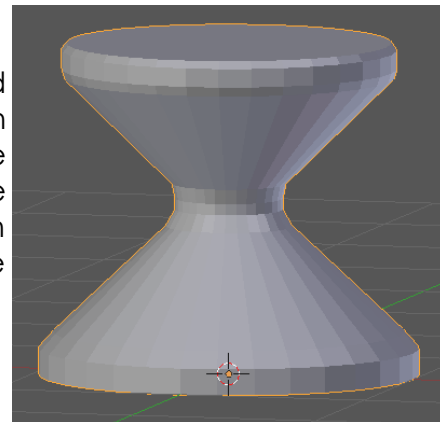
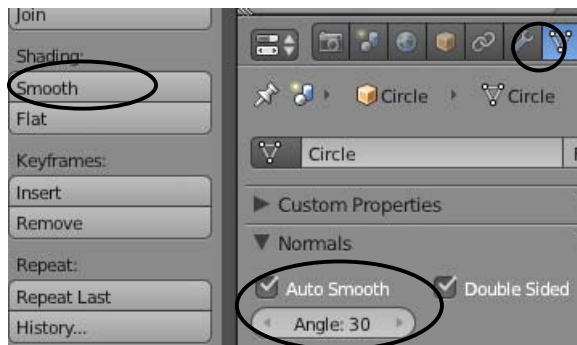


Meta Shapes- Lava Lamp Practice Exercise

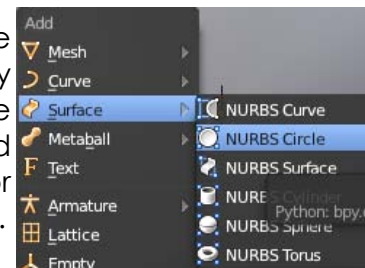
Create a new Blender Scene, erase the initial cube and name it "Lava Lamp". For this activity, we will be extruding circles, lofting NURB circles and using meta balls to create an interesting lava lamp.

Begin by making a *Mesh Circle* in the top view and select the *Fill* option in the Tool Shelf to fill the circle. In the *Front View*, enter *Edit Mode* and *Extrude* (E key) the circle to form the base of the lava lamp to a shape something like seen to the right. You will want to *Smooth* (Tool Shelf) and *Auto-Smooth* (Object Data buttons) the base.



We could make the glass bottle by extruding a circle exactly as we did the base, but for

practice, let's loft the shape by using *NURBS Surface Circles*. Go to the *Add- Surface* menu and add a *NURBS Circle*.



After adding the *NURBS Circle*, switch to a front view and duplicate it a few times. Size them to match the shape you want for the lamp. While holding the "Shift" key, select all the circles and join them together with "*Ctrl-J*".

It's now time to give the circles a surface. Enter *Edit Mode* and select all vertices with the "A" key. Press the "F" key to face the circles. It may not look exactly as you wish so you may need to deselect all vertices ("A" key) and box select ("B" key) a single ring of vertices in the front view to move or scale them.

When finished, the shape should look something like the image to the left.

The final step is to convert the *NURBS Surface* to a mesh. This is done by pressing "*Alt-C*" and selecting "*Mesh from Curve/Meta/Surf/Text*". Set *Smooth* and *Auto Smooth*.

