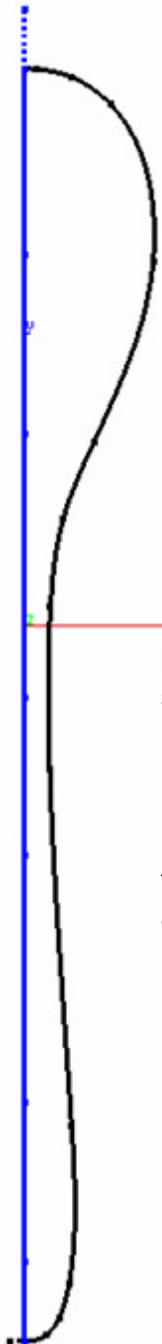


Creating Rounded or Organic Shapes

Part 1

A Spoon



First draw half of the spoon in the top view using the **B-spline** tool.

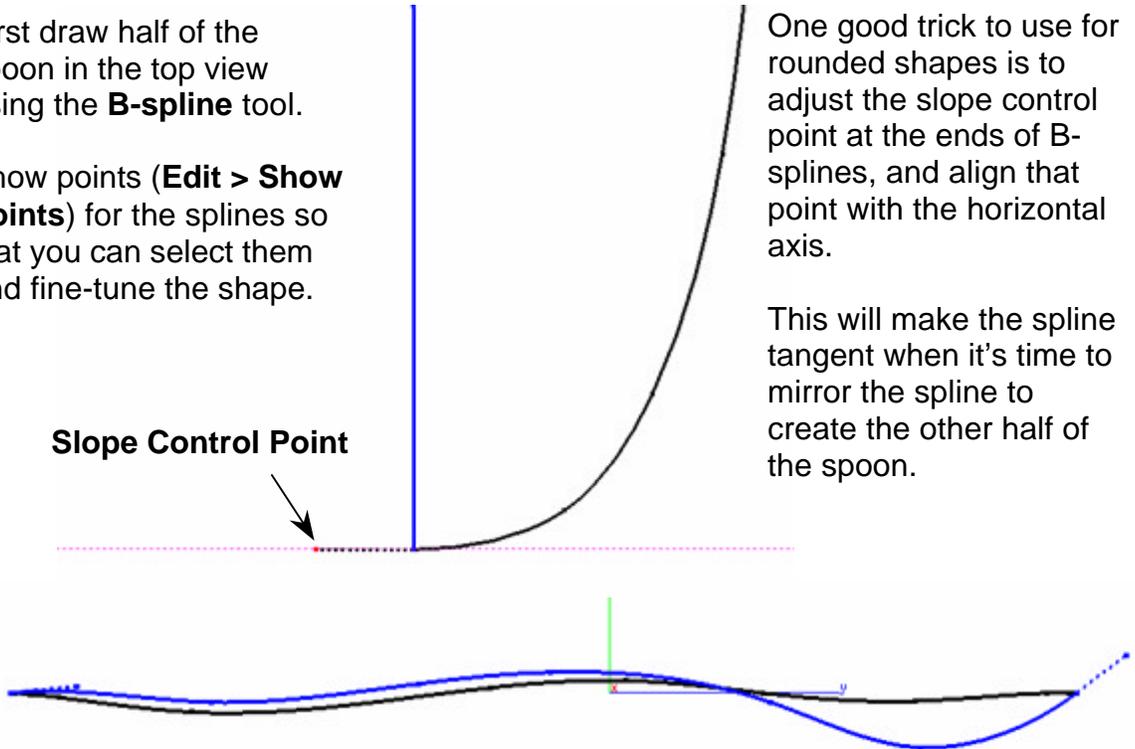
Show points (**Edit > Show Points**) for the splines so that you can select them and fine-tune the shape.

