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**Q: How to create a spiral using a circle, copy to transform, and skin node?**

**A:**

To create a spiral, we can start by making the network pane geometry from objects, and then add a circle node in which we make changes in the center x and y axis to move the circle from the exact center in the viewer's pane, and also reduce the scale of the circle so we can multiply it by more and make it look like a spiral. Further, add a new node “copy to transform” and connect the output of the “circle” node to the input in the “copy to transform” node. By increasing the total number, we can increase the number of circles, but to make them all visible, we need to adjust the “translate” axis. We may observe a vertical line of circles organized one on top of another by raising the translate y-axis about 0.05 and adding the "rotate" y-axis to make it appear like a spiral revolving. Add a skin node to further connect all of the circles, making it appear more like a spiral or spring, and finally, use a color node to add color to the spring to make it more appealing. We may alternatively insert a "tube" node between the spiral and use the "merge" node to connect both nodes.

