

3D Modelling Question

How would you model the visible portion of a cube?

Assuming the cube is seen in a general viewpoint, then an observer would see a corner and three planes. One possible scheme is to model a square, and then move 3 copies of it into position. Another scheme is to make a wire-frame model of the 9 visible edges (with edge length L):

$(0,0,0)-(L,0,0)$ $(0,0,0)-(0,L,0)$ $(0,0,0)-(0,0,L)$

$(L,0,0)-(L,0,L)$ $(0,0,L)-(L,0,L)$ $(L,0,0)-(L,L,0)$

$(0,L,0)-(L,L,0)$ $(0,L,0)-(0,L,L)$ $(0,0,L)-(0,L,L)$

Sketch this shape!