

Colosseum Project



Description

In this activity we are going to shape in 3D one of the most famous and known monuments of our history.

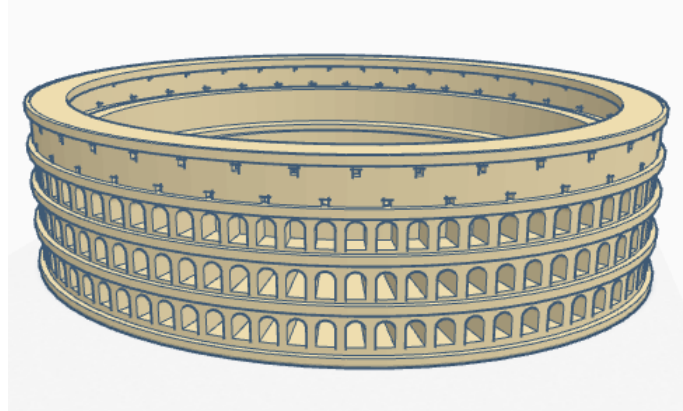
The Roman Colosseum is considered one of the Seven Wonders of the modern world, which we are still able to enjoy nowadays. Also, it is the only Wonder in Europe and one of the main touristic attractions of Rome.

It was built during the Vespasiano emperor reign, between the 72 d.C and 80 d.C. It was the biggest amphitheatre built during the Roman Empire, getting to house up to 65000 spectators in its stands.

Objectives

- Replicate a scale model
- Use two or three basic forms to shape a complete design
- Resolve possible rotation problems of the objects

Reference model designed in Tinkercad

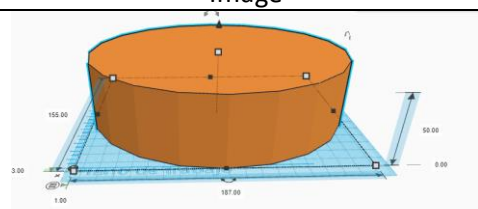


Structure features

This structure has been design by using only basic forms, specifically 4 different types of figures:

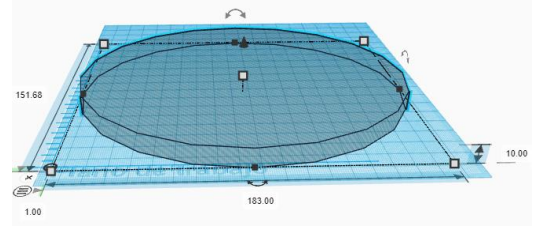
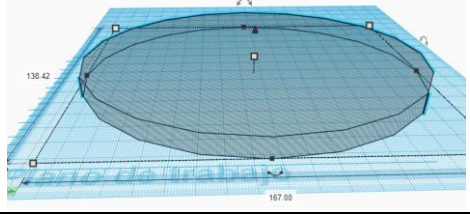
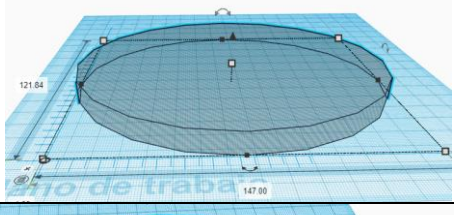
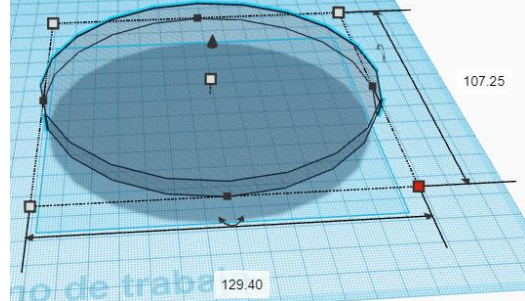
- Curve roof
- Cylinder
- Tube
- Box

