



MODELLING A GLASS

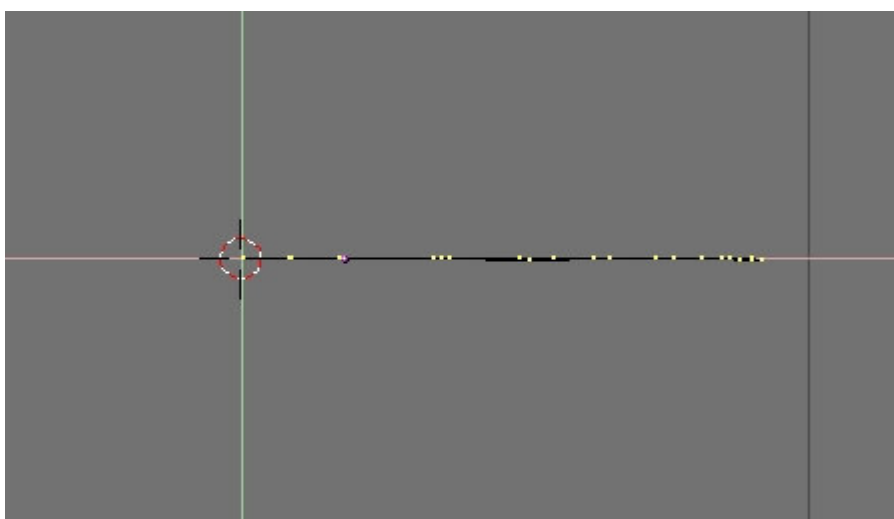
By [Olivier Saraja](#)

LinuxGraphic.org

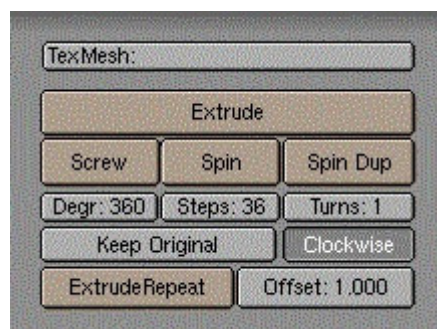
Introduction — 1 2 3 4 5 →

Step 2 :

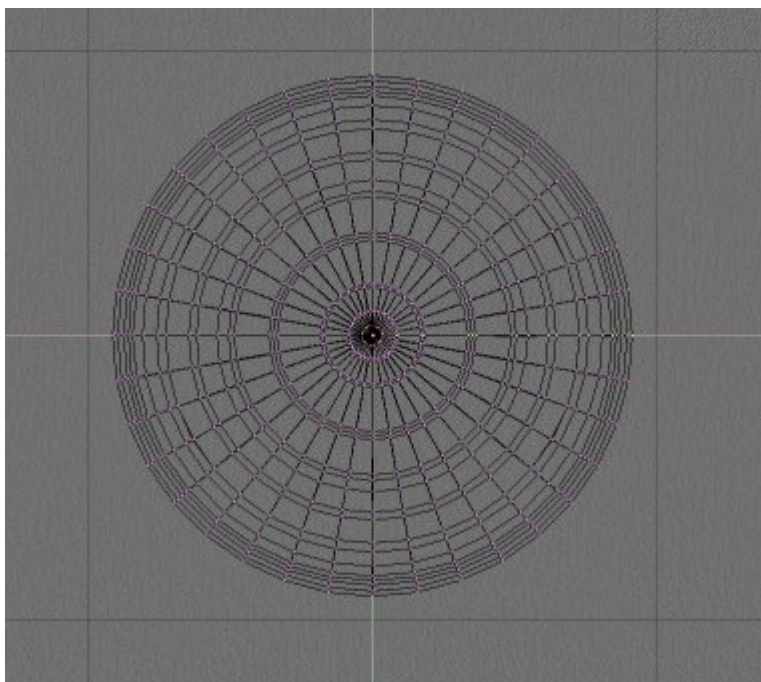
Toggle into top view (**NUM-7**) and make sure the cursor is at the right place. Also make sure you are in Edit mode (**TAB**) and that all the vertices are selected (**A-KEY**).



Display the Edit Buttons (**F9-KEY**) and set these parameters to these values : **Degr: 360, Steps: 36** then press the **Spin** button.



You should get the following result.



Leave the Edit mode (**TAB**) and toggle to side or face view (**NUM-3** or **NUM-1**) to have a more striking point of view of your object.



You just have to click on the '**Set Smooth**' button to obtain a soft surface and get rid of the faces of your object during rendering or shaded view (**Z-KEY**).

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