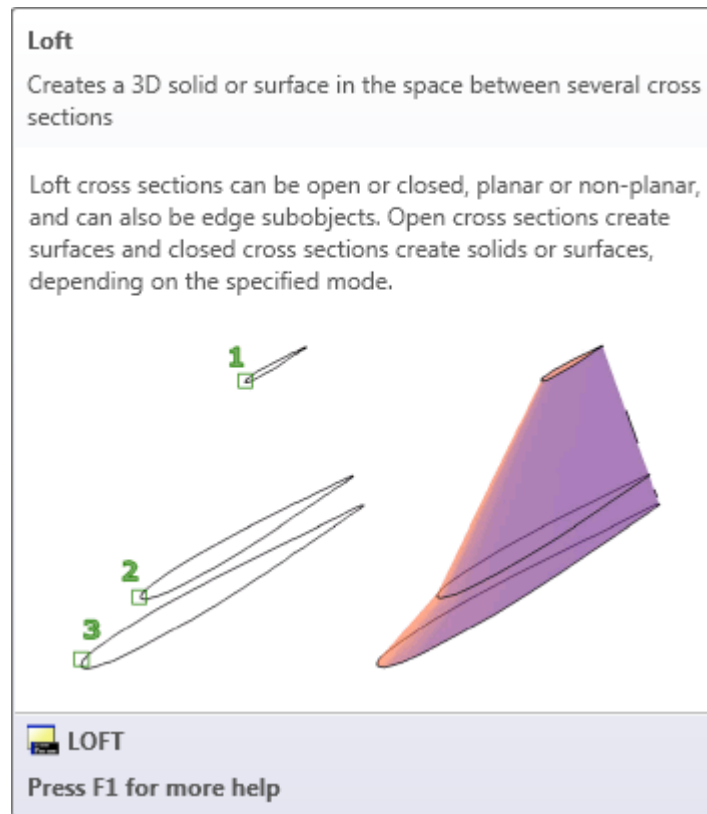
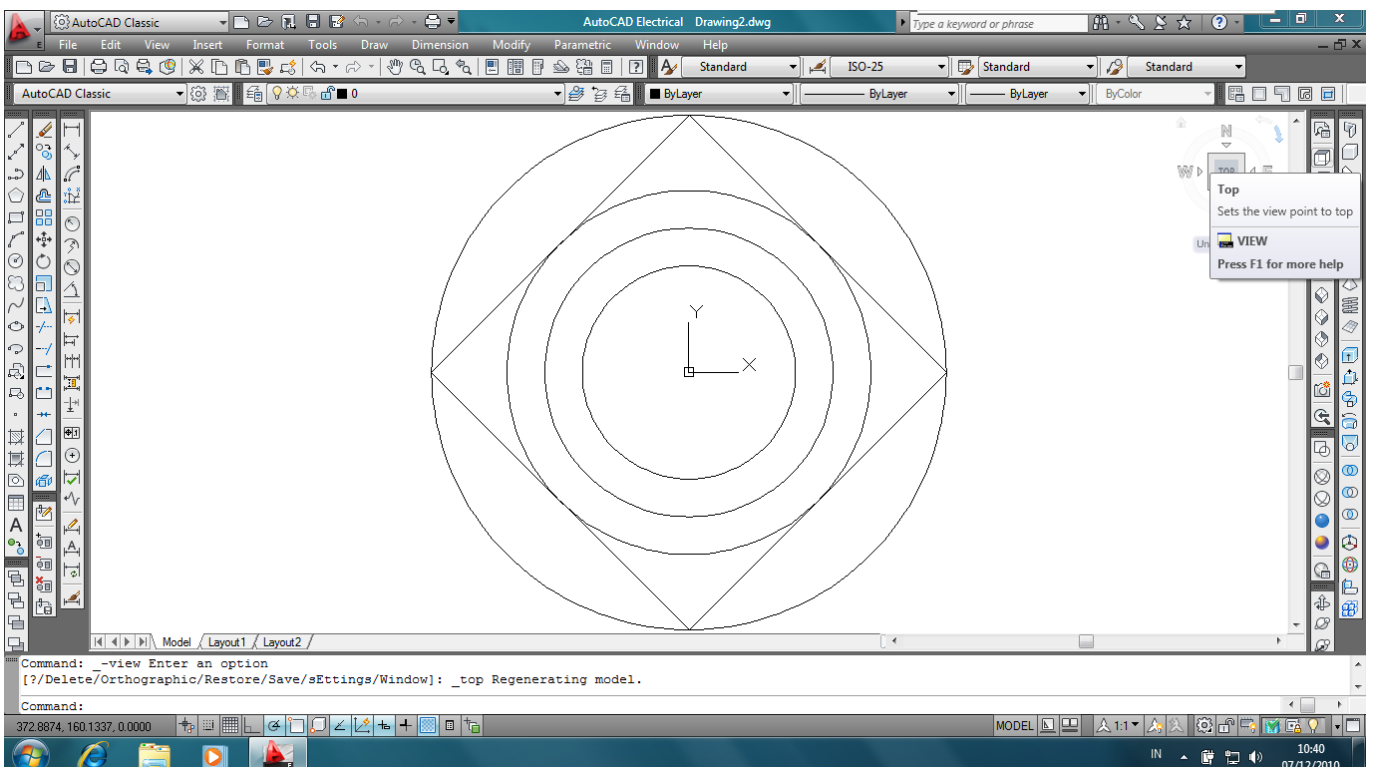


## MEMBUAT OBJECT 3D DENGAN LOFT

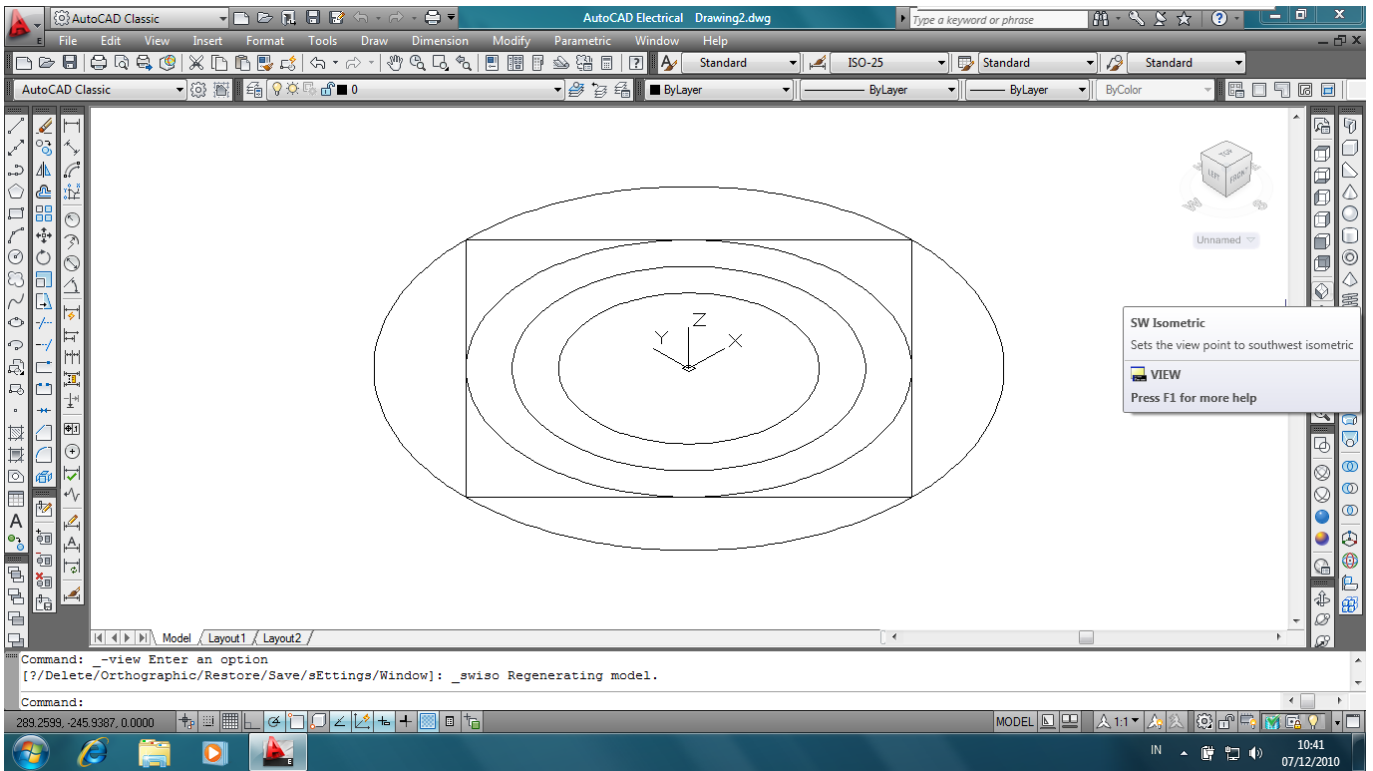


Kegunaannya: Menjadikan object dua dimensi garis-garis poligon tertutup, di elevasi berbeda, menjadi object tiga dimensi solid.

