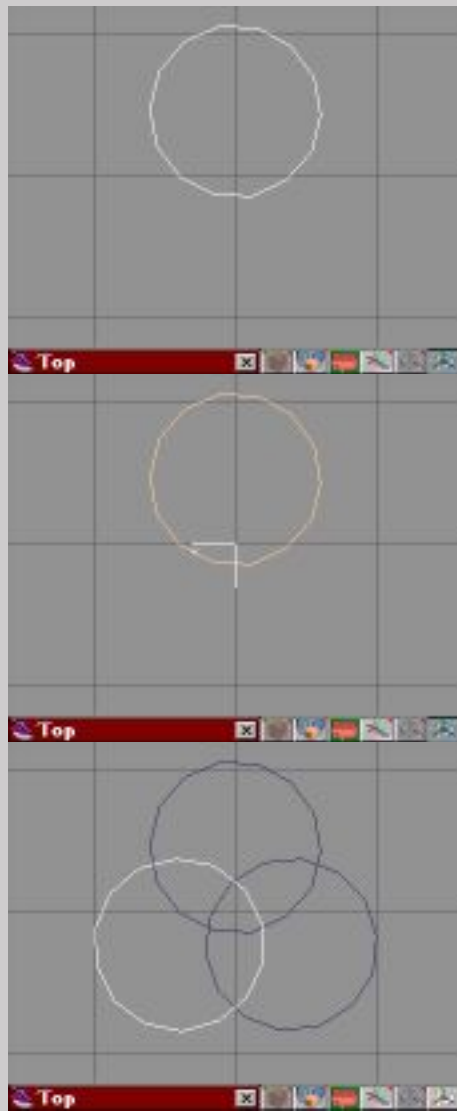


# Round Rope      © Kevin Barnett

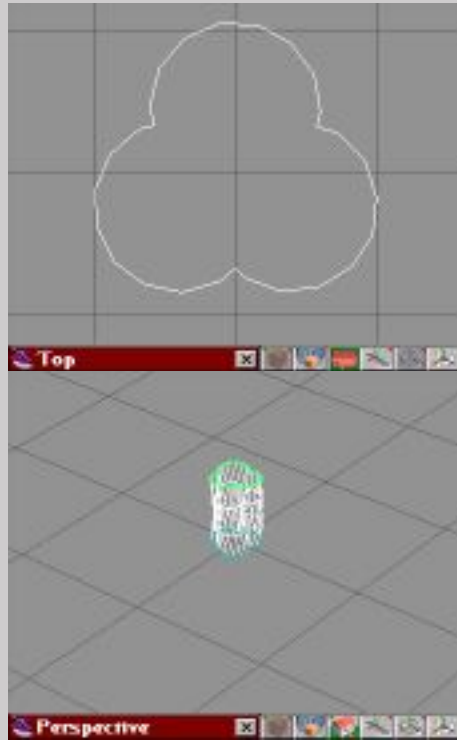
## How to make a rope ring...kinda thingy

Start off with a 2d poly... center it at world coords 0,0,0 then move it slightly upwards from a top view. Show the axis and click the normalize location button. Then make 2 copies... one rotated 120deg on the Z axis..the other at -120deg.

