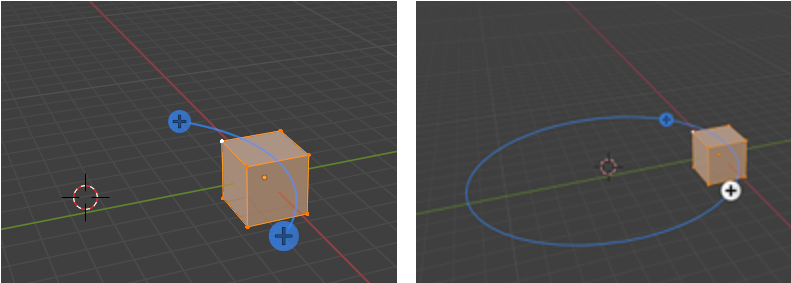
The Spin Tool



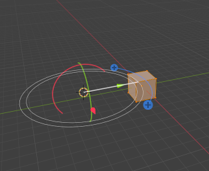
# Spinning a Cube

Here is a cube, and we took it and spun it around the middle cursor. To do this, you want to select the entire cube with the A key, hover over the plus sign until you see a blue circle and then just drag the mouse.

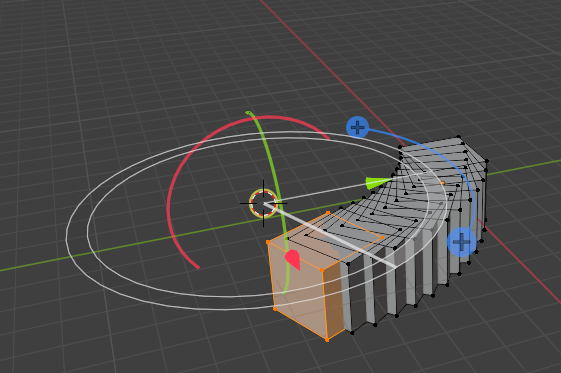
Move the cursor off to the side of the box, because it will use it to spin around.



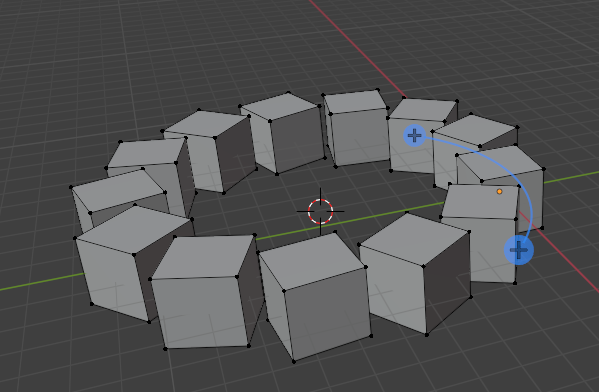
The circle will tell you how the spin will go. Now when you press down the left mouse button you will see this spin type of icon show up on the screen.



When that spin icon appears you can simply drag the mouse and it will start to duplicate the object in a circle around the center cursor icon.



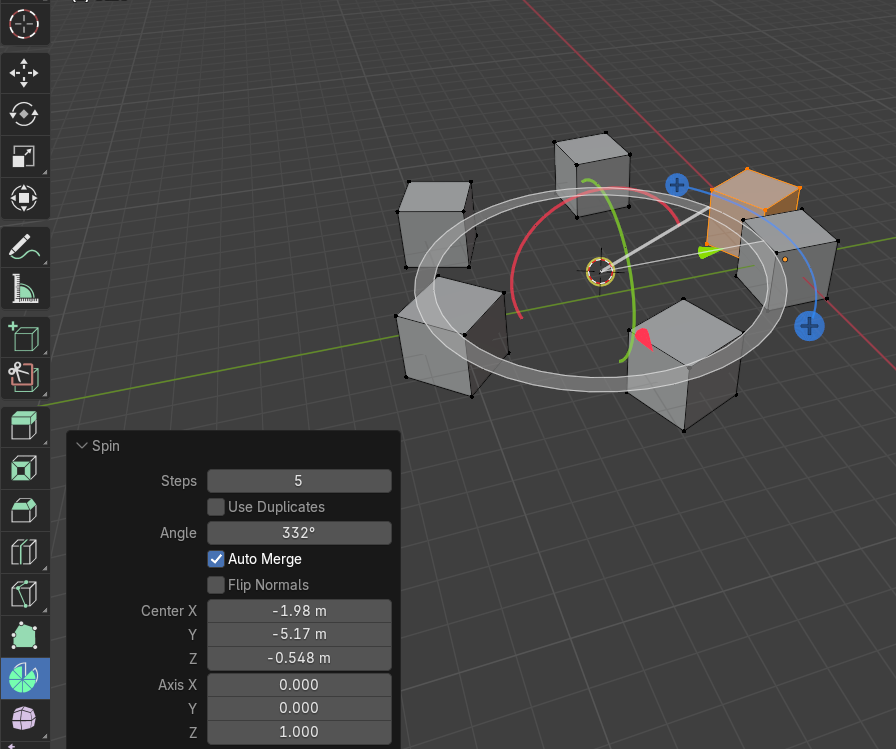
This is what the boxes look like when you complete the spin



