

Constructor

Spirals

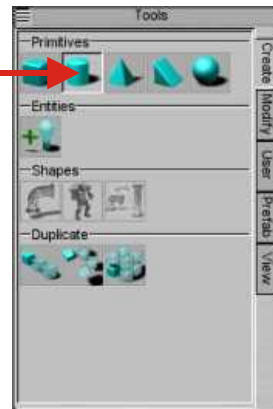


This is quick and to the point and you'll find the menu system in Constructor to do this is fairly straight forward.

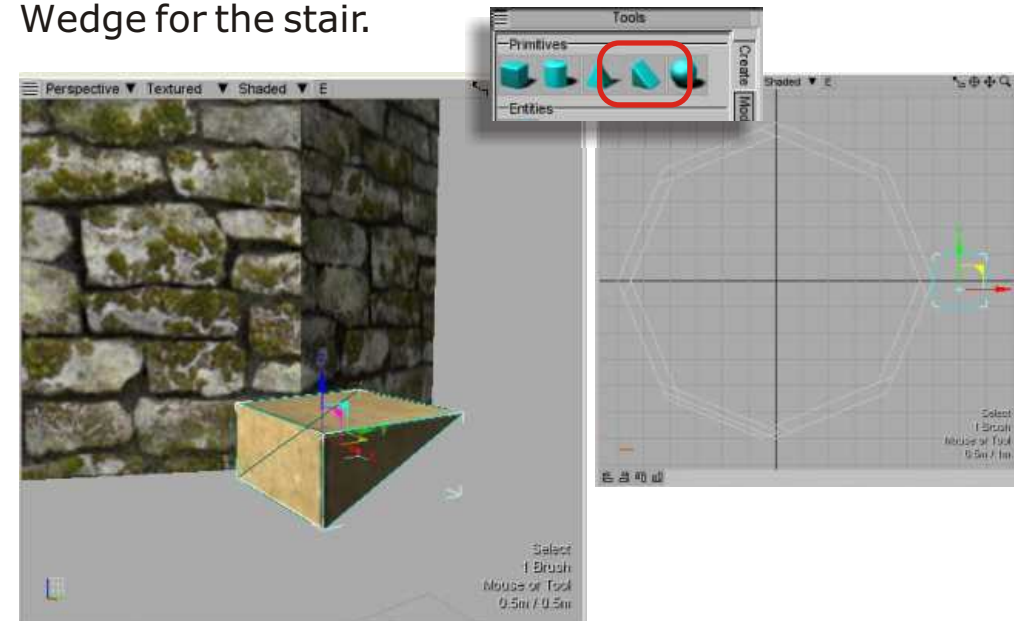
[1] Begin the Spiral by building a cylindrical post to wrap your Stair around.

Just click the cylinder Icon in the primitives list and in the Top view draw out the bounding box for the post; try and make it square by using equidistant grid spaces.

[1]

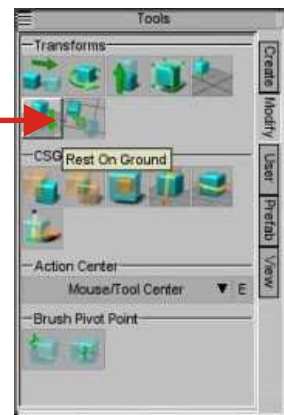


[2] When you're satisfied with the post, somewhere near the bottom and to one side, create a Wedge for the stair.



It may not spawn exactly as you'd like so adjustments may have to be made to rotate and position it. I leave that to you.

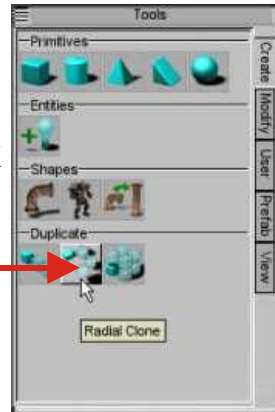
To get the **Wedge** to the same ground plane as the cylinder, click **Modify** in the Tools list, and then **Rest On Ground**.



[3] With the post and stair now in place, click once on your stair and make certain nothing else is selected.

