**Aneesh Pavan Prodduturu**

**Q: How do I create a pot just using a line and sweep node?**

**A:**

To create a pot, we can start by making the network pane geometry from objects and adding the line node into the network pane in which we increase points to twenty-one and finally add the sweep node by right-clicking the mouse button in the network editor pane and connecting the output of line node into sweep nodes input. In the sweep node change, the surface shape to a round tube which turns the line in the viewer's pane into a tube then switch on the “Apply Scale Along Curve” checkbox and make changes in the scale ramp to make adjustments to the line and arrange the scale ramp so that it looks like a pot and further play with colour node to make the pot more attractive.

