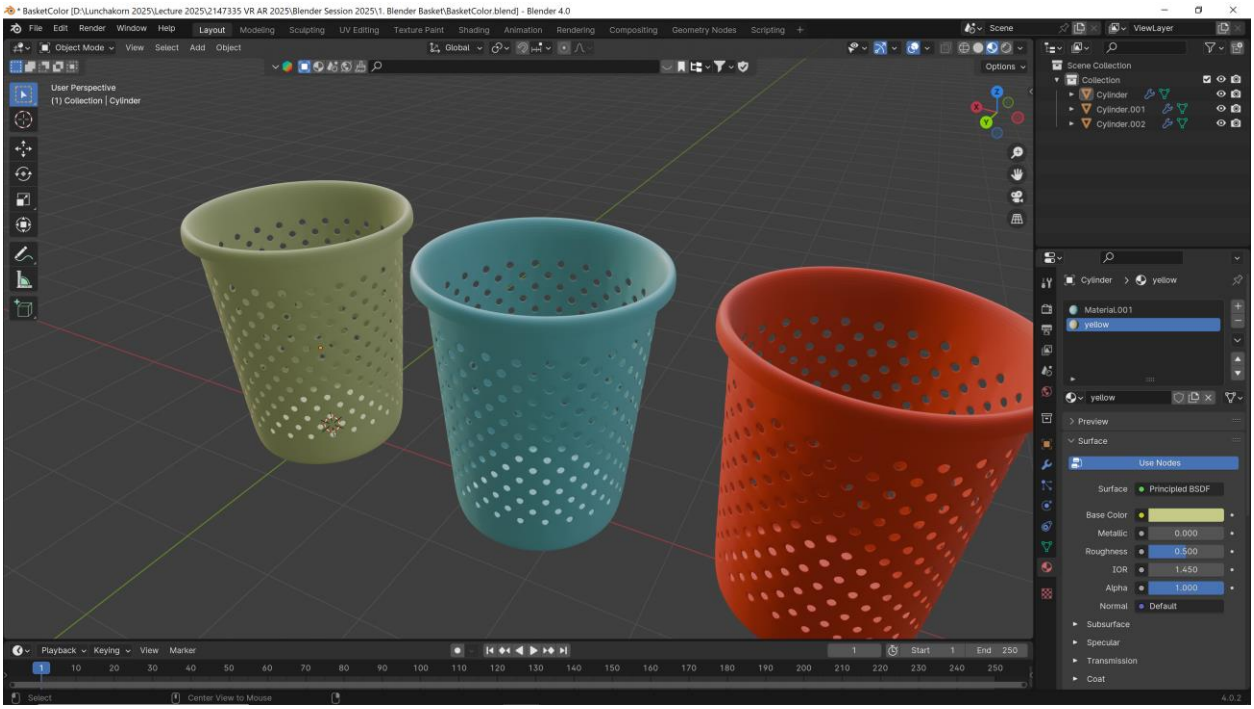
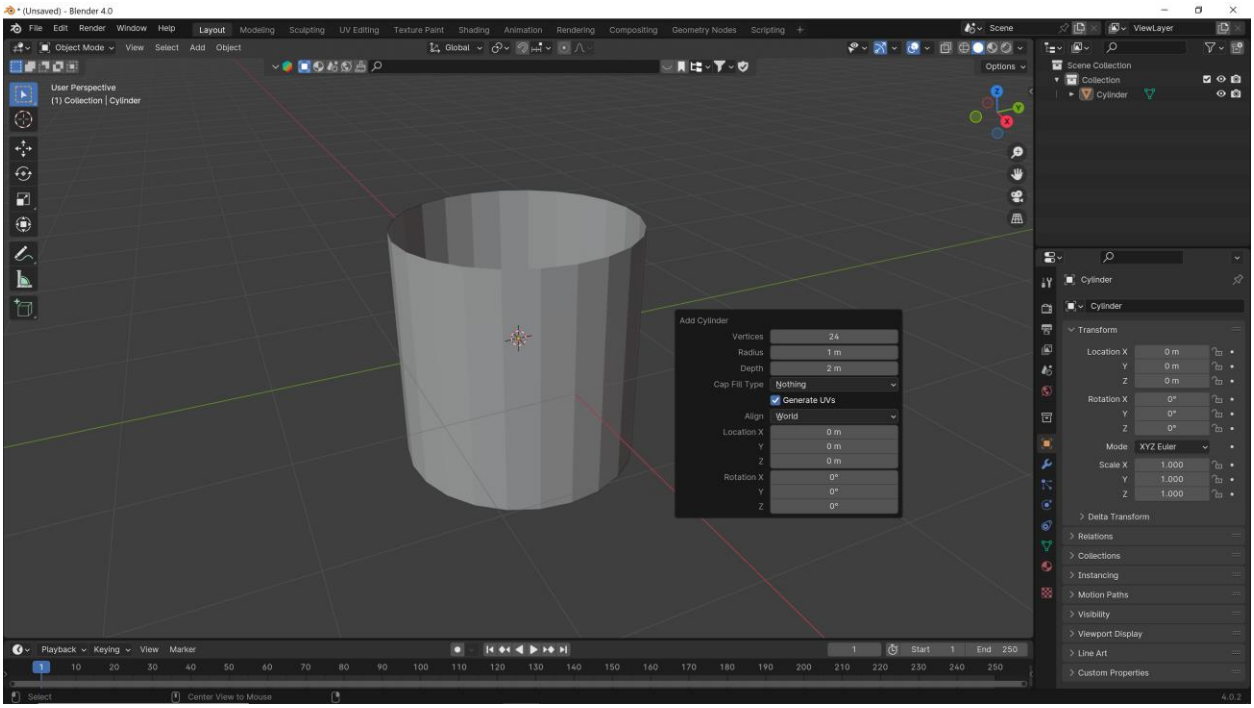
Topic	How to make a basket
Youtube	https://www.youtube.com/watch?v=UYKLdBcY65w

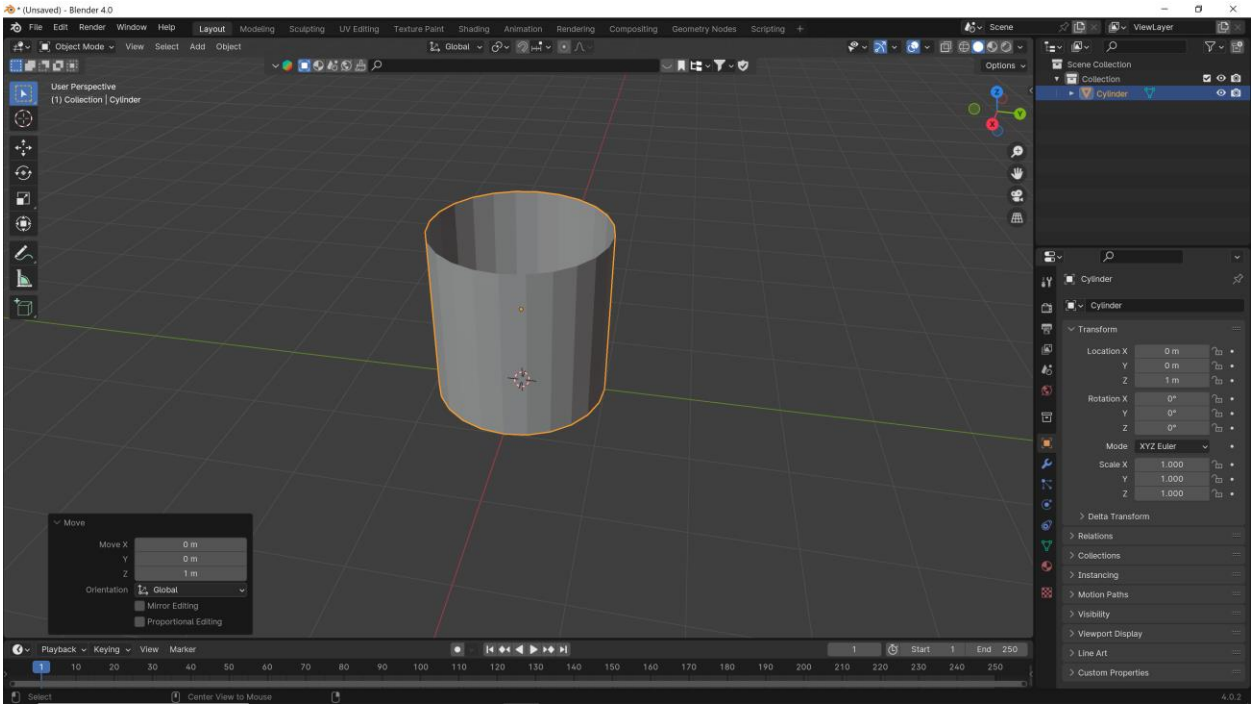


Step 1: Create a cylinder with 24 vertices and Cap Fill Type: Nothing

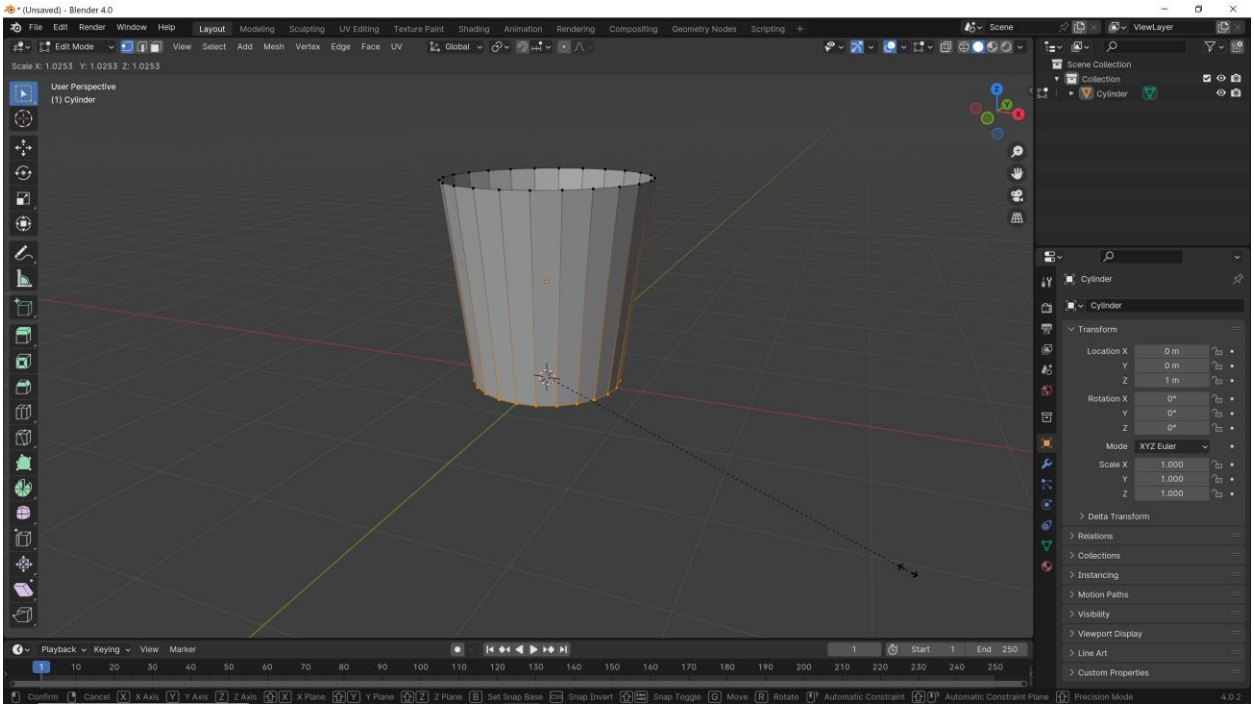
To set parameters, simply press F9



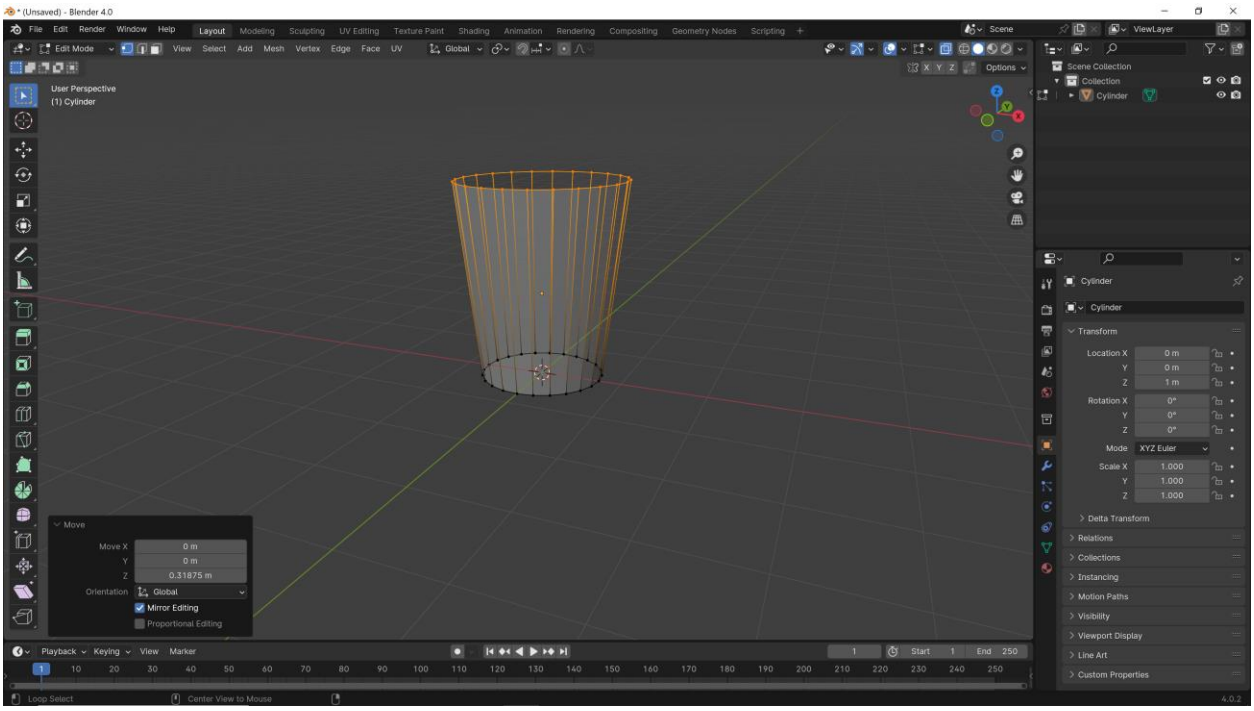
Step 1.1: Move the cylinder up 1 meter by pressing G Z 1



