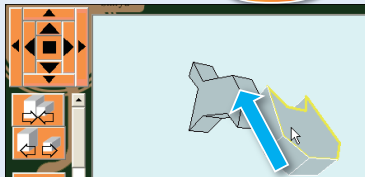
Rotation Click a 3D object, then click a button such as ▲



Click to select stereoscopic, then click
Click the [▲] button.



Use the buttons on the inside to rotate the 3D object large,
You can rotate it smaller with the outer button.

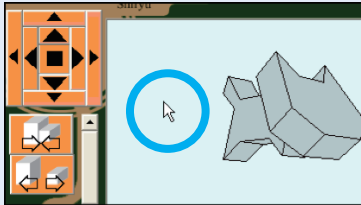


Drag it with the feeling of seeing,
and
Please adjust the alignment.

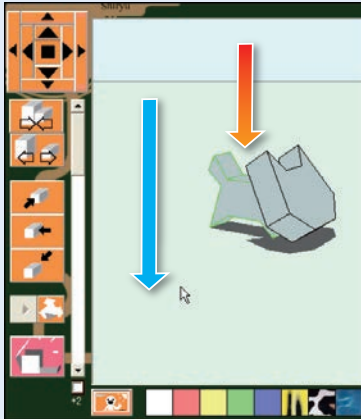


Bachiri♪
When you wake up, calm
down and deal with it
If possible, it will work out ~

Whole Movement Hold down the "right" mouse button while dragging in the blank



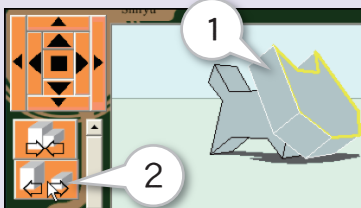
Fit to empty space with no model
It is.



**Press the "right" button on your mouse.
Let's move them.**

As the mouse moves, the entire model can be moved.
Easy to work with, move to the middle
It is convenient to keep it moving.

Feature How to Disconnect Joined 3D Objects



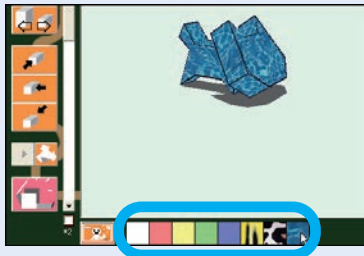
Click on Connected Dimensions.
Click the button.
This will disengage. Combining blocks
I can try many things with a feeling similar to mine.

**Try out the colors, patterns, and
drawing features of your model
Up to paper craft avatars with digital
cameras**

Thank you!
My paper avatar.

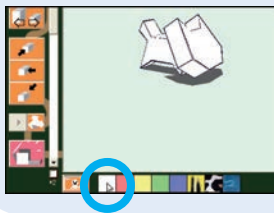


**Method 1 Click on your favorite menu at the
bottom**



**the menu at the bottom of
the screen.**

Easy to specify colors and
patterns
but all sides are the same
will be.

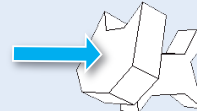


In this case, click on "White" and
click on "White".
I'll leave you to it.

Method 2 Select a 3D object "surface" to draw, Click Draw



Let's draw a "face".



Double-click the model's 3D object (the face), or select the object from the menu on the left.



You can also choose a surface to draw on.

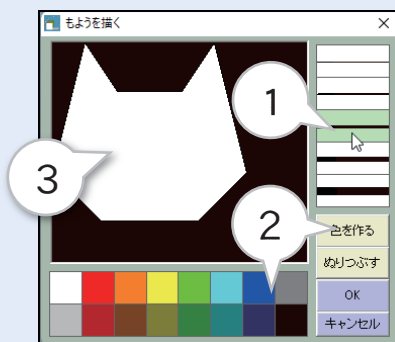
Even if you see a lot of things on the screen,
Click the button below
Please **描画**

Another screen appears, using a mouse, etc.
I can draw.
Click on the thickness of the line you want to draw and select It is.

① Click the color to decide. "Color"

② In the "Create" section, edit the screen with many colors will appear.

Fit to where you want to start
③ is ready!





Movement by pressing the left mouse button (drag) and draw a line.

Release the button and the line will not be drawn

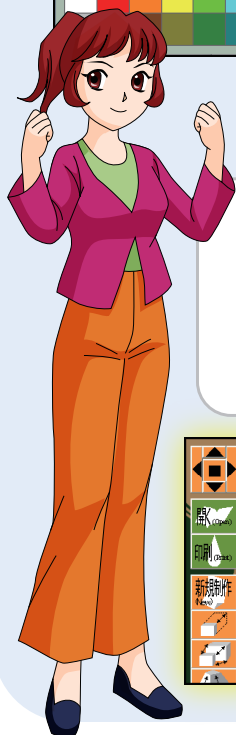
Hm.

Repeat this and draw a picture.

If you want to change the type, ☐ use ☐ the or

Take action.

It's a difficult operation to get used to. Draw it
Then click "OK".
Return to the original screen.



Anyway, it's finished... right?♪
What does your cat look like?



In the function "Drawing", you can also add to existing patterns!



Later, to any model "line" can be added. of the model shown on the screen
Select a face and use the "Draw" function to I've tried adding a ge.

The Good One♪



The picture of the face (pattern) is not changed, and the face of the same state, for example, Can you pattern or change only the white side?

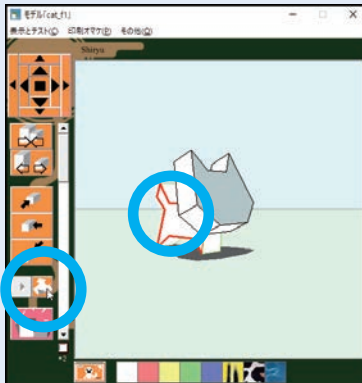


Eh!? From Björn I can get a tiger out, but....

Ikkyu-san's Tonchi No, it's not.

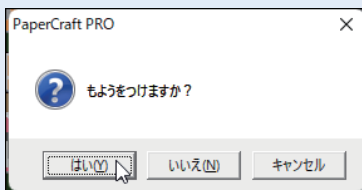


Click the side you want to change, and then click the Change clothes button.



In the same way and on the chosen side of the color, ah and this is the Waza that you specify.
(To specify for each 3D object, (Double-click on the face)

Click to select the side, (put on Replacement) Please click the button No.
The confirmation will appear.



If you want to add "Yes", color
If yes, click "No"
It is.



You can also select
Click the or on the right
, you can also view another like.
Use the New button to save to your
computer ▼ ▲



Select an image stored on your
computer to register it.
Choose the pattern, then click
OK. What happens next...?

Specify the "collectively" side of
the same state,
I was able to change my clothes
exactly.

**There is no pattern, I want
to display it!**

Click on on the left screen.
This strictly enforces information such as numerical values
Calculate and display "Render"
Performing a function called "ng"

It's Tan.
Well done! But... weird.
Feeling. Not like a cat



Then, save the image you
took
I do.Can I use it?
If you can use it, it looks
like the real thing.....



Big Waza 1 Find the image you want to use with the button



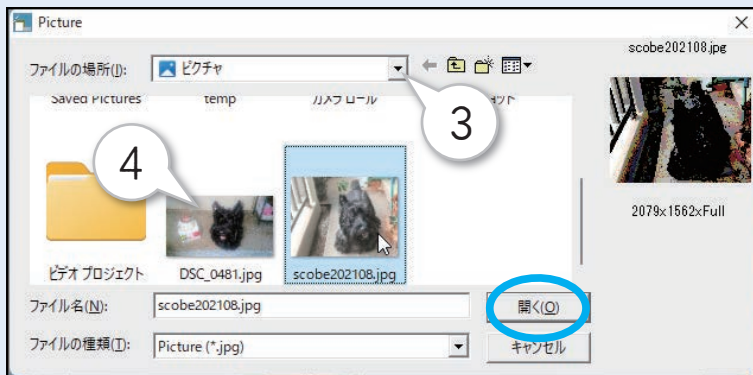
① Click on the face.

Click the button.

② A screen appears to select the file (image), such as by clicking on the Specify the saved location (folder)

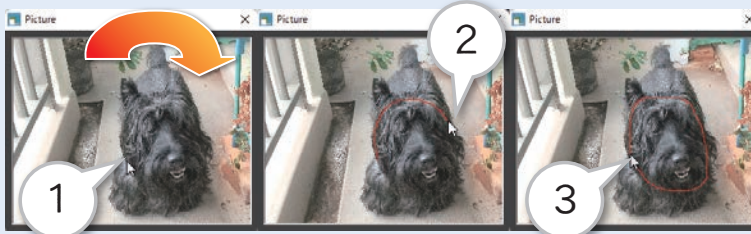
③ ▼

Please.
You can also choose a
USB memory.



