LATHING

3D ANIMATION & MODELING

Lathing is a modeling technique where a spline (line) is spun around a central axis to create a three dimensional object.

First draw a shape using the "Line" tool.

Next, add the the "Lathe" modifier on top of the Line.

Open the "Axis" to set the proportions of the new 3D object.

Adjust the "Parameters" to refine the shape.

PARAMETERS

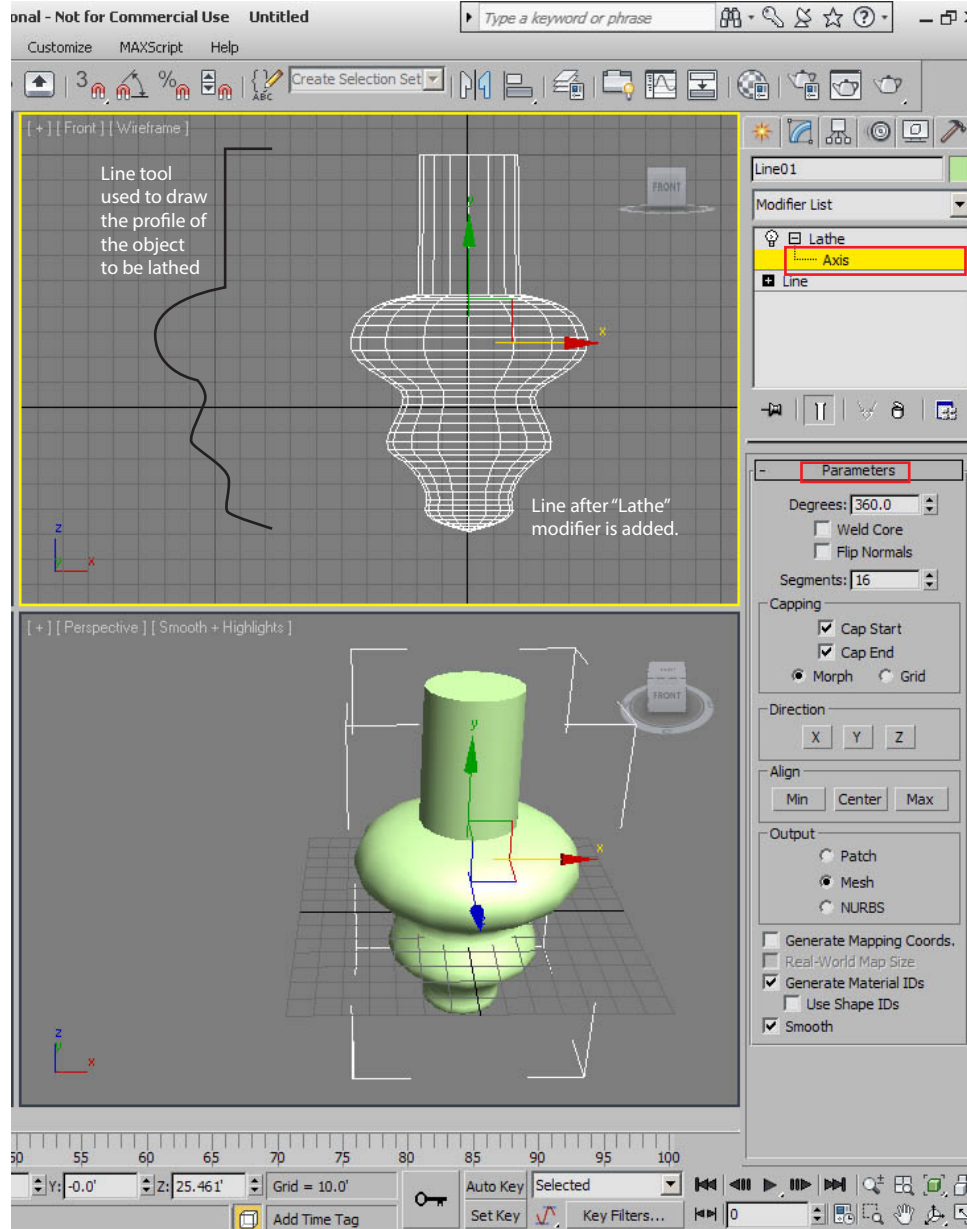**Degrees -** How far around the line spins.

Weld Core - Removes the "pucker".

Flip Normals - Sometimes the inside needs to be flipped to the outside.
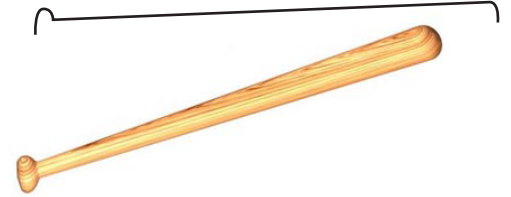
Segments - Smooths the 3D objects.

Capping - Covers holes if you don't set the degrees to 360.

Direction - Which way the line is lathed. Align - Adjusts the "Axis".

Line tool used to draw the profile of the object to be lathed
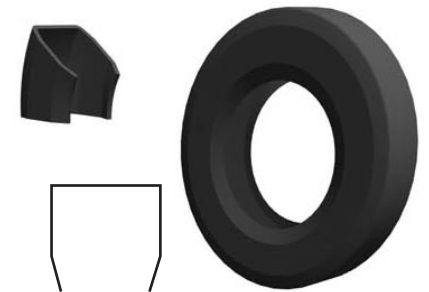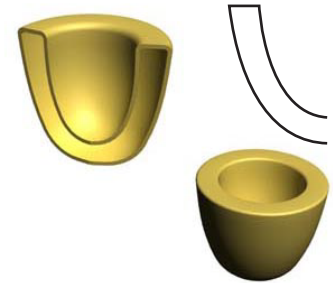
Line after "Lathe" modifier is added.

Examples of "Lathed" objects

A baseball bat lathed from a spline

A cup lathed from a spline

A car tire lathed from a spline.