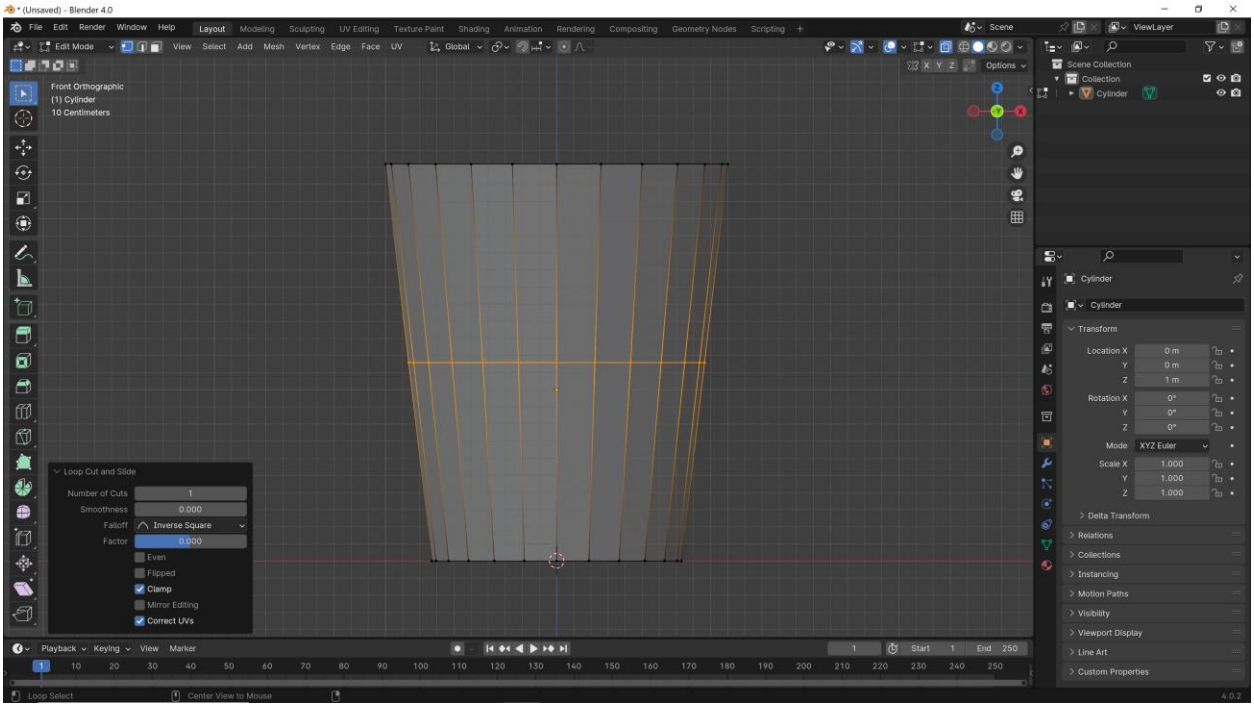
Step 2: Go to Edit mode and scale the bottom a little smaller than the top by selecting the circle at the bottom and pressing S and drag the mouse.



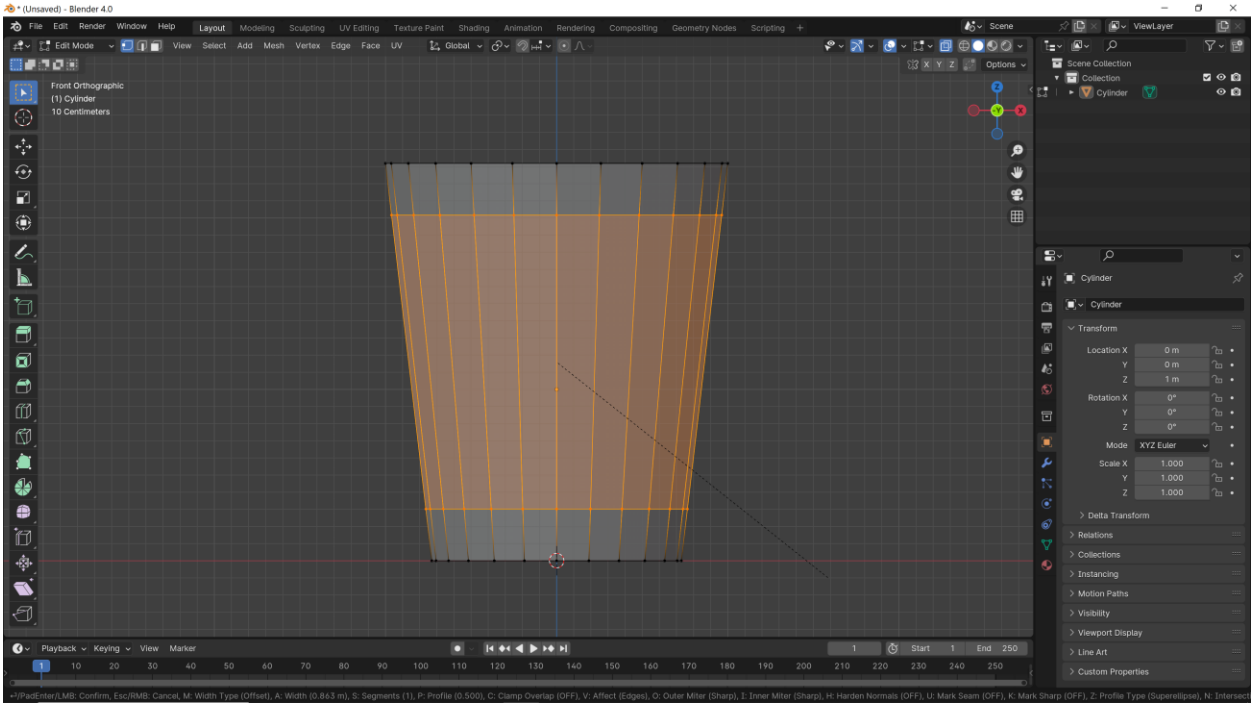
Step 2.1: Select the top circle and press G Z to move the circle up a little bit to get a nice looking basket shape.



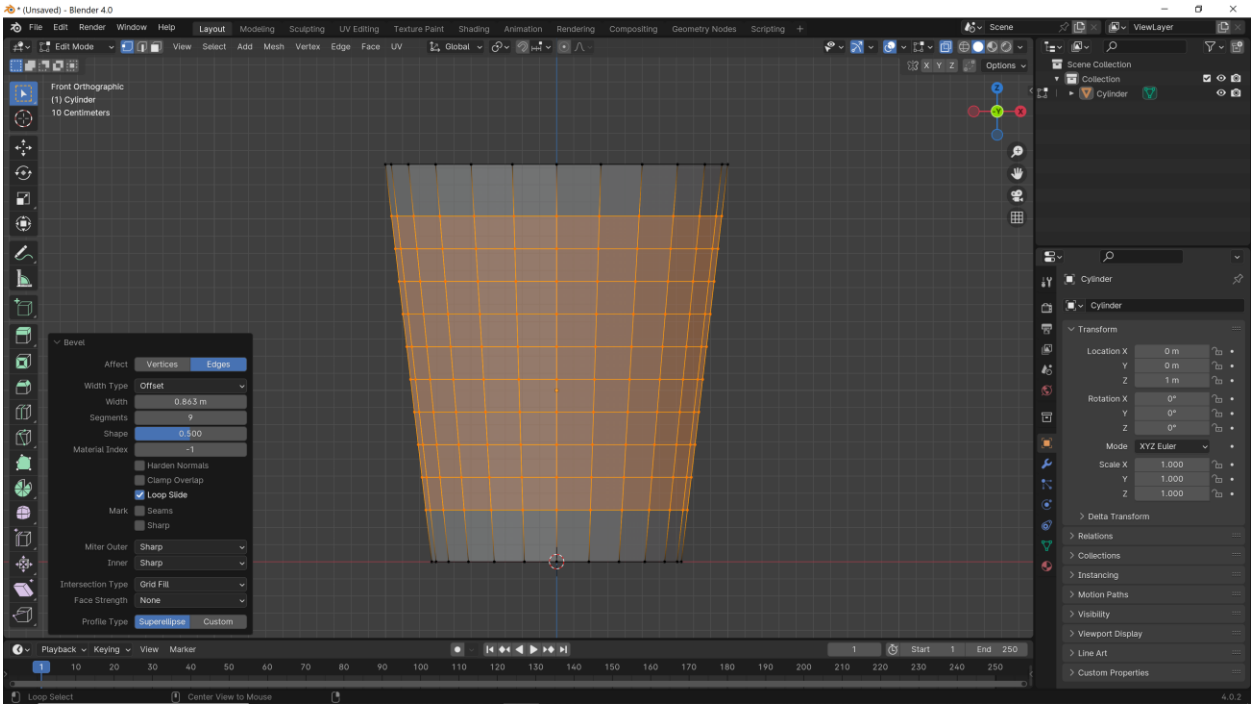
Step 3: Press control R to create a loop cut at the middle of the cylinder. First Left click will allow to move the loop up or down (Non need to move up or down in our case), then Left click again to accept the loop cut as it is at the middle.



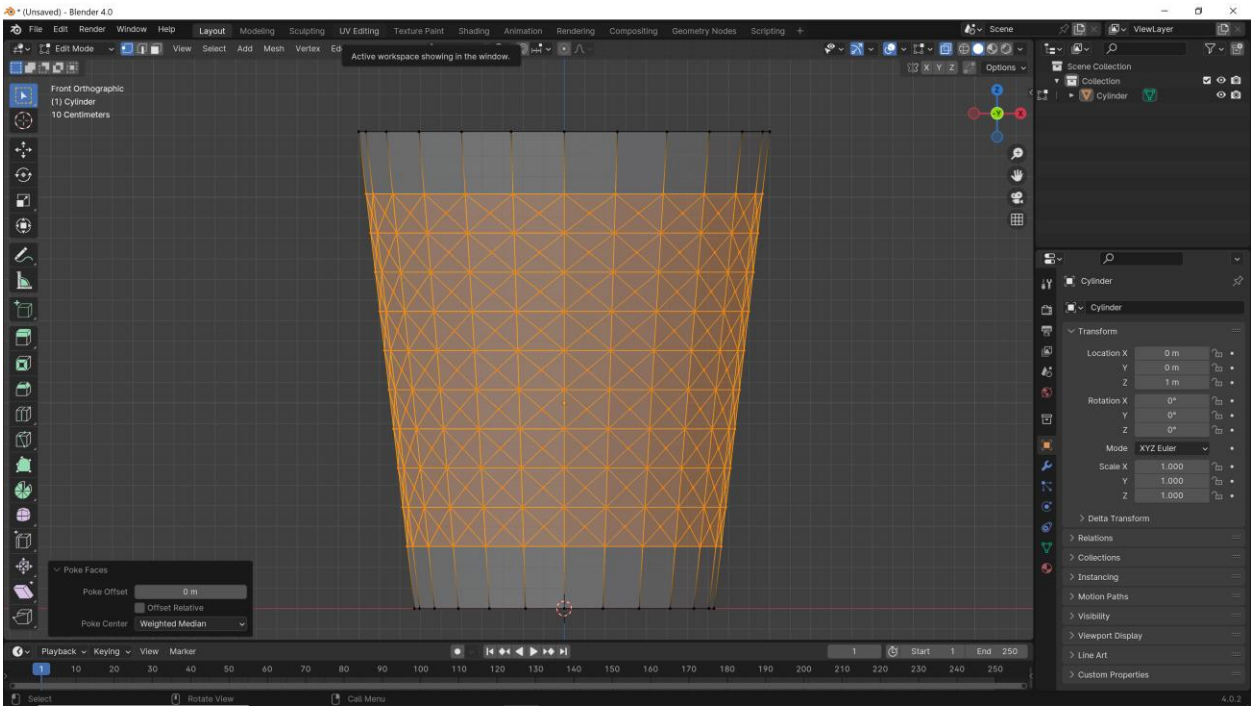
Step 3.1: Pres Ctrl B and move the mouse down to create have two loop cuts.



