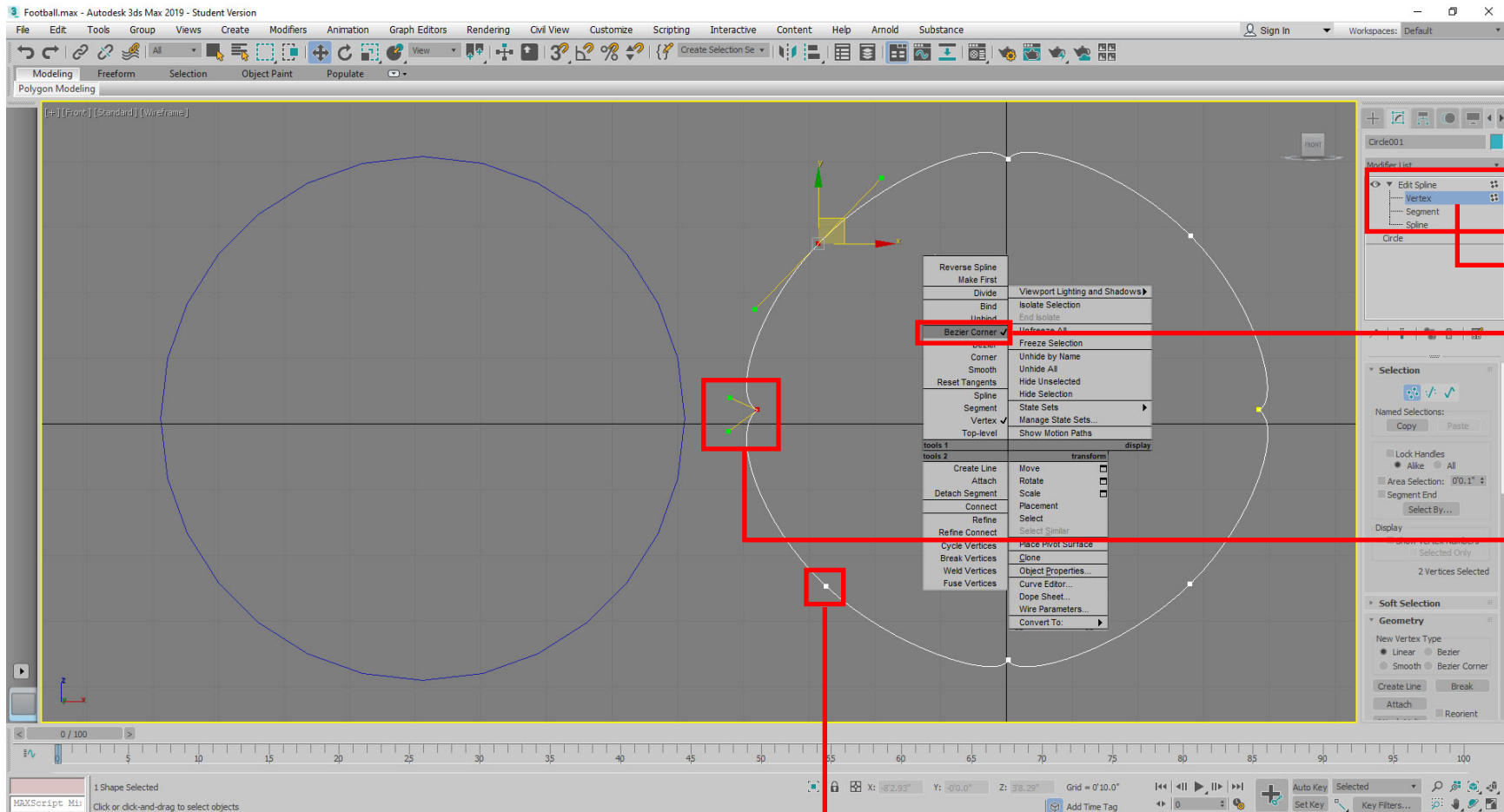


Football Trophy



1. Start by making a "circle".

2. Place an 'Edit Spline' modifier on top of the circle