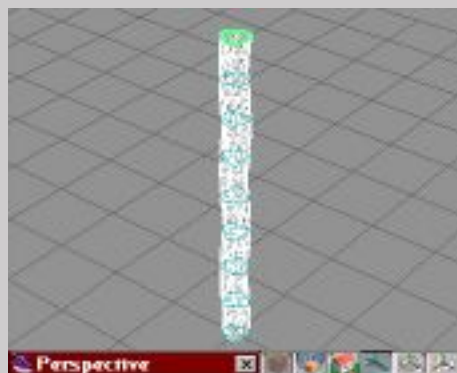


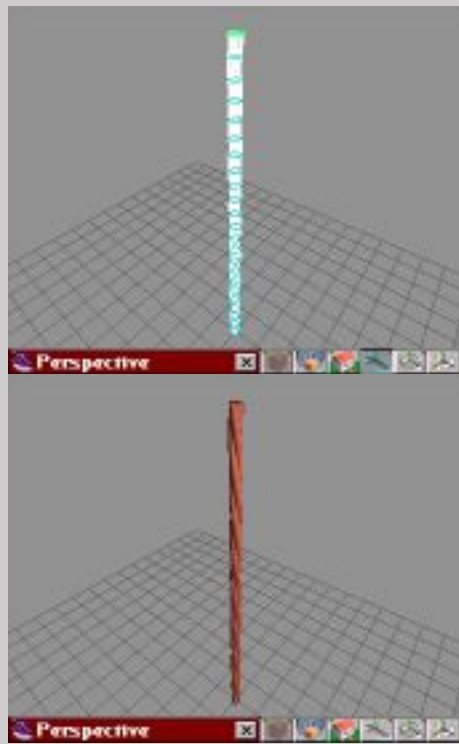
Use the boolean add tool to make them one piece. Right click on the sweep tool and set the number of floors to 2 or 3 and enable the bending function. Sweep

once then rotate the new floor by 45 degrees or so on the Z axis.

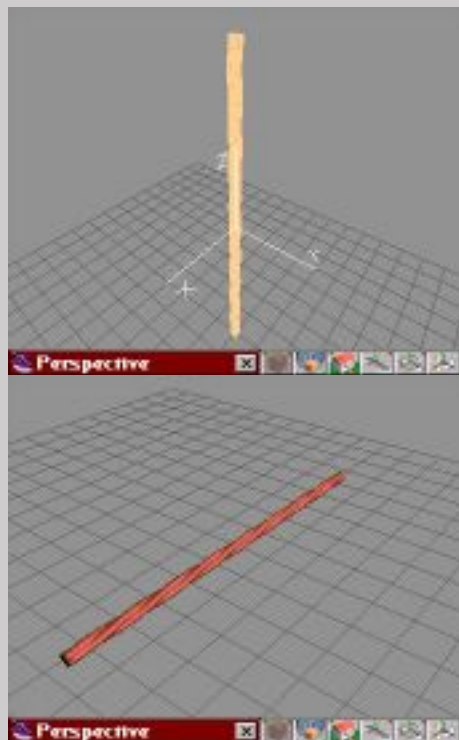


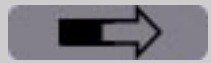
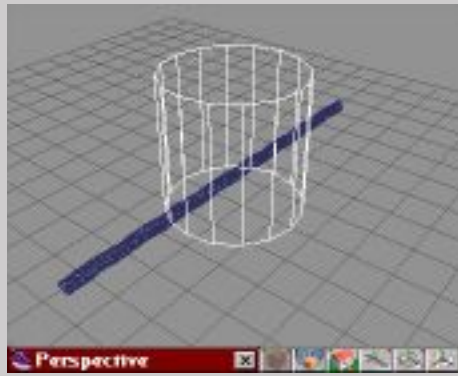
Continue to sweep ( the length and rotation are continued with each additional sweep ). Watch the object properties panel and stop on a rotation that is the same as the other end. We now have a straight rope.





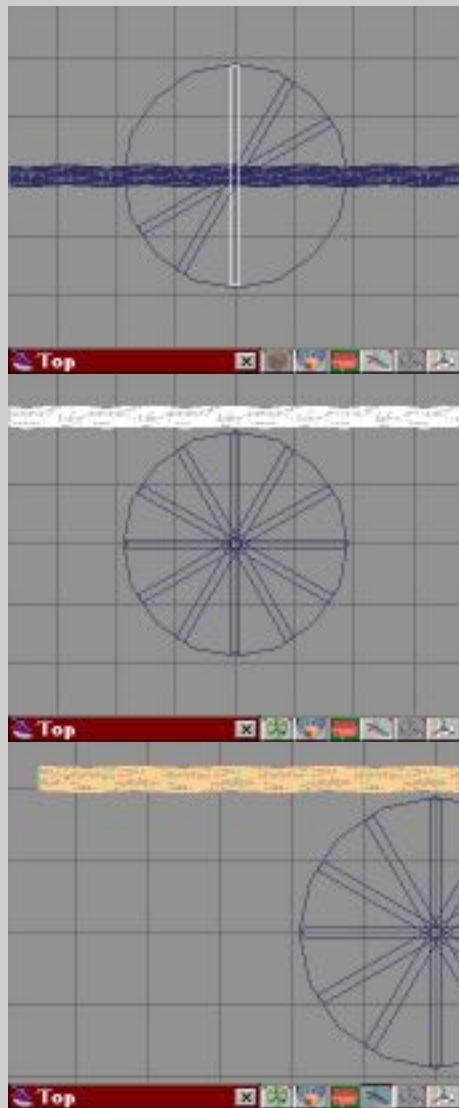
Show the axis on the new object and center it. Rotate the rope to lay flat and center it to 0,0,0. Pop up a cylinder for reference.