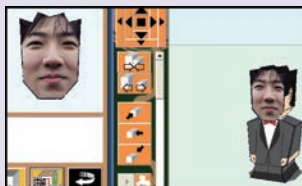
□ Click to select an image, then click Open in the bottom right corner.

Please "drag" the necessary part of Big Waza 2 to enclose it



Determine the ☐ starting point, then press and hold the left mouse button. Press and hold the ☐ button to move. It's okay if the enclosure is slightly distorted.

Once you've enclosed the ☐ start point (☐) , release the button.



[How do you really play?]

For example, choose a model of a person and try changing it, Omoshiroi!

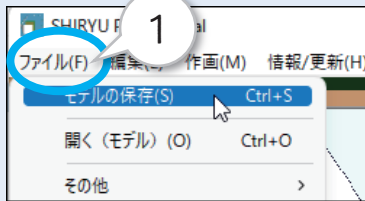
Experience the convenience of digital data Save and Call and "Drop Files"



Maate ~
We have to save the
model.
I'll be
cursed



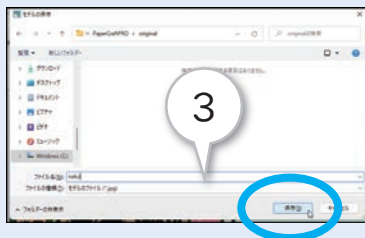
Save Method "File"
Save Model, select,
"Enter name"



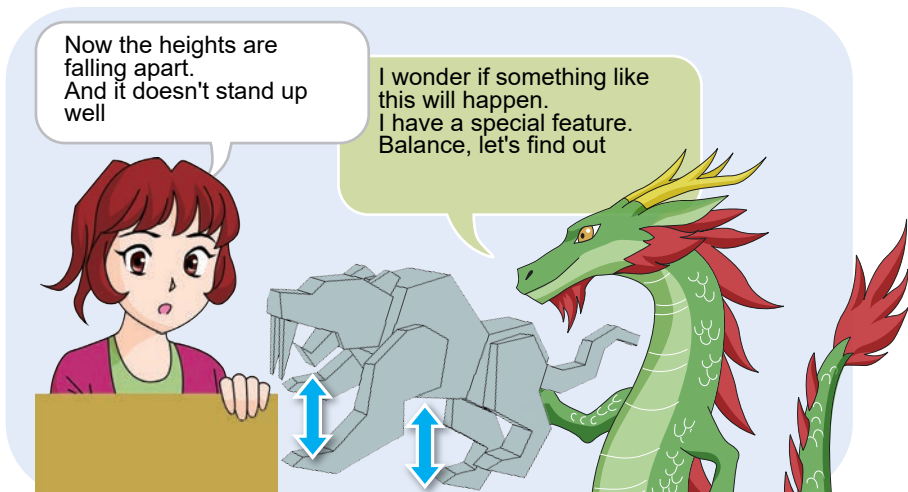
Save ☐ model as "file"

"Save model" (it is okay if it is not displayed).

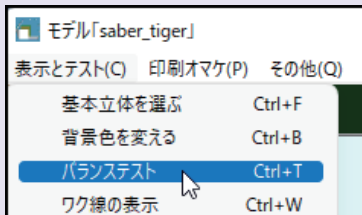
☐ The screen will appear. ☐ and select the type from the menu
(Don't worry. If the model is a cat, it is an animal). Select it and click OK.



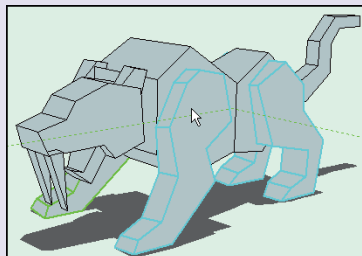
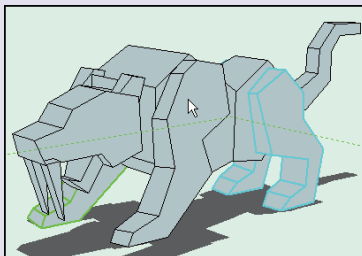
☐ Type a name for your model
Yes (there is a character limit).
Finally, click on "Save",
Dell saved!



How to find out if a custom feature model is well balanced



Model screen menu "View and Test "" Balance Test ""and click Qu.
The green thrill (ground) comes out and touches the horizontal
The 3D object is colored.



In the image on the left, one of your feet is colorless. Drag the stereo to move
Adjust the oak to make it more colorful. Select the menu again to finish.

Chapter 2 - Crafting with SHIRYU Turn Digital Designs into Real-World Objects



A Human-Powered DAC with SHIRYU: Digital-to-Analog Conversion!

The puzzle-solving theme of this chapter is "craftsmanship".

Making things that are virtual (digital world) into things that are real (real).

Now let SHIRYU print the pattern sheets automatically, and start crafting!

If you get used to it and get the hang of it, it's easy and simple (though profound). From children Young and Old Hamar! [5] [6]

Do you want to be a child?

Automatically Print SHIRYU Pattern Sheets

Prepare Thick Glossy Paper and a Printer

Preparation Use glossy paper and a printer that supports postcard-size paper

on glossy paper
Replaceable.



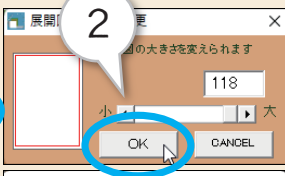
If you can print a postcard,
The page printer is okay.



1

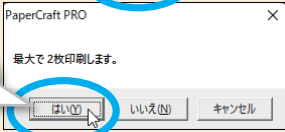


2

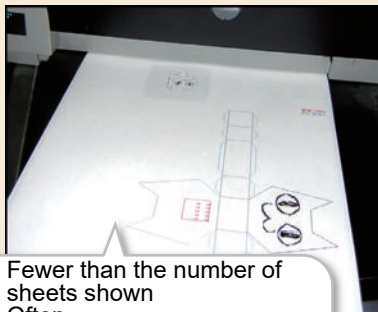


If you have a model on the screen that you want to make,
Click!
On the screen that comes out...
☐ Click Print.
☐ Click OK.

3



☐ Click Yes.



Fewer than the number of
sheets shown
Often

Now the model has a plan view
(unfolded view)
will be converted to and printing
will begin.

**Now, let's move on
to crafting.♪**

Get used to the points♪ How to assemble a paper craft (real thing)

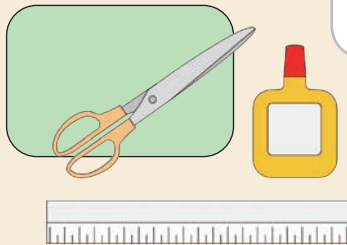
"Craft" is not a 100 meter dash!

For example, even if there are 20 unfolded diagrams, cut them all, fold them, paste them, you can't play for. This is the point.
The "SHIRYU" is characterized by the method of completing each 3D object piece.



Even if you finish the 3D object in pieces, the number will be printed on the adhesive surface. The same number
If you glue the sides of the issue together, you won't get lost.
Here today, here tomorrow. In the sense of a game, a little bit ahead as a goal, repeat
The model will be completed.

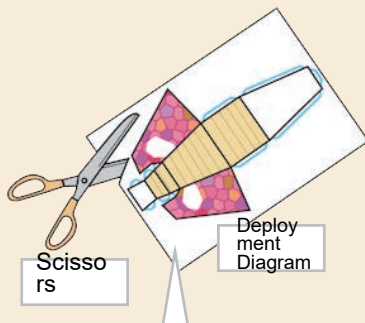




It's a necessary tool.
"Bond" (liquid
type) is recommended for
gluing.



