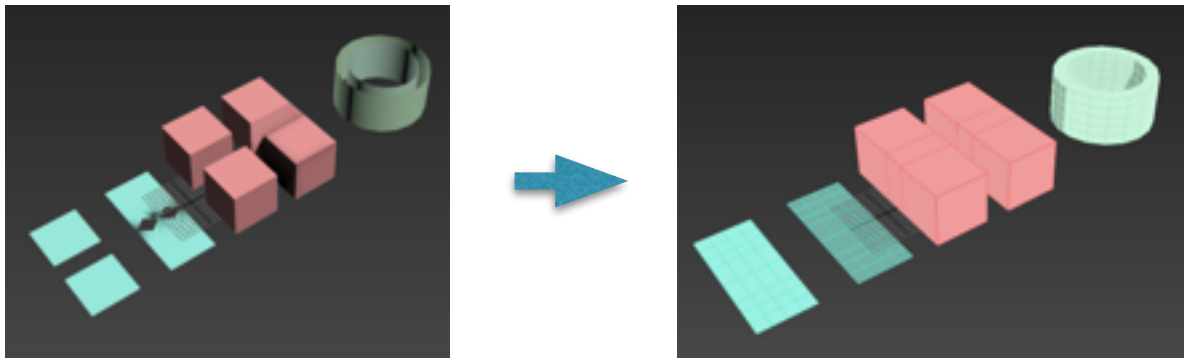


### Task 1:

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:

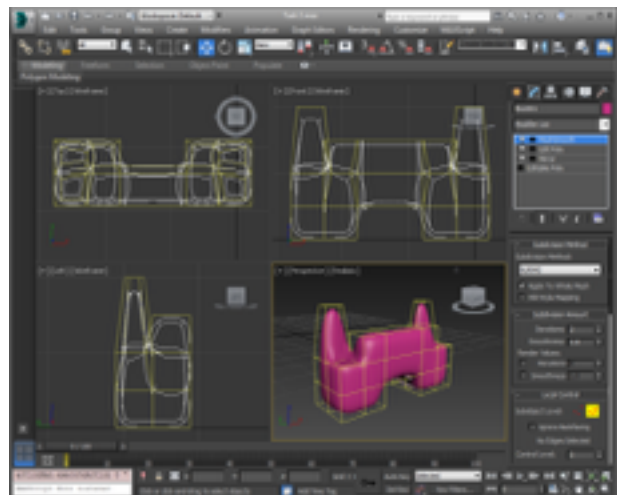
Starting with a box, create your own symmetrical 'gateway' sculpture (e.g. as shown on the right):

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 complete this tutorial, have a go and think about the workflow. Consider how the Ribbon is (or isn't) an improvement over the other poly editing tools.