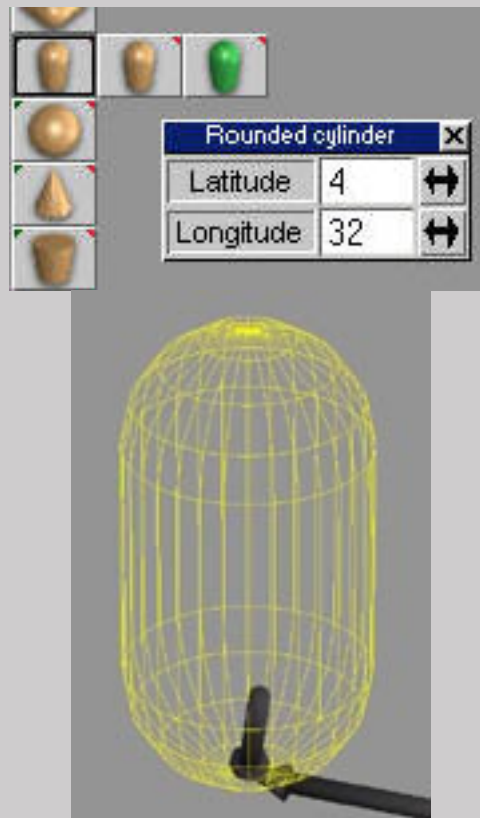


Propeller © Norbert Esser

Propeller and dogs with SS (basic technique)

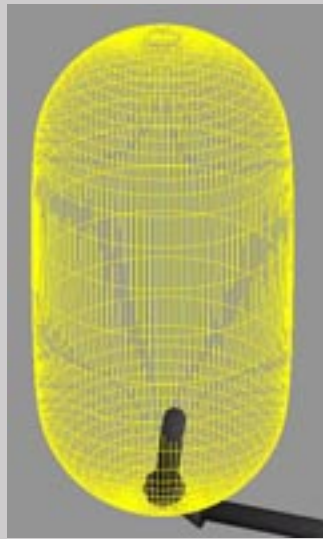
Example: Propeller

First use a rounded cylinder.

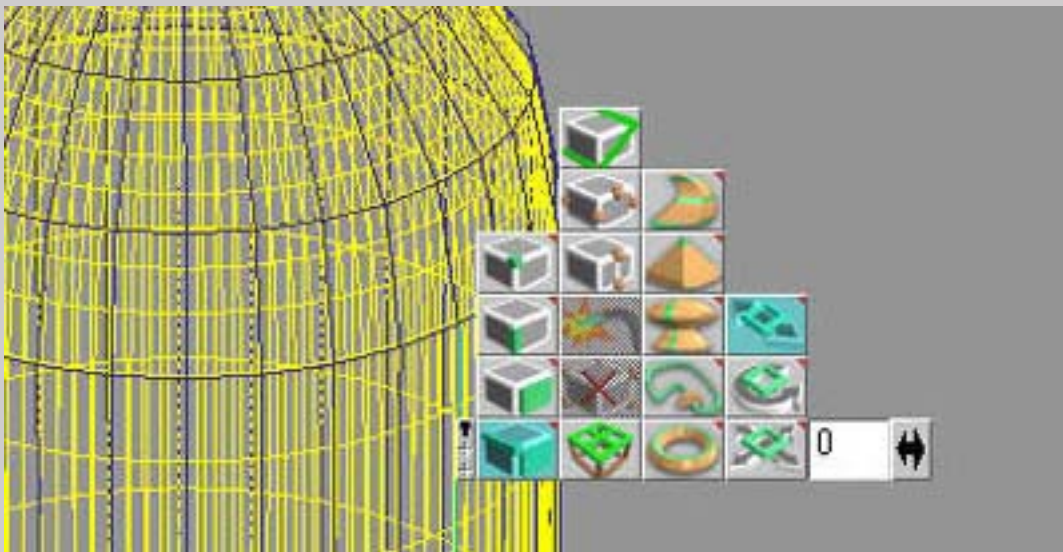


Now press the "Subdivided Icon"

