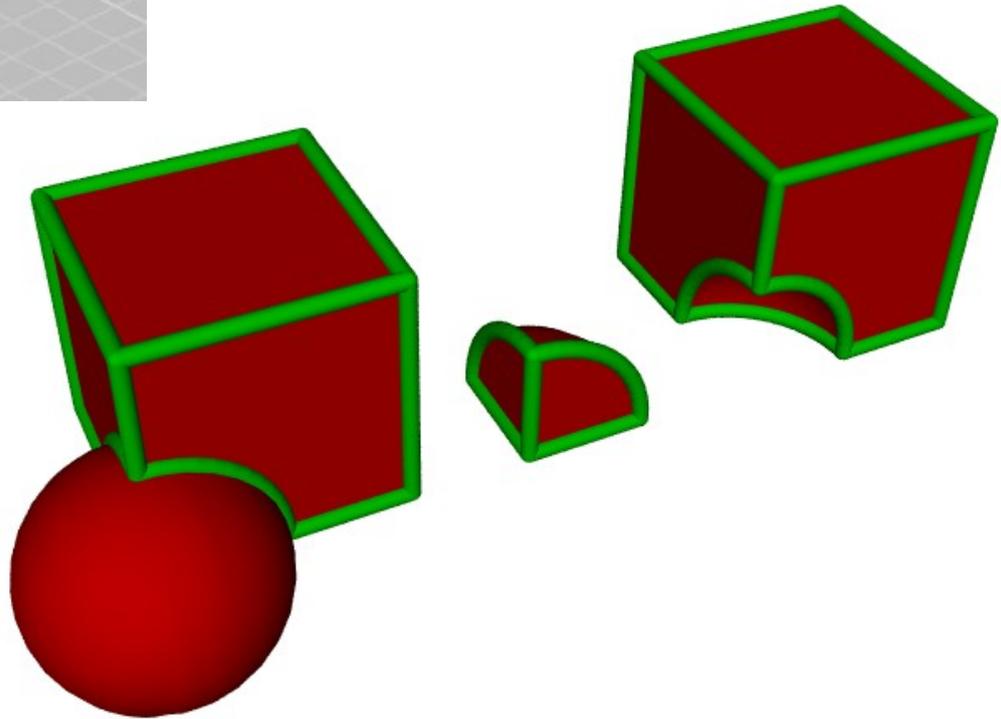
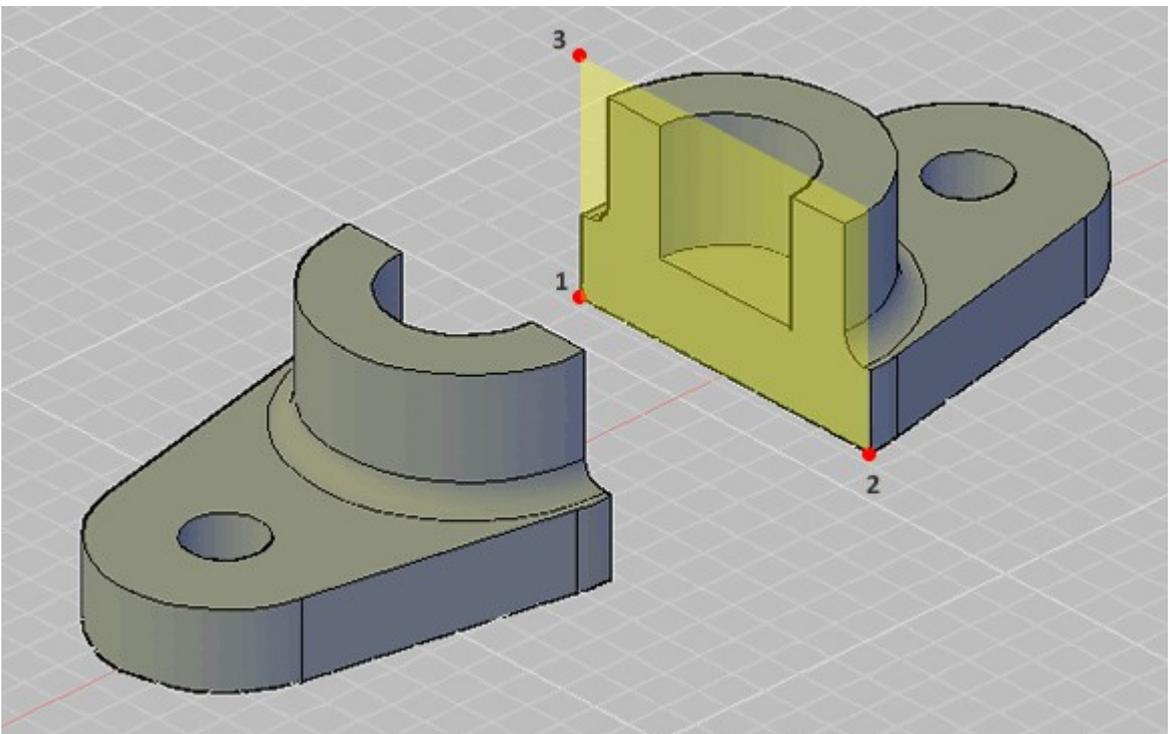


