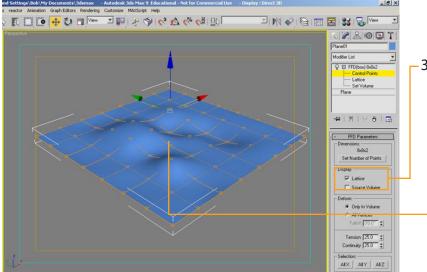
FFD

- 1. Start by making a large "Plane" approximately 2000 ft. by 2000 ft.
- 2. Set the segment in the plane to Length 50 and width 50.

New Skills:

- 1. FFD's
- 2. Lofting



-3. Place an "FFD Box" modifier on the stack and set to 8x8x2

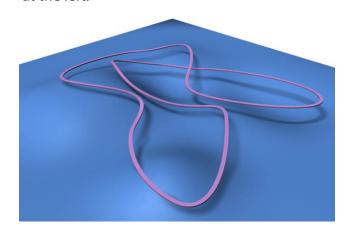
- 4. Select the "Control Points" on the FFD modifier and using the move tool in the up & down direction create a subtle landscape of rollng hills.
- 5. With the "Line" tool, create a curvy path in the top viewport in the center area of the landscape.
- 6. Right click on the FFD of the plane and select "Copy".
- 7. Right click on "Line" in the stack and select "Paste" the line will no assume the same contours of the plane.

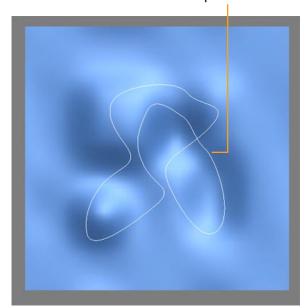
Lofting



Skin Skin in Shaded

- 1. Create a "Rectangle" 5 ft. in length and 20 ft. in width.
- 2. Select the line (path).
- 3. Find the Loft controls and select the "Get Shape" button, then click the "rectangle".
- 4. Set parameters to match the panel at the left.





5. Now create the posts to support the road (track) as it flows across the landscape using "Cylinders".

