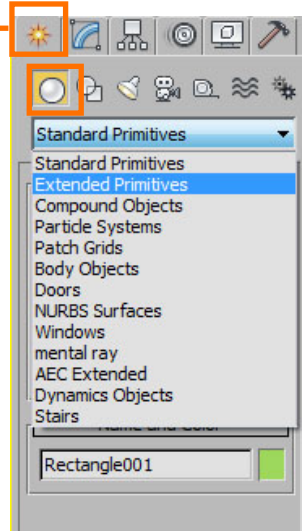
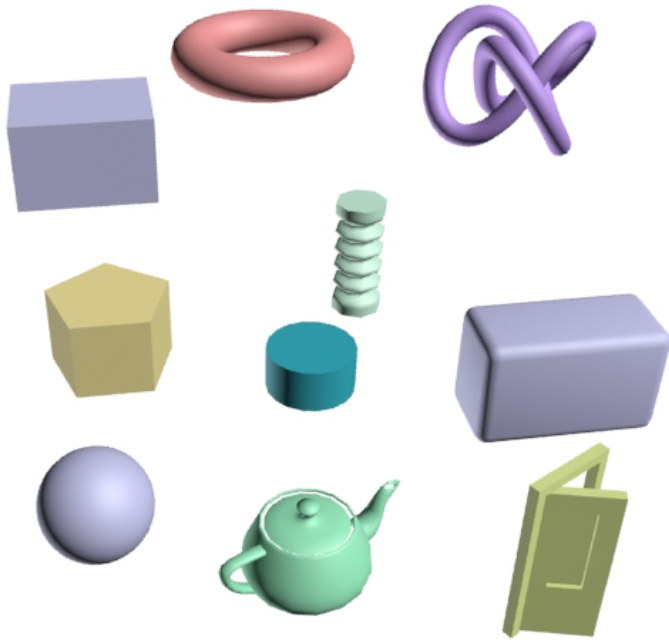
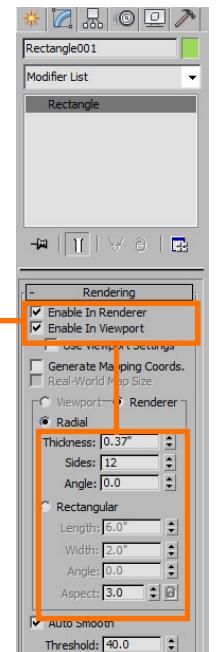
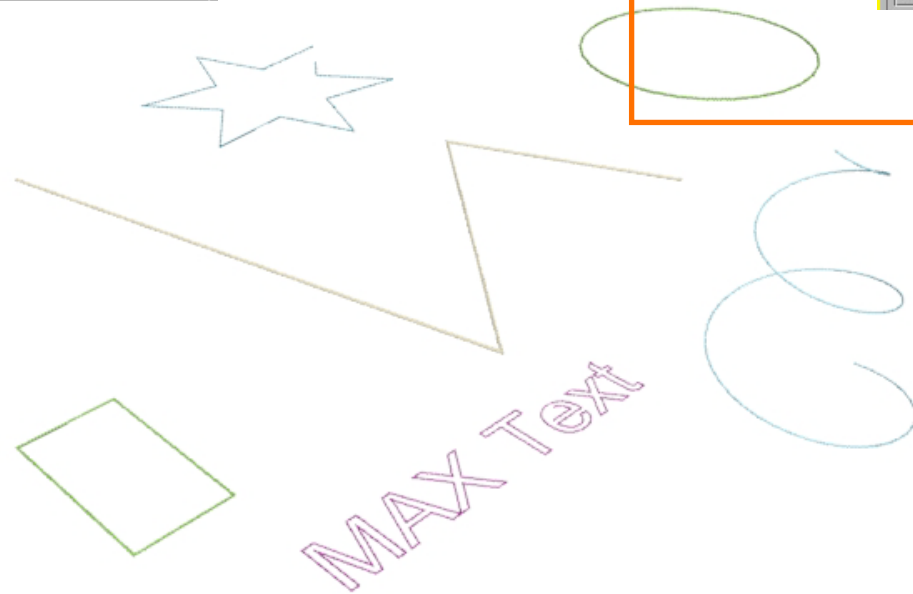
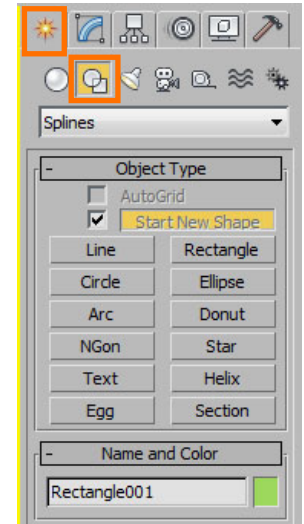


GEOMETRY VS SHAPES

Geometry refers to 3 dimensional objects or meshes. There are many ready made geometry "primitives" and other meshes on the Create panel.



Shapes refers to those objects that are 2 dimensional. These objects have no volume and do not render. Shapes have to be "modified" to turn them into 3 dimensional objects. The easiest way to give them 3D volume is to turn on their "render" parameters.



Additional ways to turn 2D shapes into 3D objects include adding the Extrude or Lath modifiers. Lofting is a "Compound" process that turns shapes into 3D objects.