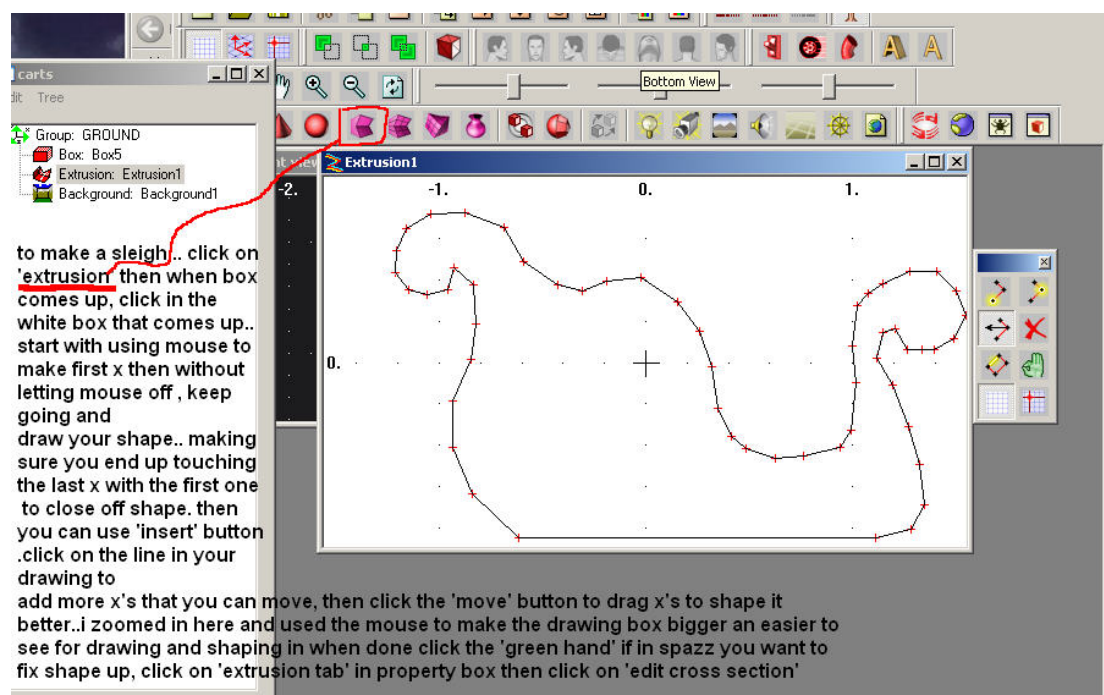
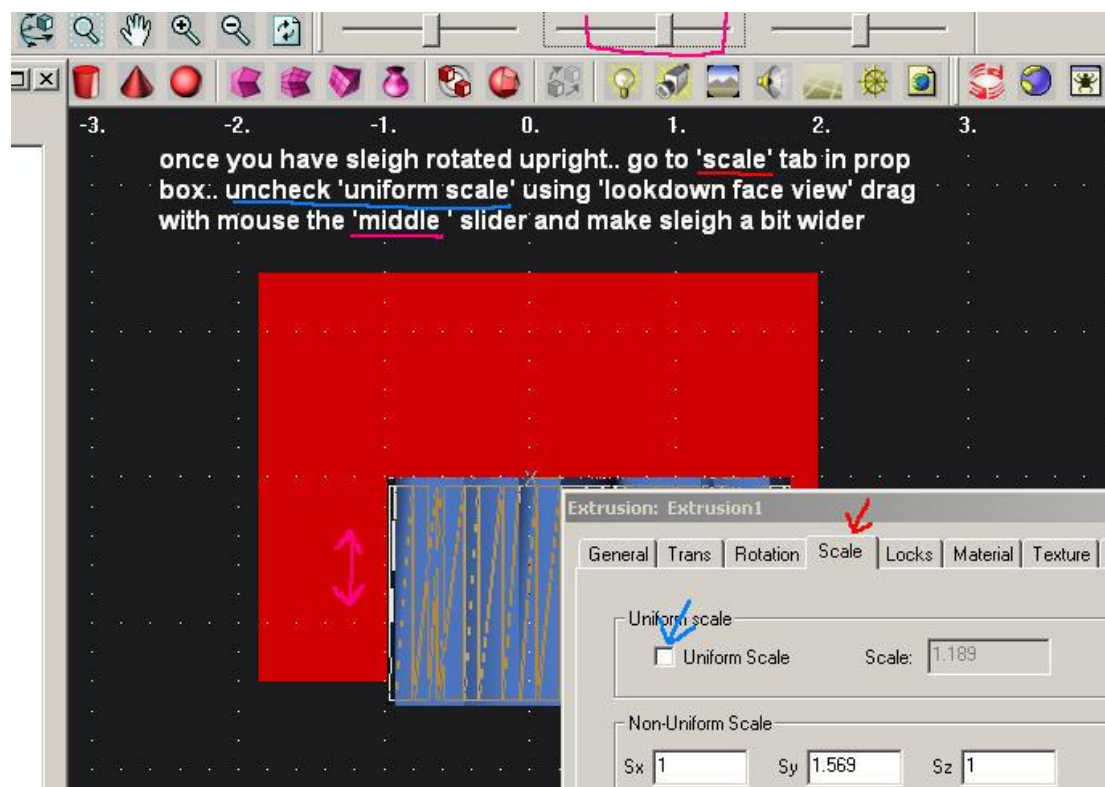
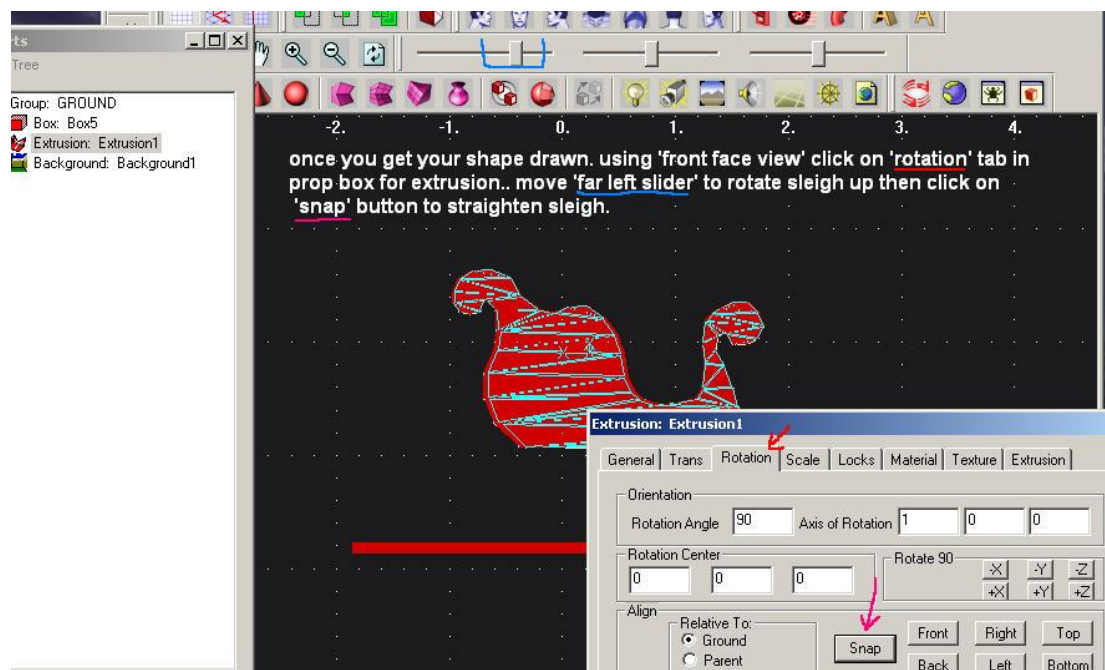
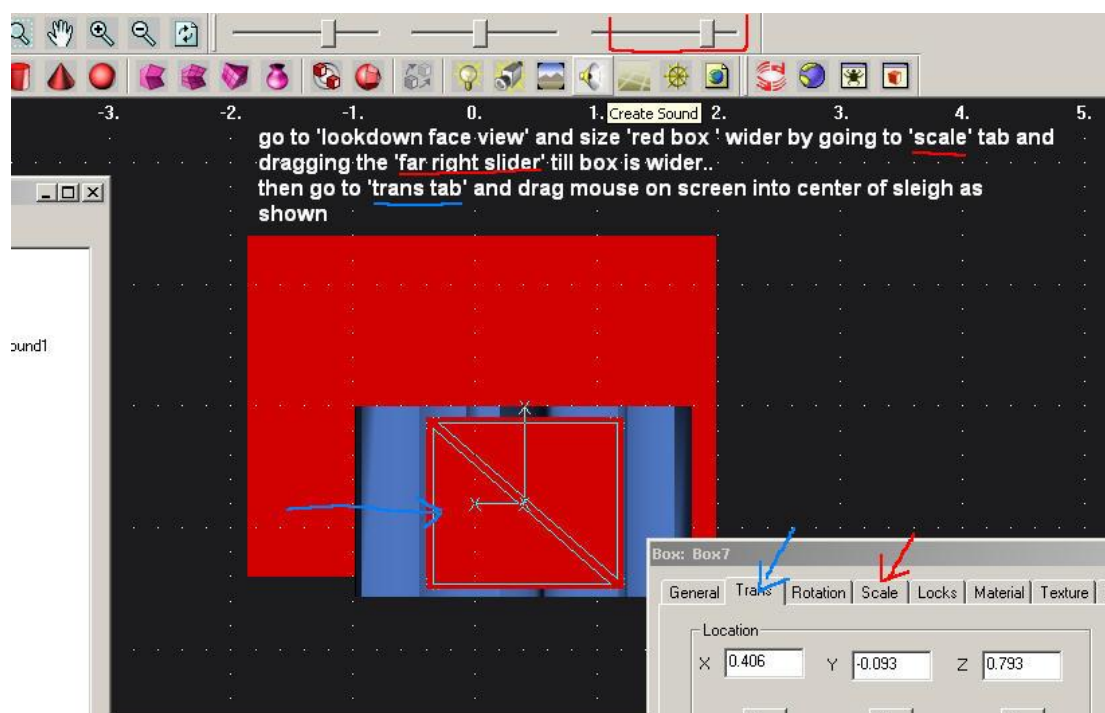
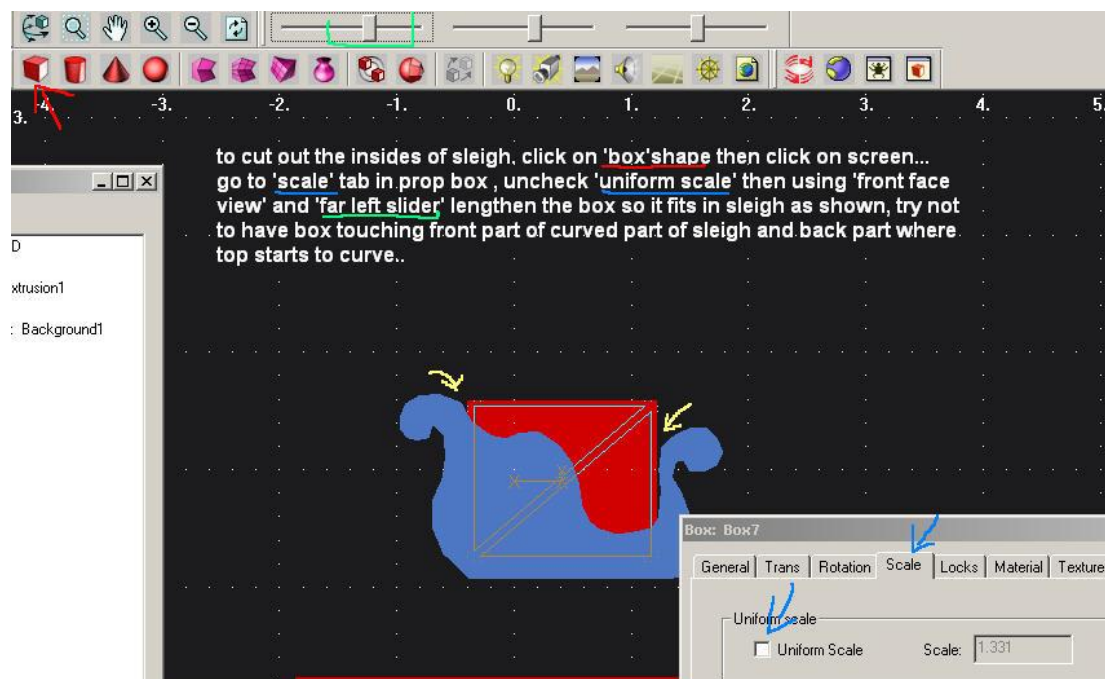