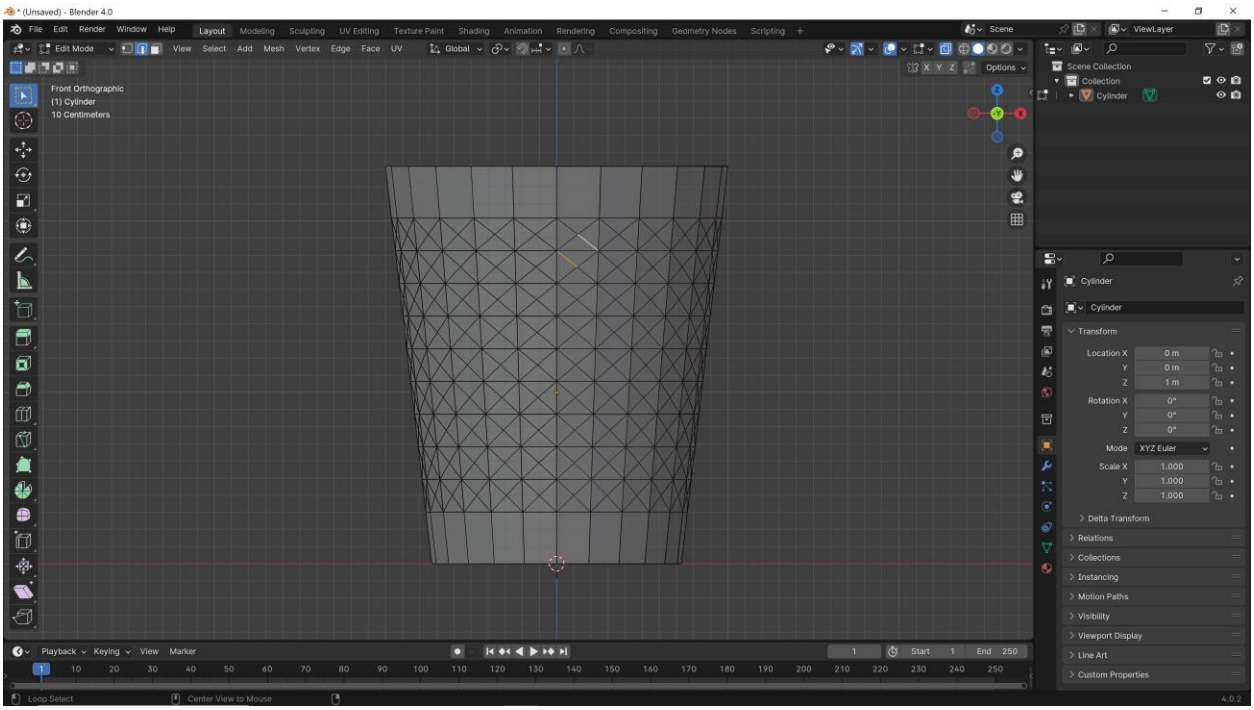
Step 3.2: Continue with the previous step, scroll the middle button mouse to create more loop cuts, say 10, then Left click to accept it



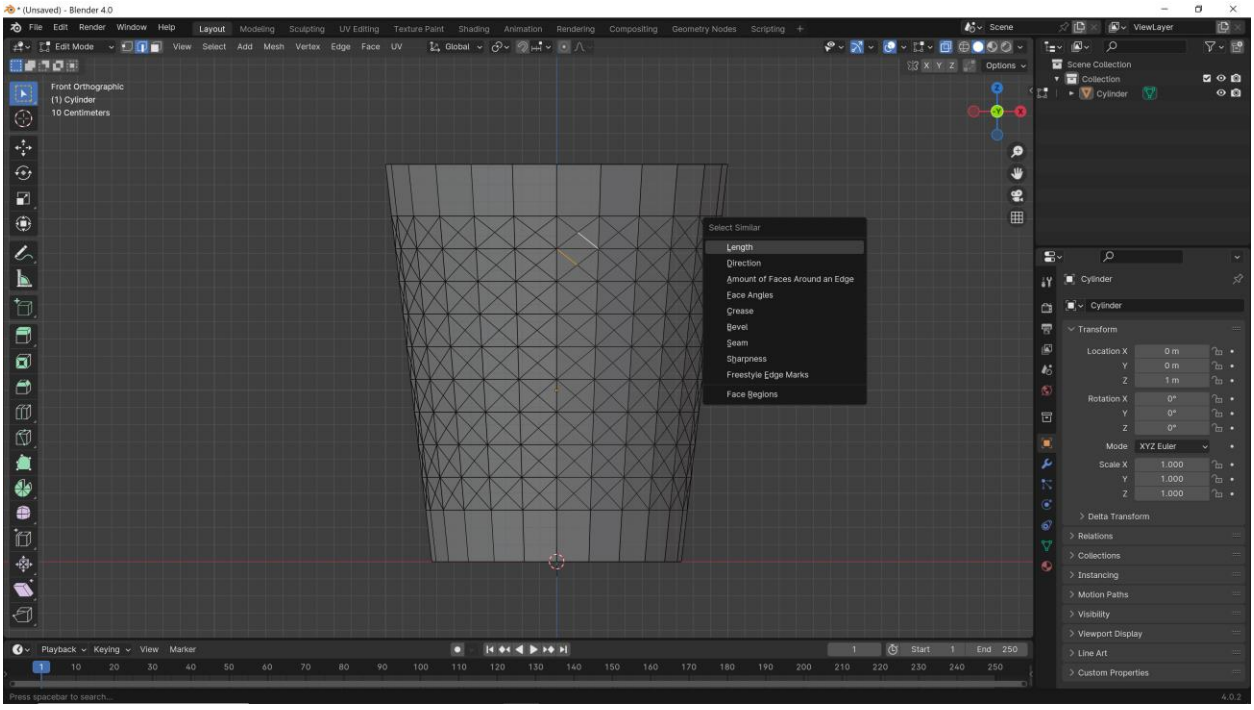
Step 3.3: Select menu Face -> Poke Faces to create crossed lines.



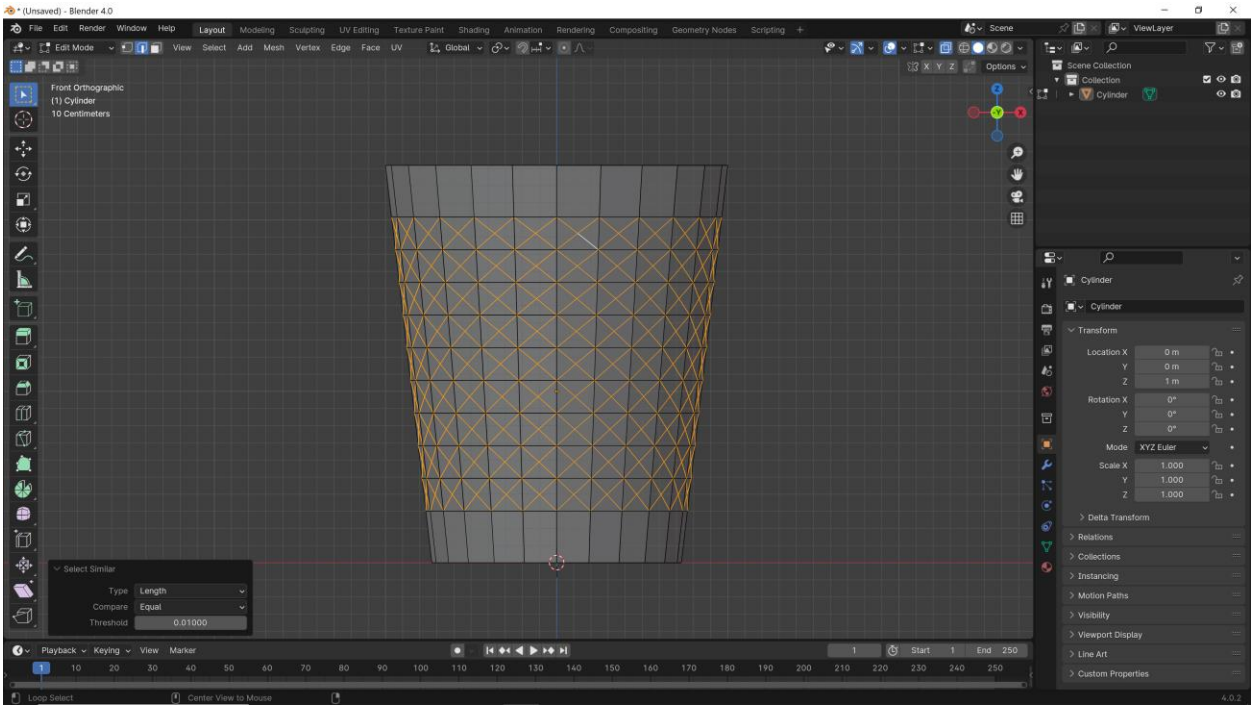
Step 4: Use Edge select and select two edges (click the first edge and then hold the left shift key while continue to click the second edge)



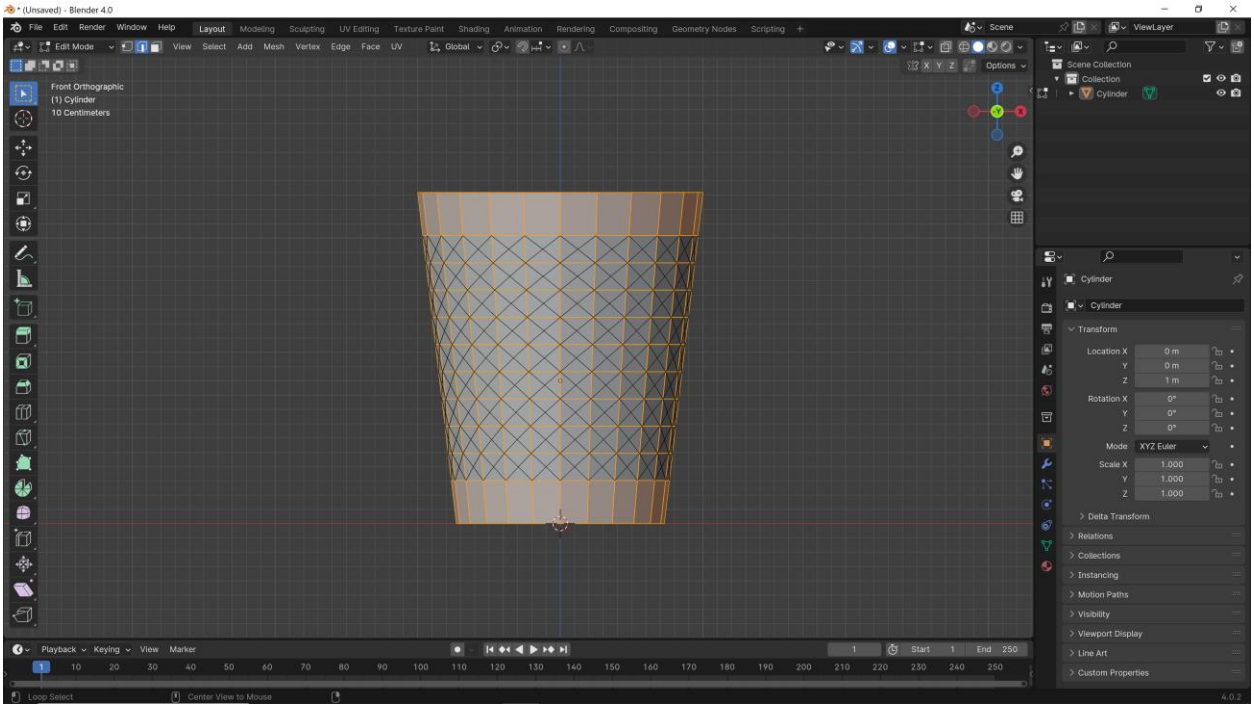
Step 4.1: Press Shift G and choose Length



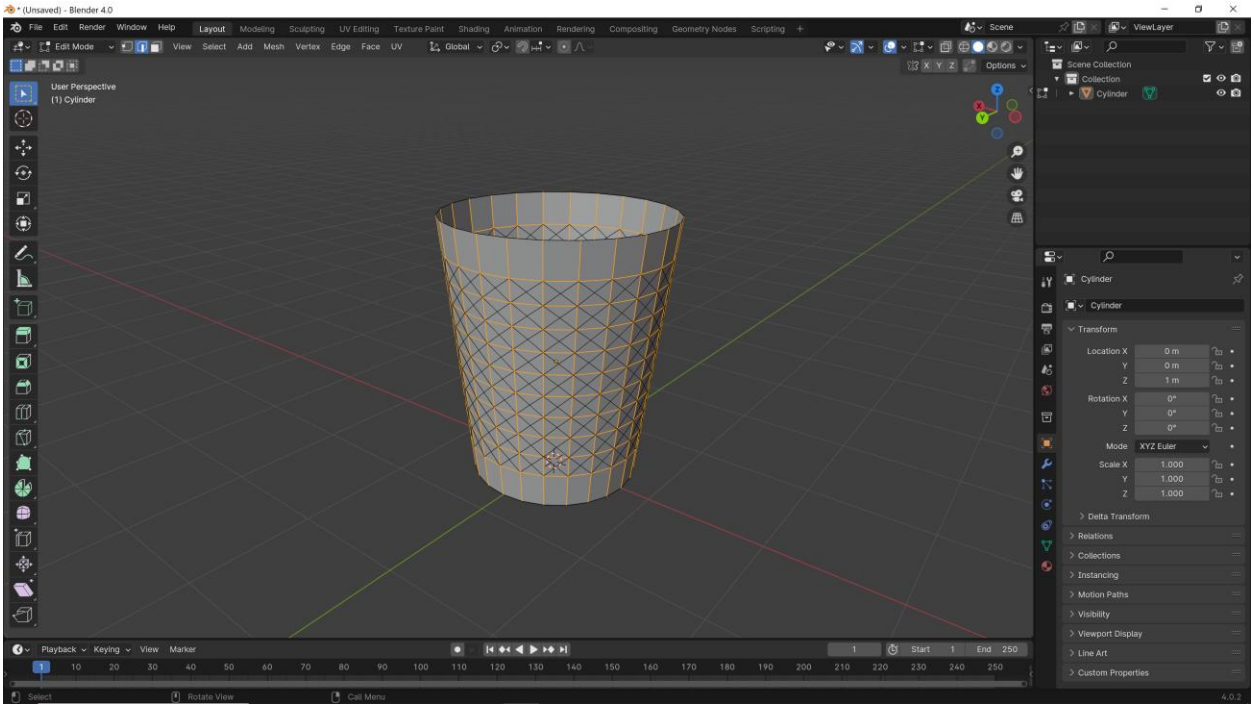
The result is all edges of the same length are selected.



