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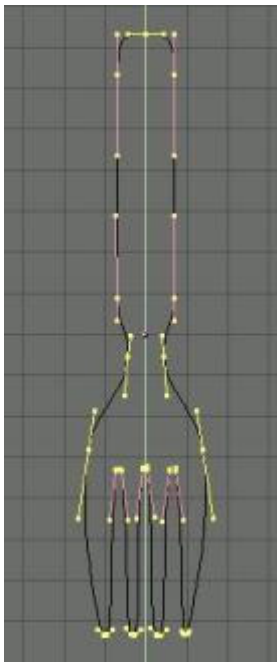
Blender Tutorials

Modelling a fork
by Stefan Gartner

1.) In TopView (Pad7), delete the default plane.

Add a CurveCircle (Shift+A, Curve->Cirlce)



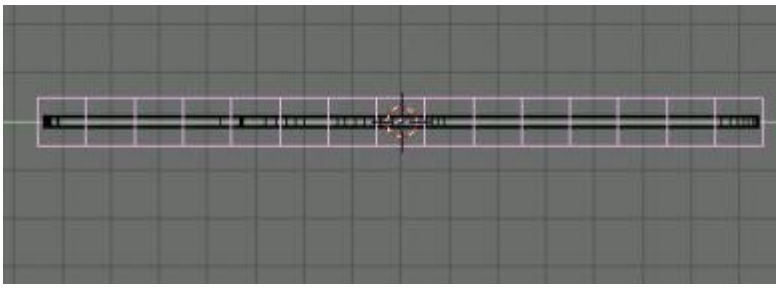
2.) In EditMode (TAB), Subdivide (W->Subdivide) the curve several times,
move around the bezier-points (hit TAB-TAB regulary, this creates some kind
of undo-buffer in case you make any mistakes) until the circle looks as shown in the image.
You have to play around a little to get the proper shape.
Best thing is that you have a real fork at hand for reference.

3.) Hit F9. Set Ext1 to ~0.1 and Ext2 to ~0.25. This will bevel your curve

4.) Hit ALT+C and Enter to convert your curve to a mesh

5.) Place the 3DCursor at your mesh's center (SHIFT+S, Curs->Sel)

6.) In SideView (Pad3), add a lattice.
Increase the value for U until the lattice is about the same length as the flat fork.



7.) Hit TAB. Select the lattice's points closest to the fork's teeth.
Rotate/grab/whatever the selected points.

8.) Out of EditMode, parent the lattice to the fork.
(Select fork, SHIFT-select Lattice, CTRL-P, Enter)

9.) Select the deformed fork, hit SHIFT-CTRL-A to apply the deformation to the fork.
Delete the lattice. Now your fork should look like this: