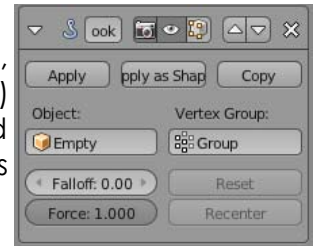
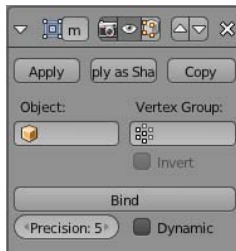


Hook

Hooks are used to animate an object using another object. Often, you will create vertex groups (discussed in Chapter 13 and 16) and tie them to an object, like an Empty. With the object selected and in *Edit Mode*, you can “Reset” and “Recenter” the mesh’s points for better interaction.



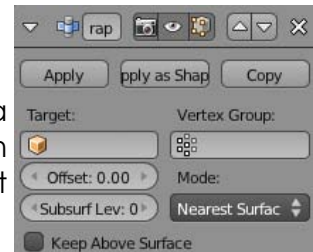
Mesh Deform



The Mesh Deform Modifier allows you to “Bind” one mesh to another and use it to control its shape. Vertex groups can also be assigned for control. In order to use it, the controlled shape (the shape with the modifier on it) must be contained within the control object and the control object must be a closed mesh. Depending on the complexity of the meshes, the computer may lag when the “Bind” button is pressed.

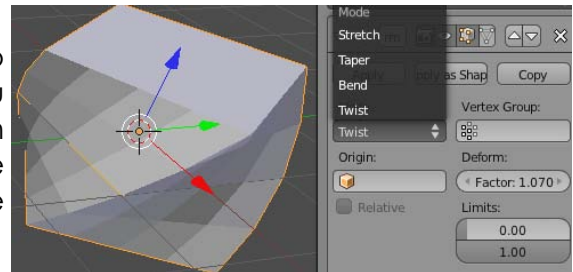
Shrinkwrap

Shrinkwrap is a relatively new modifier that allows you to wrap a mesh around another mesh. For example, a subdivided plane can be molded around another object. You can select a target object to wrap around and a vertex group to control the shape.



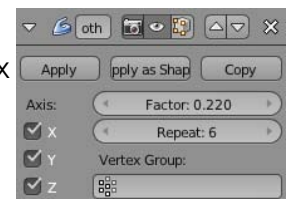
Simple Deform

Simple Deform is a handy modifier that can do a variety of simple modifications to a mesh. You can Stretch, Taper, Bend and Twist a mesh using the Mode and Deform settings. The complexity of the deform can relate the the number of subdivisions and vertex groups used.

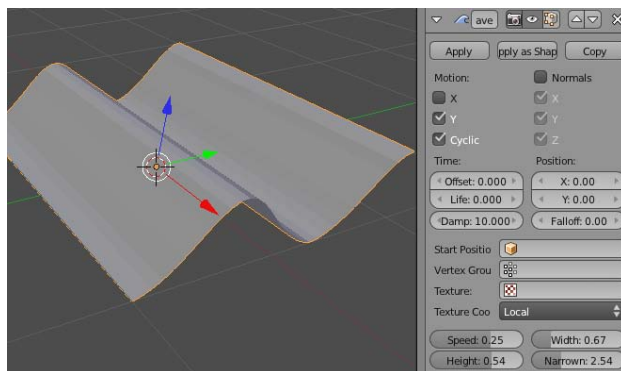


Smooth

The Smooth modifier will attempt to smooth out a mesh or vertex group that may be sharper than you wish.



Wave



The Wave modifier is a useful modifier for animating a simple oscillation effect. You can control the axis of the wave, speed, height, width and narrowness. If you start with a simple plane, you will need to subdivide it to see the oscillation. This is an animated effect so press “Alt-A” to see the results of your settings. A simple way to make a ripple.