**Aneesh Pavan Prodduturu**

**Hourglass**

To make an hourglass, first create the network pane geometry from objects, then add the line node into the network pane by increasing the number of points to the desired number, and finally add the sweep node by right-clicking the mouse button in the network editor pane and connecting the line node's output to the sweep node's input. Change the surface shape in the sweep node to a round tube, which turns the line in the viewer's pane into a tube, then turn on the "Apply Scale Along Curve" checkbox and make changes in the scale ramp to adjust the line. Arrange the scale ramp so that it looks like an hourglass, enable end caps, and select “single polygon” to add caps to the hourglass. I played with the color node further to make the hourglass more attractive, I selected the top and bottom parts of the hourglass and added polyextrude and color to increase its thickness and make it more attractive. I further added a coil around the hourglass using circle, copy and transform, skin and colour nodes. Increase the total number of copy and transform node. To add text in the viewer pane, use the font node.