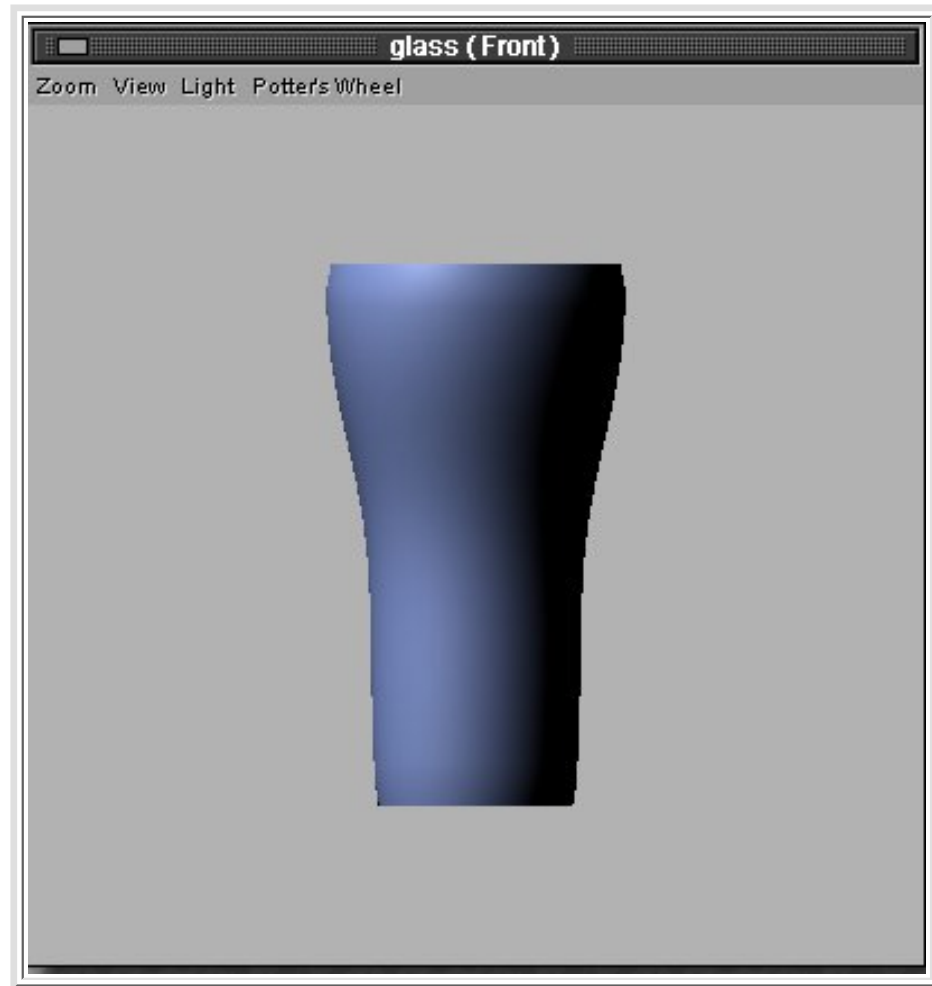


Beginner

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Modeling a Glass

Now flip the glass back around using the bank tool 100 percent. Then use the Bulge tool dragging to the right till the counter reaches 9.500



To fix the glass up a little more we'll need to go to the mask workspace and use the mask feature to protect the parts of the glass we don't want the distortion tools

to effect. So click on the Mask workspace at the top of the window.

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

By default the Mask workspace is set up to display mask. To change how a workspace displays objects click on the display option located in the bottom left of the workspace window and select the display type you want to see the object in.



