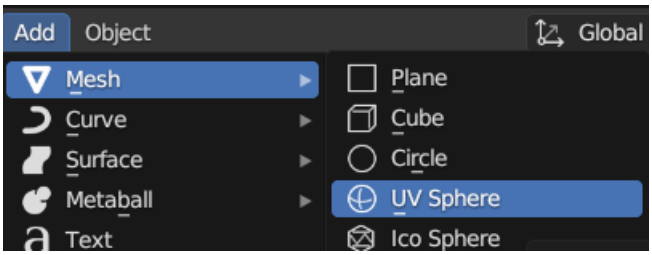
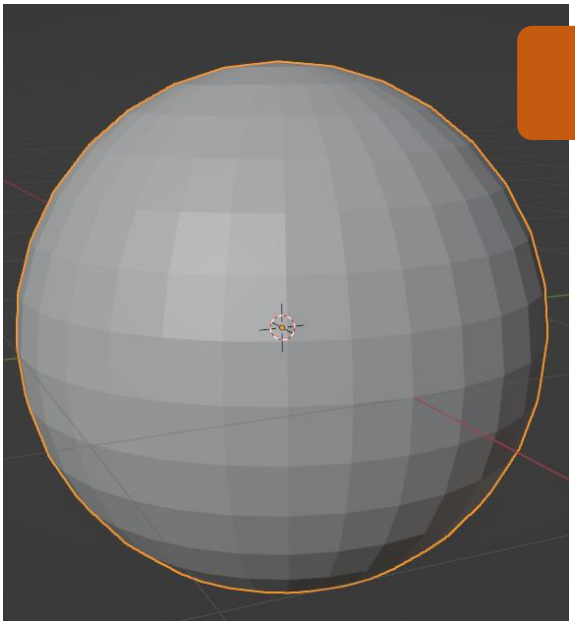
Paddenstoel