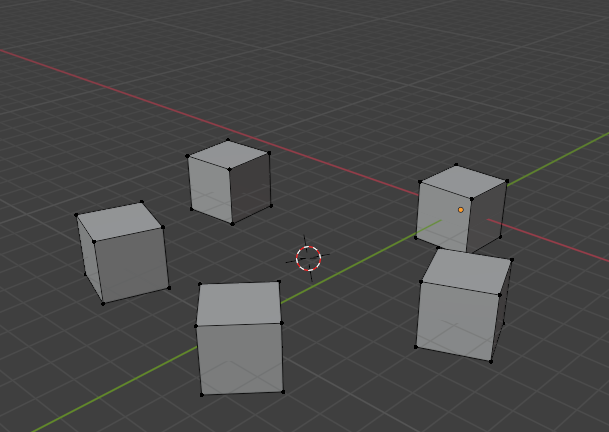
# The Last Operation Dialog Box

At the bottom of the screen, you will see the Spin dialog box, because Spin was the last operation.

Look at what happens if you reduce the steps from 12 to 5. Do you need a few boxes in a circle, then you would do this to create them.



Remove that first box will give you with the 5 boxes of equal spacing.

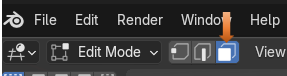


# Spinning Specific types of your mesh

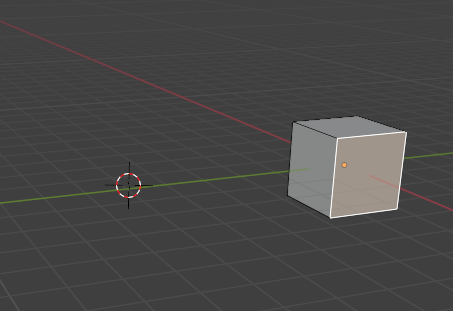
Well, the above demonstrated what would happen if you selected the entire cube and rotated it. You can also just take a face, an edge or even a vertex and just spin those.

# Spinning a Face

Go into Face Mode



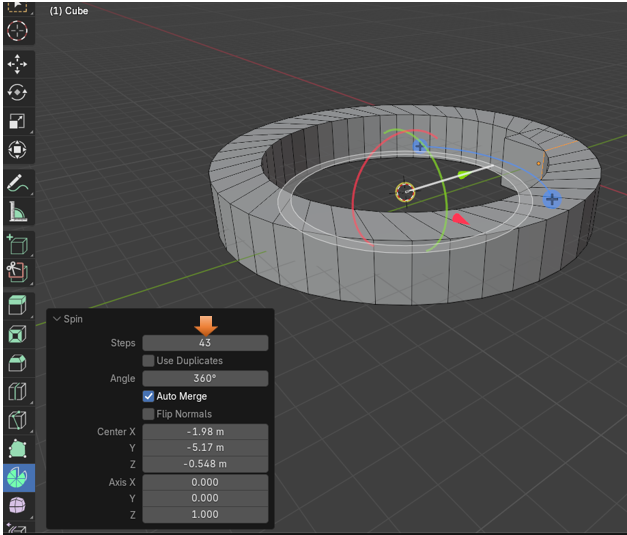
Select a single face



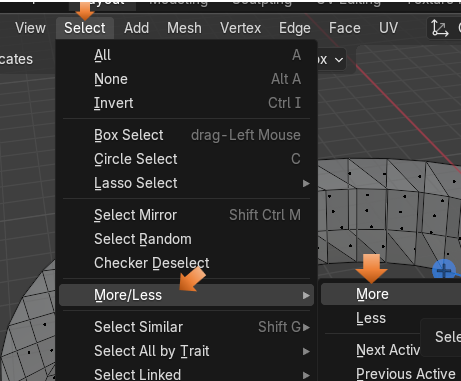
Make sure your cursor is off to the side of the box and not directly on it, so we can spin around it. You can use the Cursor tool from the tool box to move the cursor if you want. Just make sure you come out of the cursor tool, so it’s not effected, when you no longer want to move the cursor around.

