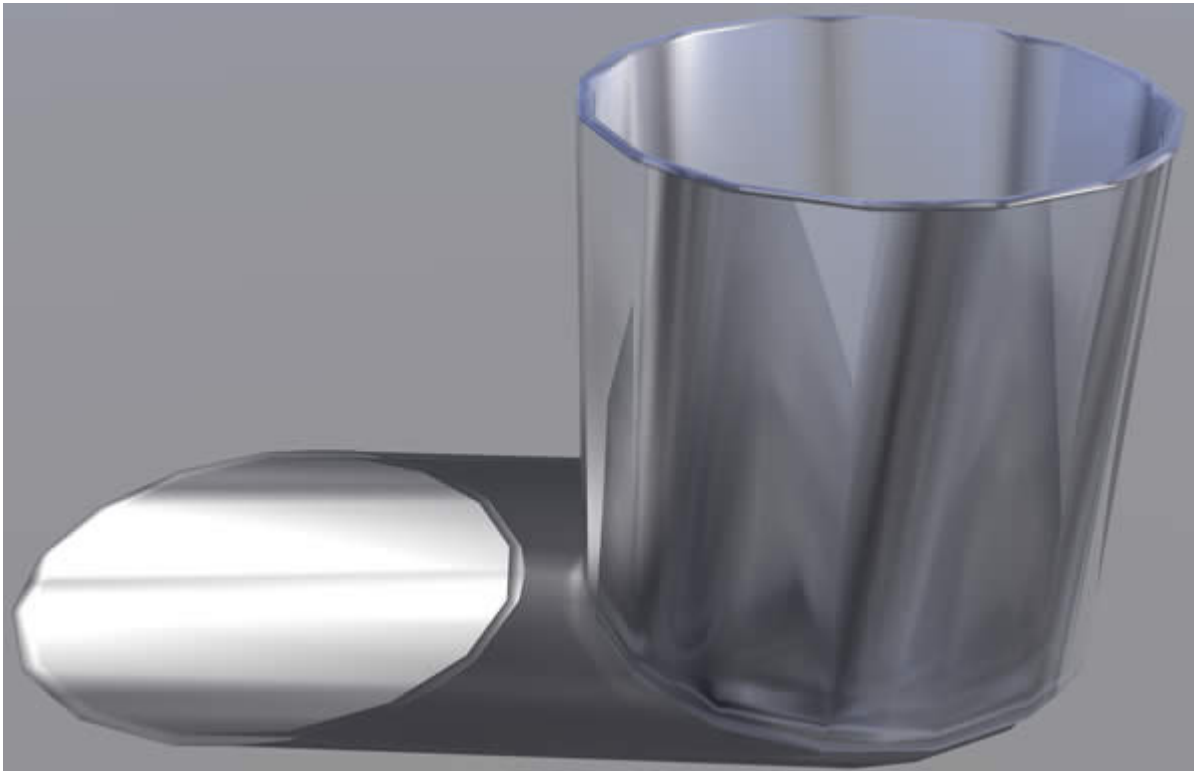


How To Model a Glass with Wings3D

Basic Version



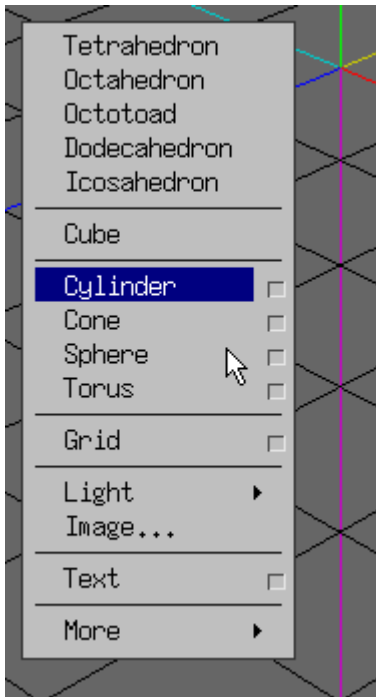
Notes:

Much of this tutorial is similar to the [One Way to Create a Wine Glass](#) tutorial on the [Wings3D](#) site. But there are some differences.

I recommend setting up and learning how to change camera angles before doing this tutorial (if you haven't already), you can learn about this on the [USER INTERFACE |CAMERA MODES](#) thread on [WINGS - WARM & FUZZY 3D](#) forum.

