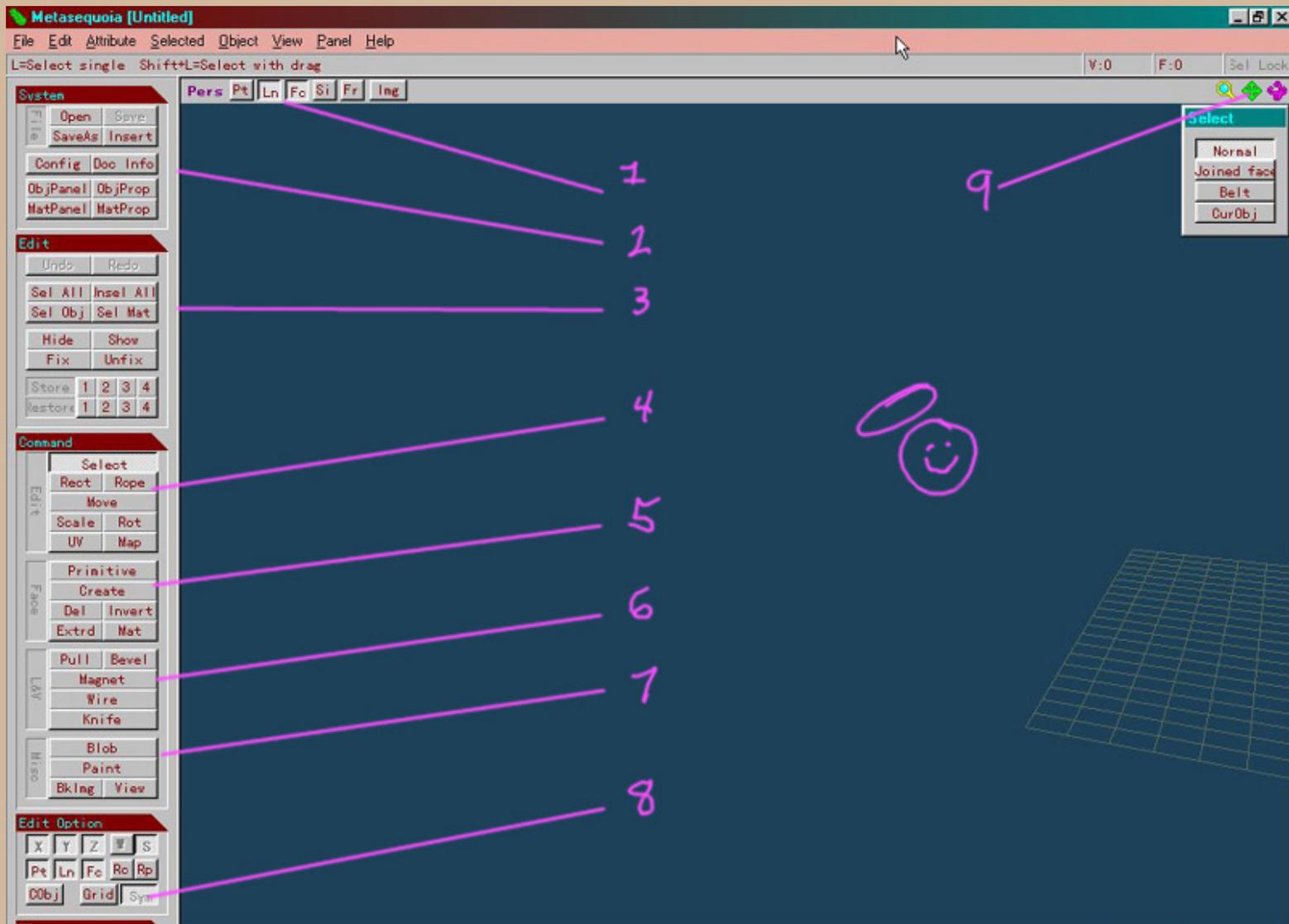


The following tutorial is the result of asking a question at the [3D Commune modeler forum](#). Monsoon said, he would be willing to write a tutorial and since he did not have much time to put it up on a webpage or a pdf file, I've done it for him and everyone else to enjoy.

