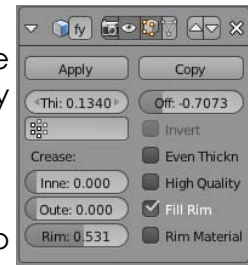


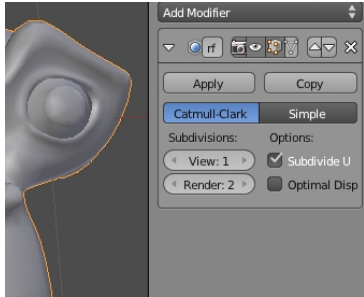
Chapter 12- Modifiers

Solidify

If you are making an object like a glass or mug, if you only extrude the outer face of the object, it will not have any thickness. The Solidify modifier allows you to give the object some wall thickness.



Subdivision Surface



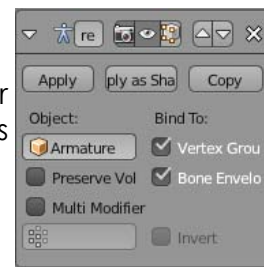
The “SubSurf” modifier allows you to keep your mesh simple with as few vertices as possible, but render as a much more detailed mesh. Try adding a monkey head mesh, hit “Smooth” in the Tool Shelf, then add a Subdivision Surface modifier. If you enter Edit Mode, the mesh is still simple, but SubSurf has divided the faces for more detail. Be careful not to take the setting too high or your scene will slow down.

Deform Modifiers

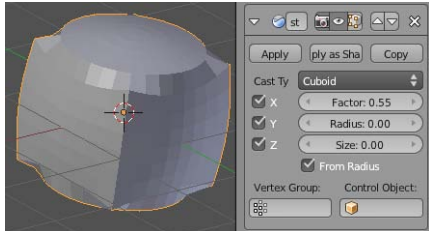
While the *Generate* modifiers allowed certain modifications to the object, the *Deform* modifiers are used to change the object or use other objects for control.

Armature

An armature is a skeleton used to deform a mesh. It can be used for creating characters, suspension on cars and much more. Armatures are discussed in more detail in a later chapter.



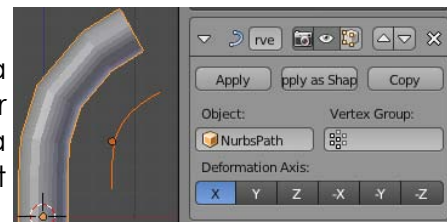
Cast



The Cast modifier can be used to round or square a mesh. The example to the left used a UV Sphere and a cast type of Cuboid. The sphere has started to take on the shape of a cube. Make sure you have plenty of vertices to get a desirable shape.

Curve

The Curve modifier allows you to use a curve to shape a mesh. Start by creating a mesh that is subdivided or extruded with enough vertices to “bend”. Create a curve and apply the Curve modifier to the mesh (not the curve). Shaping the curve will bend the mesh.



Displace

The Displace modifier works like the Displacement setting in the Textures panel (discussed in the *Materials and Textures* chapter). Create an object with many vertices, apply a texture and use it with the Displace modifier. The example to the right is a cube.

