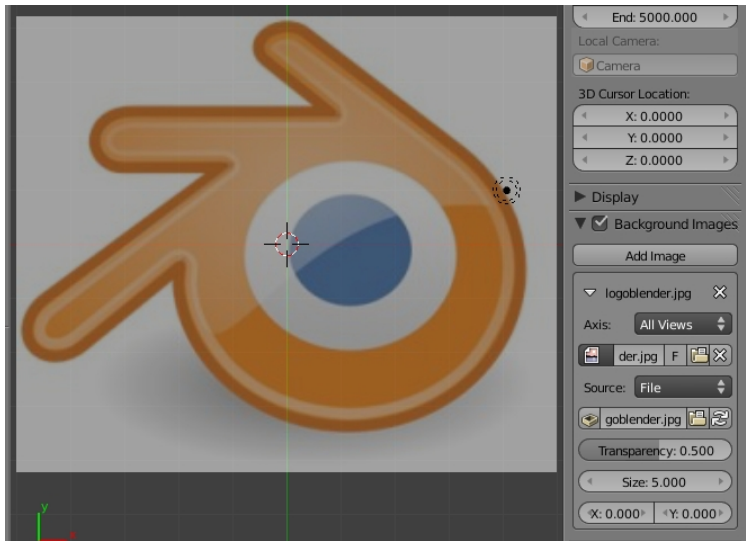
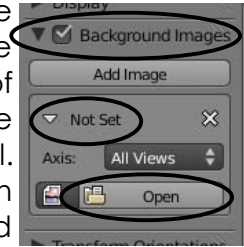
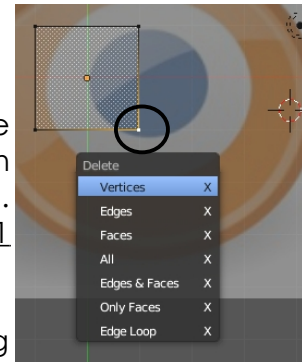


## Verticies and Faces- Logo Design

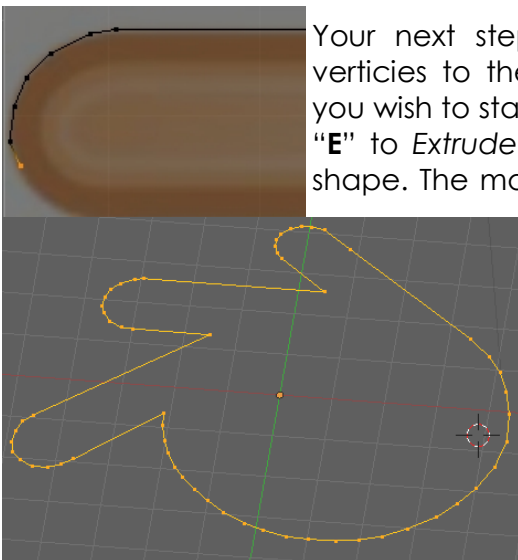
For this exercise, you will be creating a 3D logo for a favorite team, company, or school. You will be using many of the techniques discussed on the previous page. Your first step is to go to the internet and search for an image you wish to use as a background image to model. I will be using a Blender Logo for my example. Save that image on your computer, then in Blender, erase the initial cube and open the Transform Panel if not already open on the right side of the window ("N" key or the small "+" in the upper right corner of the window). Scroll down the list and find the "**Background Images**" panel. Check the box and open the panel. You will see an "Open" button that will allow you to load your image. Load your image and it should show up in the background of the 3D window.



The image will only display in a principal ortho view (7,1, or 3- 5 key switches between ortho and perspective). You will notice that you can control which views the image displays in, if you want to display a movie or image as a background, the transparency of the image, the size and X,y offset.



Make sure you are in the Top Ortho View and create a Plane from the Add-Mesh menu. Go to wireframe view ("Z" key) and Edit Mode (Tab key). Delete 1 vertex so all you have are 3 verticies.



Your next step is to move the 3 existing verticies to the edge of the shape where you wish to start. Select an end vertex, press "E" to Extrude and continue outlining your shape. The more care you take in shaping, the better the logo will look. Continue around the shape until you get back to the beginning. While holding down the Shift key, press "F" to Face. This will connect the 2 ends and close the shape. You will now have the basic shape.