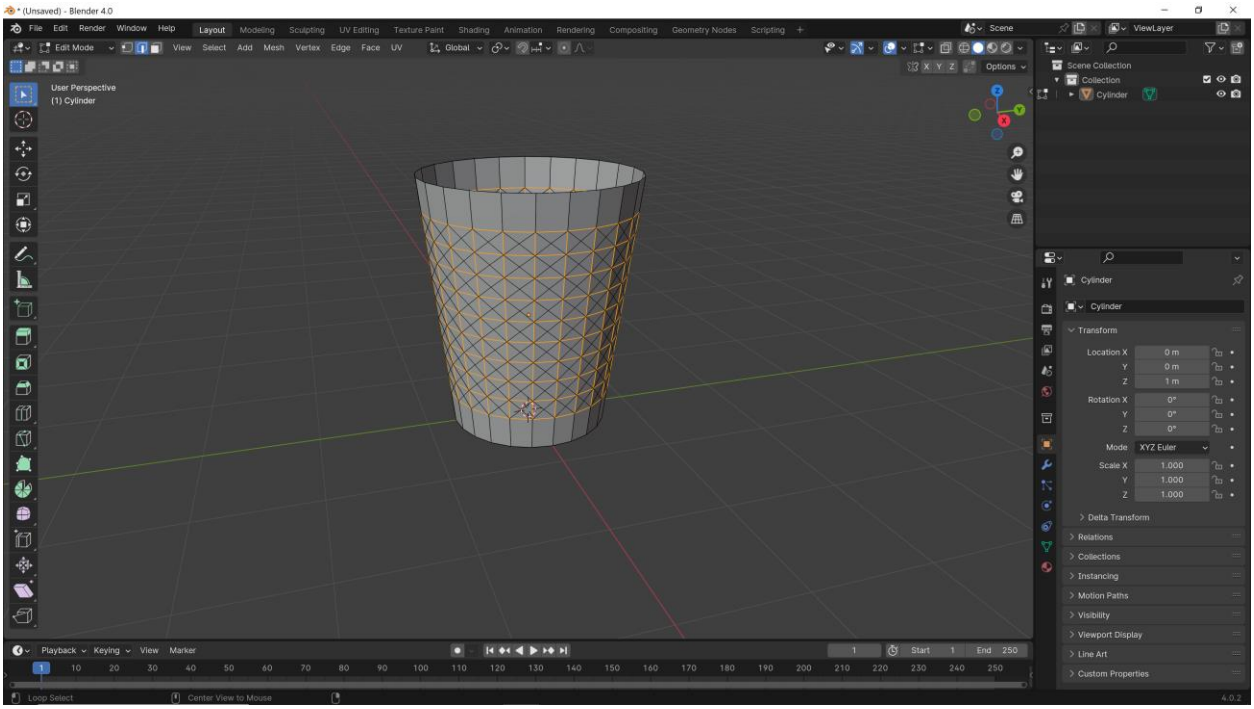
Step 4.2: Press Ctrl I to invert selection



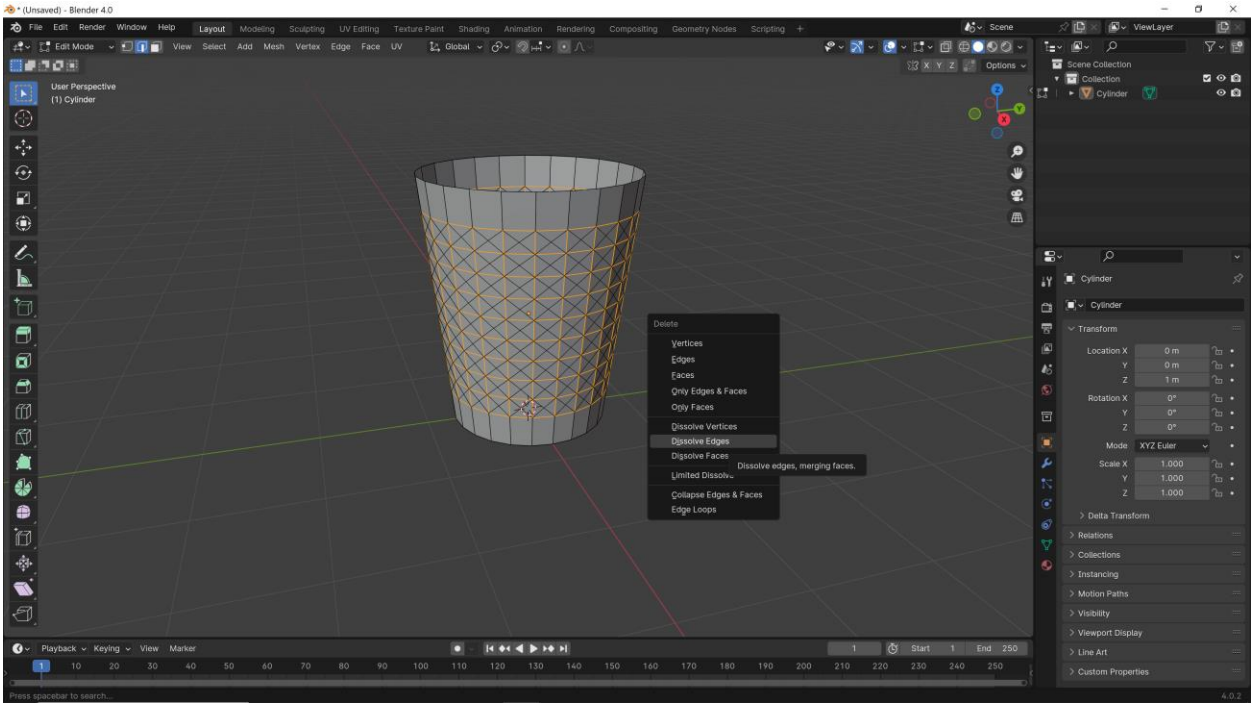
Step 4.3: Choose vertex select, then unselect the top circle and the bottom circle by holding the left shift key while press Alt Left Click on the circle.



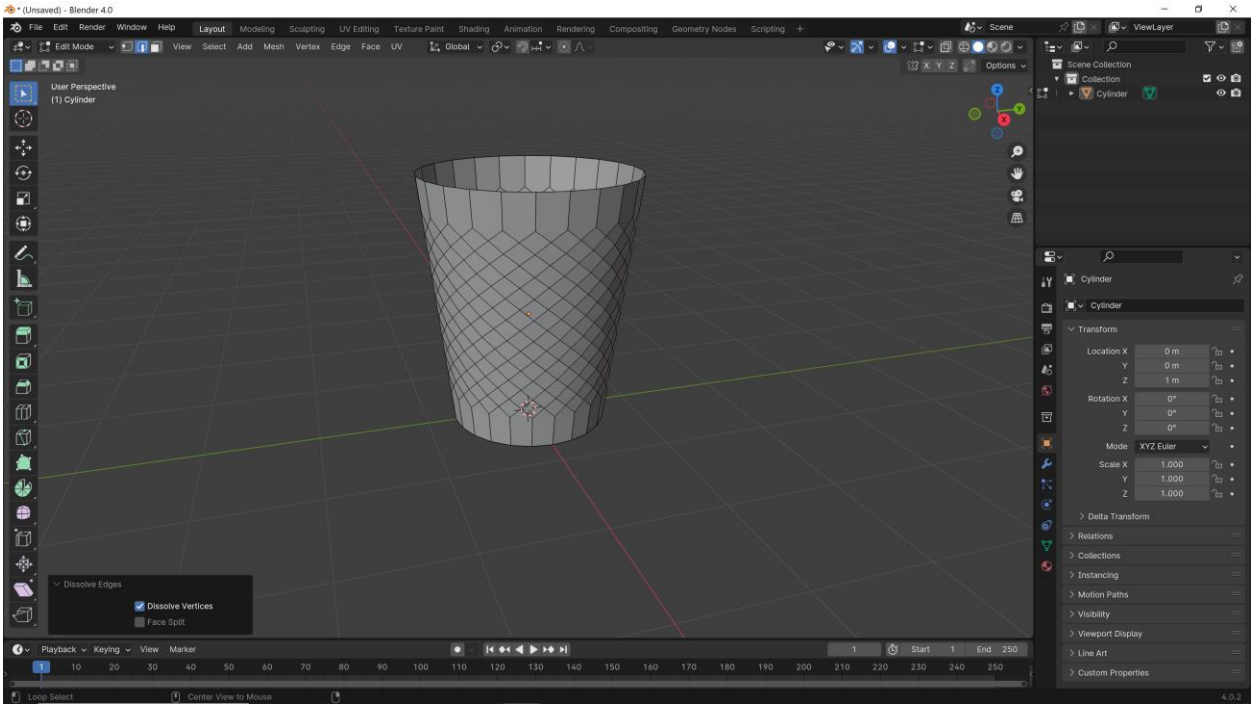
Step 4.3: Unselect the vertical edges as shown below by holding the left shift key and click each edge one at a time.



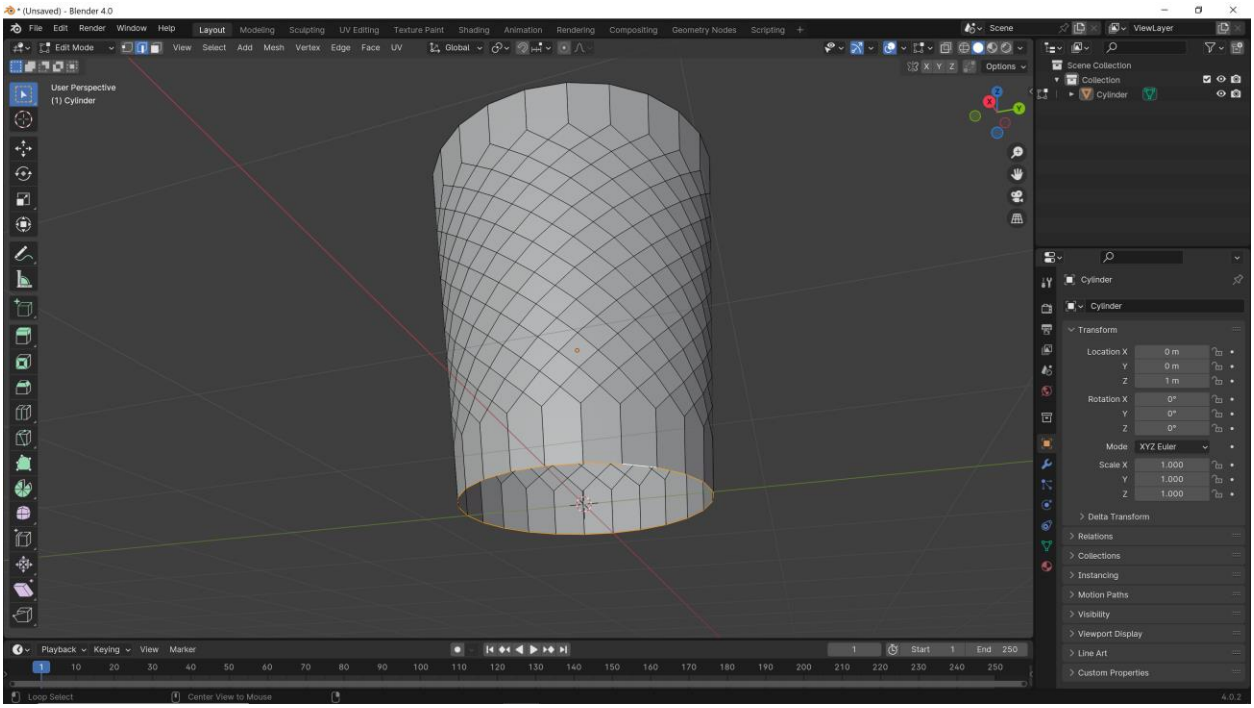
Step 4.4: Press X and select Dissolve edges.



