

**综合技能训练——**  
**曲面造型设计实例—电水壶**



# 项目导入



## 重点

- 电水壶的完整建模过程
- 电水壶的建模思路

## 难点

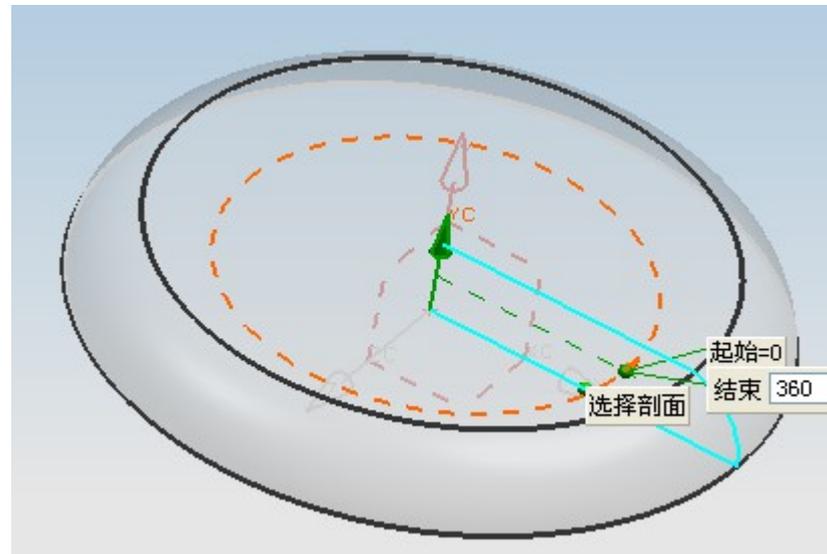
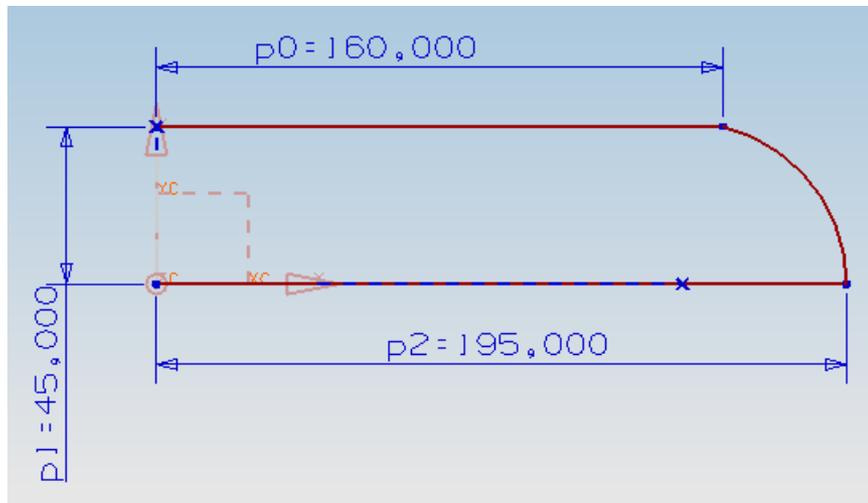
- 截面体曲面造型的运用



# 步骤

## 步骤一 电水壶底座造型





1、 21 层， YZ 平面建立  
草图 (Right 视图)

