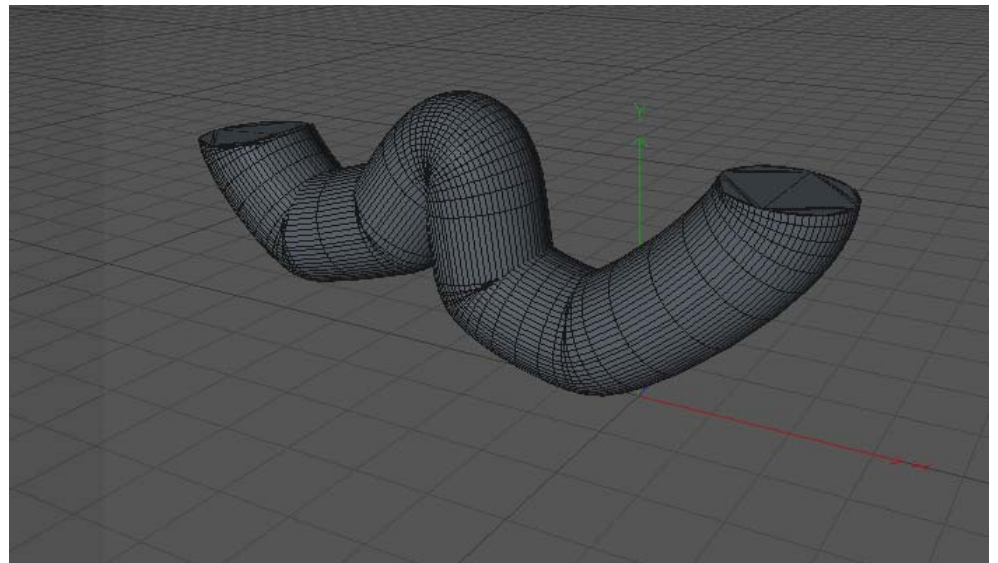
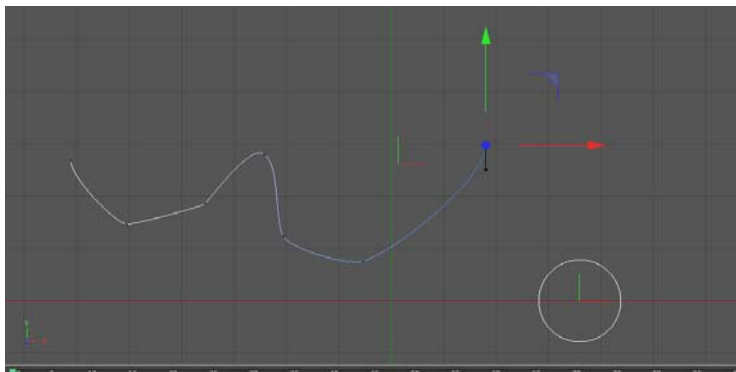


Splines and Sweep Modifier

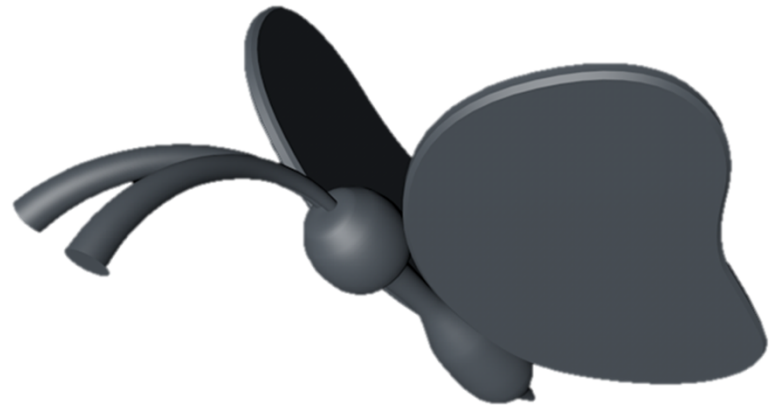
- Objects such as piping, hoses and cables can be created using the Sweep Modifier
- Sweep requires 2 splines:
 1. Profile (contour) defines the cross section → for example a circle MUST lie on the XY plane (best to work in Front view)
 2. Path creates the object
- Sweep Modifier:
 - Profile on top (first child)
 - Path second (second child).



