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**Q: How do I create a scorpion tail using a box node and a curve polygon node?**

**A:**

To create a scorpion tail, we can start by making the network pane geometry from objects, and then add a box node in which we make changes to rotate the box around 335 degrees and decrease the uniform scale to 0.2. Now add a curve polygon node and create a curve in the viewer's pane for how we want the scorpion tail to look, and change the primitive type to NURBS curve, also known as a Non-Uniform Rational B-Splines curve, which makes the curve smooth. Then add a polyextrude node and connect both outputs of the box and curve nodes into the polyextrude node. Group the top part of the box and change the “spine shape” to “curve from second input” in polyextrude. Increase the distance to add thickness to the tail, and also increase the inset to make it sharp on one side. This almost looks like a scorpion tail when we display the polyextrude node, and we can also use a color node to make it more like a scorpion tail.