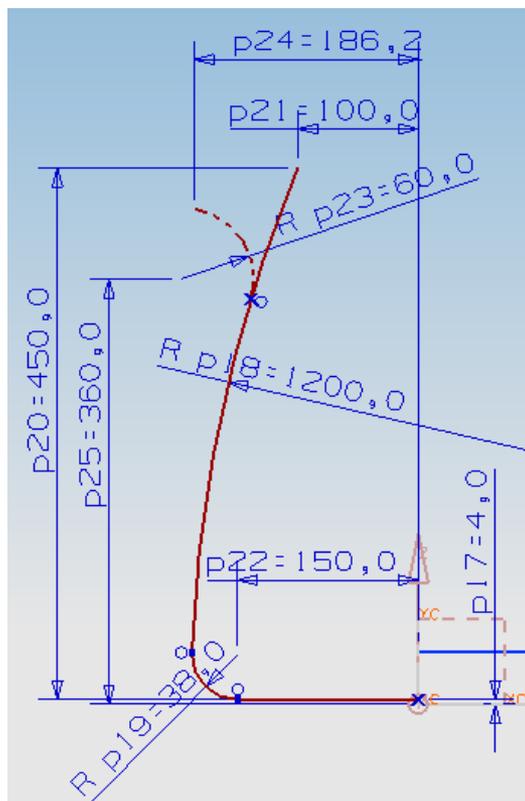
2、 1 层旋转草图



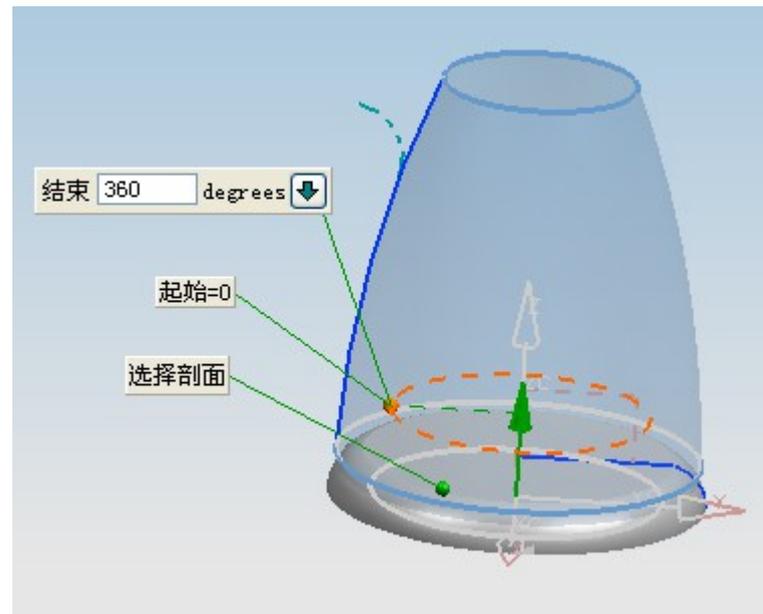
## 步骤

### 步骤二 电水壶壶身造型



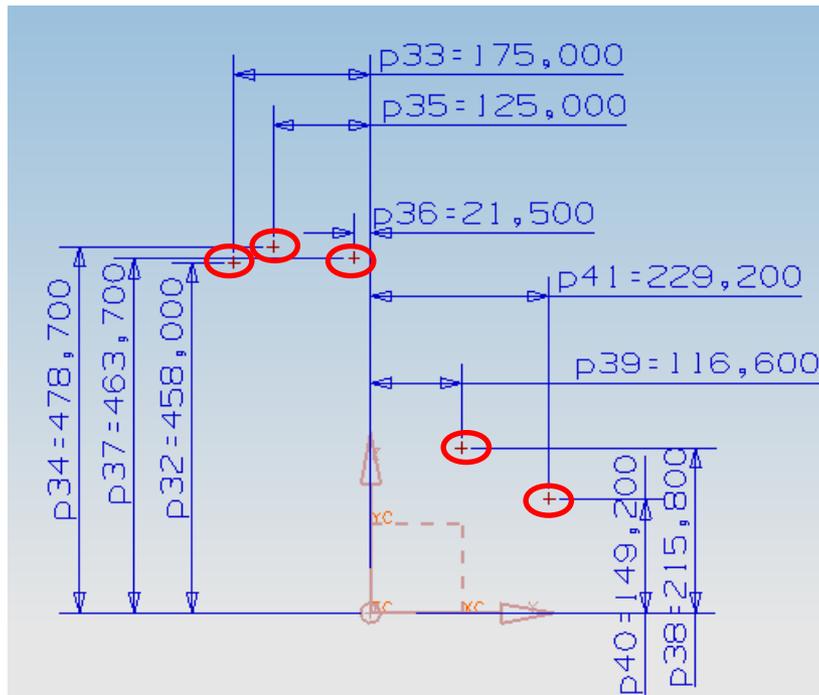


1、 22 层， YZ 平面建立草图

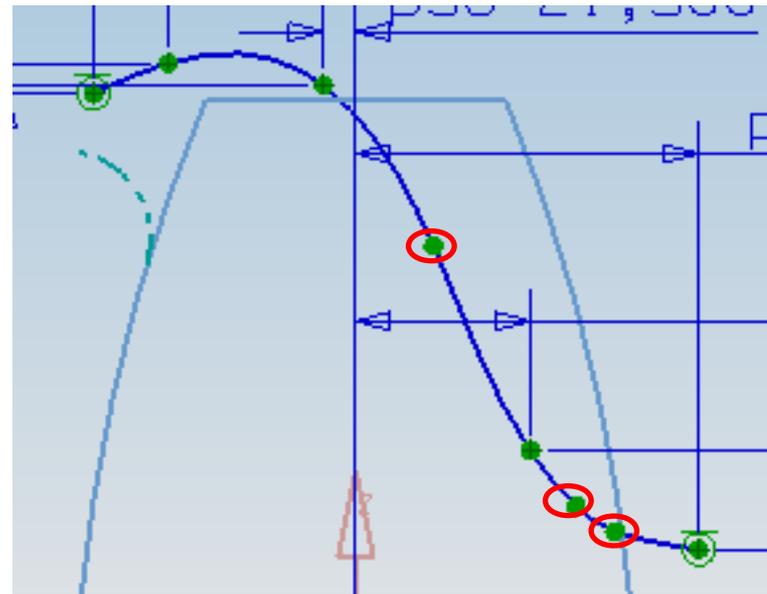


2、 1 层旋转草图（类型为片体）



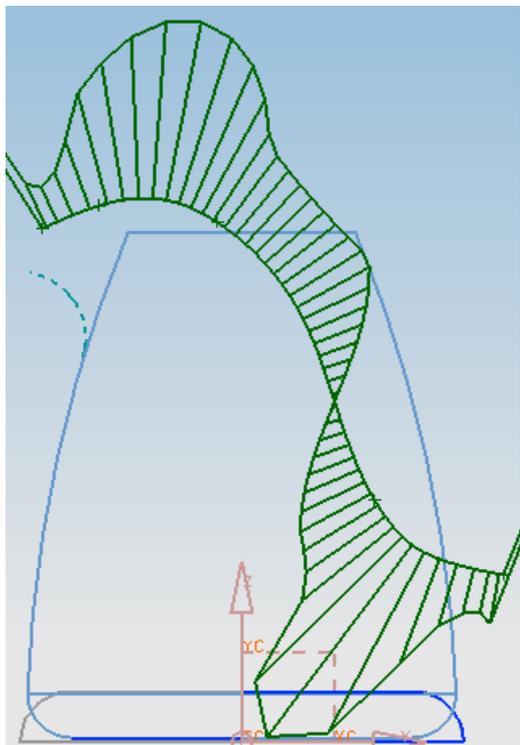


3、23层，YZ平面建立草图点

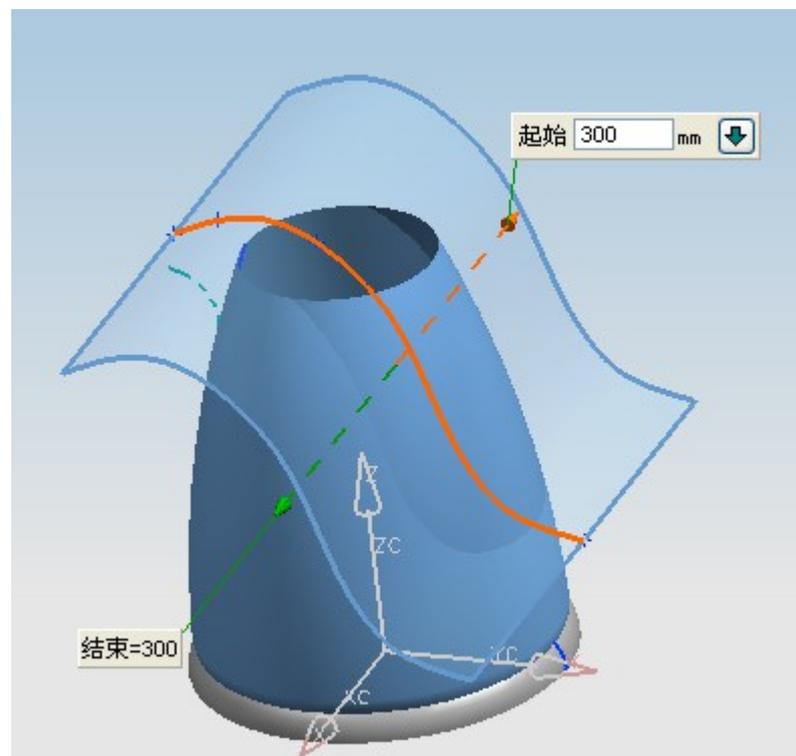


4、通过5个点建立样条线，并在中间添加3个点



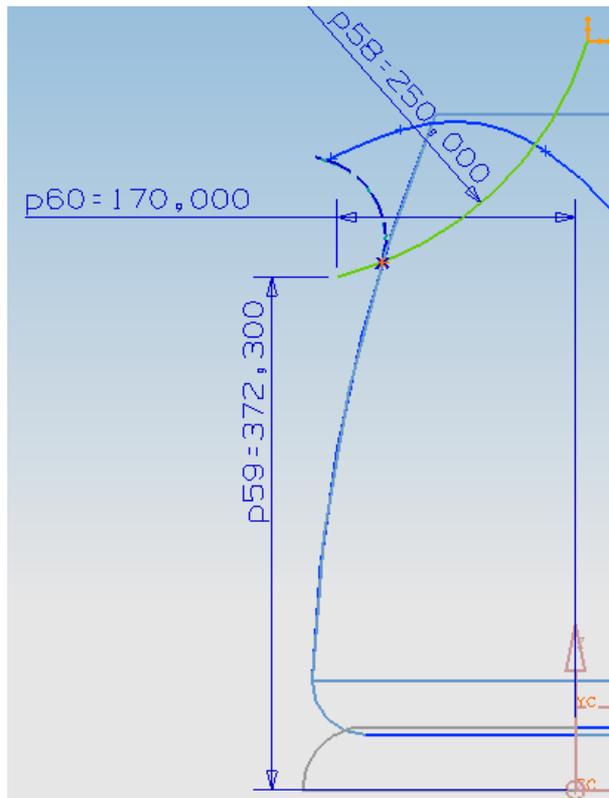


5、调整样条形状，曲率梳  
如图

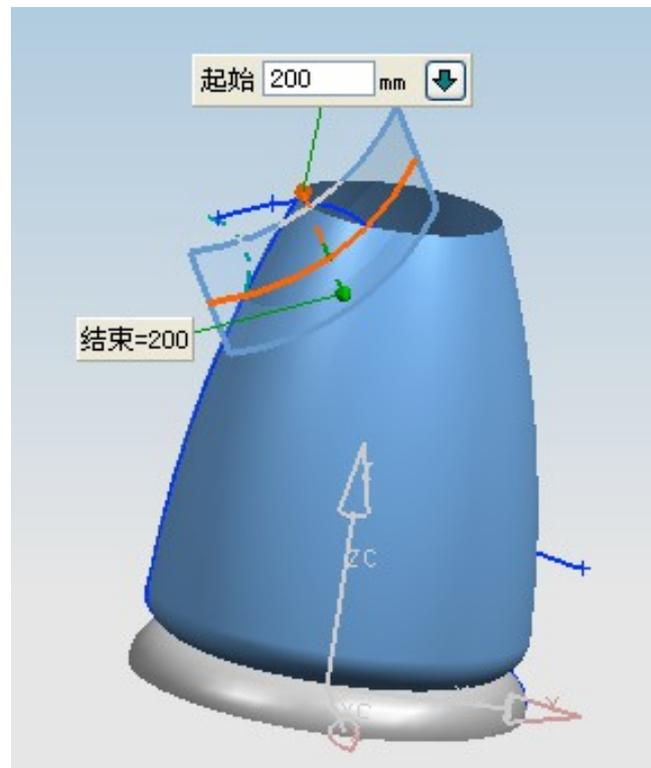


6、81层，拉伸样条



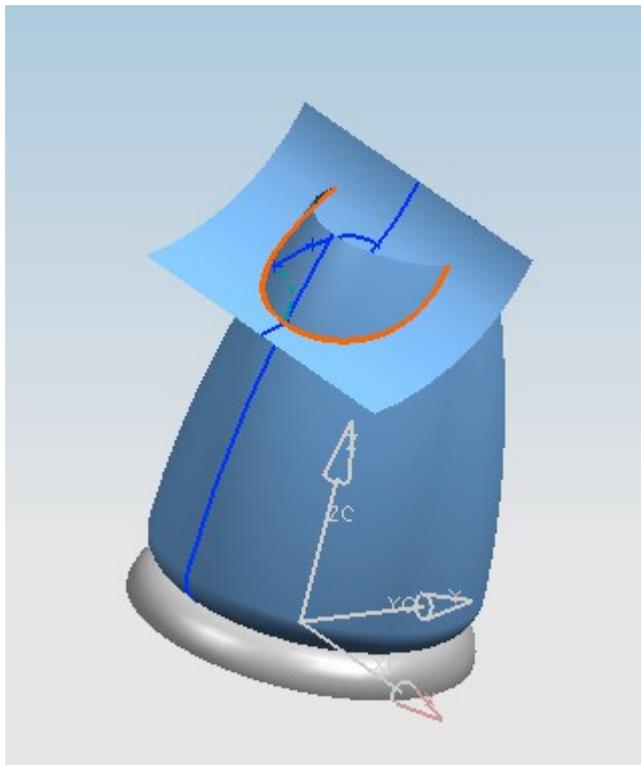


7、24层, YZ面绘制草图

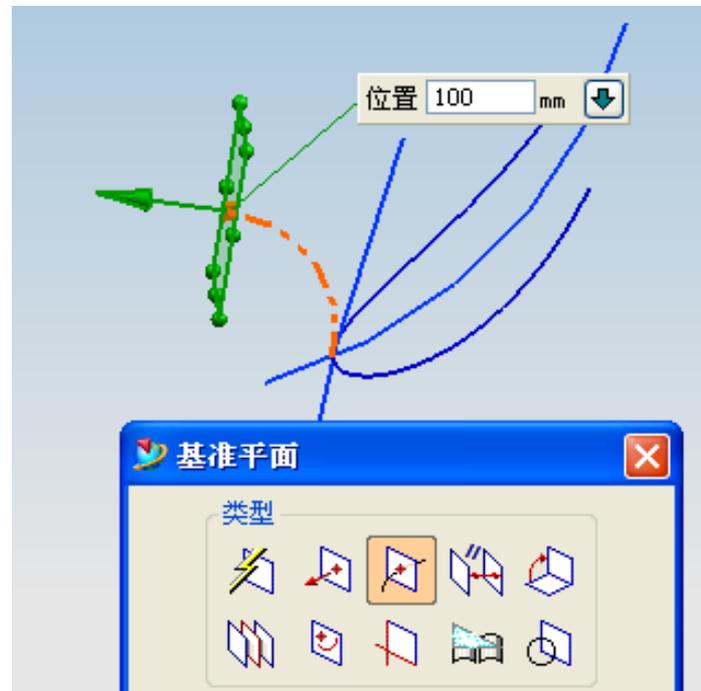


8、82层, 拉伸草图



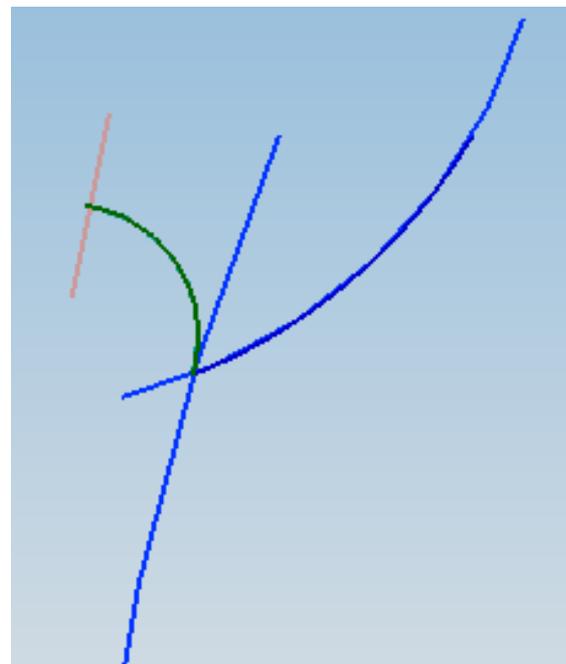
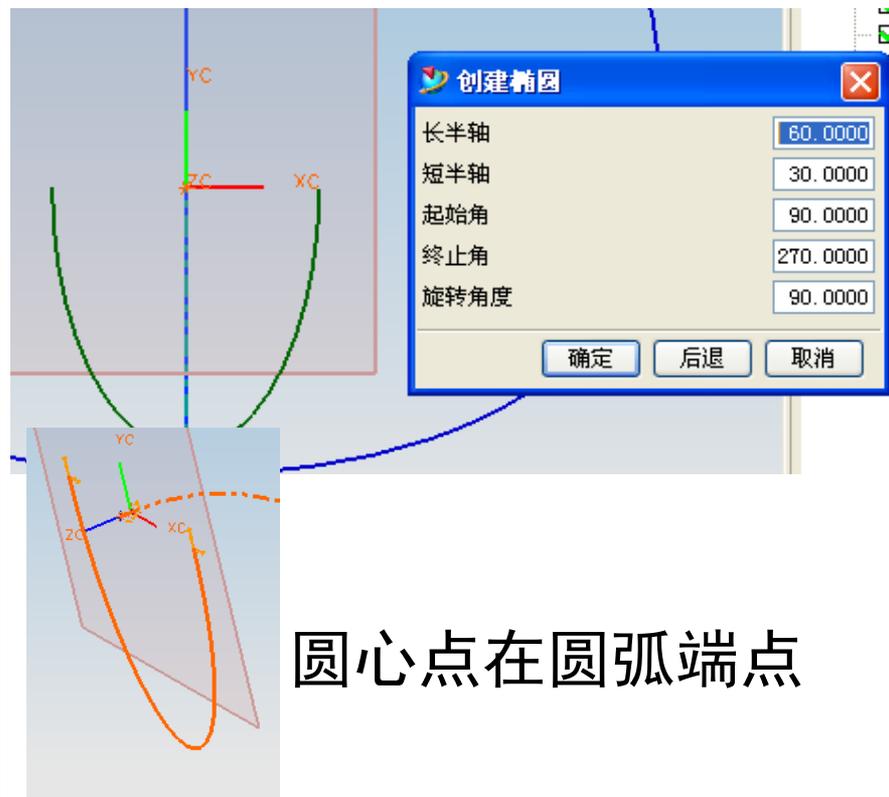