Basic Interface



The following numbers are related to the pink numbers on the screen shot above:

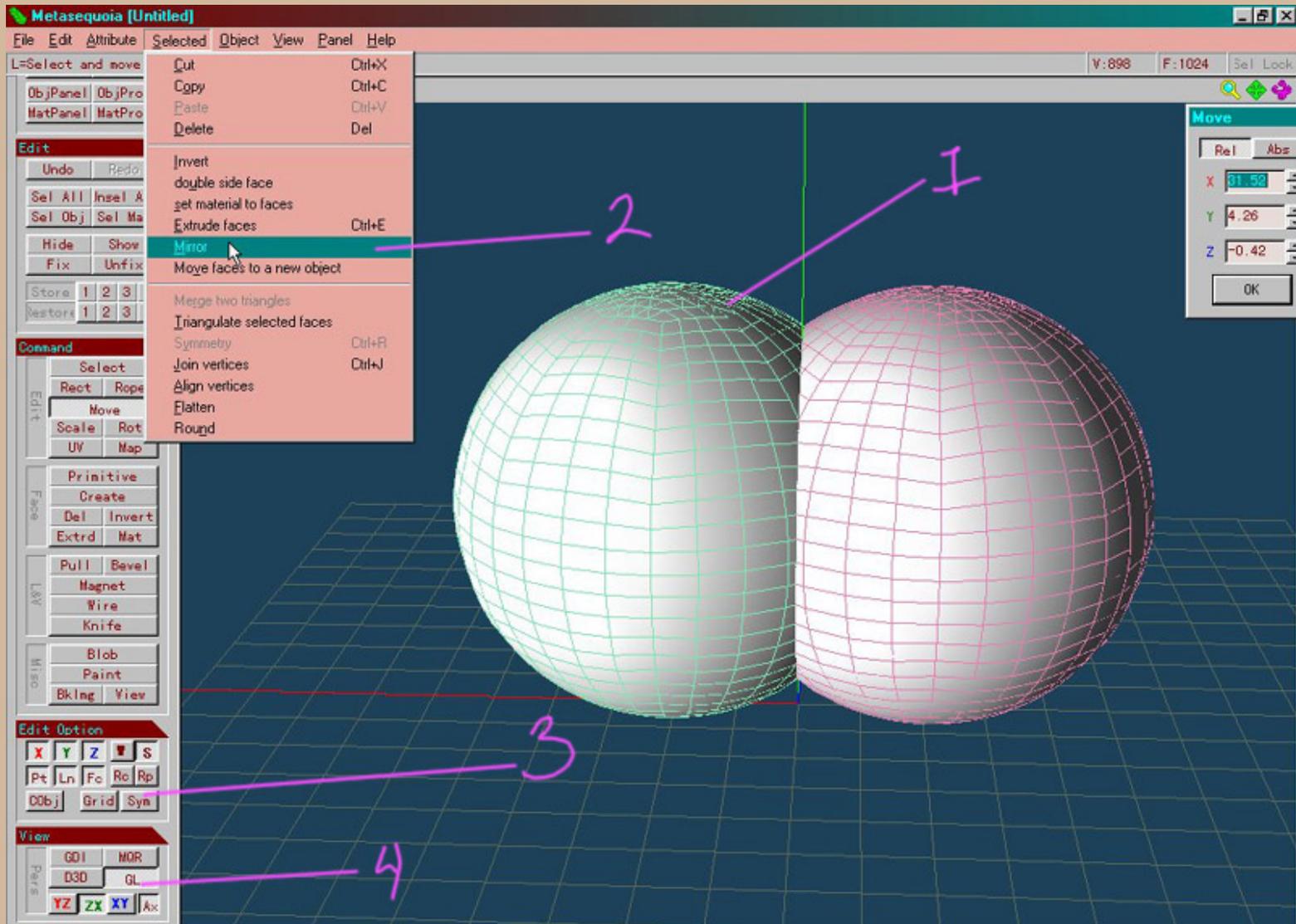
- 1. These buttons control whether you view lines, points or faces....one or all...I usually run lines and faces and click off lines when I wanna see the finished look.
- 2. This panel can be hidden for room...hardly used...the options can be accessed from 'Panels' up above.
- 3. This panel can also be hidden....the only thing here I use once in a while is 'select all'....other than that....nada....
- 4. Ok now we're at our fav tools....here is select....by rectangle or rope...I use rope alot. Rope also allows you to blow holes in models.....select/delete... Anything you've selected is green and is subject to the commands of move, scale and rotate....I don't do much mapping here...I use UVMapper.
Any of these commands illicit a new floating menu bar with parameters. You'll see them.
- 5. This allows you to create primitives and to invert or extrude faces or the entire object. You can change primitive parameters in the little floaty menu that comes up.
- 6. These are your main sculpting tools..... the magnets are fabulous....you can affect their shape and size in the little floaty menu. Bevel is a cool way to make techno babble with polygons.. Play with it.
The wire I never use but the knife is indispensible for subdivision modeling....I know you said it was frustrating that the entire mesh was affected but when we get to that part you'll see why its' important that the cut goes all the way through.
- 7. Meta balls or blobs.....the king feature...I hear people talk about Bryce metaballs or Amorpheum or other modelers....NOBODY does metaballs like this bad boy. Where else can you find metas in all the primitive shapes? Nowhere. And then you can do anything with them...all

