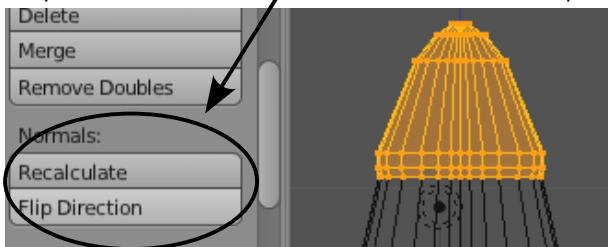
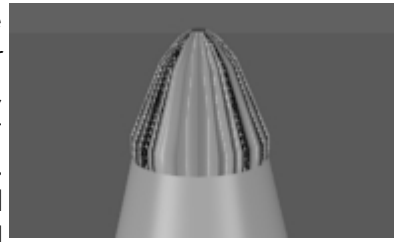
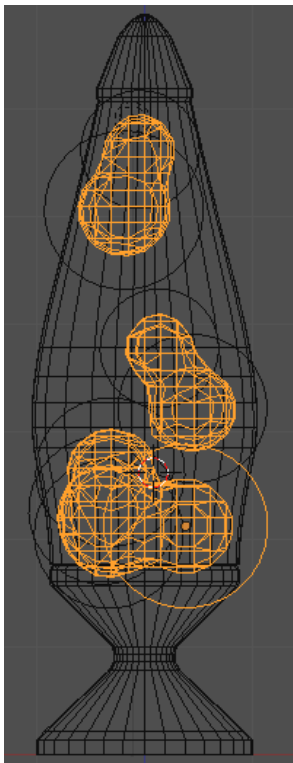
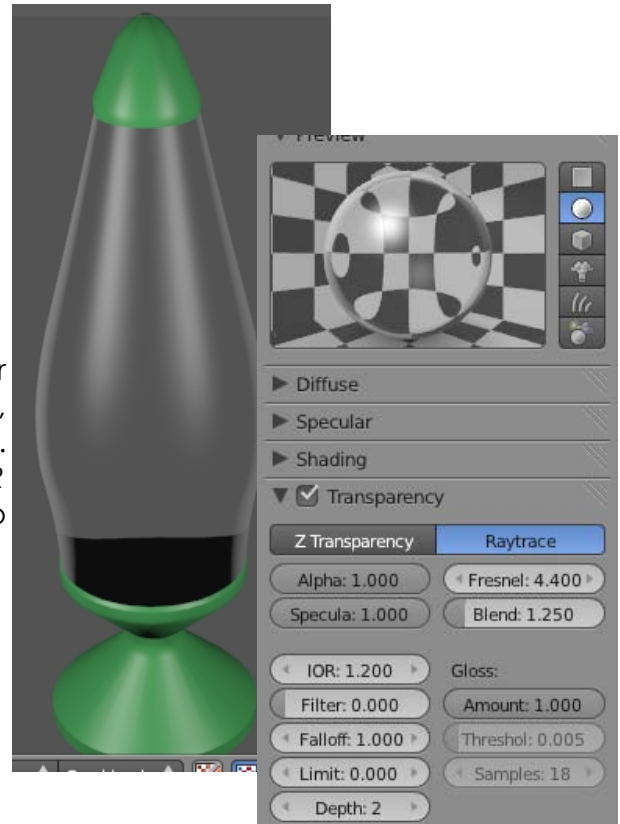


## Meta Shapes- Lava Lamp Practice Exercise

The next step is to create a top for the lamp. Do this the same way we made the base, using a *Circle* mesh. After shaping the mesh and applying *Smooth* and *Auto Smooth*, it may look something like the image to the right. To correct this, we need to change the *Normal* settings of the faces. Enter *Edit Mode* and select all vertices. In the *Tool Shelf*, find the options for *Normals*. Try pressing both "*Recalculate*" and "*Flip Directions*". This should correct the problem.



It's now time to get a nice render of your lamp. Apply a nice material to all 3 objects, using Ray-transparency on the glass bottle. Experiment with your *Fresnel* and *IOR* (refraction) settings. You may also want to take the *Depth* setting up a bit.



With the lamp finished, it's time to add the lava. Start by adding a *Meta Ball* shape. Remember that this first shape controls the material and action of the other meta shapes. Add as many meta shapes as you wish. Scale as needed. Use all 3 principle views to get your locations correct and all shapes are in the bottle. Add a material and render an image.

