**3 Create a Realistic Soccerball**

**Target：**

1. Add Ray node, Add sphere node, set Radius = ( 1, 1, 1),Primitive Type = Primitive；
2. NULL；
3. Add AttributeCreate node[platonic], set Name = patches, Class = Primitive, first Value = @primnum;Watch Spreadsheet；
4. RMB Visualizer display, display Options +, Marker, set Name and Label = Patch\_Number, Class = Primitive, Attribute = patches；
5. NULL；

**UI：**

按住Y可以切断连线。

在Scene View中显示patches属性：

点击Visualizer display，点击scene的+,点击marker，在Attribute中输入patches。

**Nodes：**

**Ray**

Projects one surface onto another.

**Sphere**

球体。

**AttributeCreate**

Adds or edits user defined attributes.