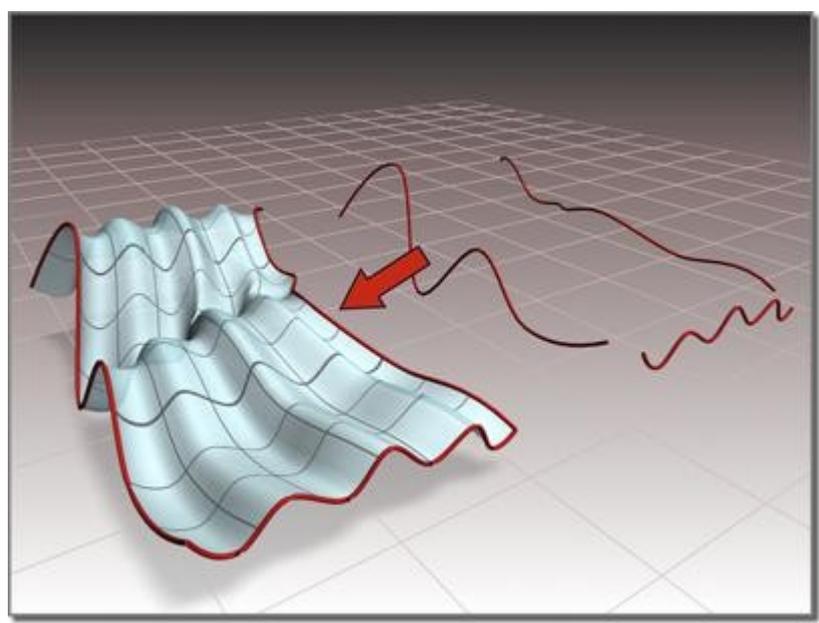
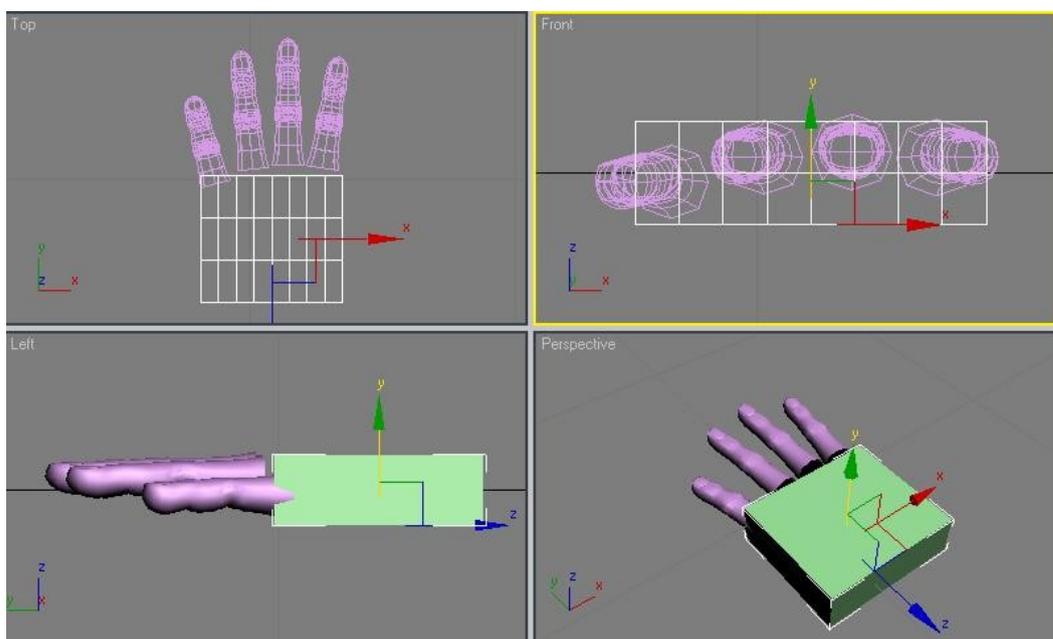
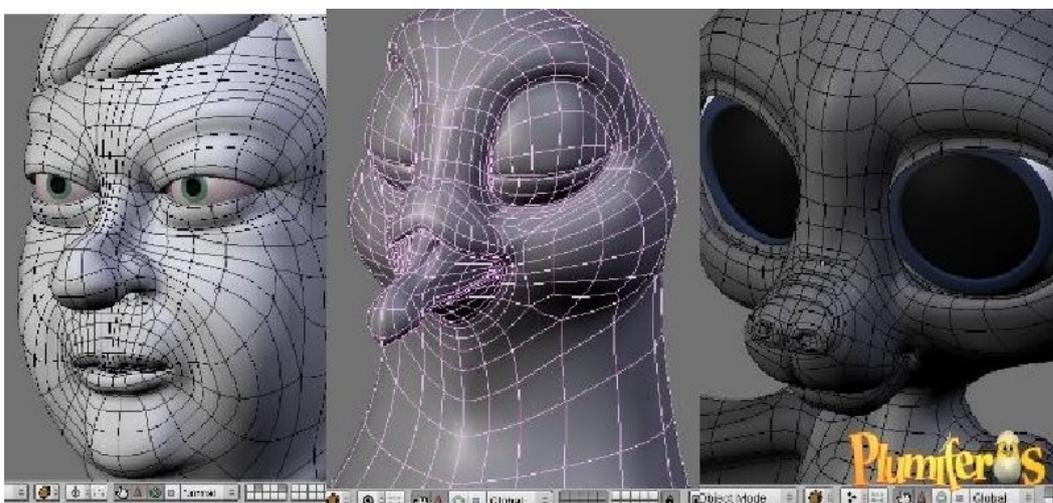
MÉTODOS DE MODELADO