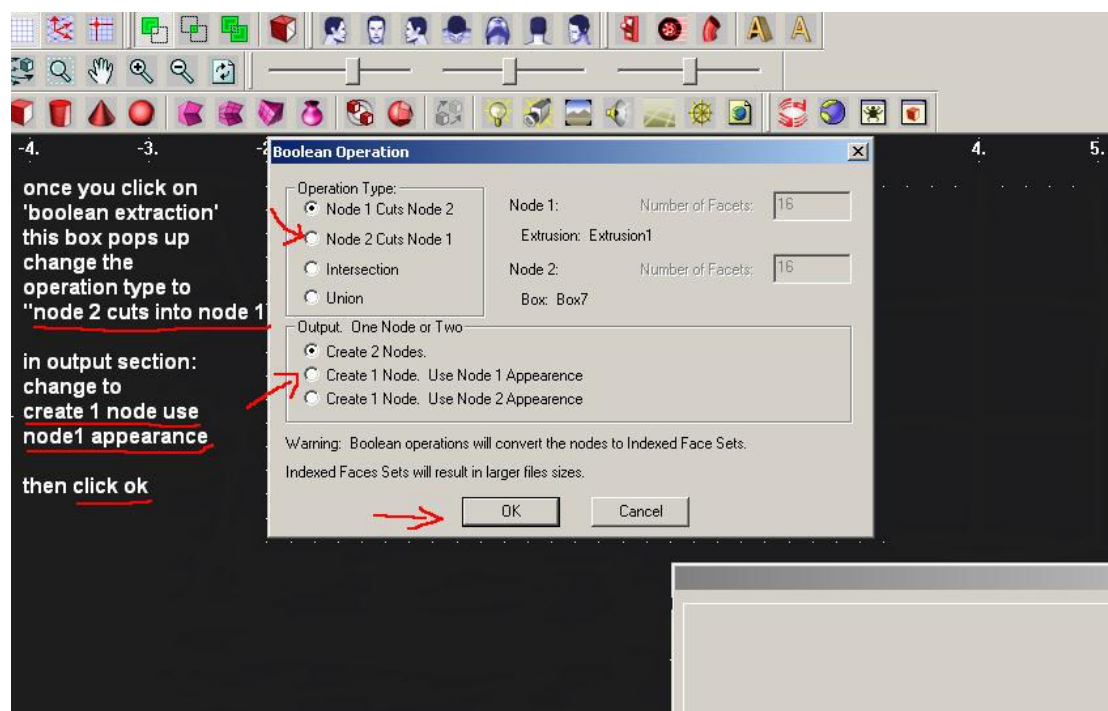
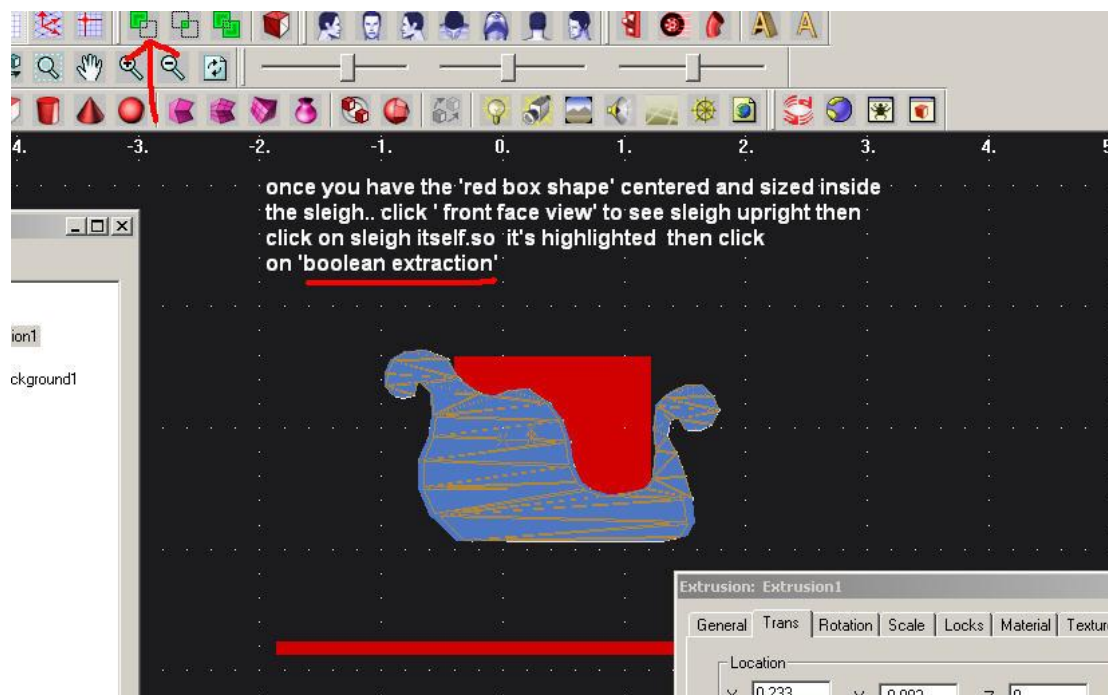
ΑΣΚΗΣΗ 6

