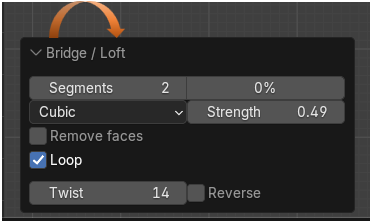
6 Loft

# Why are we on Loft instead of G Stretch?

Although, Loop tools are a fantastic add-on in most cases, because it is a 3rd party tool, and not maintained by the Blender team itself, things can get a bit buggy when Blender decides to massively update some things, and the Loop Tool’s company has not caught up. This is the case with G Stretch. G stretch relies enormously on the Annotation tool or the G pencil tool for it to work. This is a difference between this tool and the other one in the Loop Tools arsenal. The problem is that Blender has tremendously updated these tools, and Loop tool does not any longer know how to connect to them. This is a problem, and the reason why (for now) we are skipping over the G stretch tool and going on to the next tool, which is: Loft.

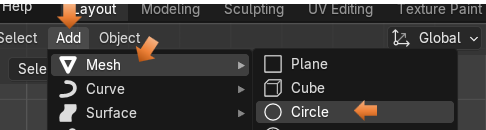
# What is the Loft Tool?

The Loft tool is kind of like bridge and it will take some shapes and attempt to make a bridge or loft between the. Bridge and loft are so similar that they will share the same Last Operation dialog box at the bottom of the screen. Be careful, because when you are changing the settings for one, you are changing the settings for the other.

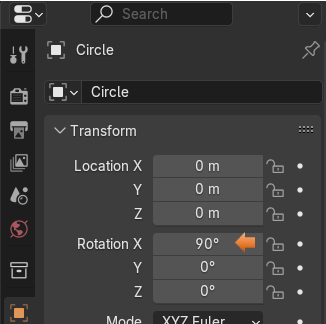


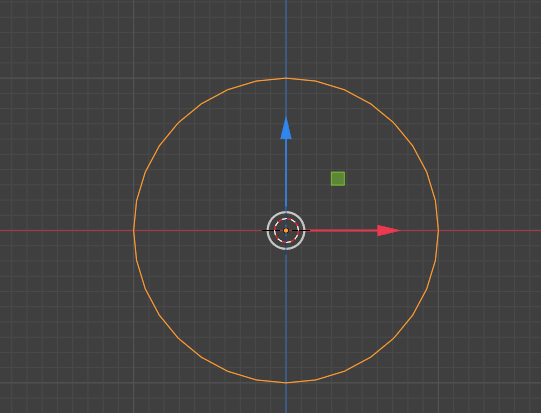
# Prepping the Objects

Let’s start by adding some Circles to the viewport, so we have something to work with

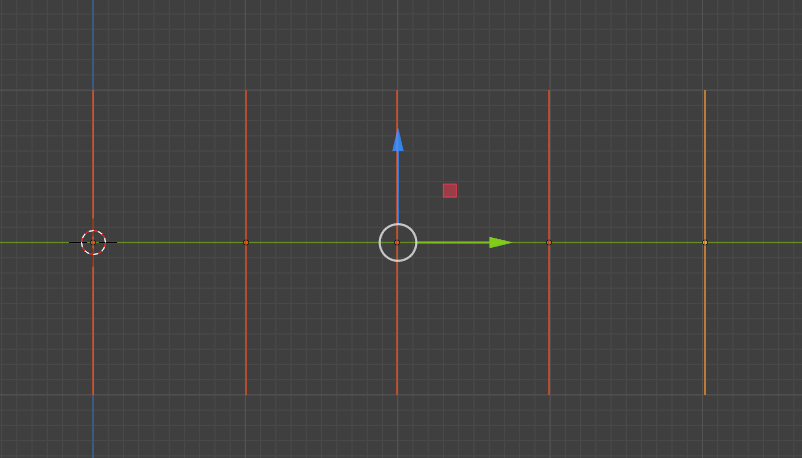


If you added it in front view, you will need to rotate the object 90° on the X axis to make it stand up. Make sure you are in Rotation and not in Location or your object will go flying off of the screen.





Hit the 3 key on the numpad and turn this circle to the side. We want to then hit the Shift – D key to duplicate your circles. Since this Loft tool can be very finicky, we will want to hit the M key to move the object and then hit the Y key to constrain the movement to the Y axis. We are looking at these circles from the side so they look like thin straight lines. But we kept them in line.

