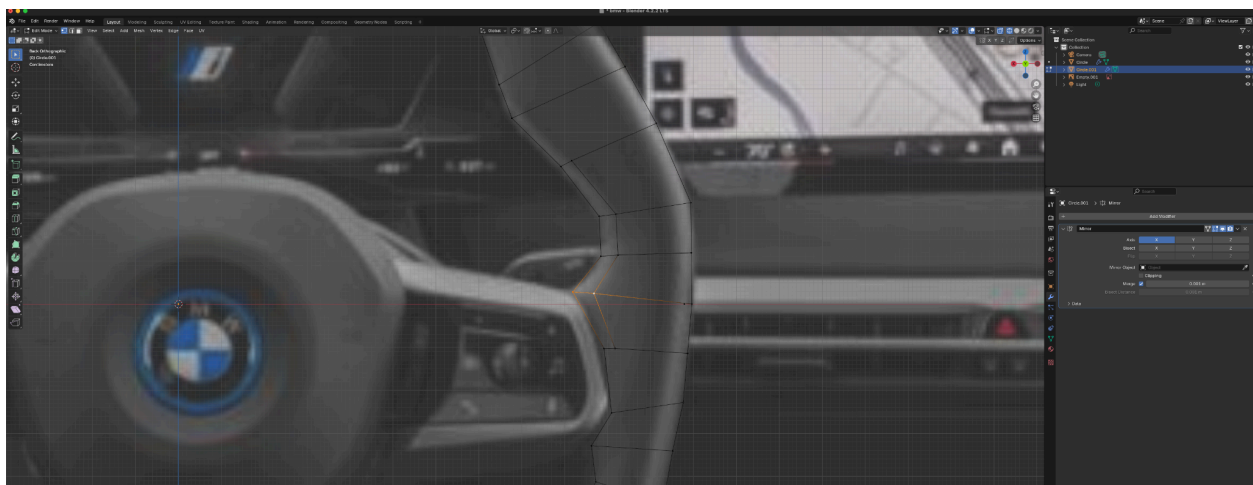
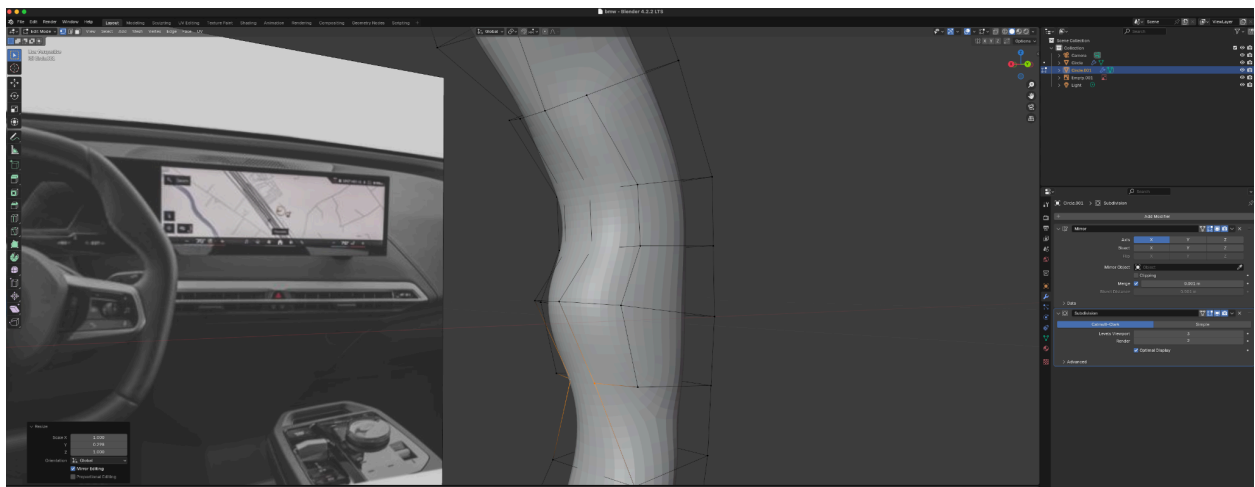
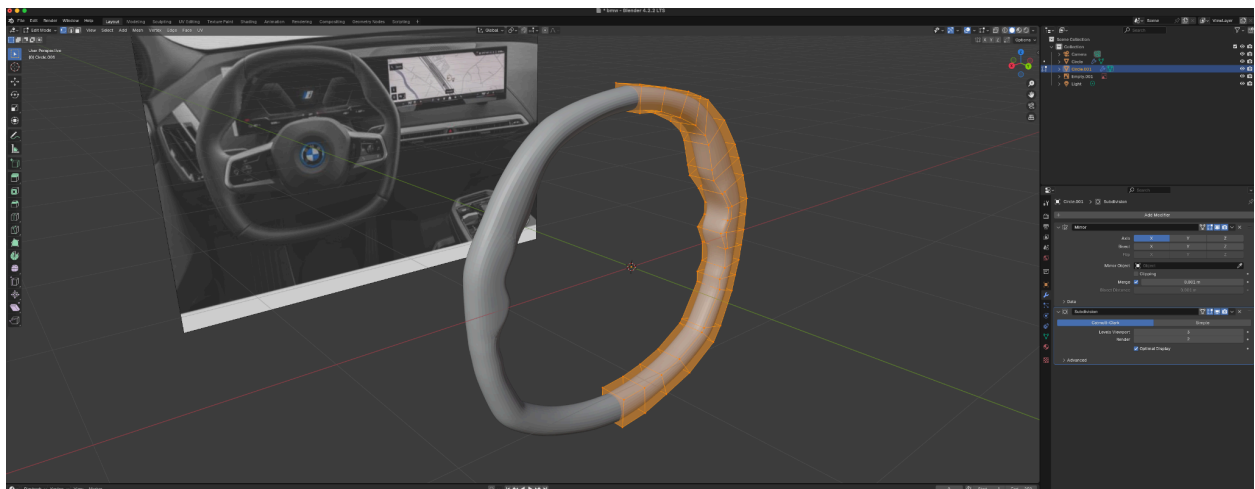
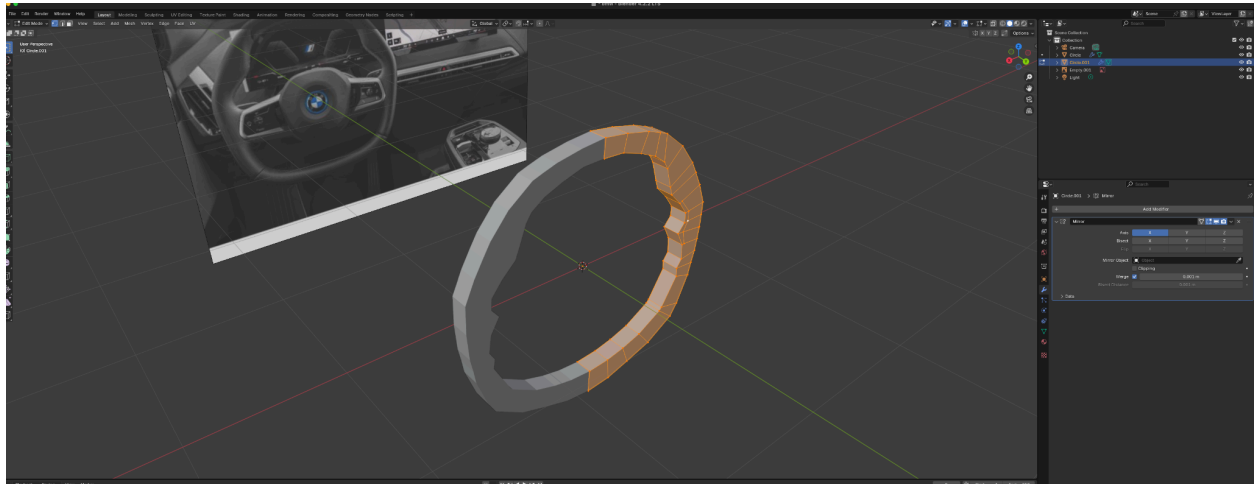


I started by creating a steering wheel with a reference picture. I mapped it out and added additional vertices and edges to create more detailed surfaces. I used a mirror modifier so that any modification I made only needed to happen once. Then I extruded the surface to make it an object, followed by a subdivision surface modifier to make it smooth on the surface. Something strange was happening, my object was not smoothed out as expected, but one side smooth and the other side kind of flat. Corners were not rounded either. I thought it was because I didn't select the correct vertices and surfaces when adding the modifier, but it was not the case. This part actually took me very long time to figure out, I still don't really know why, but if I extrude using mouse drag and click, the object surfaces are nicely rounded as expected. However, if I use the keyboard to type in a number for extrusion, it would mess it up. Extrusion with subdivision surface was confusing. When I extrude the center of the steering wheel there was always a auto created surface and lines left behind.



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