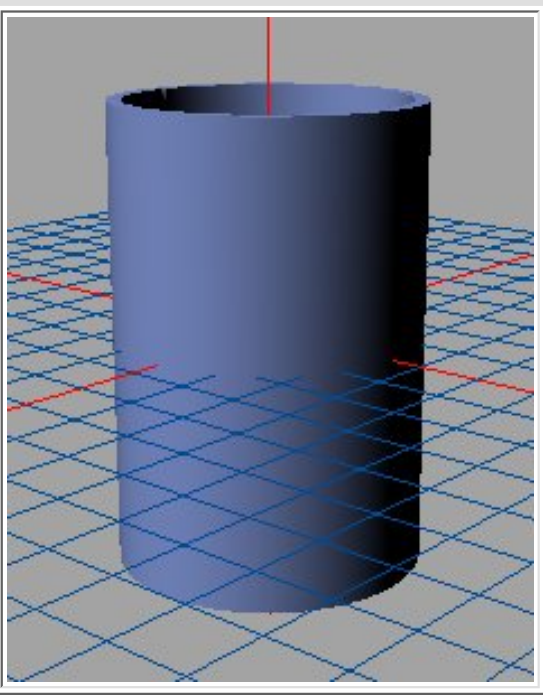


Beginner

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Modeling a Glass

Then with the subtract boolean tool selected, click on the duplicate in the workspace window. It will turn red and the boolean operation will begin. (another way to do a subtract boolean is to click on the objects. The second object you click on will be subtracted from the first.) You can select the first object on the project list, but the second object has to be selected in the workspace window. Once the boolean operation is complete there will be one object in the window named glass, and it will be hollowed out.



Now we'll go to the FX workspace and deform the boolean glass into a drinking glass shape.

Click on the FX workspace located at the top of the screen.

Project Tasks Mask Tools **FX** HeightShop Morph Paint Mapper Material BioSpheres Wax Composer Link

There are two different types of FX tools, geometry (distortion) and paint (effects the surface paint). Some of the tool are editable some are not. They are all used by clicking holding down and dragging. All but the rotate tool have percentage counters which will appear at the bottom center of the workspace when being used. We'll be using some of the geometry tools to form the cylinder into a more suitable drinking glass.

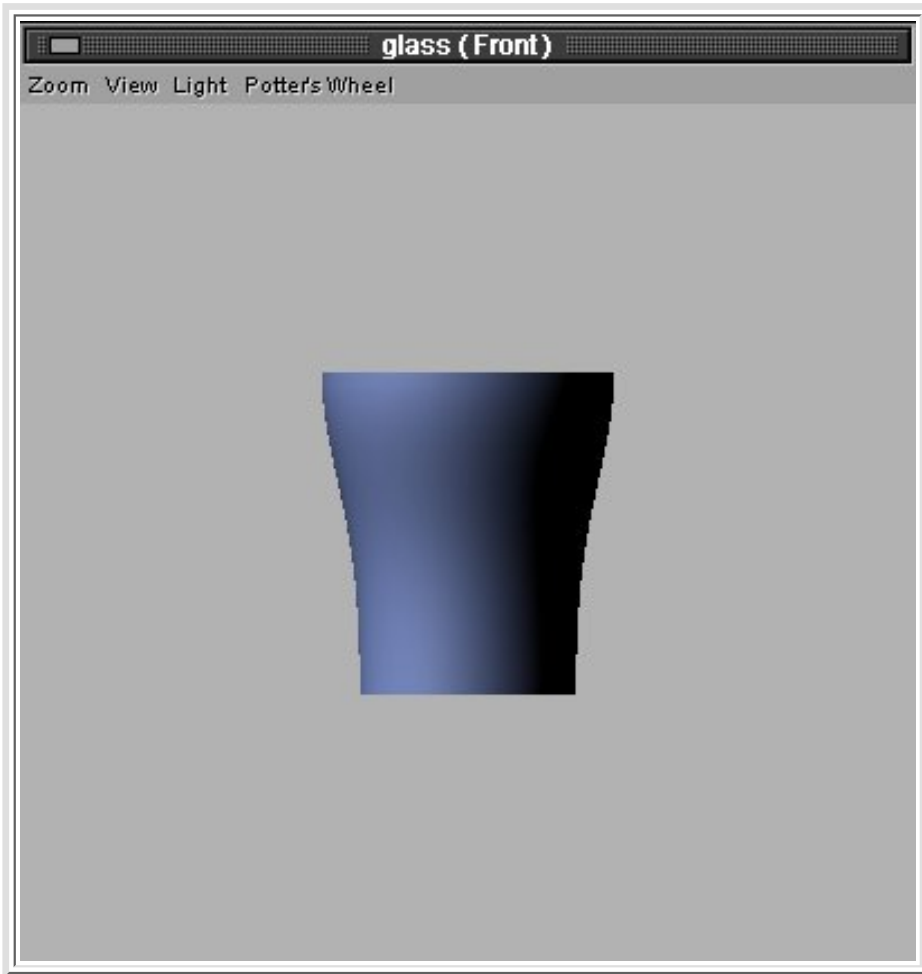
We'll use all of the distortion tools in the front view window unless other wise stated. Select the bottle tool.