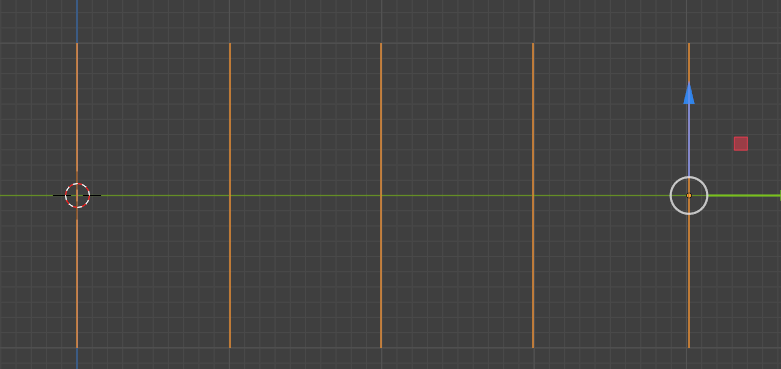


# Joining Objects Together

This is one of the got-cha things in Blender, whereas if you do not do it, you will never get anywhere except driven crazy.

When you are working with multiple objects in Blender, they MUST be joined together before leaving object mode. So, while still in Object mode, make sure you select all of the objects that you want to work with Hit CTRL-J and join them together first.

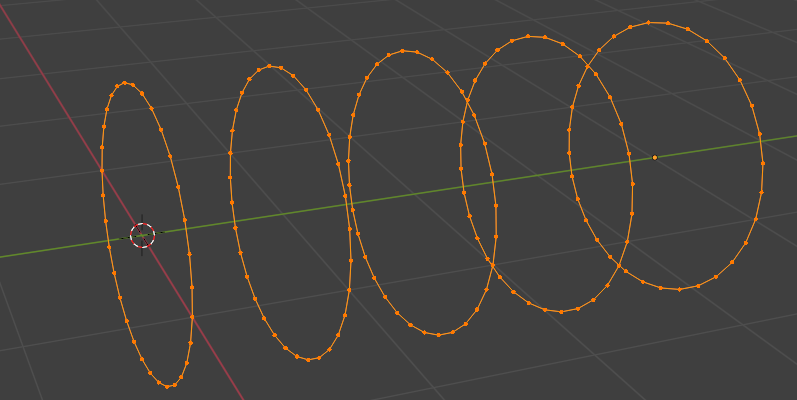




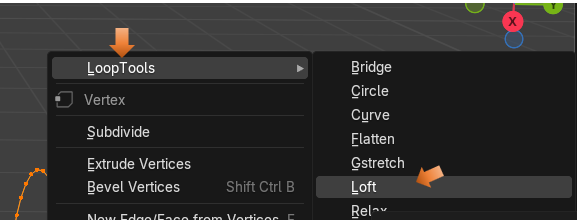
You will know they are joined together, because they will all turn orange. Instead of one being orange, and the rest of the circles being a red color.

# Starting the Loft the Objects

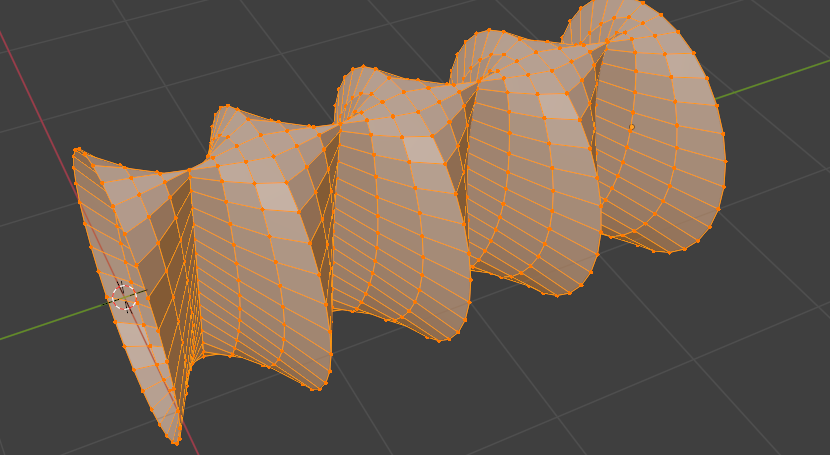
Now we can enter Edit Mode



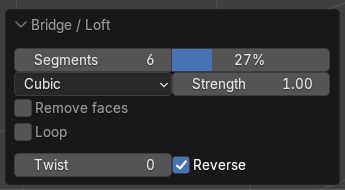
With all of the circles selected, right click and select Loft from the Loop Tool section.



