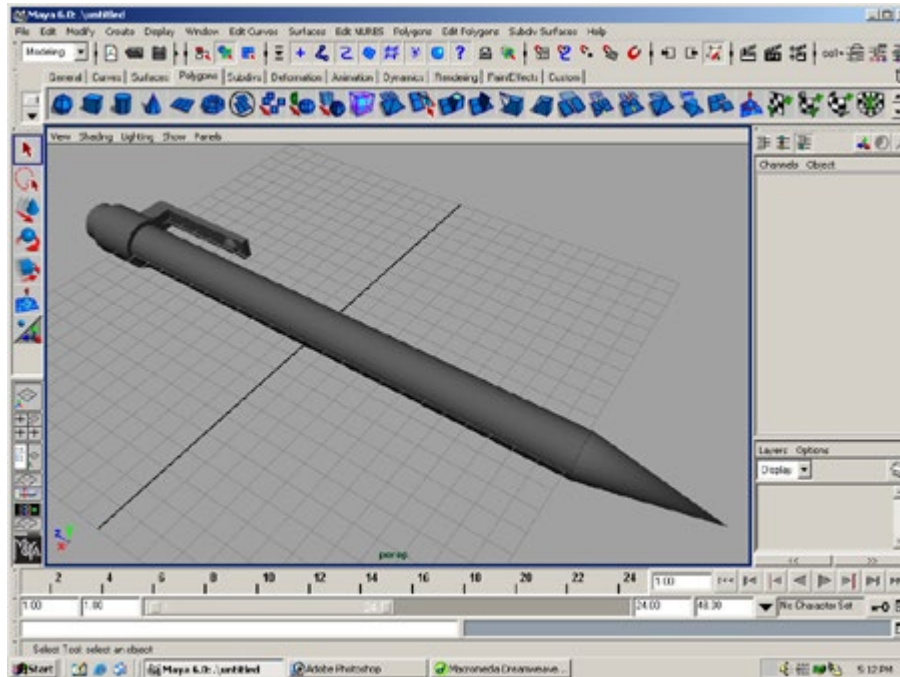# Making a Simple Mechanical Pencil

At your own, you need to make a mechanical pencil. The session is more or less based on the material you have learned so far. You will be making the pencil as if it is placed on a tabletop. At the end of the session, your mechanical pencil should look like as shown below (the table top is not show here):

Please download the file wood.jpg from the course web site. The type and the required number of elements to be used in this model are as follows:

1. Polygonal cylinders: 4   (for shaft, eraser, tip, clip-holder base)
2. Polygonal cone: 1   (for tip)
3. Polygonal spheres: 1   (for pocket clip)
4. Polygonal rectangles: 2   (for pocket clip)
5. Polygonal Plane: 1   (simply to show surface on which pencil is resting).

When you are done by creating the pencil, you need to make the pencil appearing and a table. Obviously, you need to model the table as well.

Later, you will also learn how to apply texture/shader and material to your objects.