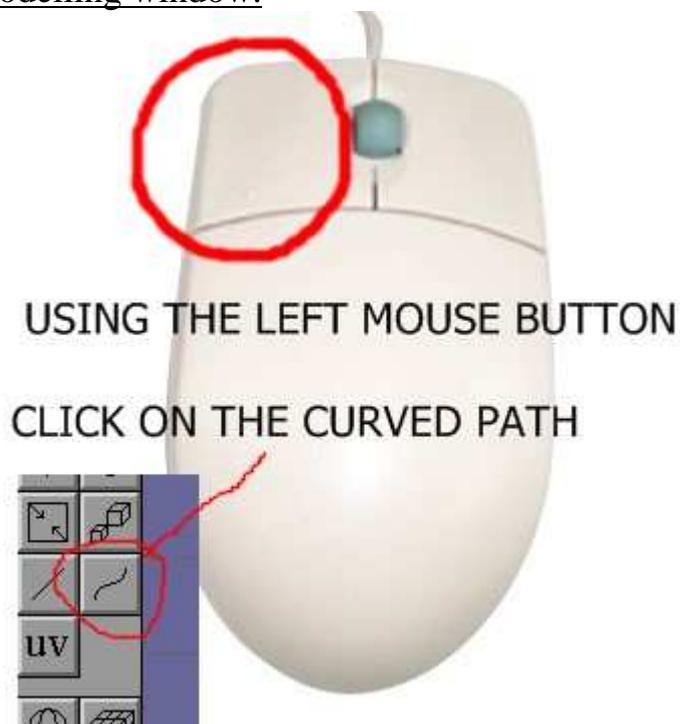
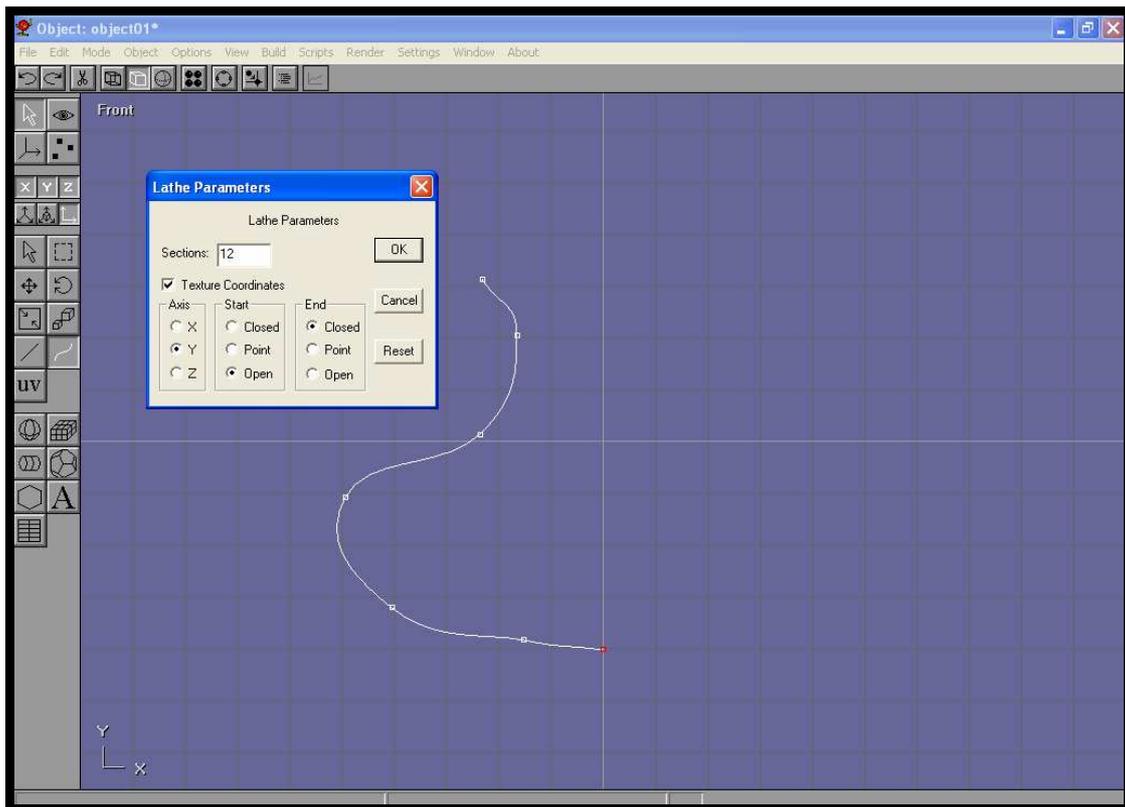


LATHING

Lathing creates a solid surface from a spline by spinning it around an axis and converting the area it sweeps into a mesh surface.

In the object modelling window.