Slope Control Point

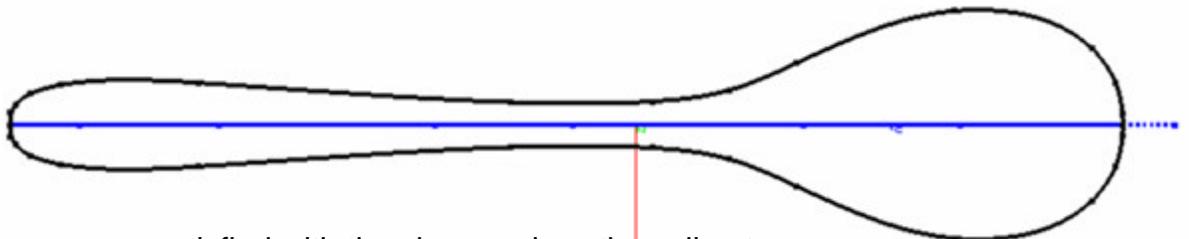


One good trick to use for rounded shapes is to adjust the slope control point at the ends of B-splines, and align that point with the horizontal axis.

This will make the spline tangent when it's time to mirror the spline to create the other half of the spoon.



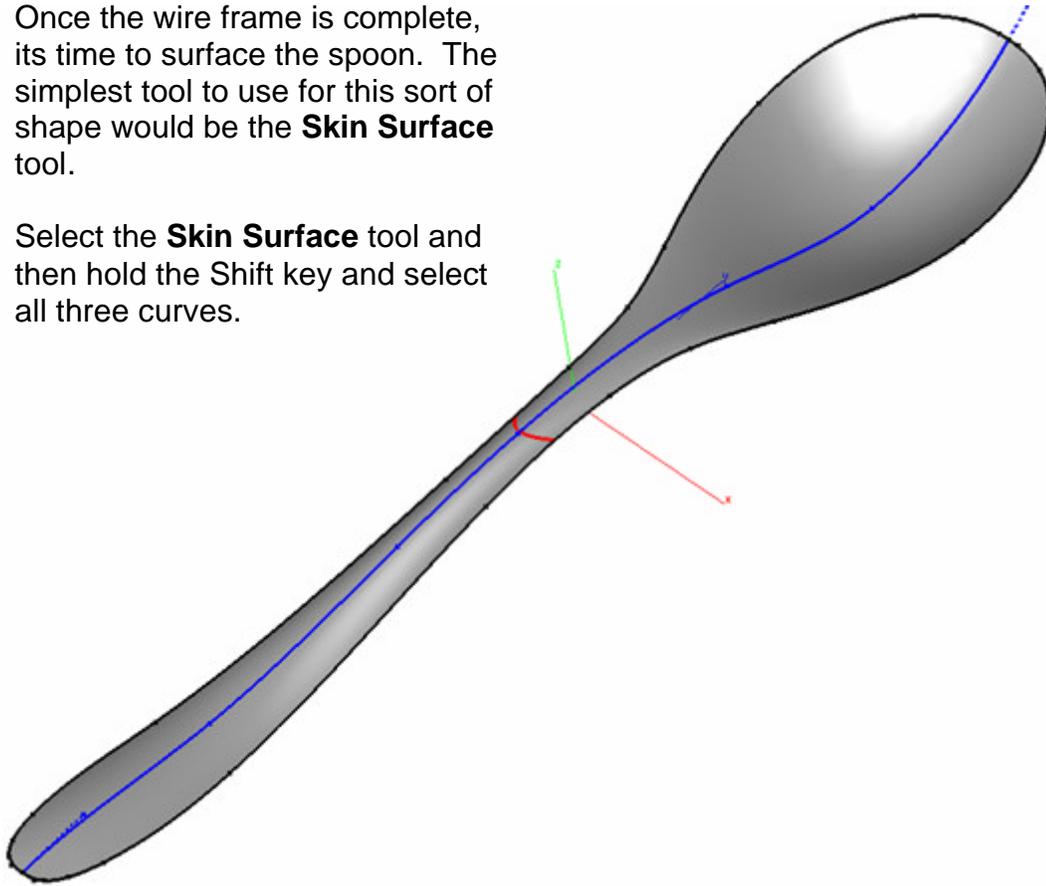
Switch to the side view and begin dragging points up or down to give the spoon 3D definition. If you need more control over the shape of the spoon, use the **Add Control Points** tool. Make sure to only move the points up or down in this view so as to not effect the shape of the spoon from the top view.