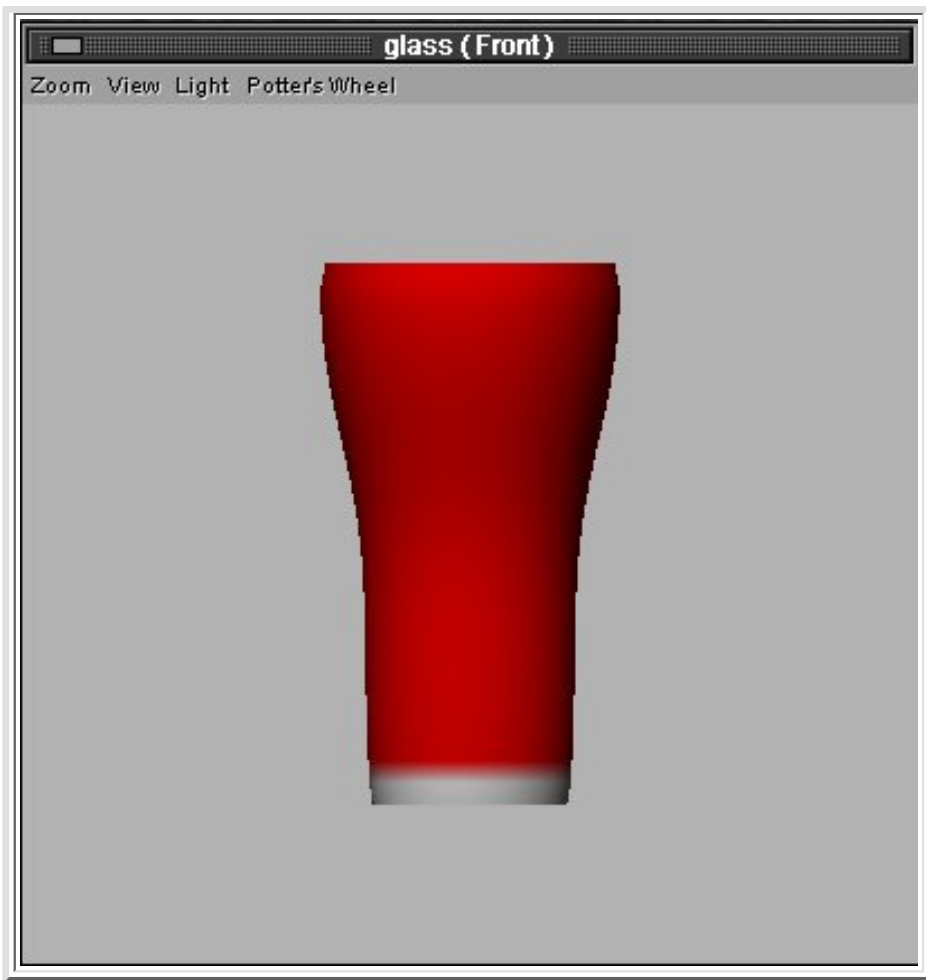
In the mask display mode unmasked areas will be white and mask areas will be red. Select the mask all tool. This tool is divided into two parts, the left half is unmask all, the right half is mask all.



Click anywhere in the workspace window and the whole object becomes masked. Now select the mask off rectangle tool (this tool is also divided into two parts, on & off)

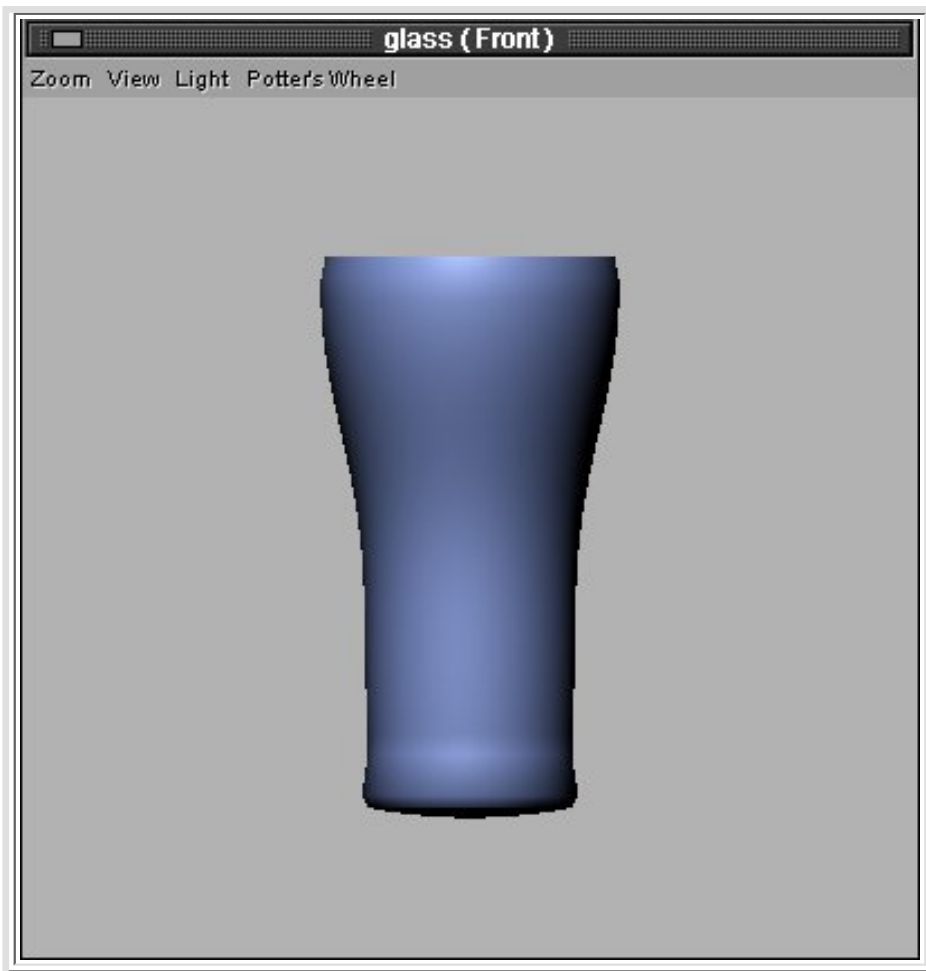


Off to the bottom left of the glass, click hold and drag down then right and unmask the bottom of the glass like in the example below.



