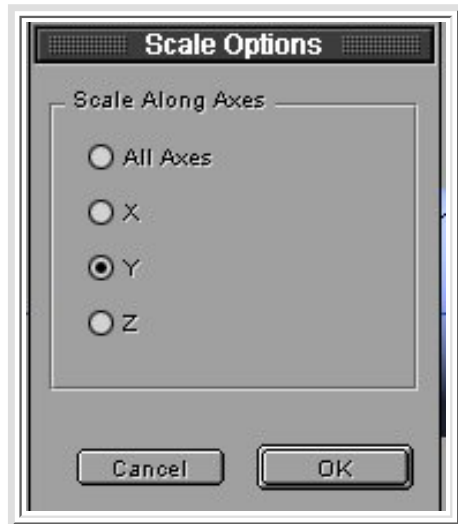


Intermediate

Making and Animating a Plasma Tube

Now it should be rotated and positioned like the example. *(pic. 37)*

To scale the glass tube to connect to the endcaps select the xform scale tool. This tool has a red dot which means it has other options found by right clicking on the tool. So right click on it and on the option menu that pops up, select Y by placing a dot in the circle and click ok. *(pic. 38)*



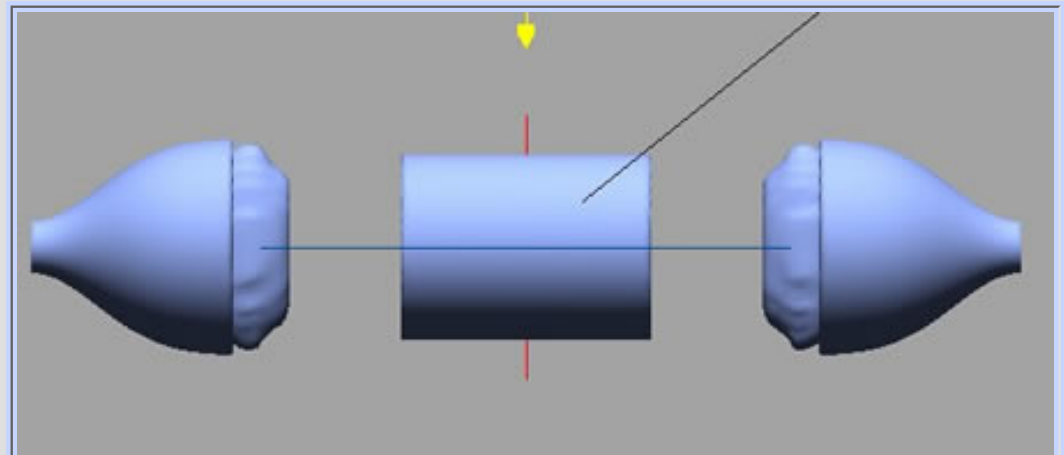
With the scale tool selected click on the glass tube and drag right scaling the Y until it almost reaches the endcaps.

Remember we rotated the tube so even though it's stretching (scaling) along the X in world space it is still the Y in object space. No matter how you rotate or flip an object with the xform tools Pro still see the object X,Y and Z as it was when created (object space) *(pic. 39)*

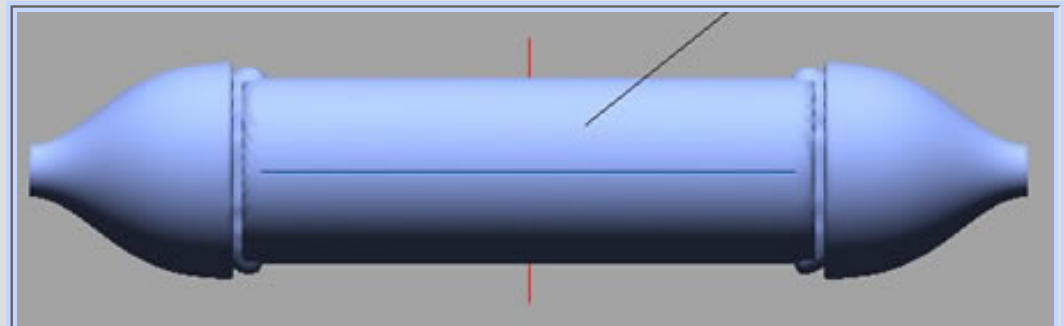
Now go back to the scale tool's options menu and select All Axes, and scale the glass tube until it's just about the same circumference as the endcaps. *(pic. 40)*

By positioning objects in the center than using the xform menu to rotate, makes assembling object easier and it's not always necessary to check placement in other views, but this is one of those times when you should check a side view to make sure the glass cylinder's circumference isn't bigger than the endcaps. So go to right view camera and make sure the

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37.



39.