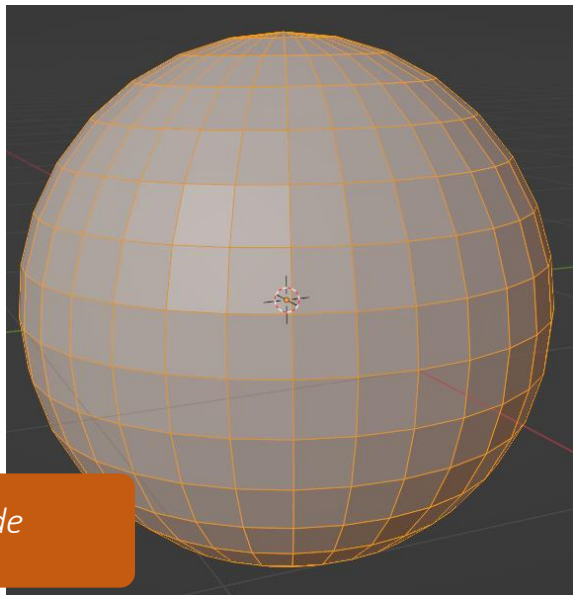
- Open via add mesh UV sphere



- Ga naar Edit-mode

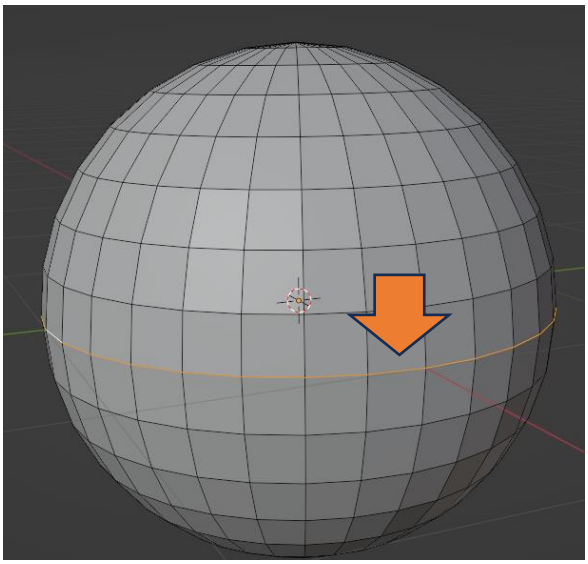


Object mode

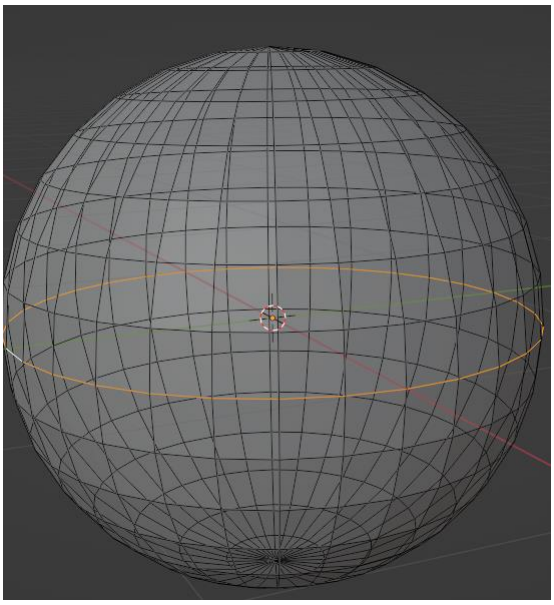


Edit mode

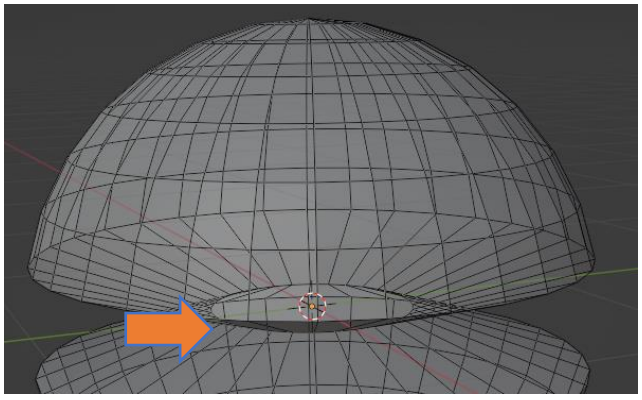
- Deselecteren
- Alt-Klik nu op een(evenaar) vertex.



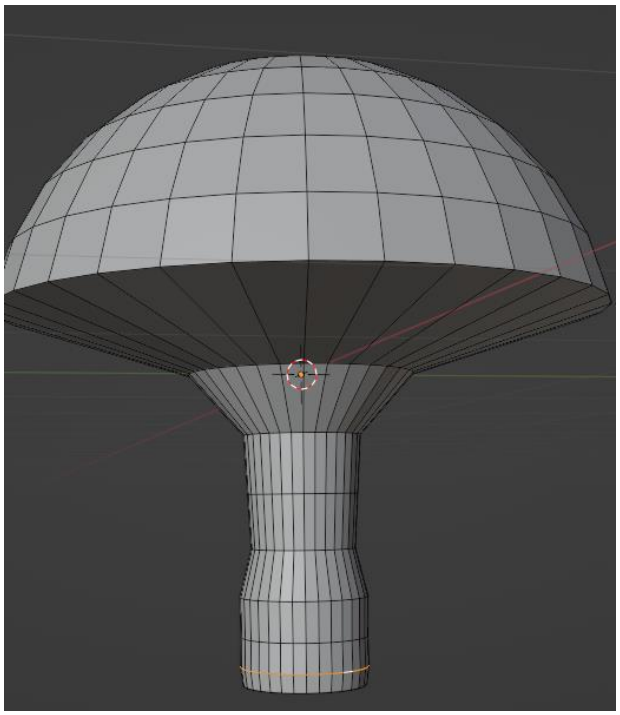
- Selecteer ‘wire frame’ moede via Shift A of via icoontjeSc 



