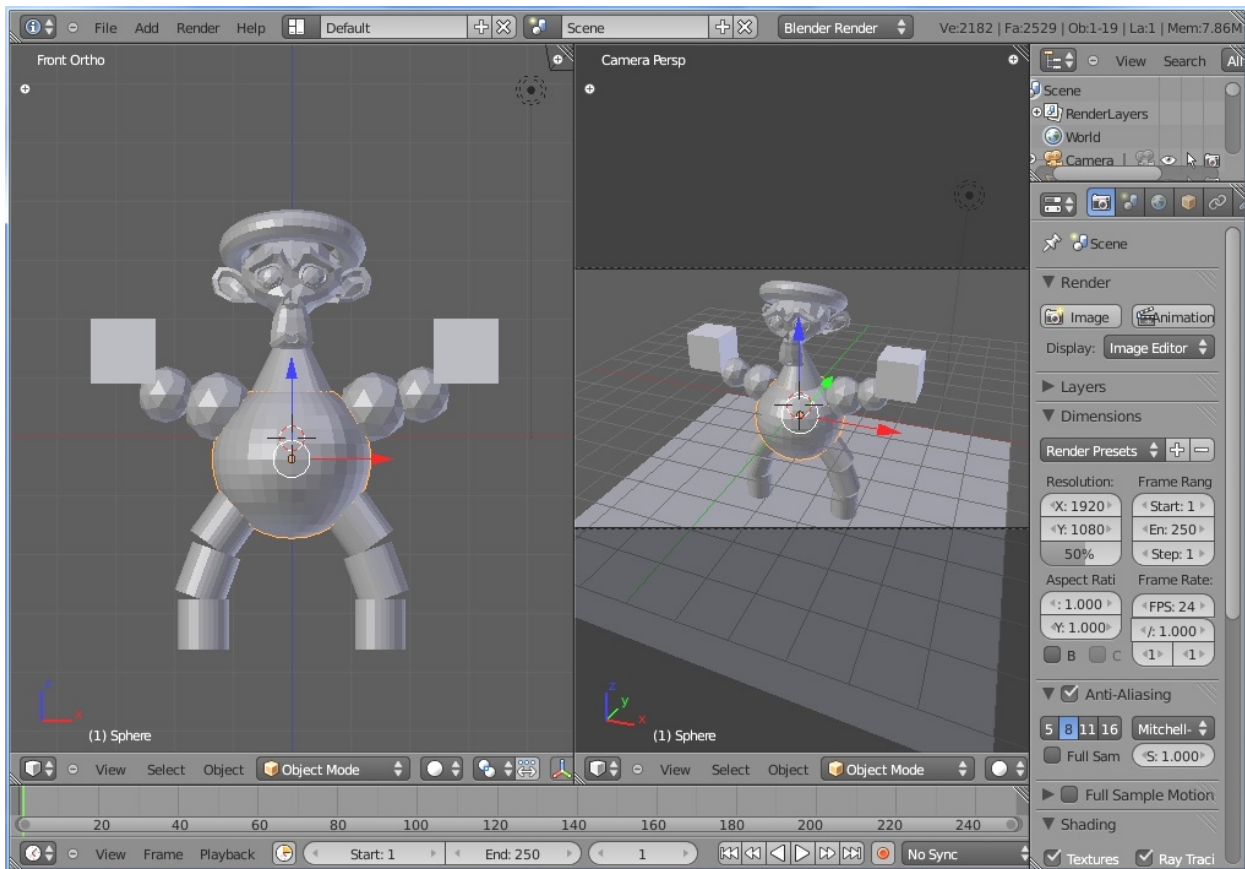


## Create a Sculpture Practice Exercise

Create a sculpture using at least 1 of every type of mesh found in the Add-Mesh menu (do not use grid or circle). **Remember to make sure you are in Object Mode before creating a new mesh.** Use a plane for the ground and scale it large. Divide your 3D window into two so you can have one working view and one camera view. Use the RMB to select objects on the screen. Experiment with sizing and rotating objects. New commands:

<b>Size</b>	("S" key)- to change the size/scale of the object.
<b>Rotate</b>	("R" key)- to rotate the object.
<b>Move</b>	("G" key)- to change the location of objects.
<b>Duplicate</b>	(Shift-"D")- to make a copy of something on the screen.
<b>Shaded</b>	("Z" key)- used to toggle the window from wireframe to solid view.
<b>Tool Shelf</b>	("T" key)- shows editing commands and setting mesh detail.
<b>Transform</b>	("N" key)- show the transform panel for exact placement of mesh.

*Remember to make use of the number keys 1,3 and 7 to change your principle views!  
Also play with the camera location and angle to get a nice view!  
Save your work often!*



**\*\* You do not have to make a monkey-this is just an example of using the meshes! \*\***

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