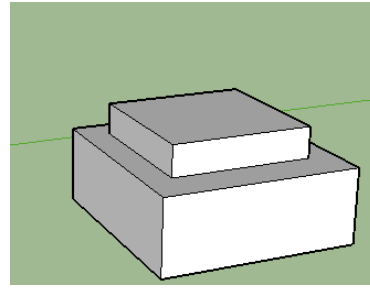


# TROPHY

1. Make base with *rectangle*, *offset*, and *push-pull*

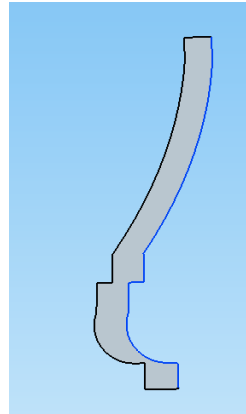
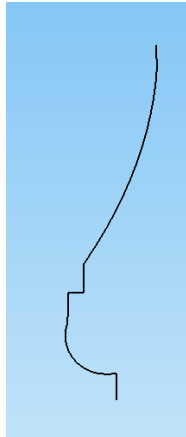


2. Draw profile (wall side-view) using

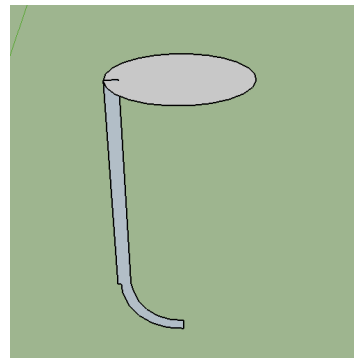
camera → standard-view

pencil, curve, and copy to fill the profile

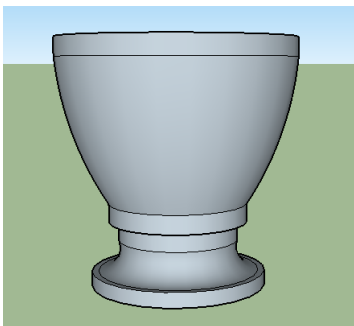
\*can trace a photo (FILE → IMPORT [choose file type, jpg])



3. Center a circle so the edge ends at the wall profile



4. Highlight the *circle*, then use the *follow-me* tool to make the wall profile turn around the circle



5. handles may be added by choosing the rim, VIEW → *Hidden Geometry*, drawing a small *square*, then a *line* in the shape of the handle, then *push-pull* to make it thick