9、41层，求相交曲线



10、62层，建立基准平面





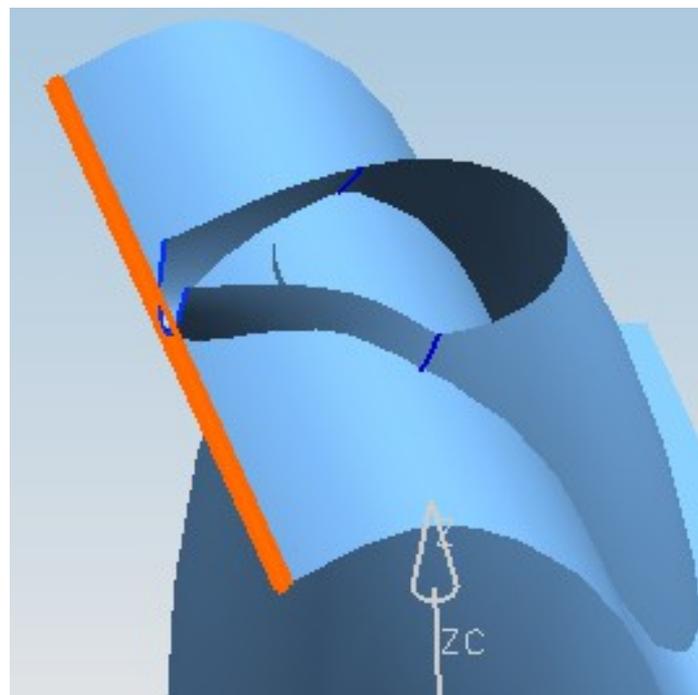
11、25层，在62层基准平面上建立草图

12、26层，YZ面绘制草图，Ctrl+t，复制圆弧



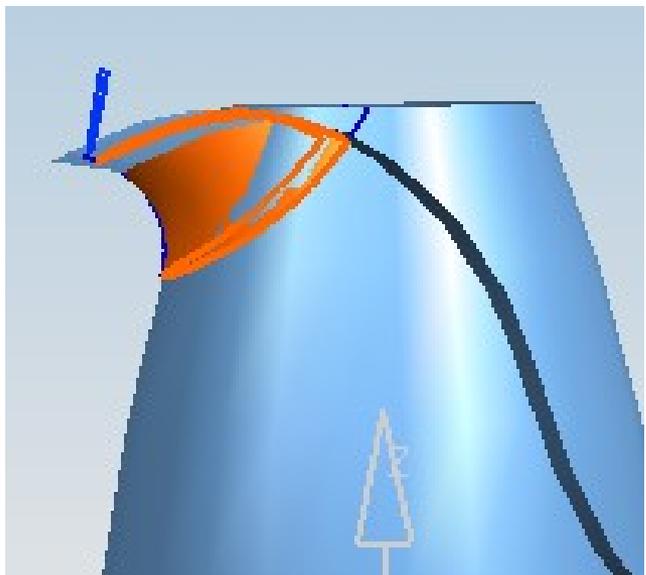


13、83层，完成已扫略曲面

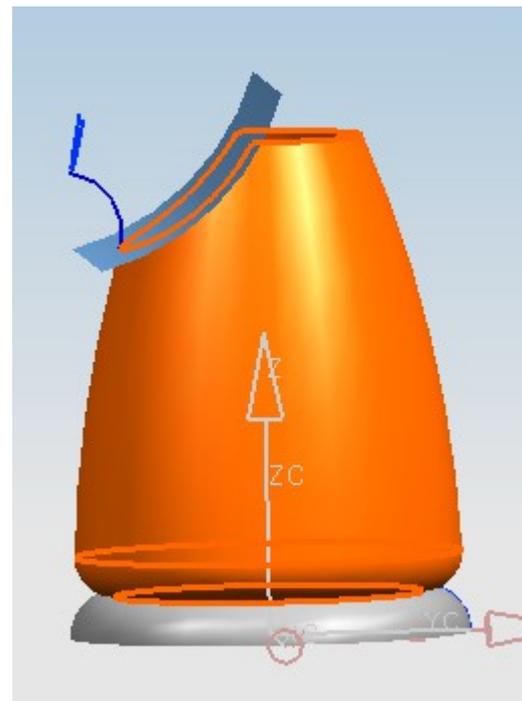


14、81层，延伸拉伸曲面，延伸长度为10



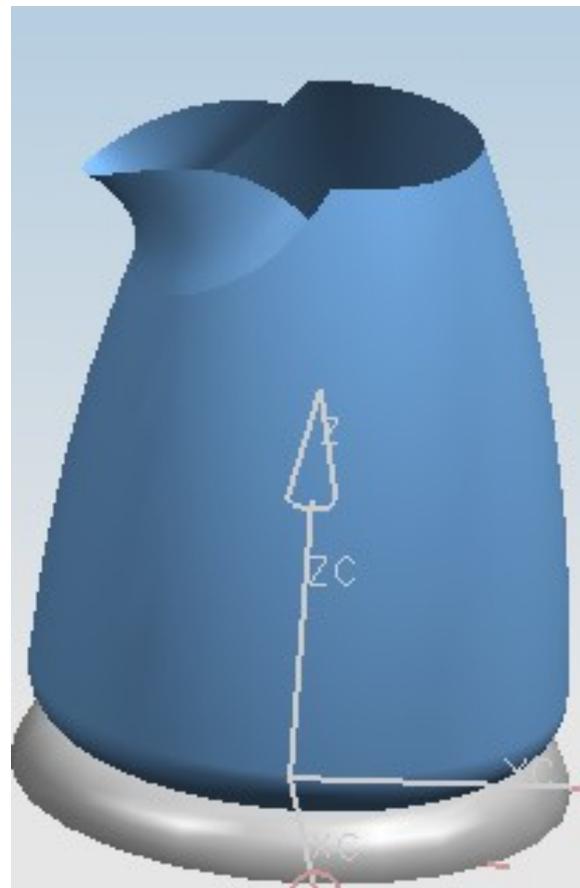


15、 83 层为工作层 ,81 可选择



16、 1 层为工作层 ,82 可选择 ,裁剪曲面





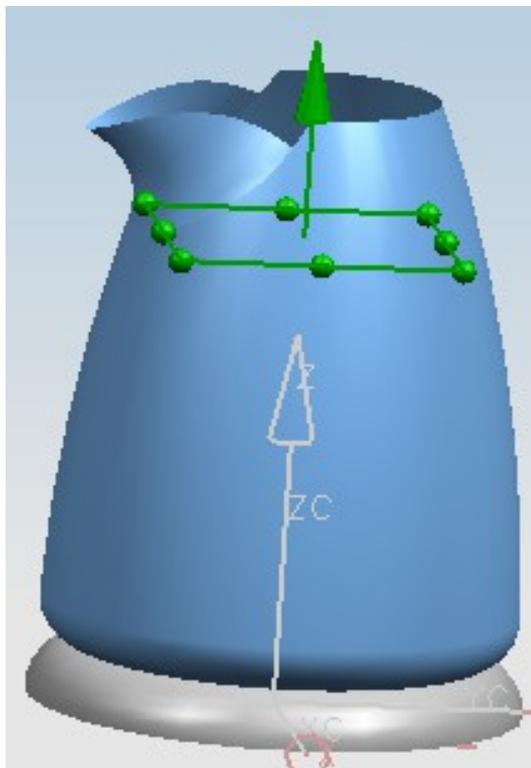
17、 1层为工作层，缝合两张裁剪曲面



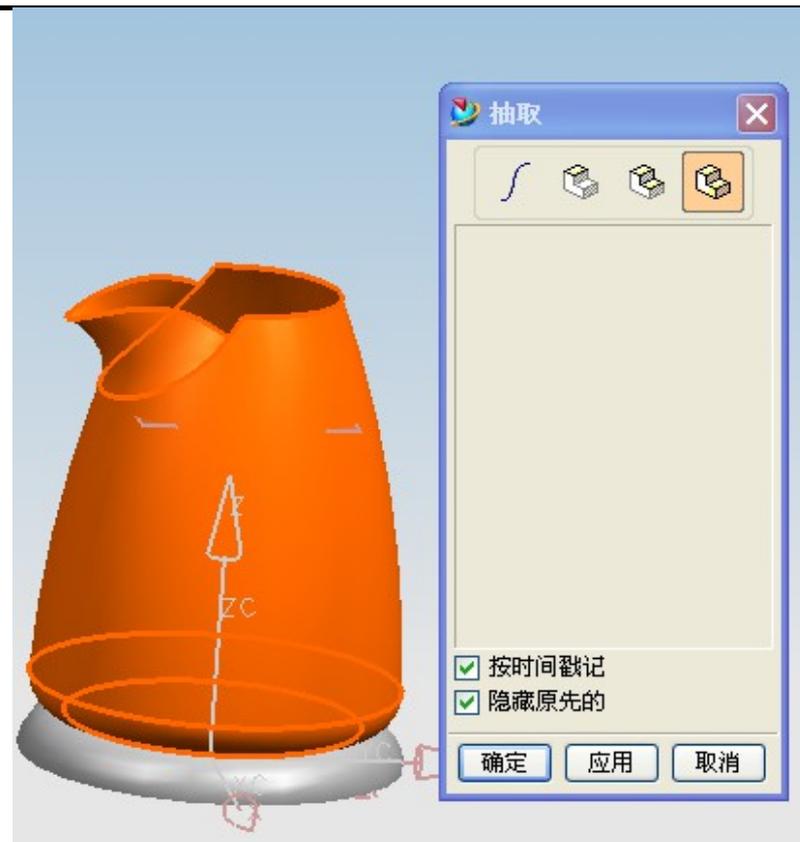
## 步骤

### 步骤三 电水壶顶部造型



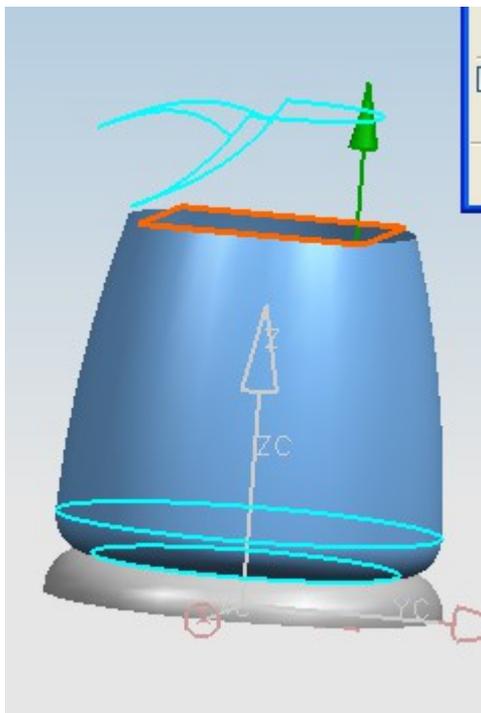


1、 63 层为工作层，建立基准平面，以 XY 偏置 375