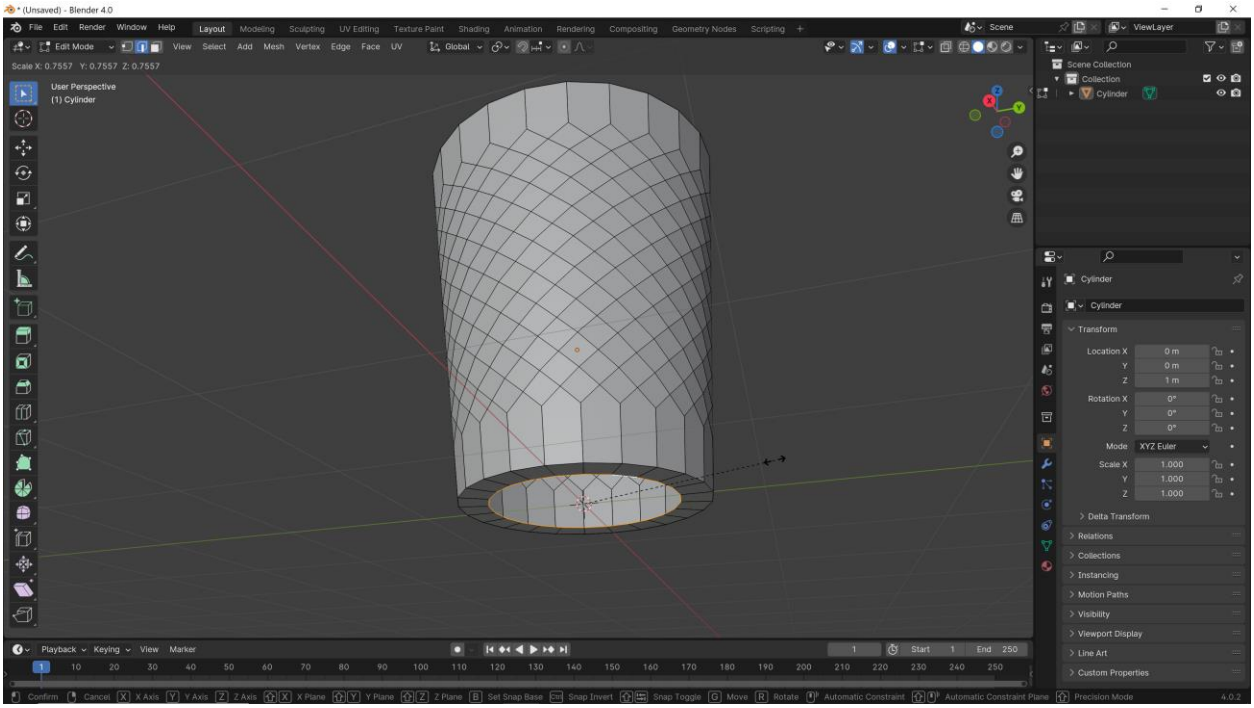
Results are as follow:



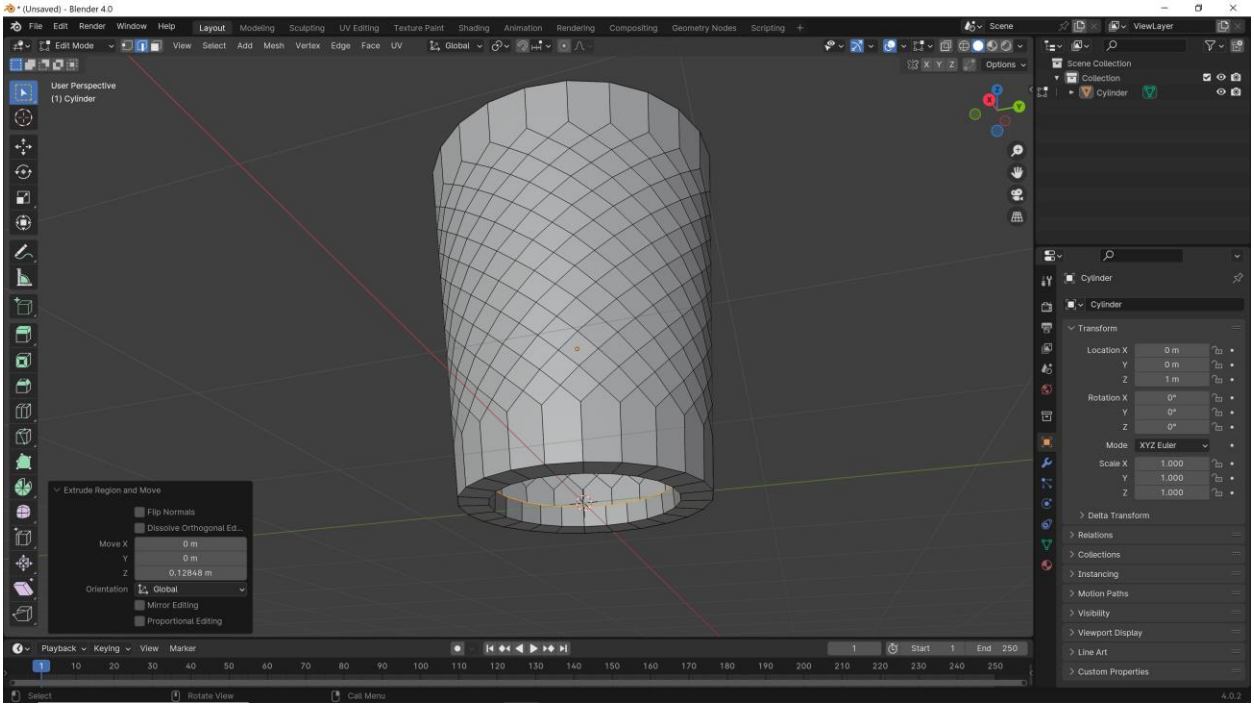
Step 5: Press Alt + Left Click on the bottom circle.



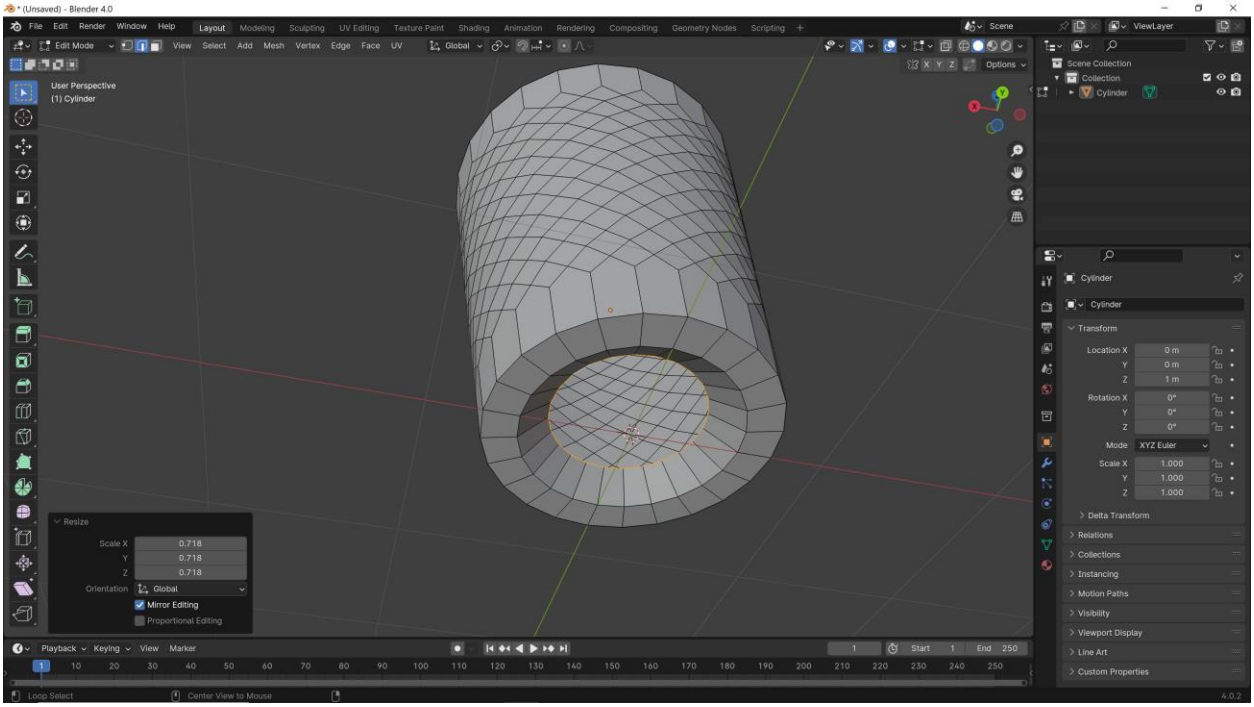
Step 5.1: Press E S and drag the mouse to obtain



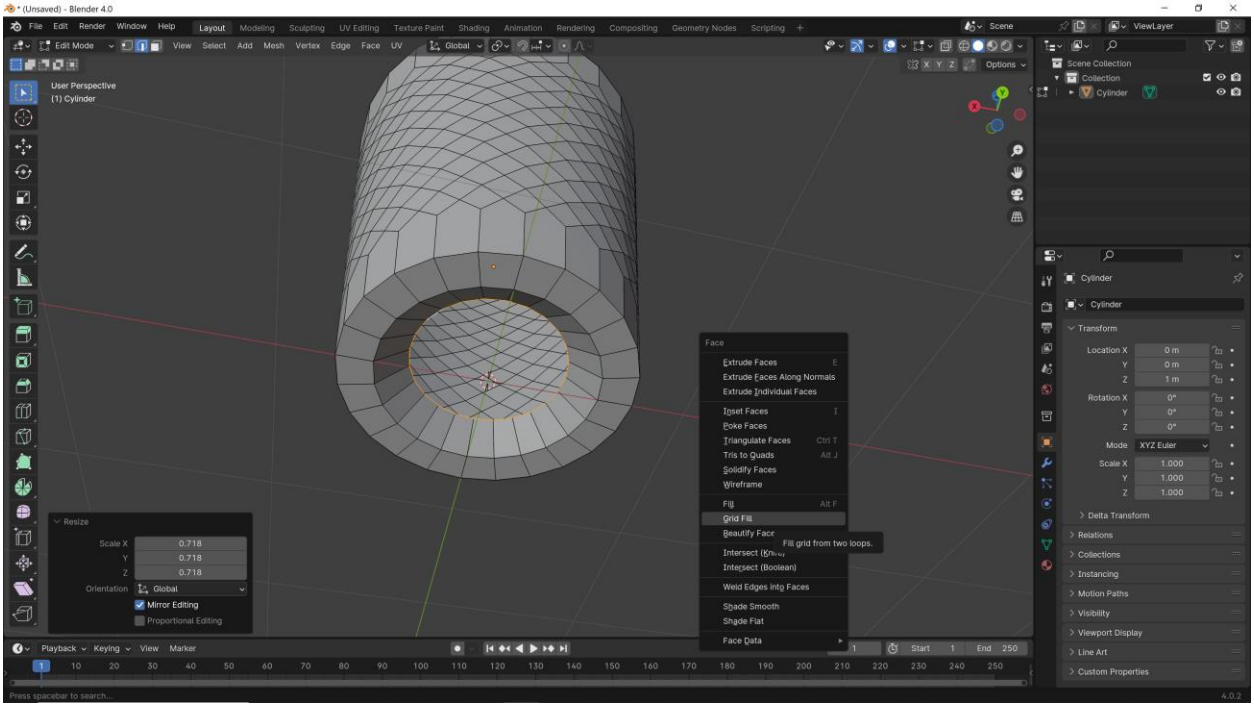
Step 5.2: Press E Z and drag the mouse up to obtain