Procedure Quick Guide to Assembling the Model

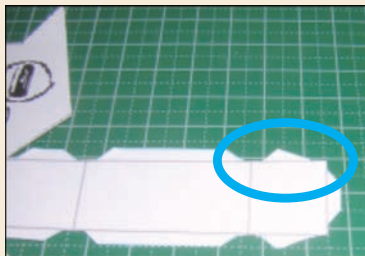


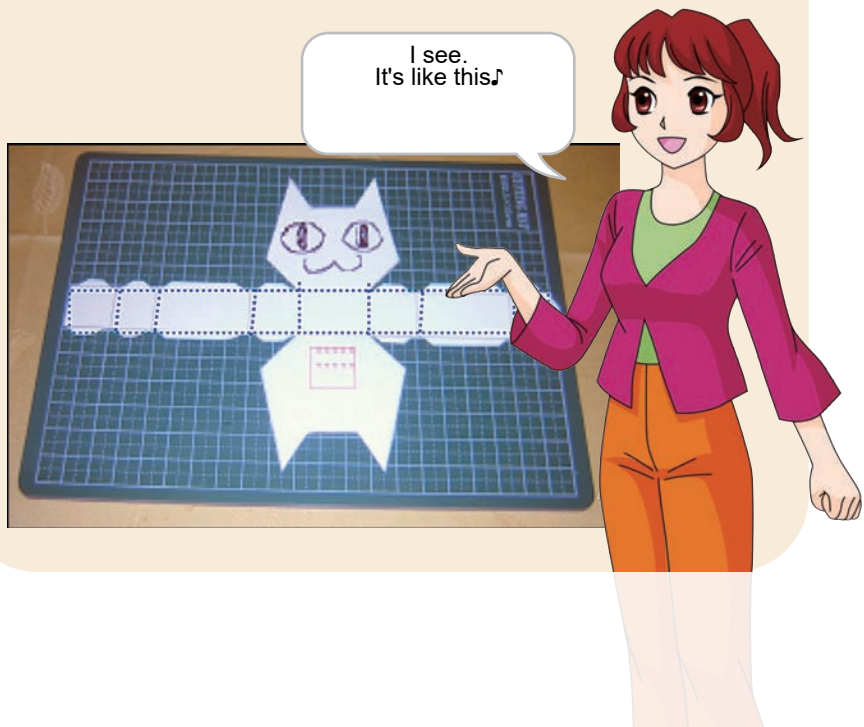
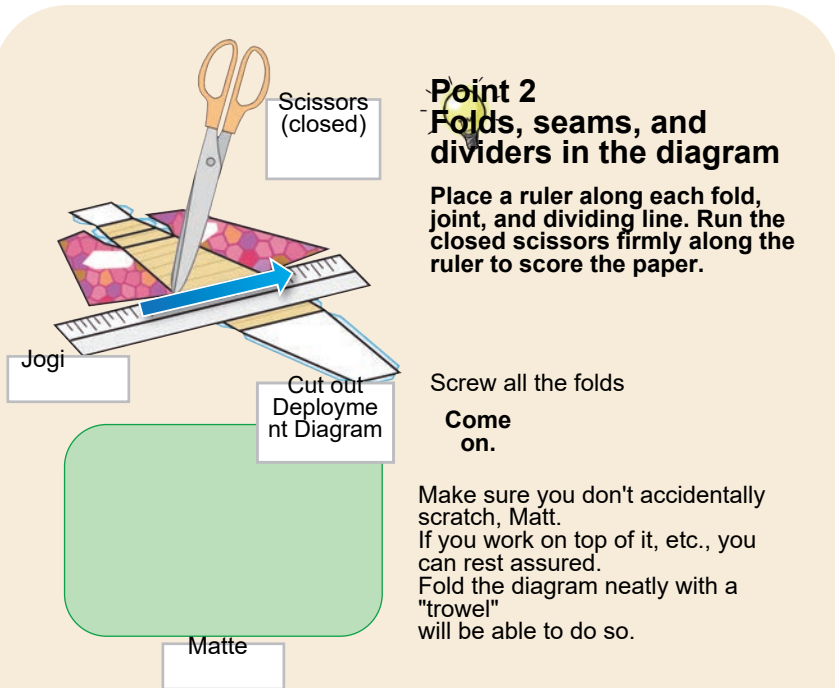
If you cut roughly the part of
the line,
Ok, it will be shifted when
gluing

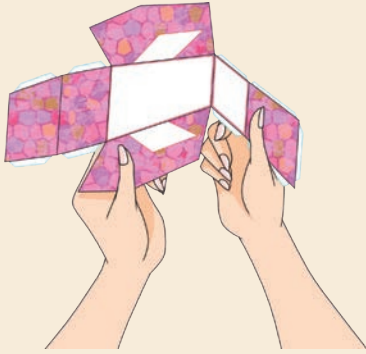
Tip 1
First, cut loosely
around the printed
shape
After separating it from the
sheet, cut carefully along the
outer outline.

Next, the light blue part of the
figure is "glue"
The recessed place including
here, ah
When combined with, it is efficient.

Finally, the sharp part of the
figure is
and cut it into small pieces.
Adhesive work becomes easy.





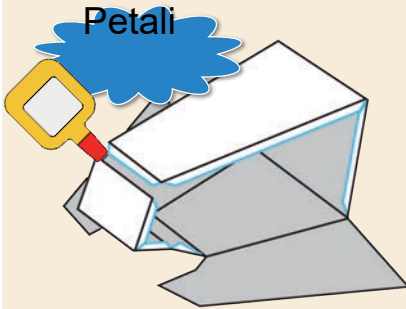


Point 3 Mountains fold, valleys fold according to the shape of the side

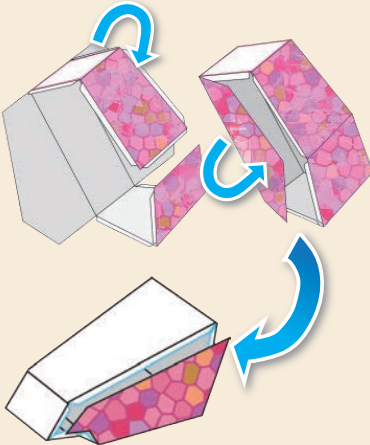
Strengthen the grip.
Forget about "Norisaro"
Please do not fold it.

Point 4

Next, be sure to glue the ends with a bond
Please make a "ring".
It is easier to assemble.
Then put a bond on the "glance",
(One side) Glue one side at a time.

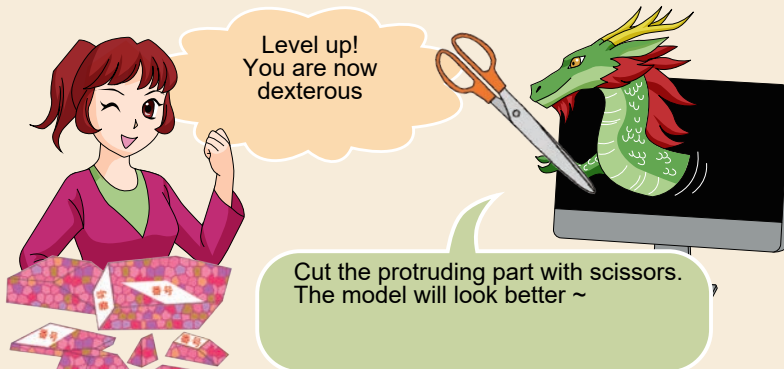


Apply plenty of glue to the glue tabs. Attach each side while matching the folds and shape of the ring.



The pointed part is a little difficult.
The more you make it, the more you get used to it.
to be dexterous [*].
Fight!

**Finally, a fun 3D object puzzle♪
Glue the shape and number
(symbol) on the face to each other**



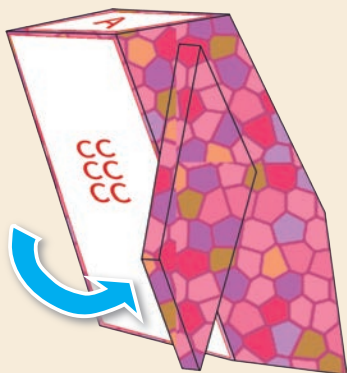
Step 2 Connect the faces of the same number



**The end of the
work
A 3D object
puzzle.**

**On a standard model, each 3D
object has a red number or
symbol and the outline of the
matching face to be glued.**

**Gluing surfaces of the same
number and shape to each other
I'm just going.**



**Fit the shape without worrying about the orientation of the number
This is also the point.**

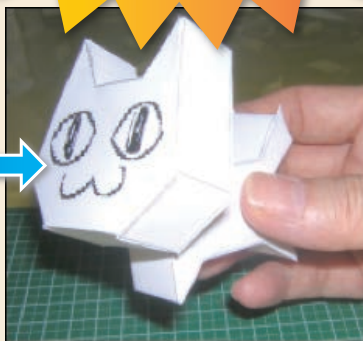
At first, is it a model with a small number of 3D object to try and get used to complex models.
Take on the challenge of assembling.

**Someday,
It's as simple as that.**

Create an original model that shapes your imagination
I don't challenge the assembly of it♪



**バーチャルから
リアル世界へ
創出!!!**

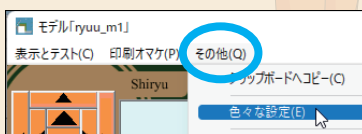


From Craft to Construction - and Even Art!?

Create Giant Models and 3D Coloring Projects by Changing the Settings

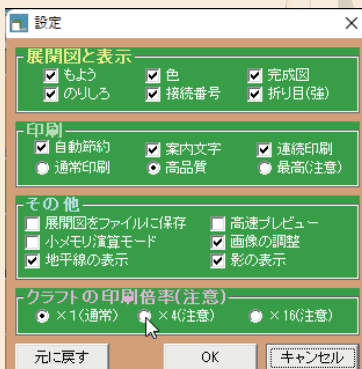


Setting change □ □ "Other"
Special printing from "Various settings"



The menu on the screen of the model, "Other",
Select "Various settings."

