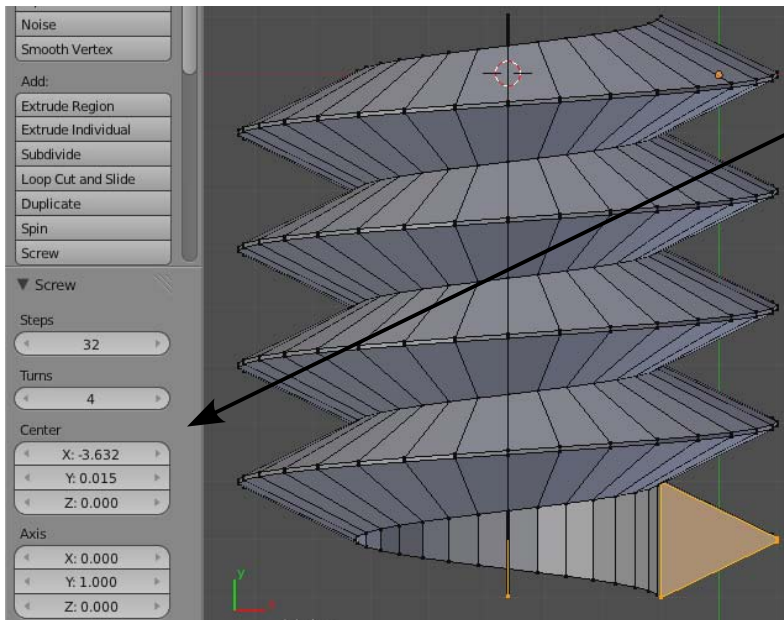


## Chapter 20- Springs, Screws and Gears

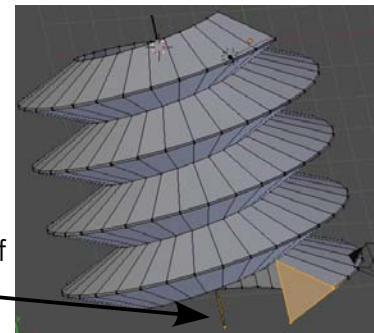


When you select the Screw command, additional options will display below the Tool Shelf.

Steps will control the quality of the circular curve (I used 32).

Turns is the number of coils.

Center and Axis will do some fine-tuning for you.



By spinning the mesh, you will be able to select the string of vertices created from the line down the center.

In order to make a spring, you do the exact same thing as the screw, except you use a circle instead of a plane. I will create 2 examples using a short line for close coils and a longer line for wider coils.