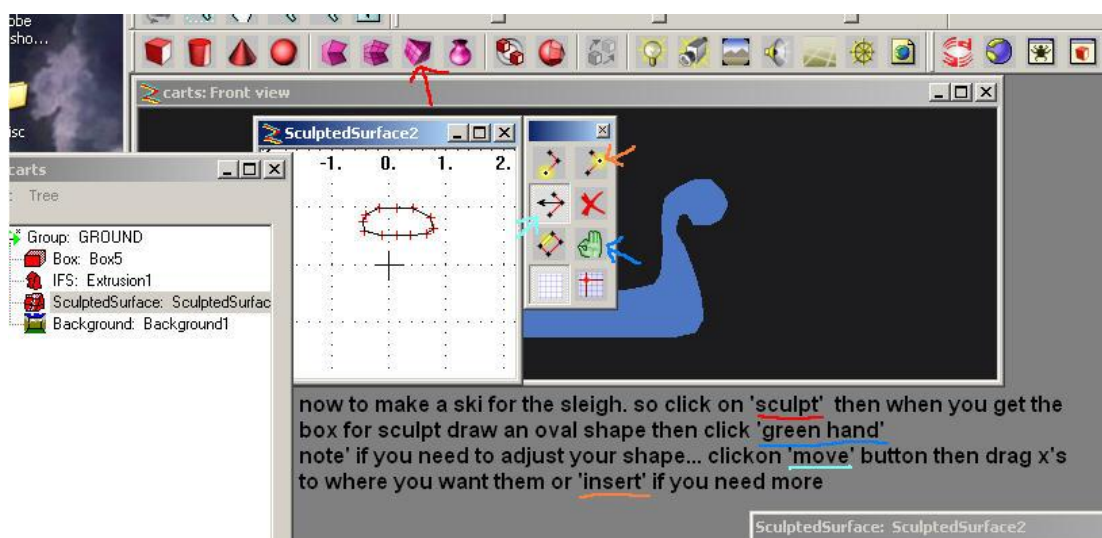
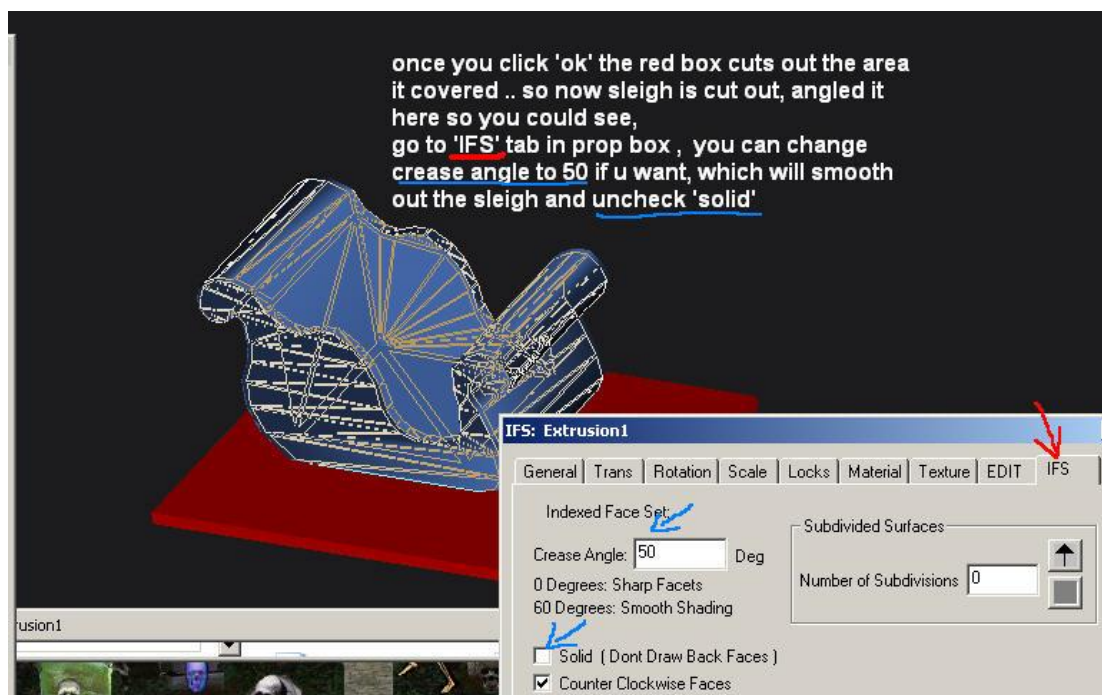


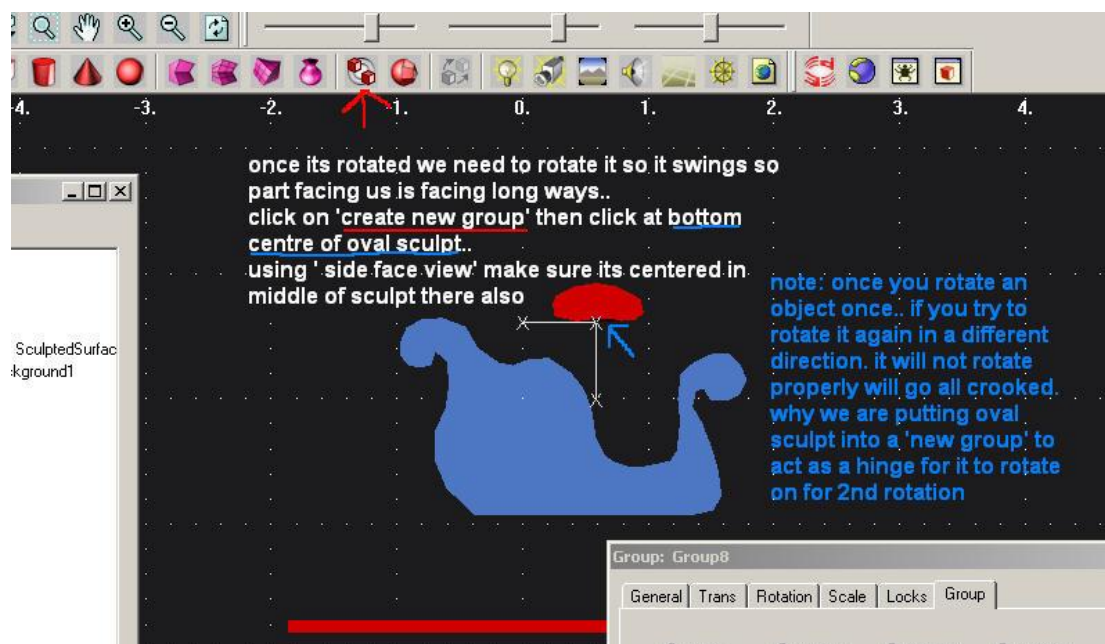
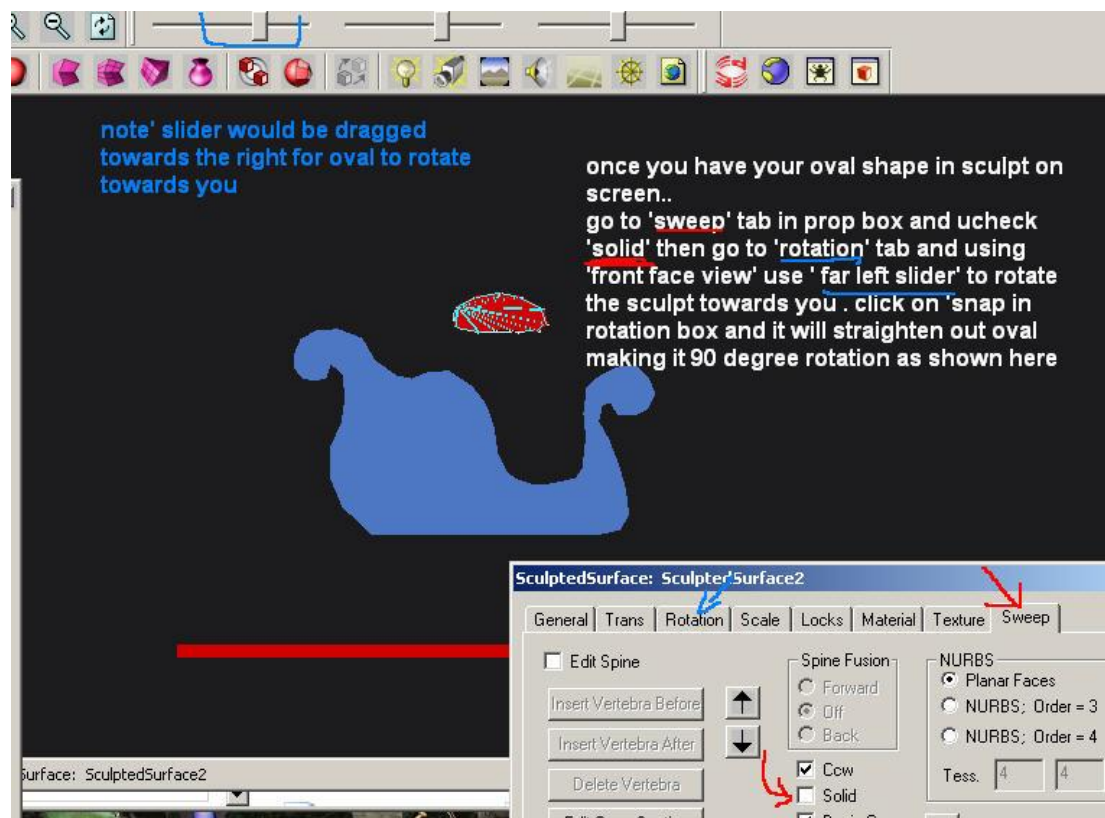
to make a sleigh.. click on 'extrusion' then when box comes up, click in the white box that comes up.. start with using mouse to make first x then without letting mouse off , keep going and draw your shape.. making sure you end up touching the last x with the first one to close off shape. then you can use 'insert' button .click on the line in your drawing to add more x's that you can move, then click the 'move' button to drag x's to shape it better..i zoomed in here and used the mouse to make the drawing box bigger an easier to see for drawing and shaping in when done click the 'green hand' if in spazz you want to fix shape up, click on 'extrusion tab' in property box then click on 'edit cross section'