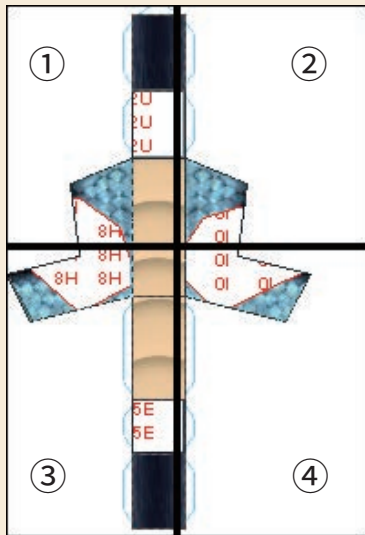
The screen will appear. Here is the setting of "SHIRYU".
You can change the schedule.



Convenient function→
"Save file"

Keep unfolding diagram in file under "Other".
Check "Save". Then it's the same as printing.
In the operation, expand the image file and save it.
Scary Function→ "Print Magnification"

If you choose 4 x "1 sheet is divided into 4 sheets Split" is printed.



If you have a "print magnification" x 4, □ □ □ and the expansion diagram are printed separately will be.
Because they use a lot of paper and ink, they usually Set it to 1.

Just a huge model for the event
When you want to make, dare to change
If it is "x16", the persistence to assemble
Please consume 100 sheets of paper and a few inks.

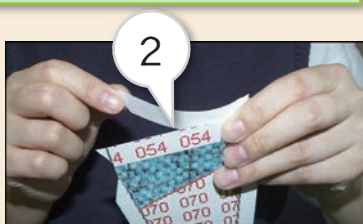
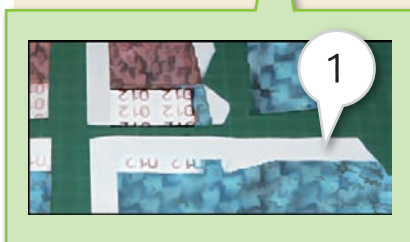
Be prepared.

巨大モデルは完成までに時間がかかります。
さらに「重要で特殊な作業」が必要になります。

**Connect it so that it becomes a single diagram
with special work on its own**



Regular size model assembly,
and
I will proceed in the same
procedure.
In this way, on one sheet of
paper, "one expansion
As long as the figure is printed,
Ruga.....



Points



Many unfolding diagrams show that "on a few sheets of paper, it's printed. The figure is just lazy."

1. Do not cut exactly along the outline. Leave a margin that can overlap and connect to the neighboring section.

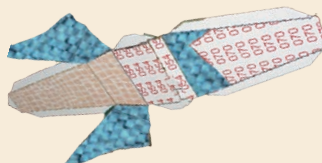
Restoration of excavated fossils
They are.

2. If you cut away the margin by mistake, make a backing strip from scrap paper and glue it behind the pattern pieces.

"Forgot to leave a space to connect", Roses
Connect the rose schematics.



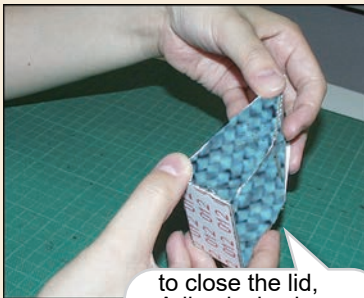
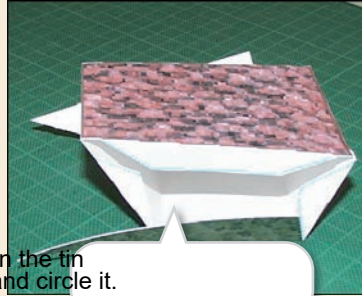
to advance the "craftsmanship" □□ of
Completing the diagrams one by one



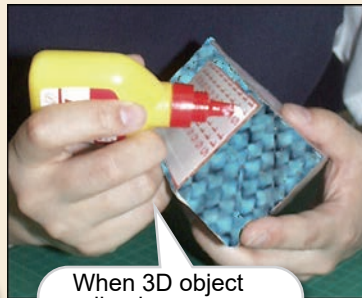
Follow the rest of the steps and do as you normally would



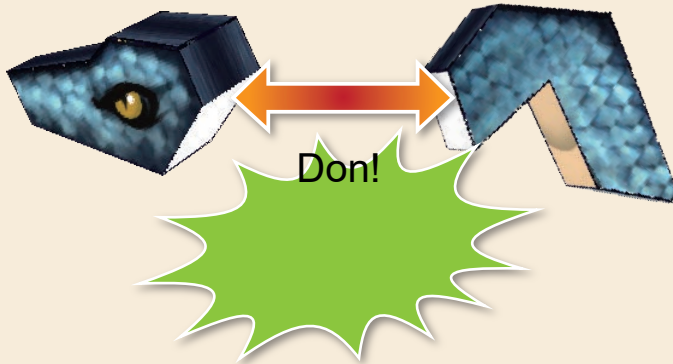
Put in the tin
Fold it and circle it.



to close the lid,
Adhesively glue
both sides



When 3D object
adhesion occurs
Apply a lot of



Chapter 3 - Advanced SHIRYU Techniques and Mechanical Models Build Moving Papercraft with Patience and Imagination



In this chapter,
"It is difficult to make in Canada, but if it is completed, it will not be a super work"
We will explore their finishing methods and knitting know-how.

"Paper crafts are paper figurines."

I'm sure they'll change their minds. The material is paper, with limited functionality for simplicity. [7]
Even in "SHIRYU", if you have ideas and know-how, you can create excellent models.

"If not, make it!"

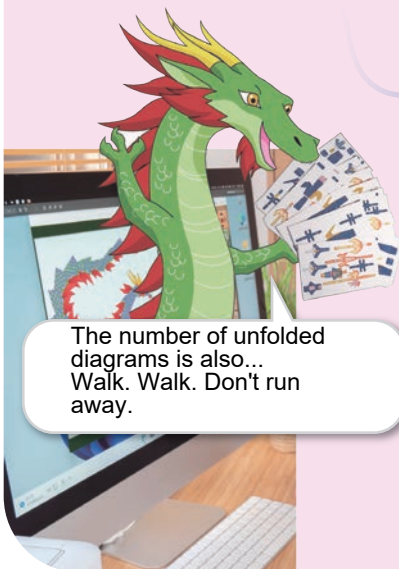
Let's embrace and experience this idea that can be applied to everything.

Advanced Model Challenge - Part 1 Secrets of the Articulated, Undulating SHIRYU

Gaw?



Ew, I said too much.
I'm sorry...



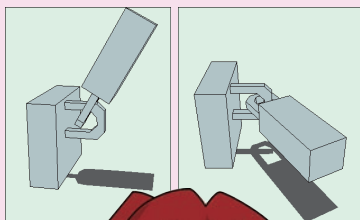
The number of unfolded
diagrams is also...
Walk. Walk. Don't run
away.



A marathon of tricky workmanship
Then modeling this model can also
be

It is a marathon-grade piece
that has been spaced out.

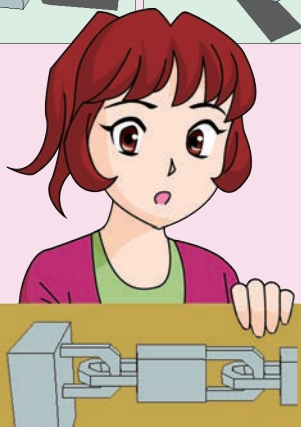
**Don't you want to know
the secret story?**



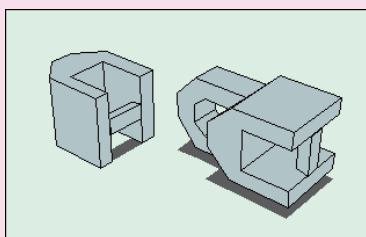
What swings up, down, left, and right?

It's a chain.

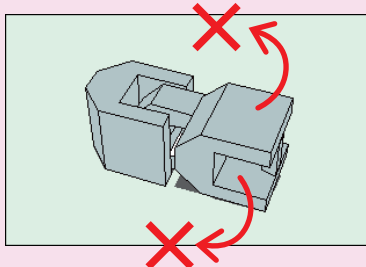
The waving mechanism of the chain is the model of the dragon moving
It has been applied to le.



The idea of a "chain of chains"
It can be made into the material of the moving dragon model.
However, it doesn't taste like it somehow.

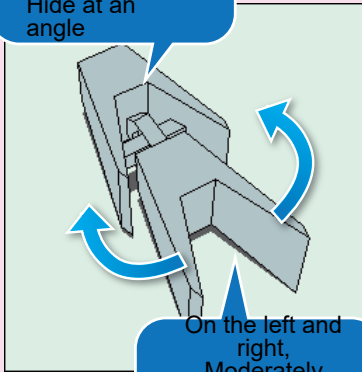


It is a "joint exposed" in the shape of a chain.
It may be from.
Next, it is necessary to devise as "design"
When you need it.



For example, a 3D object form that hides gaps etc., the chainliness disappears and looks good
It is.
However, this time, the operating range (move angle) has been limited.