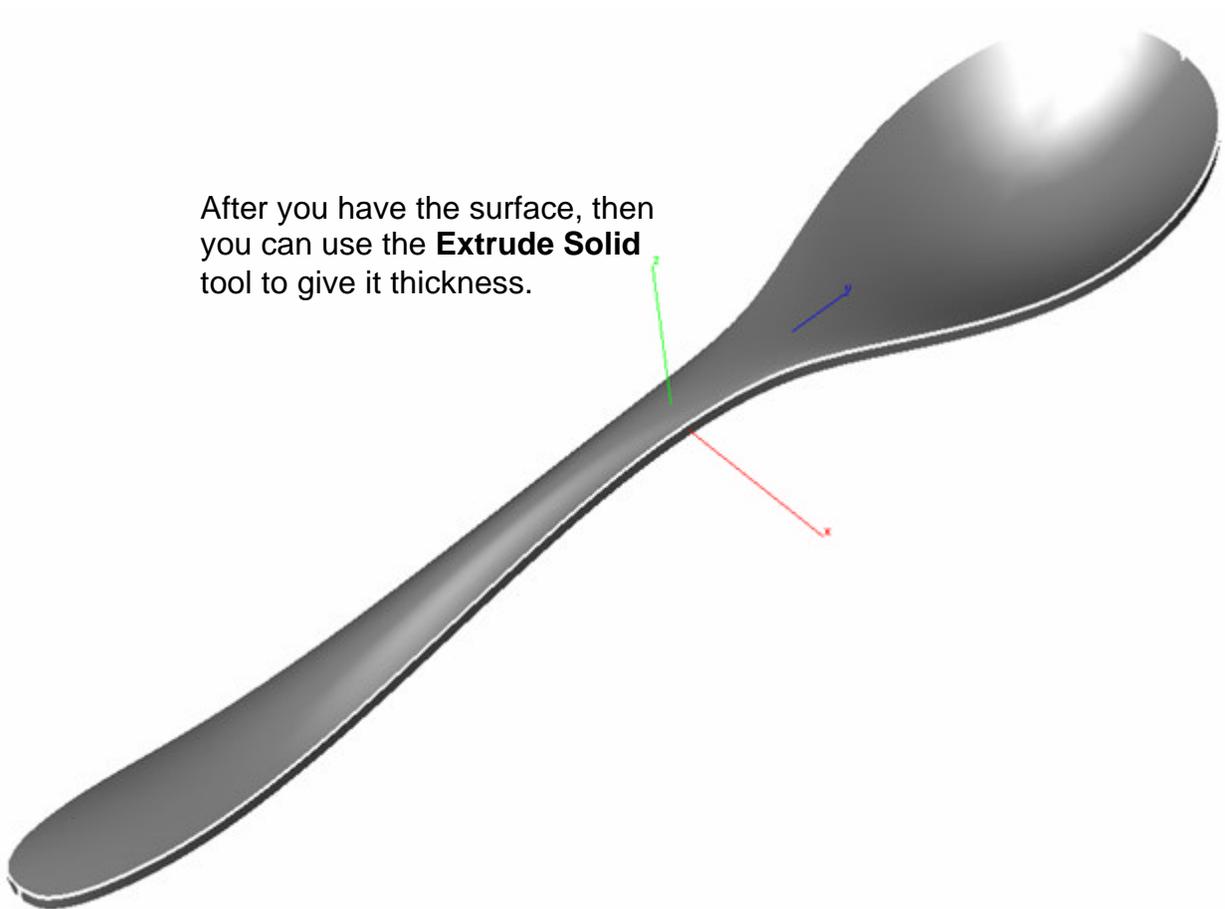
Finally, when you are satisfied with the shape, mirror the spline to the other side, holding the control key (option on Mac) so that it copies.