Modeling:

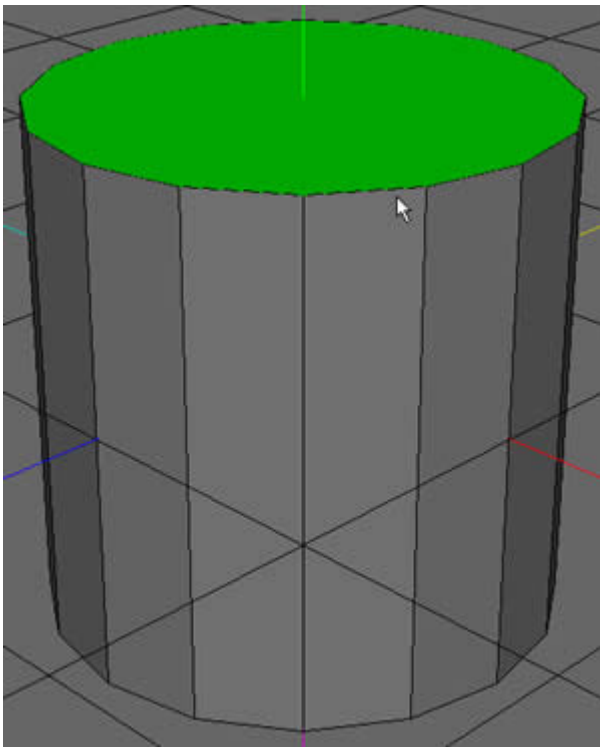
Start by creating a cylinder, do this by right clicking on the workspace and choosing **Cylinder**.



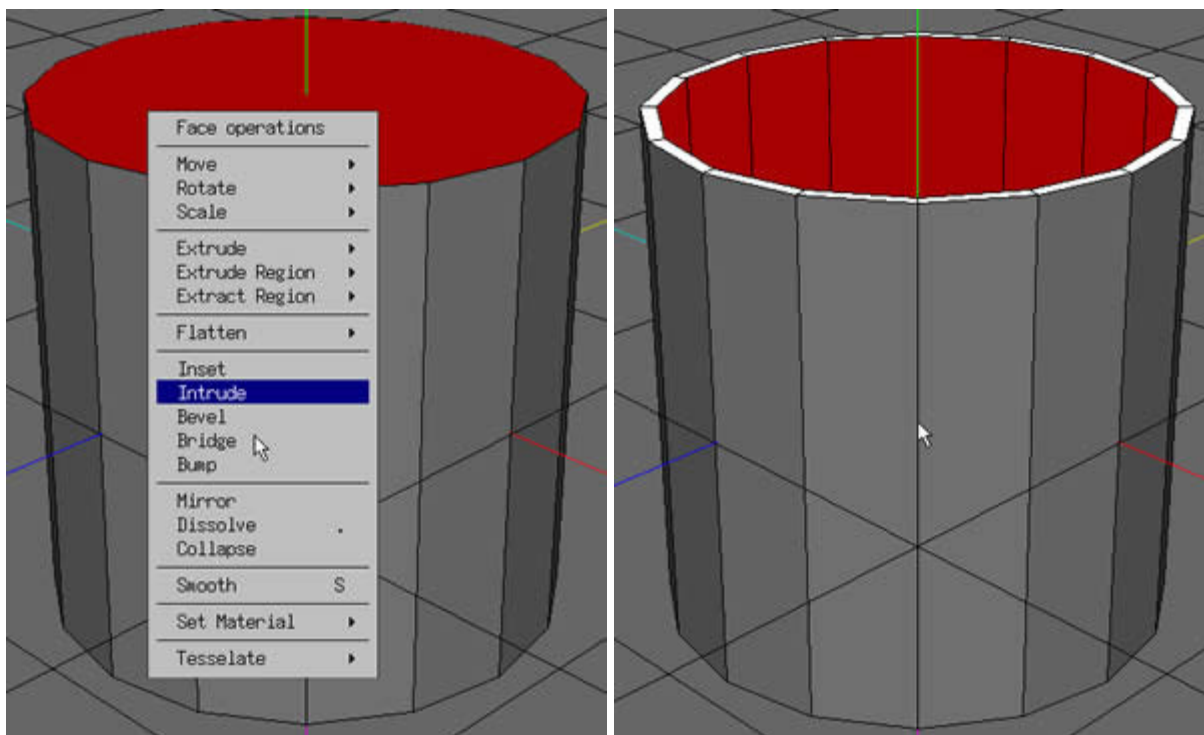
Make sure faces selections tool is selected. The 3rd Pyramid (left-to-right) in the bottom-middle of the interface should have a white square around it. If it does not click on it or use the shortcut key **F**.