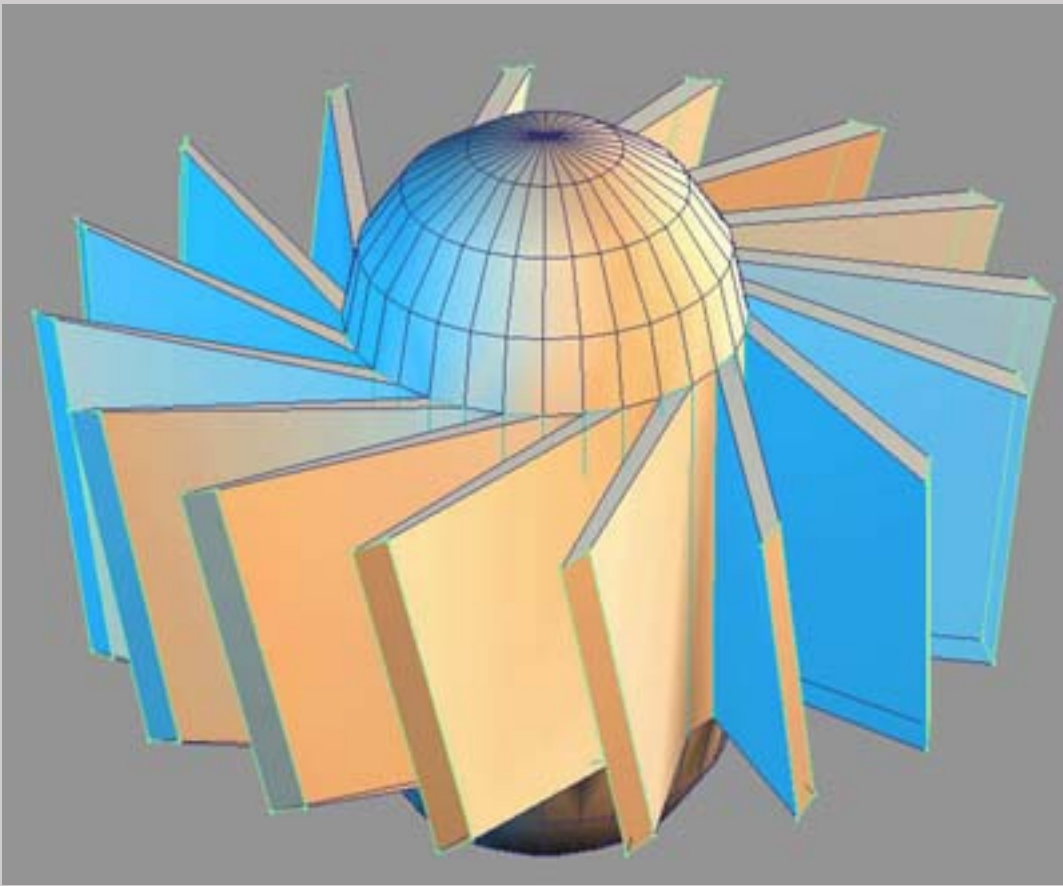




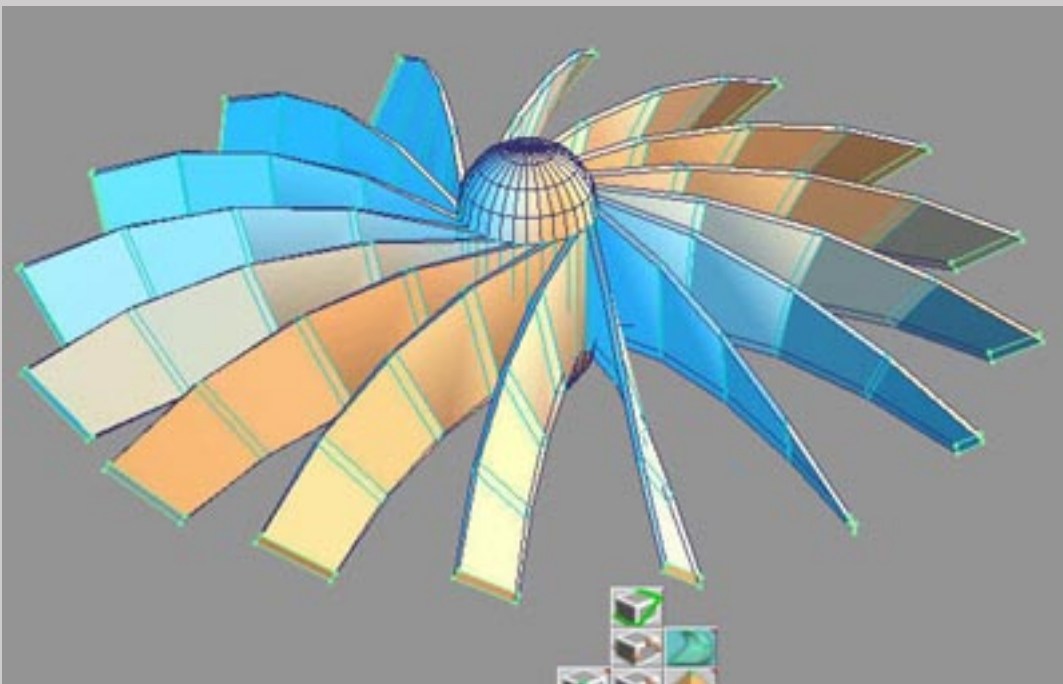
Edit the control mesh.



Hold down the cntrl-key and select every second face around the object.



Hit the sweep button. Rotate your selection and scale it a little bit down. Now press the sweep button over and over again.



Try it also with other primitives or different faces.

Easy :-)

Examples:





The dog is just 5 sweeps away from a Plane!

Close