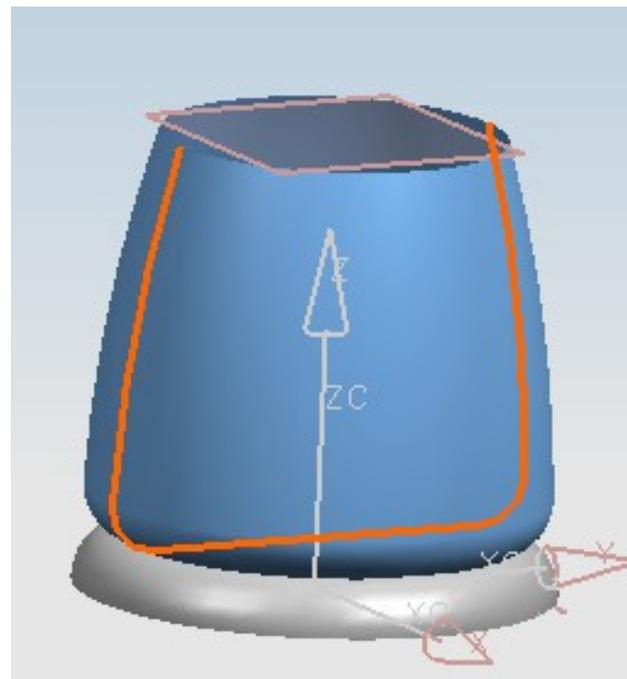


2、 1 层，提取壶身曲面



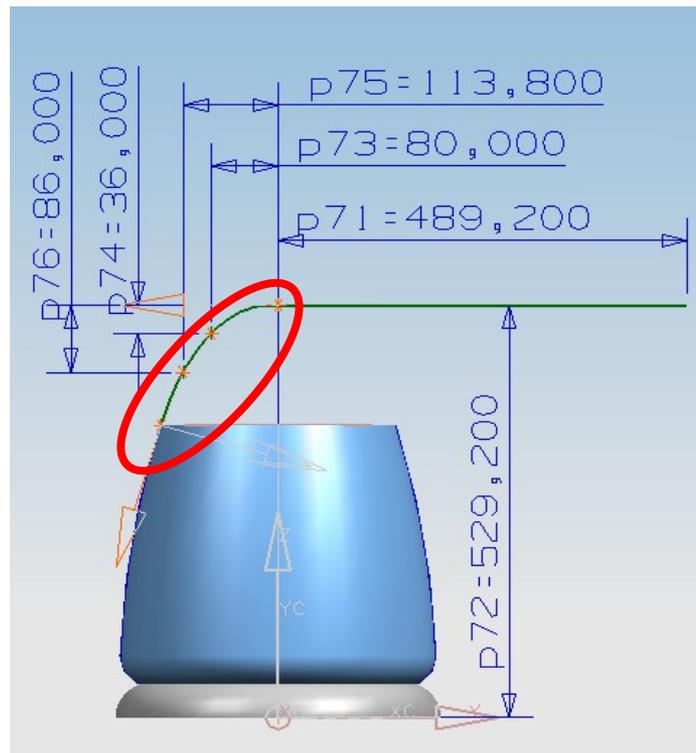


3、以 63 层基准平面修剪壶身曲面

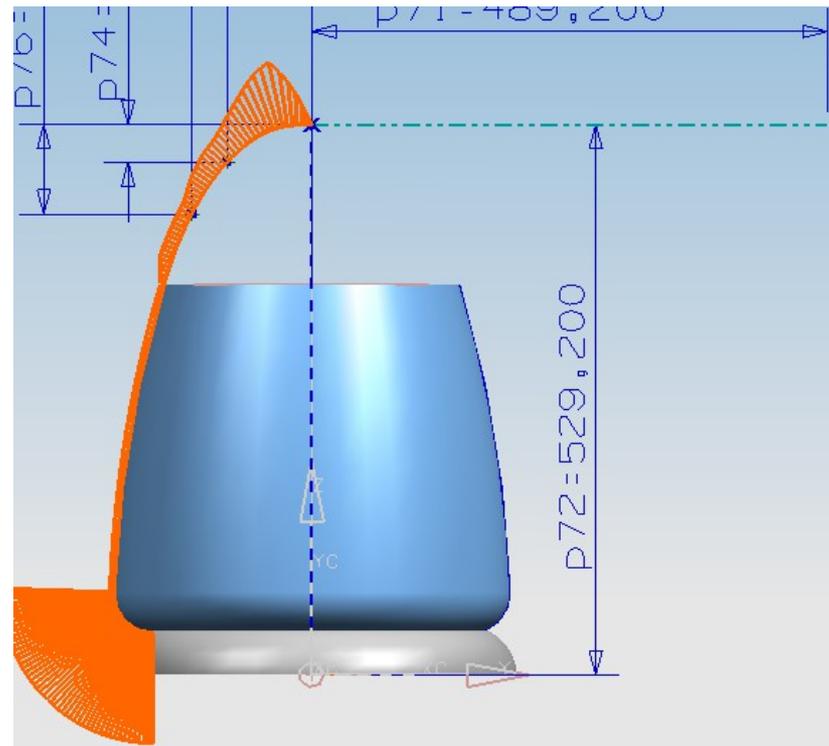


4、27 层，建立剖面线



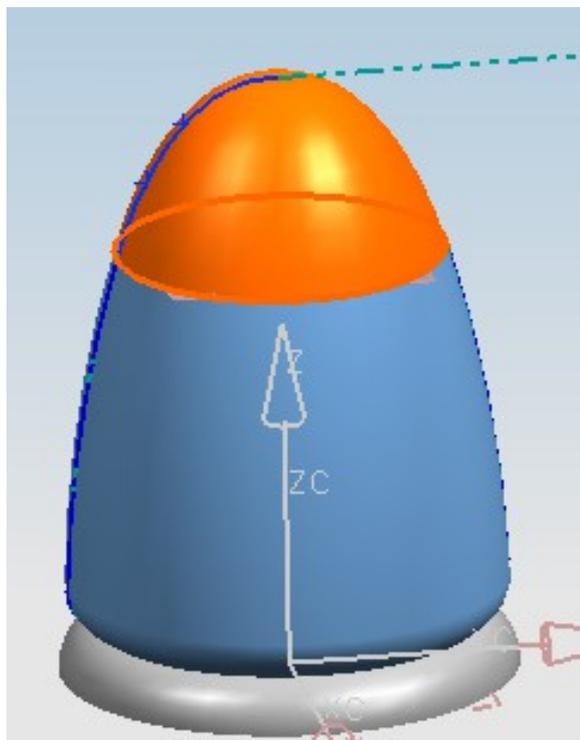


5、 27层， YZ 面建立草图， 提取剖面线到草图， 样条控制曲率与相临线一致

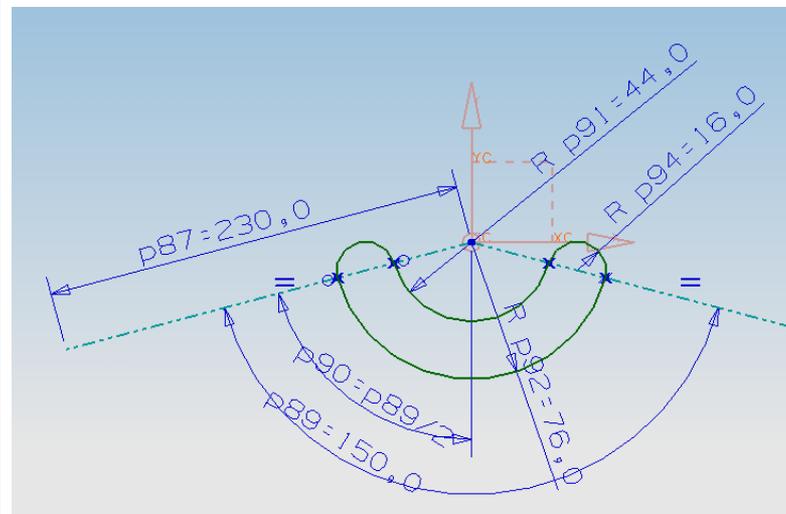


6、 观察曲线曲率梳， 并转换水平线及提取线为参考线





9、1层，旋转草图，结果为片体

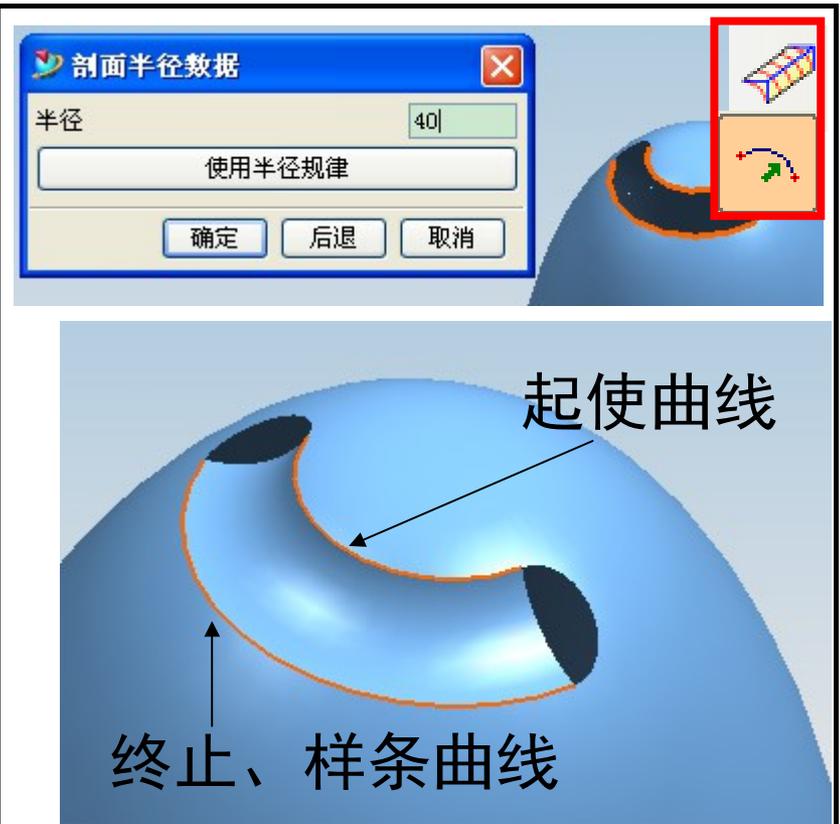


10、28层，XY平面建立草图



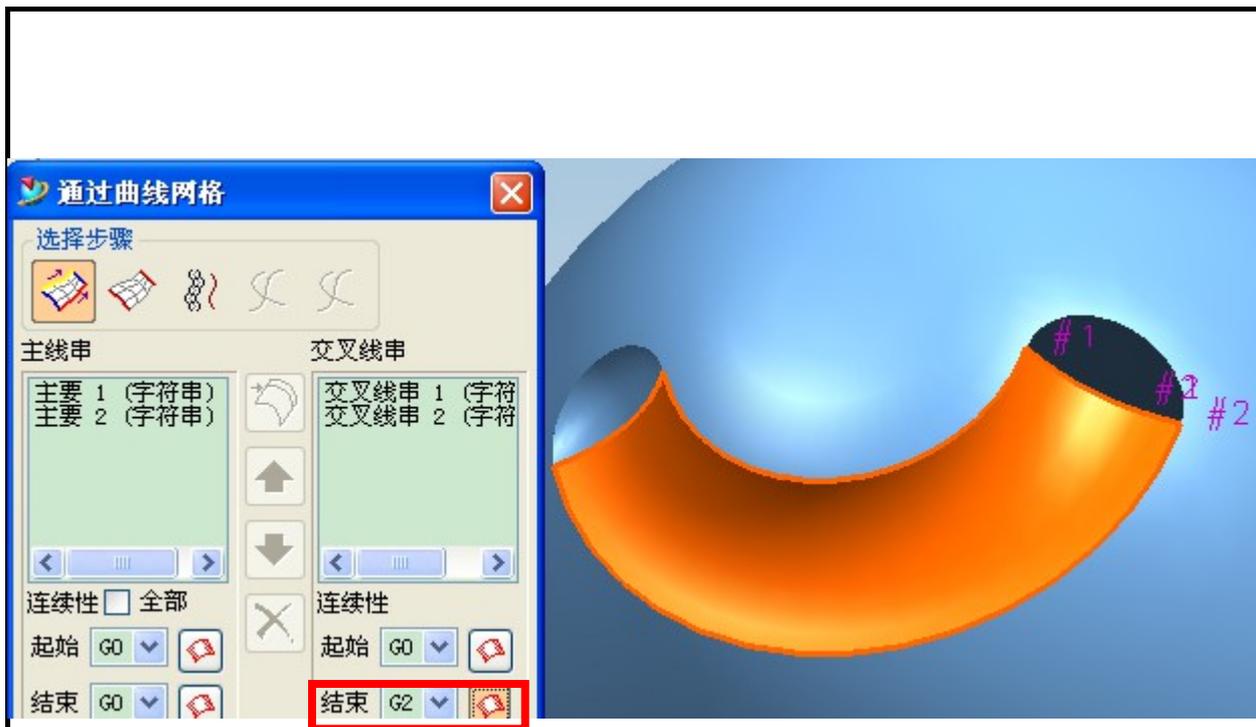


11、1层，拉伸草图，并修剪

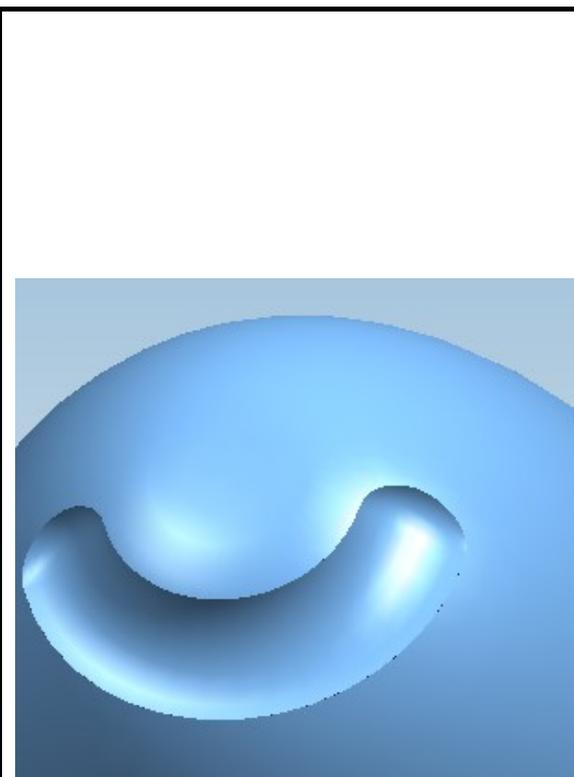


12、使用截型体两点 - 半径方式，补缺口位置