the parameters are in the little floaty.....

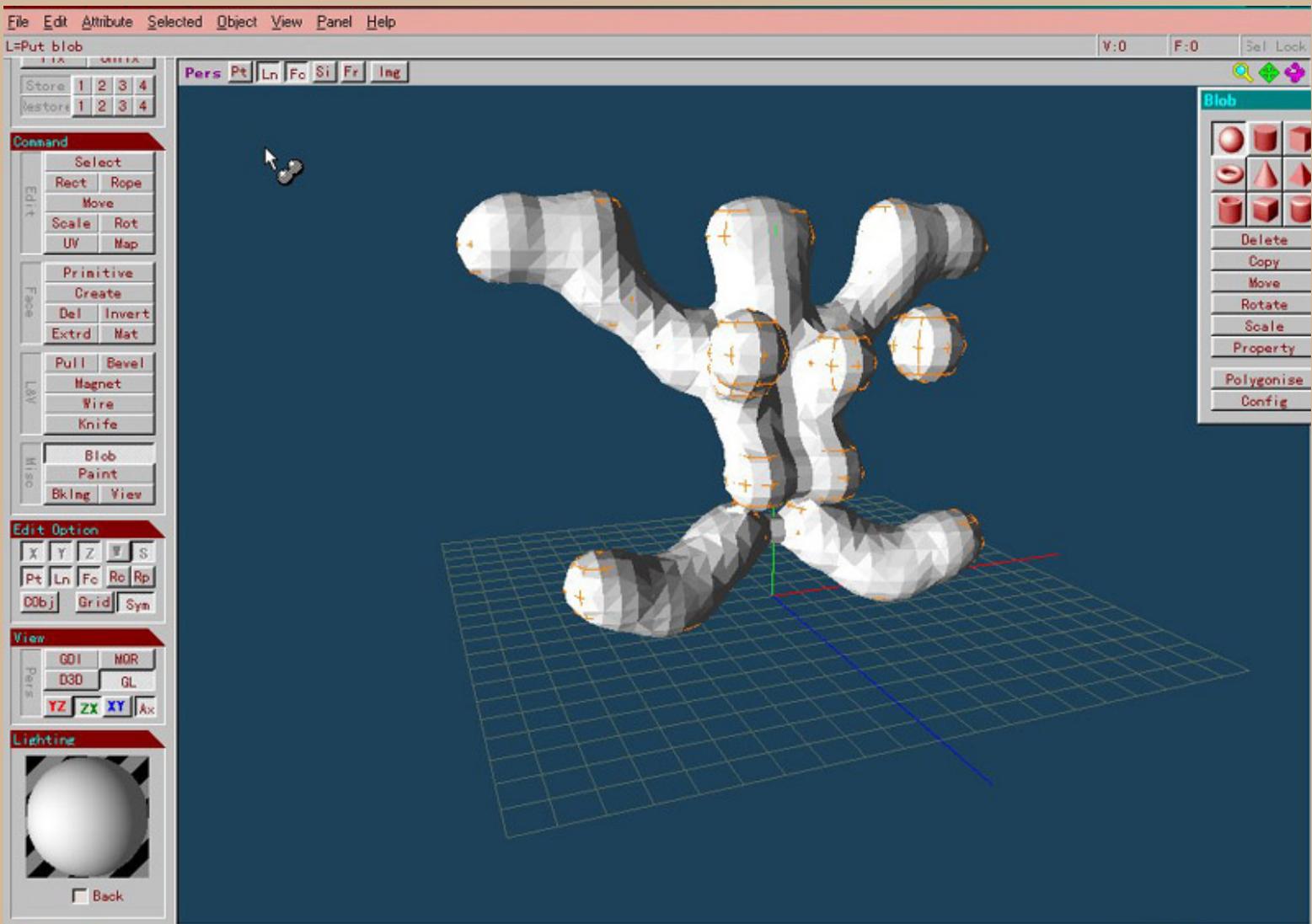
Note: Once you get them all situated, moved, scaled, etc.....You cannot do any other deformations until you hit 'polygonize' on the little floaty. That turns everything into a regular mesh object to be pushed, pulled and pummelled at will.

- 8. This is the button you push to enable symmetrical modeling.....
- 9. This little knob is how I move the modeling field way off to the side.....

