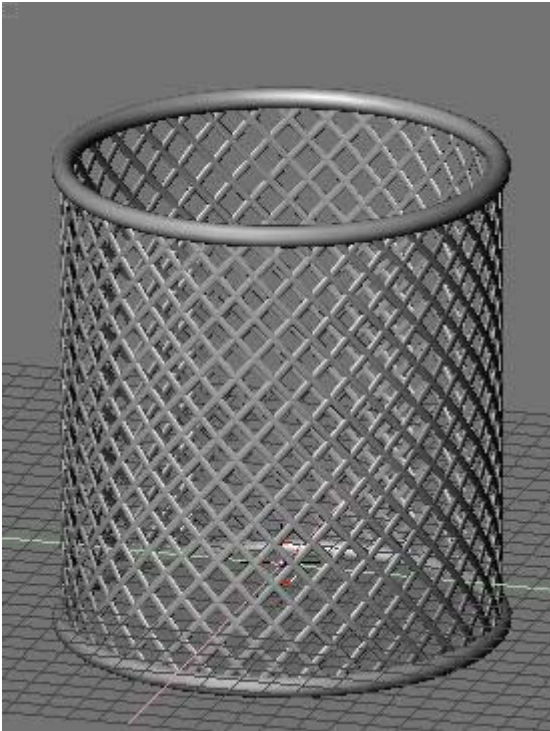


Modelling a waste basket

Screw, Spin and Spin Dup

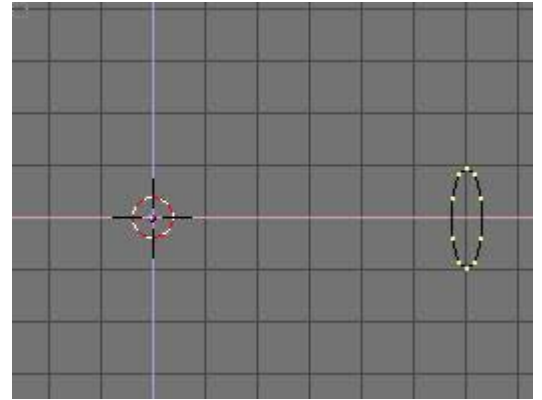


For my second tutorial I wanted to go through some of the modelling features I found most mysterious when I started with Blender. I'm talking about the row in the edit buttons that says Screw, Spin, Spin Dup.



I will model a simple waste basket to show how to use these.

First make something like what you see in the image to the right, I made it from a subdivided plane but use whatever method you like. The important thing is that it is closed.

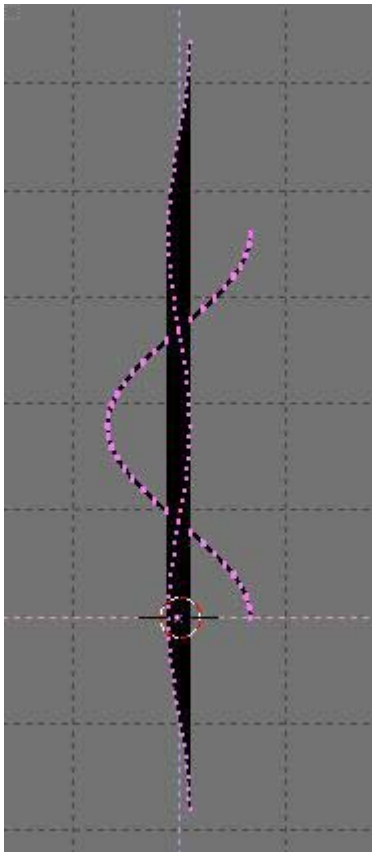


Next make an edge between two vertices. It should be fairly long, about three times the height of the finished waste basket.

The screw feature needs a closed and an open group of vertices. The open one will decide the distance between the turns and the shape of the spiral. In this case we want to use a vertical line since our waste basket is to be straight, a slanted line will give a more tapered sort of spiral.

Now go to edit buttons and set Steps to 36 and Turns to 1:



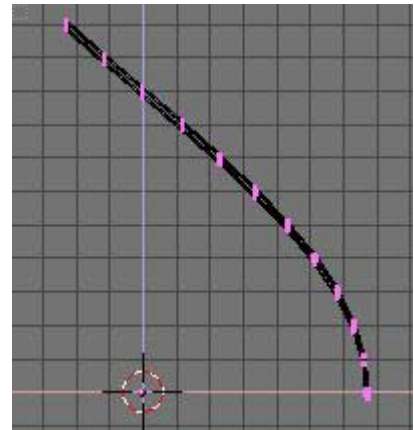


Press the Screw button and then click in front view. You should get something like the image to the left.

Delete the thing in the middle (use L-button to select it), that's the "Screwed" line and we won't need that any more.

Then delete all but the twelve or so lowest little groups of vertices so you get something like this:

Screw makes at least one complete turn and we only want a third or so of one for our basket.



Now we want many of these copied in a circle, and that is exactly what Spin Dup does.

In the edit buttons set Degr to 360 and steps to 36 or something like that. This will give 36 copies equally spaced in a complete circle around the 3d cursor.