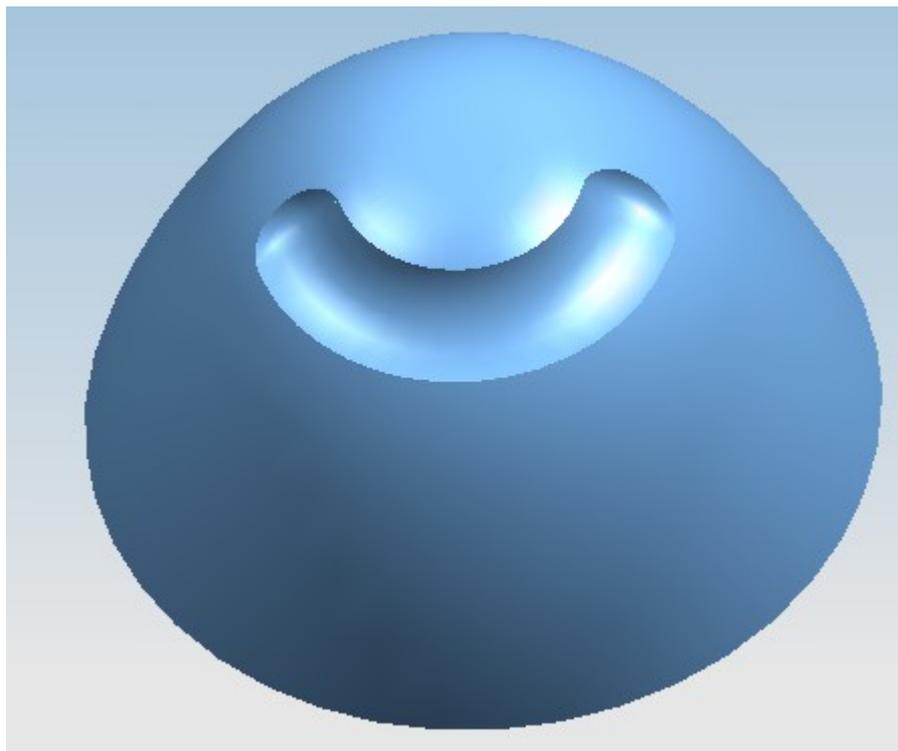


13、使用网格面补两端曲面，并控制 G2 过渡



14、相同方法完成另外一侧





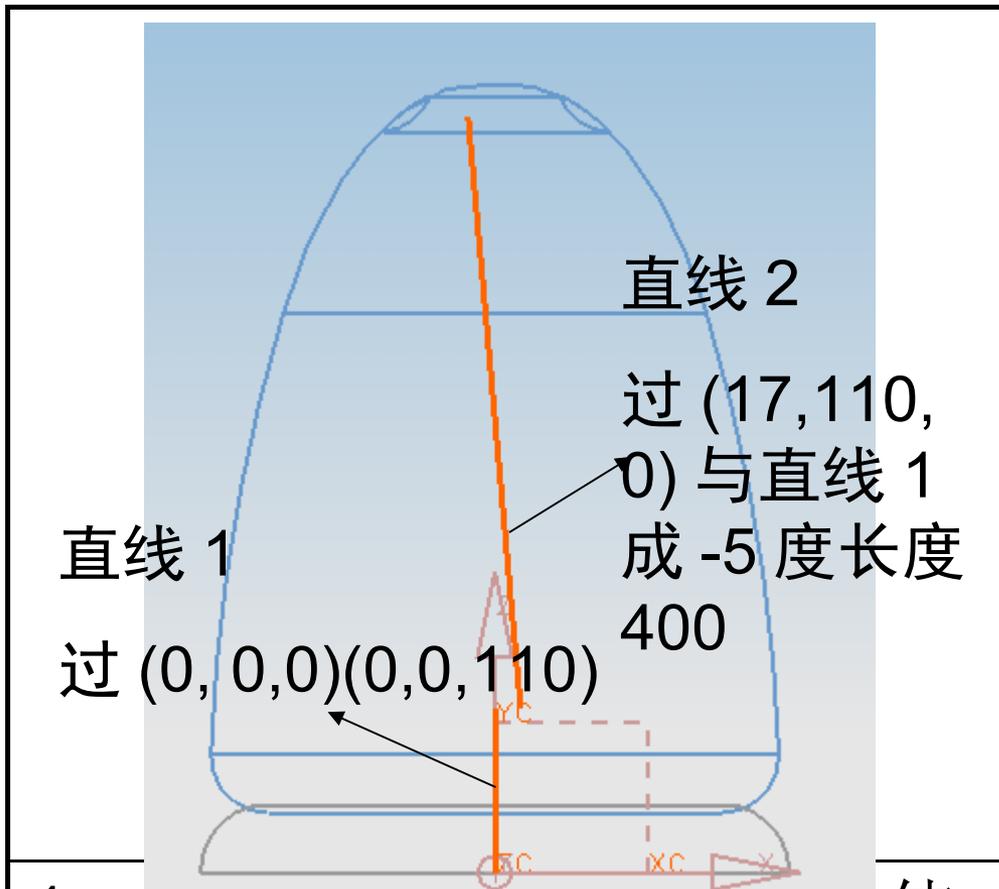
## 15、缝合曲面



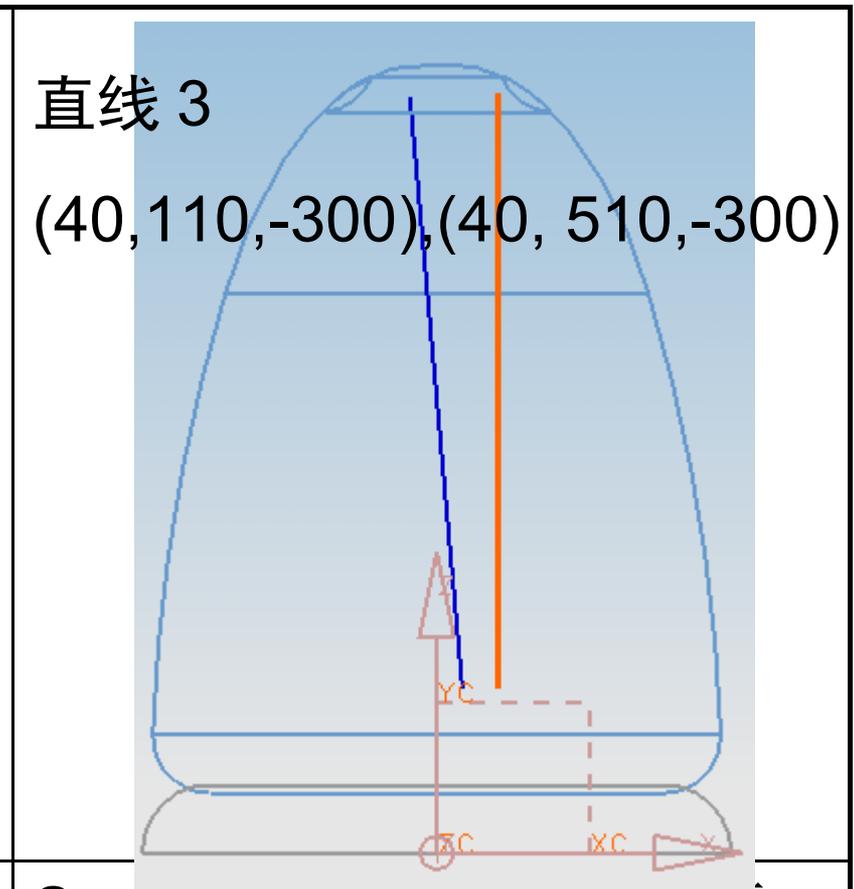
## 步骤

### 步骤四 电水壶把手造型



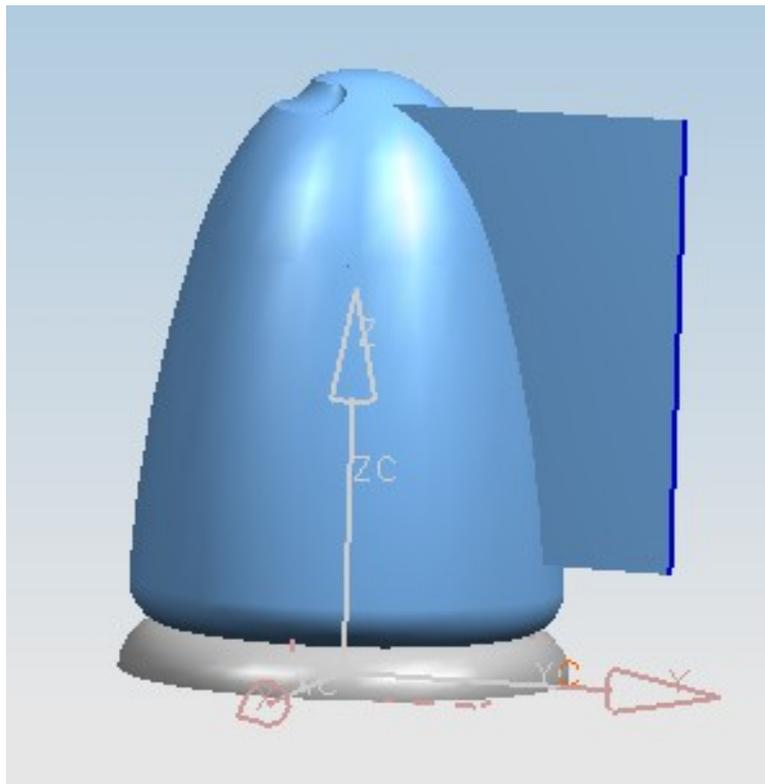


1、42 层，旋转坐标 Y-Z 使用基本曲线绘制直线 1,2

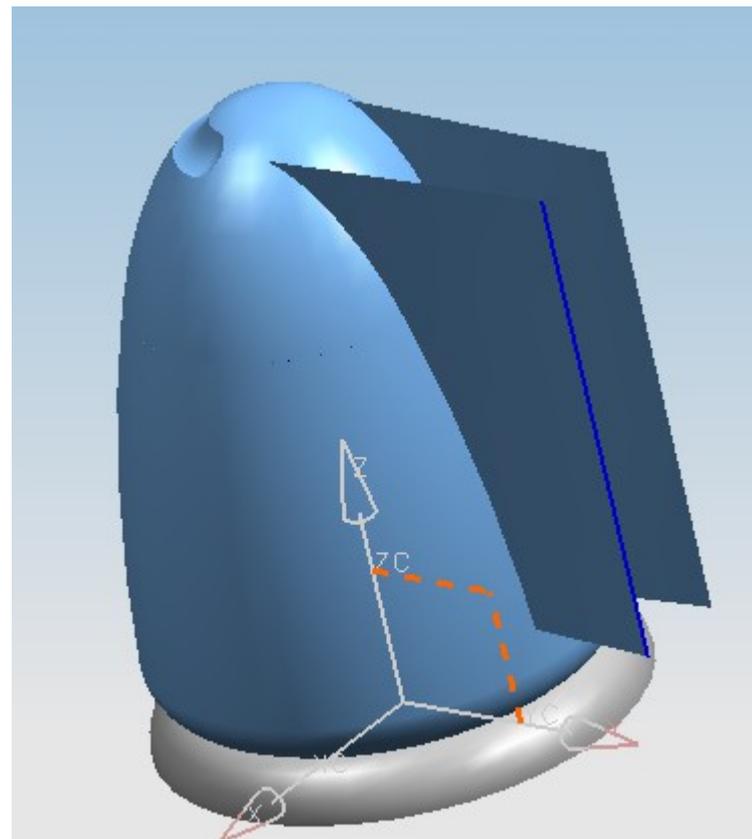


2、42 层，旋转坐标 Y-Z 使用基本曲线绘制直线 3



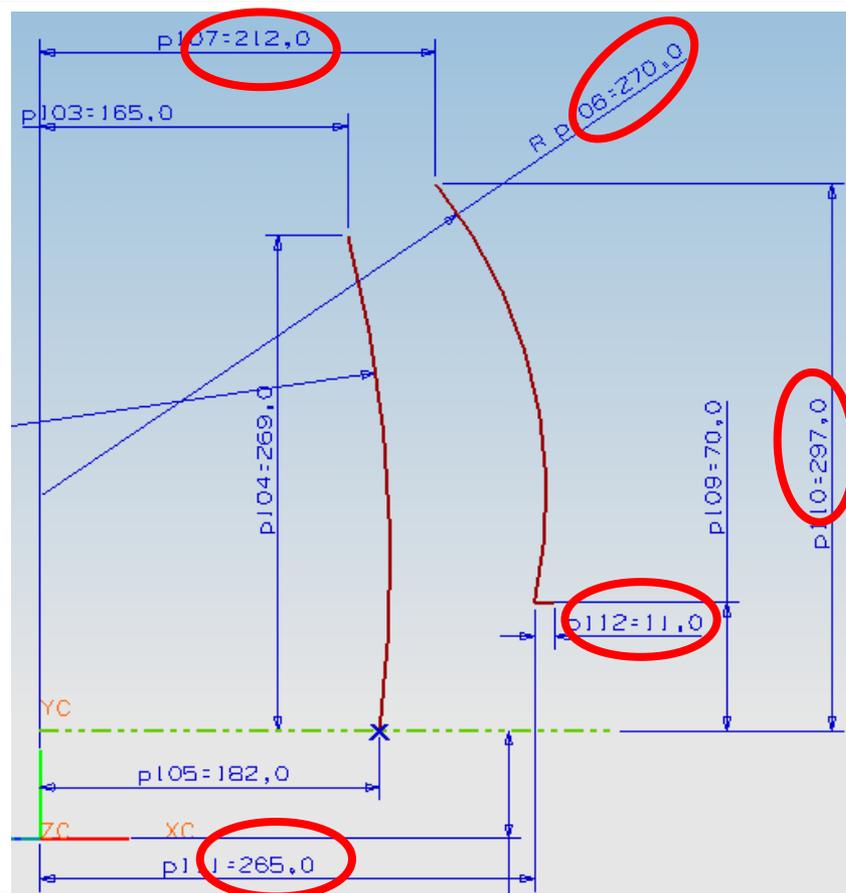
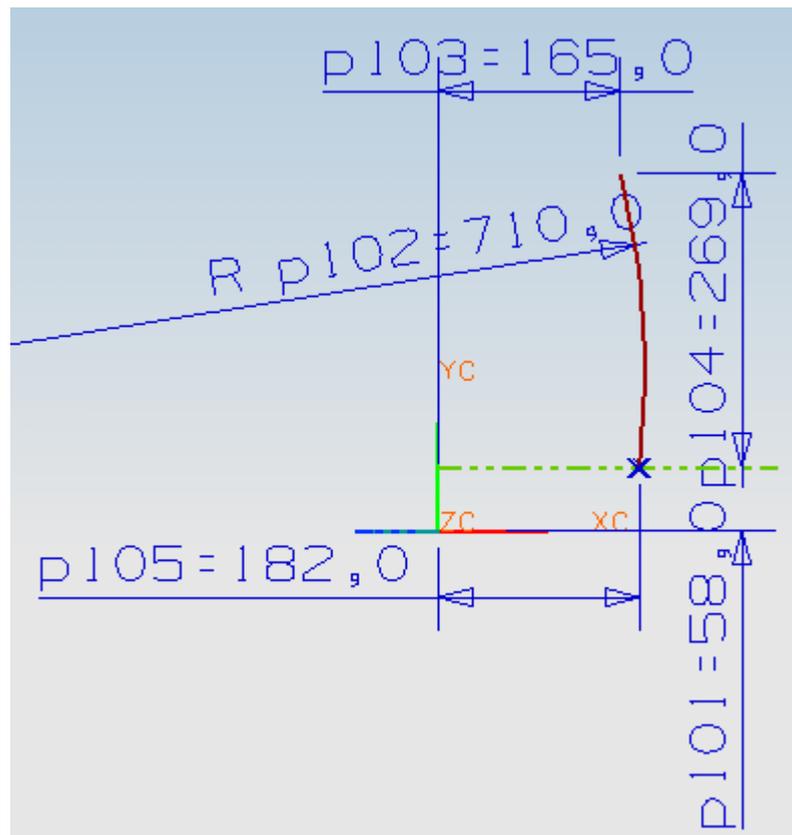


3、回到绝对坐标,1层,建立直纹面



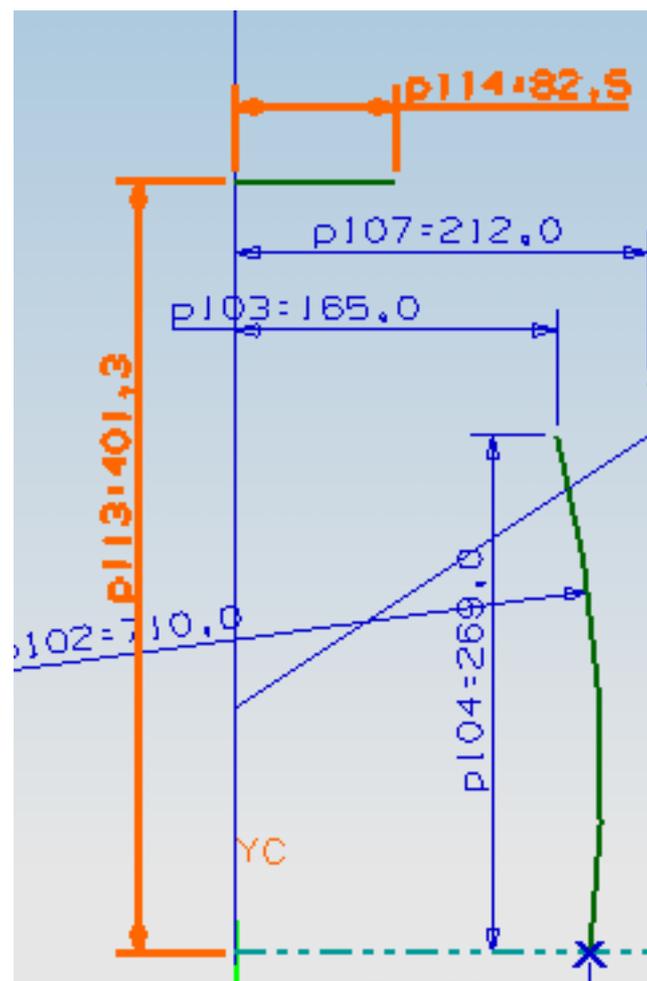
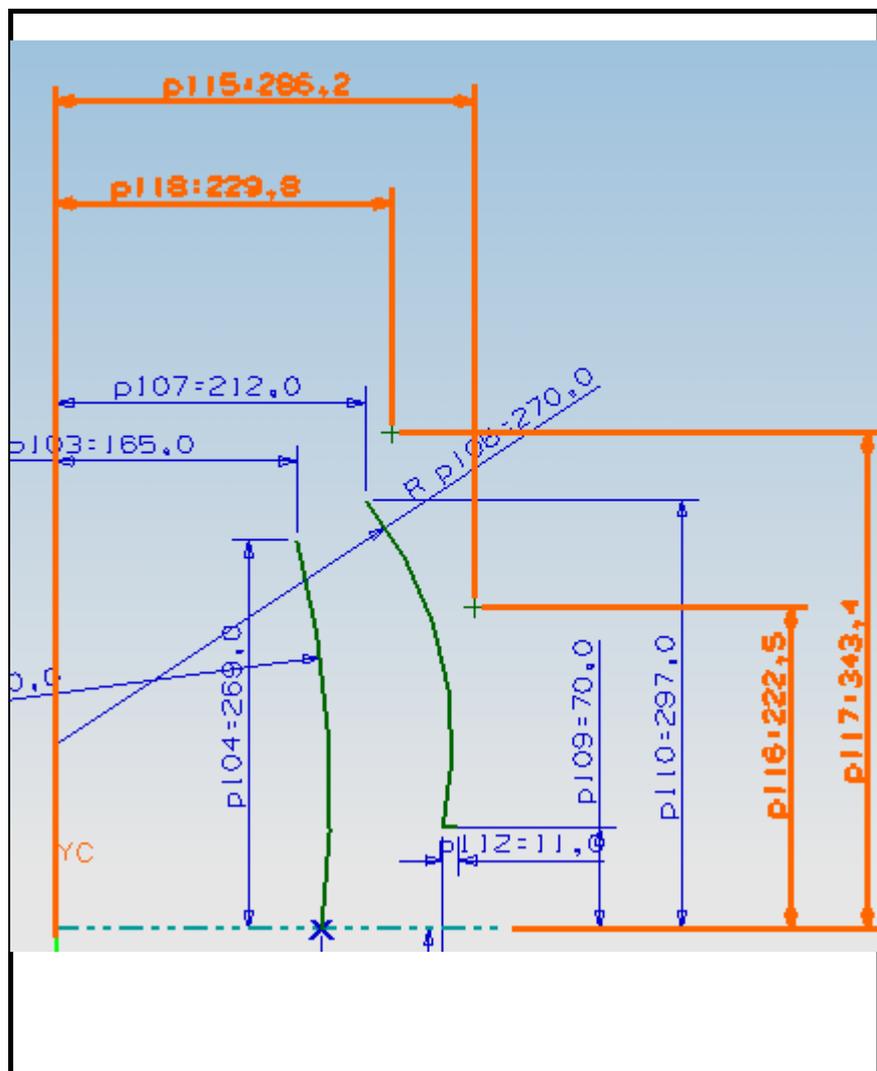
4、1层, YZ 面镜像直纹体