Plasma Tube 4

glass tube doesn't protrude above the endcaps. **(pic. 41)**

To make some connecting bands for where the endcaps meet the glass tube, we'll use a torus.

So go to camera view select the mesh torus tool and create one, the right click on it and go to it's properties menu.

Put all 0's in the XYZ Position columns and 90.000 in the Rotation Z column, and name it band 1. **(pic. 42/43)**



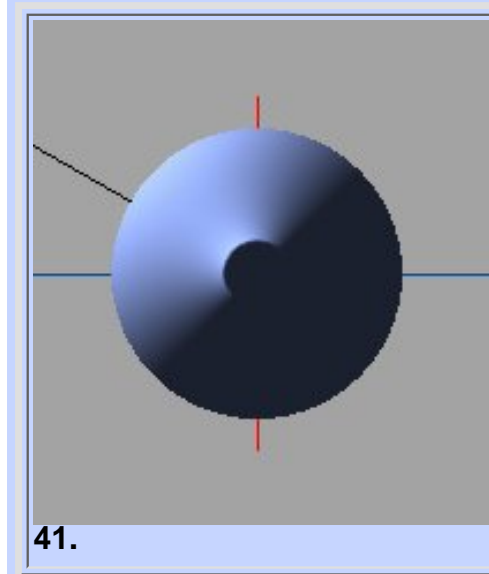
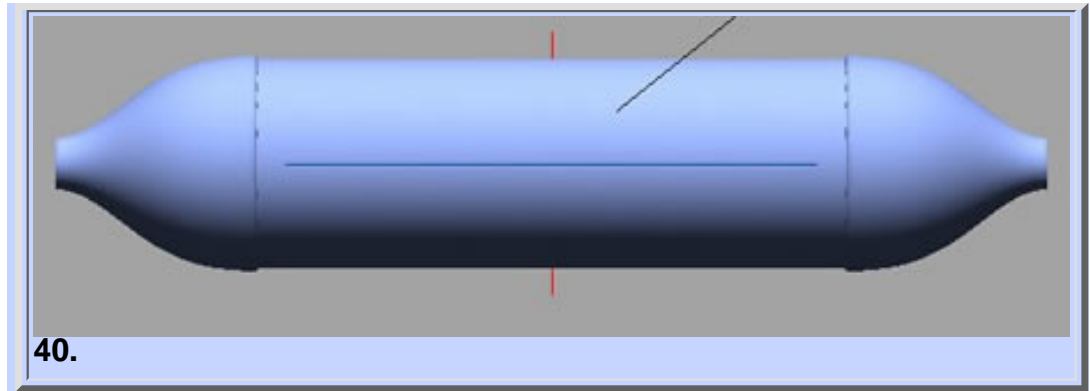
Chances are you can't see the band now because it's inside the glass tube. But that's ok for now. Go to the FX workspace and if the band 1 isn't in the window select it off the choose list. Then go to the top view. **(pic. 44/45)**



Now select the flatten tool and click on the edit next to the tool name. **(pic. 46)**



In the edit menu that pops up select Spheric and click ok **(pic. 47)**

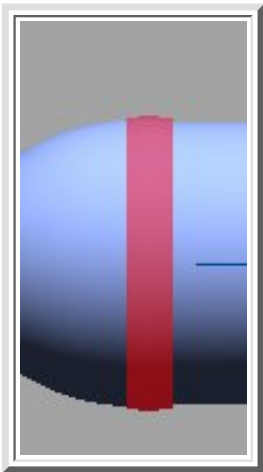


While in top view use the flatten tool by clicking and dragging right until the counter reads 50.000 (*pic. 48*)



