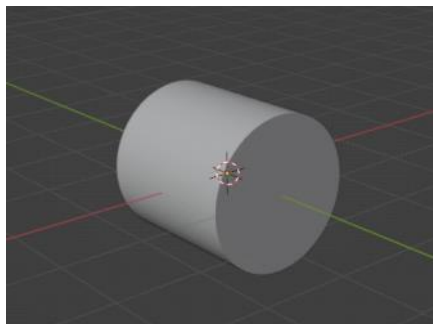


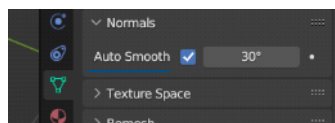
# Solenoid - Hard Surface Modeling

25 de junho de 2023 15:34

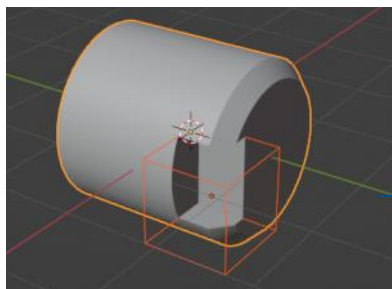


with shade smoothing

+



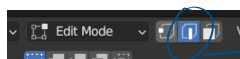
Bool tool add on



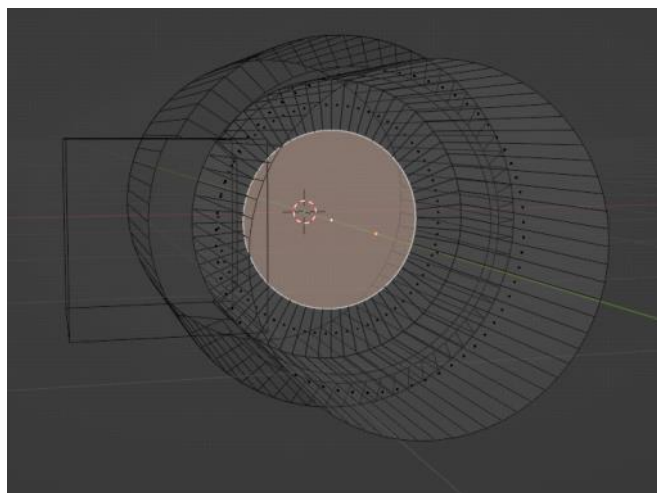
shift click the cylinder

CTRL ⊖ → minus

⊕ → union



→ to select edges

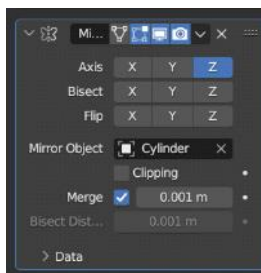


I → insetting

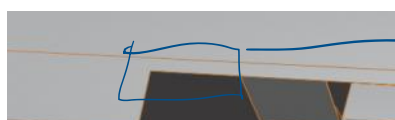
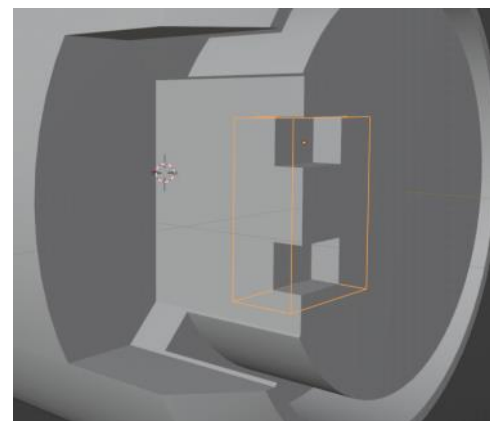
Removing part of it makes that part appear because it's a "cutter object"

CTRL + A to apply rotation

Add mirror modifier :



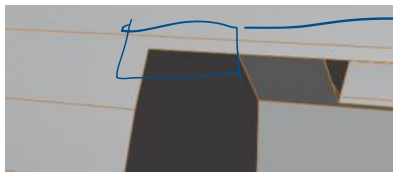
⇒



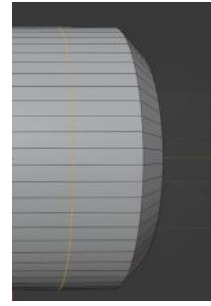
Kinda bad

/ not THIR

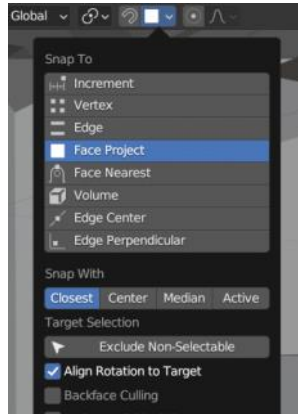




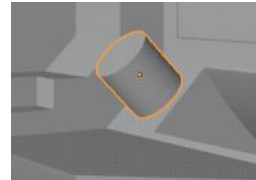
Kinda bad  
 ↳ ADD THIS :



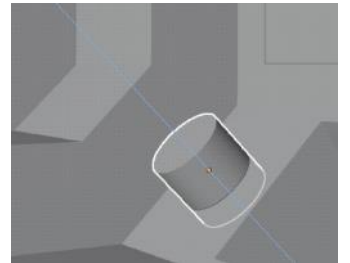
Snap menu :



G + CTRL



Local Z : G + Z + Z →



CTRL + P to parent