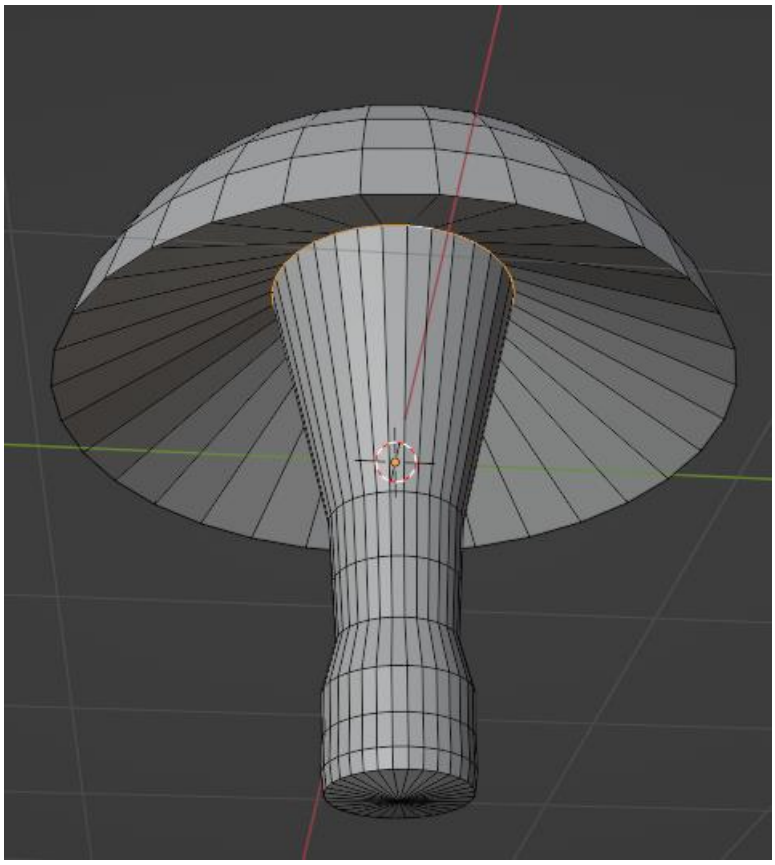
- Schaal de loop naar stengelbreedte



- Herhaal ‘loop effect’ voor elke loop van de stengel en ‘scale’

