

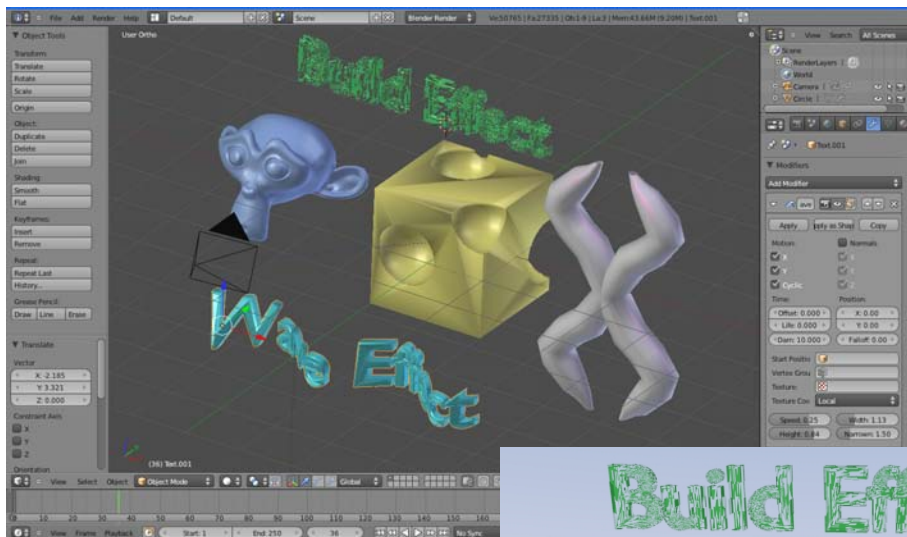
Modifiers Practice Exercise

Create a new file and call it *Modifiers*. Create a scene using any objects and materials you wish. Place at least one of each of the following modifiers in your scene.

- Subdivision Surface
- Build Effect
- Mesh Mirroring
- Wave Effect
- Boolean Operation

Feel free to experiment with any of the other *Generate* and *Deform* modifiers.

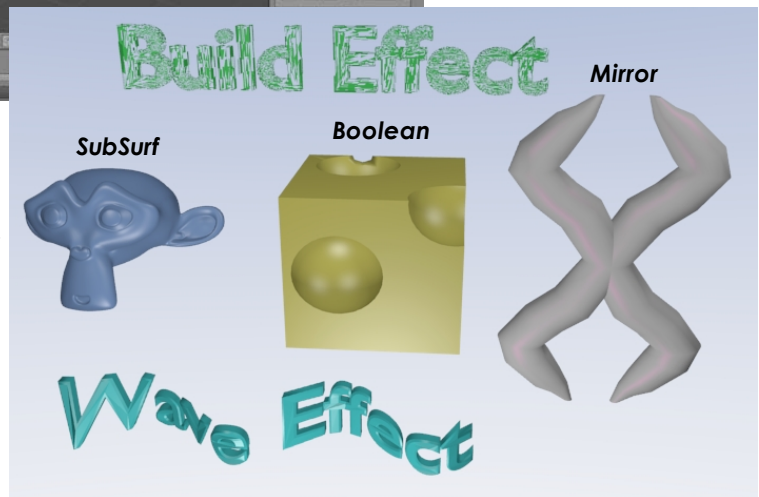
Render a 200 frame movie of your scene when finished.



Other useful commands:

"Alt-C" to convert a curve or text to a mesh.

Tool Shelf command: move the Origin to a better location when using the mirror modifier.



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