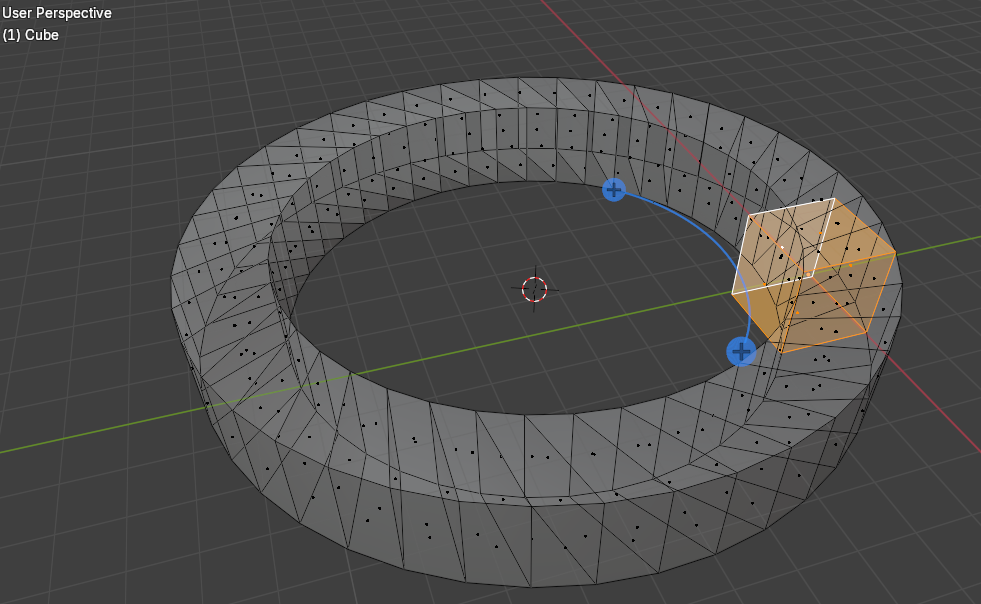


Now grab the spin tool and spin this face. Notice that for this one, I upped the steps to be 43. This makes a nice ring.

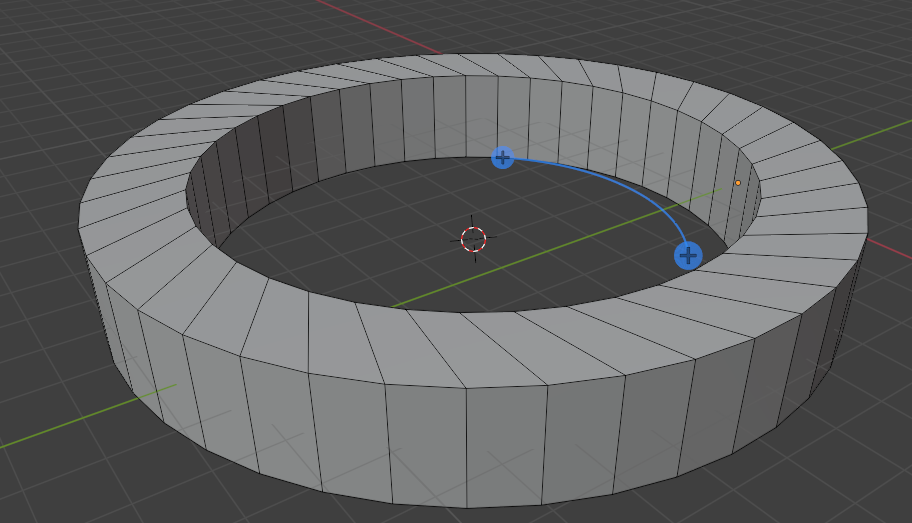


Also, you might want to delete the original cube, as it kind of gets in the way of things looking right. You might have to use the Select more to grab it out of the mesh. Select a face of the original face and then hit the plus key or go to the select menu.



