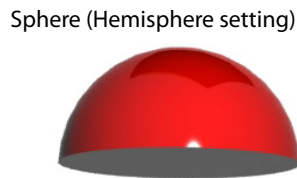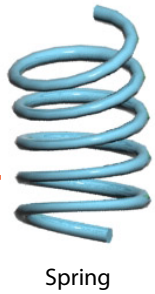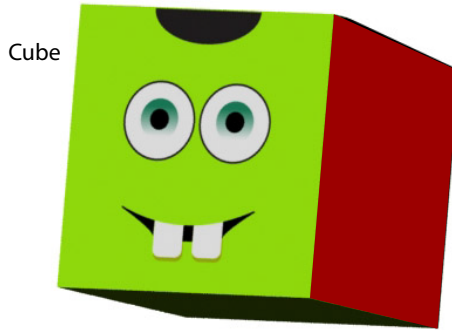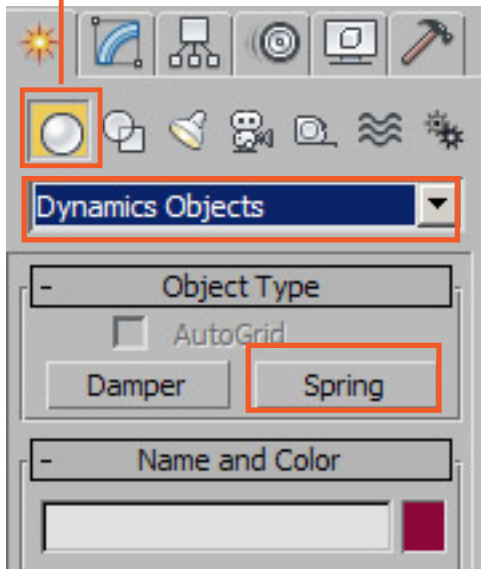# Modeling the Blockhead

**The Blockhead project uses three easy to make elements: Cube, Spring and Hemisphere.
You may use the textures on the class web site**

Cube

1. First, prepare your "Multi Sub-Object" face material following the directions on our web site under "Texturing Directions".

2. Apply the "Edit Poly" modifier to the cube

3. Apply your face material

4. Make a "Spring" and "Attach" it to the cube using the "Attach" button on the the Edit Poly modifier.

Sphere (Hemisphere setting)

Spring

5. Open the "Heirarchy" panel and select "Affect Pivot Only"

Dynamics Objects

Object Type
- AutoGrid
Damper   Spring

- Name and Color

6. Using the select & move tool, drag the pivot (Gizmo) to the bottom of the spring.

Now, when you add the "Bend" modifier, it will bend from the base of the spring.

Group01
Pivot   IK   Link Info

- Adjust Pivot
Move/Rotate/Scale:
Affect Pivot Only
Affect Object Only
Affect Hierarchy Only

Alignment:
Center to Object
Align to Object
Align to World

Pivot:
Reset Pivot

- Working Pivot
Edit Working Pivot
Use Working Pivot
Align To View   Reset

Place Pivot To:
View   Surface