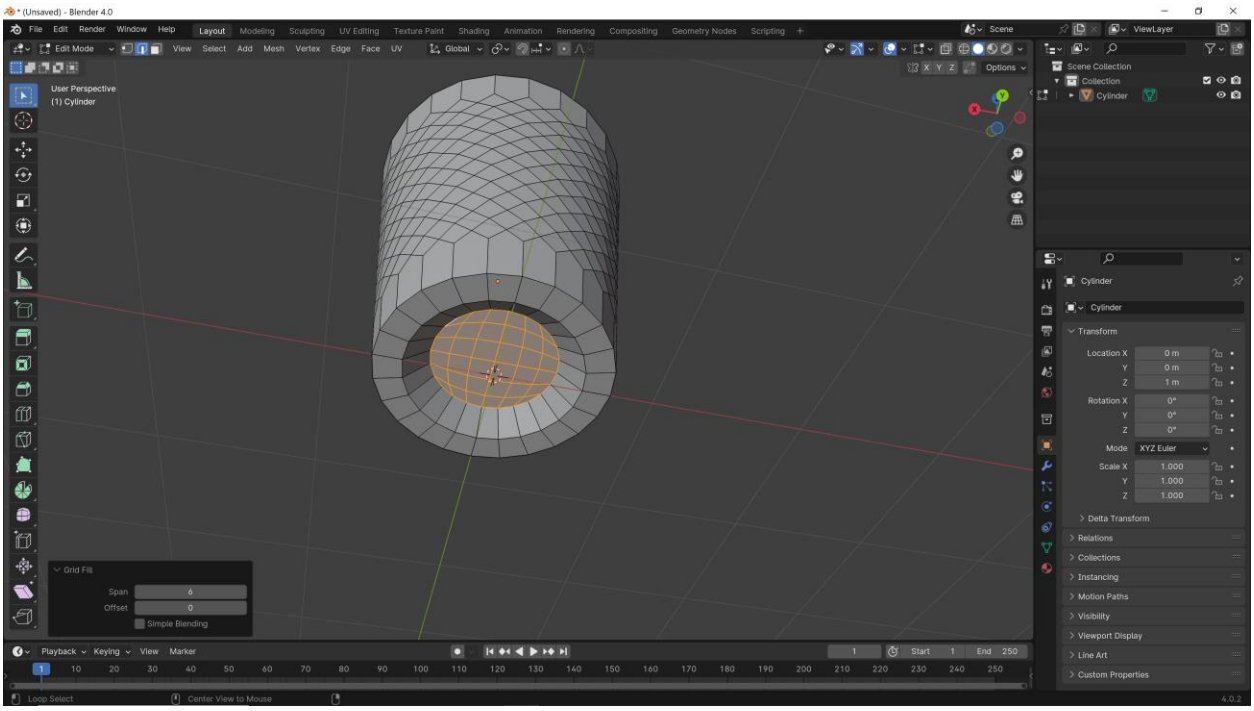
Step 5.3: Press S and drag the mouse to make the circle smaller



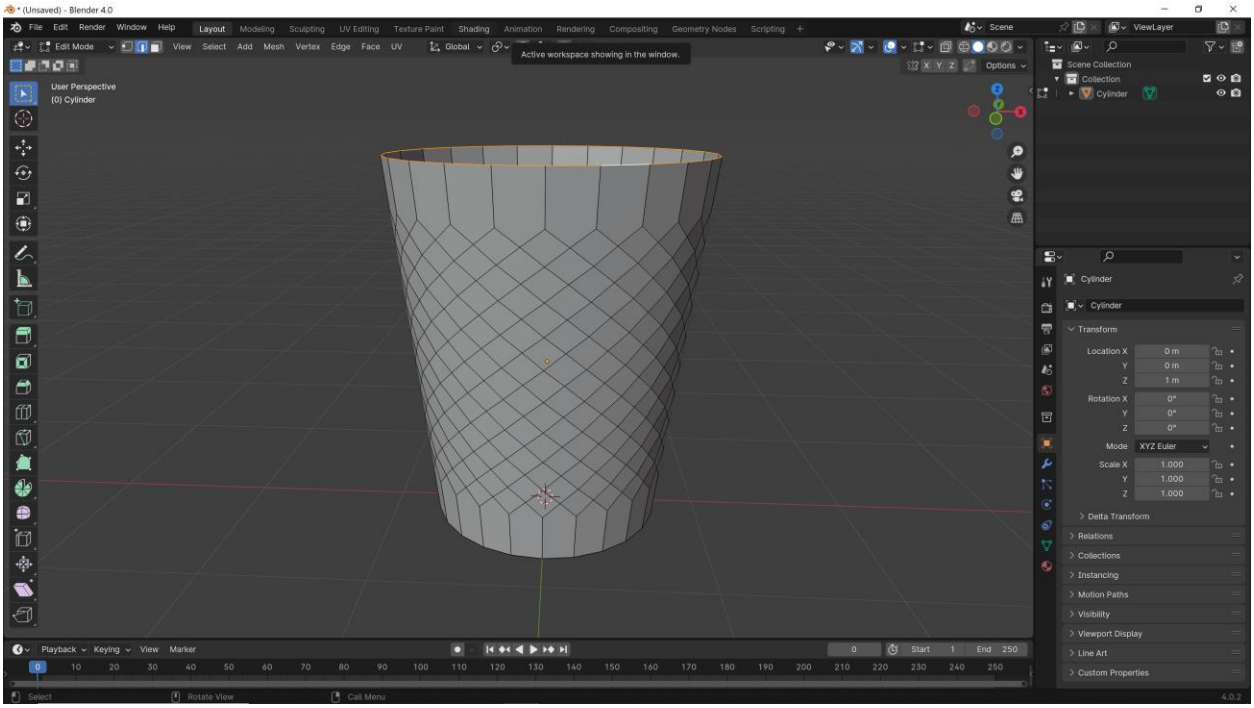
Step 5.3: Press Ctrl F and choose Grid Fill to close the bottom surface



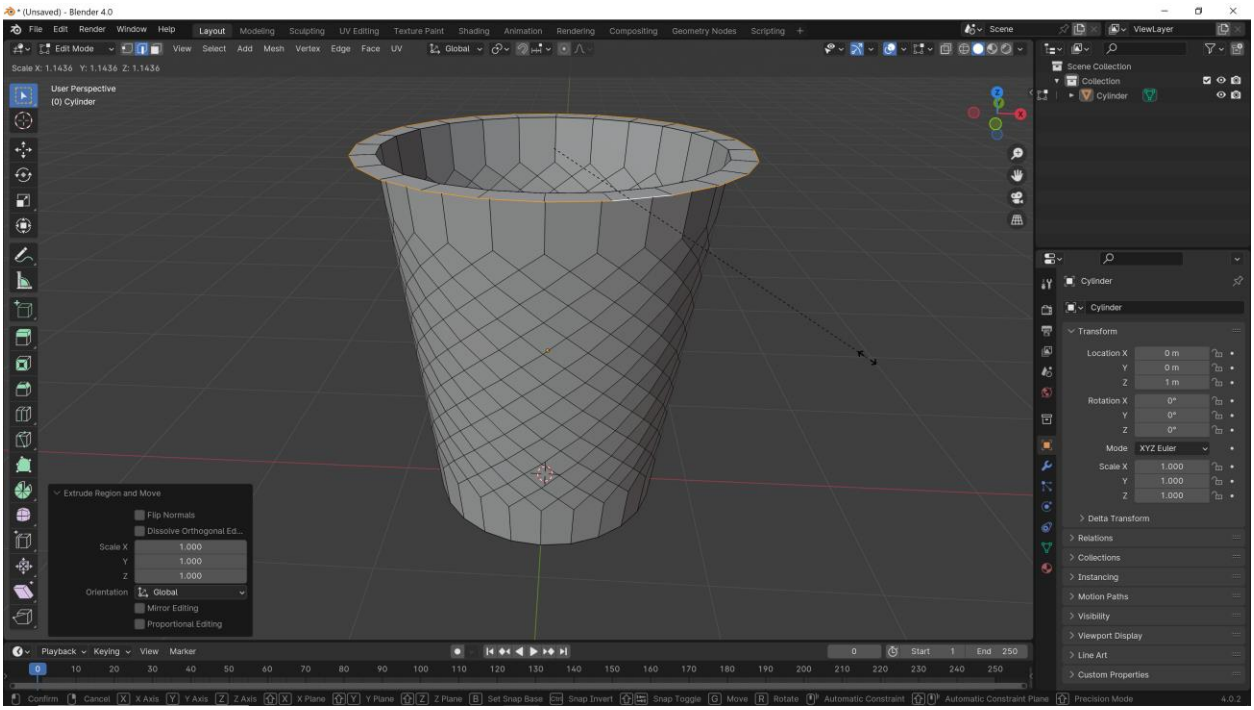
The result is as follow:



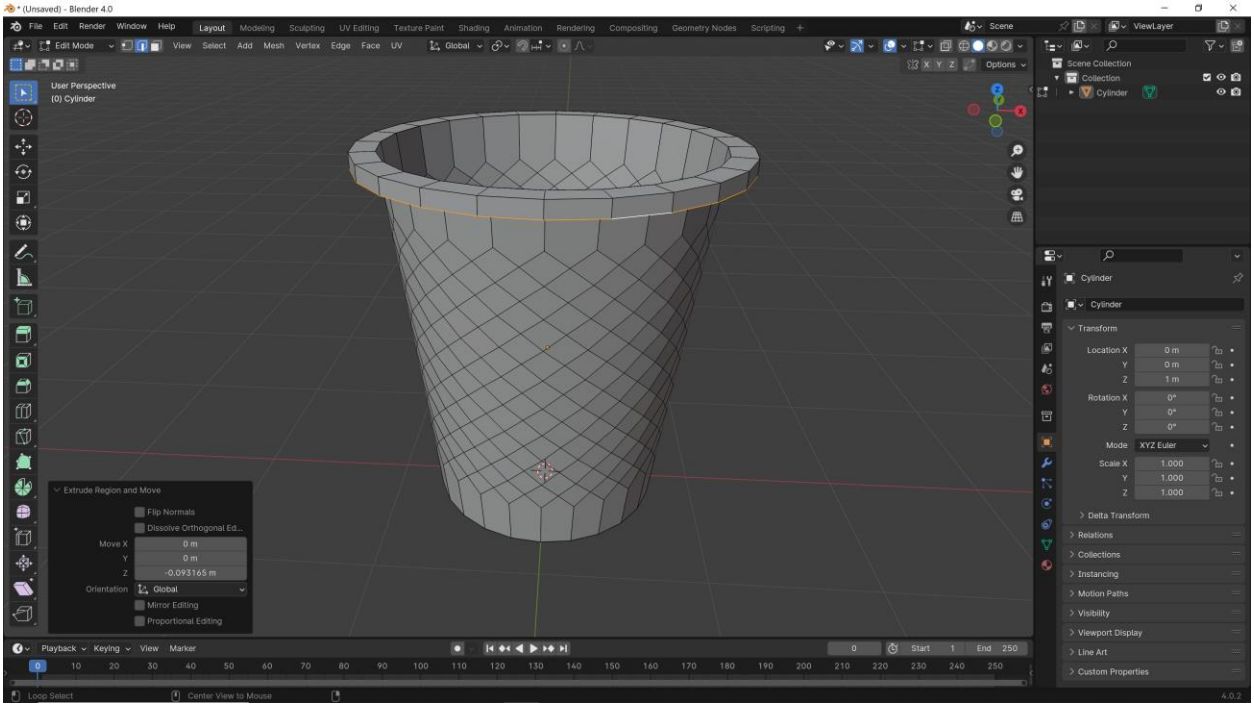
Step 6: Select the top circle by pressing Alt and left click on the circle.



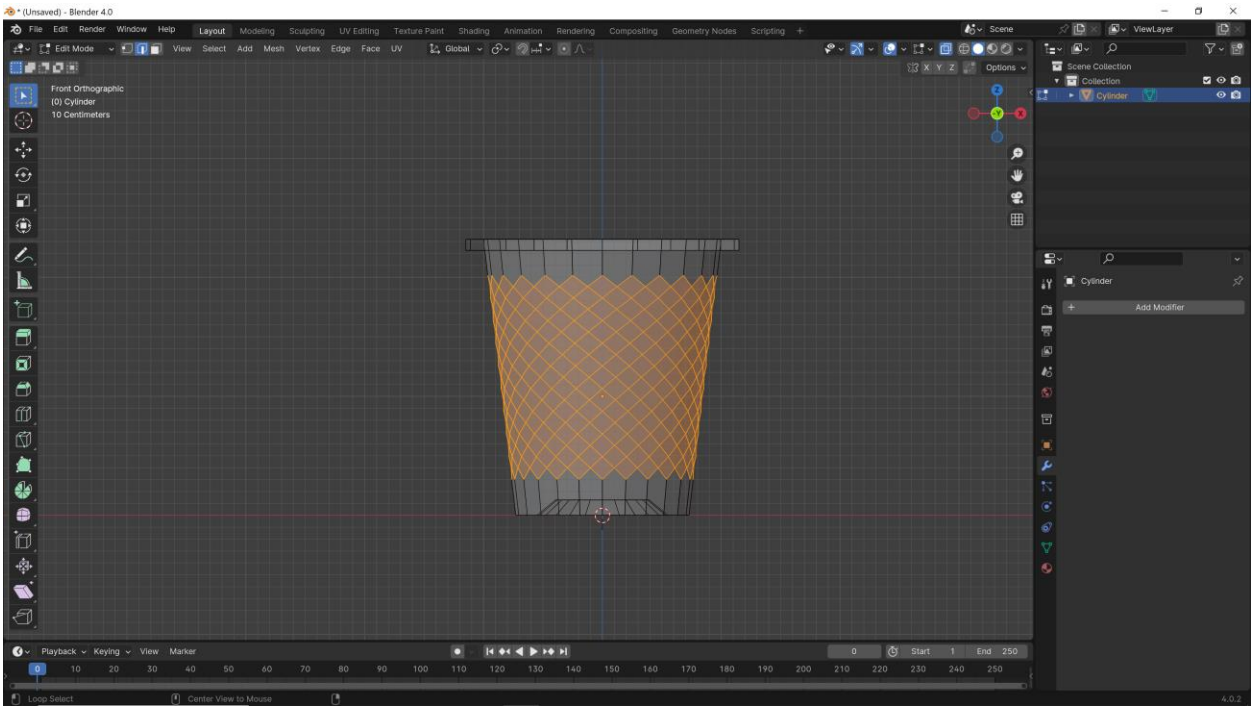
Step 6.1: Press E S and drag the mouse to obtain the following.



