

Form from Planes

Art & Design

Building volume out of flat planes before smoothing anything into a curve.

Every curved surface can be approximated by flat planes. Finding the plane changes first gives a form that holds up under any light and from any angle.

**START WITH
the box**

**FINISH WITH
the curve**

- Start from the bounding box, not the outline.
- Top, side and front planes catch different light.
- A plane change is where value changes fastest.
- Cut a curve as a chamfer before rounding it.
- The three big planes of a head: top, front, side.
- Smooth last; a rounded form still has structure.

LOOK FOR IT

A sphere modelled as a faceted solid and then smoothed holds its volume better than one pushed round from the start.

Sculptors and modellers both work coarse to fine. Detail added before the large form is settled has to be destroyed to fix it.