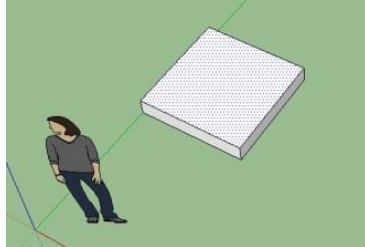
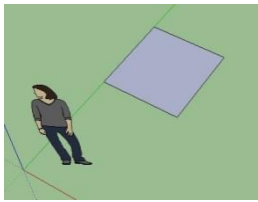


Making a COLUMN

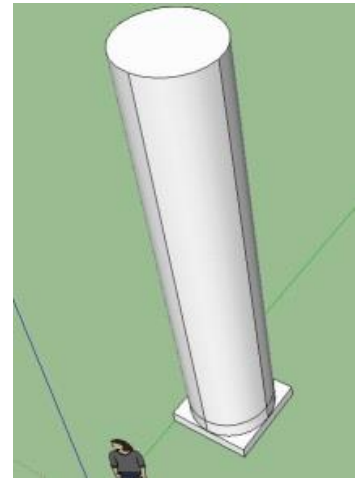
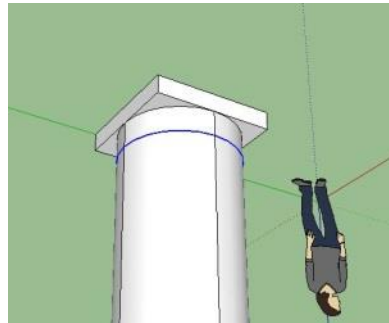
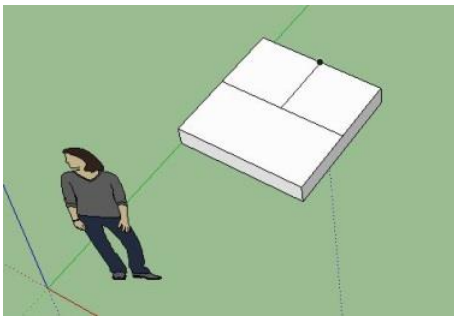
©David McDavitt

1. Draw a **square** on the ground, then Push/Pull it up a little

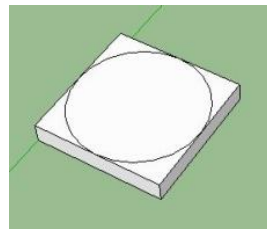
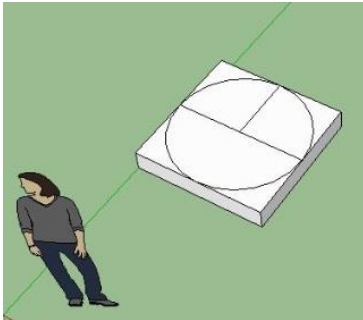


2. Use the **pencil** to draw lines across the

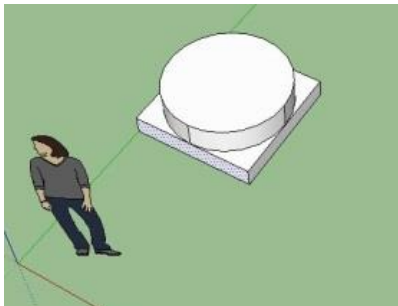
middle in two directions



3. Draw a **circle** from the center of the square Use **eraser** to erase center lines in the square



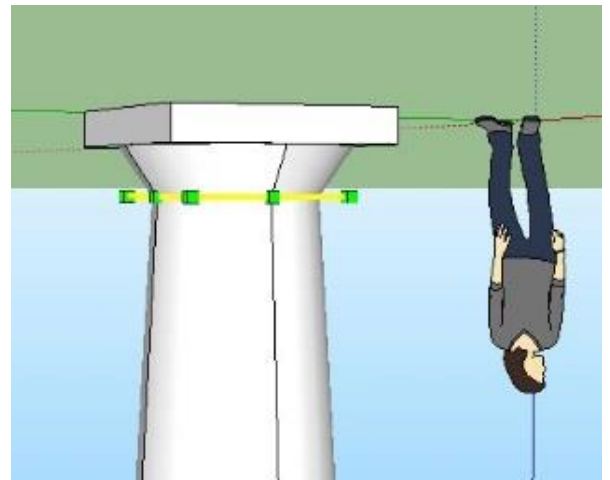
5. **Push/Pull** the circle up a little ways



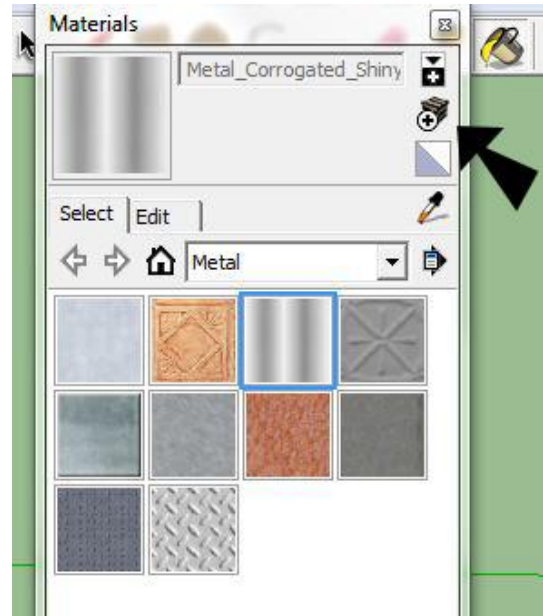
6. Press **Control** & **keep pulling down** to make

7. Use Orbit (O) to turn column upside down Use **arrow and SHIFT** to highlight all lines between the two cylinder parts (Orbit to move around column)

8. Use SCALE (s), with Control, pinch highlighted line in by **.80**



9. Add ridges (paint bucket, metal corrugated- resize to 3 feet- hit create material button top RIGHT- black cube+)



10. Triple click (or surround with arrow)- chose MAKE COMPONENT

Save it as “doric column”

*Can flip it with Rotate