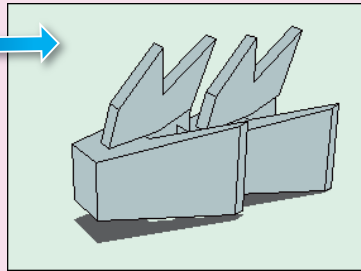
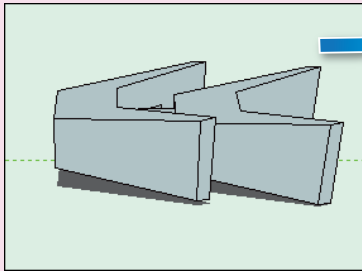
A joint in full
view.
Hide at an
angle



On the left and
right,
Moderately
mobile

Then, try to angle the 3D object
. Now, move slightly to the left and
right, and look at the
You should be able to hide the
joints you don't want to have.
Let's try to make it halfway between
the movement and the appearance.

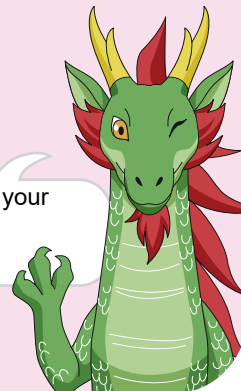
After trying it, it is moderately
possible in the left and right
directions.
It has a range of motion and the
design is not bad
Yes, moderate the joint structure
You did it.



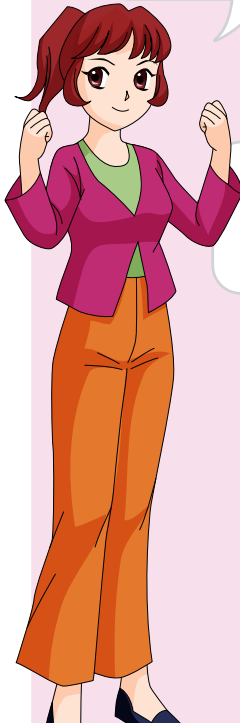
The hidden taste is
backbreaking... haha.
Commitment is important



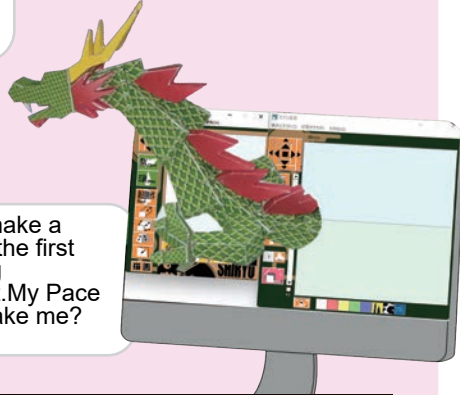
Right? You can use your
dorsal spine
I hid it a little bit.



And... of the mood
Marathon Crafting has
begun!



Even if you make a
mistake, from the first
drawing
You can reprint it. My Pace
So, can you make me?



Cut out all the unfolded drawings from one
piece of paper. Number of
Although there are many,
It's ok if you divide it into days.

Assemble and 3D objectize the work 2
deployment diagram.

Just like any other model, stick it in a circle.
Paste the following unfolding diagram in a
circular shape,
Repeat.

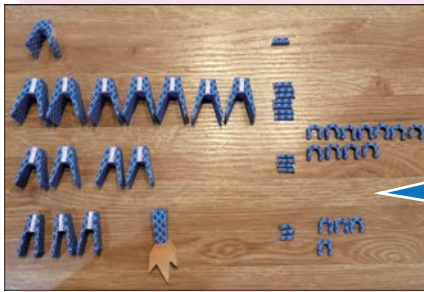
Apply both sides after drying.

Keep going with the fine 3D object.



Craft 3 Main stand of this torso
The body is a special structure.

Because there is a thin part, dare to thin the figure
Difficulties such as cutting the surface that require "a lot of effort"
It is 3D object.



All stereoscopic for verifiable movement
(1) The torso has four sizes.
(2) The tail adheres to the tail
(3) The shaft is adapted to the size of the torso, 4 types.
(4) There are two types of U-shapes.
Large parts are torso ~
Small parts are tails and tails

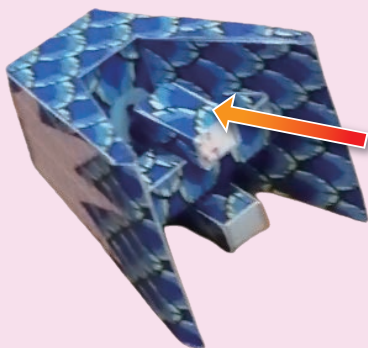
Inner number. When applying a pattern
Use the "Draw" function to describe landmarks.
It is a guide for assemblers.

The number inside Craft 4 will be later.
Next, attach shafts to all torso
. Make sure the axis is horizontal, positioned
Please adhere while acknowledging".



Even after gluing, if it takes about 1 minute,
Spoil the position.



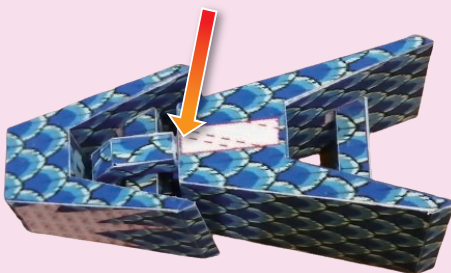


The U-shaped stereoscopic on the 5th axis of the workpiece Pass it through.

This is a moving part, so the 3D object Do not paste.

U-shaped 3D object and the next numbered torso are pasted I'll put it on.

This is the torso ~, and the tail at the end and glue it over and over again.



Click * 2
Expand with

Change the angle and make sure
It feels good because it can be made while,
See you on a PC ~

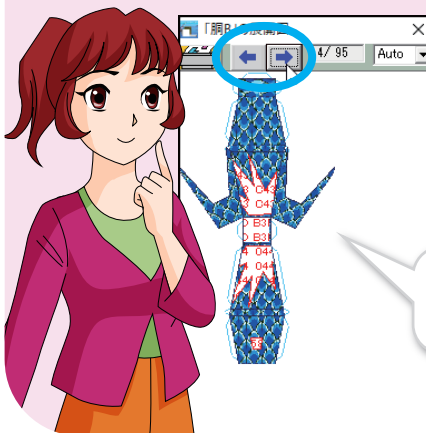




Craft 6 The 3D object body is glued with only the parts that do not move, referring to the number of the landmark I'll go. Finally, it successfully passes through the U-shaped 3D object for the tail and adheres to the 3D object of the tail.

Now the moving parts are complete!

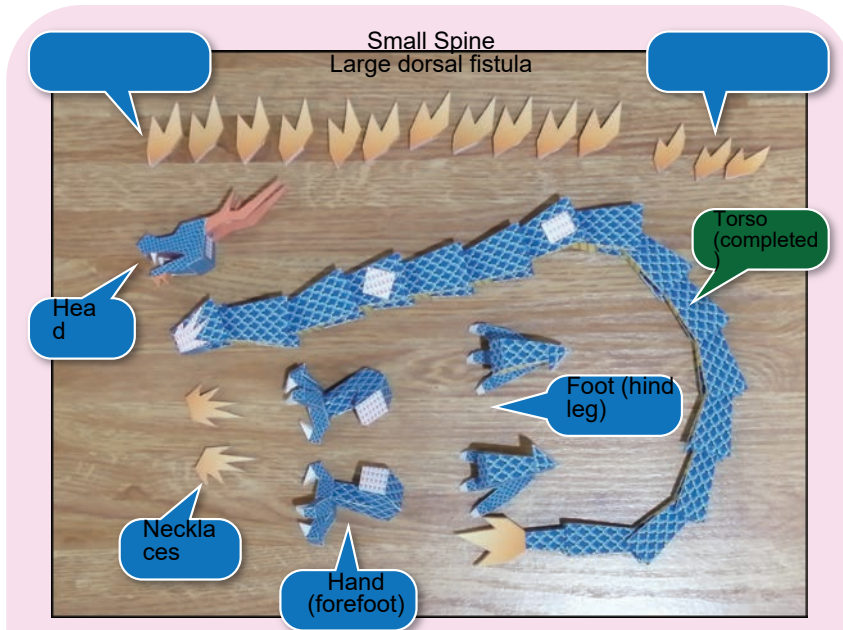
The more similar 3D object and continuous parts are assembled together, the fewer mistakes are made.
may be more efficient



But when do you make a mistake?