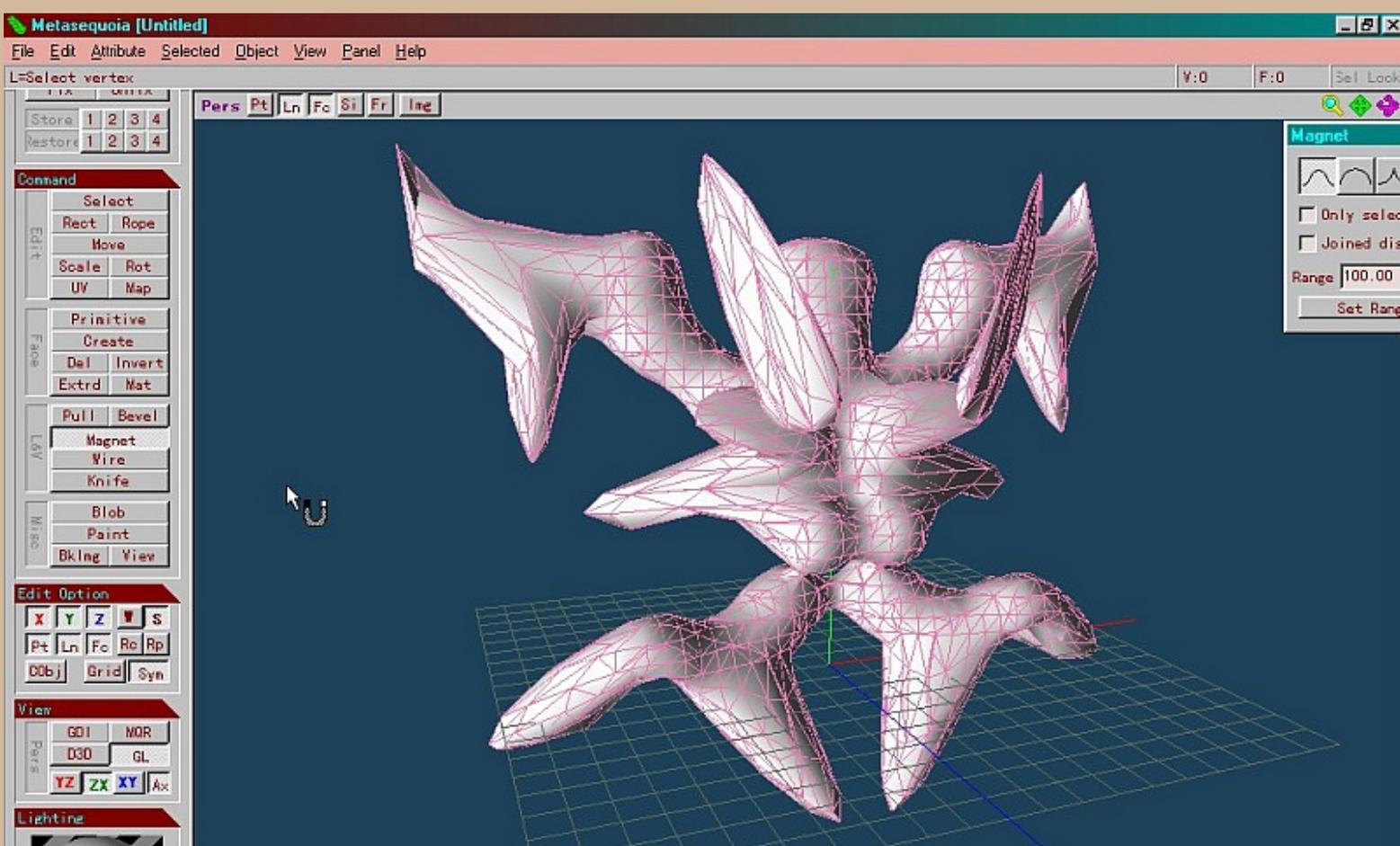
Symmetrical modeling

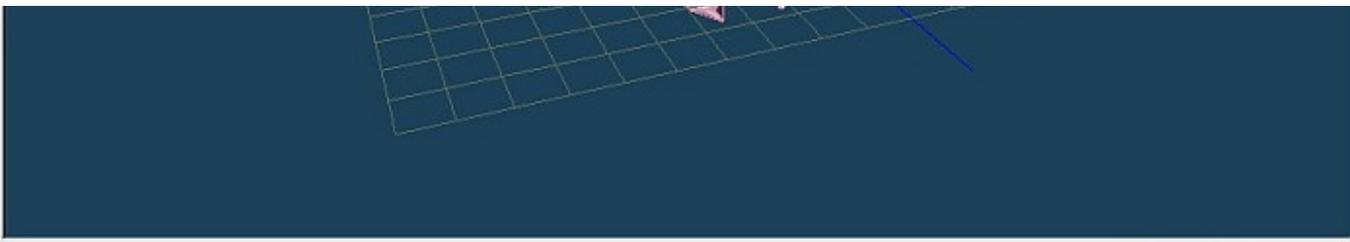


- 1. Create a primitive.
- 2. In the dropdown under 'Selected' click 'mirror' and the orientation choices will pop up. Make your selection and presto.....
- 3. Now push this little 'sym' button and you are ready to edit symmetrically!!



with 'sym' pushed....you can form metaballs symmetrically also....look at those meta selections! Impressive eh?





Remember to hit 'polygonize' and then you can use magnets symmetrically....
Note...on the bottom left of the interface in the View box....I always keep GL clicked...

[On to Part 2 -->](#)