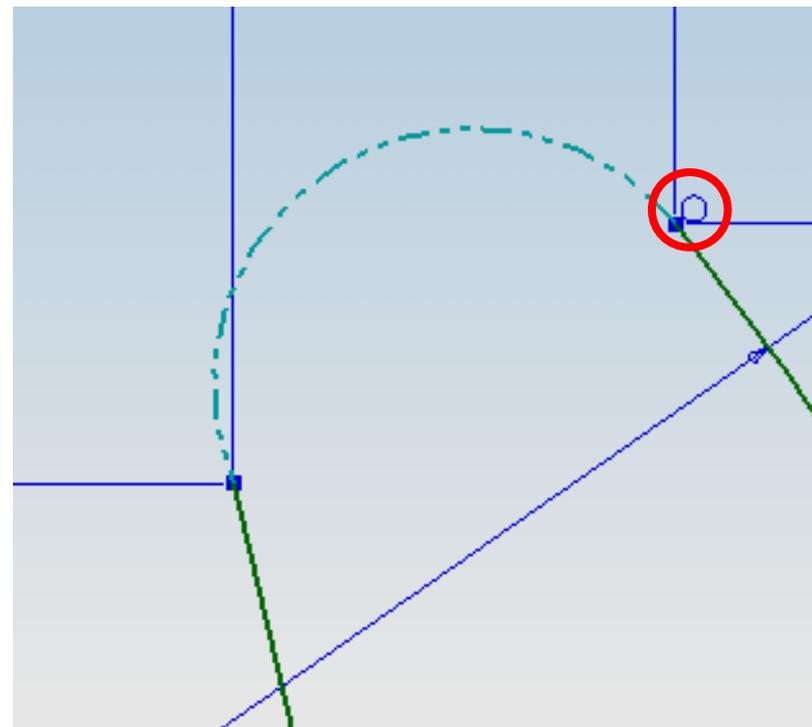
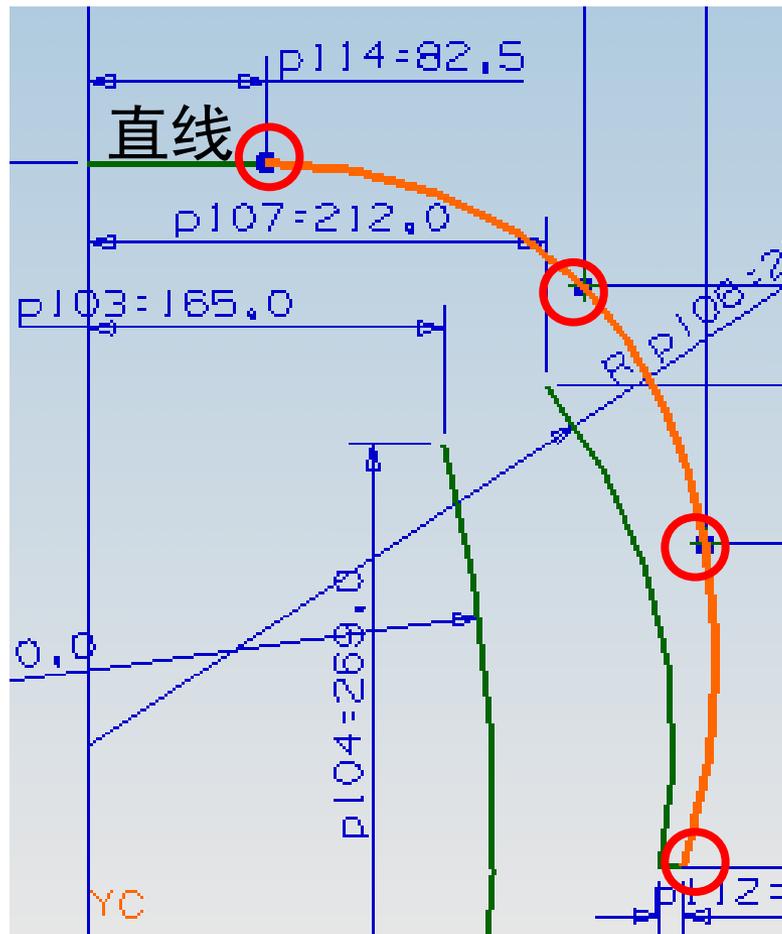




5、29层，YZ面绘制草图



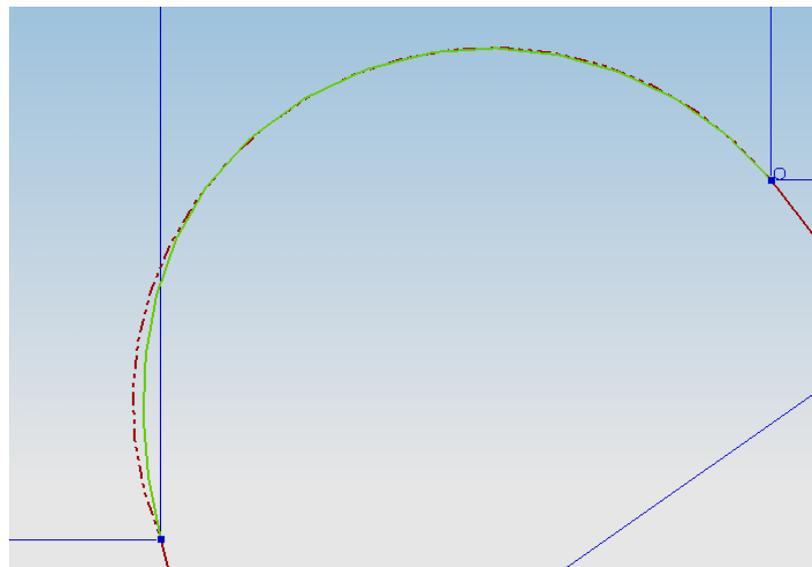
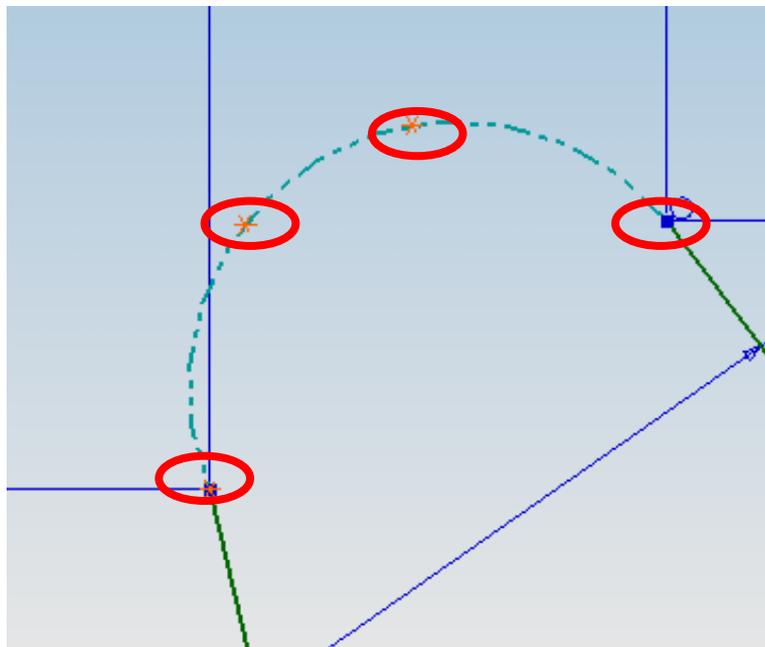