Based on the feature guide in this book, you will need to Find the 3D object and print it again.

not to print, but to "see", and Use the arrows to select the diagrams you need

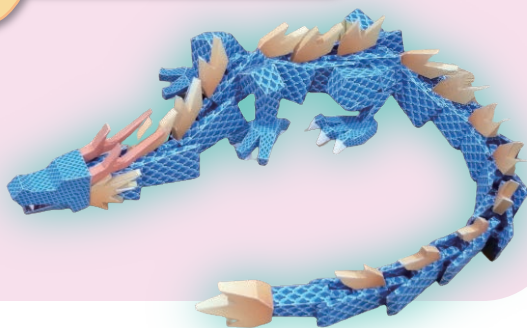


Craft 7 Now, assemble the head, necklace, limbs, and dorsum (large 11 pieces, small 3 pieces).

The jagged part and the sharp part are so that they can be adhered well.

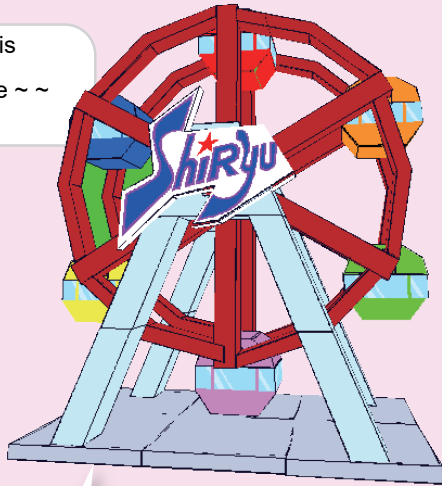
The trick is to cut them into triangles.

If you stick to it to a certain extent, "glance
You don't have to use "All".
Work boldly to complete."

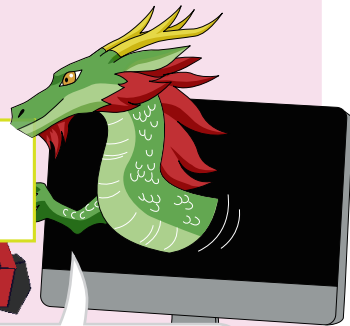


Advanced Model Challenge - Part 2 Secrets of the Rotating Ferris Wheel

Circling Ferris
Wheel!
Then take a ride ~ ~



$$Y = y \cos \theta_x - z \sin \theta_x$$
$$Z = y \sin \theta_x + z \cos \theta_x$$



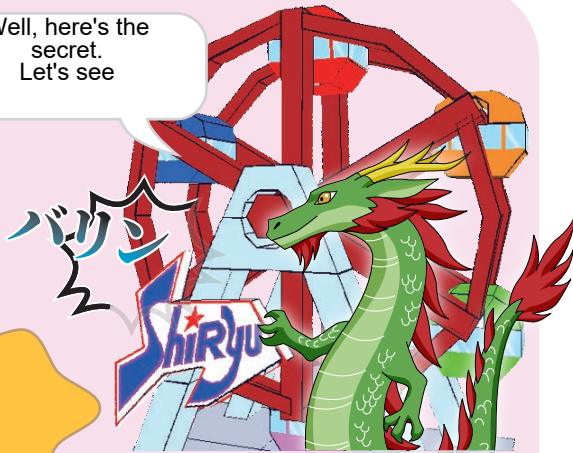
Wait, about the spin
Let's learn, shall we? ng,
ng...

Today, today, I was
busy
I couldn't do it in
3D!!

Well, here's the secret.
Let's see

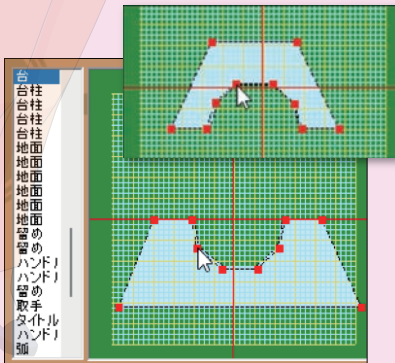


Ah... the Ferris Wheel,
I broke it ~

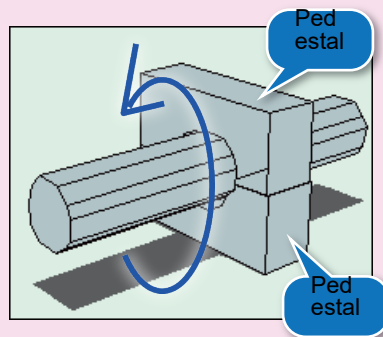
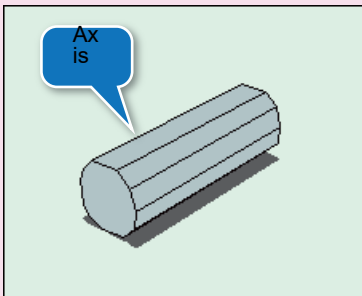


The Secret of Rotation

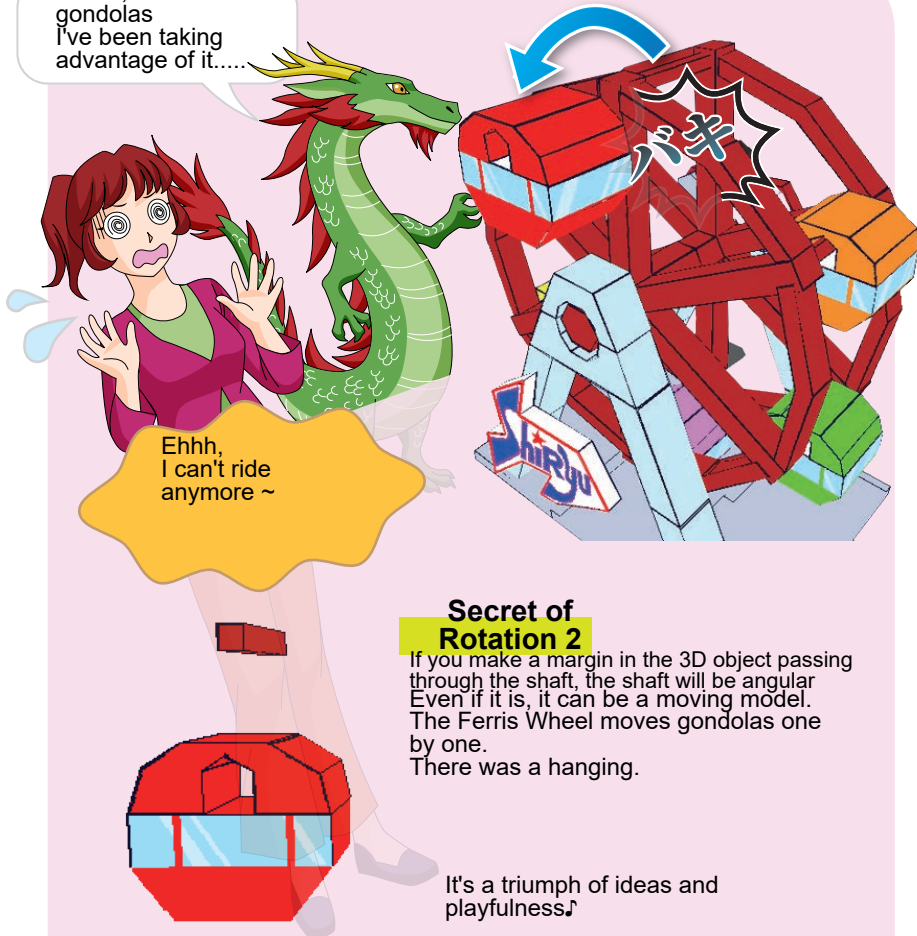
The Ferris wheel is decorated with two pedestals sandwiched between the design that hides it.
The axis is "close to the circle", and the depth I understand that it is made by sticking it on.
Create a pedestal with room for sandwiches



is the point of the rotating model.



In fact, even
gondolas
I've been taking
advantage of it.....



Secret of Rotation 2

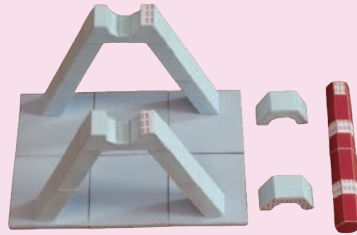
If you make a margin in the 3D object passing
through the shaft, the shaft will be angular
Even if it is, it can be a moving model.
The Ferris Wheel moves gondolas one
by one.
There was a hanging.

It's a triumph of ideas and
playfulness♪

Many of the “moving models” that come with the
software
It is very difficult to assemble.
Let's check how to assemble the Ferris Wheel, etc.



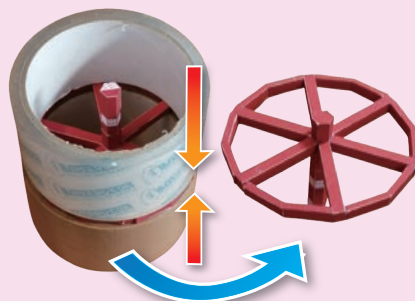
Cut All Process 1 Expansion
Diagrams
, look at the number even if you
proceed with the assembly
and can be made with a 3D object
Puzzle feeling.
Put 3D object creation, stick it in a
circle,
Then stick both sides.this repetition
is.