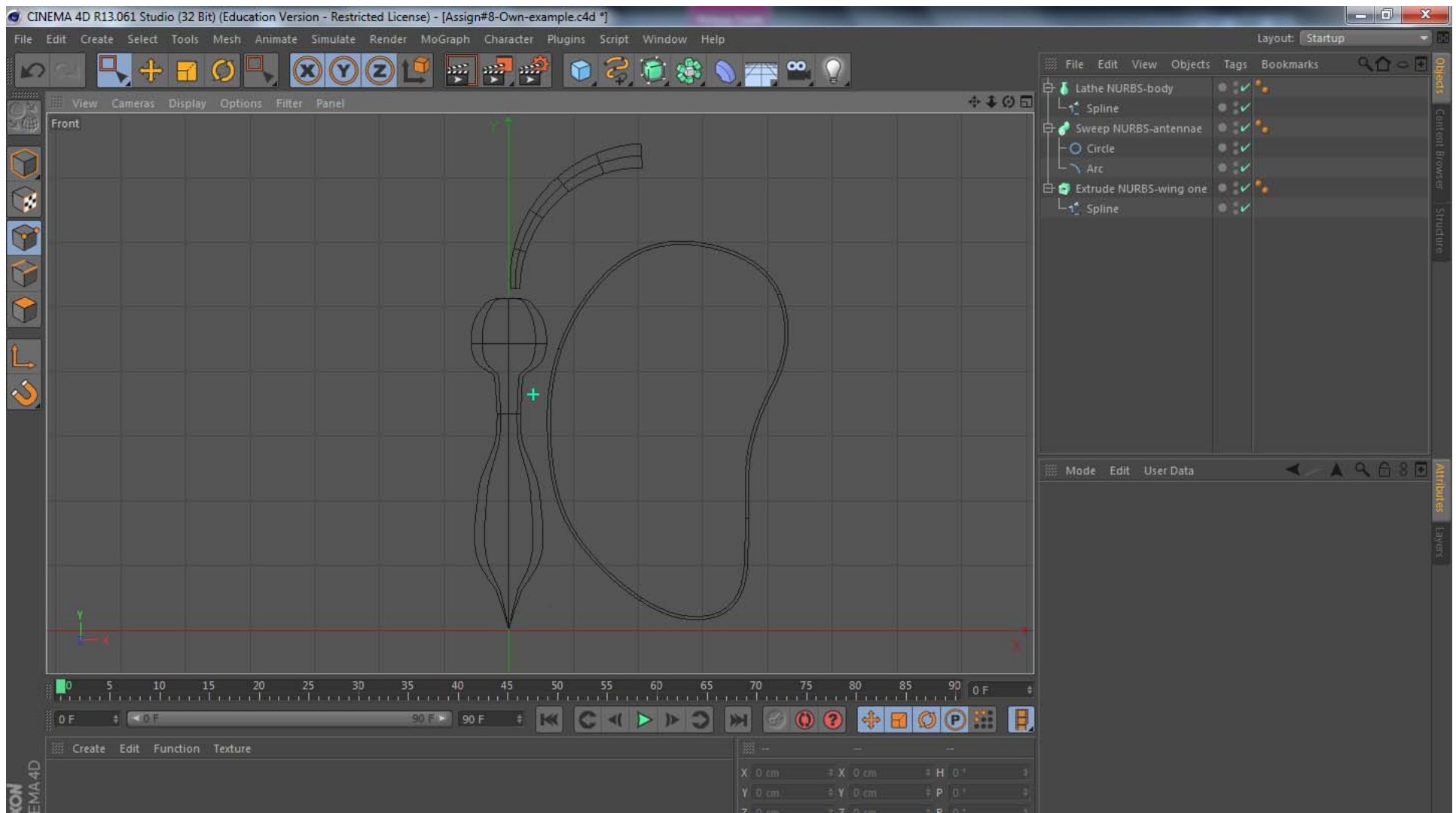
#11 - Using Lathe/Sweep/Extrude

Choose one of the following options:

1. Book Chapter 2 – table clock
2. Object of your own creation. Think of a simple object you can model using a combination of splines, and extrude, lathe and sweep modifiers (generators).



Splines with Lathe, Extrude & Sweep



Scene: objects duplicated, rotated, moved