Then go to the center of the workspace click hold and drag to the right till the percentage counter reads 40.000



This will expand the cylinder from the center to the top outward.



Next select the stretch tool, this tool works in four directions. Dragging up will stretch the object vertically outward, dragging down vertical inwards, dragging right will stretch horizontally outward, dragging left horizontal inwards. We want to make the glass taller so we'll drag upwards making sure no stretching occurs horizontally.



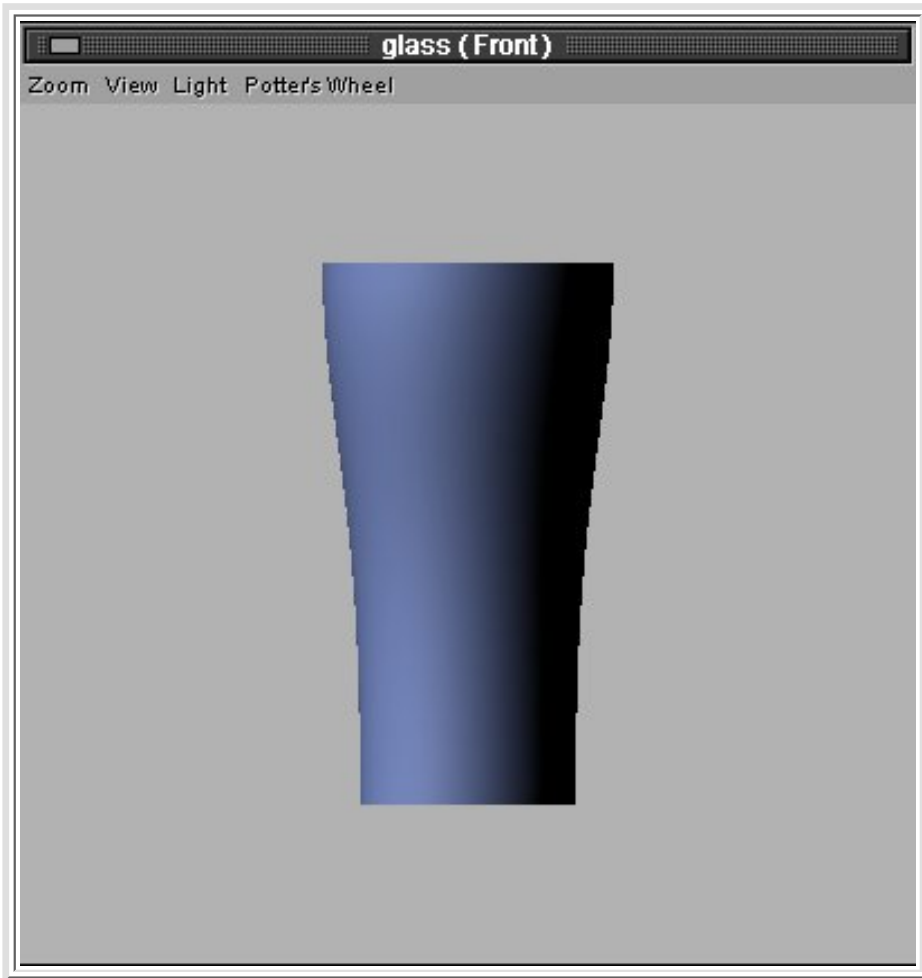
After selecting the tool start in the center and drag upwards until the counter on the right reads about 145.000% or somewhere close too that. It's important to make the counter on the left read 100.000% so the glass will stay round. The counter on the right is for vertical, the one on the left is for horizontal. A reading of 100.000

modeling glass 2

means no stretching has occurred.

100.000 %, 145.000 %

Now the glass should be stretched out some, making it taller but still perfectly round.