- Sólidos
- B-Rep
- Meta elementos
- Fotogramétrico
- Captura 3D
- Simulación
- Procedural
- Generativo

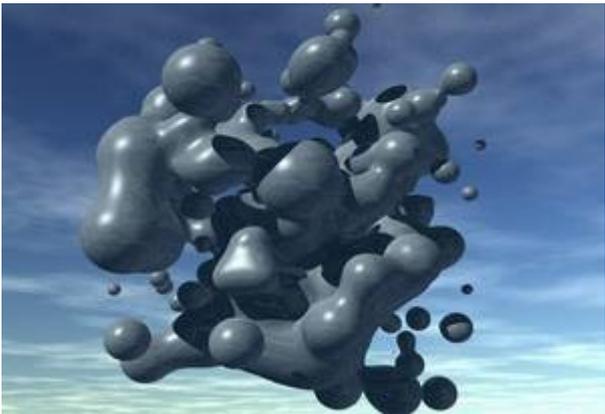
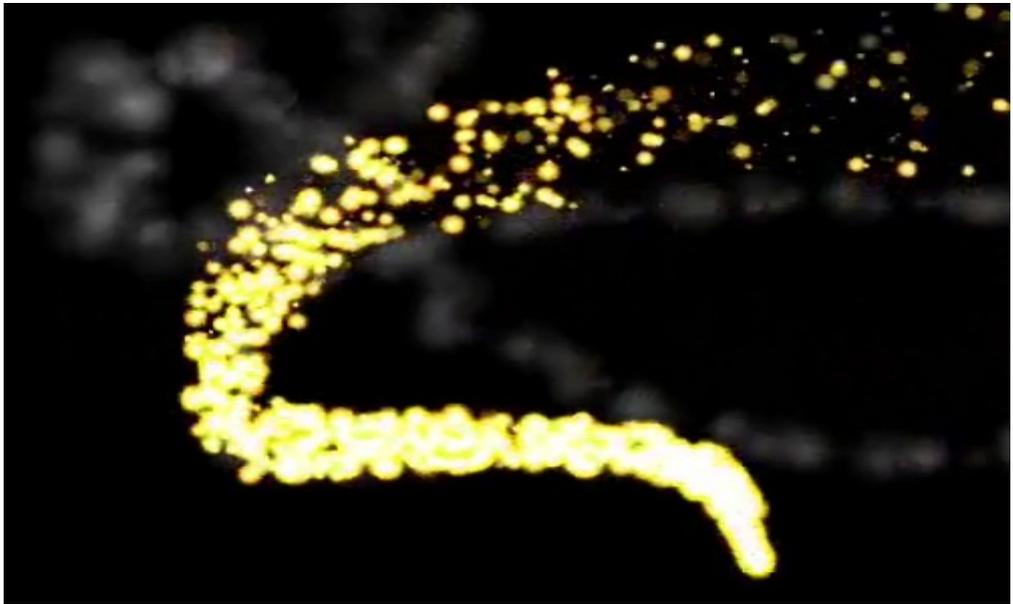
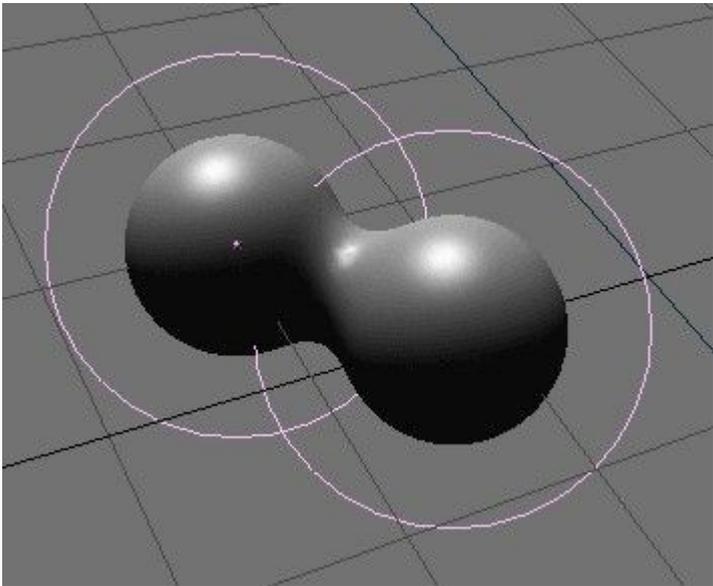
Sólidos