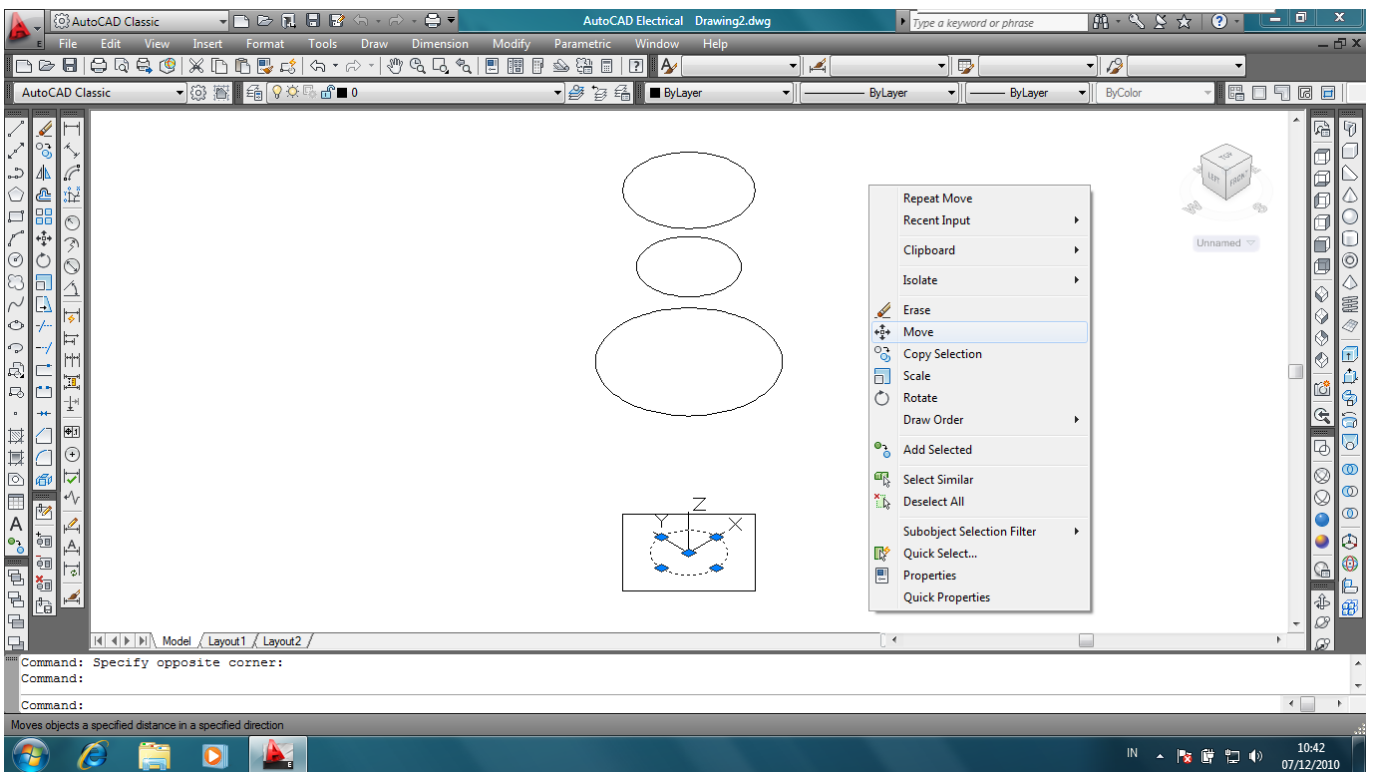
Sebagai contoh operasional, berikut ini akan dijabarkan tentang cara membuat suatu benda. Dimensi penampang seperti pada gambar 1.