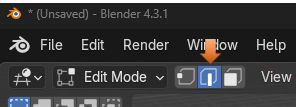


Then just delete it to remove it.

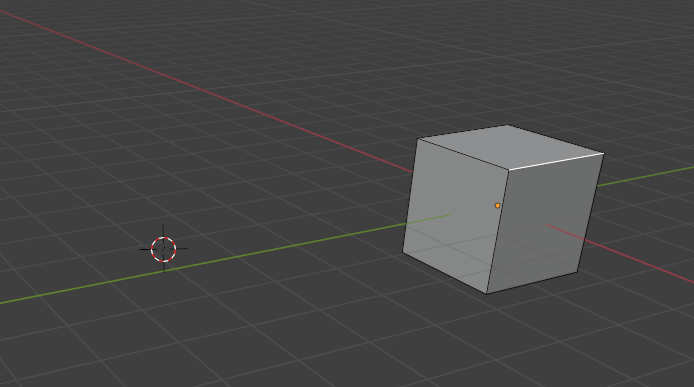


# Spinning an Edge

Now let’s try and Spin just an edge.

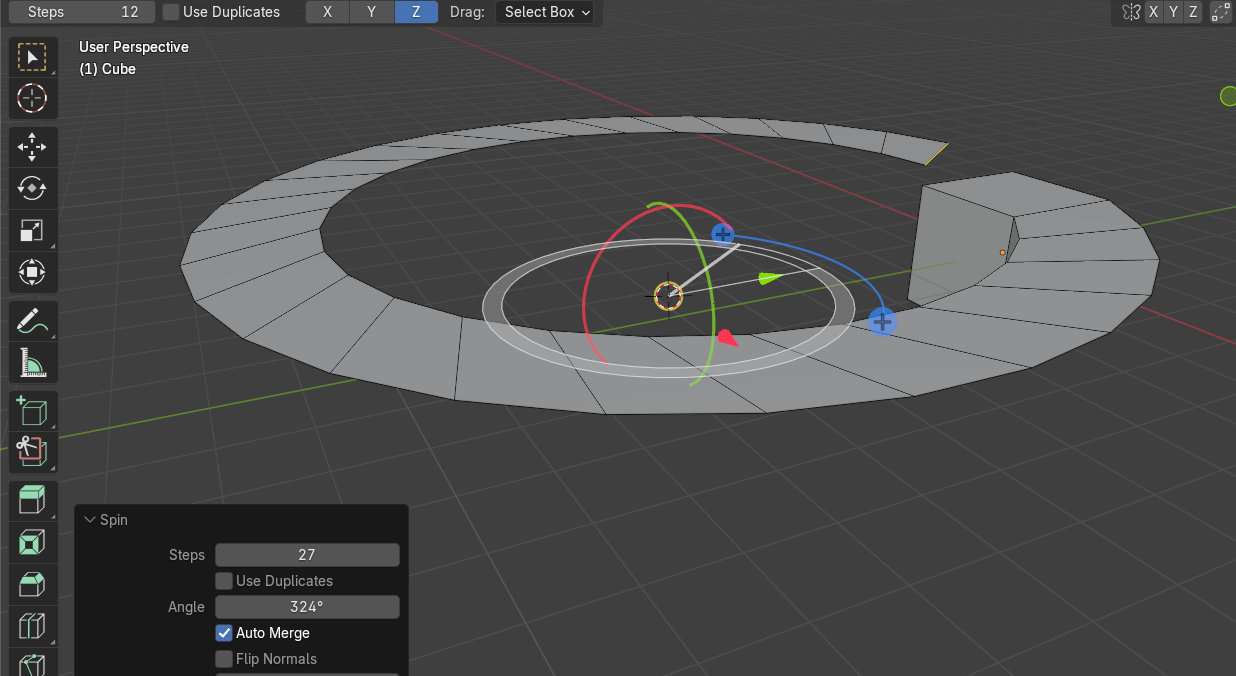


Select your edge.

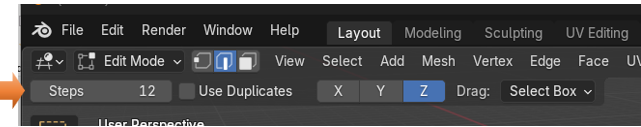


Grab the spin tool and spin it.

