

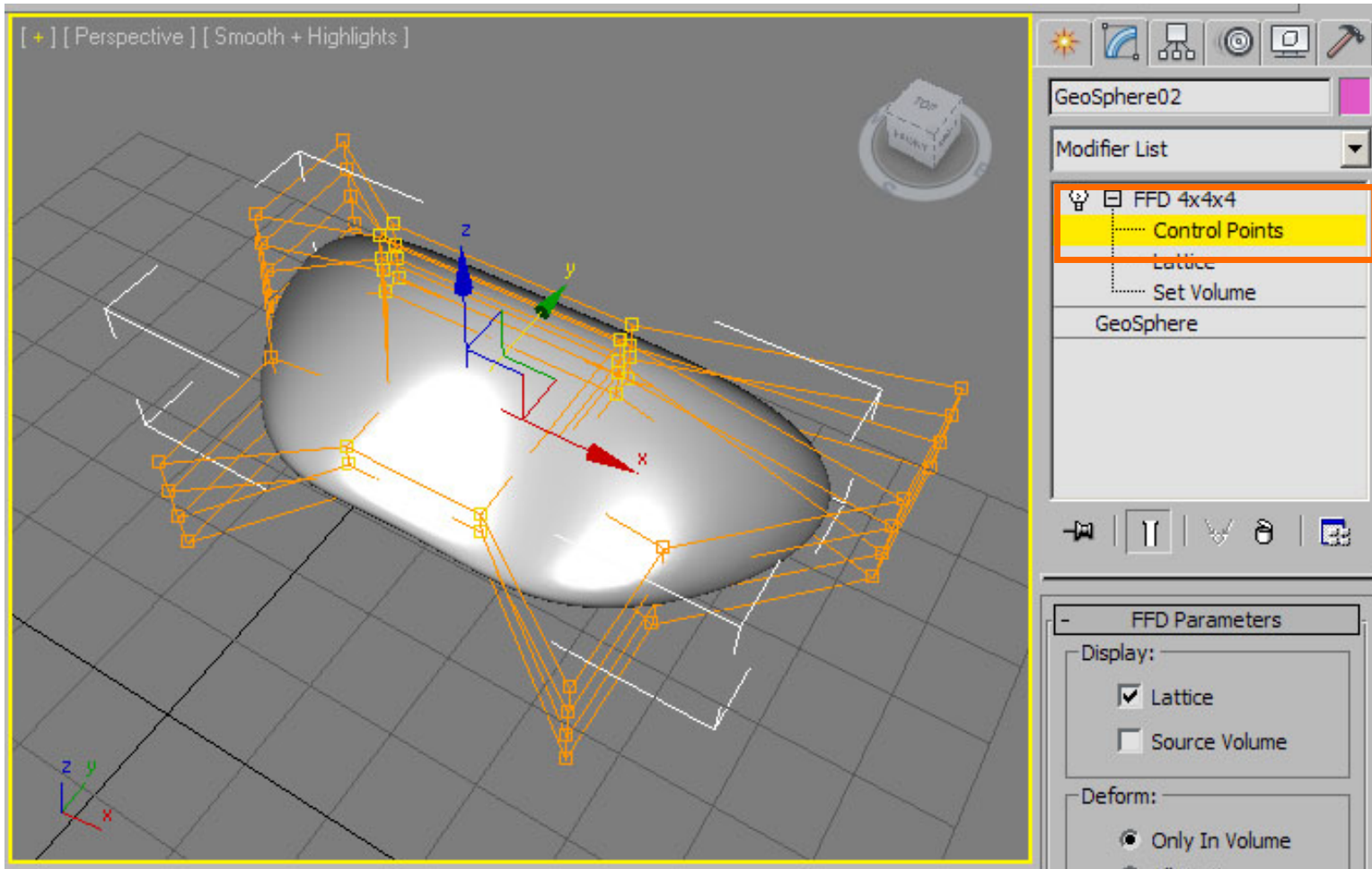


# Design Your Own Controller

The key modeling concepts for this project are the **FFD modifier** and **Boolean subtraction**.

For materials you will use “Arch & Design” with the Special Effects setting of “Rounded Corners”  
This will create what designers call an “Advancing Edge” reflection.

For rendering you will assign the “Mental Ray” setting.



1. Create a “Geosphere” set to Icosa, 50 Radius and 15 segs. flatten it with the scale tool

2. Add a 4x4x4 FFD Modifier

3. Shape the controller using the “control points” on the FFD.