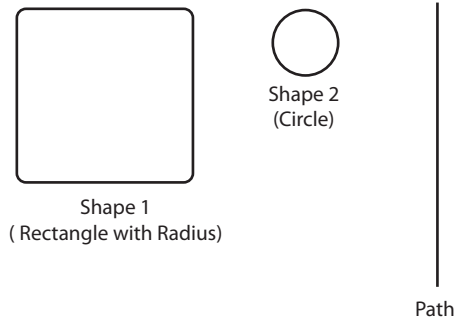


3D Modeling & Animation

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

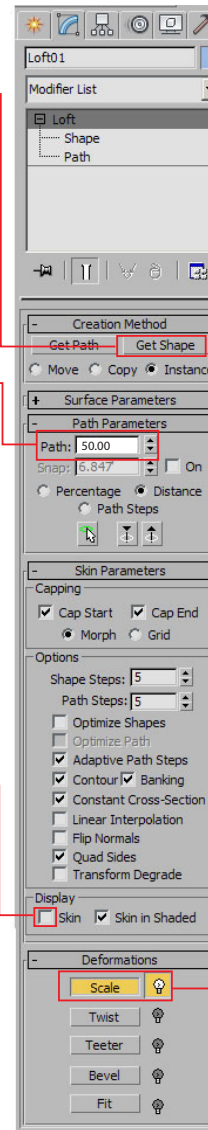


1. Begin by making 2 shapes and 1 path



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

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



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

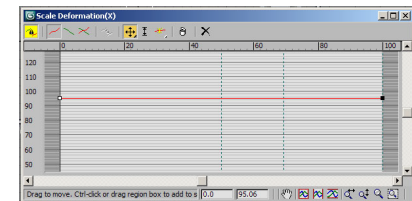
5. Click "Get Shape",
again and select
Shape 2.

6. Turn "off" "Display
Skin Button

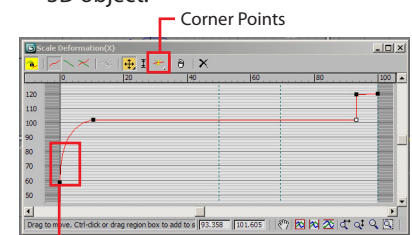
7. By adjusting the Path
settings, you can add as
many shapes to the path
as wanted.

10. Add a "Shell" modifier to the bottle to give
it thickness and glass material.

8. Open the "Scale" panel. It is found
at the bottom of the Loft panel.



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



Note: Right click on a Corner Point to turn it into a Bezier Curve.