AUTODESK.

Lesson: Make a subdivided revolve
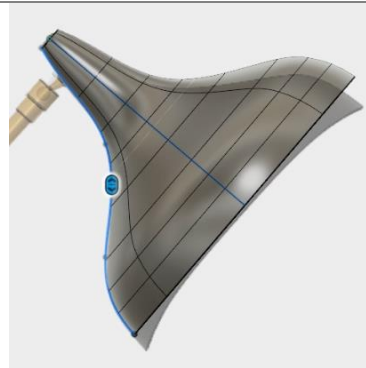
In this lesson, you will use continue to create the lamp shade by revolving the geometry into a body.

Learning Objectives:
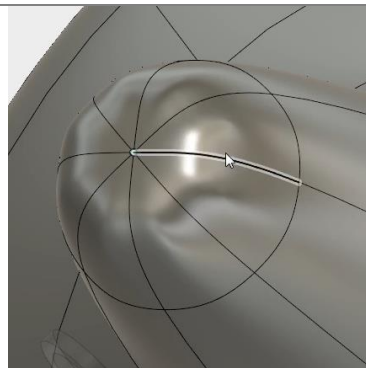
- Create a subdivided revolve surface.
- Use Fill Hole.
- Use Edit Form.

Step 1: Create the lamp shade surface.

1. Carry on with the file from the previous example. Select Create> Revolve to display the Revolve properties panel. Deselect the Profile Chain Selection option and select the spline from the sketch geometry. The axis will be the center line from the sketch geometry. Investigate the other properties then click OK.	
2. Select Modify> Fill Hole to display the Fill Hole properties panel. Select the back edges of the lamp shade surface and notice that the geometry fills the hole. In the Fill Hole Mode dropdown menu, select Collapse to alter how the hole is filled. Investigate the other options and click OK.	
3. Select the center point of the surface you just created. Select Modify> Edit Form to modify the surface by dragging the center point backwards. Click OK. Save the file.	