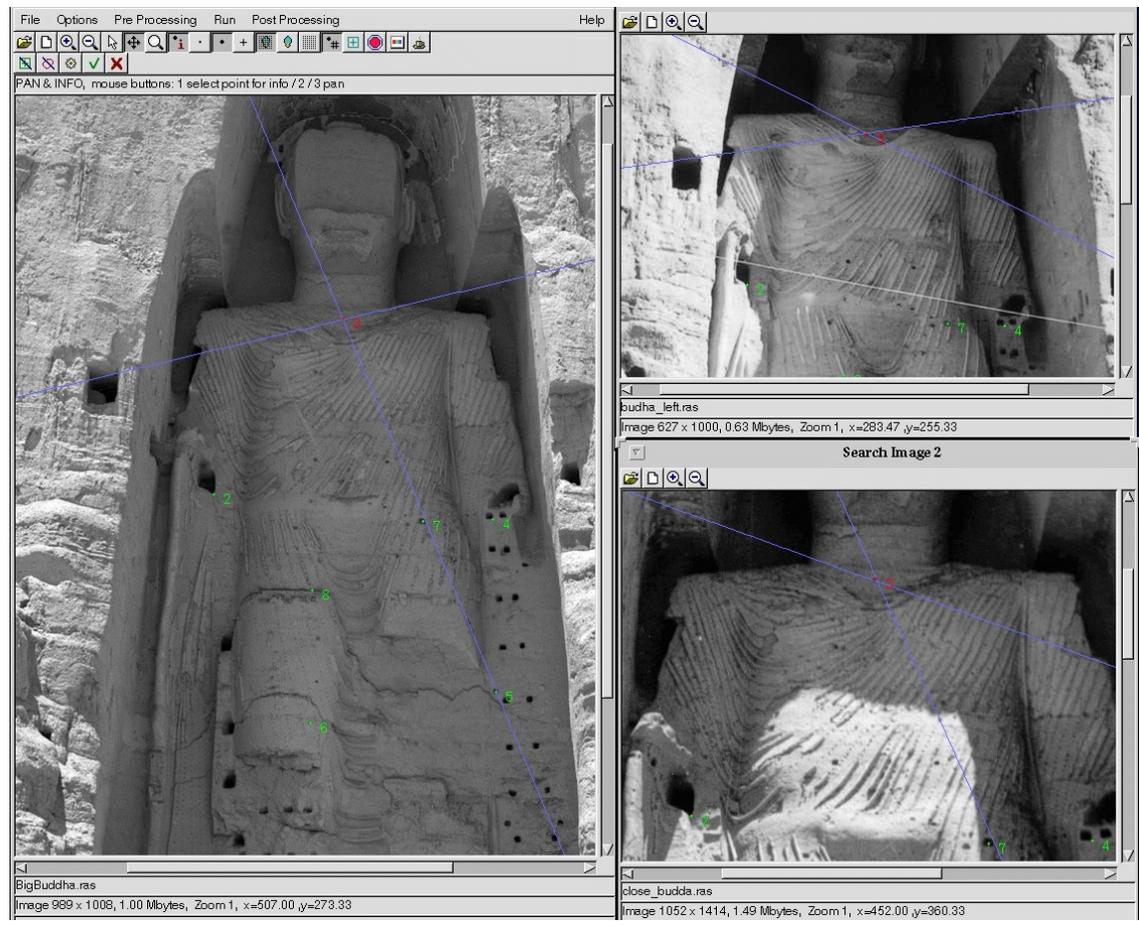
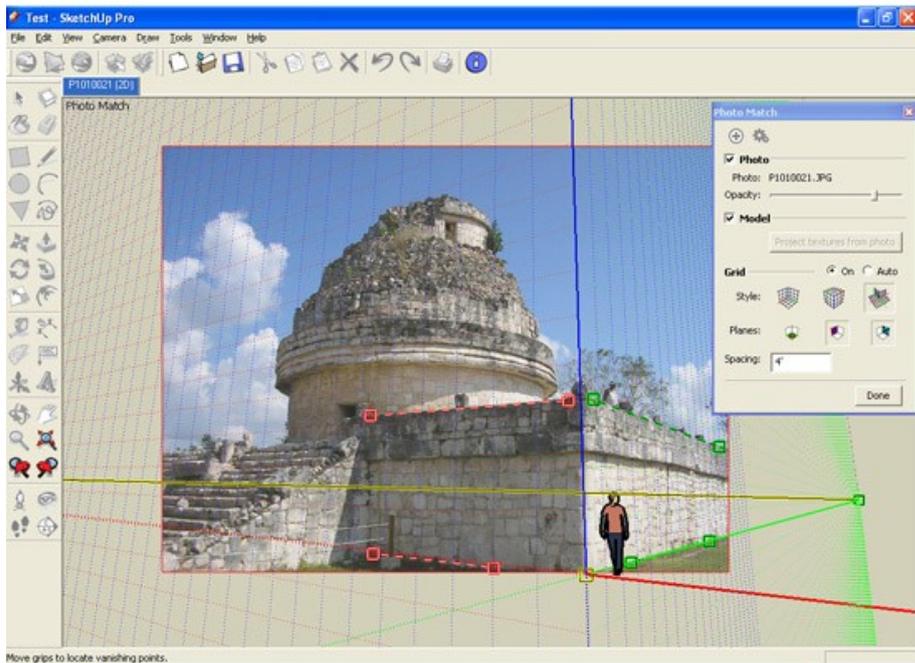