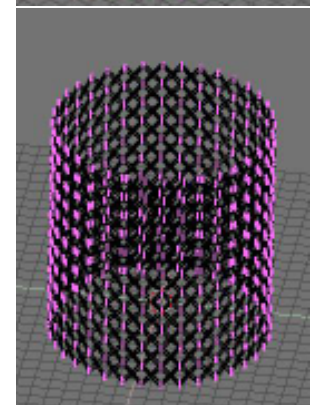
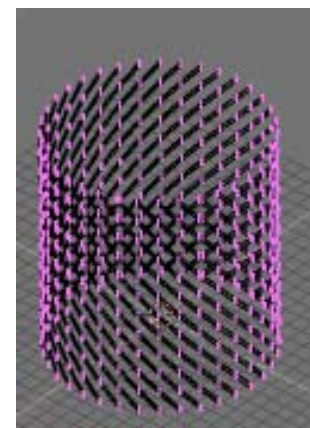
Press Spin Dup and click in top view, you should get something like this:

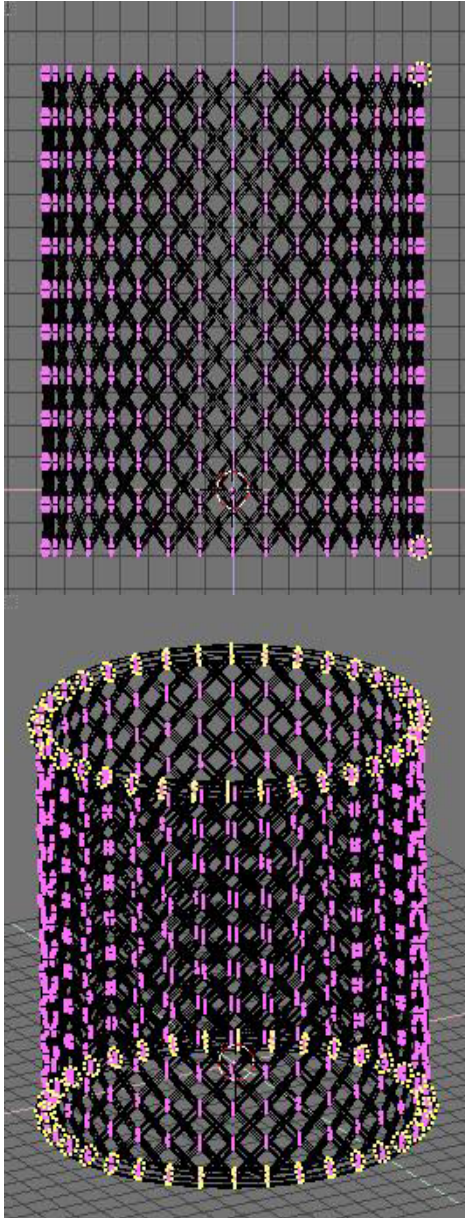
Select all and remove doubles since the first and the last copy will be in the same spot.

It's starting to take shape. Now we want to make the same thing but in the other direction. You could do this by going through all the steps again and depressing the Clockwise button.

I recommend that you simply mirror what you've already made though. (select all and press S then X and left click, all without moving the mouse.)

That finishes the main part of the waste basket, but we haven't used Spin yet.





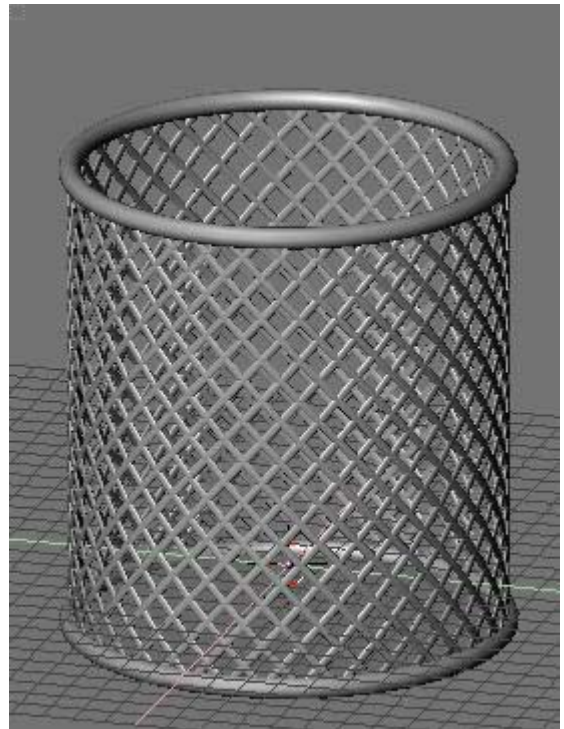
Put a small circle on the top and bottom edge of the basket like in the picture.

Make sure the settings in the edit buttons are the same as we used for Spin Dup (Degr: 360, Steps: 36). Then press Spin and click in top view.

Spin works like Spin Dup, but it makes faces between the copies so this will make two thin torus shapes around the top and bottom of the basket. Here too you'll want to remove doubles. Select only the toruses if you don't want to weld all of the segments of the middle part of the basket together.

All that remains is to make a bottom for it. I just made a circle, extruded and scaled down to 0 with ctrl pressed, then removed doubles.

Ta da! Finished!



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If you have any comments or questions about this tutorial, my mail is p.forsberg@excite.com