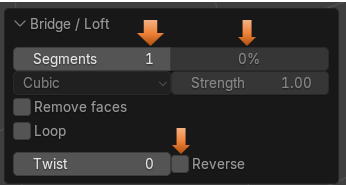
This is what we start out with but that is because it wants to give us some weird settings and we will need to change them.



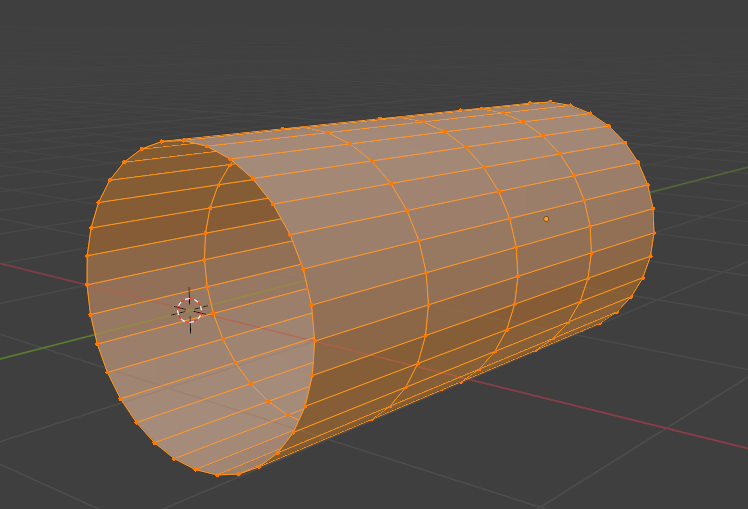
This is the settings that they gave us, and this is why things are weird.



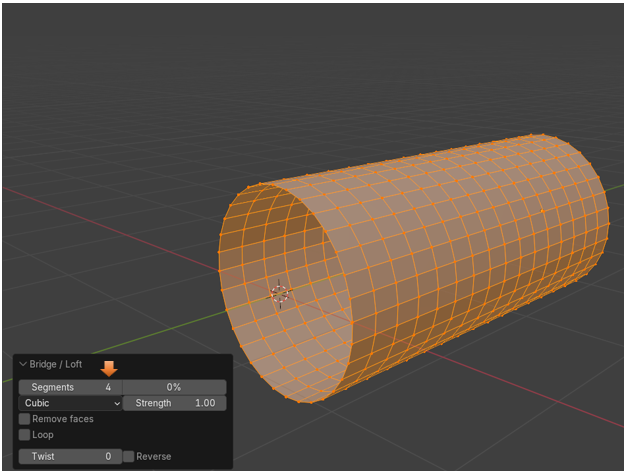
We want to change them to this. Unchecking that Reverse checkbox really made a difference in my case.



