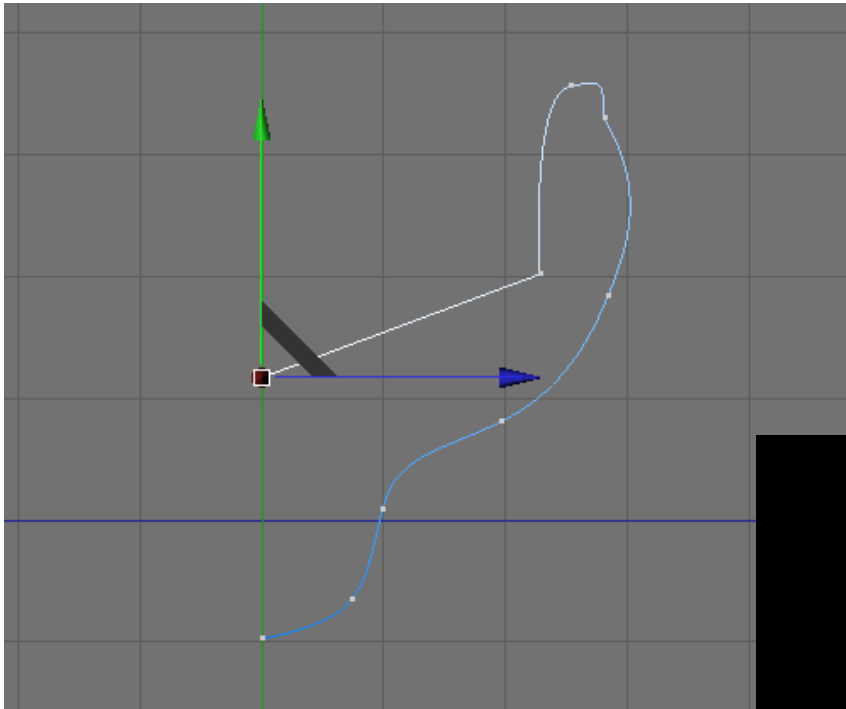


Splines and Lathe Modifier

- The Lathe Modifier creates a 3D object by rotating a spline curve about an axis.
Best to work in Front view (F4)
 1. Create profile with a spline
 2. Select Lathe (under Subdivision Surface)
 3. Set Spline as child of Lathe
- Tip: To fix holes top/bottom, go to spline object and make sure points at the beginning and end are at $X=0$ and $Z=0$

Spline with Lathe



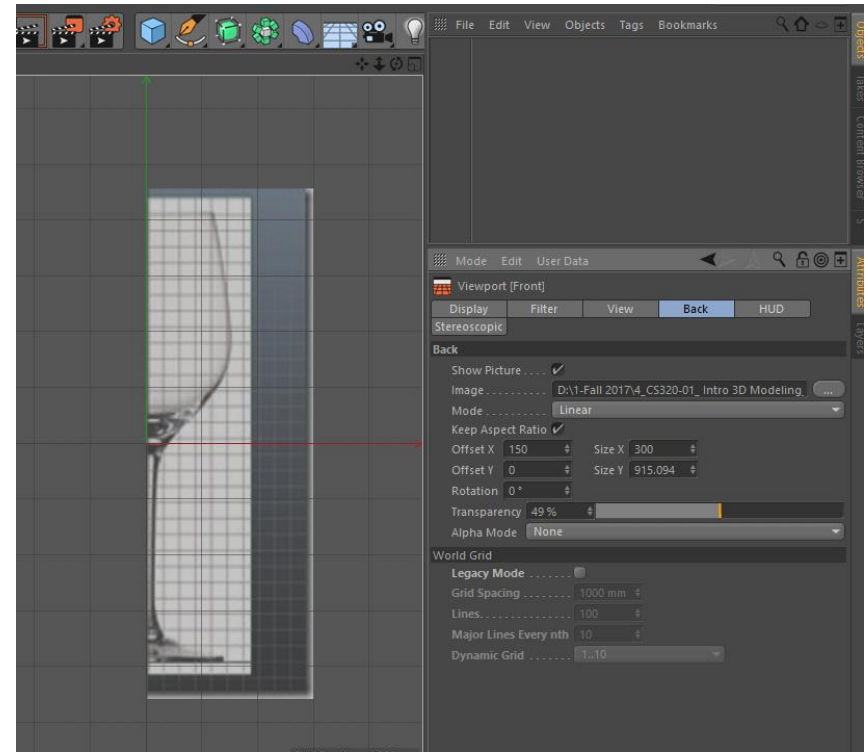
Front View

Perspective View/Rendered



#10 - Wine Glass

1. Download the image file "*WineGlass_image.jpg*" and set it as the reference image in Front View
2. Change the size proportionally
3. Offset X and Y if necessary, to move and position the image appropriately
4. Change Transparency to be able to better view the contour splines



Wine Glass

- Use splines and Lathe to create the wine glass
- Make sure there are NO top or bottom holes
- Create floor and back wall objects. Add materials to all
- Add as many details as you would like, such as liquid, lights and shadows, etc.
- Render the file



Render with details

