

To build the mug, I worked within the model and sculpt environments. The modeling aspect was fairly straightforward, involving only a sketch and a revolve. I often forget about the revolve tool, which is quite useful. It would be helpful to use it in the future. The other interesting part of the modeling was the spline tool, which I had never constrained before. The spline with constraints seems to be quite useful as a general shaping tool, especially for tangent curves. The sculpting environment was mostly straightforward, but I did experiment more with the rotation of an extension to follow a path. Additionally, I again used the mirroring command to make sure the handle was symmetric especially where it joins with the mug as accurately as possible.

My attempts to accurately replicate the curves of the handle may have been more trouble than they were worth. Making the handle required painstaking manipulation of both the extension and rotation commands in the sculpt workspace, which Lars skipped, instead using the fillet tool to make a generic melding of the handle with the mug body. In the future, I might follow that procedure to make a nicer-looking finished product. Despite this, the mug I produced is similar to the image I used. I would in the future if I repeated this project be more careful to mirror the sculpt forms at the beginning rather than deleting half and mirroring at the end, which produces 'visible' edges. I also need to figure out how to prevent those edges where two faces meet smoothly.