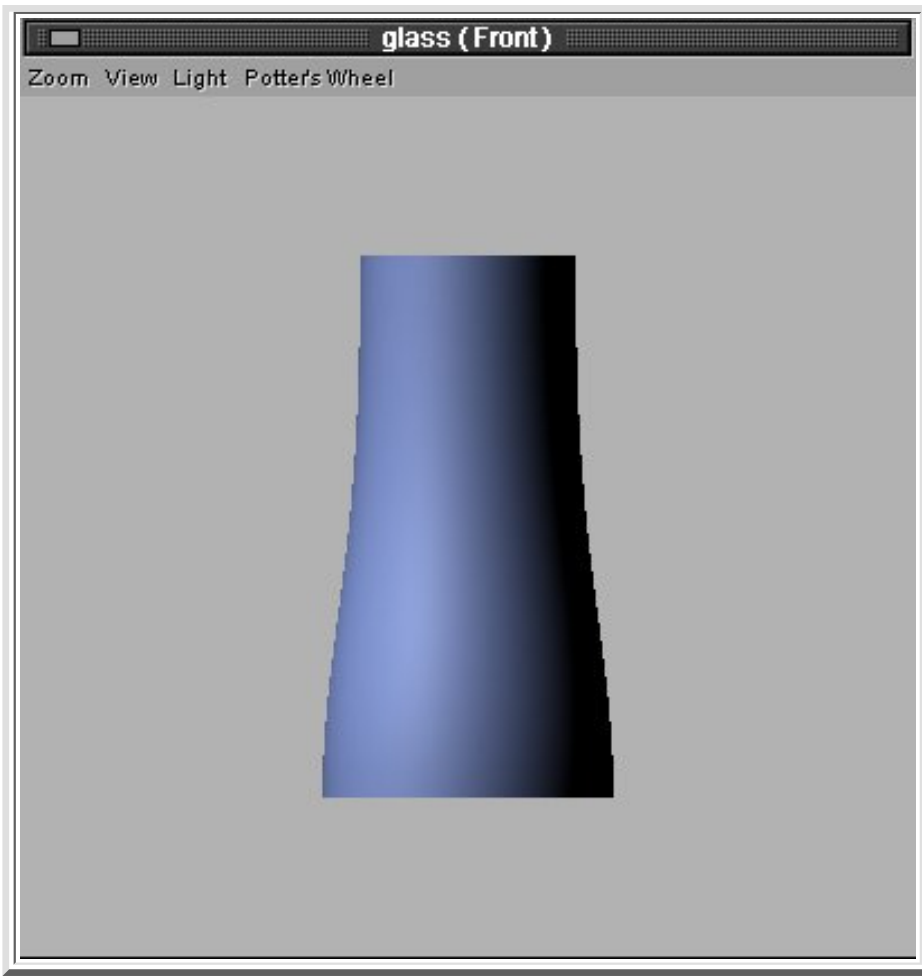


Now select the Bank tool and bank 100.000 percent.

