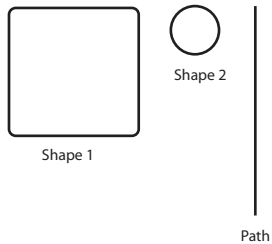


LOFTING

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



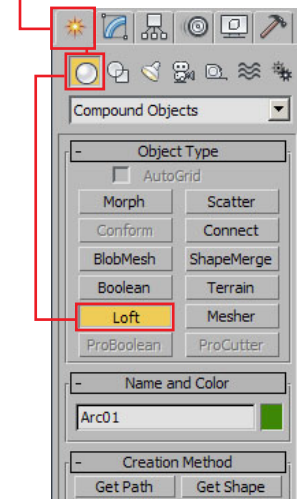
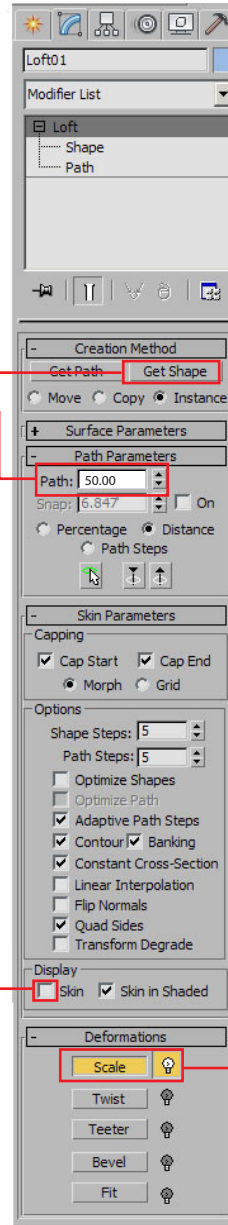
3. Click "Get Shape" button & select Shape 1.

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

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

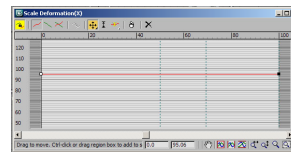
6. Turn off "Display Skin" Button

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

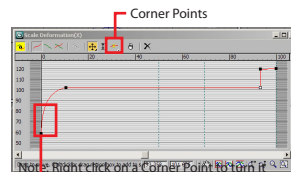


7. By adjusting the Path settings, you can add as many shapes to the path as wanted.

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

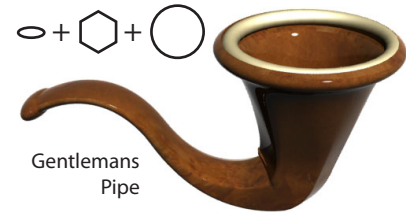
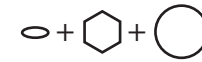


9. By adding "Corner Points" and moving them about, you can model the new 3D object.

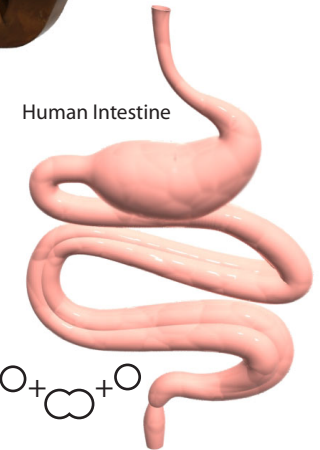


Note: Right click on a Corner Point to turn it into a Bezier Curve.

Examples of "Lofted" objects



Gentlemans Pipe



Human Intestine



Bottle with glass texture