I put the steps to 27. So, it looks sort of like a side walk.

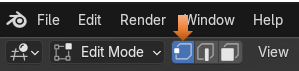


Clicking on the viewport will make the dialog box disappear at the bottom of the screen, but you will still be able to do certain things from a sub menu that will come with this tool at the top of the viewport.

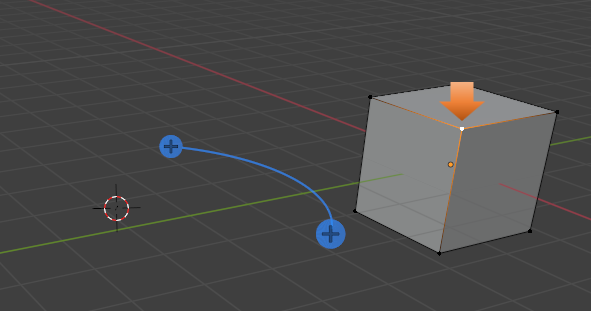


# Spinning a Vertex

Go into Vertex mode

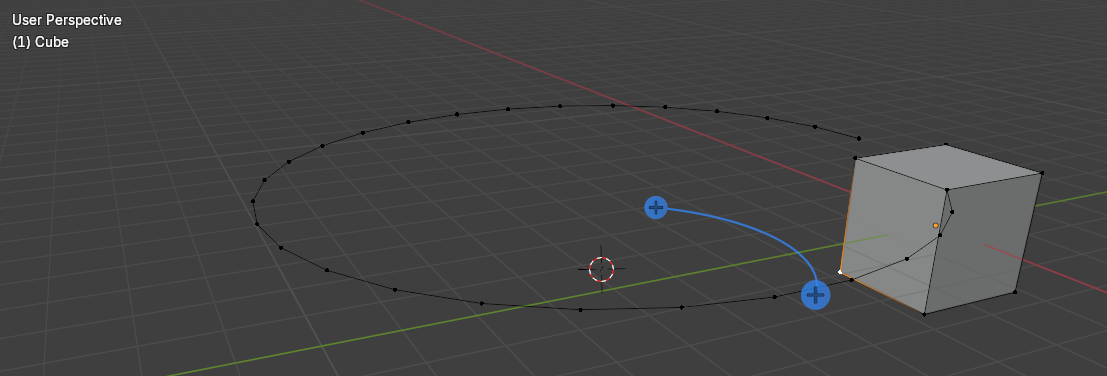


Select a Vertex to work from



You still want to make sure that the cursor is located at the center of where you want the spin to occur.

Grab your spin tool and start spinning. Cool way to create the outline of the circle.

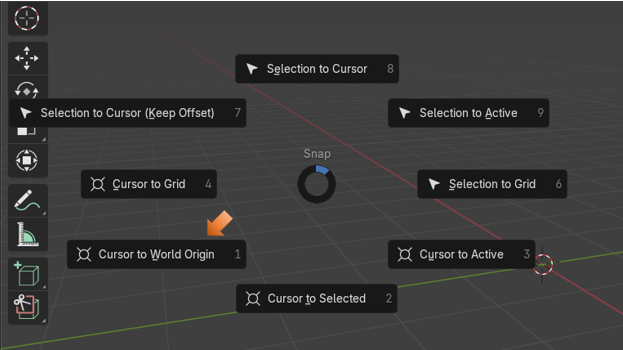


# Working from a Single vertex

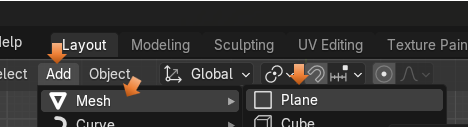
Let’s try to do something from just a single vertex.

Start in Object mode, get rid of everything from the screen.