Now go back to the FX workspace and select the contrast tool. And apply it for 55.000 percent. You'll notice only the unmask part of the glass was effected.





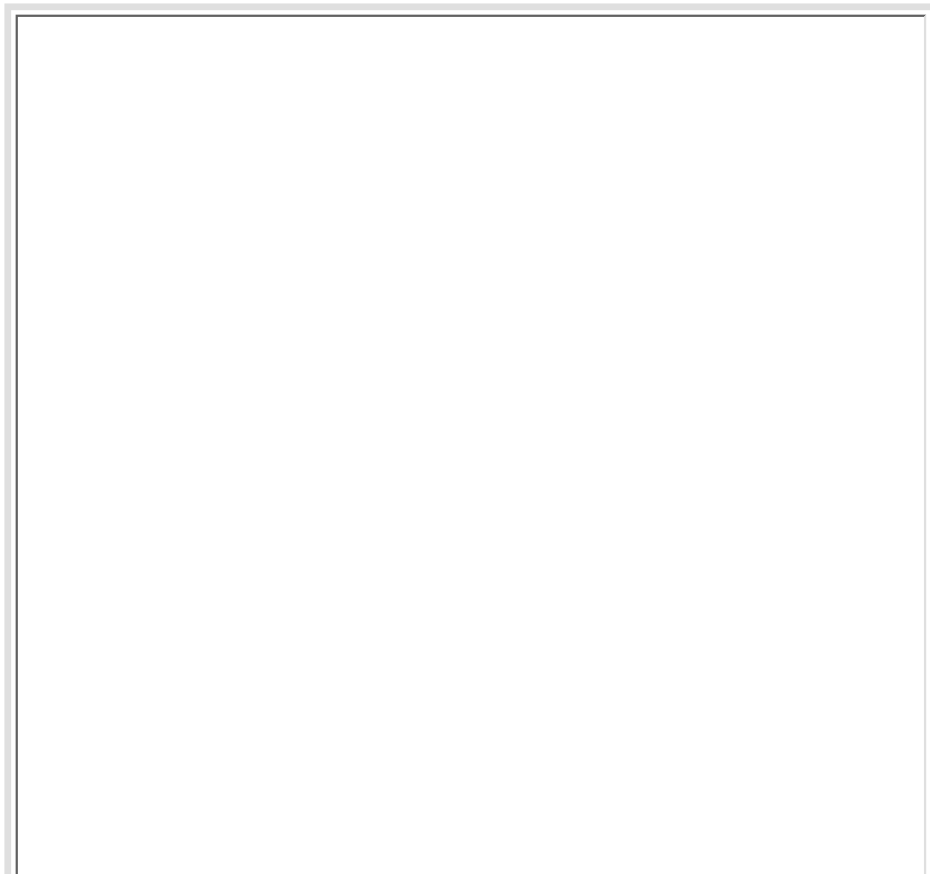
Now to flatten the bottom of the glass back out we need to go to the bottom view window. Select view from the options at the top of the workspace window, then on the pop down menu select bottom.