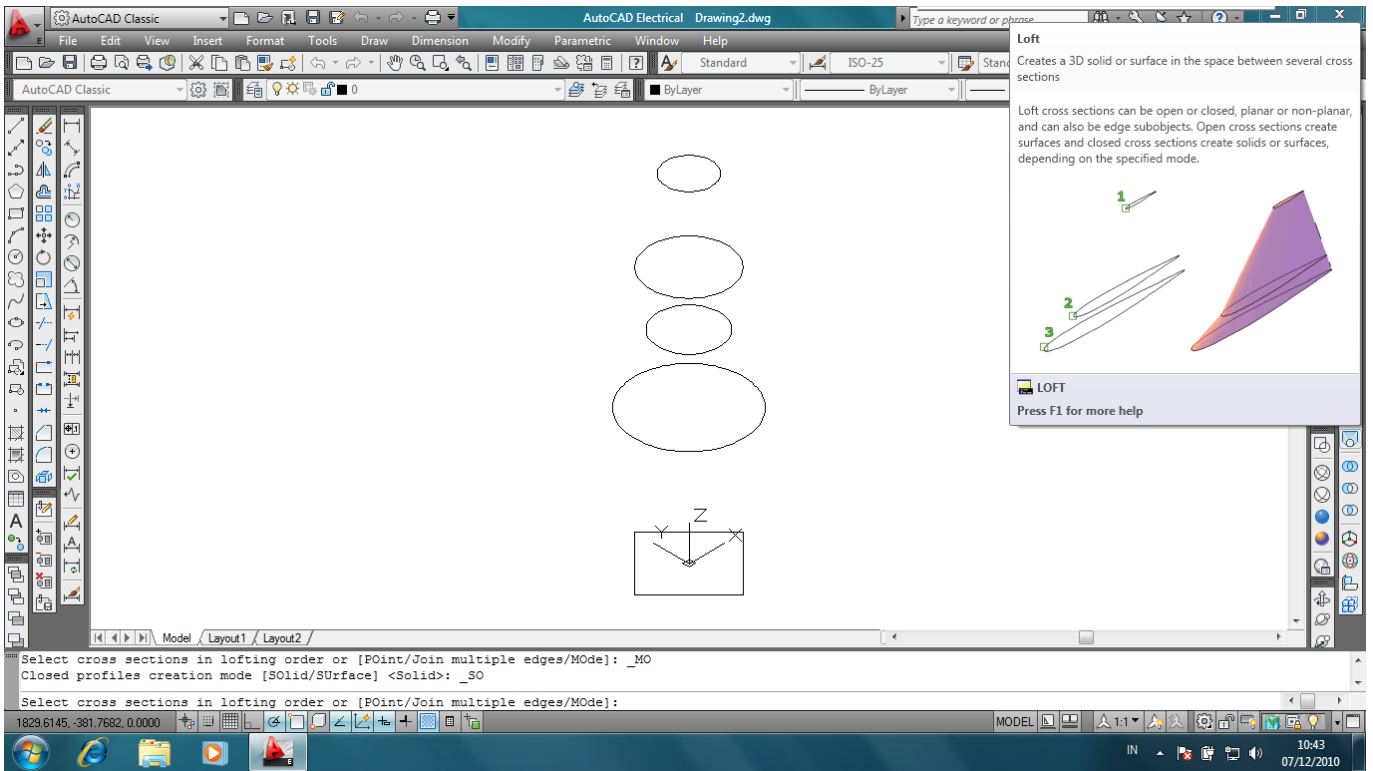
Gambar 1. Penampang Object.



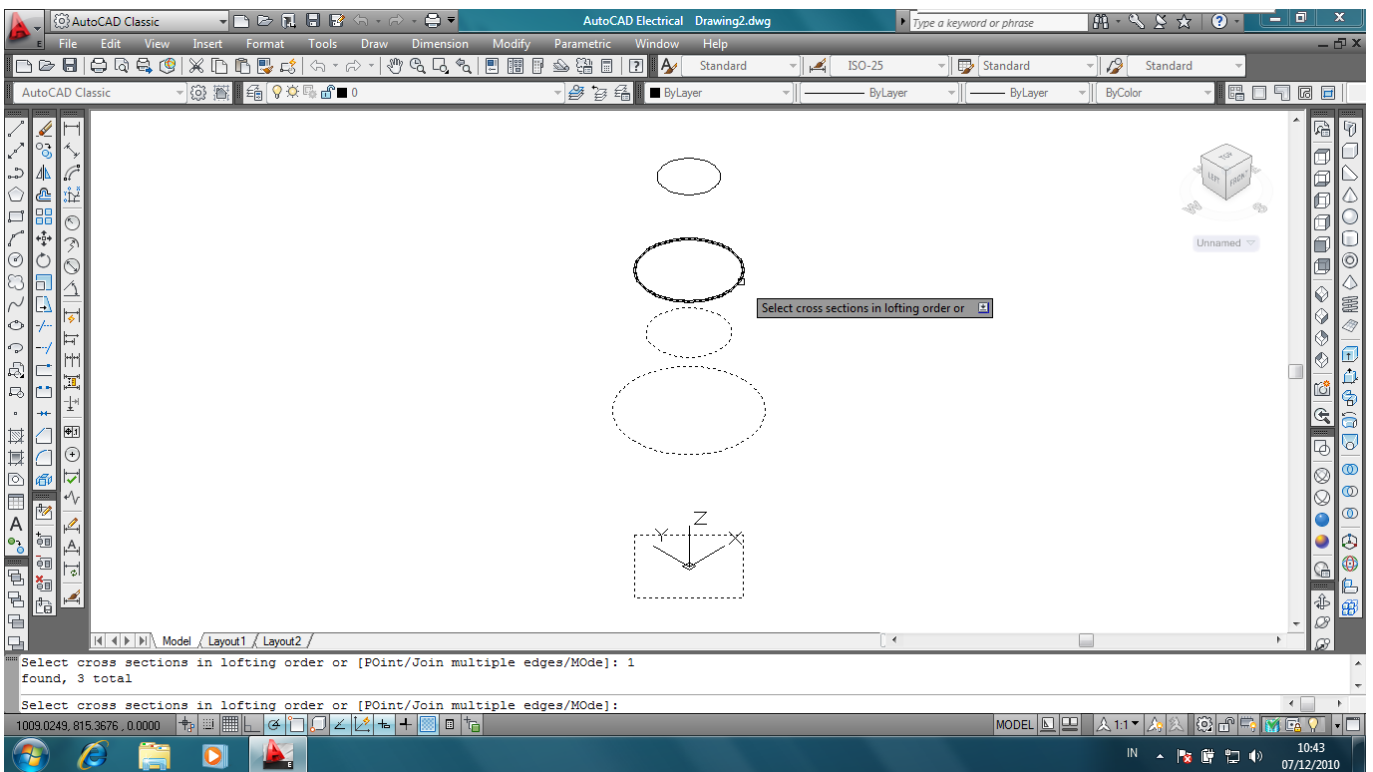
