



## 30 DAYS OF CODE (DESIGN TRACK)

### Day 5 – Make a Lamp

Curve modelling is a 3D modelling method that relies on curves to generate surface geometry, curves which are influenced by weighted control points. This will serve as an introduction to curves, use the Bezier curve to make this curve, increase the thickness to match



Note:                   Attention to detail: 5pts.  
                          Neatness: 5pts.  
                          Completion: 5pts.  
                          Good practice (i.e. neat geometry, use of quads, etc.): 5pts.  
                          Bonus: 2pts.

Hint: Control points is edited by hitting tab changing the displacement of the control points