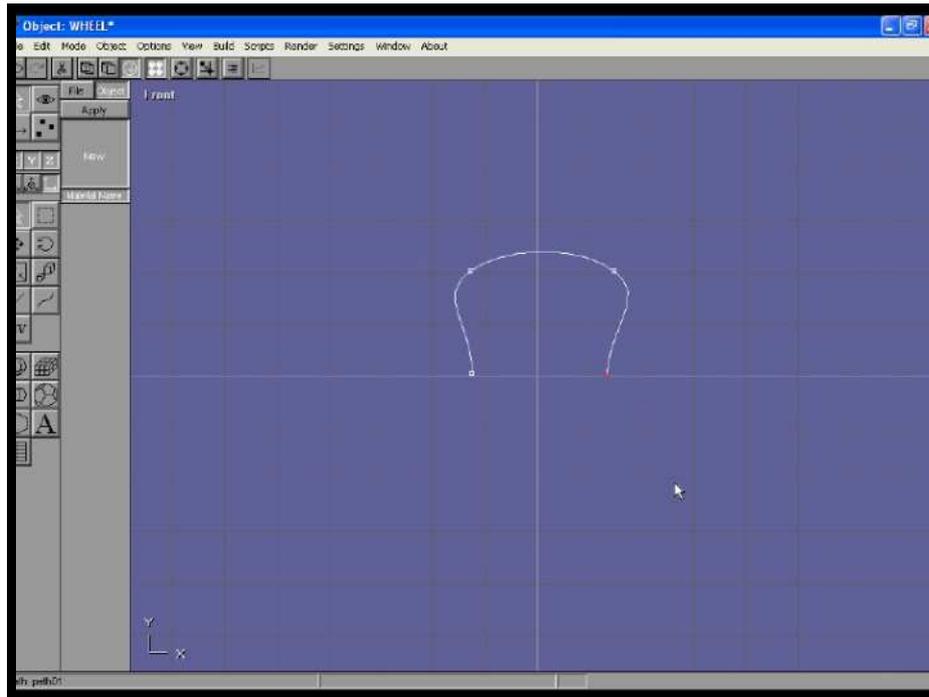




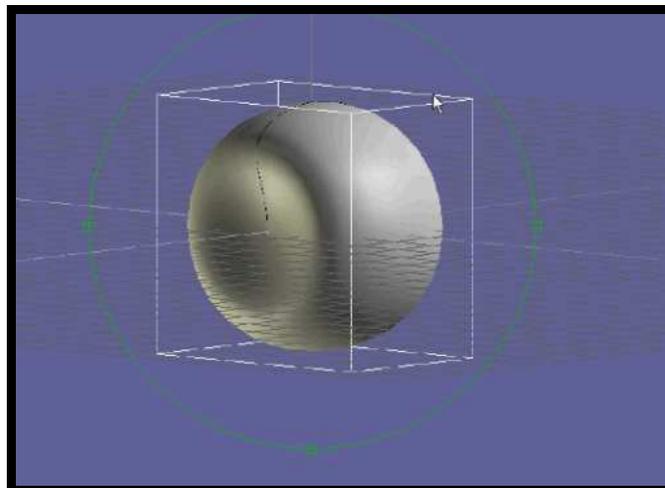
From the build drop down menu select LATH, then tick the Y-axis, then select open or closed, I chose open, then render. You may wish to increase the sections from 12 to 24. The more sections the smoother the render.

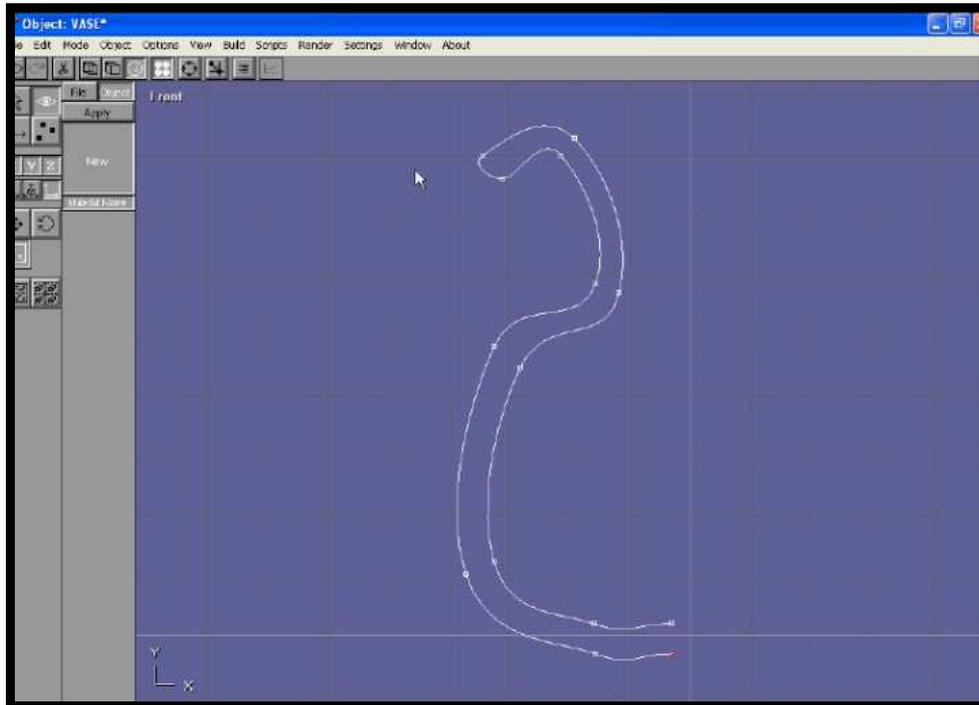


USE THE ARC ROTATE BUTTON TO VIEW YOUR VASE AT DIFFERENT ANGLES, PLACE THE CURSOR INSIDE THE GREEN CIRCLE TO TURN IT AROUND. REMEMBER TO TURN OFF THE ARC ROTATE WHEN YOU HAVE YOUR DESIRED VIEW.



It is possible to create a wheel from the above shape, lath this around the the x-axis 24 sections.





Using the above spline, LATH around the Y-axis 24 sections.



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STUDENT

NOTES:
