



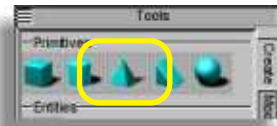
Constructor

Domes Method



This is an alternate (perhaps easier) method to making Dome constructs.

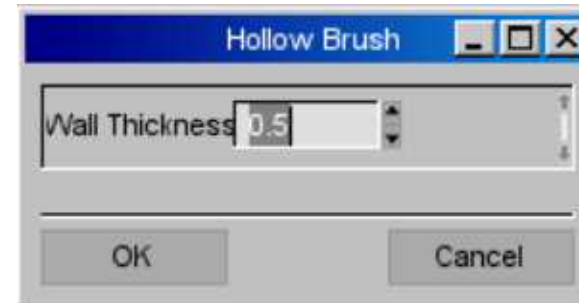
[1] Begin by building a 12 sided **Cone**.



For convenience, create the **Cone** at (and above) the Scene origin.

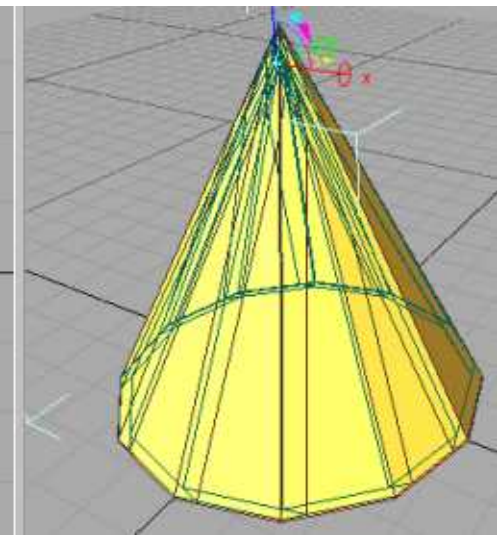
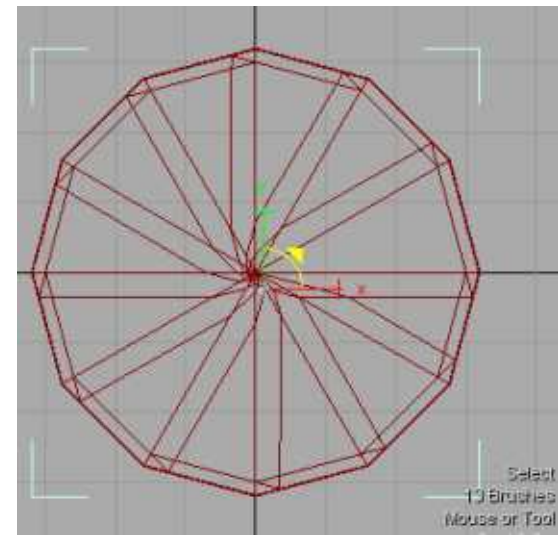
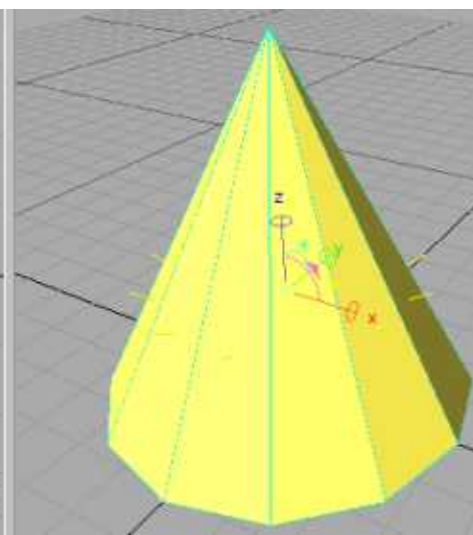
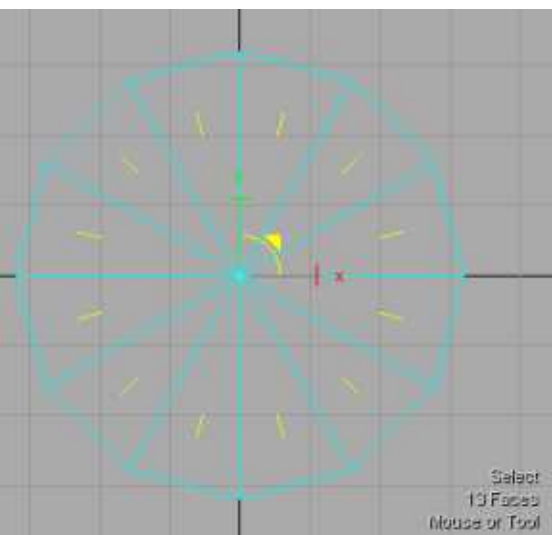
[2] Whether to have a hollow Dome or not I leave up to you. In this example we use a hollow.

With the Cone selected, do a **Tools** > **Modify** > **CSG** > **Hollow Brush**. Keep the default (0.5) Wall Thickness' and click OK.



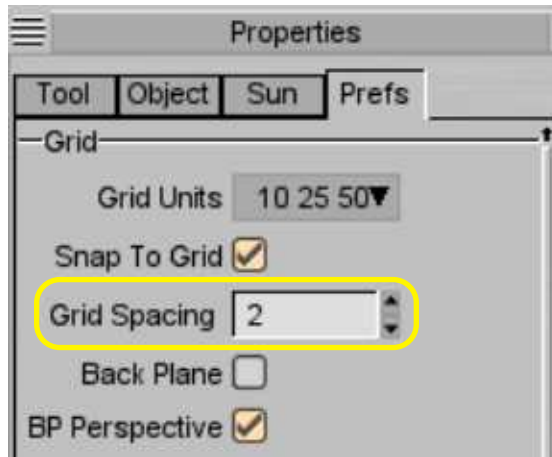
In Perspective view, select the Bottom plate of the **Cone**, and **Delete**.

This illustration is about what you should have on your screen.

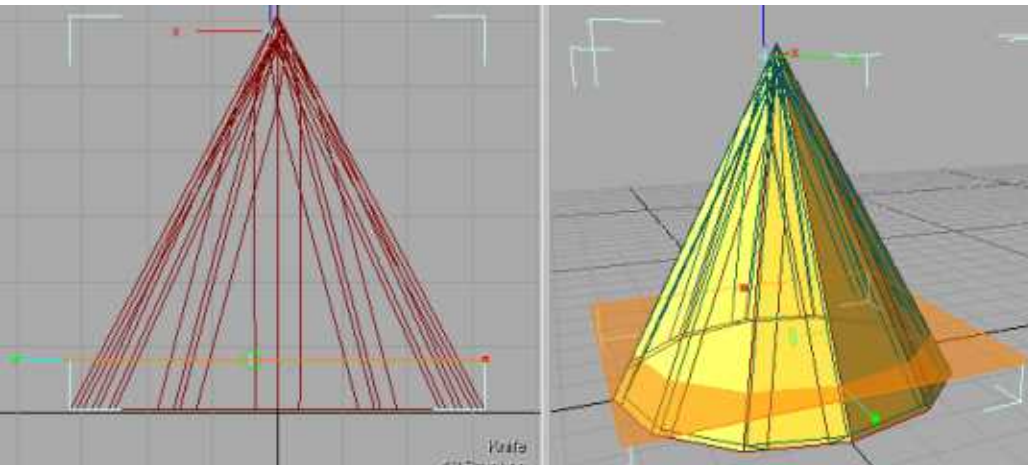


[3] Under **Properties** > **Prefs**, I've set my Grid Spacing to **2**.

Adjusting the Grid Spacing allows us to more easily define a cutting or slicing horizon; keeping the cut perfectly straight from left to right.

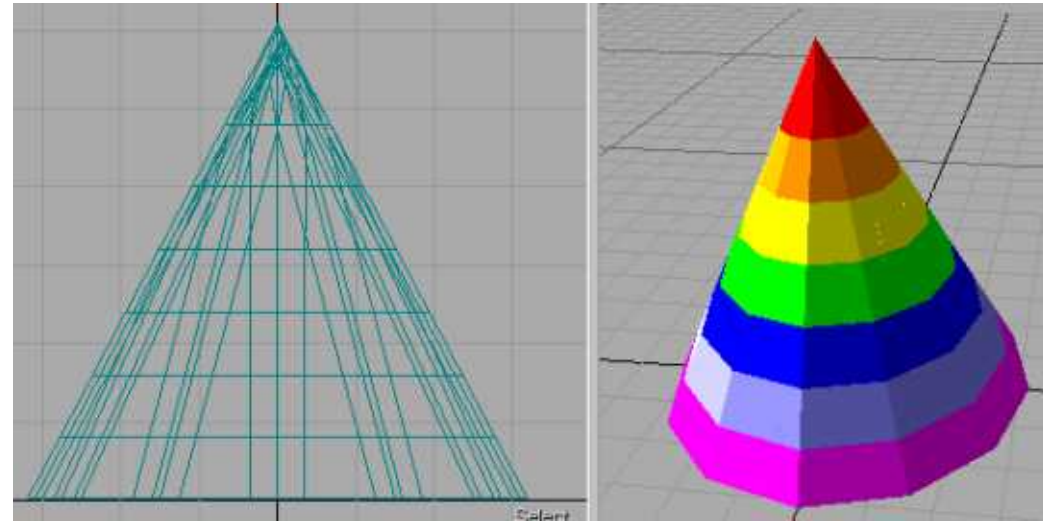


[4] Hollowing the Cone will have created several distinct objects; select these (in perspective view just draw a rectangle around them) and **Group** (Ctrl + G).



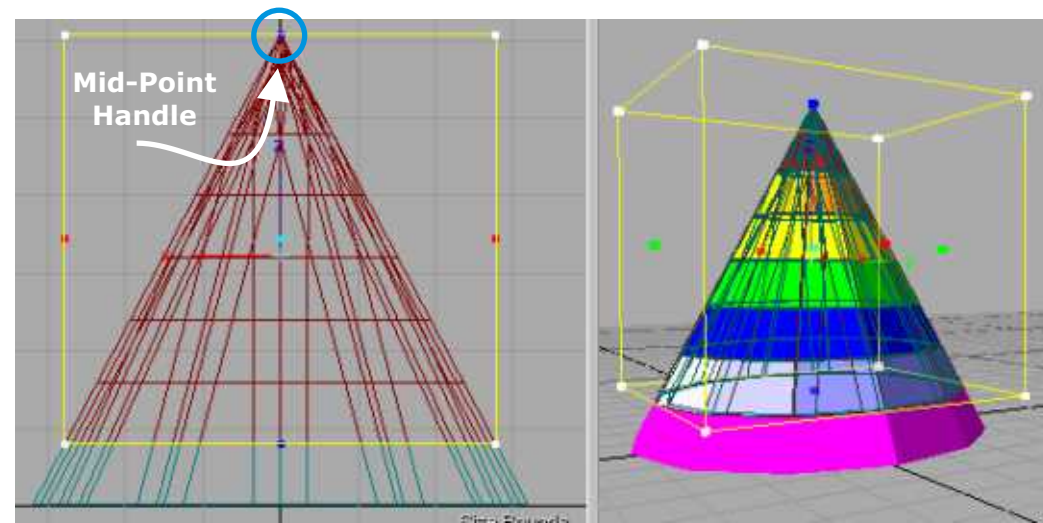
In **Front View**, use the **Knife** tool and (beginning close to the lower grid line, above the origin) do a horizontal cut. It's not important that the Knife cut isn't **bang-on** to the grid line. The purpose of the grid is keeping the cut straight.

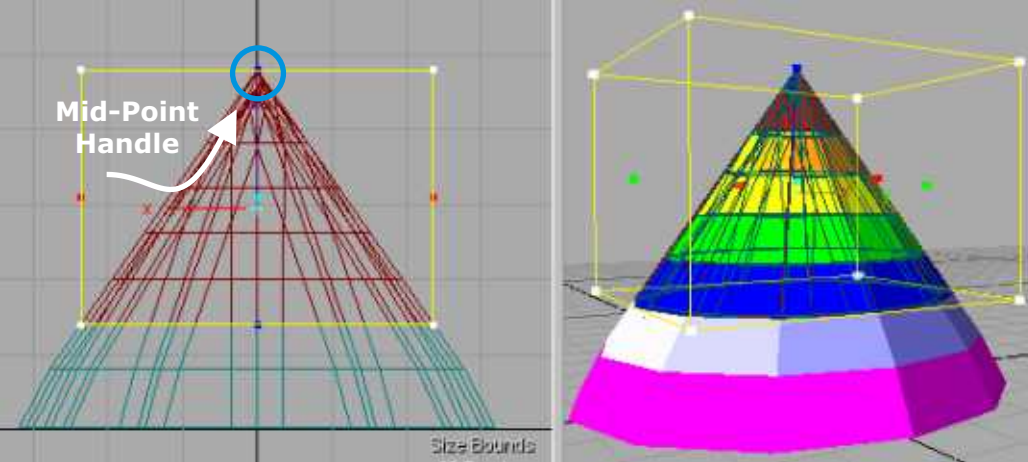
[4] Do the **Knife** cut sequence five (5) more times; each time going one grid line up the Cone. You should end up with a Cone that has **seven** (7) distinct horizons (circular bands).



[5] I've **UnGrouped** the **Cone**, then re**Grouped** each band separately utilizing the color code we learned in high school science (ROY G BIV).

Select the top 6 bands, and click **Tools** > **Modify** and choose **Size Bounds**.



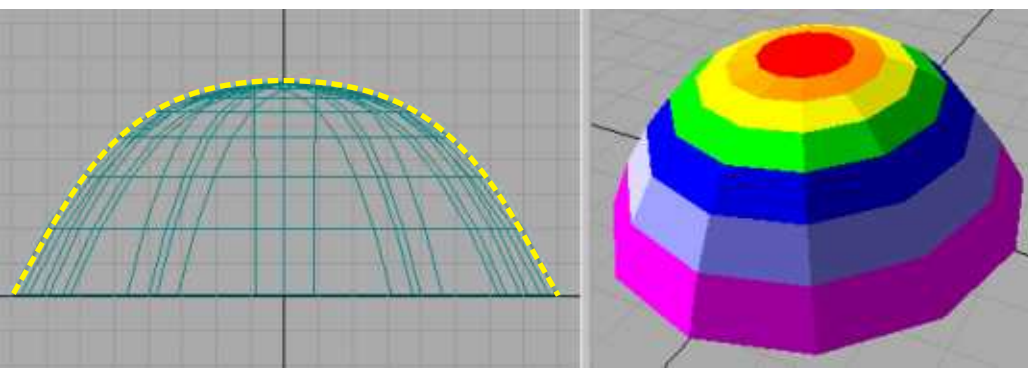


[6] Using the Mid-Point Handle at the top of the bounding box, click on and drag it down 2 grid increments.

Here we begin to shape the Cone into what will become our Dome. Utilizing skill, years of experience, and sheer guess-timation, we reduce the cone shape (downwards) to an arch profile.

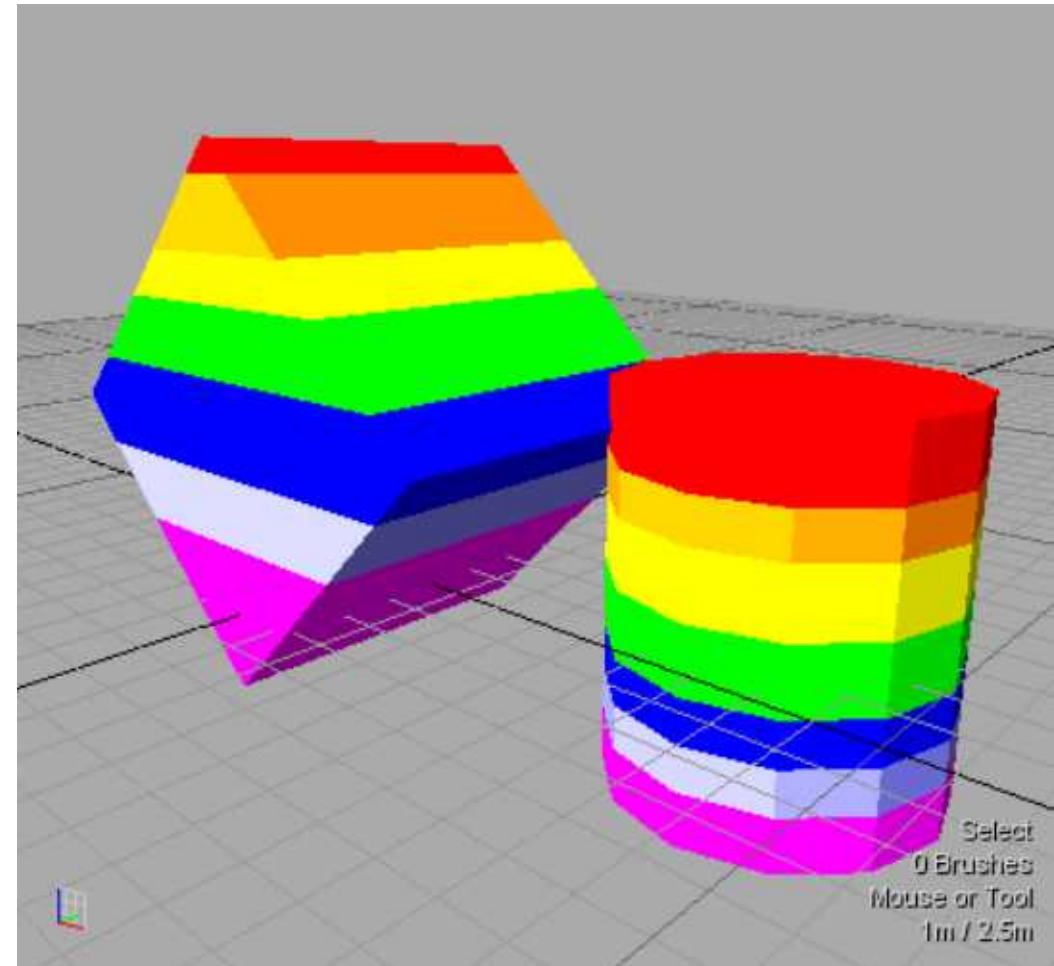
You may even have to adjust your grid spacing as you begin to apply a curvature to the reducing Cone. Do this for each colored band and when satisfied, click on the [Size Bounds](#) icon to conclude this transaction.

The result should be a fairly acceptable Dome (or cereal bowl).



[7] The same process can be applied to a number of base primitives; Cubes and Tubes come to mind.

The easiest way to uncover and learn something is to prepare for failure, but never accept it.



Cheers.

Okay, okay ..that's it for Domes !

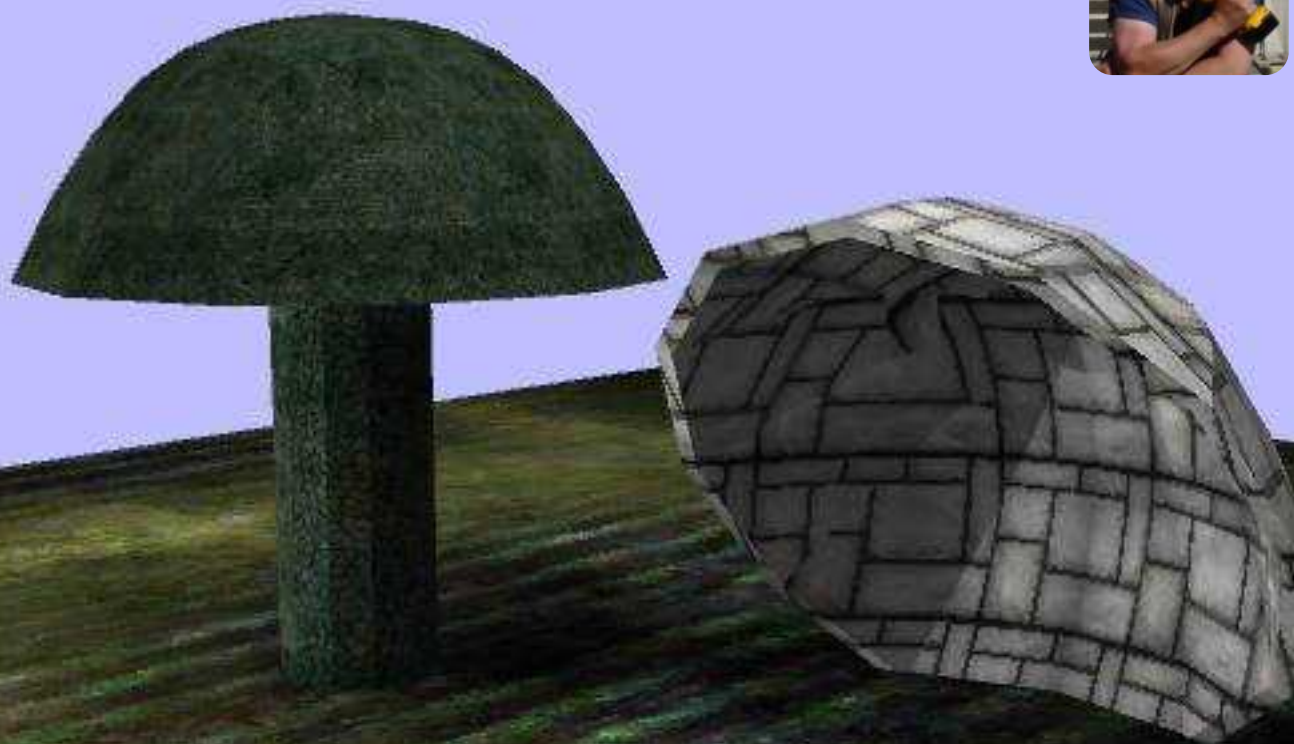


Creator of Cool Stuff

Richard and his best friend Dixie. Their fave activities include gamedev, chasing rabbits, and ice cream.



Dixie



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