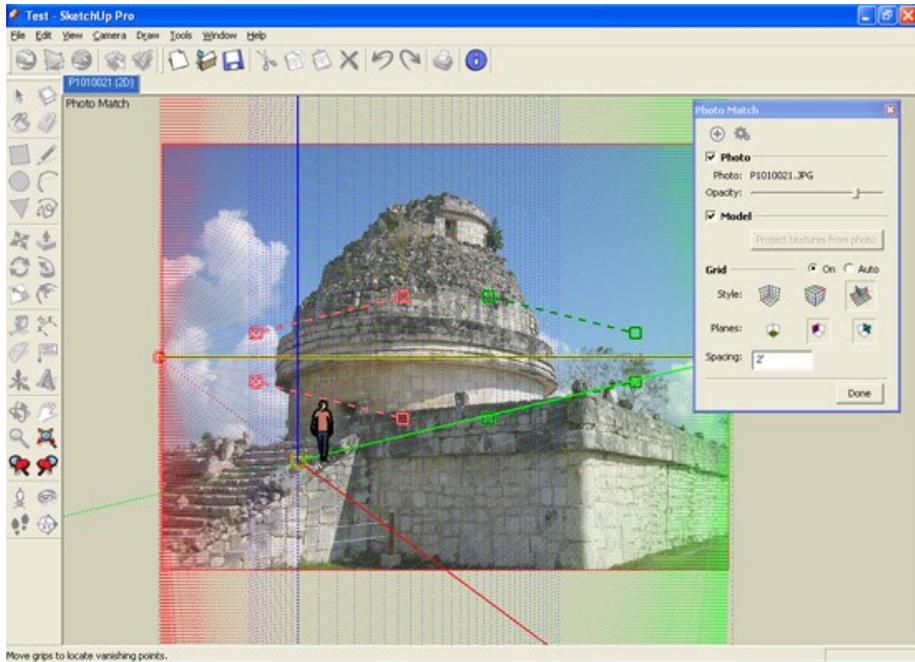
B-Rep



