

Lesson: Practice Exercise

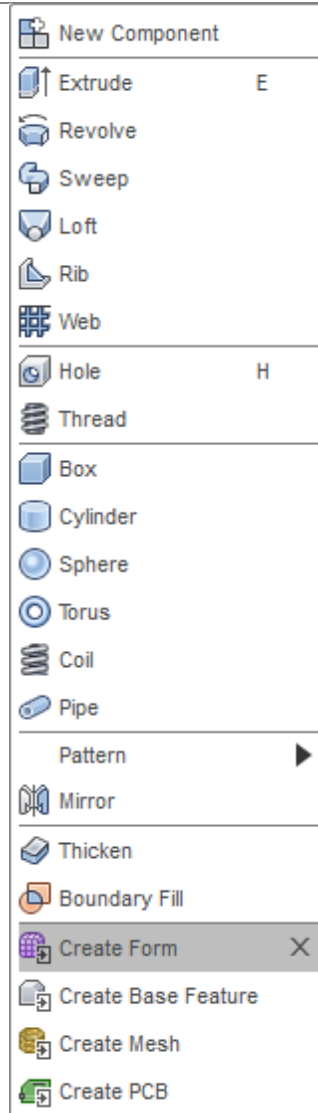
Practice: Create and edit a subdivided body.

Learning Objectives:

- Create a subdivided box.
- Use Edit Form.

Step 1: Create a subdivided body

1. In a new file select Create > Create Form.

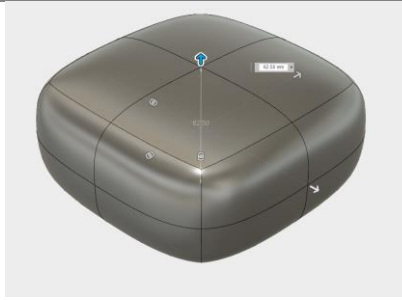


2. In the Sculpt workspace select Create Box.

Note: Create Box is on the toolbar by default.

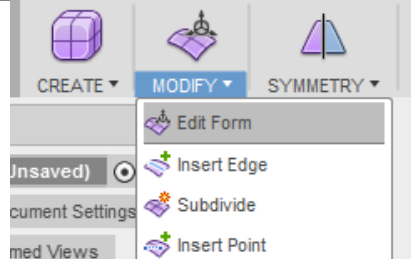


3. When prompted select the XZ plane and draw a center rectangle 125mm x 125mm. When the box is displayed on screen OK all the default settings.

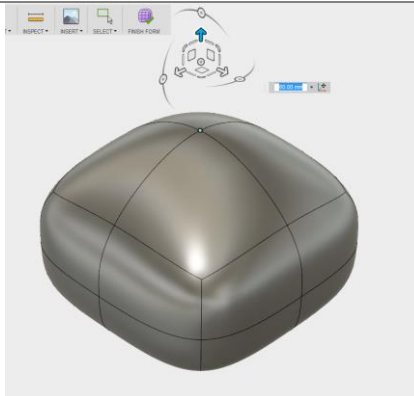


4. Select Modify > Edit Form.

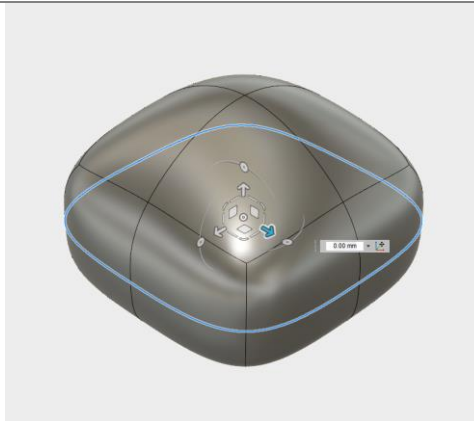
Note: Edit Form is on the toolbar by default.



5. Select the center vertex on the box and move it up 60mm.

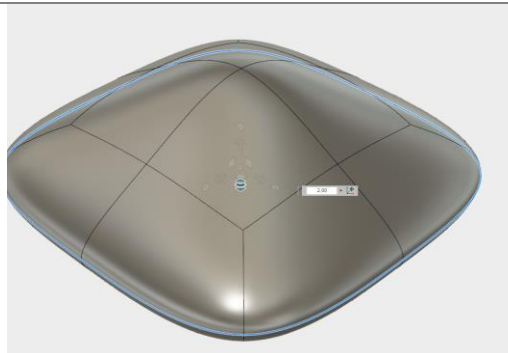


6. Double click on the midline of the box to select tangency.



7. Use the scale manipulator to scale the midline in the XZ plane 2.0.

Note: The default manipulator contains translate, rotate and scale options. You can change the transform mode to just scale for easier selection if needed. If you move it accidentally just use UNDO.



8. Select Finish Form to convert the subdivided body and then save the file.

