

Lathe Templates

When creating a lathe template, you just need to make half of a vertical slice.

Crossbar

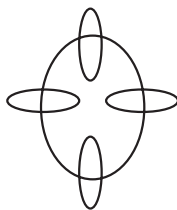


Since the lathe is only 50 percent of the finished width, I needed to make this VERY thin. Freehand gave me the control I needed to make all the tiny curves and delicate details I wanted. I only had to draw half of it; when I had what I wanted, I just duplicated it and pasted the two halves together.

Chain Links

Each chain has 23 links. There are three strands per bowl, and two bowls. This equals 138 links (plus two extra on the crossbar). Originally, each link had 432 polygons. This made 59,616 polygons, just for the chains. Obviously, this was way too high.

By using **Path Extrude**, I was able to cut each link to 64 polygons, which gave a new total of 8,832, which was far more reasonable.



Spire & Base

I spent a lot of time working on the main body of the model. I wanted something elegant, yet solid and masculine. Early tests showed that I needed to avoid fine points. The 3D program tends to make them geometrically perfect, so the points wound up being microscopically sharp, and very unrealistic. If you zoom in very close on this shape, you'll see that I added extra points to manually flatten all the sharp points on this model.

The base is hollow because I was originally planning to add scrollwork legs to the model. I decided that the scrollwork wasn't masculine enough, so I dumped them.

Bowl

The bowl shape is created by lathing it around the right-hand point. The various curves along the left side created an interesting "lip" for the finished bowl. After lathing the paths as a group in Strata, I then ungrouped the object and was able to apply different textures to the various parts. I did the bulk of the bowl in Smokey Glass and the edges in gold.

