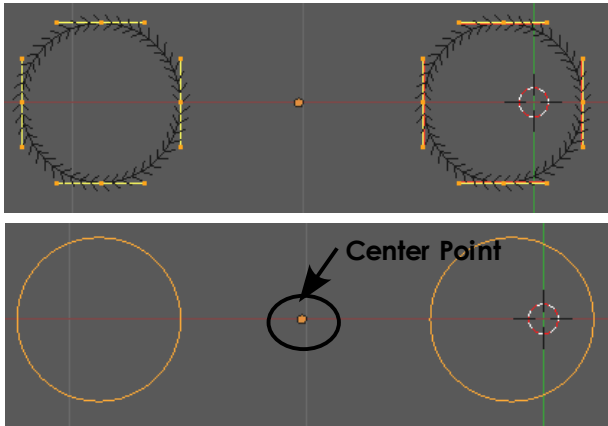
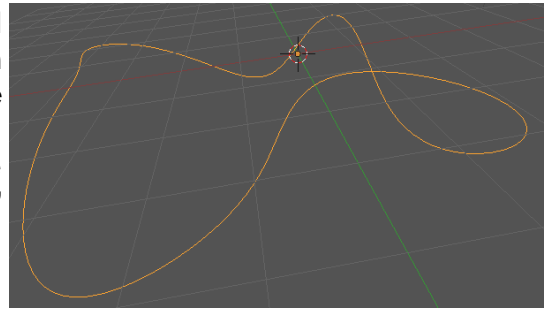


## Paths and Curves Practice Exercise

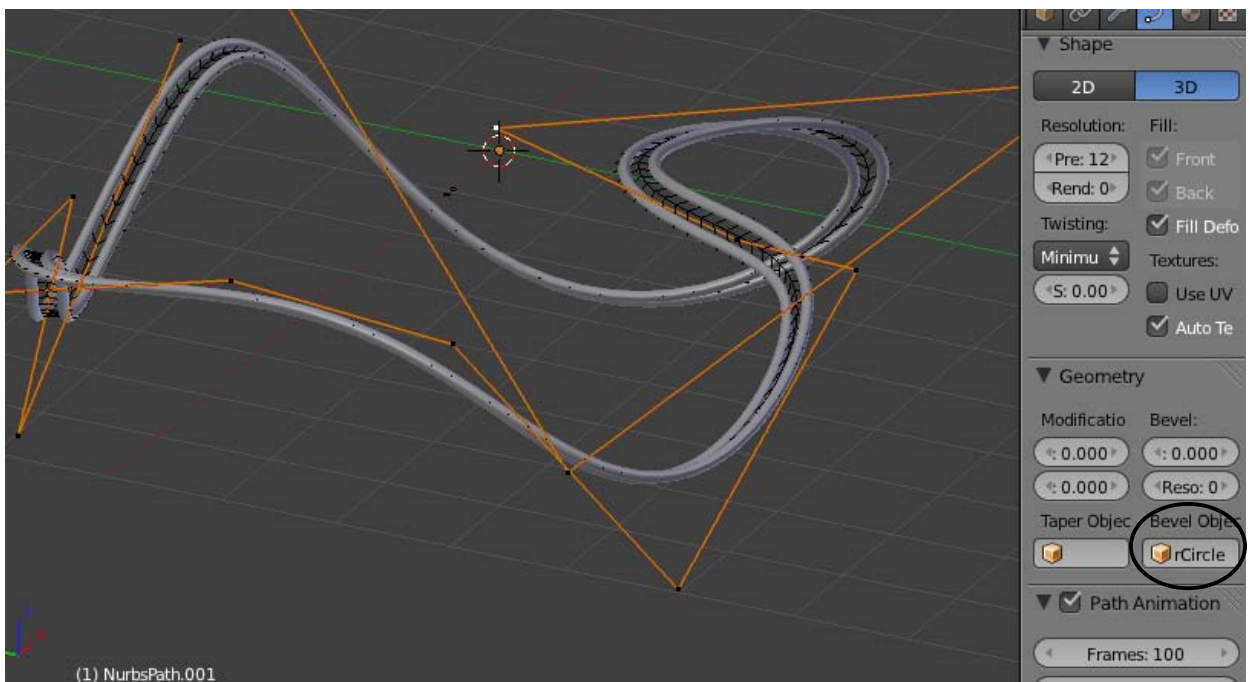
For this exercise, you will be using paths and curves to create a roller coaster track. Start with a new Blender file and create a Path from the Add-Curve menu. Shape it in both the front and top views so you have curves and hills. Close the path by selecting the end points and pressing "**F**" to fill.



Now add a Bezier Circle. Scale it down about  $\frac{1}{2}$  size, enter **Edit Mode** and move the entire shape to the left of it's center point. Press "Shift-D" to duplicate the circle (still in Edit Mode) and move it to the opposite side of the center point. These will be extruded as the track rails. Return to Object Mode.

At this point, select your track and hit "Shift-D" to duplicate it once.

With one track selected, go to the Object Data panel and select the circle object under the "Bevel Object" option. You may need to select the circle object and scale it down considerable for it to look right. You may also need to enter *Edit Mode* for the track and use "Ctrl-T" on some points of the curve to *twist* them to a better curve.



If the rails are not centered over the path, the Circle's center point may not be directly between the 2 circles. If so, correct the issue.