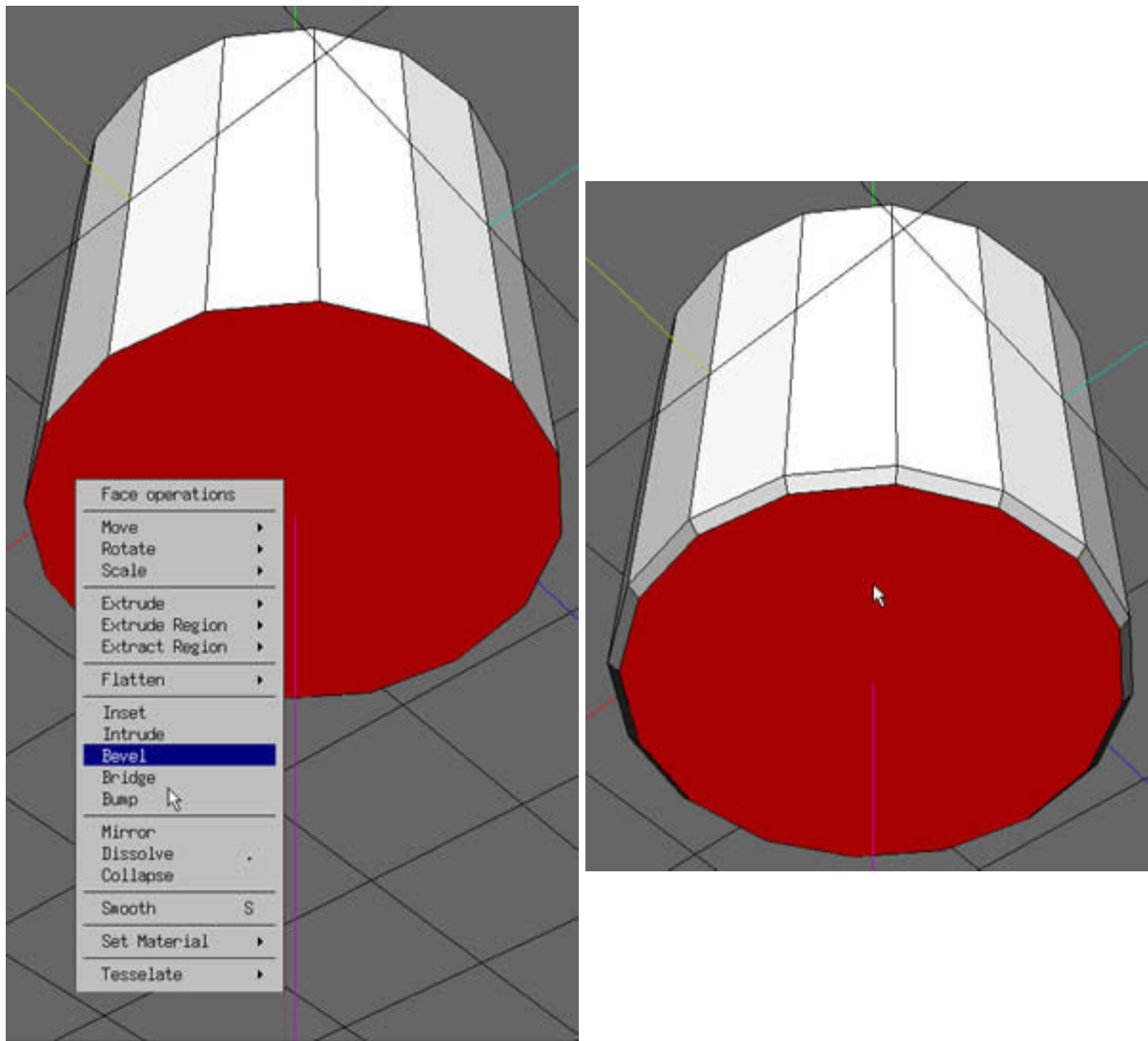
Select the top face of the cylinder, roll your mouse on the top of the cylinder so that it turns green, then click on it.



