

## Lesson: Manipulate the subdivided model

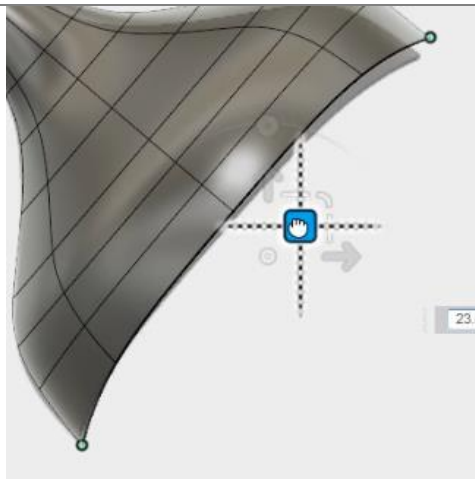
In this lesson, you will use finish creating the lamp shade by converting the surface into a solid body.

### Learning Objectives:

- Use Edit Form.
- Change the form display.
- Thicken a sculpted surface.
- Use Soft Modification.

### Step 1: Create the lamp shade solid body.

1. Carry on with the file from the previous example. Show the Lamp Canvas Image using the light bulb icon in the Browser. Select Modify> Edit Form to display the Edit Form properties panel. Hold down the CTRL key to select the upper and lower points of the lamp shade surface. Left click in the Canvas area to deselect the points.



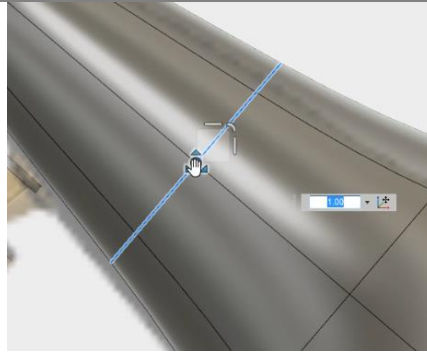
2. In the Edit Form properties panel, turn on the Soft Modification option and change the Radius to 150mm. Select the near and far points of the lamp shade surface and drag them backwards to accentuate the curve of the shade's leading edge.



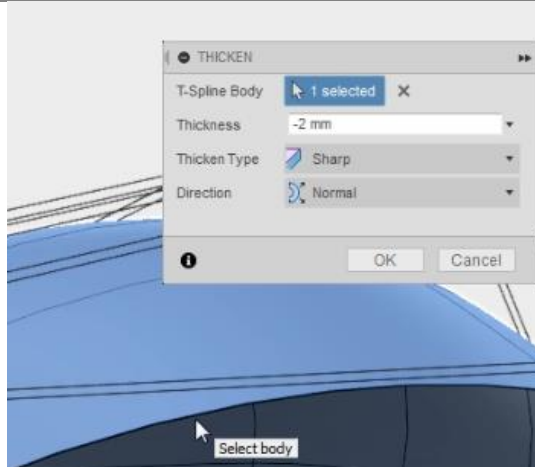
3. Double click on the edge on the back of the lamp shade where the hole was. Select Modify> Edit Form to open the properties panel; change the Transform Mode to Scale. Click on the center of the icon to scale equally in all three directions. Pull outwards to slightly balloon the back of the lamp shade surface.



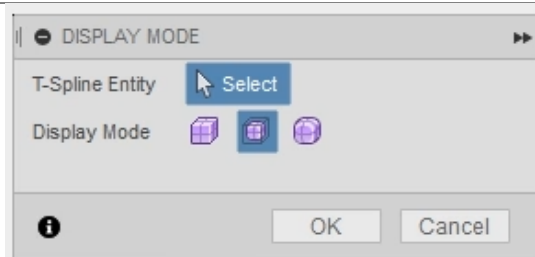
4. Double click the next edge to slightly scale it inwards. Click OK to exit the Edit Form tool.



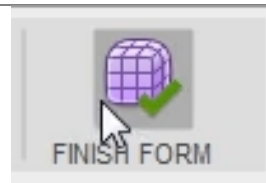
5. Select Modify> Thicken to display the Thicken properties panel. Select the lamp shade surface body and specify -2mm for the Thickness option. Investigate the other options then press OK.



6. Select Utilities> Display Mode to show the properties panel; investigate the various options under Display Mode that you can use to manipulate your model's geometry. Press Cancel to cancel any changes.



7. Select Finish Form and inspect your lamp shade solid body.



8. Right click on the new body in the Browser's Bodies folder and select Create Components from Bodies. Rename the component, "Lamp Shade". Save the file.

