Subject: blender, scale , torus , change the wall not the inner circle
Posted by janis on Sat, 13 Aug 2011 13:12:27 GMT
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hi

i'm working with blender..

i have a torus object..
the inner circel should be 7 units wide..

if you do that you get a wall about 2units wide.

how do i strink the torus wall from 2 to 0,7 unit with out changing the inner circle that has 7 units wide..

with scale i scale the hole object. if i select the faces i still scale the hole object..

gr.

Subject: Re: blender, scale , torus , change the wall not the inner circle
Posted by Eeppium on Sat, 13 Aug 2011 18:27:27 GMT
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If you press "Alt+S" in edit mode it blows up and shrinks the mesh.
if you use that and regulars scaling youÂ´ll brobably get satisfying results. (remember to recalculate normals before alt scaling)

You can also edit the torus parameters when creating the torus in the toolbar on the left.

Subject: Re: blender, scale , torus , change the wall not the inner circle
Posted by janis on Sat, 13 Aug 2011 19:08:14 GMT
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HI

yes that was i looking for. thx for that

what do you mean with this?
"remember to recalculate normals before alt scaling"

gr.

Subject: Re: blender, scale , torus , change the wall not the inner circle
Posted by Eeppium on Sat, 13 Aug 2011 19:13:35 GMT
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sometimes the normals are not correctly oriented when a mesh is automatically generated, using "alt+s" then makes the mesh scale in an explosive manner all over the place, since it is uses the face normals as a scale direction. =)

ctrl+n recalcs the normals

Subject: Re: blender, scale , torus , change the wall not the inner circle
Posted by janis on Sat, 13 Aug 2011 19:18:33 GMT
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hi

a oke..

well i traid wit cntrl+n scaling and with out scaling..
it does do something diffrent.. but i don't what it does.. i see it happing but still

gr.