

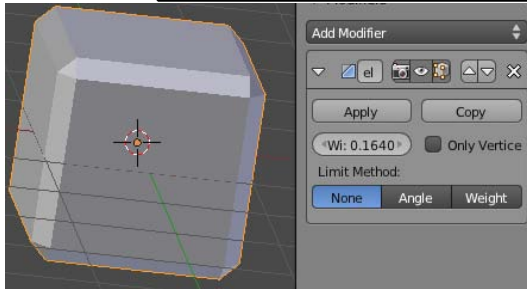
Chapter 12- Modifiers



Bevel

RoboDude Asks: What does the "Apply" button do in a Modifier panel?

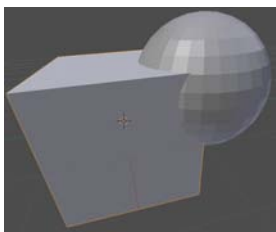
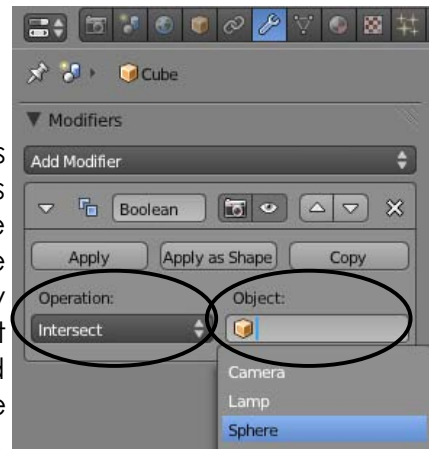
Until you hit apply, you can always change the settings of the feature. Once you hit the apply button, the modifier panel disappears and the feature becomes fixed and unchangeable. For example, applying a bevel modifier will then fix the bevel, changeable only in edit mode by moving vertices or faces. Same effect as applying the mirror modifier.



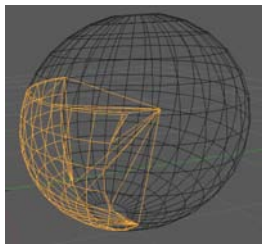
The Bevel modifier will apply a bevel, or chamfer, to the edges of simple meshes. There are a few options that can be set.

Boolean

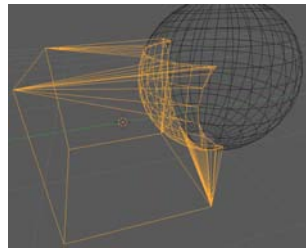
The Boolean modifier is an important feature. It allows you to cut holes, join meshes that recalculate vertices and create new shapes from shared areas. To use the Boolean modifier, create 2 shapes- one that will be effected and one that will cause the effect. For my example, I've created a cube and a sphere. If you want to see the effect on the cube, select the cube and add a Boolean modifier. In the "Object" box, select the "Sphere". Under "Operation", select "Intersection", "Union", or "Difference". When you get your desired results, hit "Apply". Sometimes, you don't get exactly the results you desire and need to erase some faces or move some vertices in edit mode. See results below:



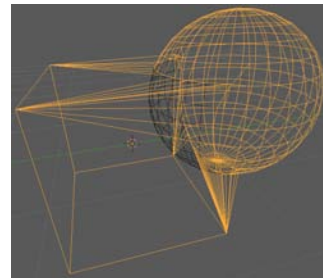
Basic Shapes- Cube selected



Boolean Intersection (shared area)



Boolean Difference (subtracted area)



Boolean Union (combined area)

Build

The Build modifier will take a mesh and build, or create, it over a specified time. Use the subdivide command to add more faces for a better effect. You can control the start and end frame times, randomize and seed pattern. A useful effect for having something appear and build in an animation.