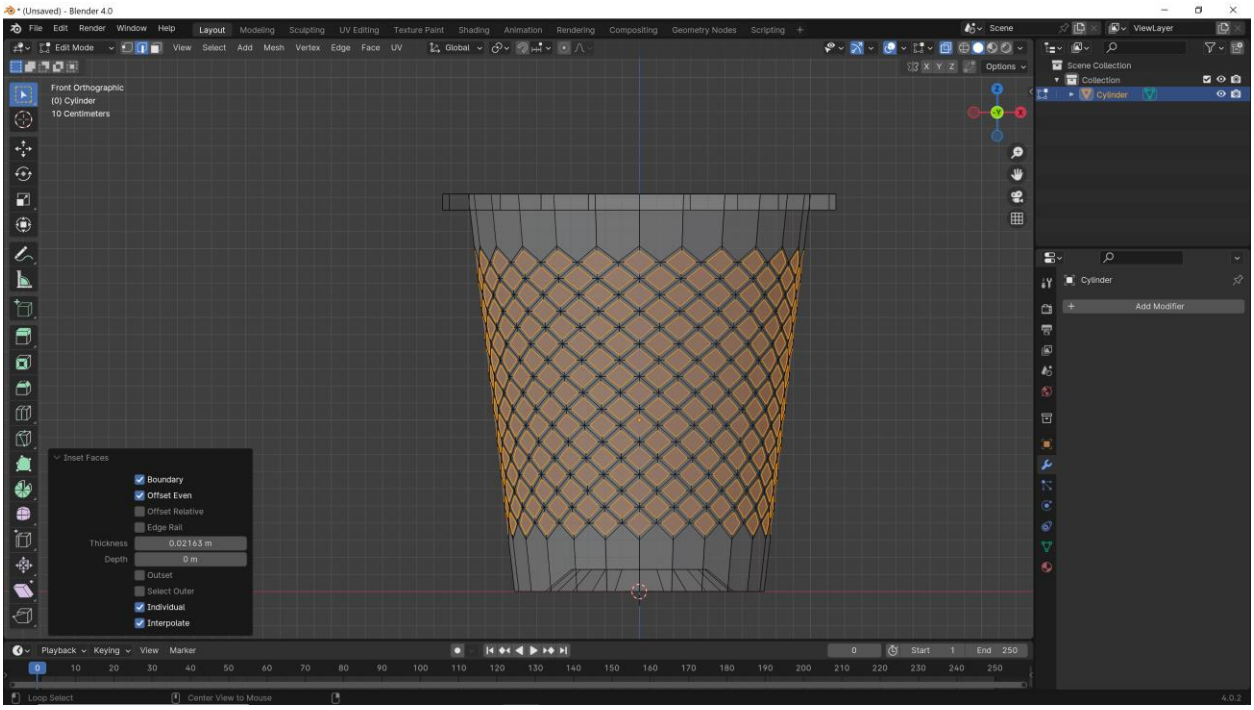
Step 6.2: Press E Z and drag the mouse down to obtain the following



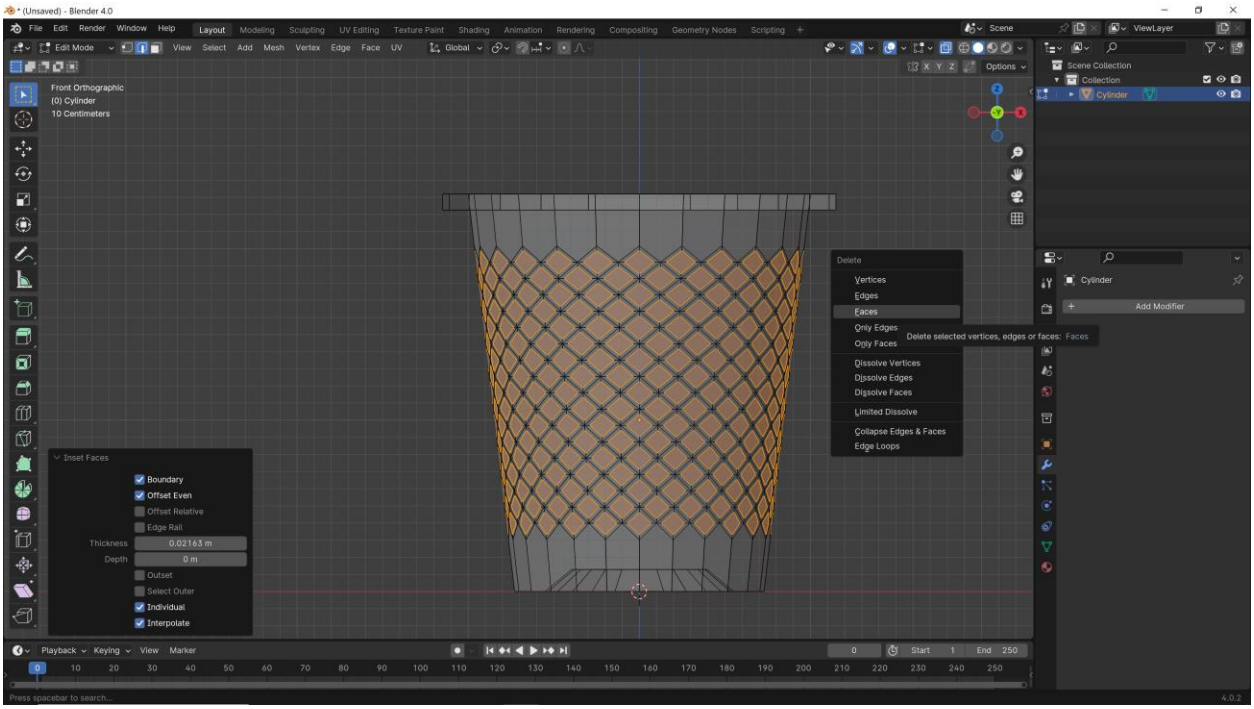
Step 7: Select area in the middle as follow:



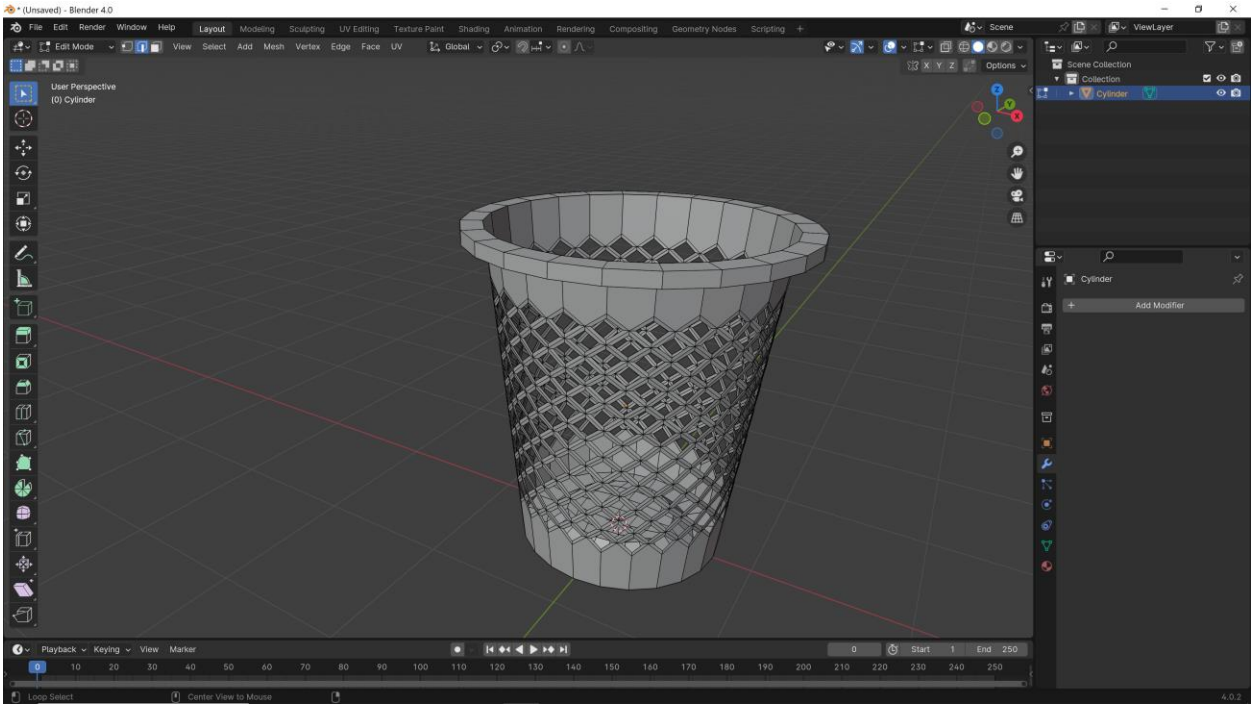
Step 7.1: Press I I to Inset faces for each individual face and Left click to accept it.