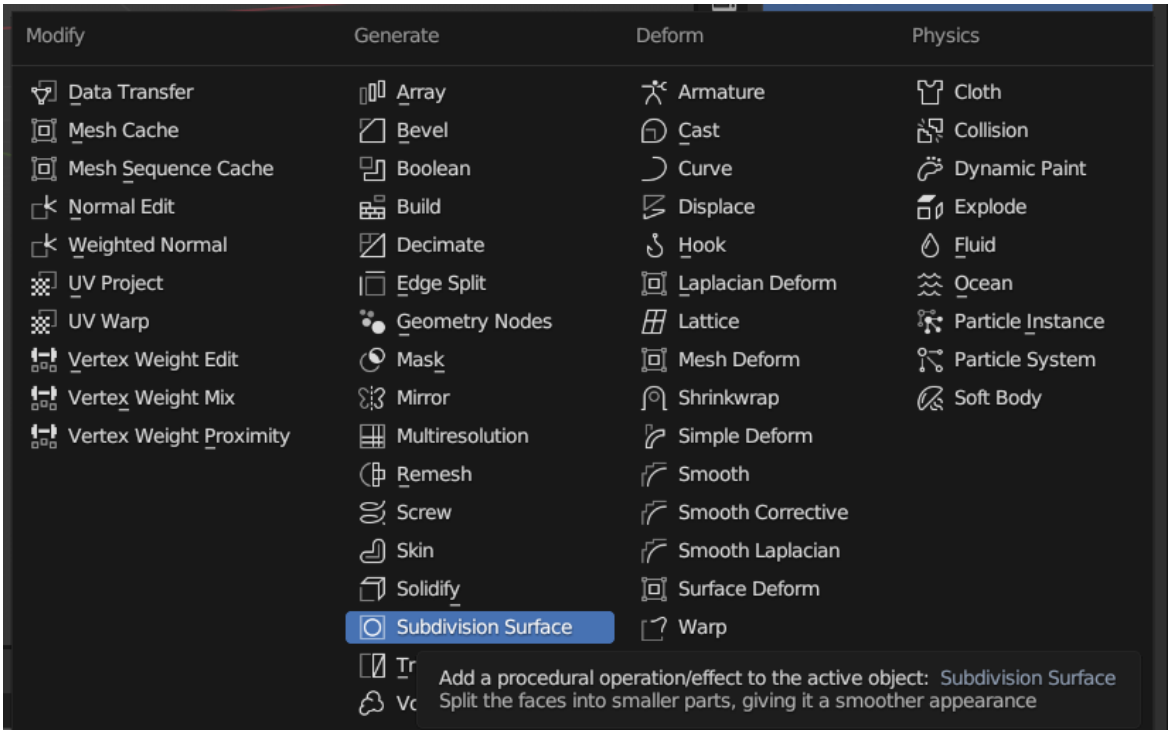


- Maak de onderkant van de koepel hol door de gepaste loop naar boven te verplaatsen. De loop verplaatsen GZ en naar boven verplaatsen.

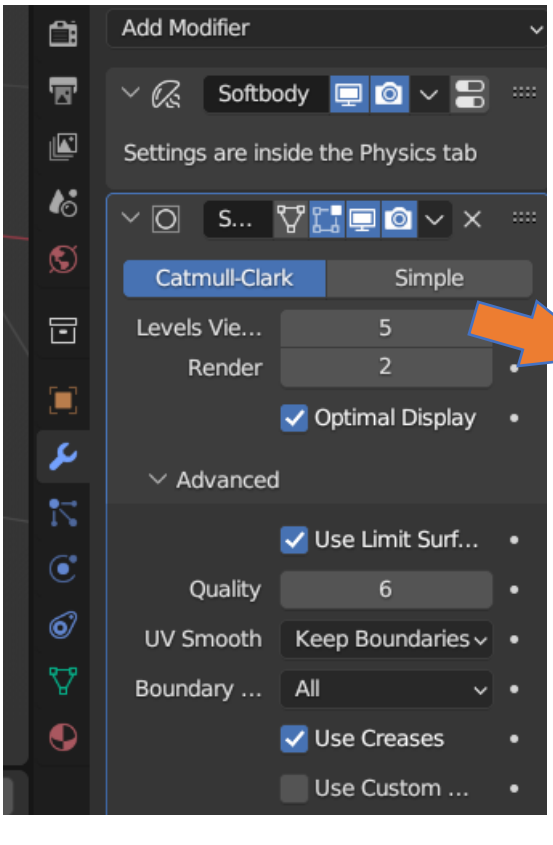


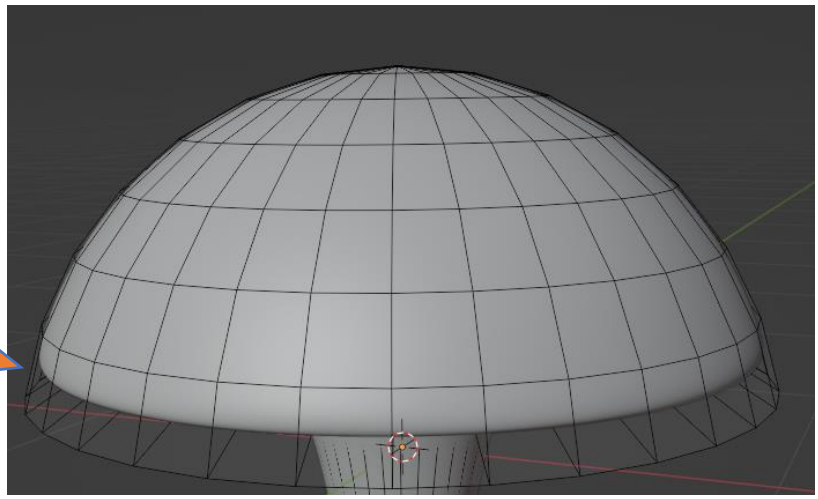
Afwerken paddenstoel

- We gaan een Subsurf Modifiler toevoegen.



- In het instellingvenster kan je de gewenste instellingen doen zodat de ronding voldoende is.





4

Eindresultaat




Blender