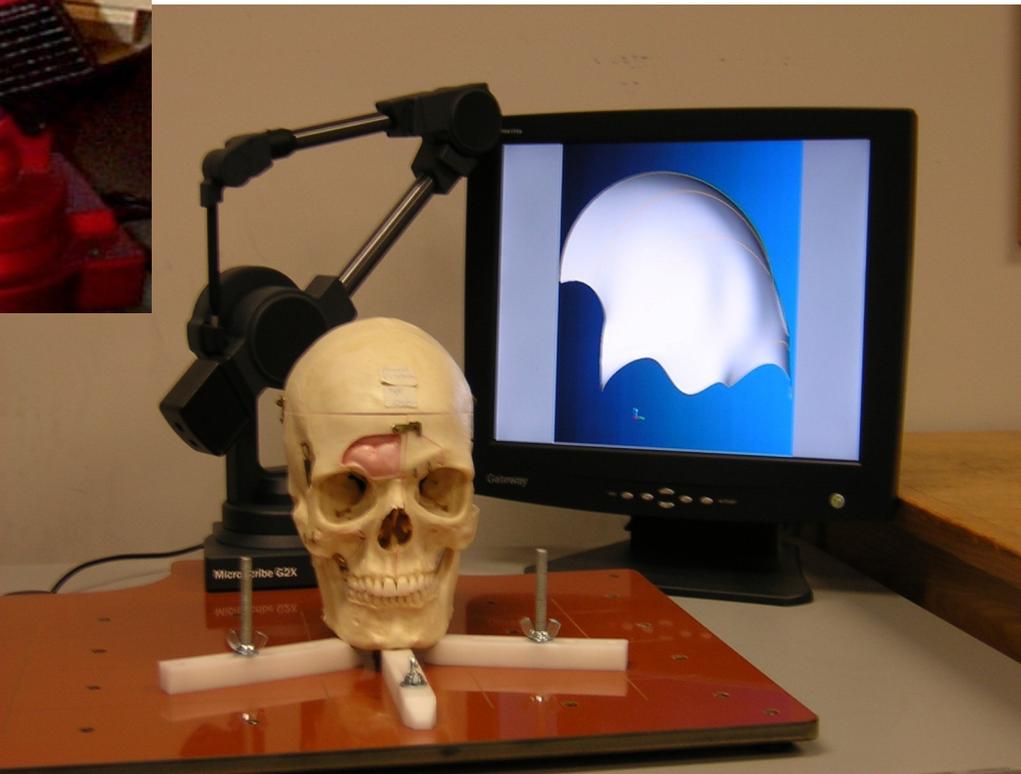
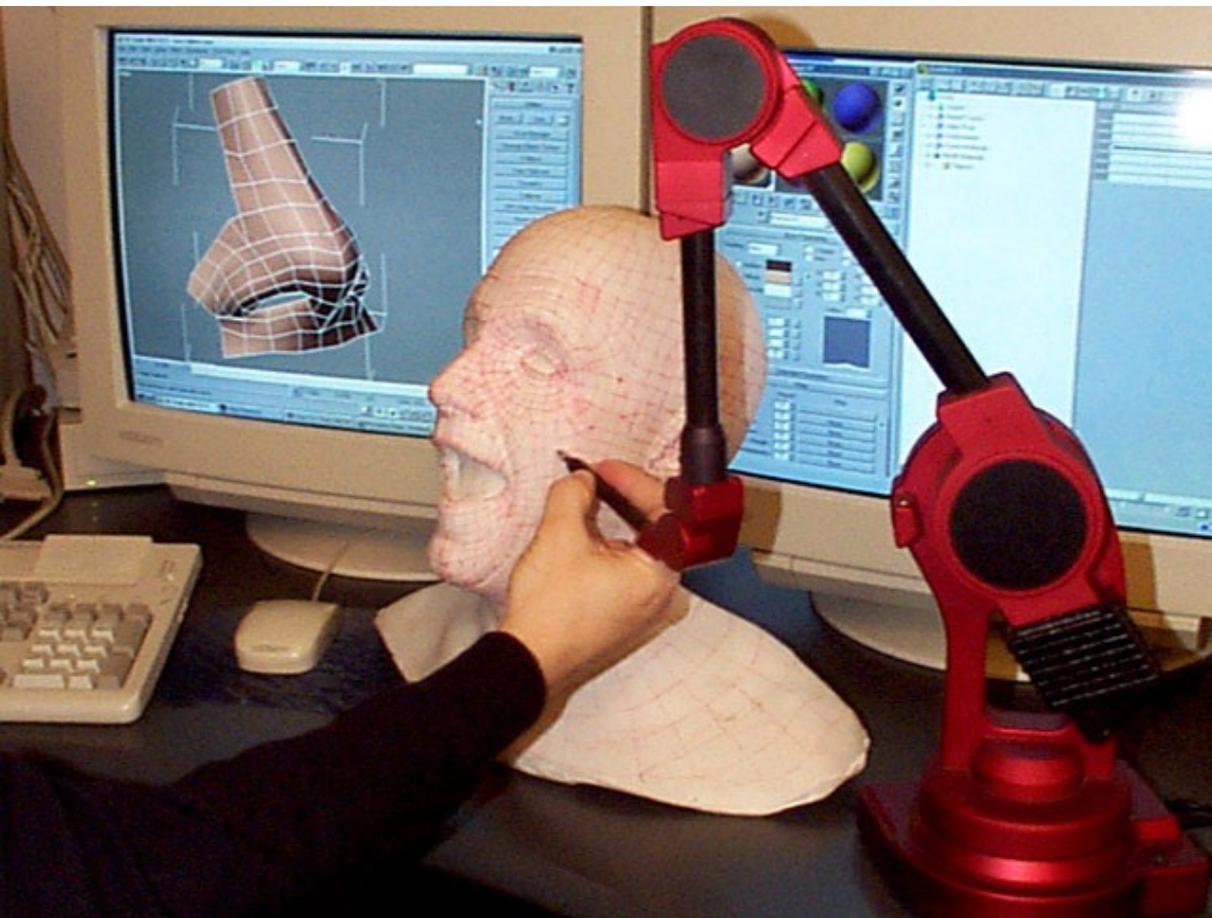
Meta elementos