Gambar 2. Isometric View



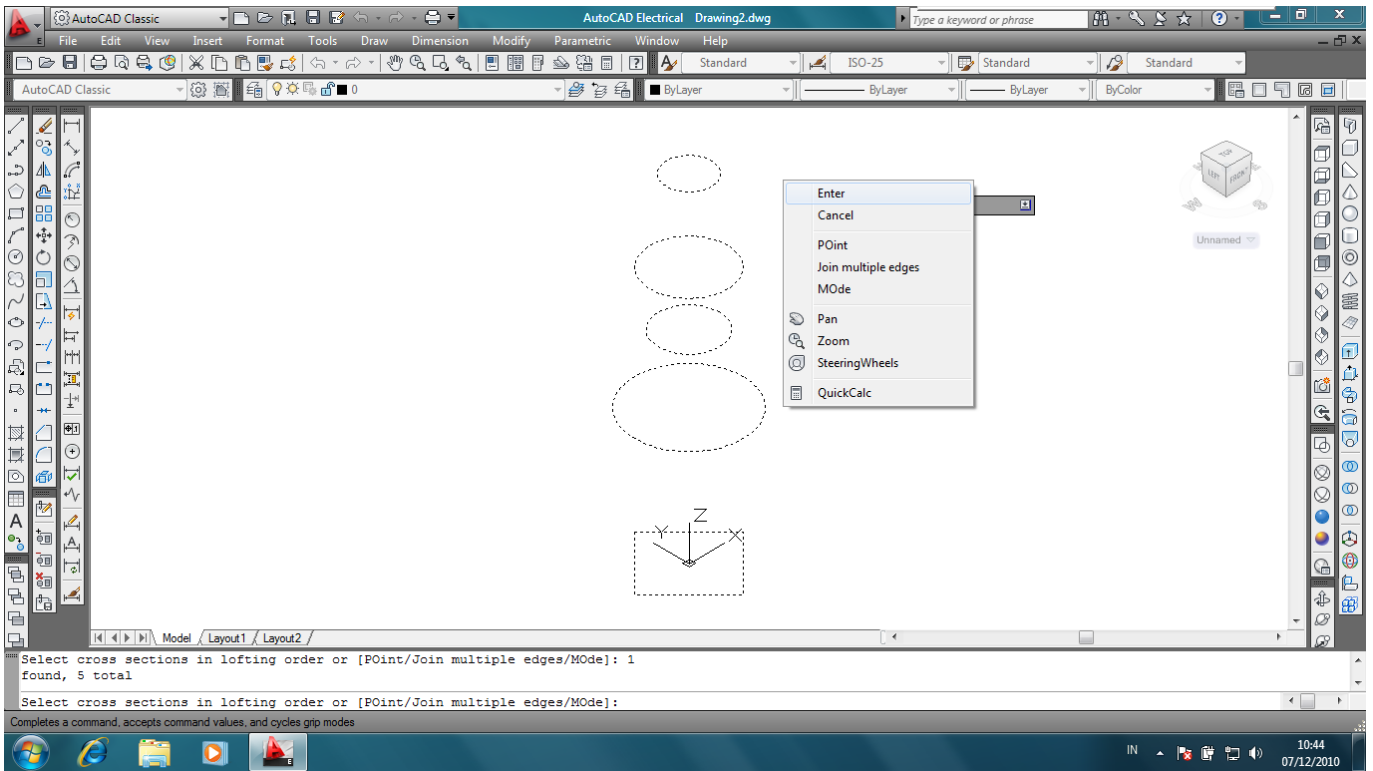
Gambar 3. Moving Object



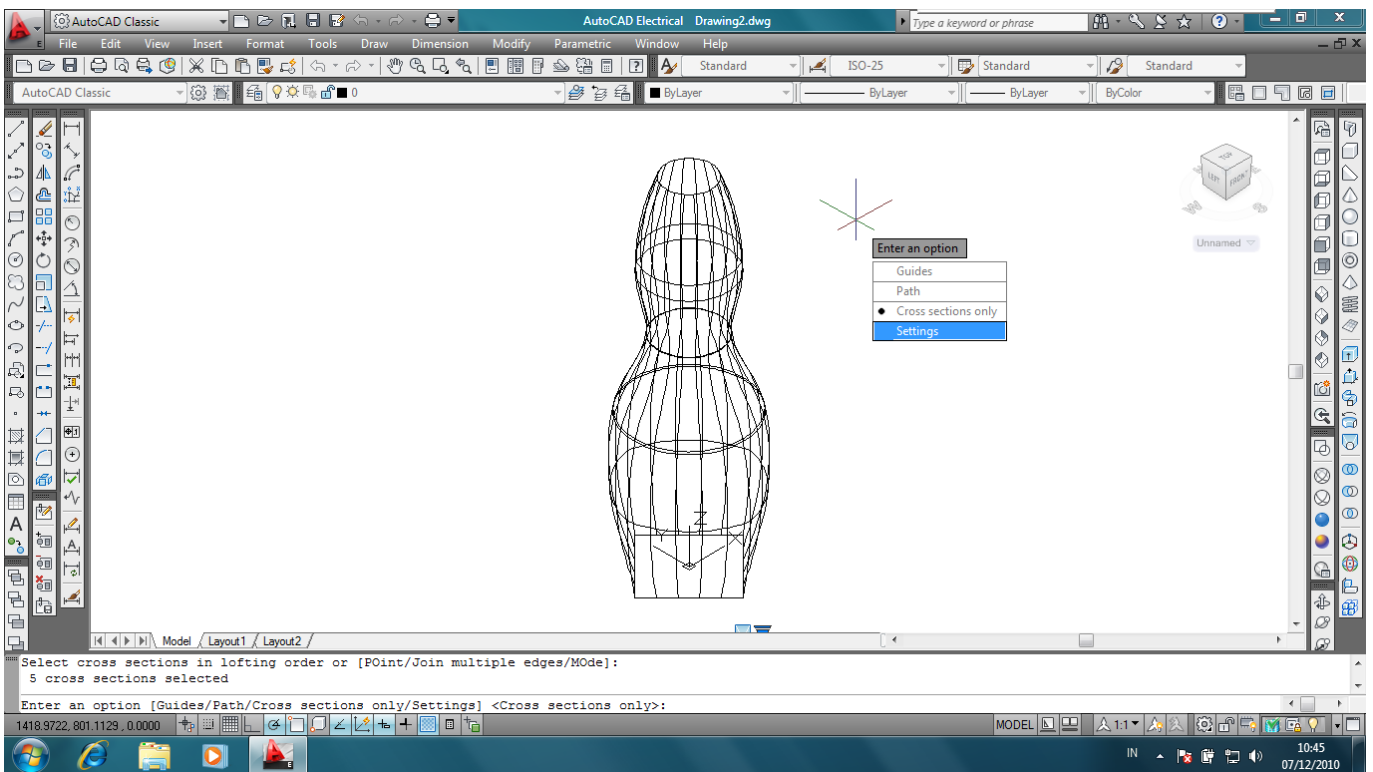
