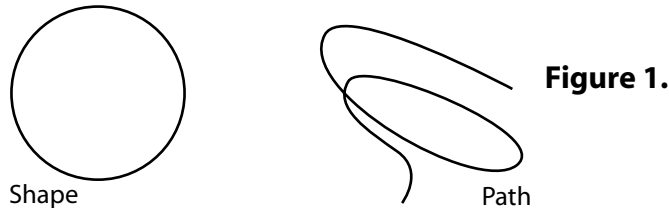


LOFTING A SEA SHELL

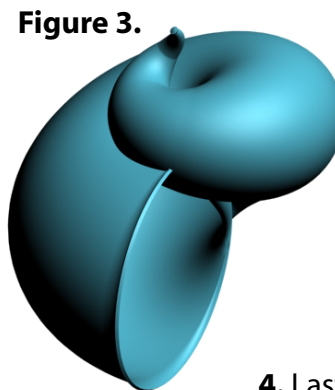
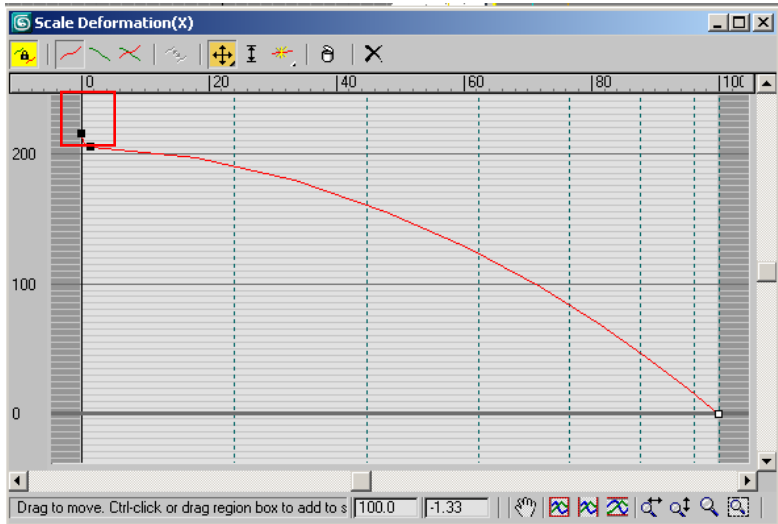
Beginning Level
(Point Value - 1 to 5 points)

1. Begin by making 1 shape (Circle) and 1 Helix (Path).

Make the path in the "Front" viewport and the Circle in the "Top" viewport.



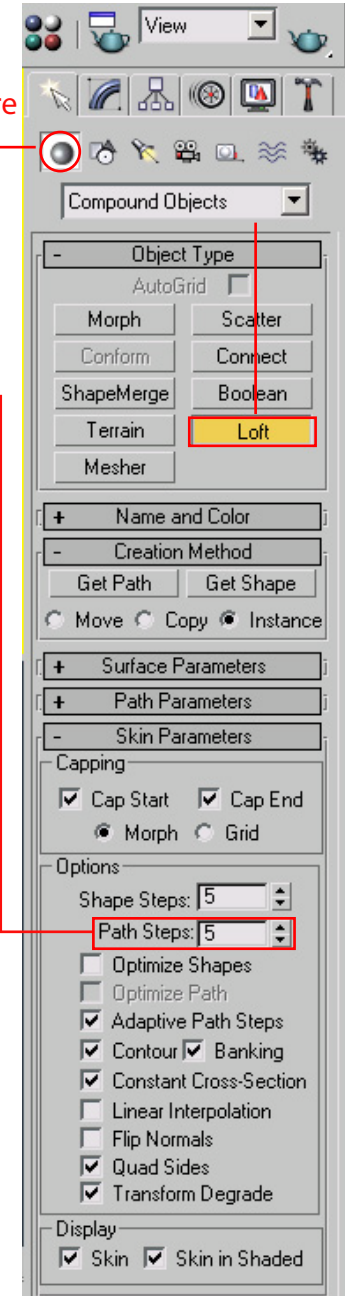
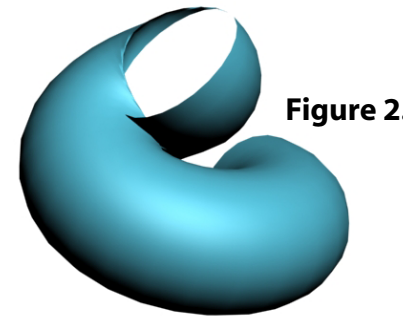
3. Select the Loft. Open the Modify panel and open the "Deformations" roll out (It's usually near the bottom). Select "Scale". Move the black dots to shape the shell. Right click on the black dots, select bezier to round the shape.



2. Select the "Path". Then in the Compound Objects rollout choose "Loft" (Compound Objects are found under the "Geometry" rollout). Click the "Get Shape" button and select the circle that you made.

You should see something like Figure 2.

Increase this number to smooth your loft. Don't go over "25".



4. Last, add the "Shell" modifier to give the object thickness.