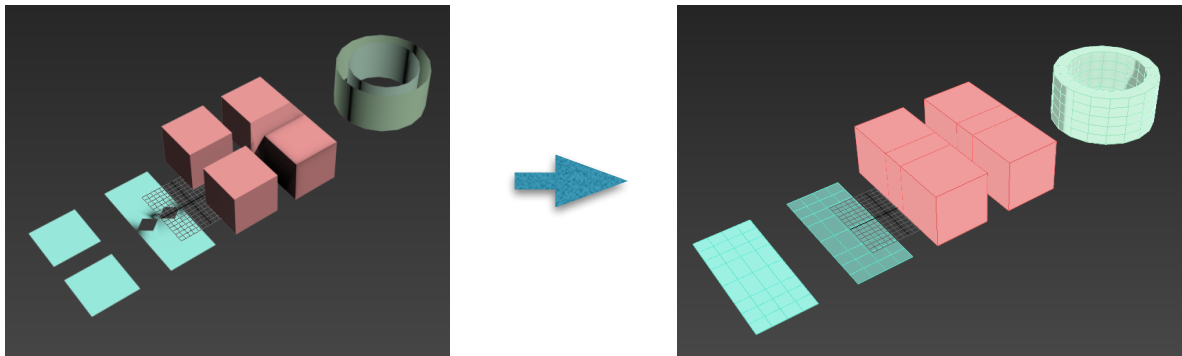


Task 1:

Following the workflows demonstrated in the lecture, fix the 5 meshes in Task1a-e



The fixed meshes should be structured as above
(see target1.png)

Task 2:

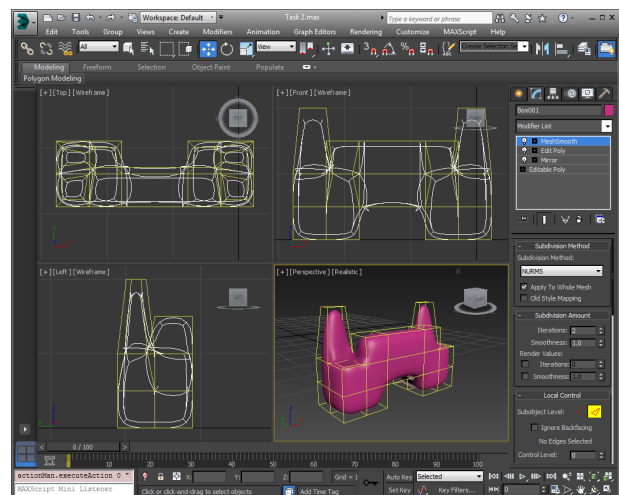
Starting with a box, create your own symmetrical 'gateway' sculpture (e.g. as shown on the right):

1) Start with a box and experiment with the following operations to create one half of your gateway design (i.e. a tower).

- Extrude
- Outline
- Bevel
- Inset

(use each operation at least once)

Cut a hole and use a mirror modifier to create a second tower, bridge them and apply a mesh smooth modifier (do not collapse the modifier stack). Your final tower might look something like the above:



Task 3:

Help->Tutorials->Modeling Tutorials->Modeling a Helmet Using the Ribbon

N.B. You do not need to fully complete this tutorial, it's more important to think about the workflow. Consider how the Ribbon is (or isn't) an improvement over the previous poly editing tools.