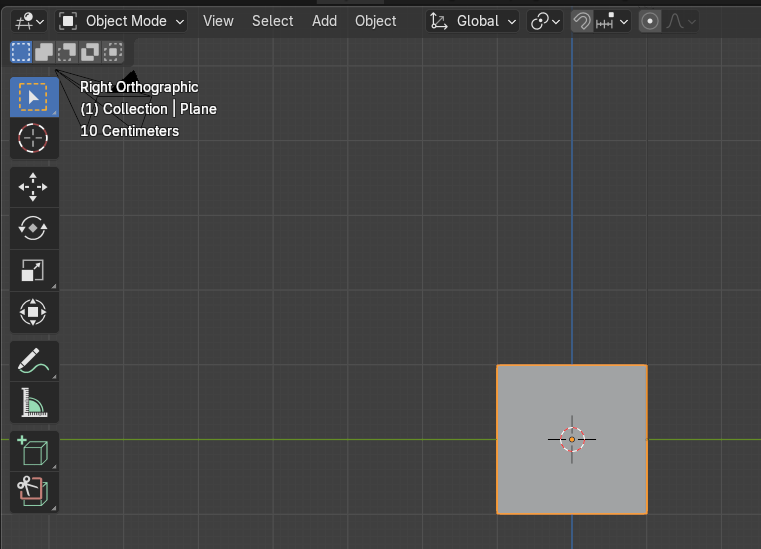
Hit Shift -S and choose set Cursor to World Origin. This will set the cursor back to the center of the screen.



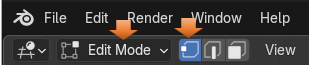
Add Mesh Plane



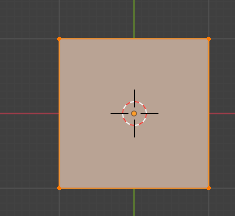
Add this plane in Right Orthographic Mode



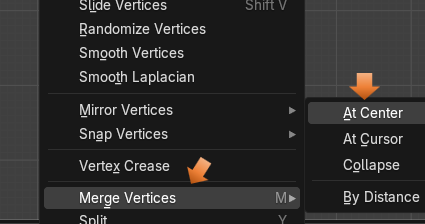
Go into Edit Mode, Vertex mode



Hit the A key to make sure all of the vertices in the plane are selected.



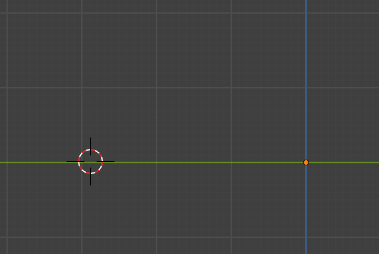
Hit the M key to merge and then merge everything At Center.



Now you should have a single vertex



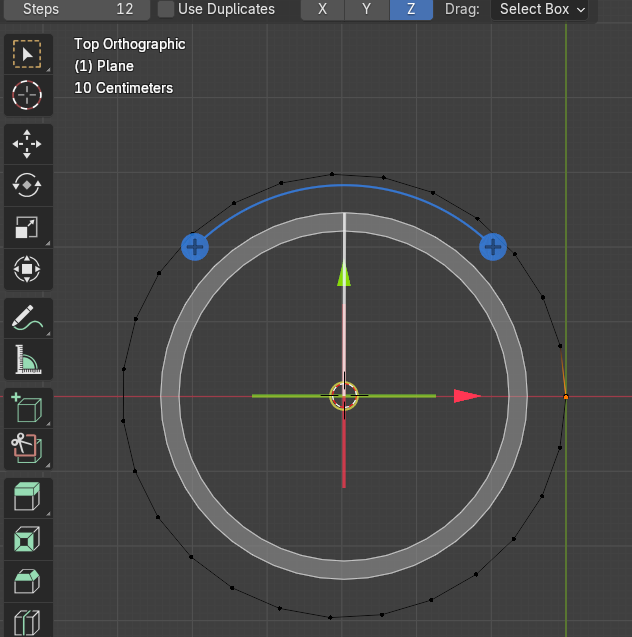
Move the Cursor off to the side again so we can spin things around it. Blender says it will spin around a single vertex if the cursor is centered on it using Cursor to Selected, but I have never found this to work. So, to save your self a headache, just position the cursor off to one side of the vertex and spin around the vertex from there.