Gambar 4. Klik Icon Move



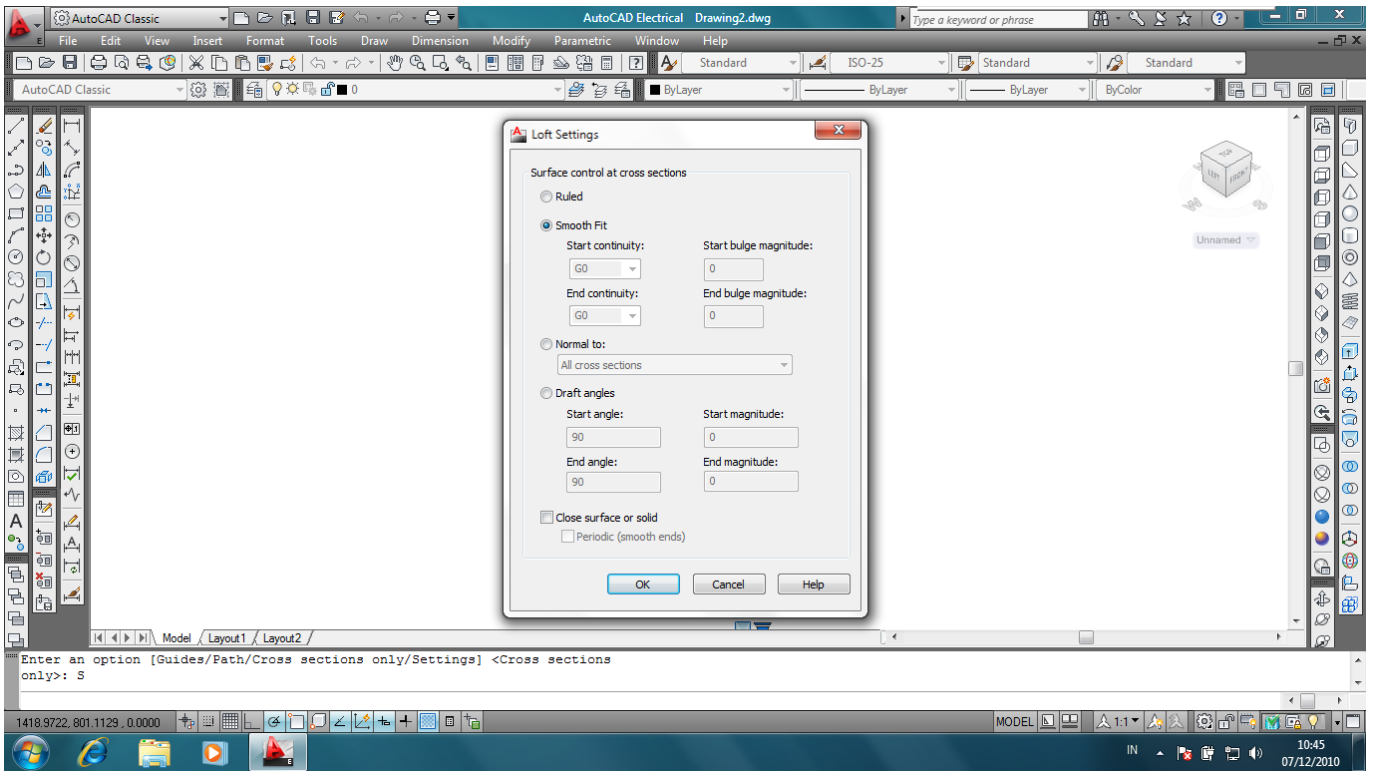
Gambar 5. Klik penampang secara berurutan