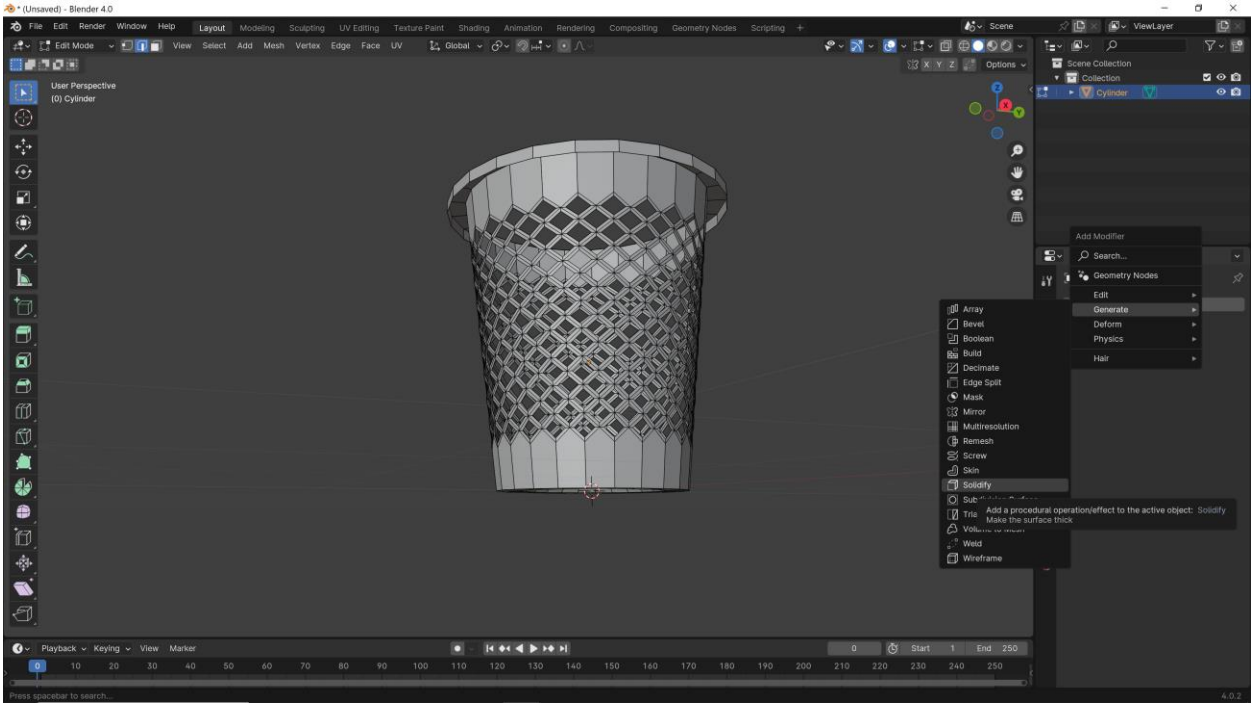
Step 7.2: Press X to delete Faces



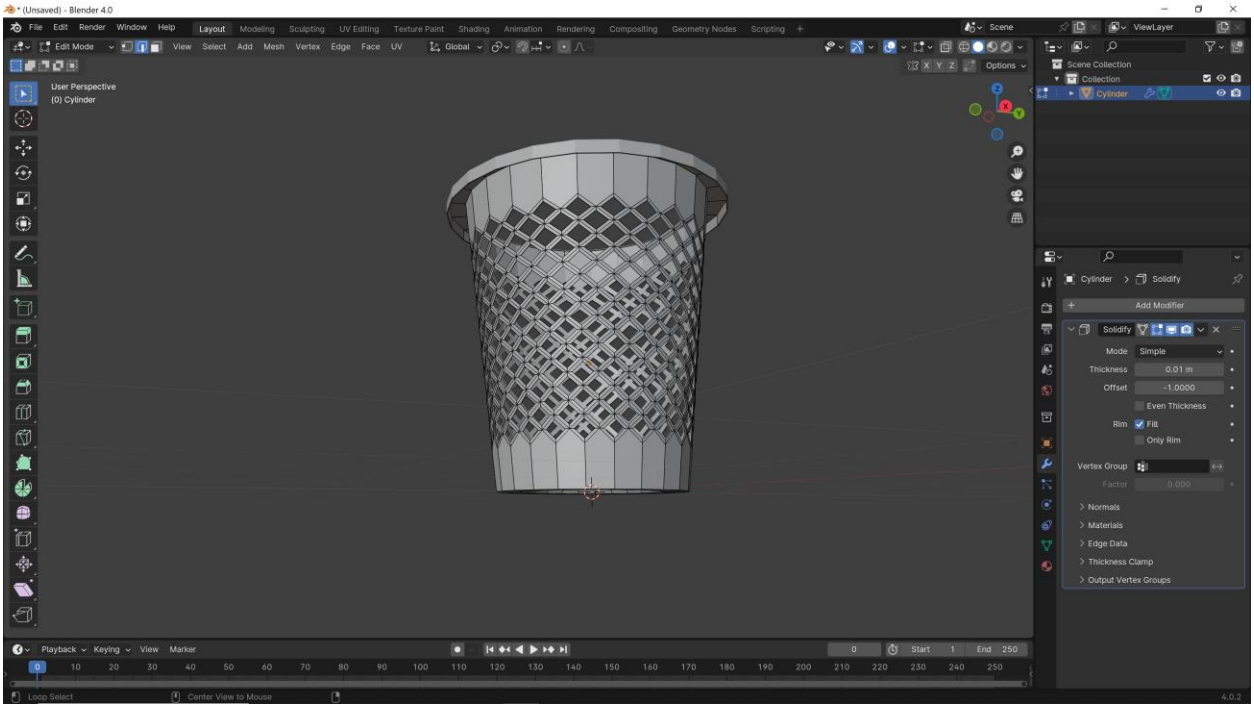
to obtain



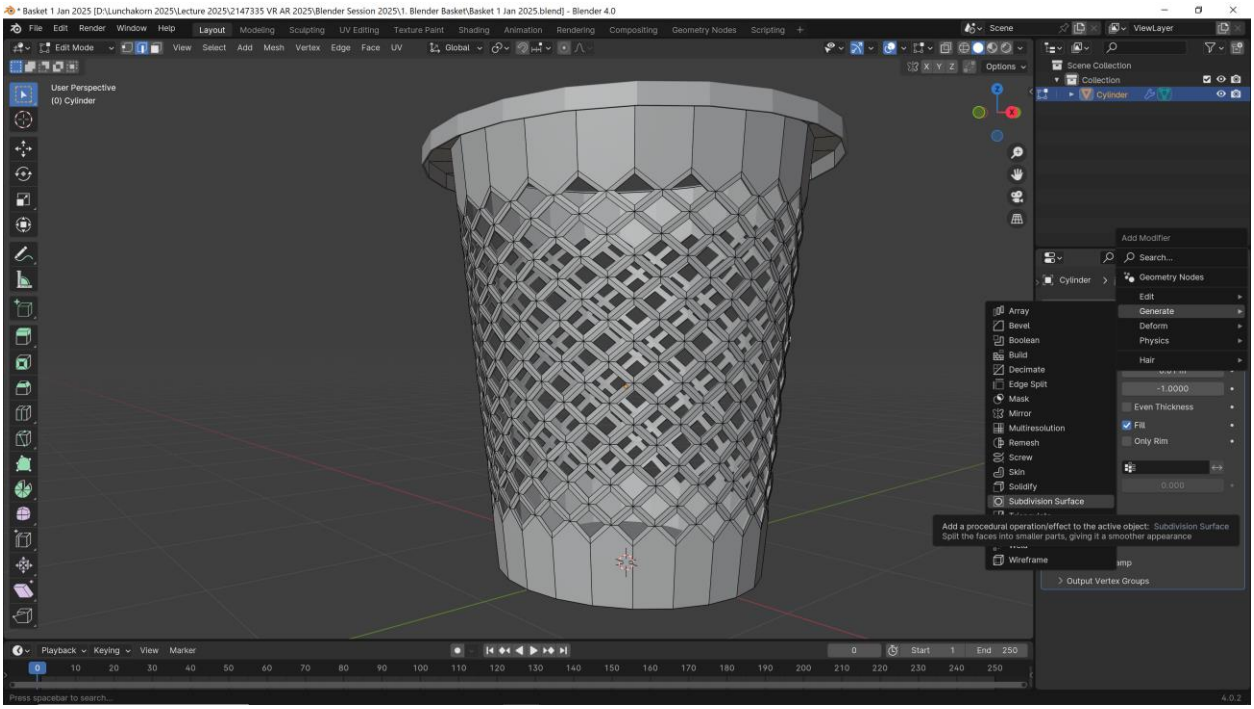
Step 8: Click Modifiers and add Generate and Solidify



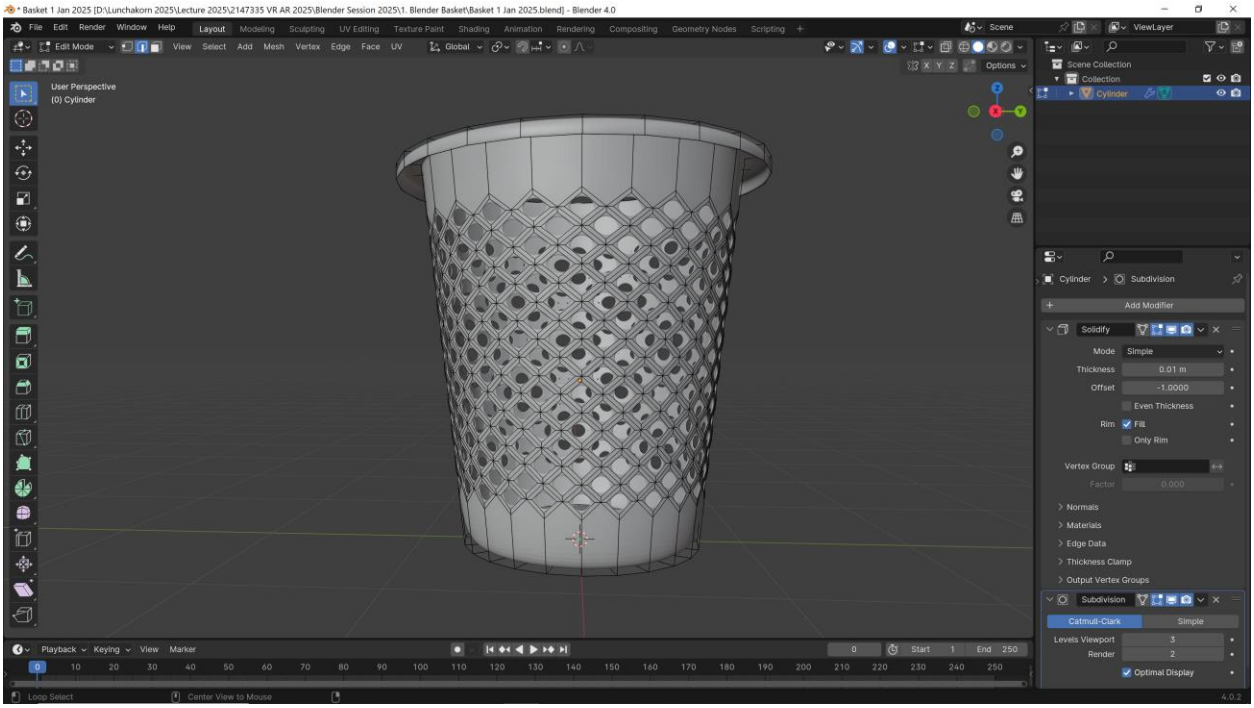
To obtain a thickness



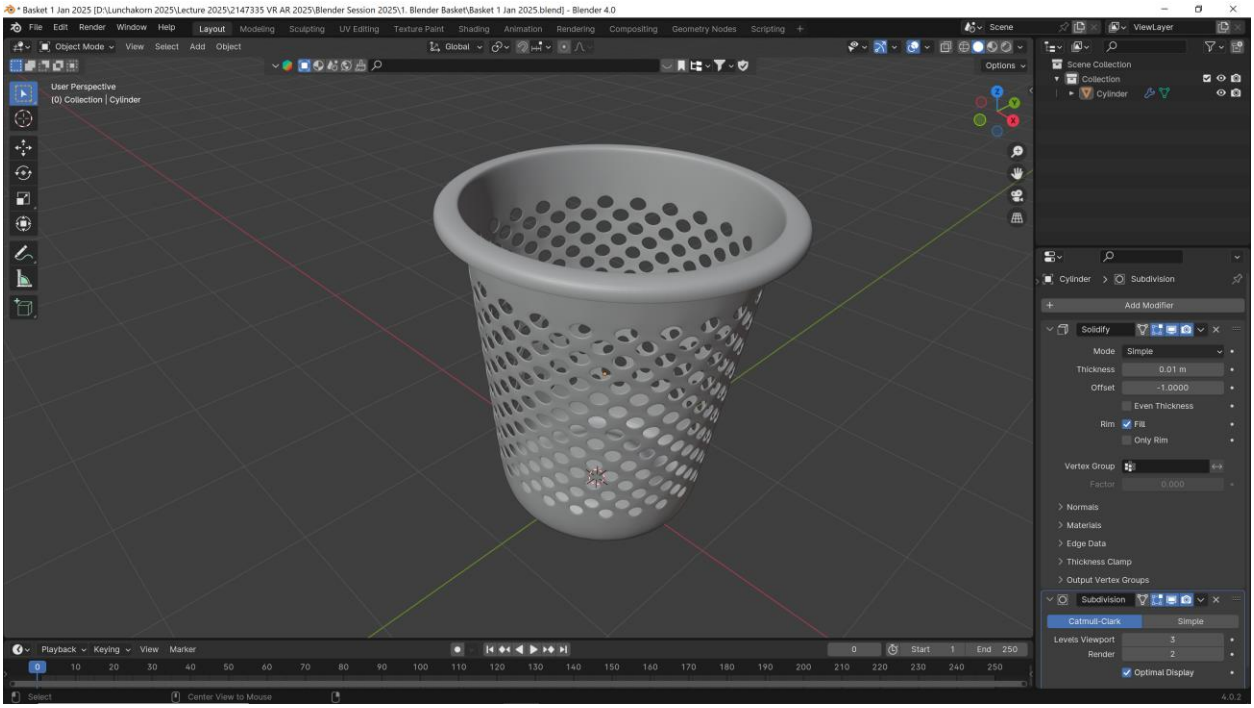
Step 9: Click Modifiers and add Generate and Subdivision Surface



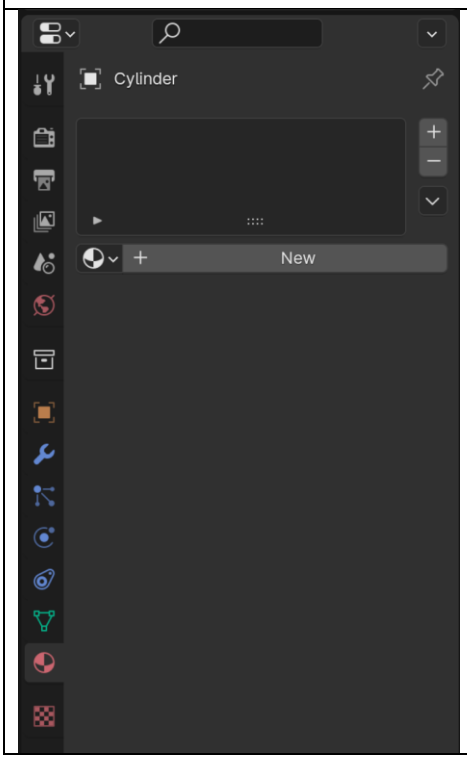
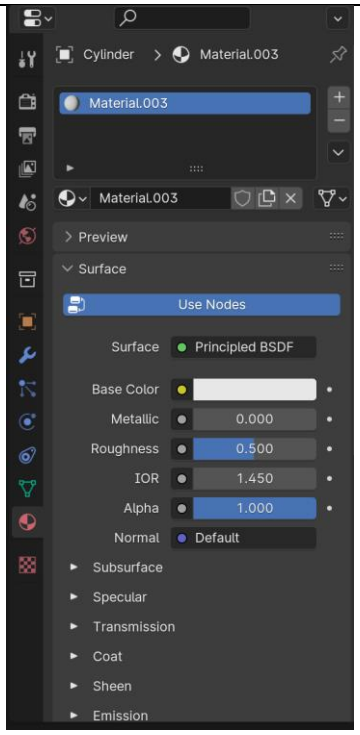
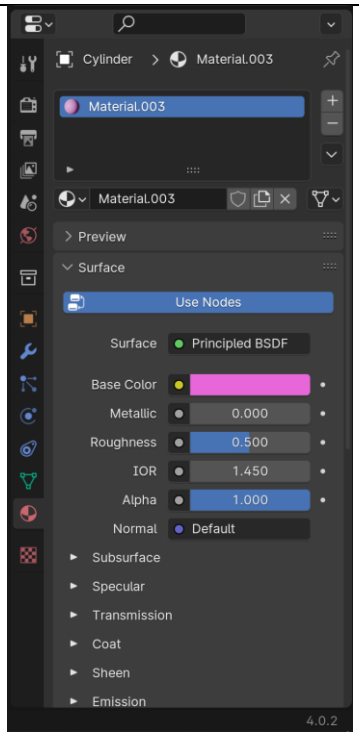
Step 9.1: Set Level Viewport to 3



Step 9.2: Change to Object Mode



Step 10: Click Materials to add color to the basket

	Click New to create a new material	Choose Base Color
		

Step 10.1: Choose the viewport shading to display in material preview mode