Compound Objects: Lofting

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

Loft01

Modifier List

Shape

Path

Creation Method

Get Path Get Shape

C Move C Copy @ Instance

Surface Parameters

Path Parameters

C Percentage @ Distance

C Path Steps

Skin Parameters

Cap Start Cap End

Morph Grid

Adaptive Path Steps
Contour ▼ Banking

Shape Steps: 5
Path Steps: 5
Optimize Shapes

1

Path: 50.00

Snap: 6.847

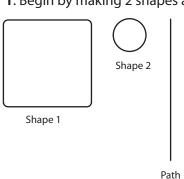
Capping

Options

13

□ Loft

1. Begin by making 2 shapes and 1 path



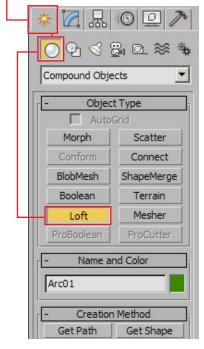
3. Click "Get Shape" button & select Shape 1.

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

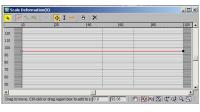
5. Click "Get Shape", again and select Shape 2.

6. Turn "off "Display Skin Button

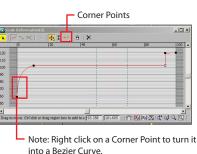
 Next, select the path and open "Loft" (Create > Compound Objects > Loft)



- **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.



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



Examples of "Lofted" objects

