

Exercise 15

Change the structure of objects by editing vertices, Edges, Faces and transform the same and observe the changes.

Editing vertices

Step 1: Use uv sphere as ball and apply texture. Switch to Edit mode.

Step 2: Choose “Vertices mode” and select vertices.

Step 3: Make right click on selected vertices and choose push/pull option from vertex context menu.

Step 4: obtain push /pull result.

Transform: Move, Rotate, Scale and Move texture space(object mode)

Editing edges

Step 1: Use uv sphere as ball and apply texture. Switch to Edit mode.

Step 2: choose “Edge mode” and select edges.

Step 3: make right click on selected edges and choose “Extrude edges” from edge context menu.

Transform: Move texture space, Rotate.

Editing faces

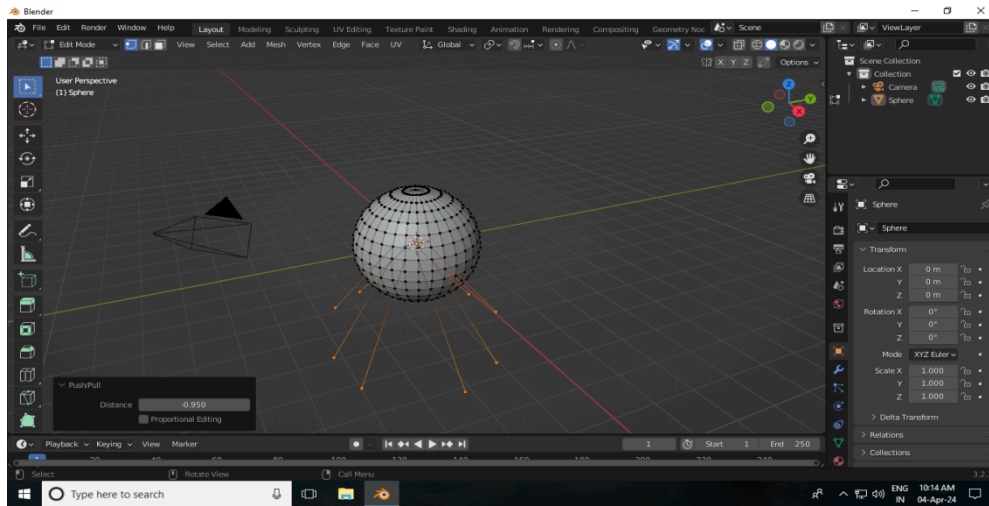
Step 1: Use uv sphere as ball and apply texture. Switch to Edit mode.

Step 2: choose “Face mode” and select Faces.

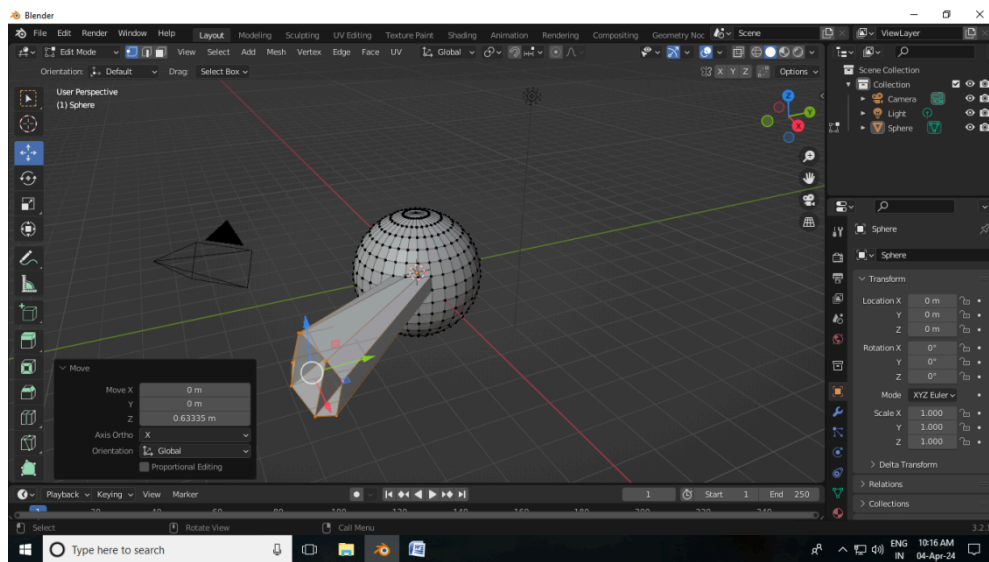
Step 3: Make right click on object and choose “Poke Face”.

Transform: Scale And Rotate

Editing of Vertices



Editing of Edges



Editing of Face