Fotogramétrico



Captura 3D



FoodDigiLab3D
www.agrarias.uach.cl/fooddigilab3D

Simulación



cars.thd
Render output

```

);
for (var x=0;x<20;x++)
{
  for (var h=0;h<20;h++)
  {
    wall.append(Brick
  )
}

simulator.stepsize = 5e-5
simulator.method = SIM_RK
while (simulator.time < 2
{
  WaitFrame();
  simulator.run(.01);
}

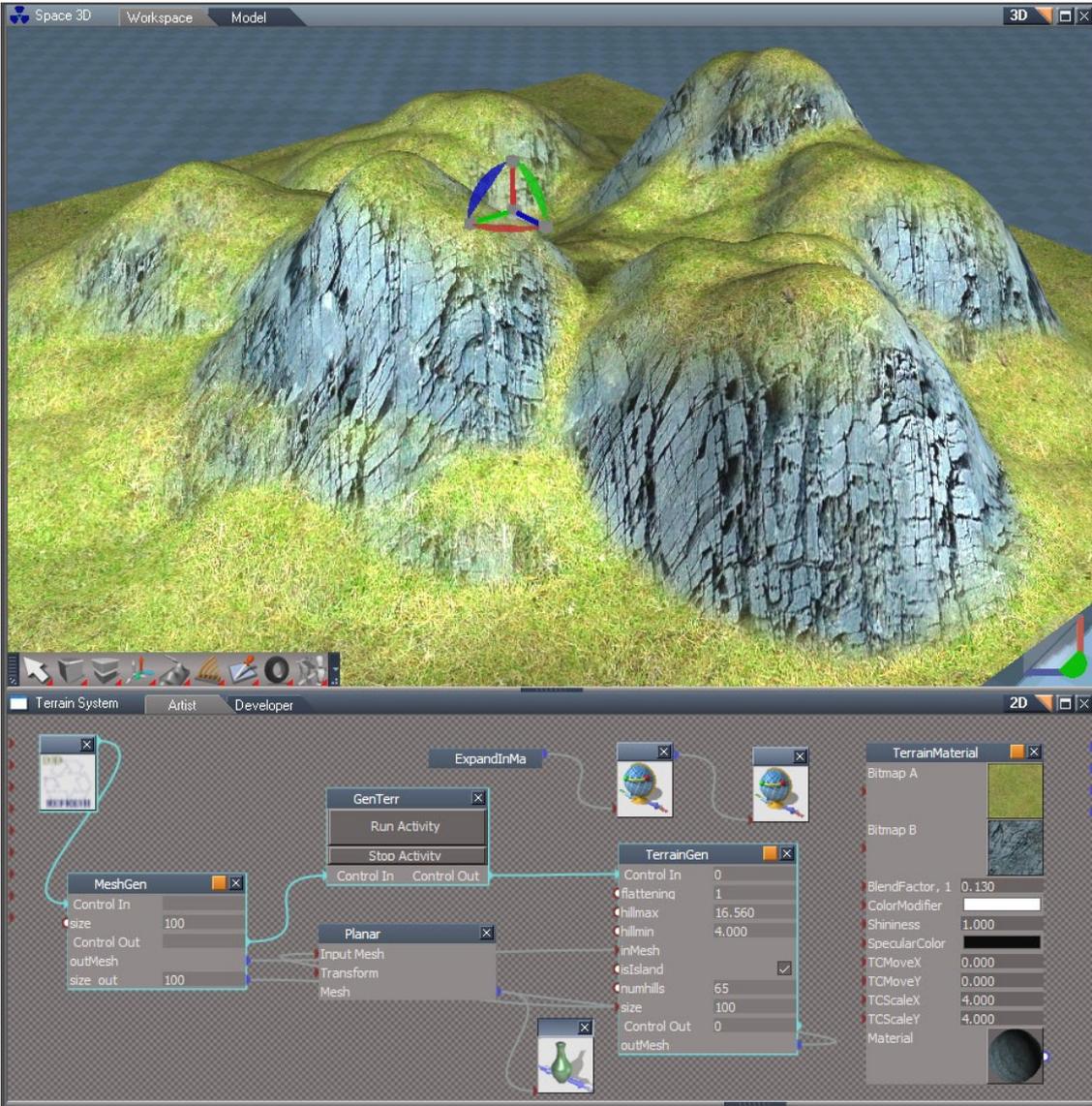
```