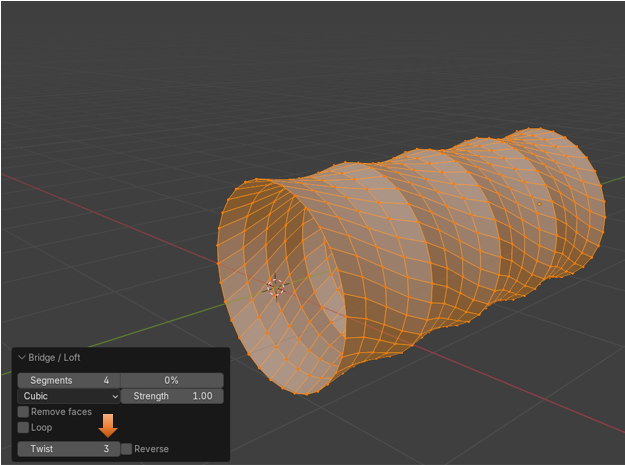
Now it looks like this



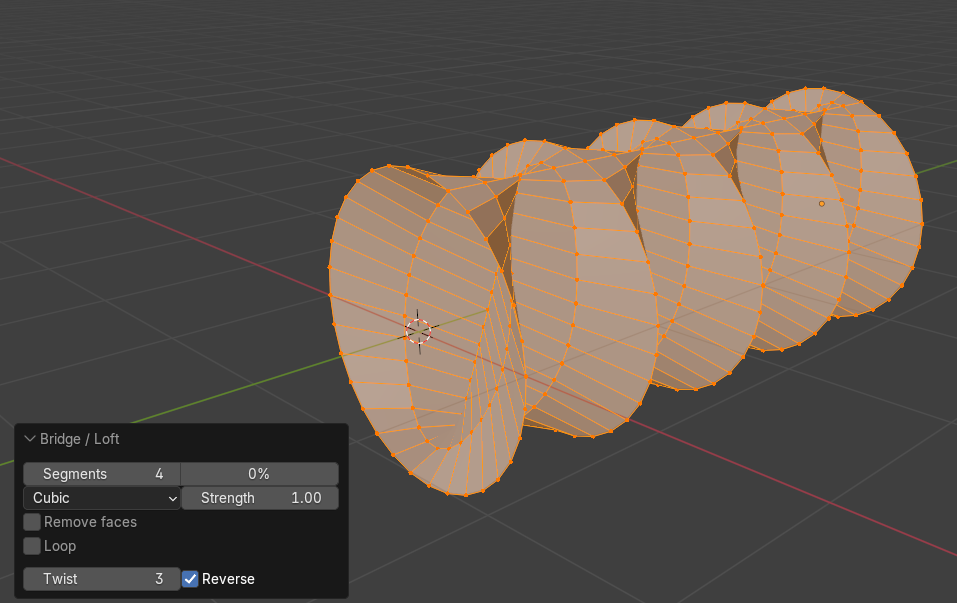
Once we get it straightened out, you can start to add more segments to it.



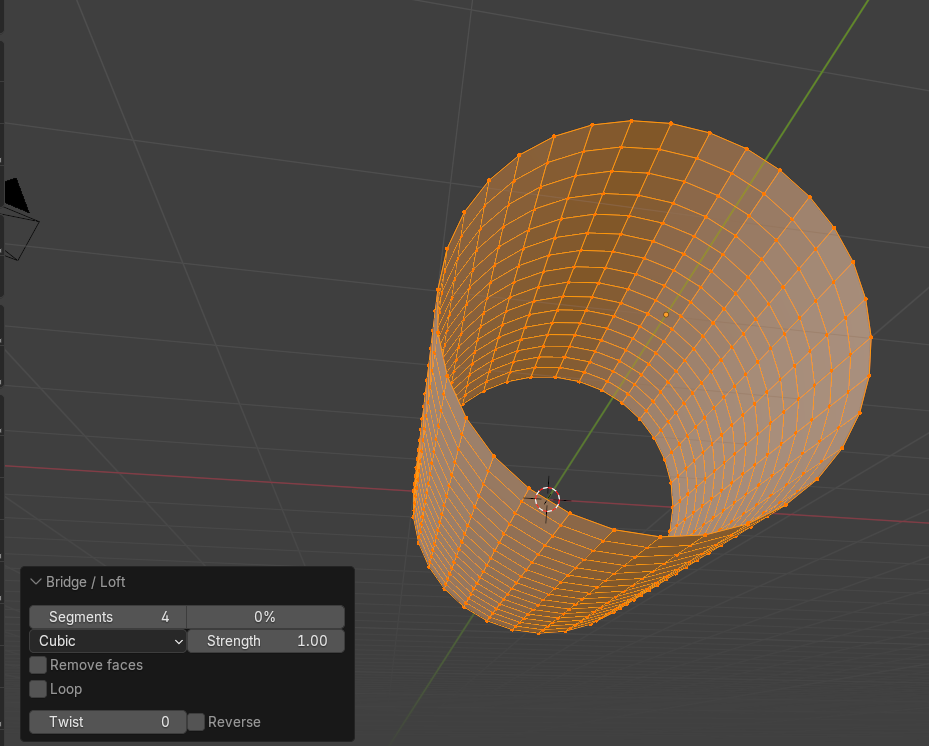
You can try and twist it.



But if you throw in that Reverse check box, you got a mess.



But this looks the best, and for this, we could even go with less segments and get better optimization, where if we animate it, it would react faster. Especially if your scene was quite complex with other things that weighed your animation down.



So, I guess that is about it for this one. Start lofting a few of your own objects and see what you can come up with.