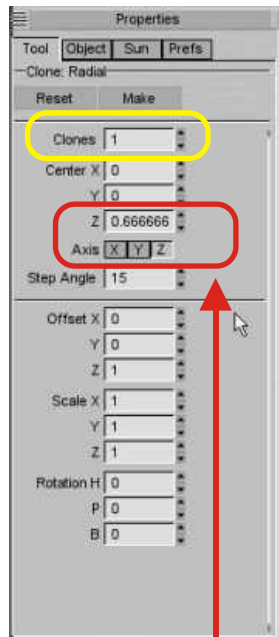
Begin the spiral by clicking **Tools** > **Create**, and in the **Duplicate** menu click once on **Radial Clone**.

[3]



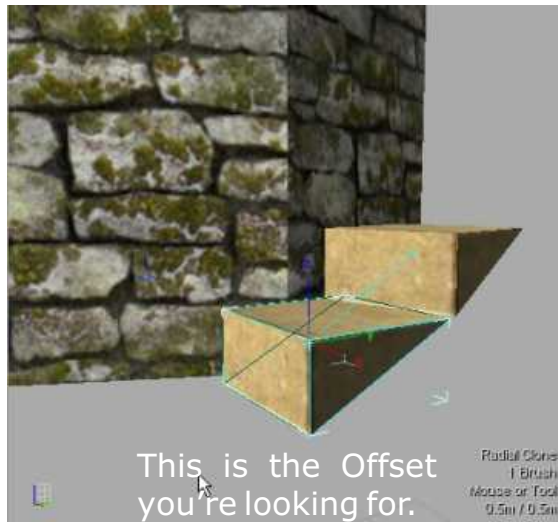
Before you do anything else, in Top view, place your cursor over the vertical axis point on the post.

This defines and sets the point of rotation for the Radial effect.



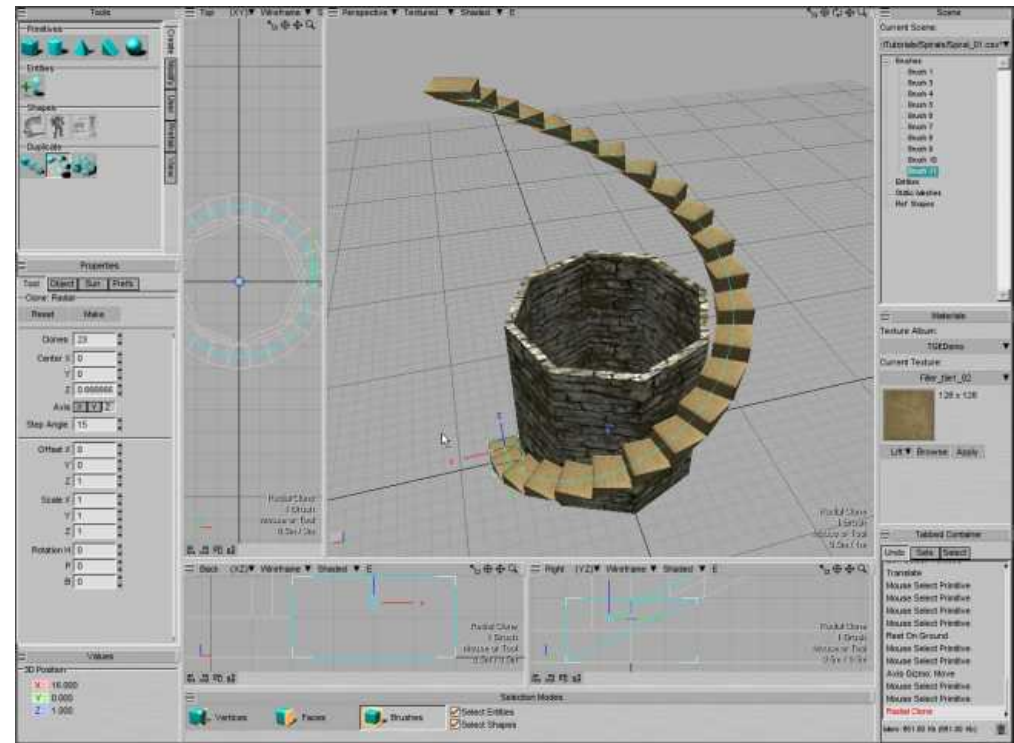
As soon as you clicked Radial Clone and defined a point of rotation, a new stair clone will have been constructed.

Now you need to define the vertical offset for the new (and successive) stair(s).



[4] The last step is the number of Radial Clones in the spiral. You guessed it, modify the Clones numerical value (yellow outline box) to the number you'd like.

That's it.



Hope this has been at least moderately helpful.

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Creator of Cool Stuff

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



Dixie