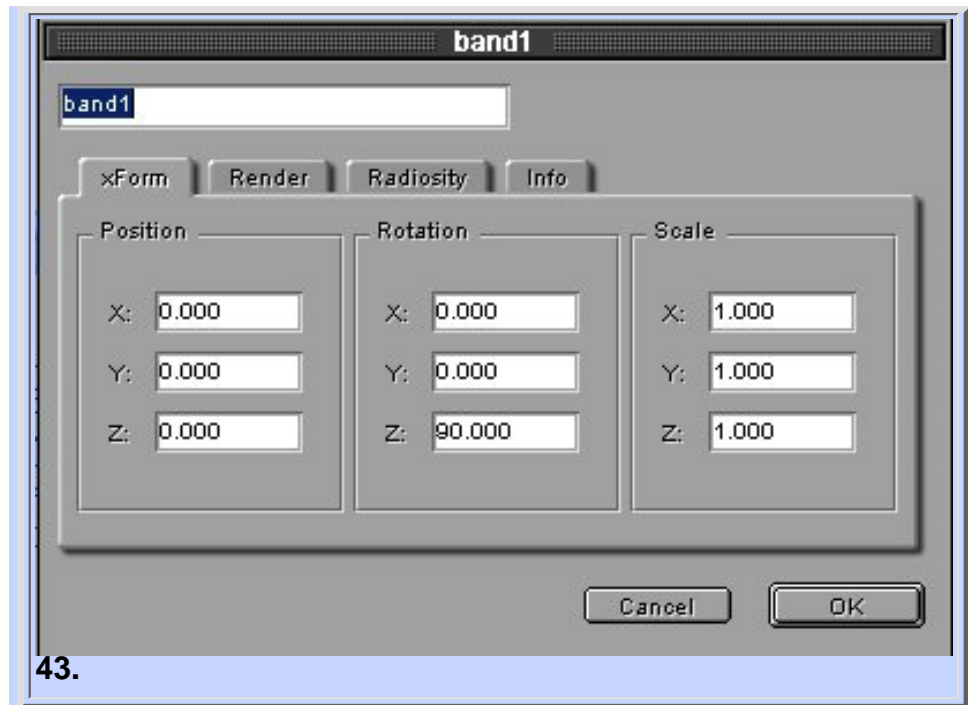
This should do, so go back to composer and in camera view select the band 1 from the project list, then the scale tool and scale it until it just pops out of the glass tube (*pic. 49*)

Go to the front view camera and using the move X tool, move the band left so it's centered over where the endcap and glass tube meet. (*pic. 50*)



Now right click on the band and duplicate it. Then bring up the properties menu for the duplicate and change the Position X column to read 226.500 or just remove the minus sign and name it band 2 (*pic. 51*)

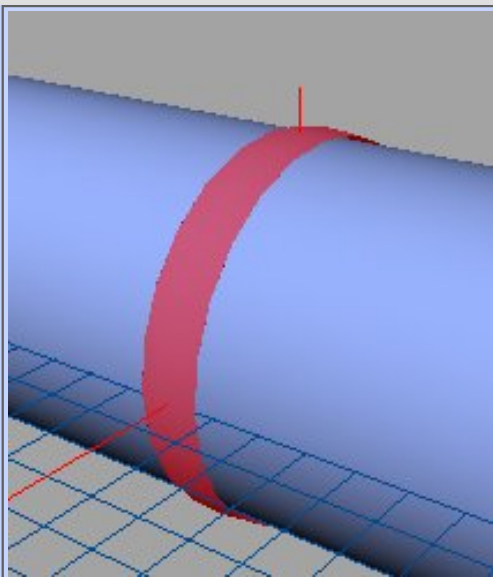
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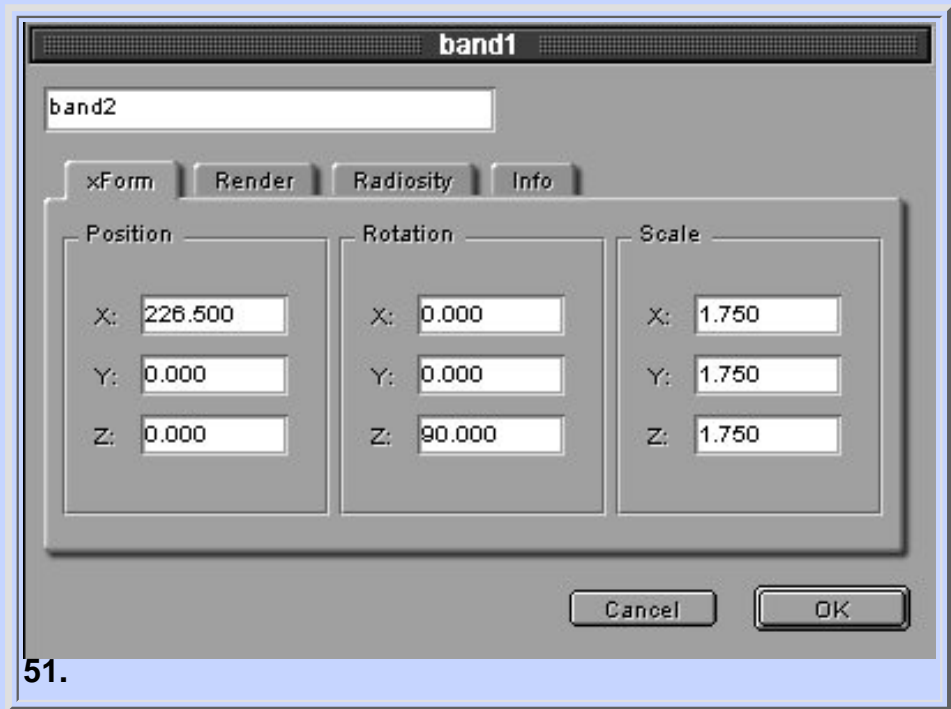
43.



47.



49.



51.