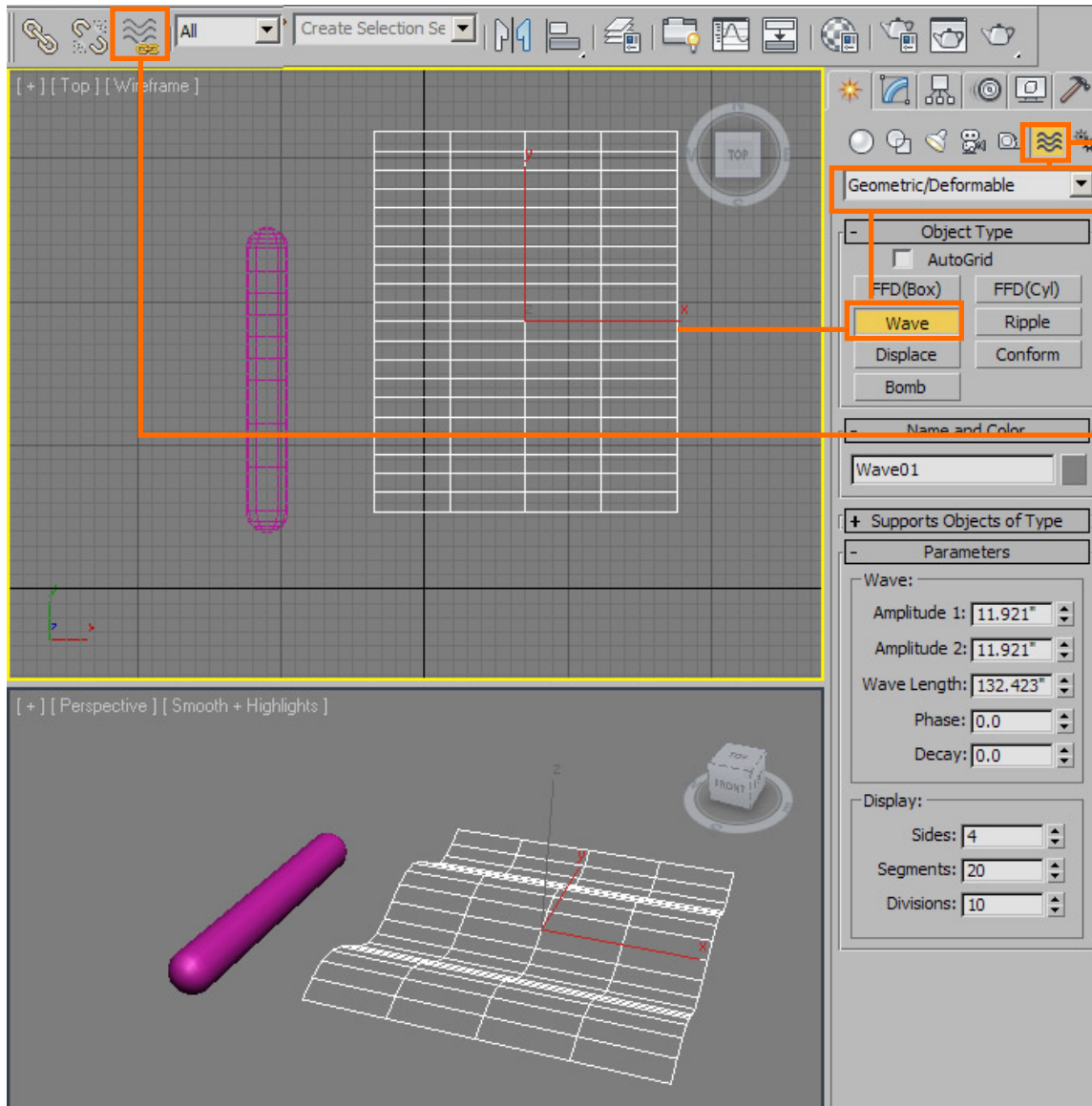




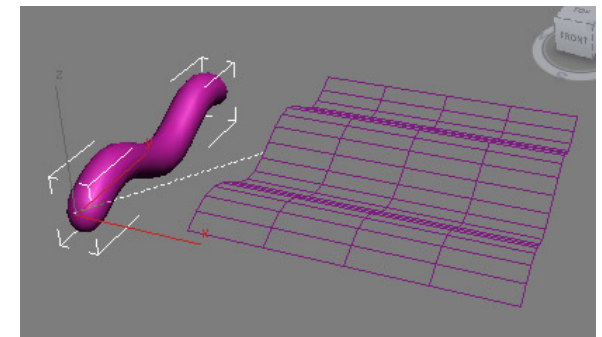
This projects requires a space warp, a fog setting and a clever lighting effect.

1. First make the weenie using the ""Capsule"" found under ""Extended Primitives"".



2. Create a Space Warp called "Wave" in the top viewport.

3. Bind the Weenie to the Wave with the "Bind to Space Warp" tool.



The Weenie will bend according to the settings you make in the Wave parameters.