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**Q: How do I create a palm tree using a box, tube, resampling, revolve, and curve polygon node?**

**A:**

To create a palm tree, we can start by making the network pane geometry from objects and dividing the whole object into two stages. The first stage consists of the palm leaves, and the second stage consists of the bark of the tree. Starting with palm leaves, we can first create one leaf using the box, curve polygon, and resample node. Group one of the sides of the box and, in a curve polygon, draw how the leaf has to look and pass it through the resampling node to make it smooth. Now add a polyextrude node and take the output of the box into one of the inputs of polyextrude, along with another input from the resampling output. Change the spine shape in polyextrude to a curve from the second input, and increase distance and inset accordingly, which is more similar to a palm leaf. Furthermore, we can color the single leaf with a color node and insert a revolve node to replicate the same leaf multiple times, which can be managed from the parameters pane of the “revolve” node, and by increasing or decreasing the divisions we can change the number of leaves to be present in the viewer's pane. This concludes the first stage of creating palm leaves. Now we can begin by introducing a basic tube node with a color node to simulate bark, and then we can adjust the height of the tube node and align all of them. We may currently adjust the center of the box node to add palm leaves on top of the tube to simulate a palm tree. Finally, we must use the merge node to combine the first and second stages, causing them to display at the same time.