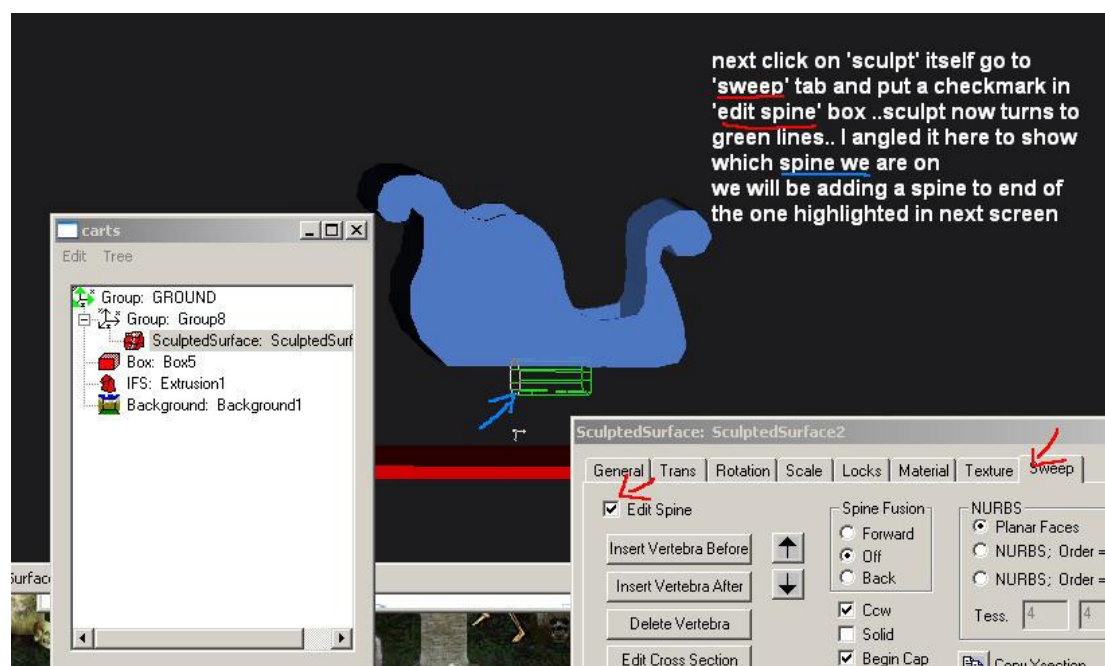
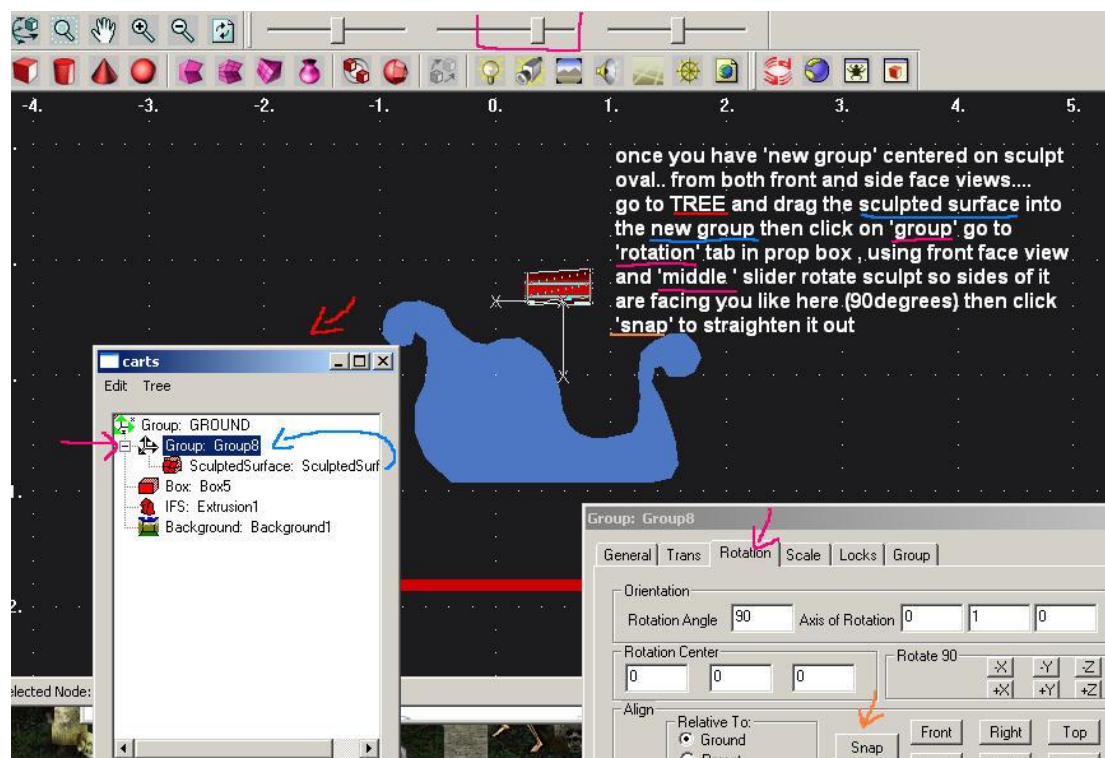


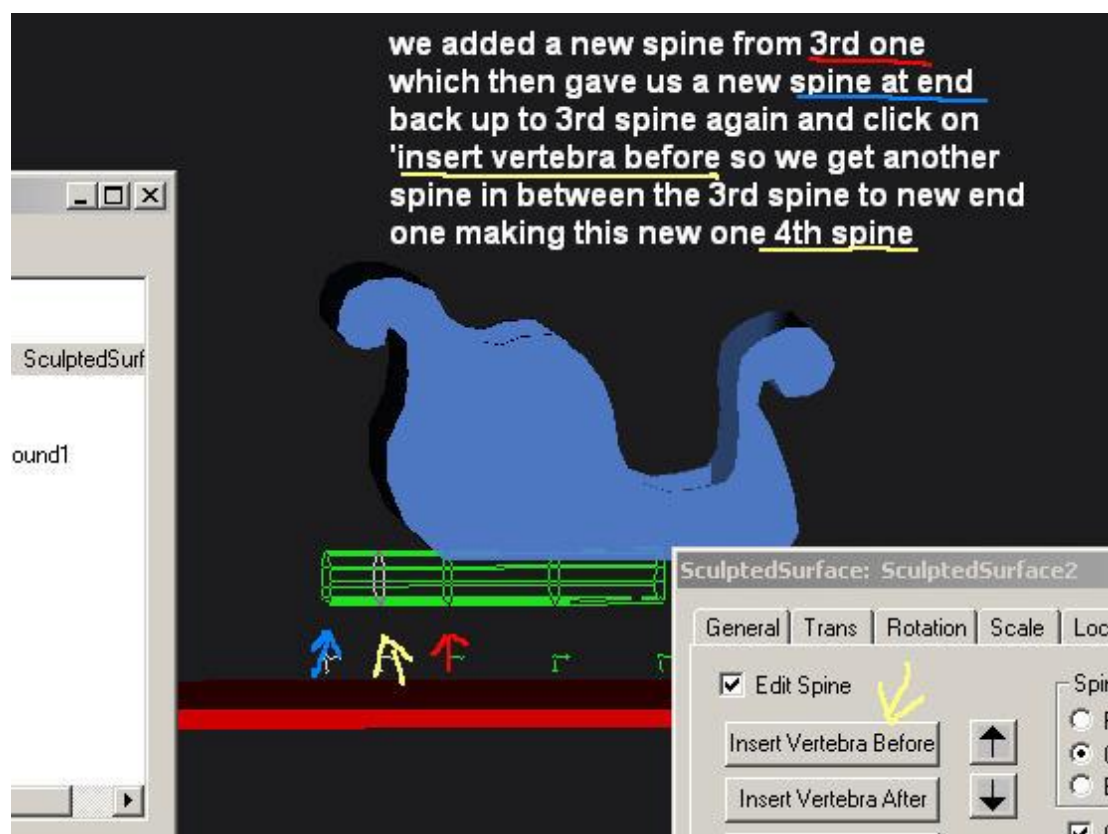
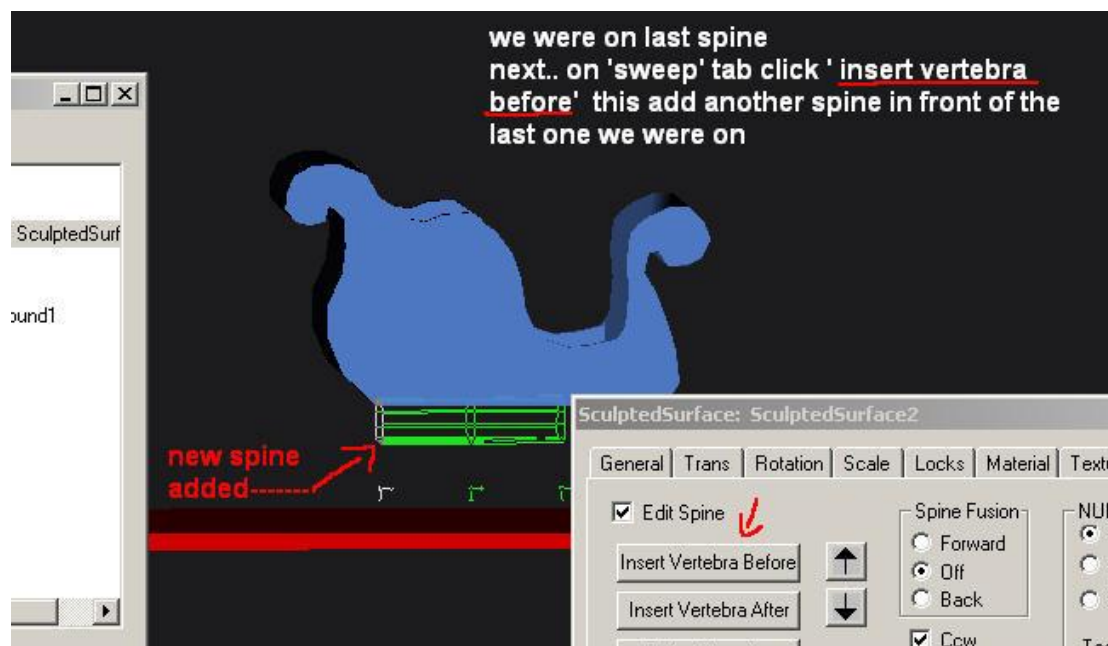


