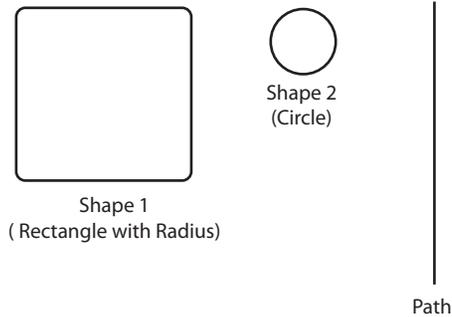**Lofting is a modeling technique where two or more shapes (splines) are stretched and blended along a path.**

1. Begin by making 2 shapes and 1 path

Shape 2
(Circle)

Shape 1
(Rectangle with Radius)

Path

2. Next, select the path and open "Loft"
(Create > Compound Objects > Loft)

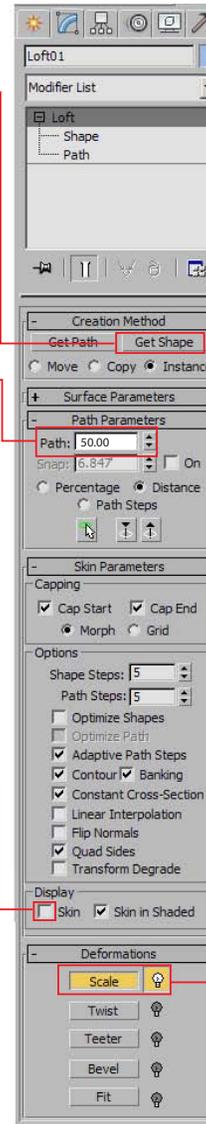**3**. Click "Get Shape" button & select Shape 1.

4. Adjust the "Path" to 50%. This makes room for the nextshape.

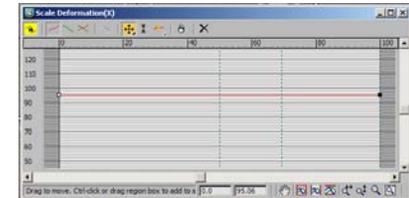**5**. Click "Get Shape", again and select Shape 2.

6. Turn "off "Display Skin Button

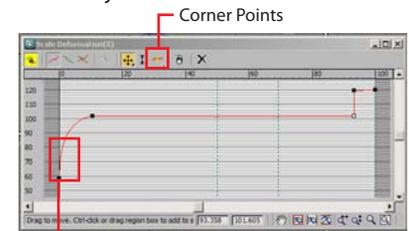**7.** By adjusting the Path settings, you can add as many shapes to the path as wanted.

8. Open the "Scale" panel. It is found at the bottom of the Loft panel.

9. By adding "Corner Points" and moving them about, you can model the new 3D object.

Corner Points

Note: Right click on a Corner Point to turn it into a Bezier Curve.

10. Add a "Shell" modifier to the bottle to give it thickness and glass material.

11. The liquid inside the bottle is made by copying the bottle, removing the shell, adding an Edit Poly and trimming it down.

The two models placed together, Bottle and Liquid

Copy of bottle after deleting the upper half using the Edit Poly & with the "Cap Holes" modifier added

Copy of bottle with Shell modifier removed and Edit Poly added