Crafting 2 When made from a
large foundation,
It's easy to understand.
The flattened, pile-shaped
pedestal is the axis of rotation
support. This upper side is wrongly
connected
Don't wear it!



Craft 3 Good adjustment is
required.
Even if it is adhered within 5
minutes, it will be spoiled
Then, it's a trial and error.lme the
circle,
sizing, evenly
spaced.



Craft 4 Difficult to balance.
Circular
Shaping up to be... important
work
To
When the circle is distorted, the
rotation will be blurred.
with an appropriate weight and
flattened
Shit.

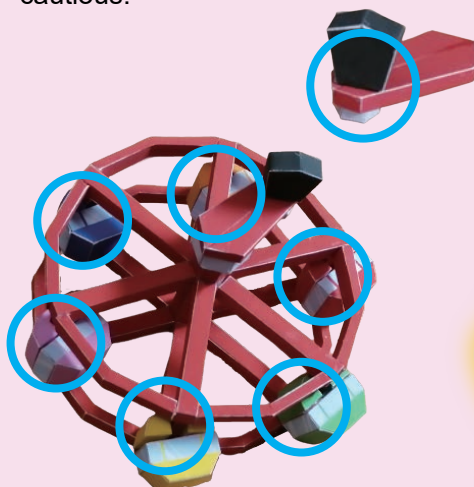
Using the shaft for the work 5 gondola,
glue the other side in the same way.

Use weights, etc., to make it as flat as possible
Finish it to make you want it.

The axis where the gondola hangs
So, let's dry up and move on.♪



Work 6 "Handle". Rotating part
Since there is, "glue" is cautious.



Work 7 Attaching the gondola, but rotating
There are parts, so please pay attention to gluing.



Advanced Model Challenge - Part 3

Apply Texture Images to the Boundary-Pushing Globe



What is the Earth?
The sphere is the
weakness of the box...

Yeah. Manufacturing
Thinking about "making"
You can train



"Paper " is actually a way to draw the shape of the side and attach the thickness (sweep) method.

□
It is difficult to create one body.

**Now change your perspective: it does not have to be
made from a single 3D object.**



From daily observation
That's right. Mikan shape
What if you like?



That's it!
これよこれ!



Make a axis and "Fusa of Mikan"
Contact Us

②

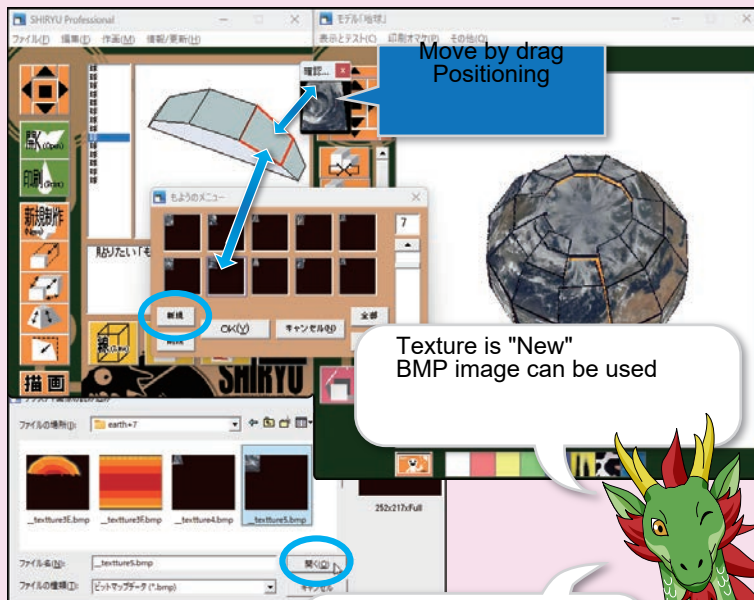
①

When connecting to the axis, it becomes a different angle "Dra" where nothing is" Change the angle.

- Move the 3D by drag and position adjustment.
- Change the angle by the upper left ▲ button

Comment Repeat and adjust your resume.

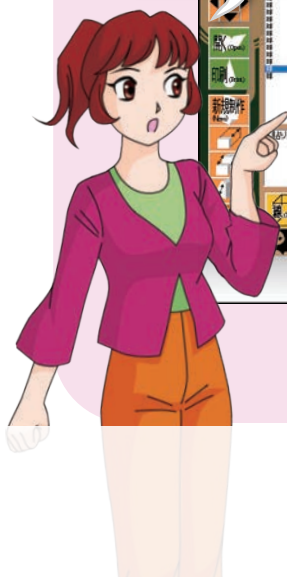
Close
Close



Texture is "New" BMP image can be used

However, it is specified by face
.....

Next
It's time to live.



That's why
How do you work?

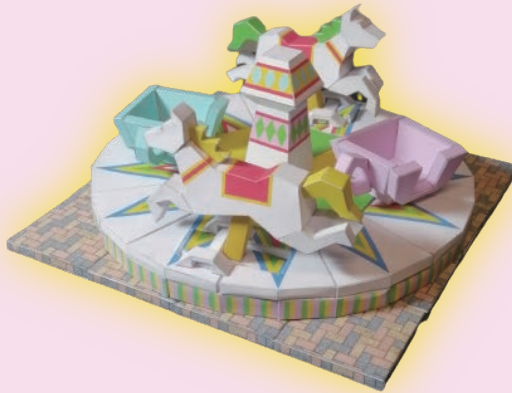


Advanced Model Challenge - Part 4 A Master Model That Requires Careful Instructions



Home
Your number





Synagoland explains the diagram
I think that you can assemble with a
few people
Comment
assemble order,
Go out to the mystery.

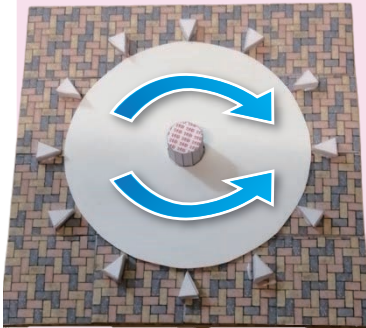
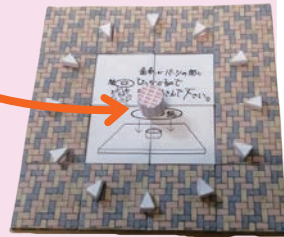
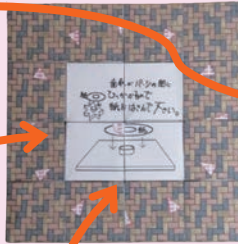
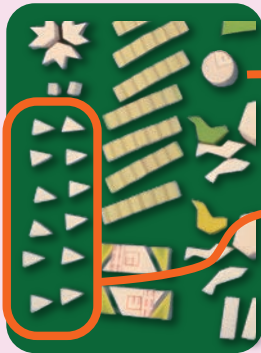


This design is explained in 3D
Directly written (hidden when
completed)
It's a little hearty!



Work 1 Drawing to make a
circle
Glue and dry, then close the lid
**Glue the two sides like
closing a lid to complete the
3D object.**

Make all 3D object while taking a
break
Let's organize and arrange.



Work2

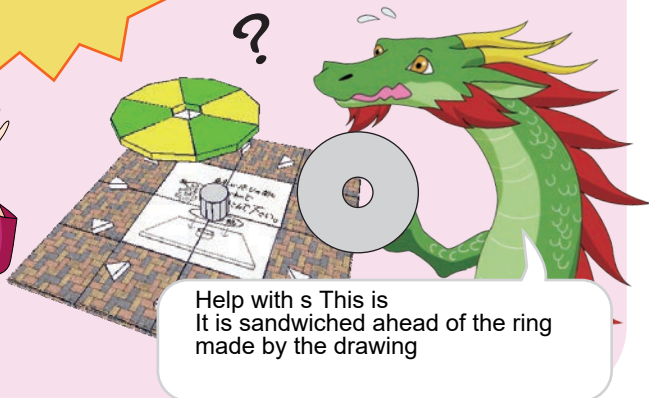
We are glued to the ground.
Ground
Let's press it to be flat.

By a all 3D objects on the ground,
A message appears. As described in
"Jo"

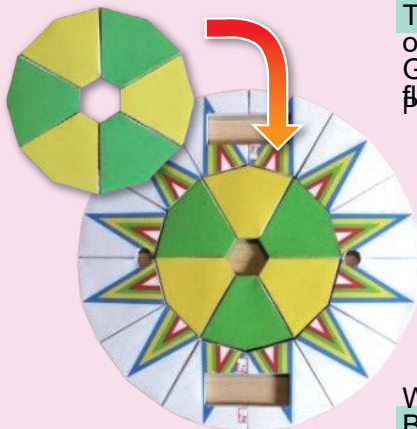
Into: Make the right paper disk with
your own power
Cut and make in the middle, scissors
Comment This is not in the deployment
diagram.

Home

Let's move the 3D on the
disk!