3. Select Vertex

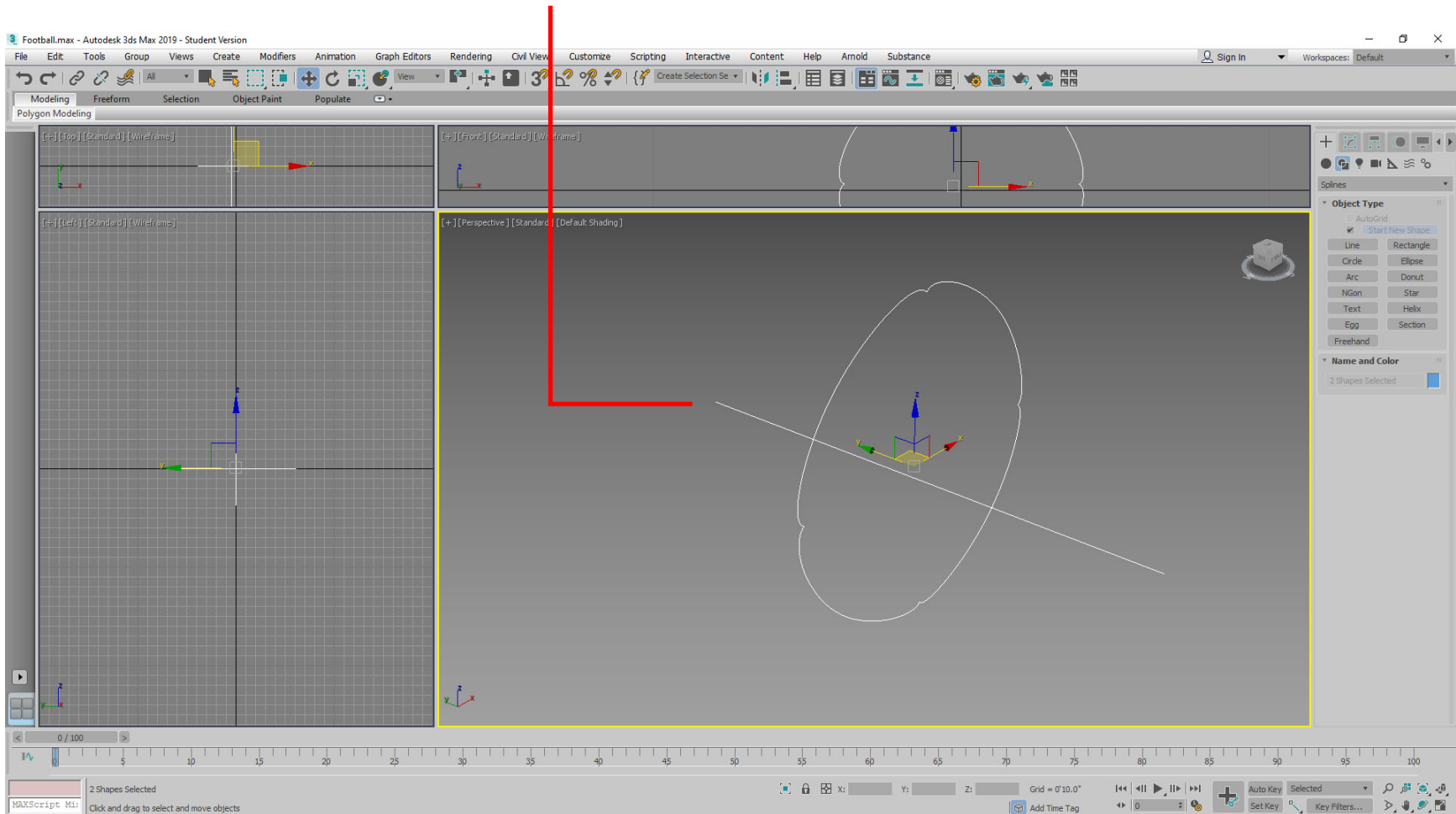
4. Select each vertex, right click, and choose "Bezier Corner"