通过以上四个点建立样条，控制与直线相切

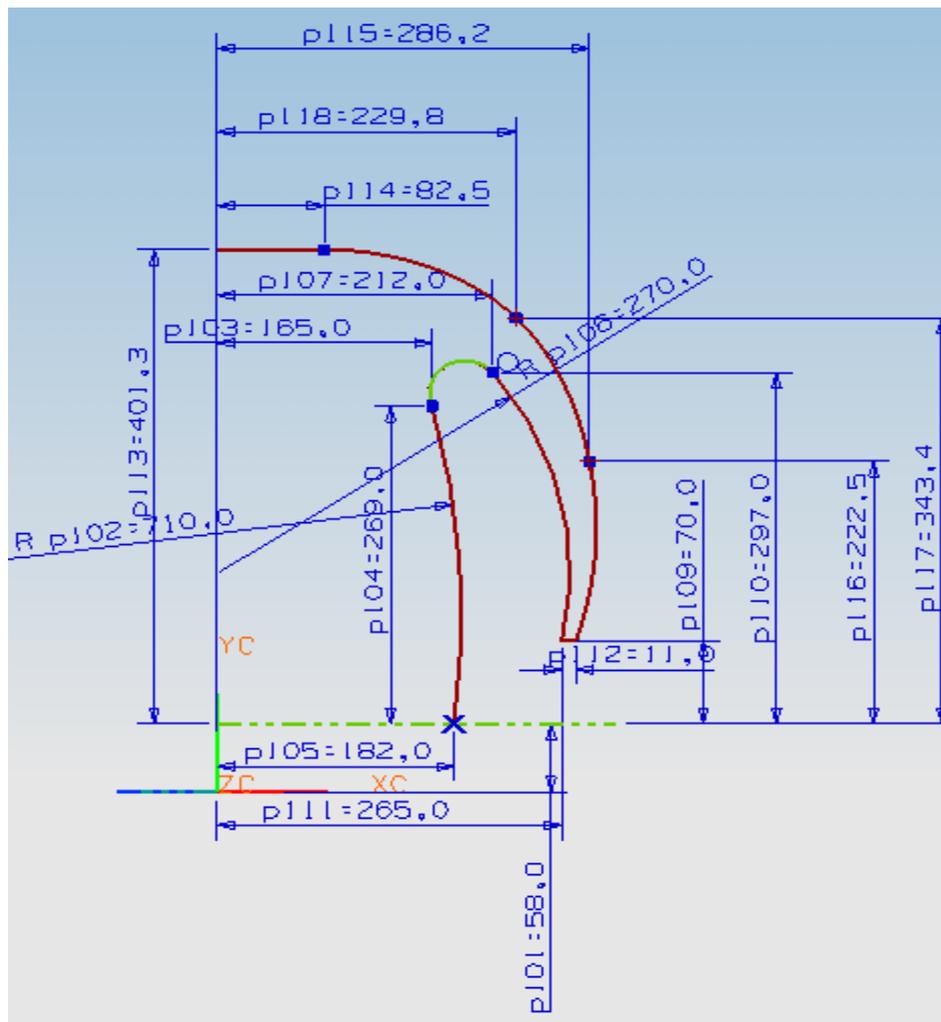
绘制圆弧与其中一圆弧相切，并转为参考





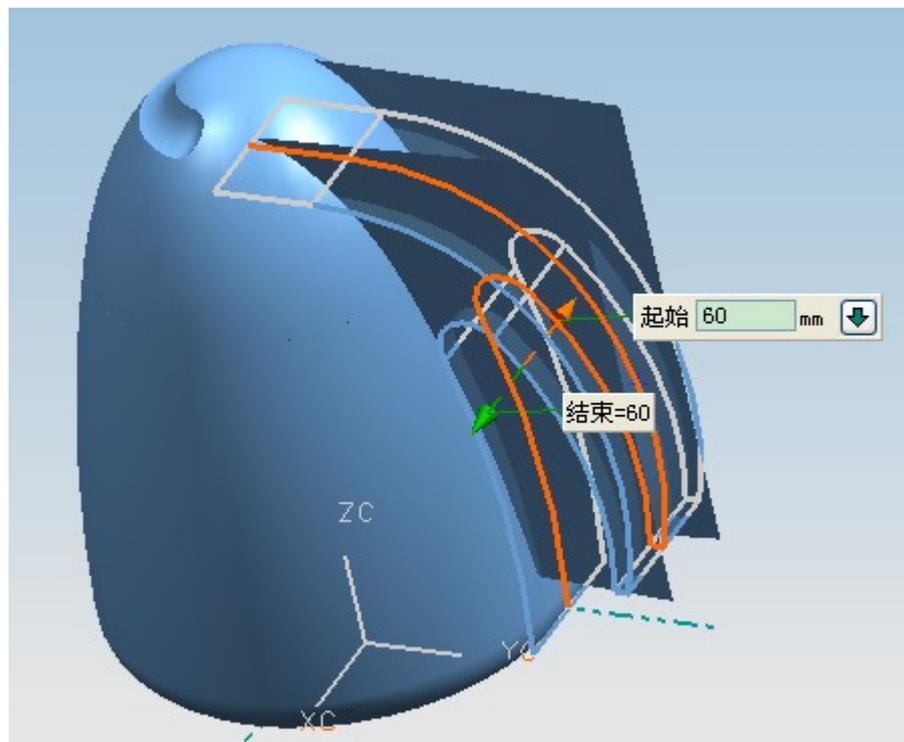
通过以上四个点建立样条  
，控制与两端相连圆弧相  
切



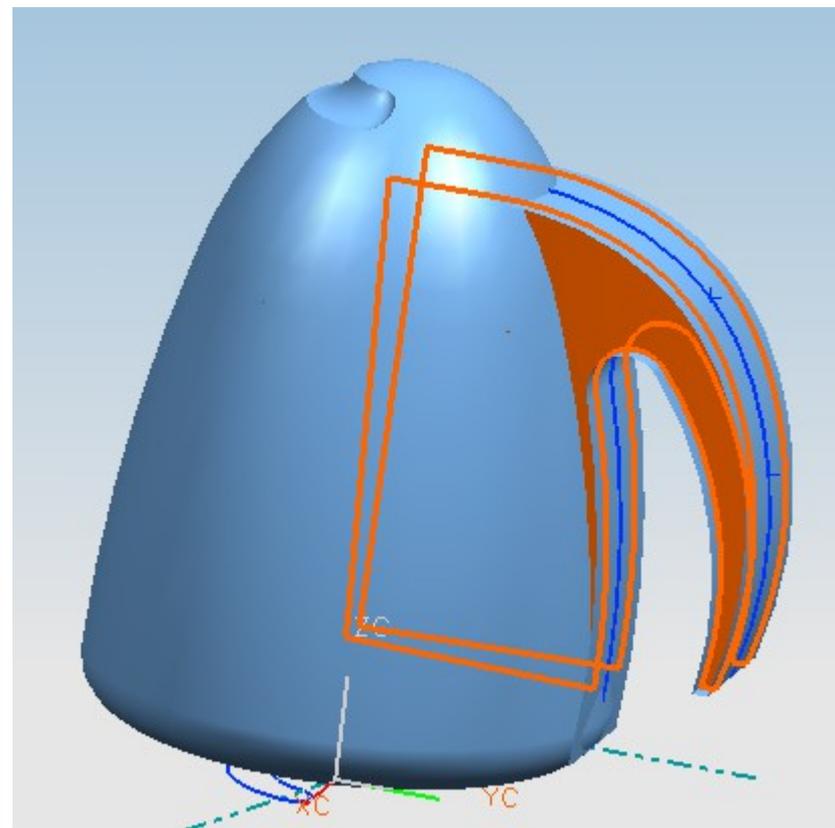


完成该草图





6、1层，拉伸草图

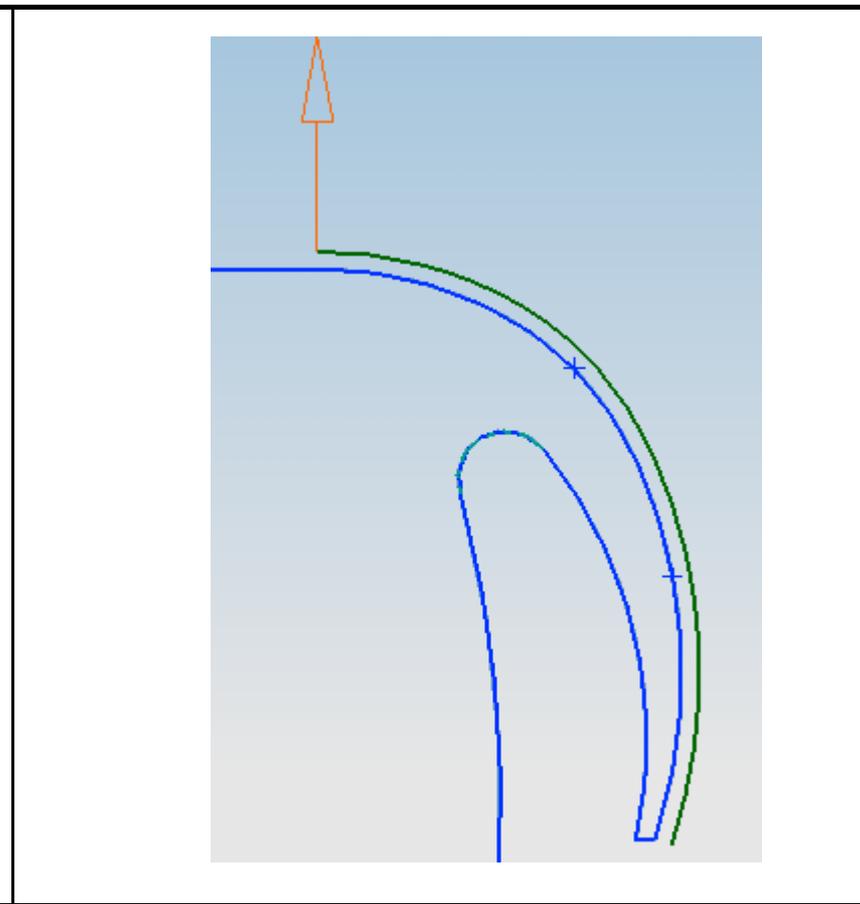


7、裁剪直纹面



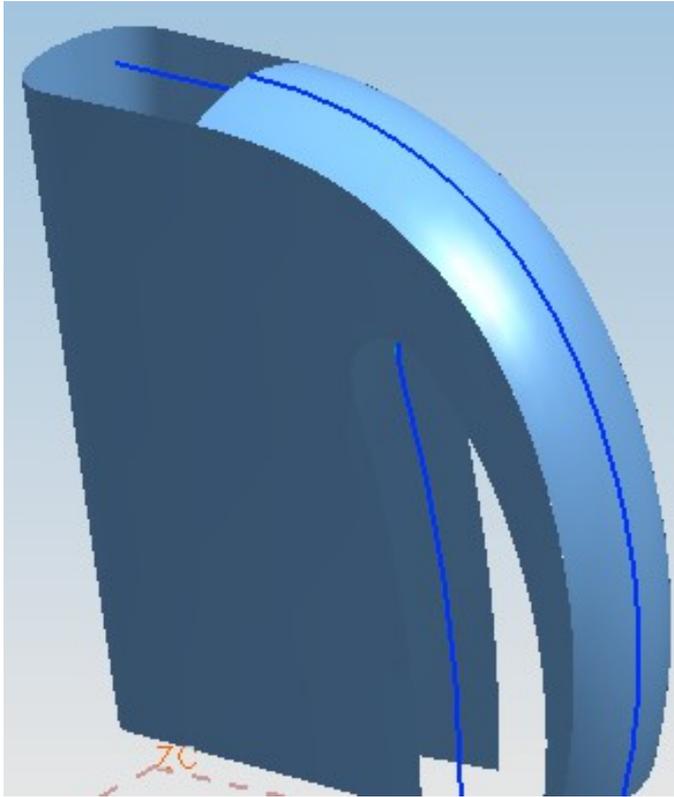


8、使用截面体，圆角 - 桥接 (匹配曲率) 完成两个直纹面的过渡

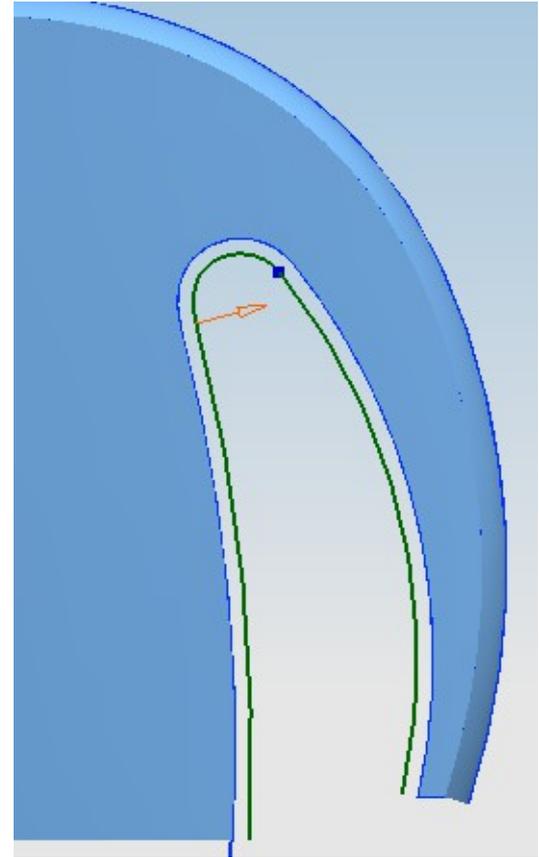


9、30层, YZ面绘制草图, 将29层草图线, 朝外偏置10



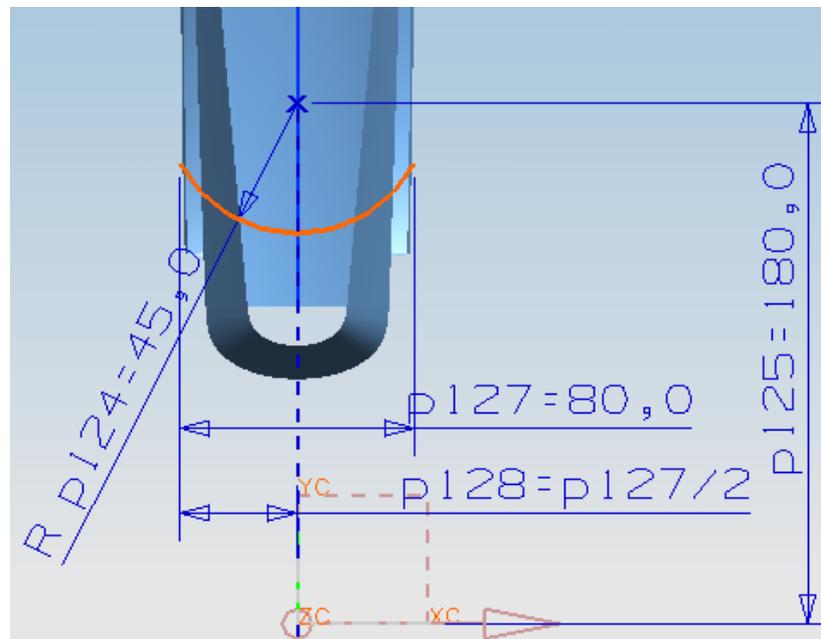
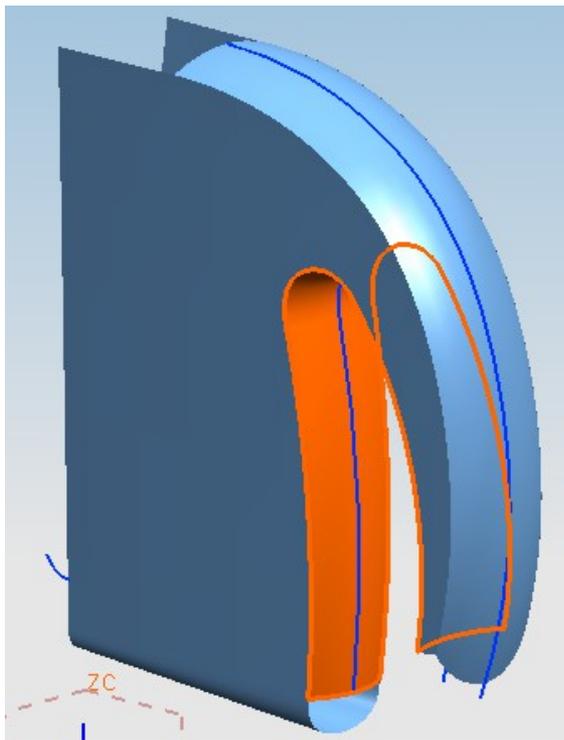


10、使用截面体，三点作圆弧完成两个直纹面的过渡。30层草图线既是内部线也是脊线



11、31层, YZ面绘制草图, 将29层草图线, 朝内偏置7

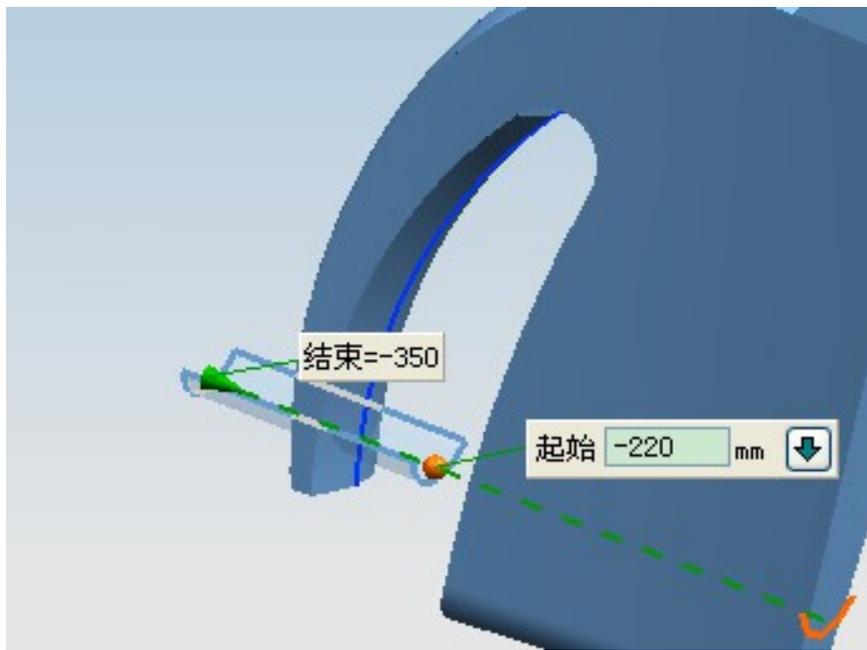




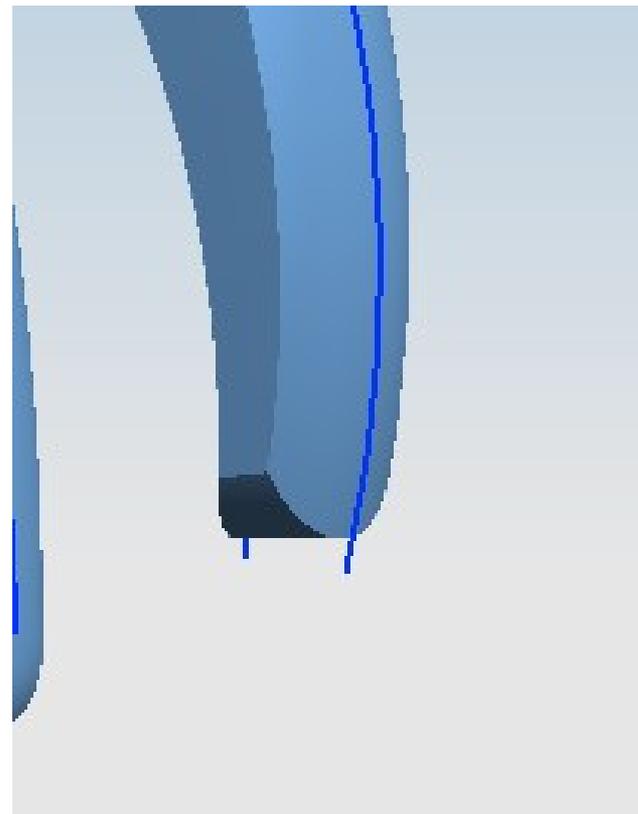
12、使用截面体，三点作圆弧完成内侧两个过渡面。  
31 层草图线既是内部线也是脊线（样条）