Help with s This is
It is sandwiched ahead of the ring
made by the drawing



gonal part
Contact Us

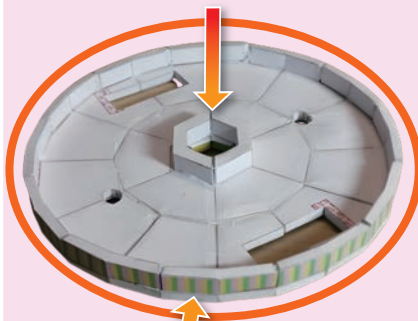
Work 3

The part of the rotating table,
of solder paper
Glue to the disk. This is also
flat.
Please press.

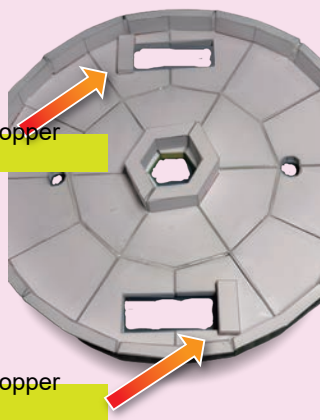
Work 4

Back the whole, like a wall
Place. gonal part in the
middle

Also, glue the 3D object.
Next, two rectangular holes
A of 3D objects.
Some misunderstandings
Contact Us

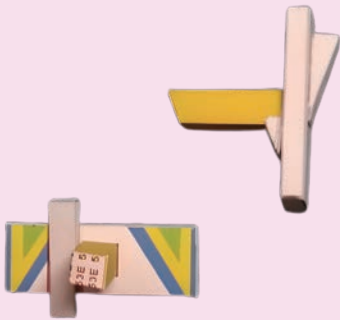


Side Parts (Object
Placement)
Glue them in place one by
one.
Small misalignments are
acceptable, so keep going.



3D with stopper

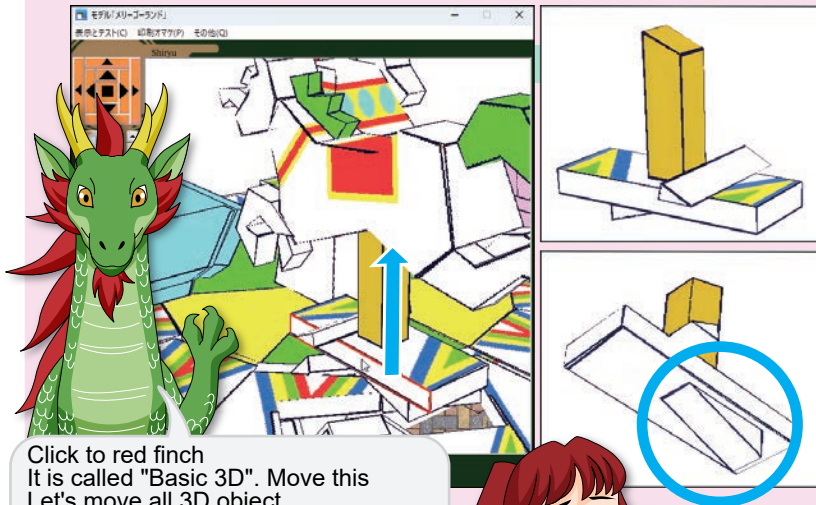
3D with stopper



Work5

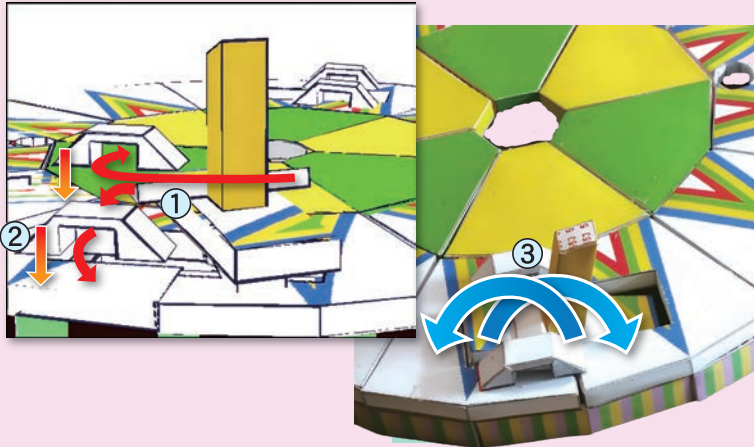
This is the part of the wooden horse. It A of triangular solids

Be careful.
I don't care about some misalignment.
Home No impact.



Click to red finch
It is called "Basic 3D". Move this
Let's move all 3D object
connections

Move and remove the basic 3D
object with "SHIRYU"
This part. A to a little end
I found it.

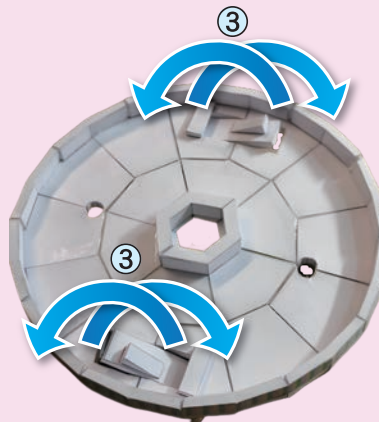


Work6

Take the previous parts on
the rotating table
Contact Us

Part of bonding triangle axis to
both ends
Contact us

□ In the state where the shaft is
placed in the hole,
A to a table that rotates the seat
Contact Us Note in order.

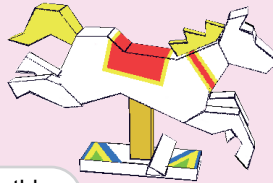


Back of the
rotating table

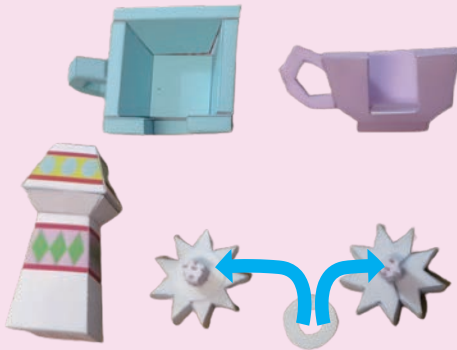
Also, there are important confirmation points.
iii It is a point to adjust the mounted parts to move the patapata. Parts
The effect is small even if it reaches. First priority is movement.

Work7

Japanese A thin 3D object
such as feet
I have seen the techniques
such as thinning the "shiro"
Contact Us
And the "Patapata" moving part
attached
Let's glue on the product!



It is full of ingenuity to move smoothly.
I wonder if you can get on the Goland



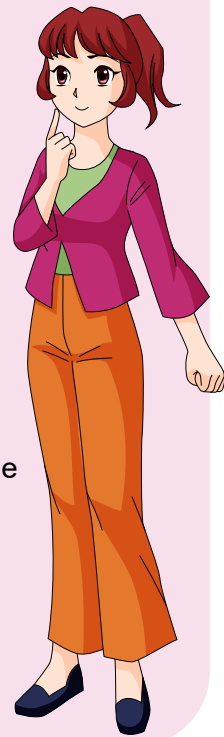
Work8

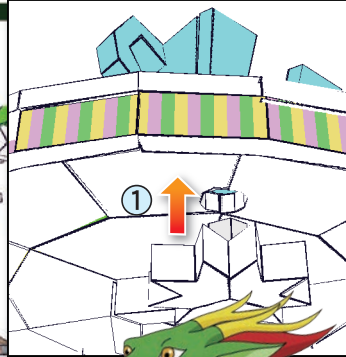
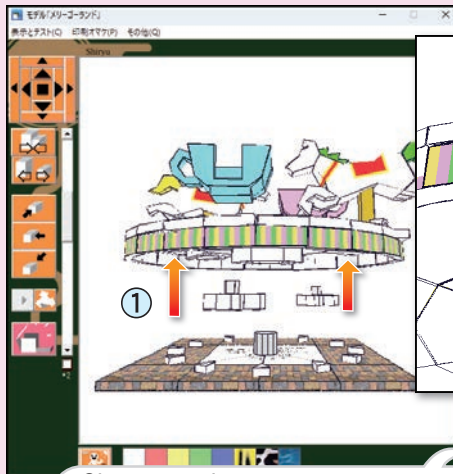
Assemble the gears and towers attached to the
cup and its bottom.

The two gears are cut by paper to make the
parts move smoothly.

Make two wheels. Let it go to the gear axis.

Oh! Don't stick the cup and gear!





Change angles or remove parts
Please check it. That's right.
Don't save!



Work9

□ Before work. Cup and tooth scent "through the hole of the rotating table", scissors
Apply to glue.

If you need to move the rotating
table,
such as pulling parts,
Check if there is a problem.
Re-print the wrong 3D
Tweezers and distortions

No problem.



Craft Step 10
Glue the central tower in
place to finish.
Great work!