simulator.time
0.04

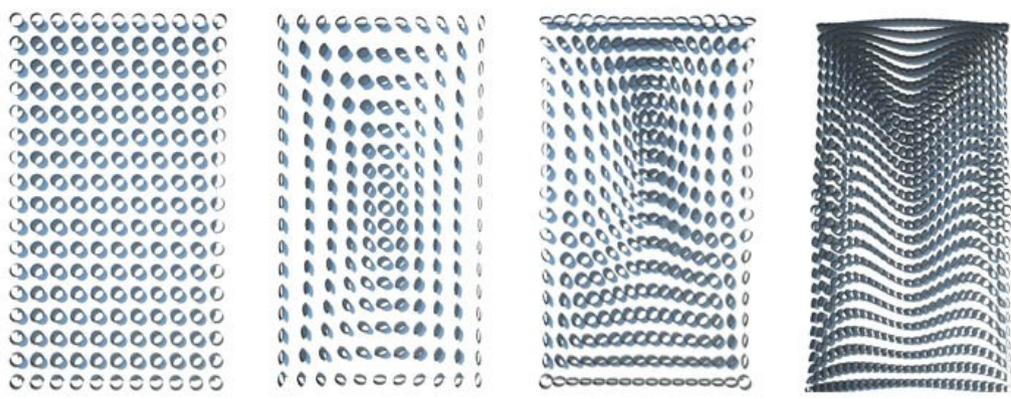
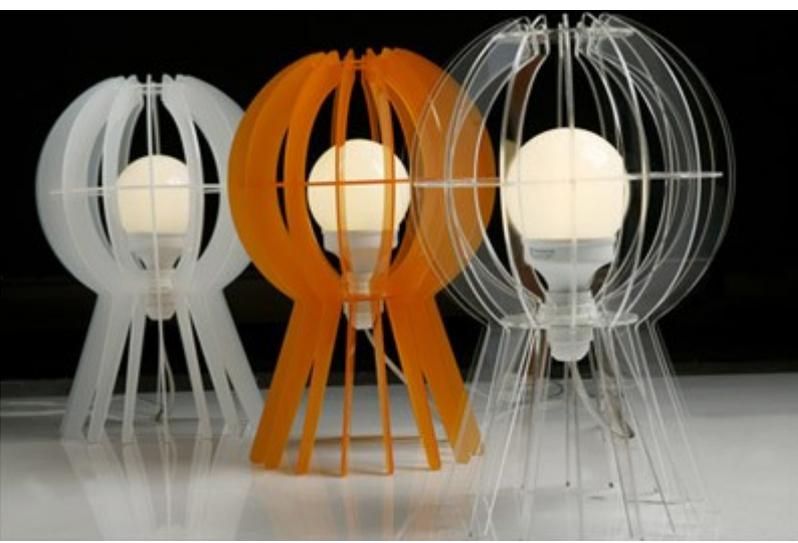
- cartop = Mesh node
- ftire = Mesh node
- interior = Mesh node
- shaft = Mesh node
- car_body = Mesh node



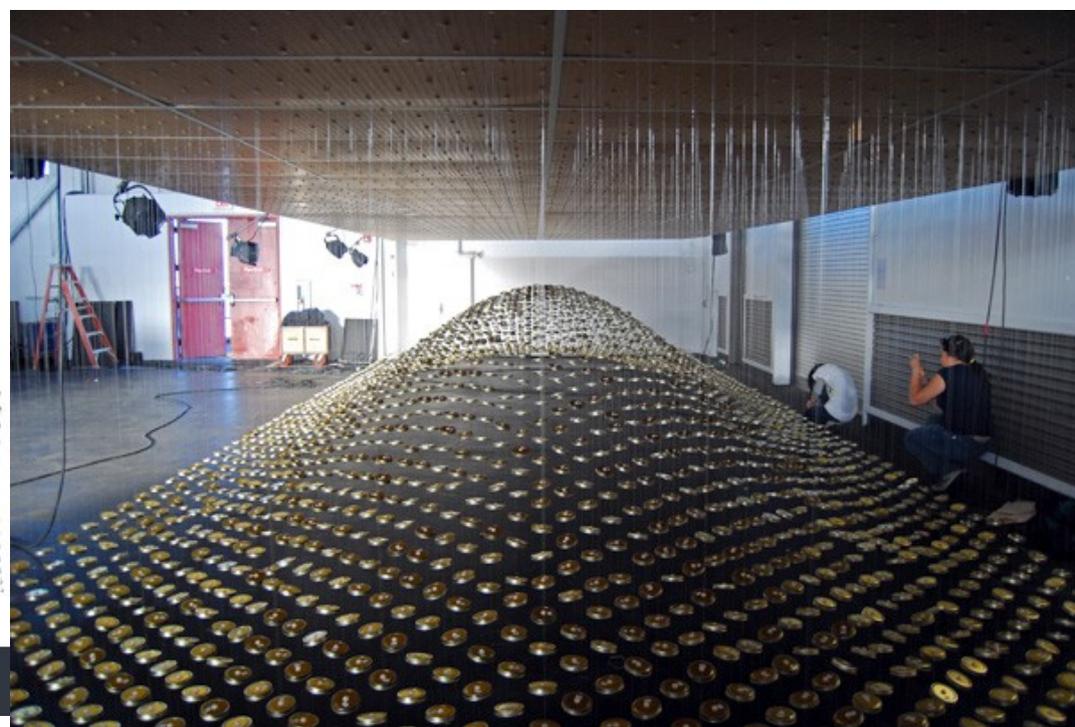
Procedural



Generativo



parametric field variations



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