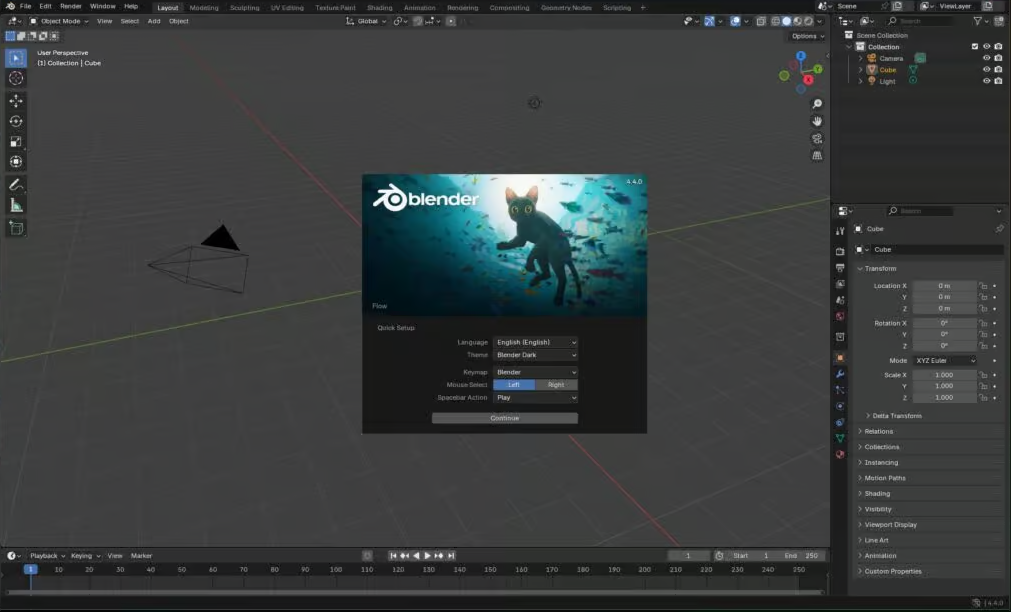
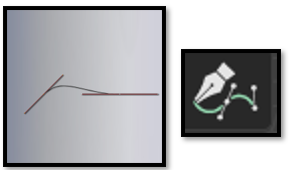
9 The Curve Pen Tool Part 1

Note, I have just updated my Blender up to the 4.4 version, before starting this project. This is the latest update, for this application at this time.

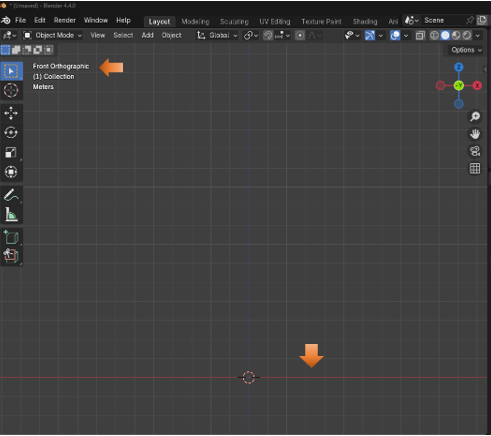


# Setting Up for the Project

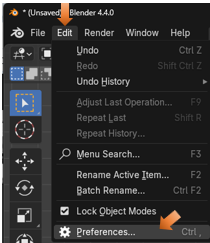
You will only find this Curve Pen Tool, if you have added a Curve, in Object mode, before entering Edit mode. If you have something like the cube, and brought that into edit mode, you will not even see this tool in the tool box.



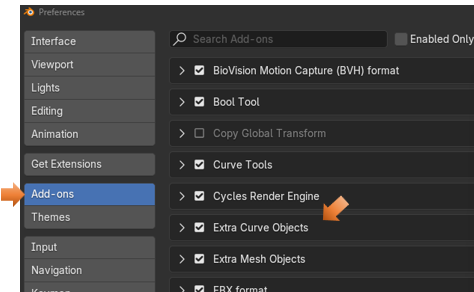
We are going to start off in Orthographic Front View. In Object Mode. You may want to move the red line of the floor for the curve down a bit, so we can have a starting point for the project. In this project we will be making a coffee cup.



Make sure you have the Add Curve Extra Objects enabled in the Preference Menu. You can find Preference in the Edit Top Menu Button.