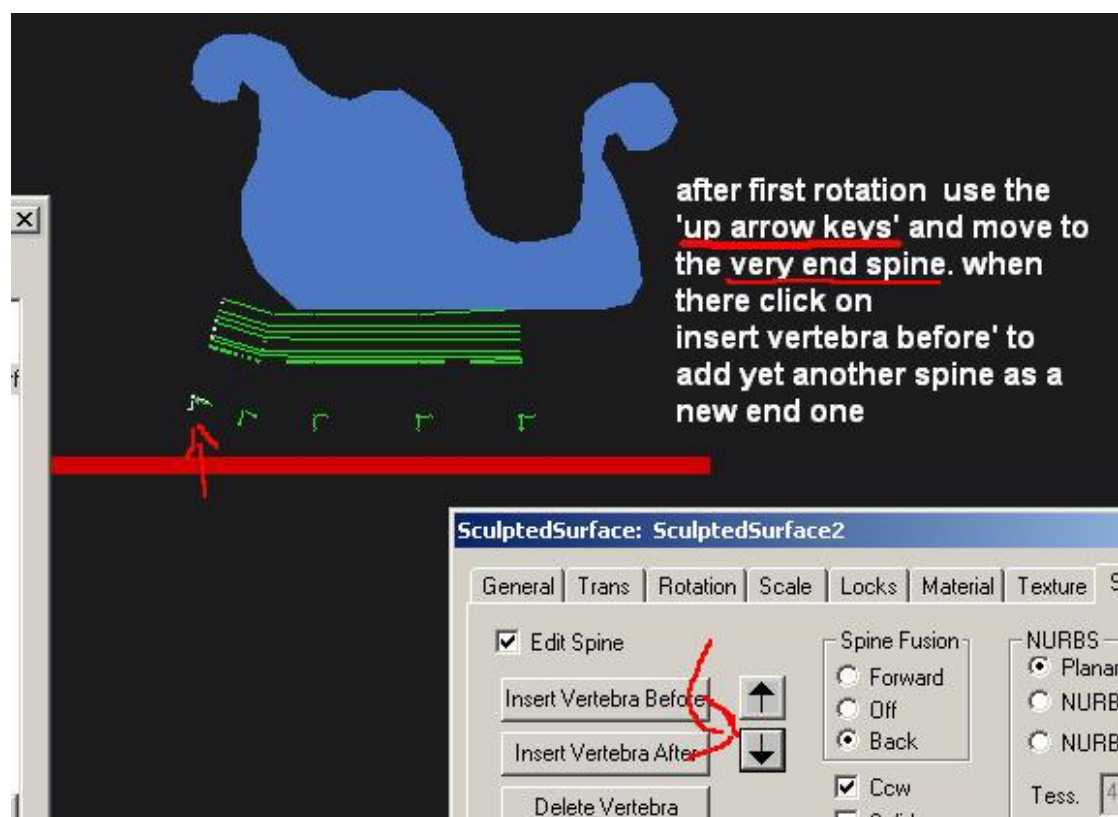
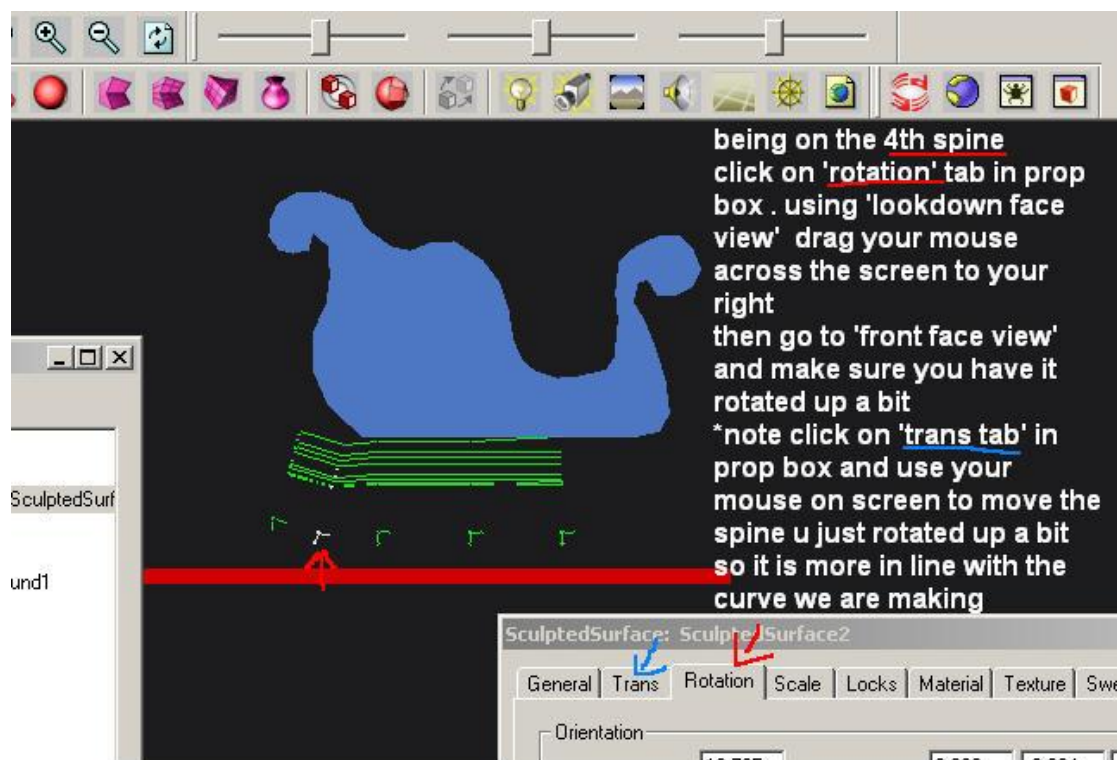