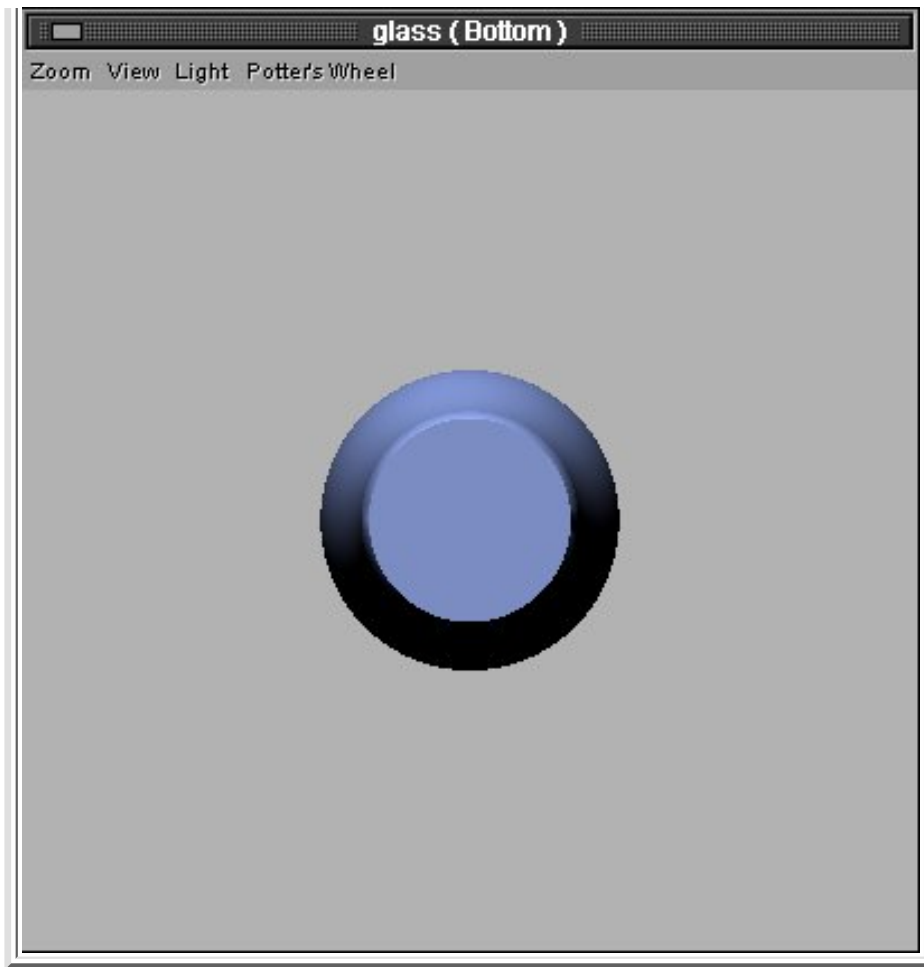


Next to the flatten tool is an edit option click it, then in the edit window that pops up make sure Planar is selected, then click ok.



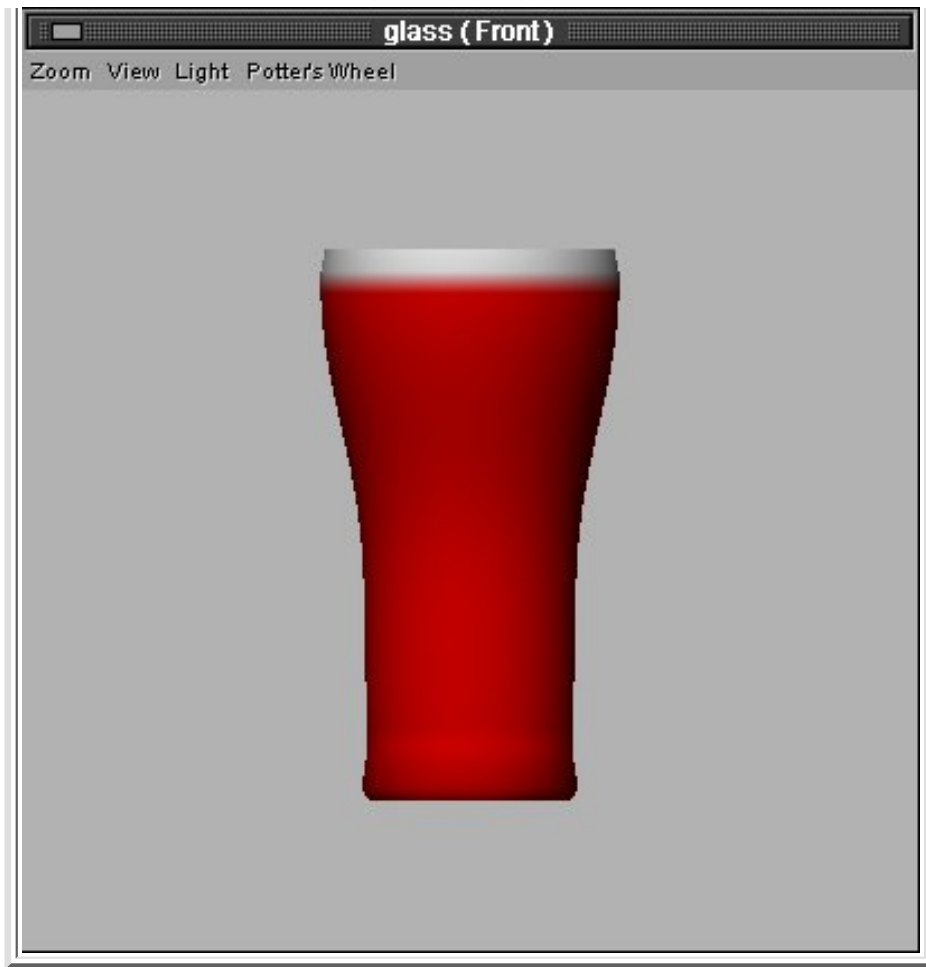
Now were going to flatten the bottom only until the flatness reaches the circumference of the cylinder about 3.750 should do it.





For the final touch we'll go back to mask and mask the whole glass using the mask all tool, then unmask the top edge using the mask off rectangle tool.





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