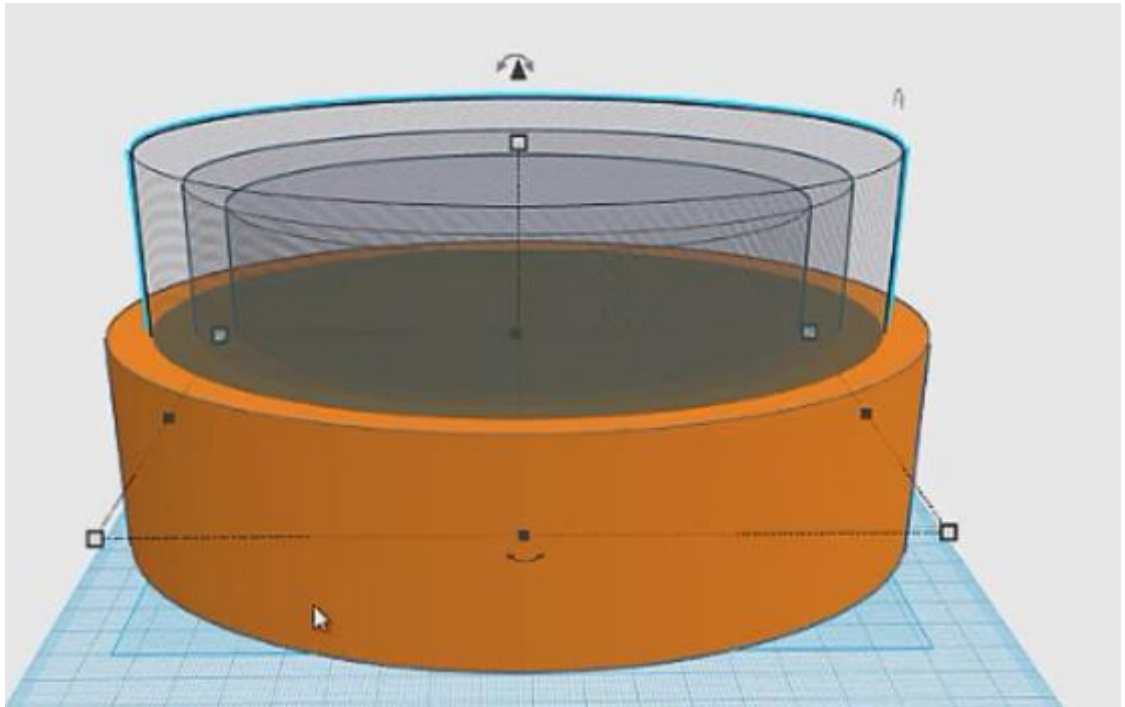
1) Base creation

3D Object	Size	Image
Cylinder	187mm x 50mm x 155mm	

Once we create the base, we are going to shape the colosseum stands.

2) Base

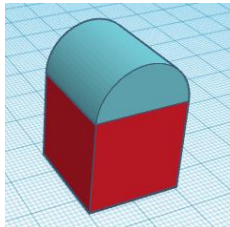
3D object	Size	Image
Cylinder	183mm x 10mm x 151,68mm	
Cylinder	167mm x 10mm x 138,42mm	
Cylinder	147mm x 10mm x 121,84mm	
Cylinder	129,40mm x 10mm x 107,25mm	

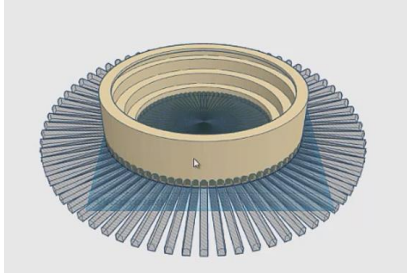


We have to stretch the objects and put them in empty to look like the photo. We group it with the base. And now it is time to create the arches.

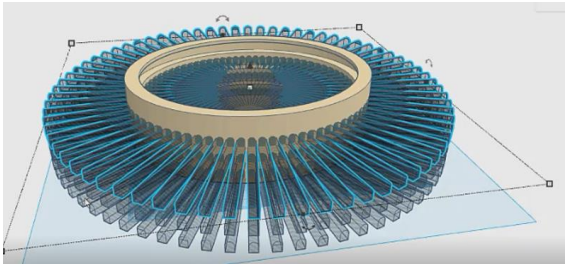
3) Arch

To create the arches, we have to use a box and a curve roof and then make it empty.



3D object	Size	Image
Arch x 36	5mm x 7mm x 300mm	

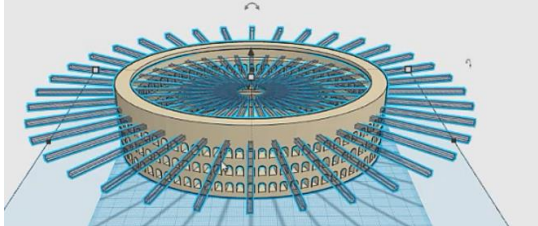
We replicate the upper stands



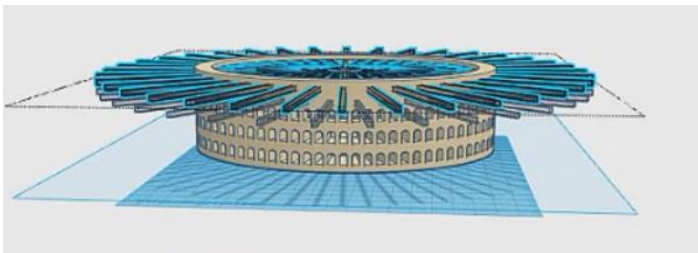
We group it with the base.


Once the arches are finished, we are going to add some final details on top of the structure and on the arches that surrounds the colosseum.