13、32 层 XZ 面绘制草图



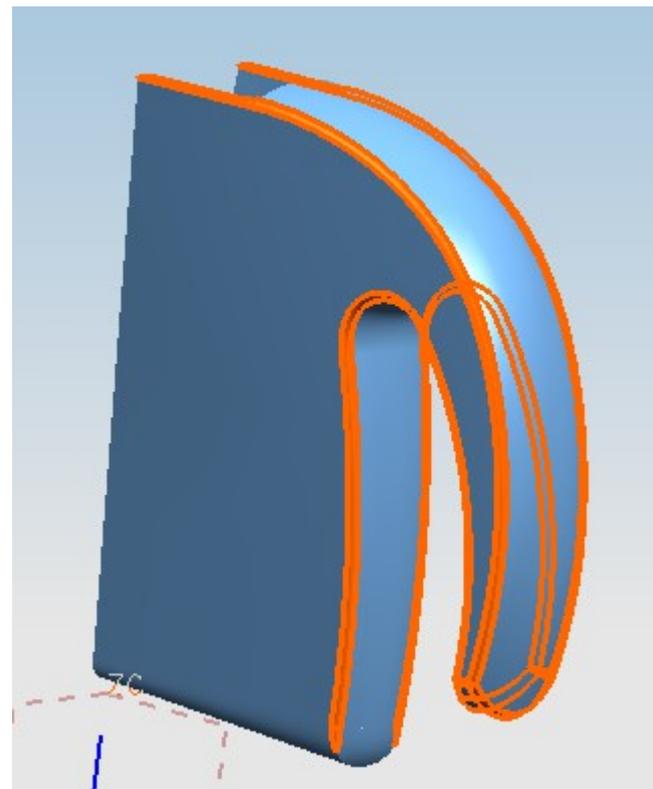
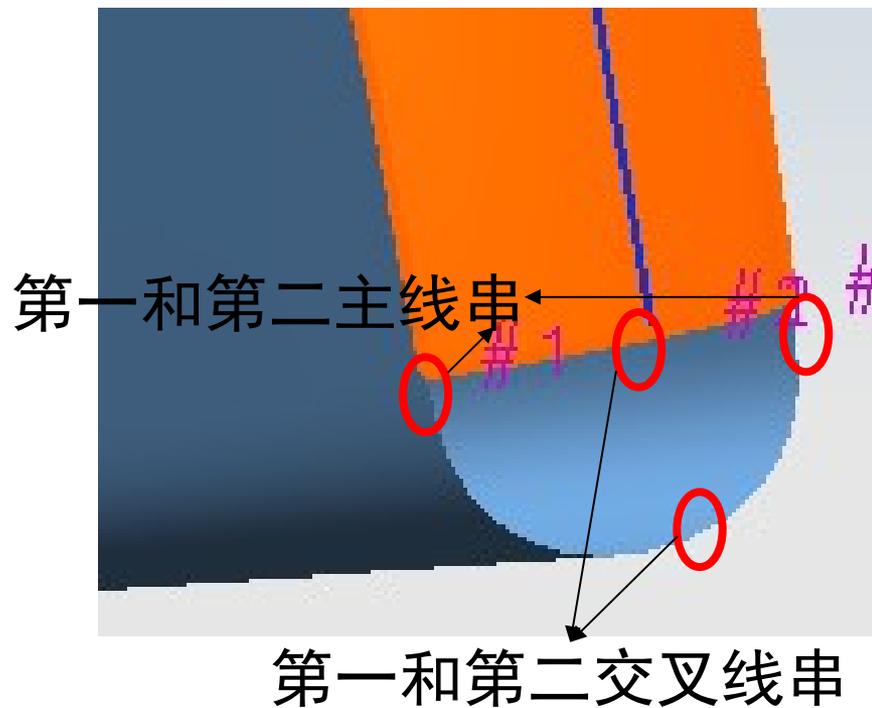


14、1层，拉伸草图



15、修剪曲面

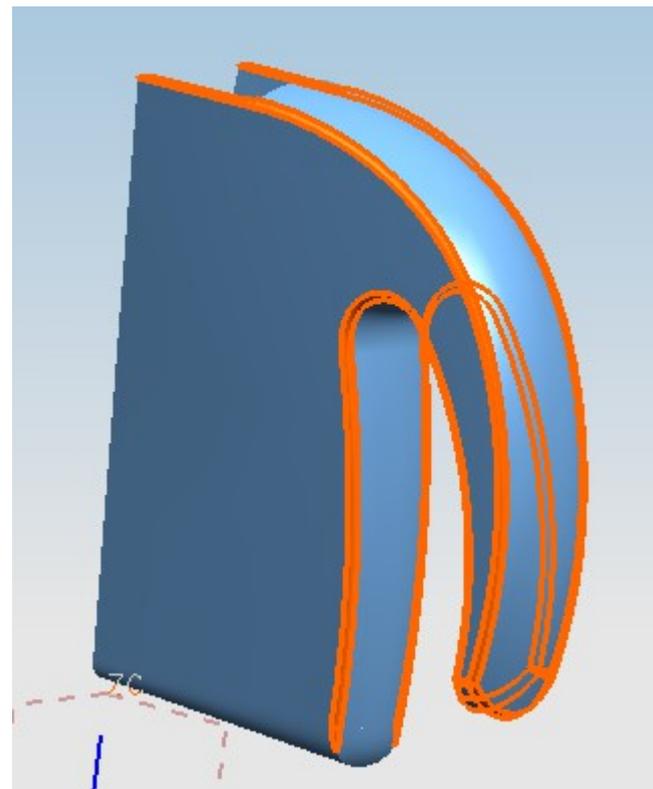
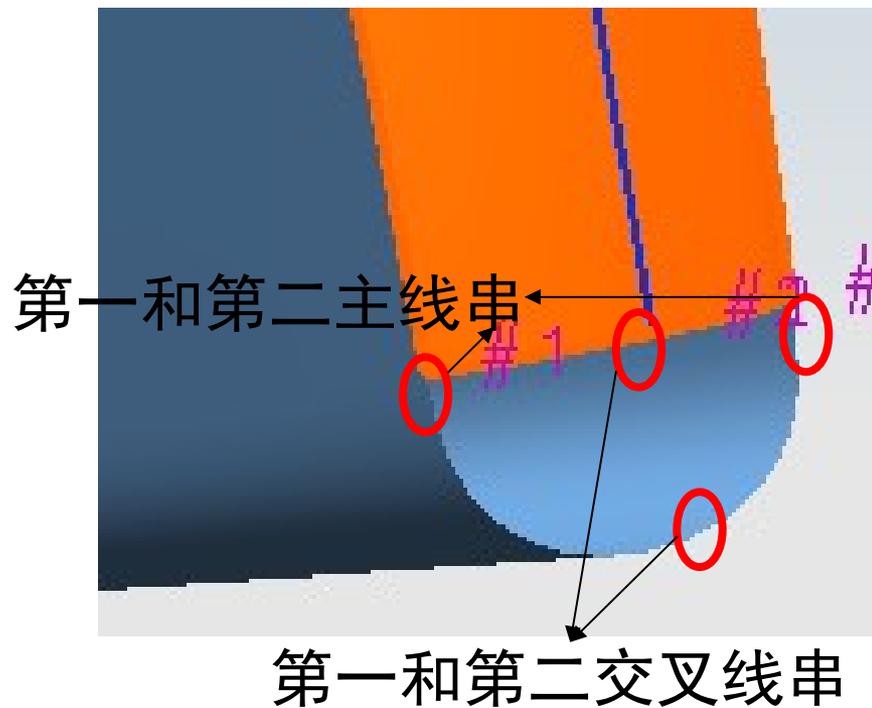




16、1层，建立网格面，与红色显示的面 G2 连续

17、缝合曲面并倒圆角，圆角半径为 5





18、1层，建立网格面，与红色显示的面 G2 连续

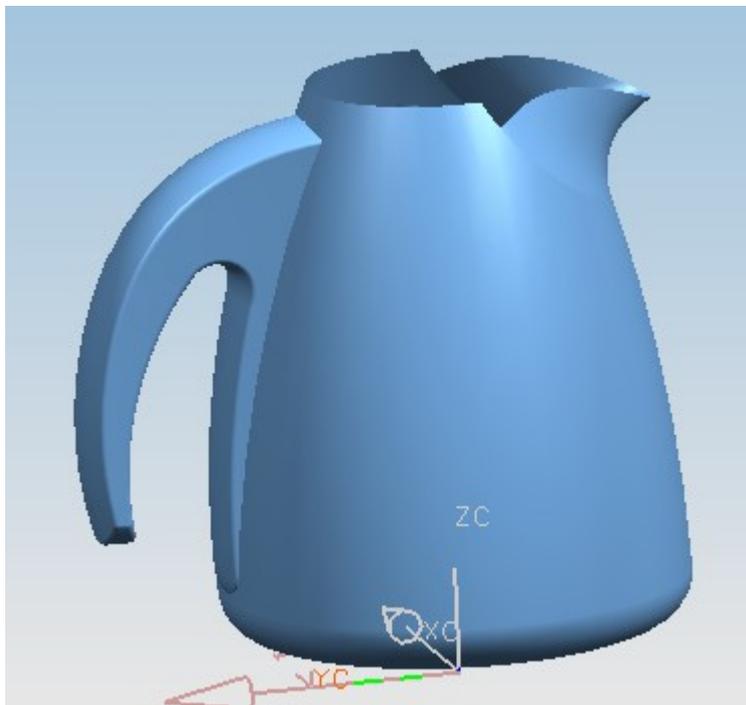
19、缝合曲面并倒圆角，圆角半径为 5



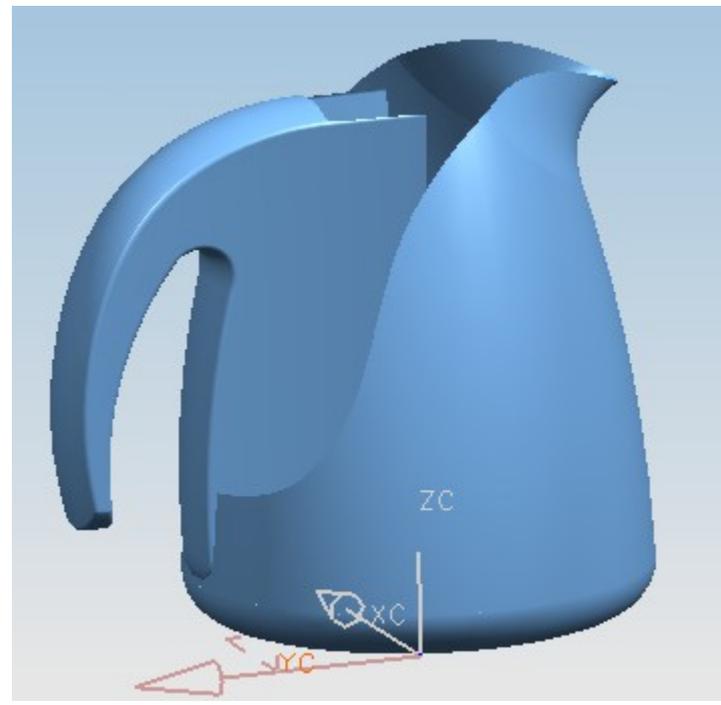
## 步骤

### 步骤五 曲面整合



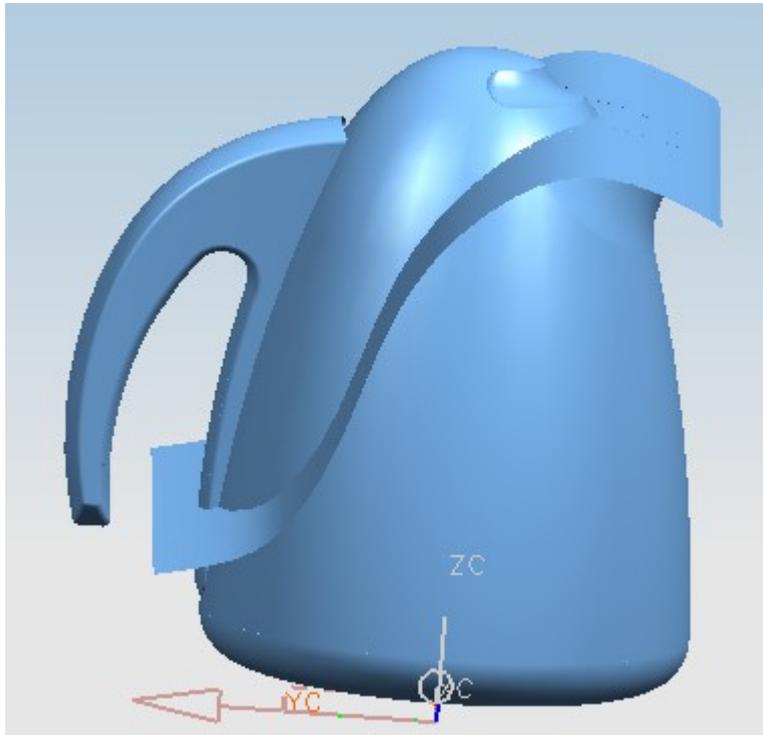


1、显示壶身曲面

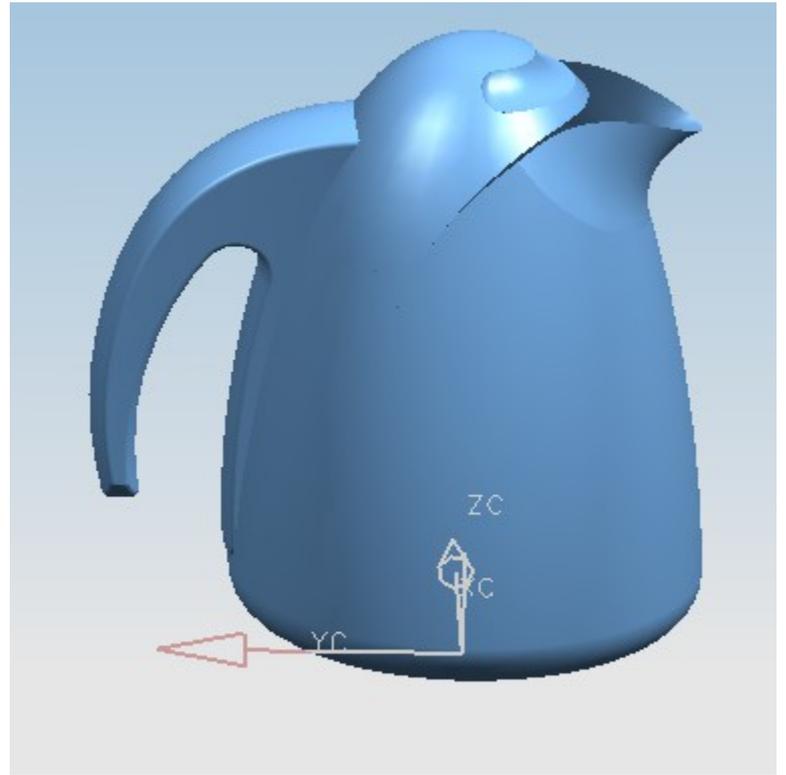


2、显示81层拉伸曲面，并裁剪壶身





3、将顶部曲面和裁减后的壶身曲面显示出来，使用 81 层曲面修剪



4、使用修剪的壶身、壶顶曲面修剪把手，并设置 81 层不可见



## 小结

通过本次课程同学们通过使用 UG 的曲面以及工业设计曲面功能完成了电水壶的曲面造型，是对前面所学曲面命令的综合运用，另外针对工业设计专业增加了截面体高级曲面的应用，是对同学建模能力的又一次提高。

### 课后作业

完成电水壶的渲染

