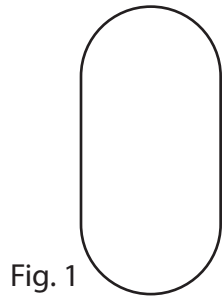
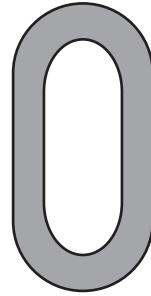


Modeling a Chain

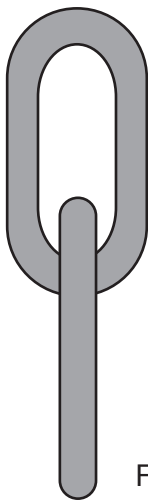
1. Make a Spline Rectangle and set the radius to look like figure 1



2. In the Modify Panel set the rectangles to:
a. Enable in Render
b. Enable in Viewport



Set the appropriate thickness



3. Copy the chain, rotate it 90 degrees and move it into position

4. Continue copying and moving the links to form the length you need.

Fig. 4

