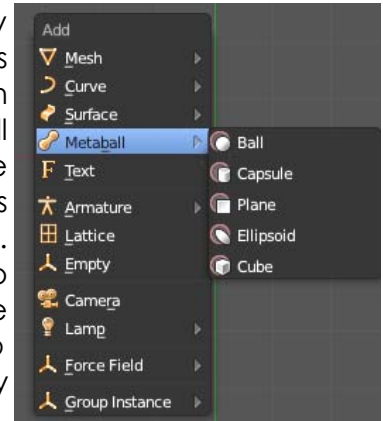


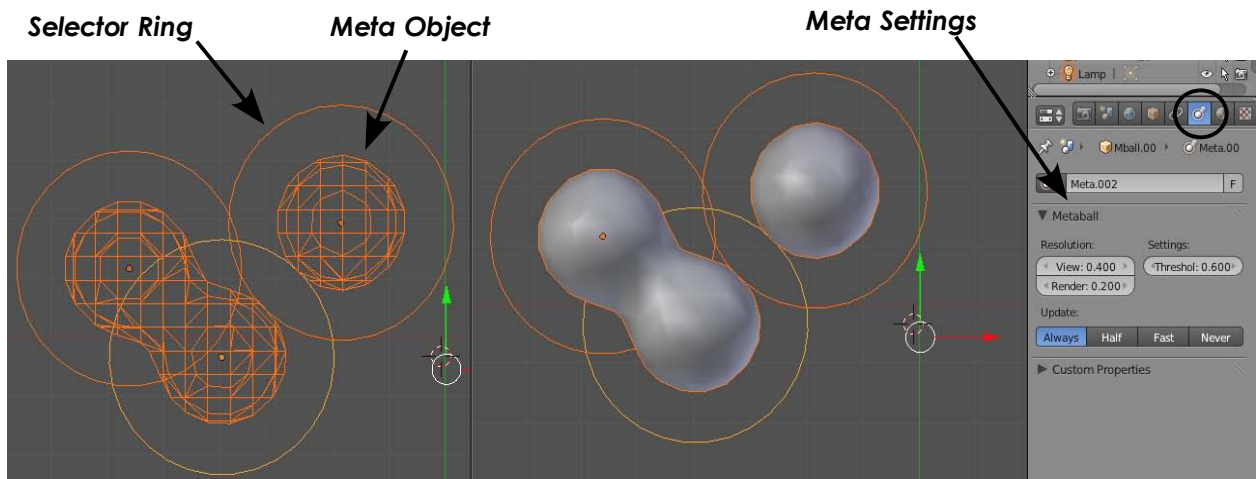
## Chapter 11-NURBS and Meta Shape Basics

### Liquid and Droplet Effects Using Meta Shapes

Up until a few releases ago, Blender only had the capability to make one Meta shape- a ball. Interest grew, programmers added other shapes and cleaned up the code. You can now make several different meta shapes in Blender. They all work with the same principle. As the shapes get close to one another, they begin to “pull” and flow together. Meta shapes can be animated like other objects and can be textured. Ray-tracing settings like reflection and transparency can also create some stunning effects. Meta shapes are created like other objects, *except that the first shape acts like a parent to the other shapes*. As that shape is moved, the others display a rotation. Materials are also linked for all meta shapes.



Meta shapes can seem a bit confusing at first because of their interactions. For example, individual meta objects are selected by RMB clicking on the Selector Ring around the object. When clicking on the actual meta shape “mesh” itself, all shaped are selected. Remember that meta shapes are linked and controlled by the first meta added. By selecting the object, materials are linked to all shapes. Remember to select the ring to transform just that object. You can also control the quality and effect of the meta shapes in the properties window. Experiment with these to get a desired effect.



#### **RoboDude Asks:**

##### **Why are all my Meta shapes joined together?**

*If you get into Edit mode while making your meta shapes, they will all join together. Remember to be in Object mode while making Meta shapes.*