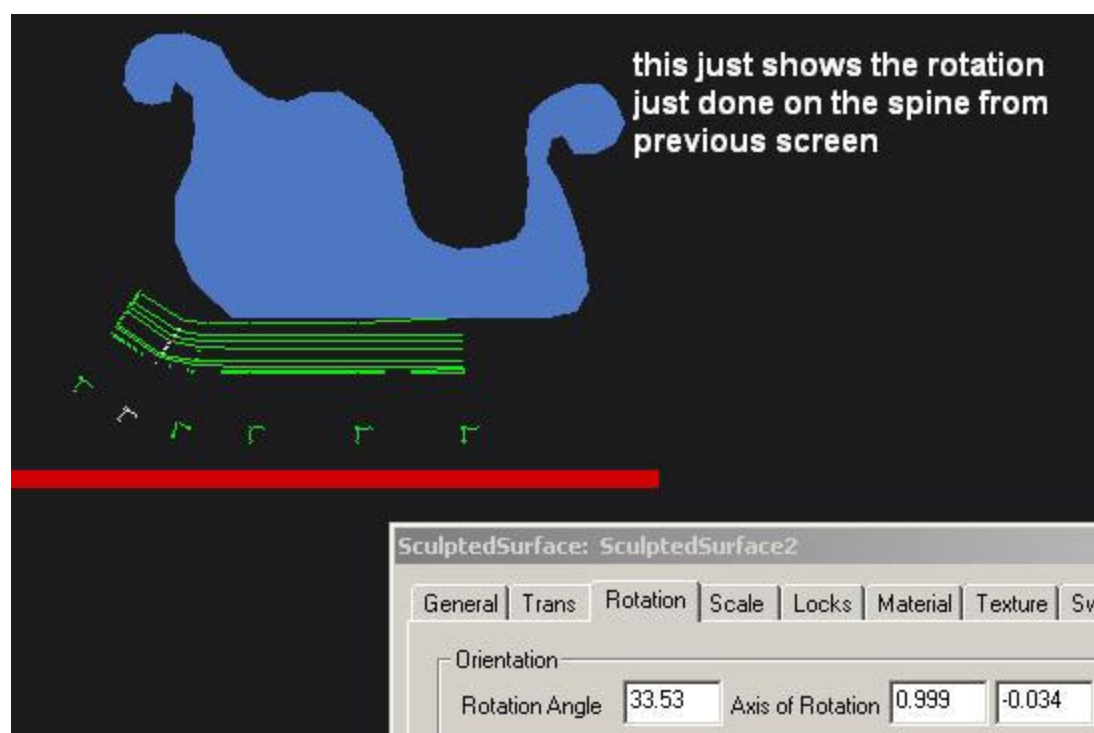
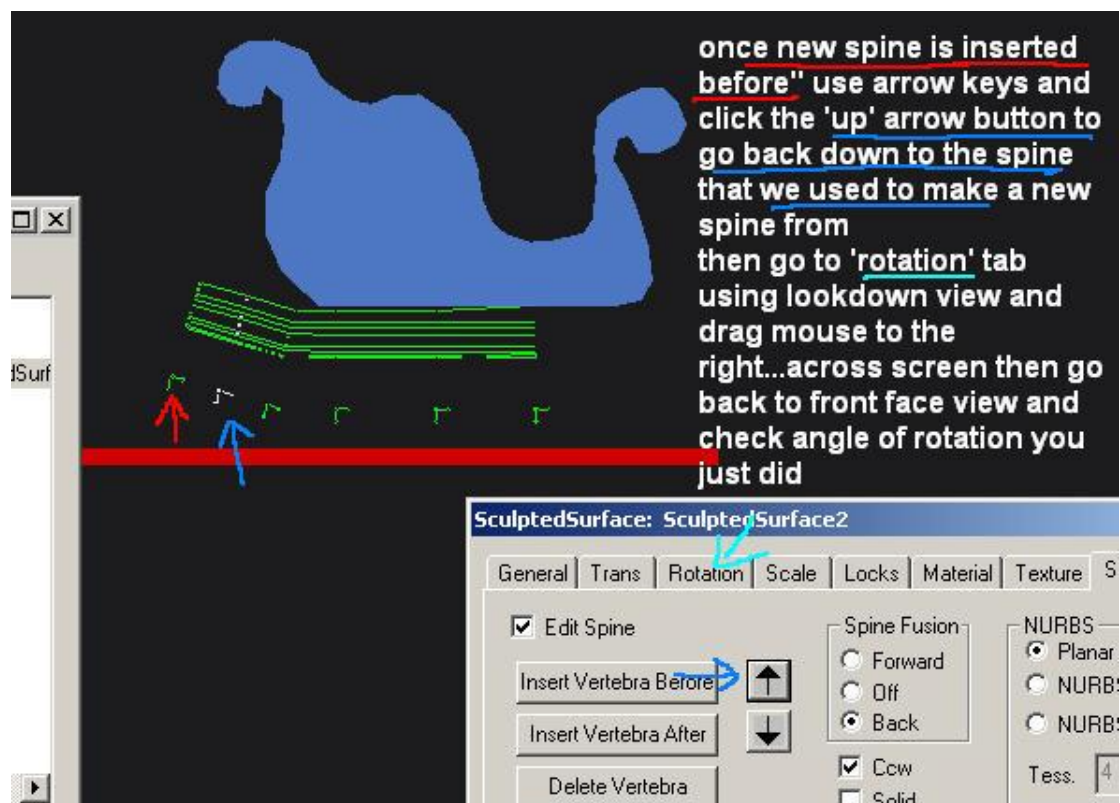


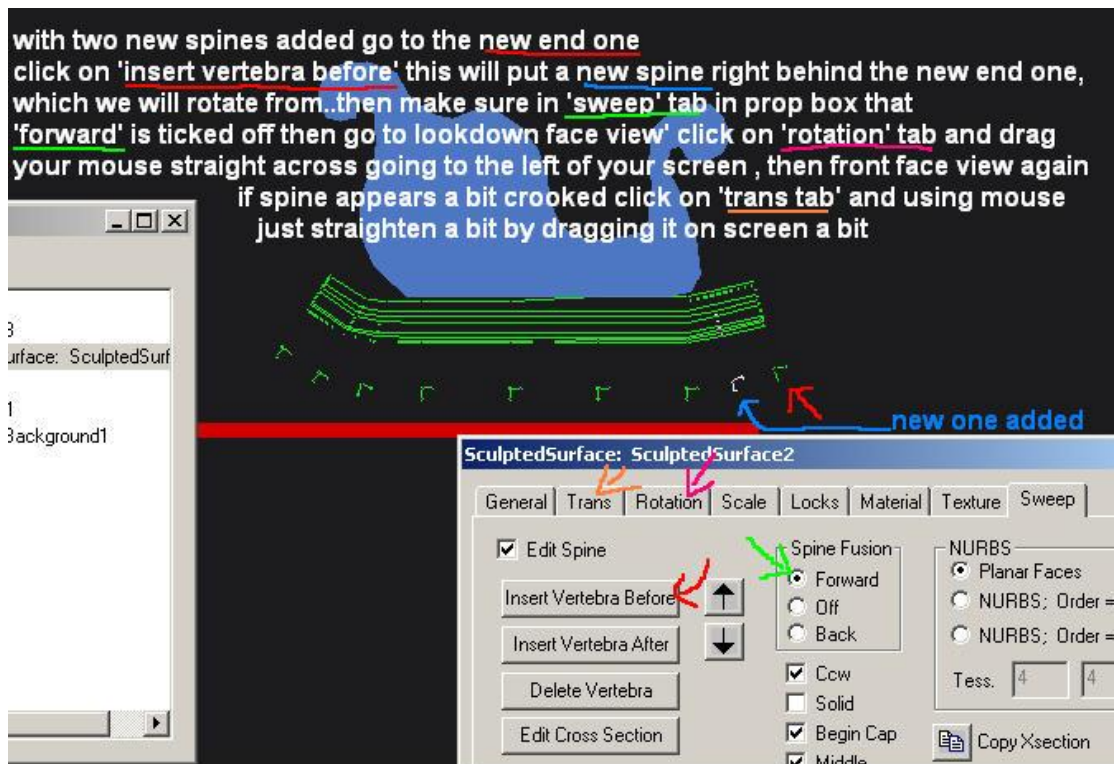
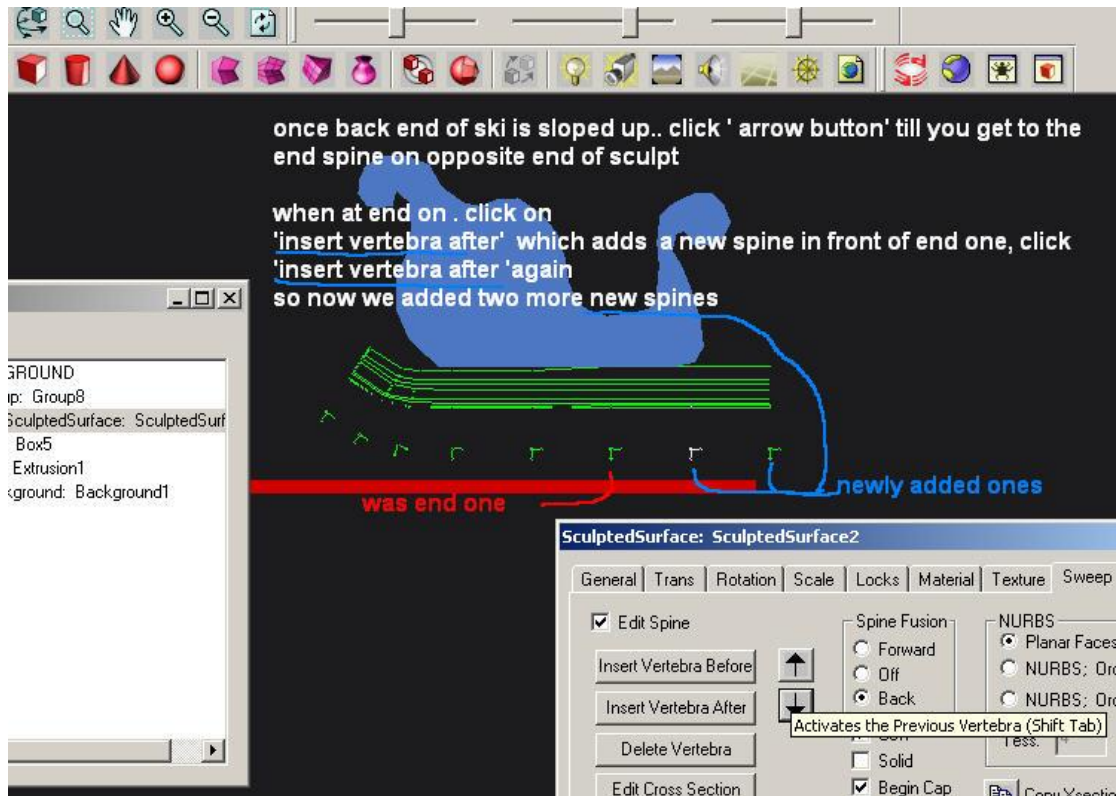