5. Now you can grab the green control arms and move them to create the grooves where the 4 leathers a sewn together

6. Add more vertex's between the four grooves to help round off the circle.

Football Trophy

7. Draw a "Line" through the center of the circle.

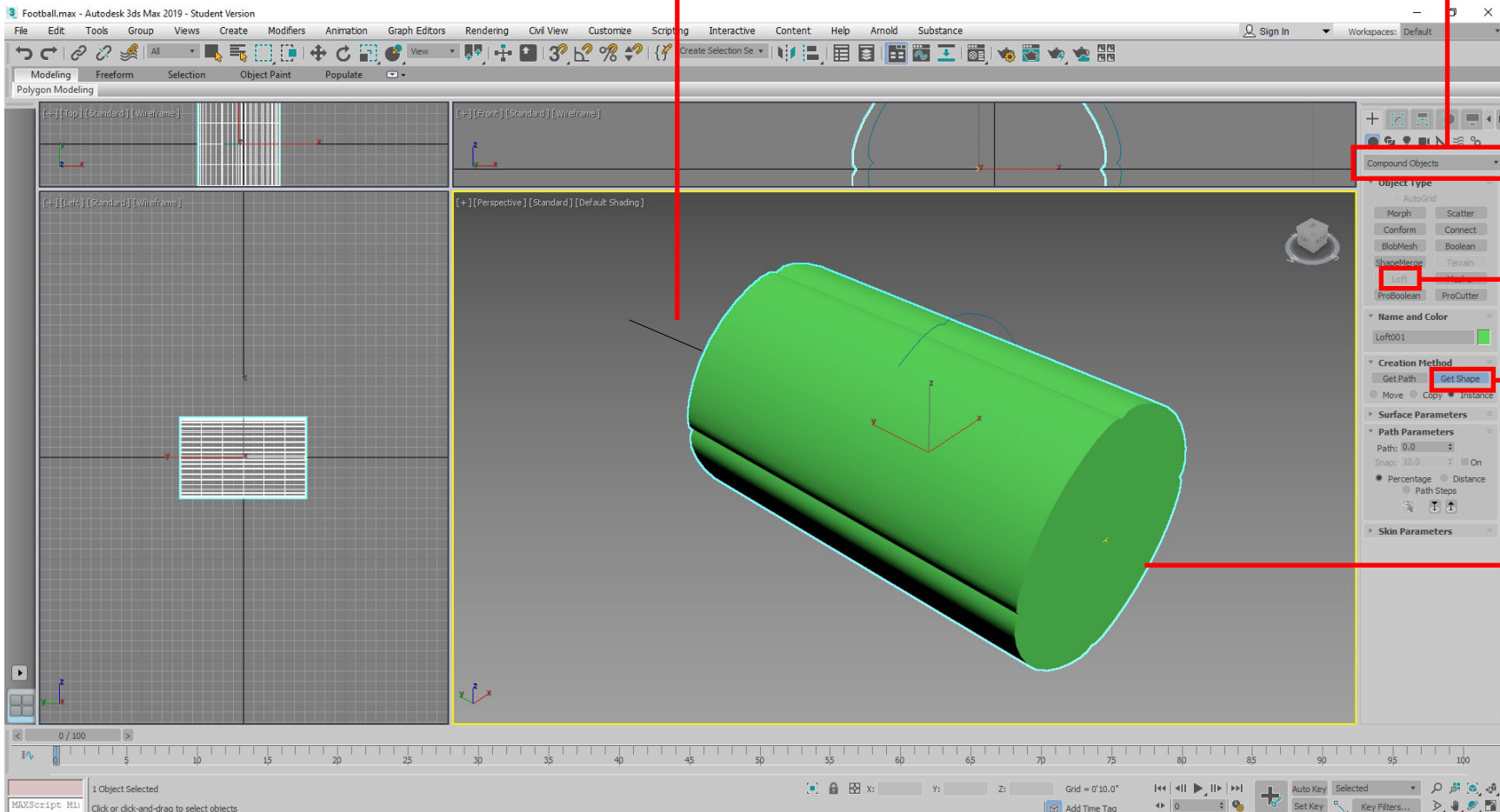


Football Trophy

Next you'll combine the line and the modified circles into one object by performing a "Loft"

8. Select the line.

9. Open "Compound Objects".



10. Select "Loft"

11. Select "Get Shape".

12. Click on the modified circle.