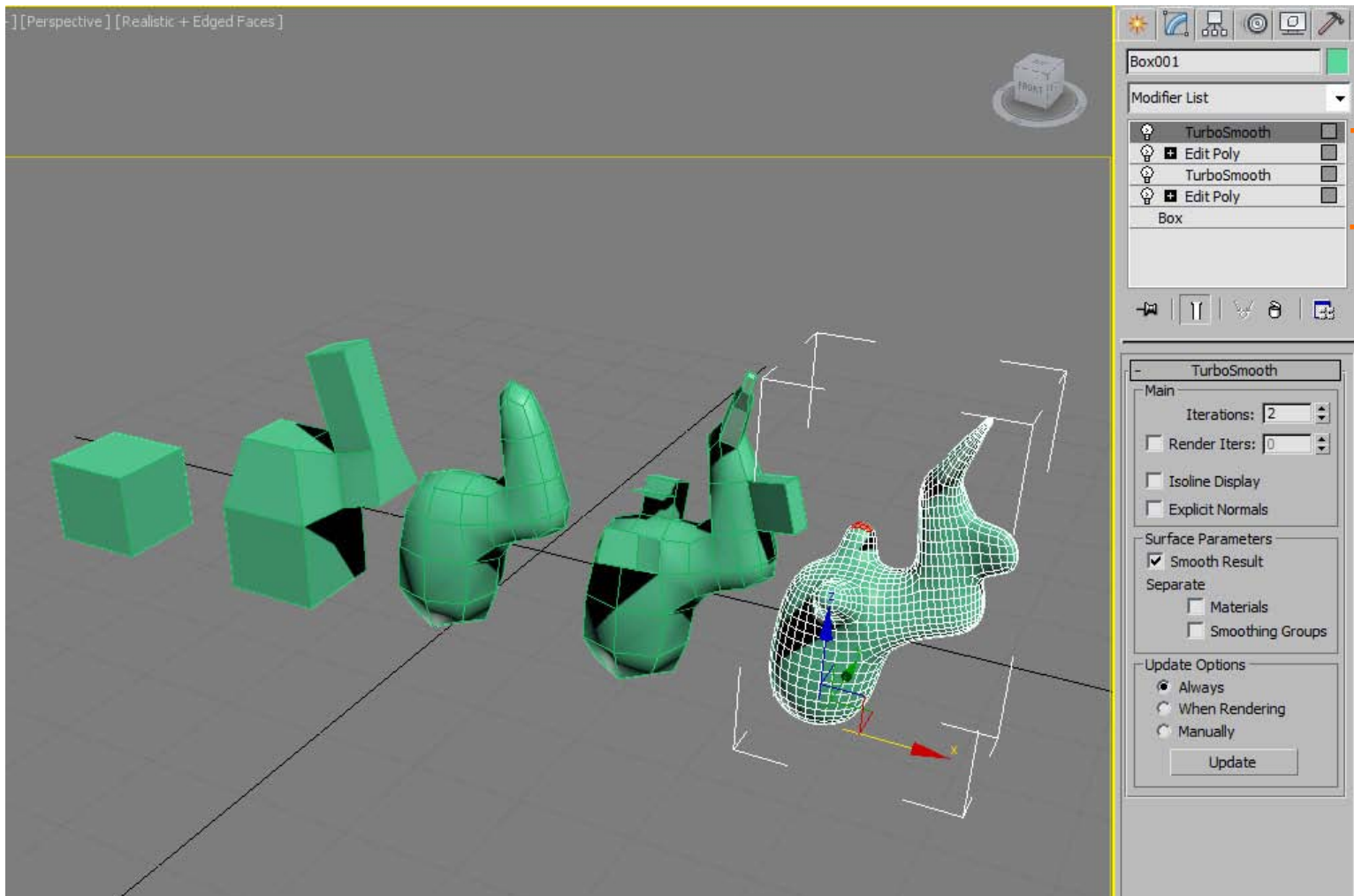


THE STACK & MODIFIERS

You build complex 3D objects by adding “modifiers” on top of one another. This creates the “Stack”.

The illustration below show the evolution of a box into a complex shape using Edit Poly and TurboSmooth.



THE STACK & MODIFIERS

The “Noise” modifier is a good example of a very useful modifier. In this example you can see how the noise modifier is used to create flames for either a jet or muzzle flash.

In this example, three modifiers are added to the stack on top of the sphere; Edit Poly (to shape the sphere into a flame, Noise (to add the flame detail and animation) and TurboSmooth (to smooth the shape).