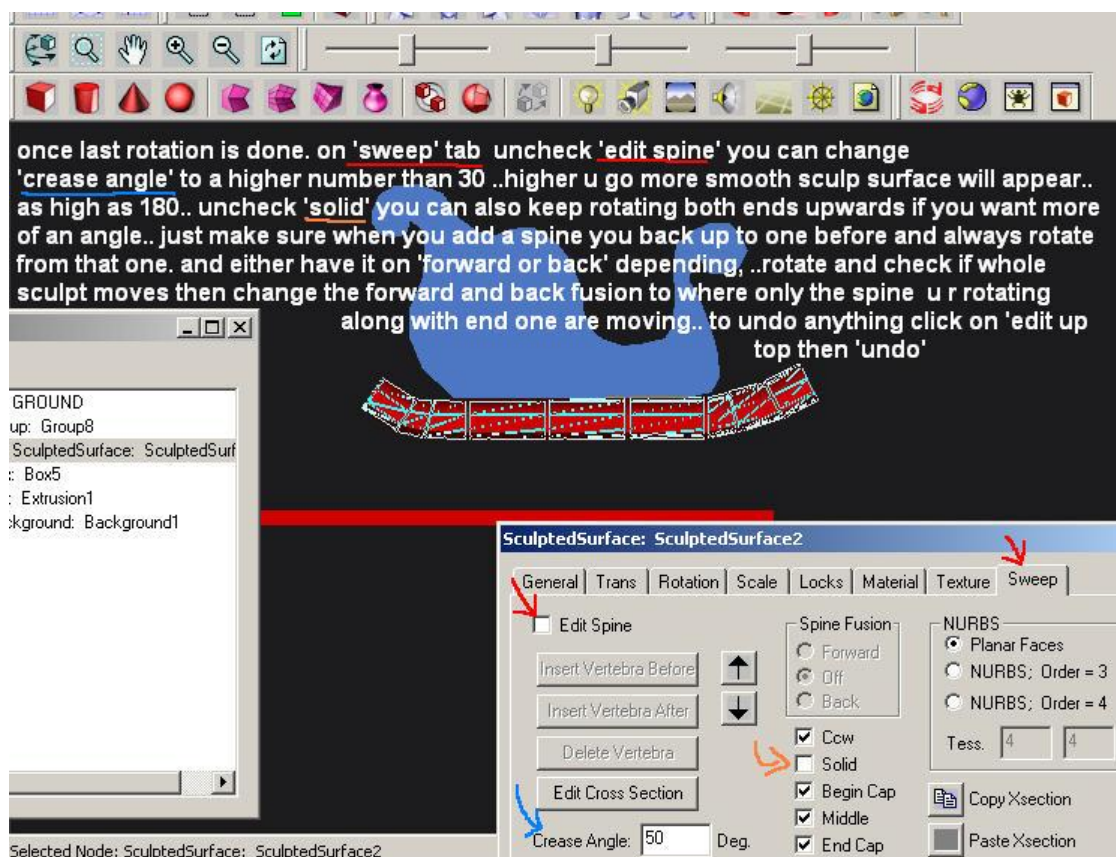
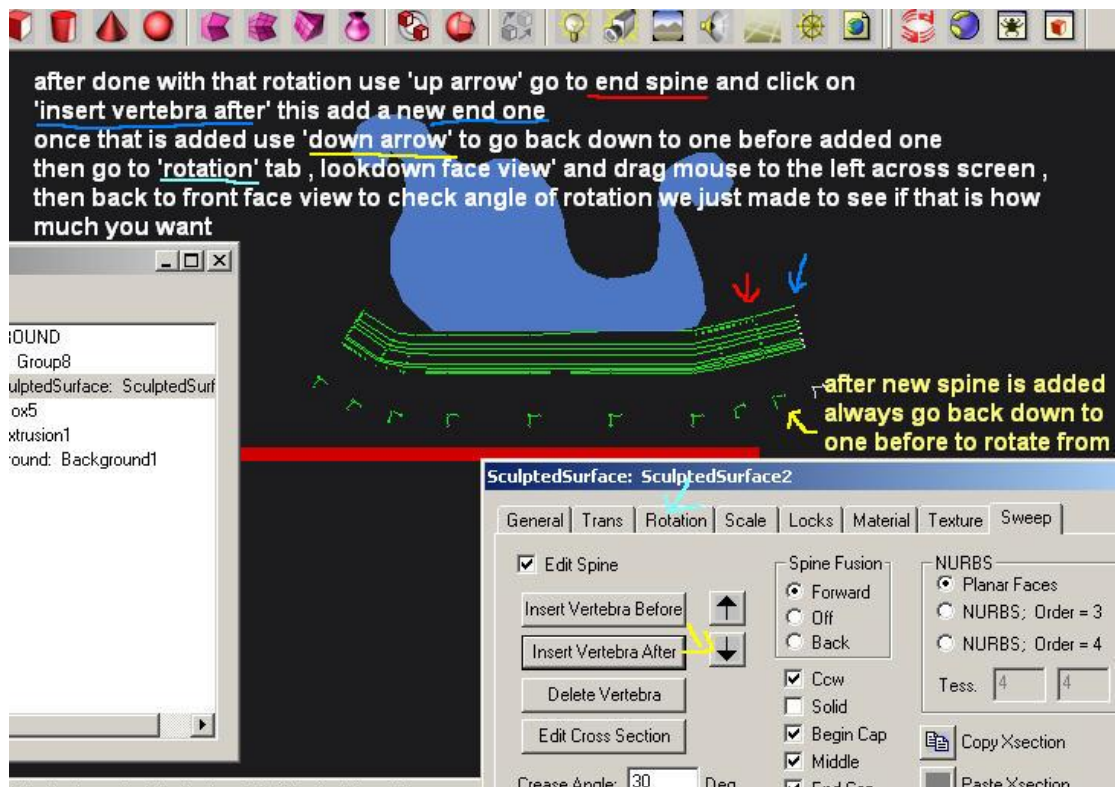