4) Final details

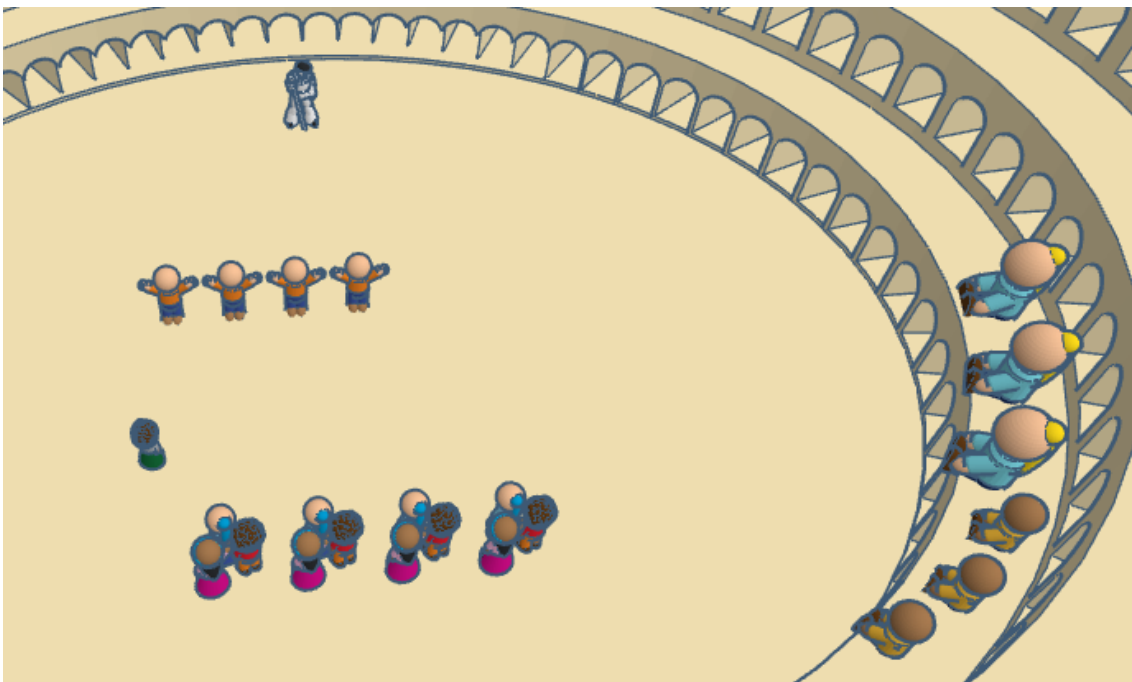
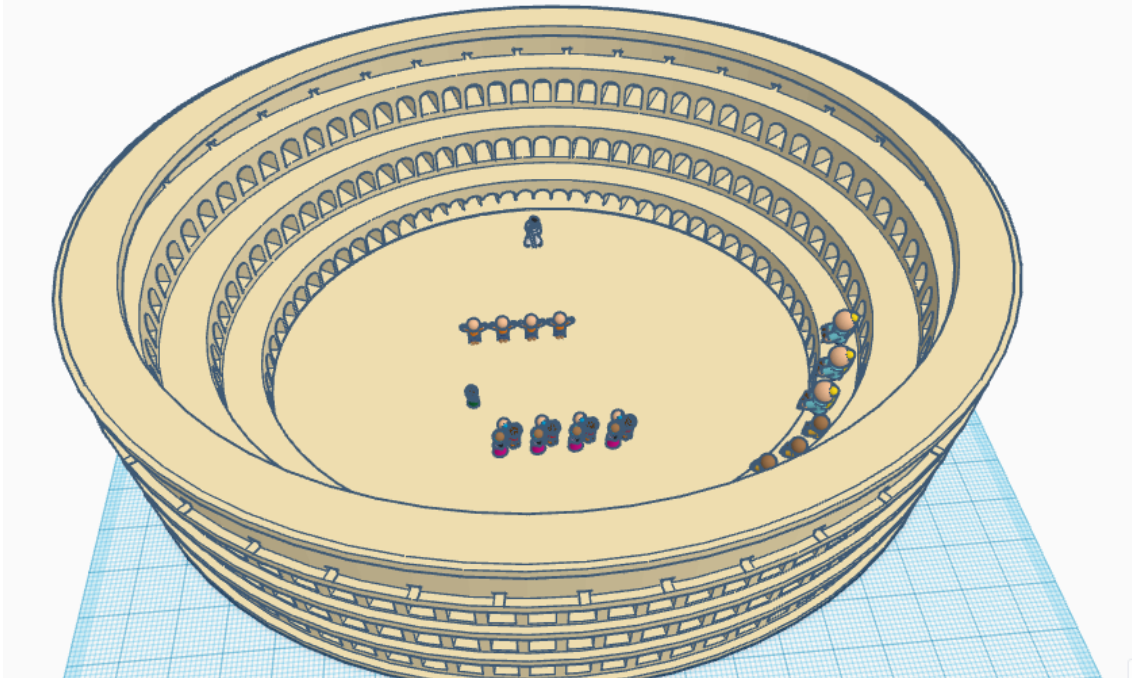
3D object	Size	Image
Empty box x 18	2mm x 2mm x 300mm	

We replicate the last change and rotate it a little bit to settle it down in the middle of the previous ones. We group it with the rest of the project.



Tube x 5	64 sides. 0.1mm thickness. Adjust.	
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Once the structure is shaped, it is the time to customize it to our liking. I let you here some examples ideas.



For this, we have used the “Creatures & Characters” section.