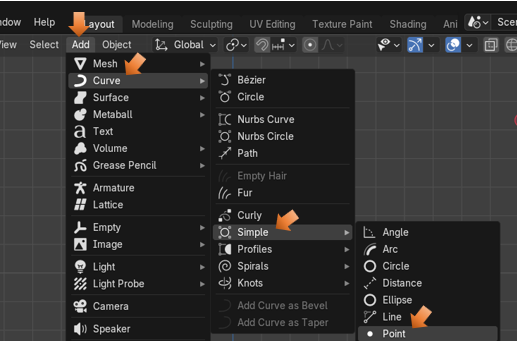
Click on the Add-Ons in the panel on the left-hand side, and then find and check, Extra Curve Objects, from the list.



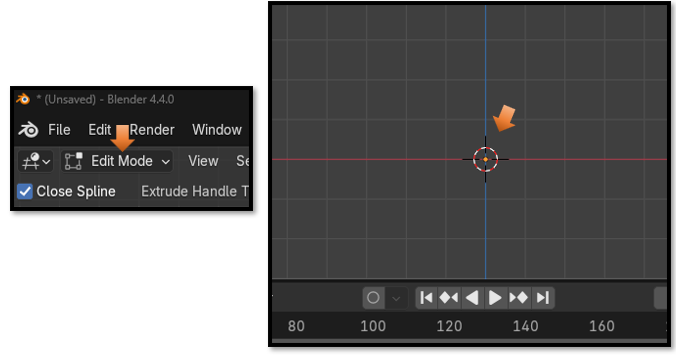
# Adding a Point in Object mode

We want to get rid of the cube that is sitting there, so just hit the X key and delete it. Now we want to add a point. Not a curve, but a point. So, for that we go to the Add menu, go to Curve, and then come down to Simple, you will find the point in the Simple menu.

Add-Curve-Simple-Point.

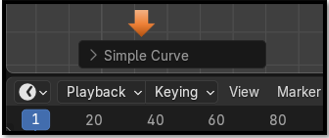


Adding this point will throw you immediately into Edit Mode. And since the point was drawn from the Curve menu, it also gave you all of the tools that a normal curve will give you. You should see that your point came in exactly where the cursor was located a the center of the Blue and Red grid lines.



# The Last Operation Box

As soon as you reach the edit mode with your point, you will have access to the Last Operation Box. It will say Simple Curve, because this is your last operation. A creation of a point, which is the simplest of all curves.



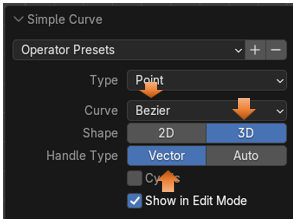
# 3D Mode

We want to make sure that we have 3 things checked in this area.

Bezier

3D

Vector



# The Curve Pen Tool

Next, we want to grab the Curve Pen Tool from the tool box on the left side of the View Port.



Now all we have to do to create our first curve control is to click where on the object that we want that control to be. Remember that we all ready have that first point where the cursor is, and that we had placed it there before we entered Edit mode, and was still in Object mode. So, we do not need to make the point there. We can place our next point, where we want the curve of the cup to start moving upward. So, click just a bit to the right of that first point on the floor of the viewport.



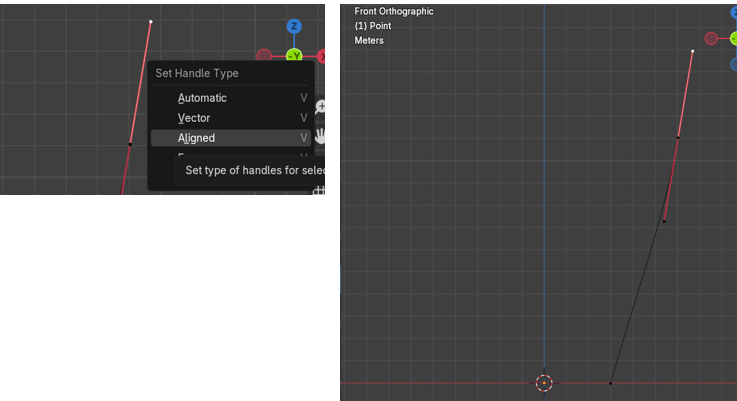
Warning! If your handles seem to be glued to the floor and cannot move, it is because you are still in 2D mode, you will not be able to move around freely until you set it into [3D mode](#_3D_Mode).

Now you can select one of the points on the handle of that control and move the curve around.

Now click on the right handle point, and hold down the shift key, the shift key will enable us to get a sharp corner here instead of a curve. So, it sort of breaks the right handle off and veers the line of our profile off of a sharp point.



Now click a single point where you want the top of the cup to be. If your control came in with a yellow color when creating this top point, then just hit the V key again and change to control to be Aligned. Then it should be this red color.



# Creating the Lip at the top of the Cup

<https://www.youtube.com/watch?v=APxkUd7OAAk>