Once the wire frame is complete, its time to surface the spoon. The simplest tool to use for this sort of shape would be the **Skin Surface** tool.

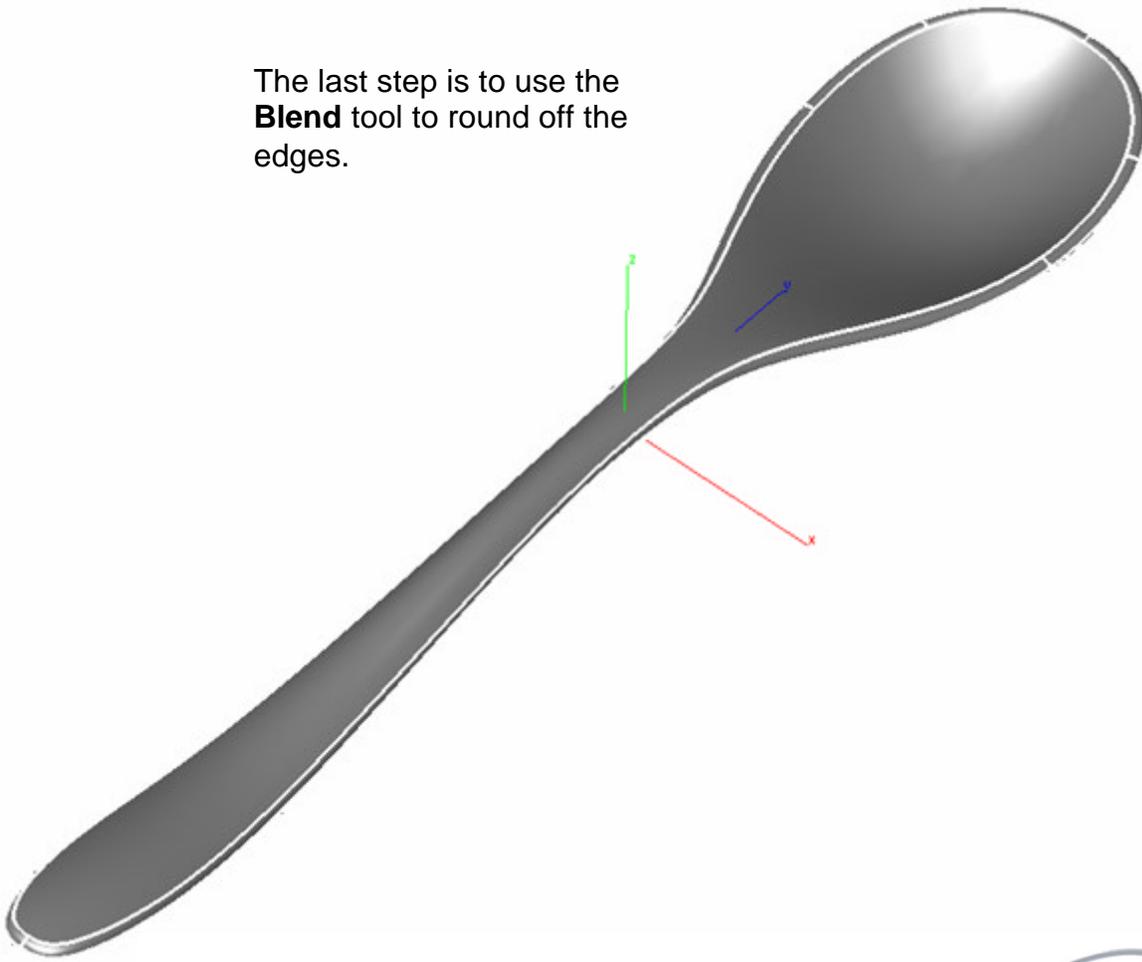
Select the **Skin Surface** tool and then hold the Shift key and select all three curves.



After you have the surface, then you can use the **Extrude Solid** tool to give it thickness.



The last step is to use the **Blend** tool to round off the edges.



The spoon is finished, you are ready to make a rendering or to create production drawings.

