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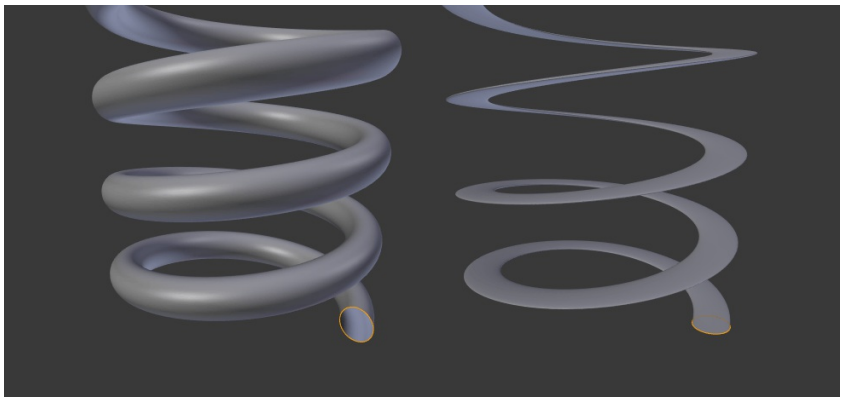
Screw Modifier

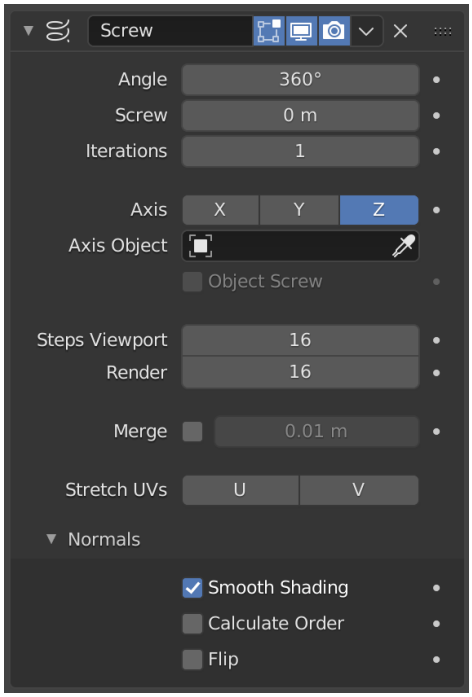
The *Screw* modifier is similar to the Screw tool in the Toolbar, in that it takes a profile object, a mesh or a curve, to create a helix-like shape.



Properly aligning the profile object is important.

The profile should be properly aligned to the cardinal direction of the object rather than to the screw axis.

Options



The Screw modifier.

Angle
: Degrees for a single helix revolution.

Screw
: The height of one helix iteration.

Iterations
: Number of revolutions.

Axis
: The axis along which the helix will be built.

Axis Object
: The name of an object to define the axis direction.

  Object Screw
  : Use the distance from the *Axis Object* to define the height of one helix iteration.

Steps Viewport
: Number of steps used for a single revolution displayed in the 3D Viewport.

Render
: As above, but used during render time. Increase to improve quality.

Merge
: Merge vertices that lie on the axis of rotation. Use this to close off end points with a triangle fan.

  Merge Distance
  : Vertices under this distance to the axis are merged.

Stretch UVs
: Stretch the UV coordinates from (0.0 to 1.0) when UVs are present.

Normals

Smooth Shading
: Output faces with smooth shading rather than flat shading. The smooth/flat shading of the input geometry is not preserved.

Calculate Order

Order of edges is calculated to avoid problems with normals and shading. Only needed for meshes, not curves.

Flip

Flip normals direction.

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