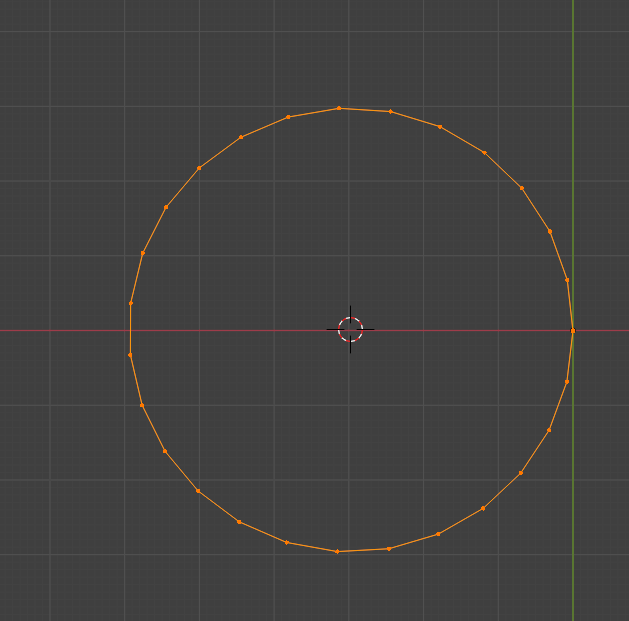
Go to Top view to see the spin. Hit 7 in the number keypad to get to top view.

Grab your spin tool and start to spin the vertices

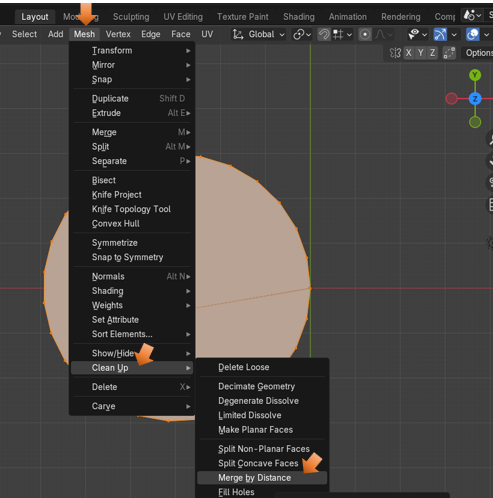


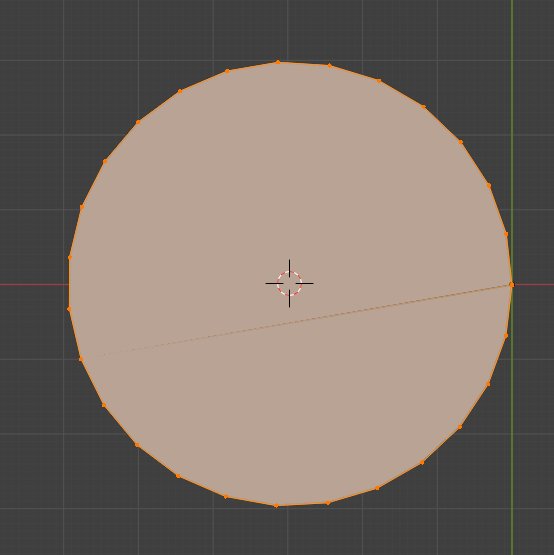


Hit A to select all

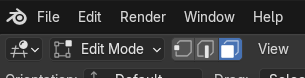


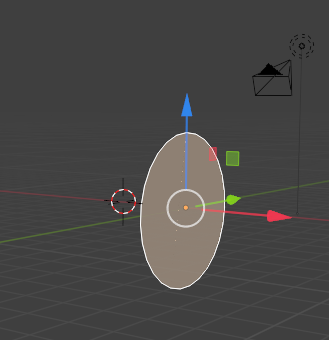
Hit F to fill the circle. If this does not fill, try a merge by distance as your vertices may not have merged in a closing loop.

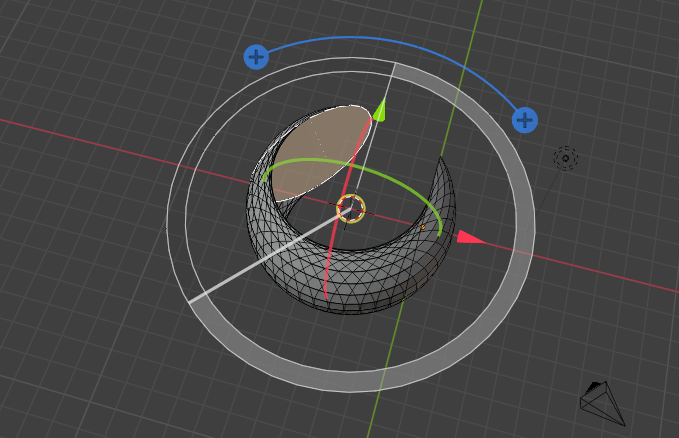




Now select this face and spin it.







Close it and then remove that one circle that you used to create the shape. That circle should be the only one selected until you click off of it.