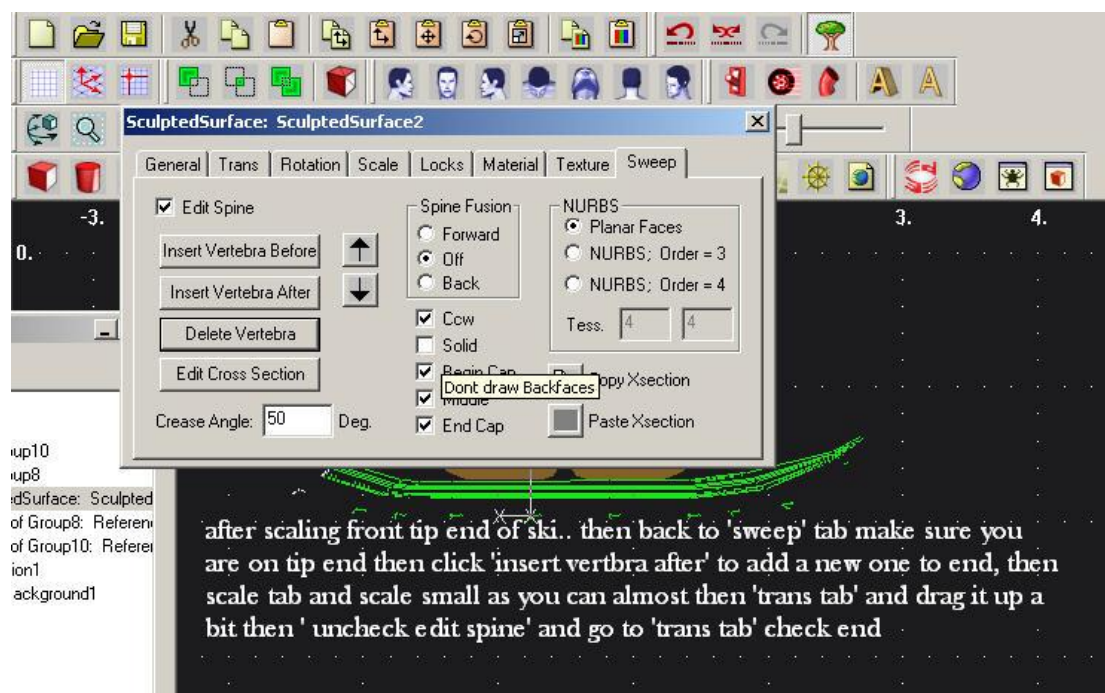
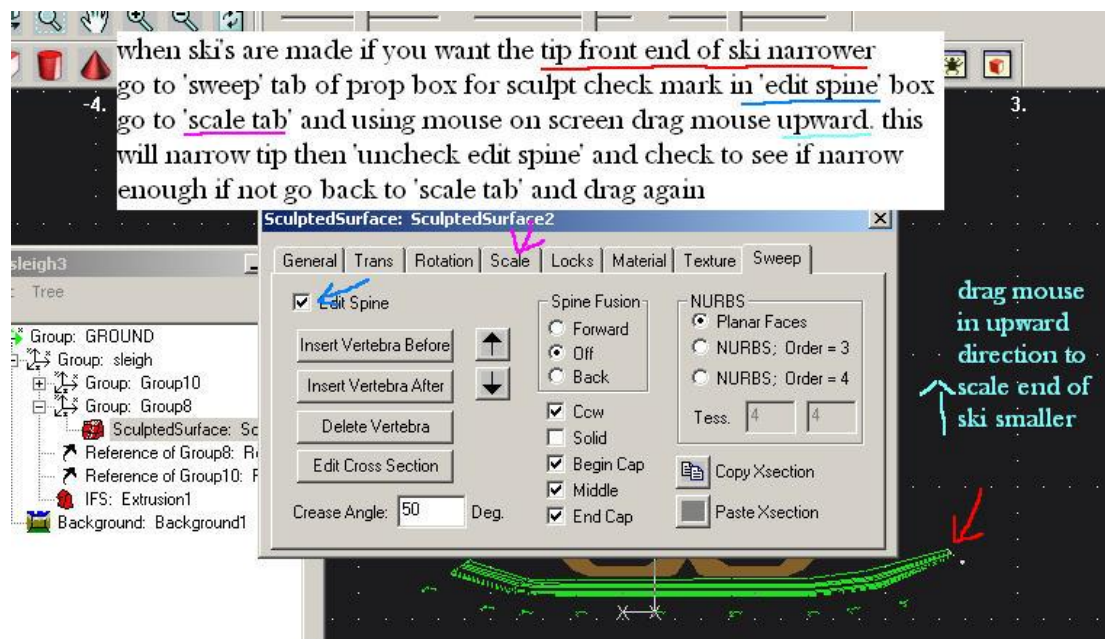


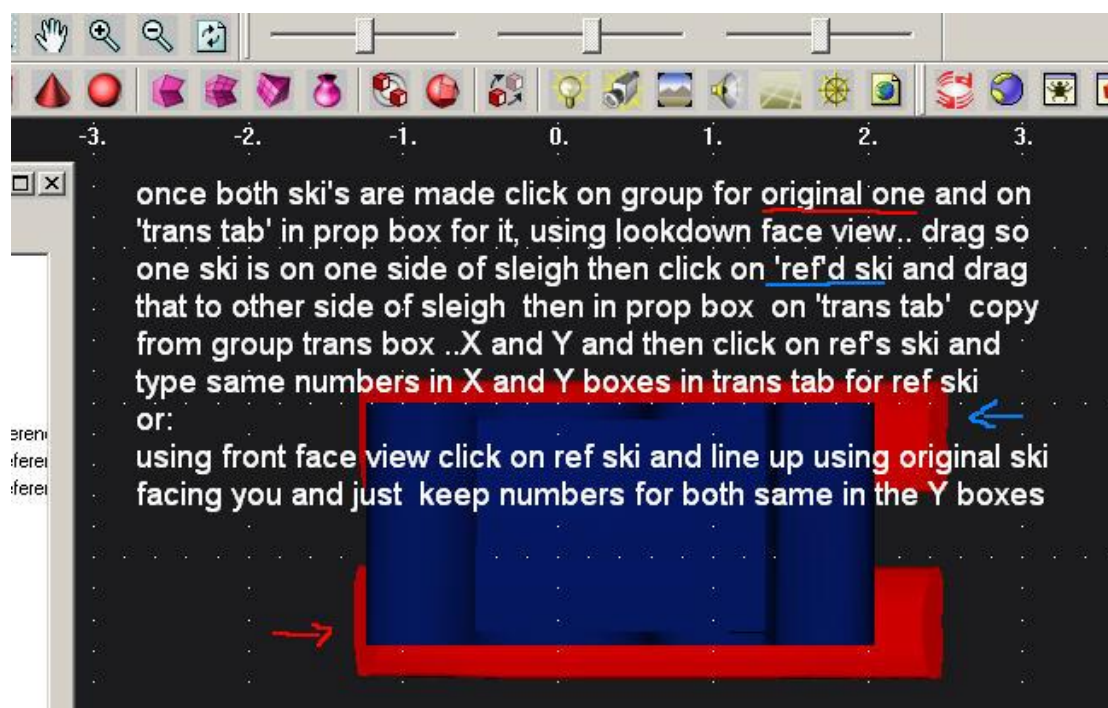
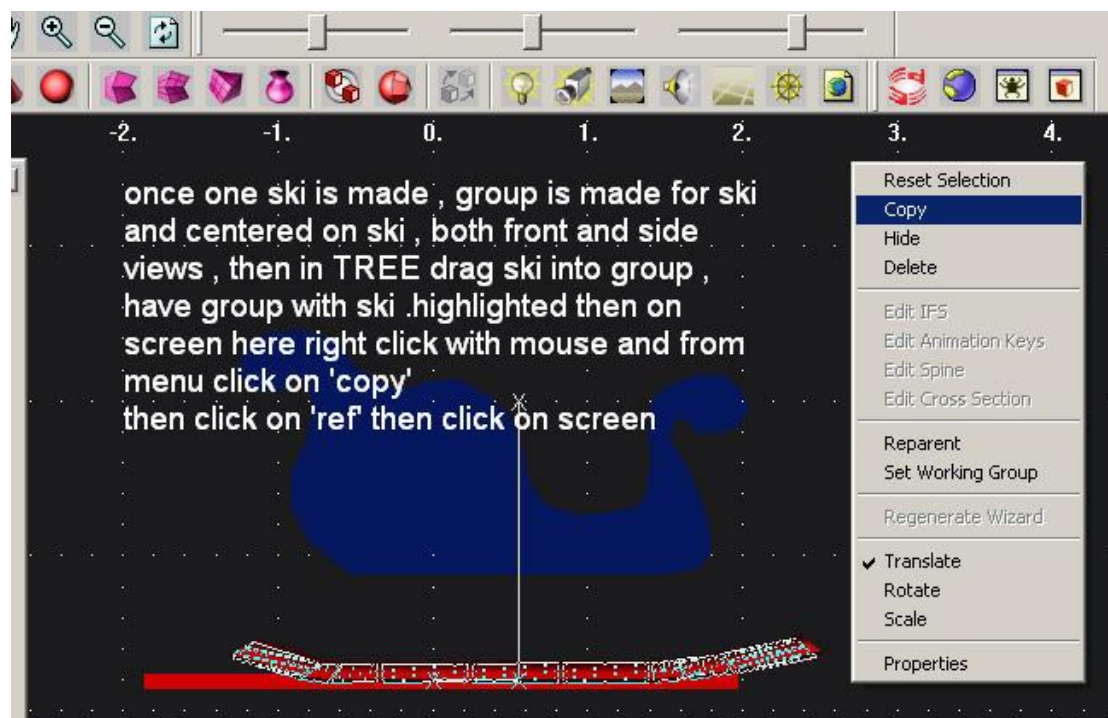












to make stands to attach sleigh to ski's . use 'extrusion' then when you get the extrusion window, draw a shape for them, always with first x used make sure last x when done with shape that they meet each other and interlock or you will have a gap in your shape.. then use 'move' button an move x's to shape a bit better when satisfied click 'green hand'

Extrusion: Extrusion2

General Trans Rotation Scale Locks Material Texture Extrusion

Depth: 1 Edit Cross section

Crease Angle: 30

Ccw Solid Begin Cap

NURBS

Planar Faces NURBS; Order

when shape is done and on screen probably you wont see the front of shape so go to 'rotation' tab , using 'front face view' drag 'far left slider' with mouse till you see the shape turning towards you .. then when rotated fully, click the 'snap' button to straighten shape out

GROUND
up: Group8
SculptedSurface: SculptedSurf
: Box5
: Extrusion1
usion: Extrusion2
kground: Background1

Extrusion: Extrusion2

General Trans Rotation Scale Locks Material Texture Extrusion

Orientation

Rotation Angle: 90 Axis of Rotation: 1 0 0

Rotation Center: 0 0 0

Rotate 90: -X -Y -Z +X +Y +Z

Align

Relative To: Ground Parent

Snap Front Right Top

