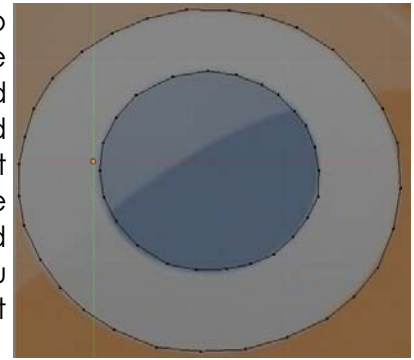
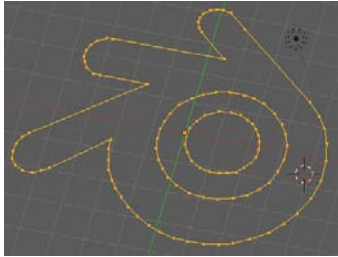
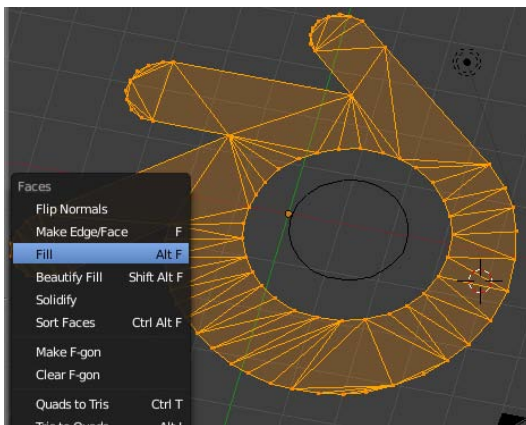
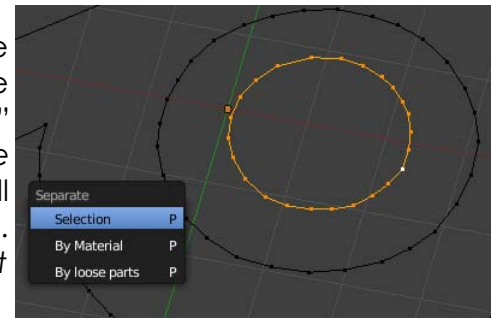


Verticies and Faces- Logo Design

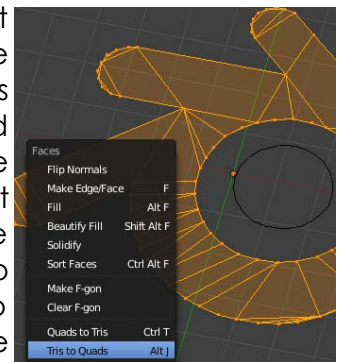
The next step is to create the inner edge of the shape. To do this you need to copy (not extrude) a vertex over to the inner edge (*Shift-"D"*). From there, continue to extrude and close the inner edge as you did with the outer edge. Notice that the Blender logo also has a blue inner circle. We will also copy and extrude a circle for that ring. If you have other details to add, do that at this time.



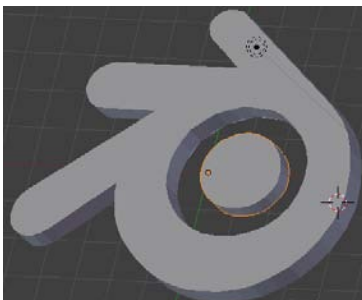
Before we face the mesh, we will need to separate the vertices into different meshes that will receive different materials. Select those vertices using the "**B**" or "**C**" commands and hit "**P**" to *partition or separate* them from the main mesh. For my example, I will select the inner ring that will get a blue material. After separating all the vertices, go back to Object Mode.



It's now time to face the mesh. We could select 3-4 vertices at a time and hit "**F**" to face them, but that would take a long time! Instead, we will use the **Ctrl-"F"** menu. First, enter *Edit Mode* for one of your meshes and make sure all vertices are selected ("**A**" key). Hit **Ctrl-"F"** and select "**Fill**". If the shape is complex, not closed, or has double vertices somewhere, this option may not work and forces you to find the problem or face it manually.



Once it is filled, you may want to go back into the **Ctrl-"F"** menu again and select the "**Tris-to-Quads**" option to convert triangles to quads for less faces and a cleaner look. Do this for all meshes, then switch to the *Front View* and *Extrude* the meshes to a desired thickness, like you did with the lighthouse.



Your logo is finished for now. We will not be addressing this as an actual exercise, but after reading the chapter on *Materials and Textures*, you can come back and add color to your logo.

**** Call the instructor when finished****