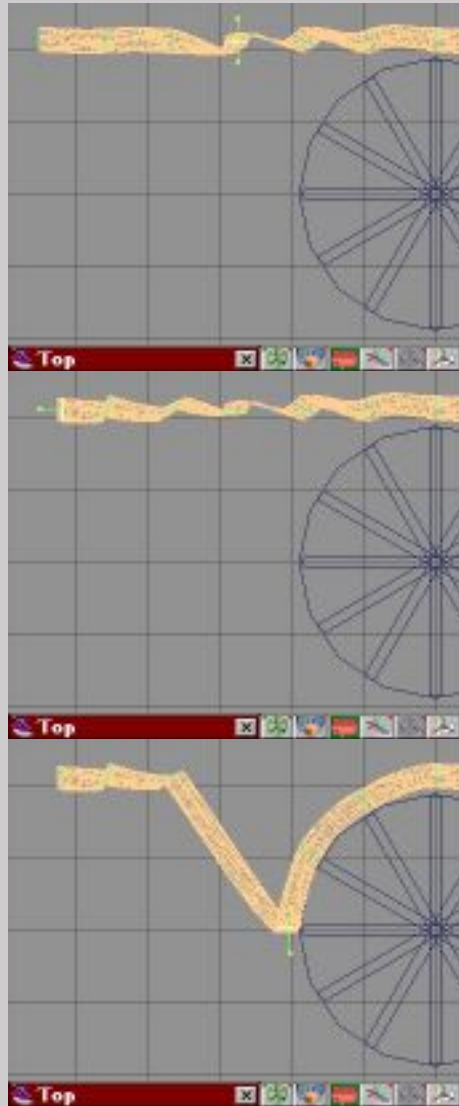
## Round Rope © Kevin Barnett

Pop up a cube and scale it to look like this from a top view. Copy and rotate at 30 degree. Continue to copy and rotate until it looks like a spoke wheel. These are for reference. Now move the rope to the upper edge of the cylinder and click on the deform tool. make the levels that run the length of the rope divide the rope into 12 sections.

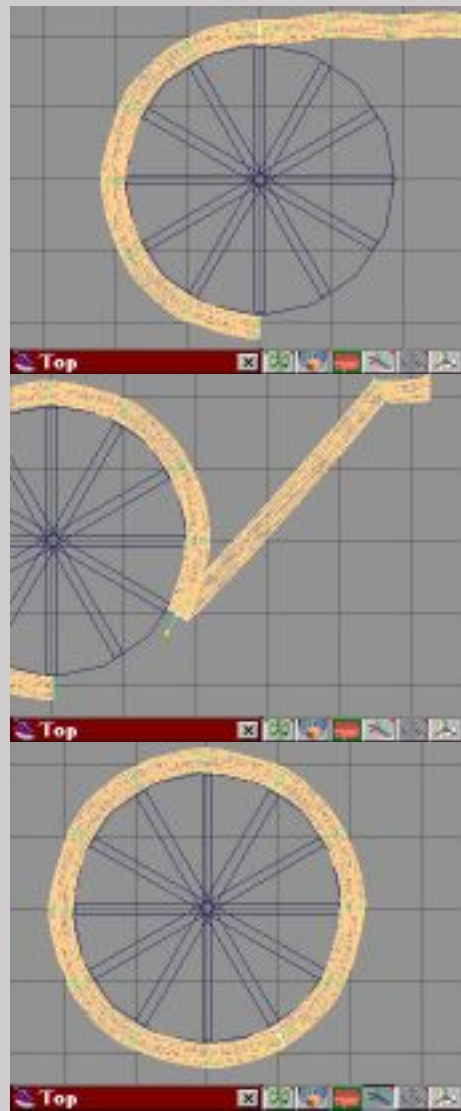


Select each level from the center and rotate 30 degrees... next one out is 60 degs... etc... until the last

level is rotated 180 degs. Select the move tool in the deform panel and start bringing each level in to the cylinder outline and where they meet up with the reference cubes.



Do this on both sides, bringing the ends as close together as possible.



You end up with this.....and with 2 more..you get this.





**Close**