Bank

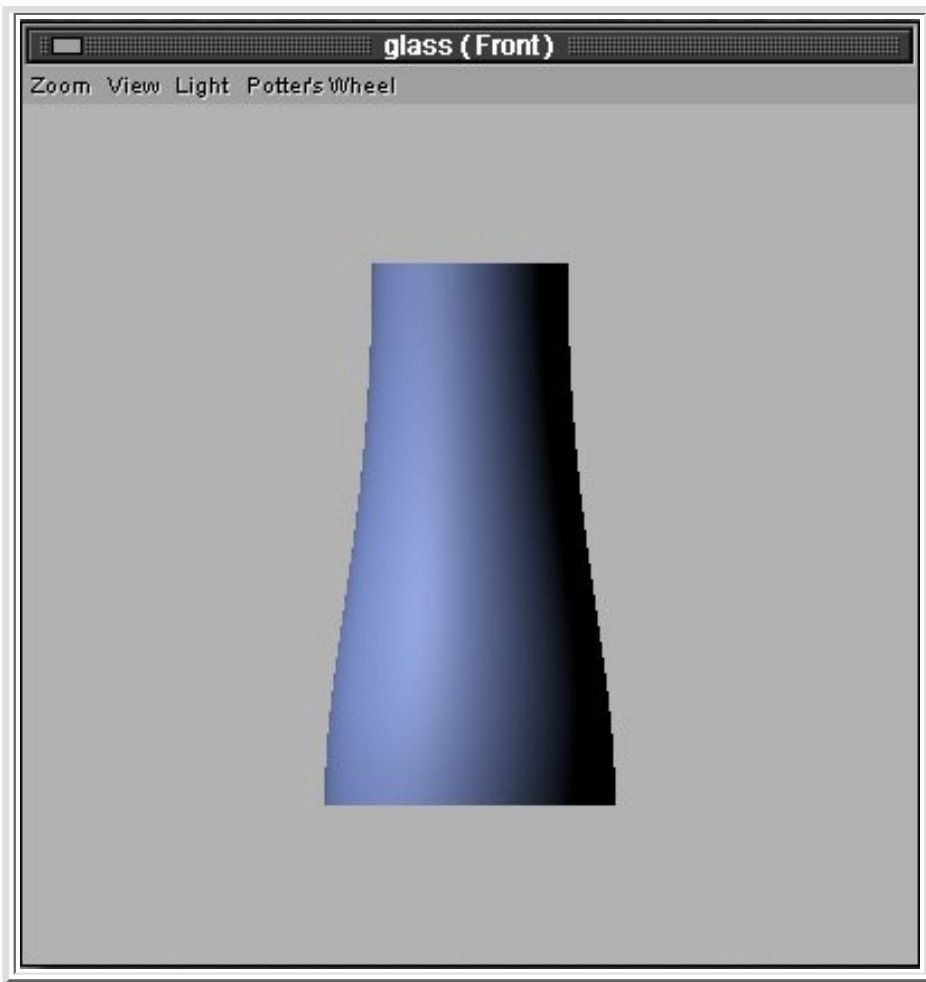
100.000

This will flip it upside down.



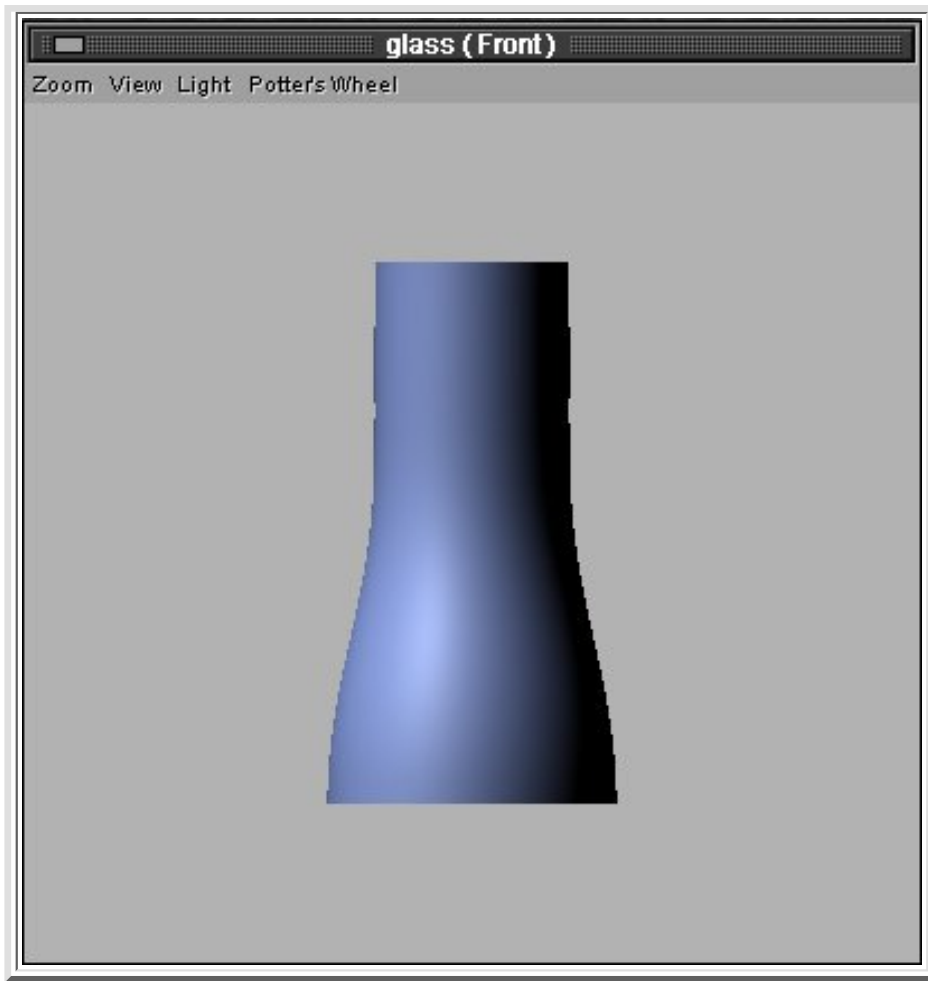
Select the bottle tool again, but this time we'll bottle inwards by dragging to the left. Once the counter reaches -10.000 it should do.





While the glass is still banked upside down we'll use the Belly tool on it to. Starting in the center drag the belly tool to the left till the counter reads -13.000.





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