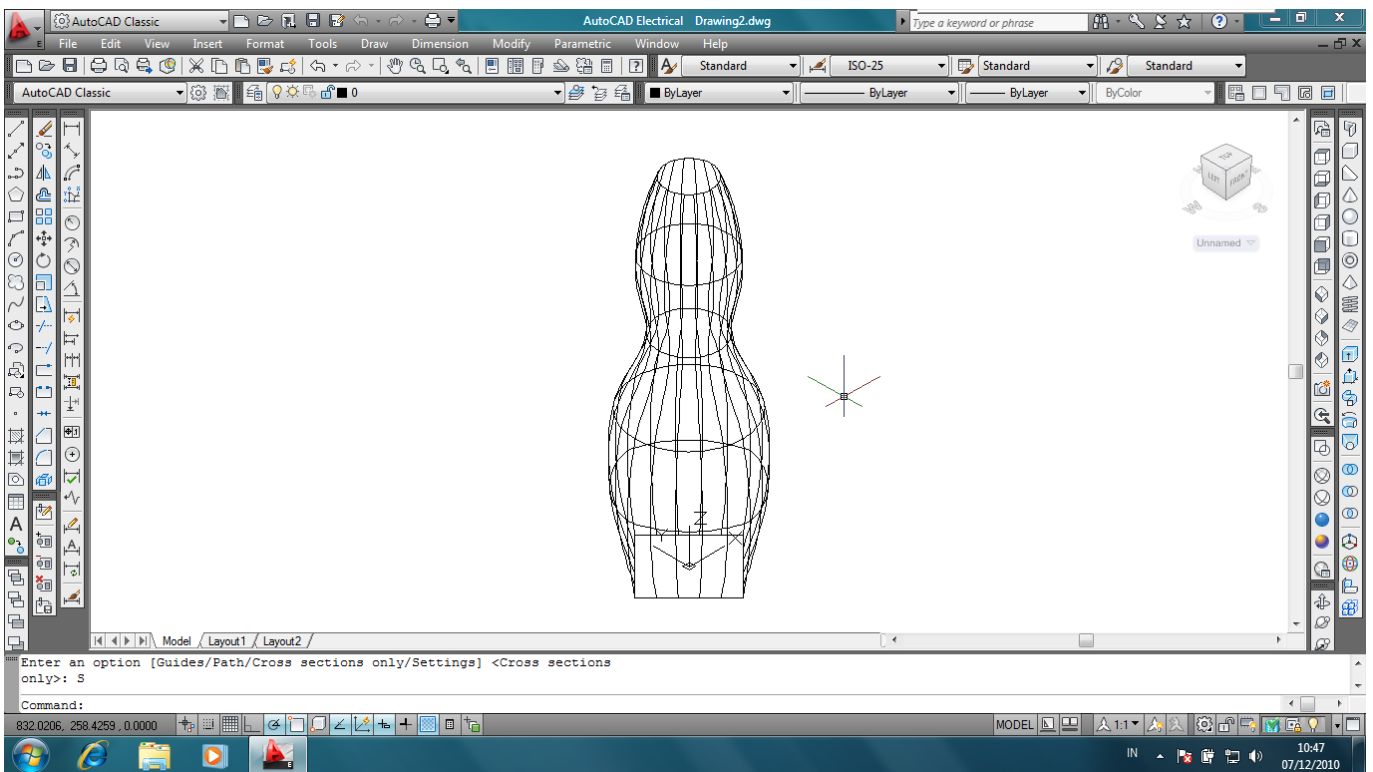
Gambar 6. Klik Kanan + Enter



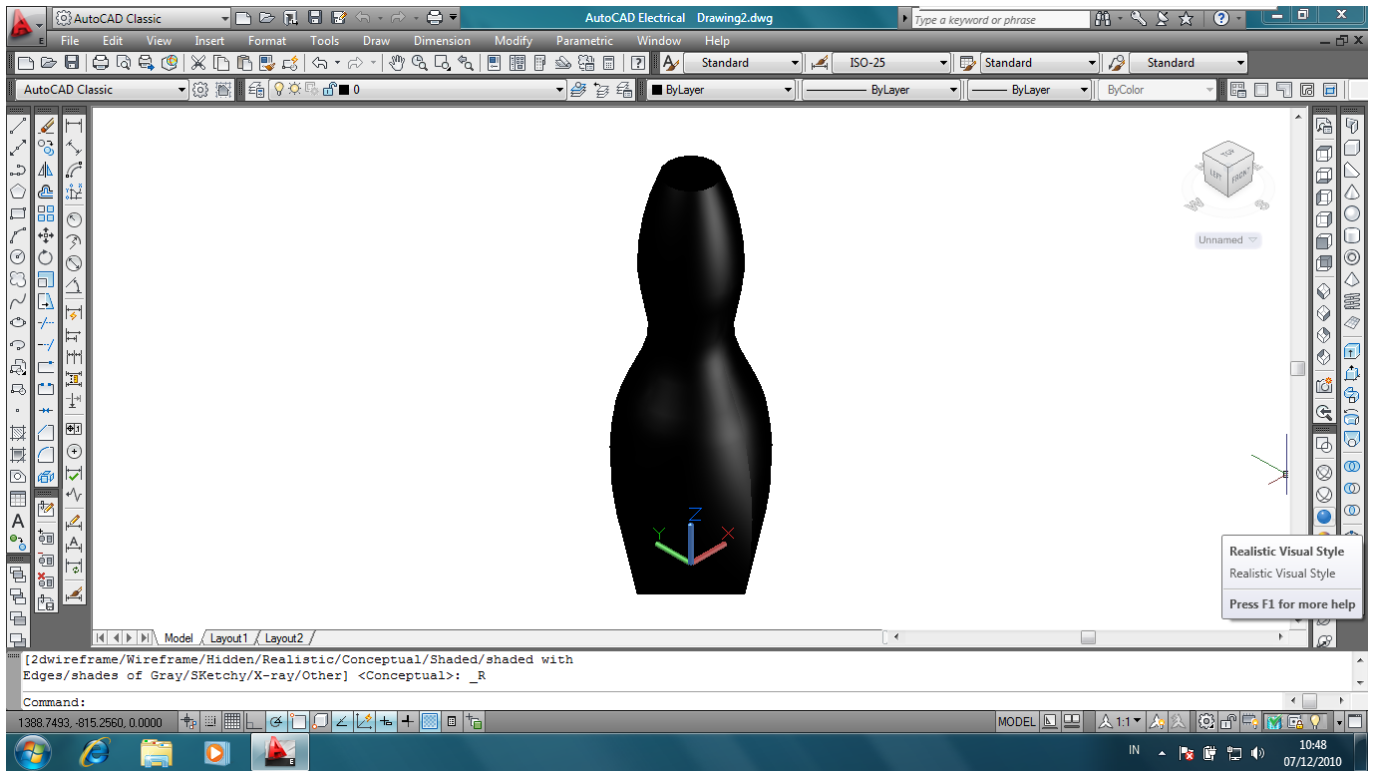
Gambar 7. Muncul kotak dialog + Pilih Setting



Gambar 8. Smooth Fit



Gambar 9. Hasil



Gambar 10. Realistic View