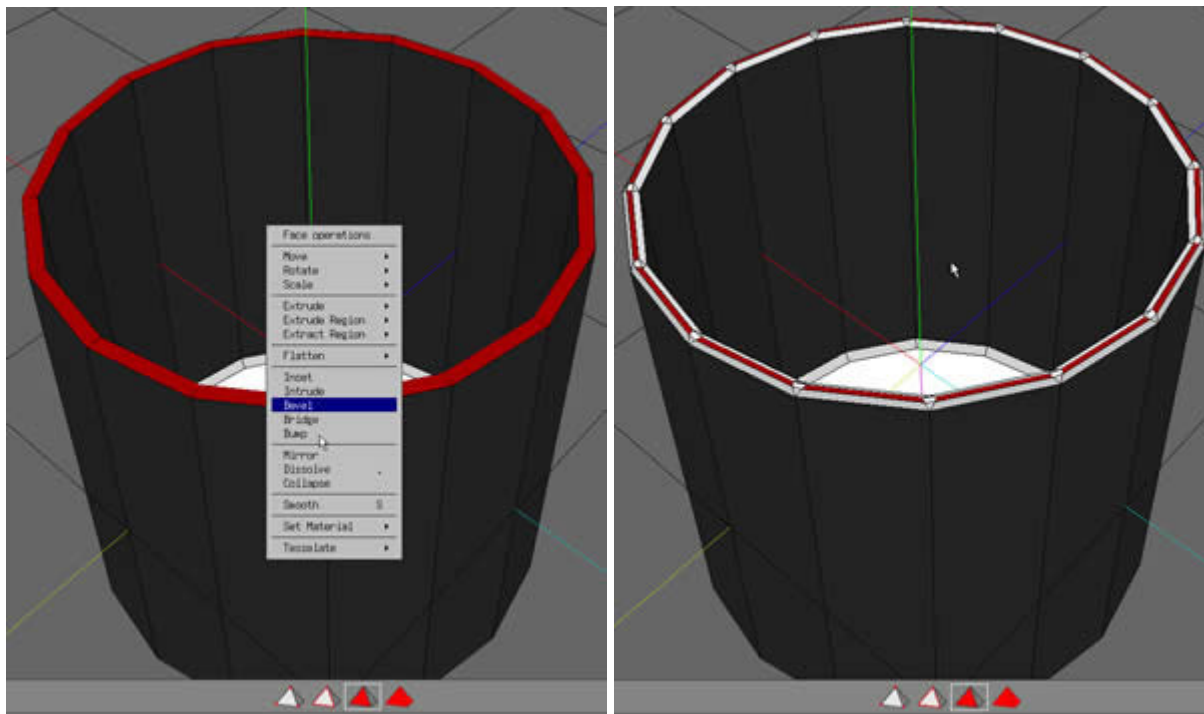
Now right click and choose **Intrude**, then drag your mouse the left or right until you get the glass to the thickness you want. Finish the operation by clicking the mouse.



Press the space bar to deselect all the faces. Rotate your view so that you are looking into the bottom of the cup, select the bottom face by clicking on it. Now rotate so that you are looking at the bottom of the cup from below, select the bottom face. Right click and select **Bevel**. Drag your mouse a little to the right, when smoothed this will give it a slightly rounded bottom.



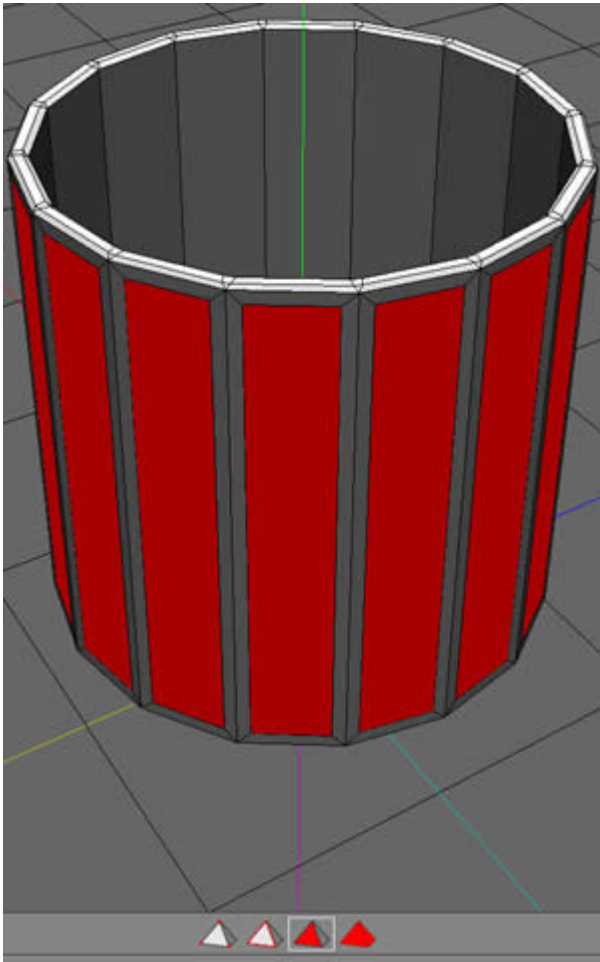
Deselect the faces again (space bar), rotate the camera so you see the top of the cup, select all the top faces. Now **Bevel** them, just like you did in the last step, do them about half way.



You now have a nice looking cup, you can go on with the next step of skip to the smoothing section if you don't want to do anything more.

To add a little character to your glass try selecting all the faces around both the inside and outside of the glass, or every other around the glass, or just the faces on the outside of the glass. Then right click and try any/all of these tools: **Bevel**, **Inset** and **Bump**. You can cancel an operation by right clicking, and you can undo your last step by pressing **CTRL-Z**.

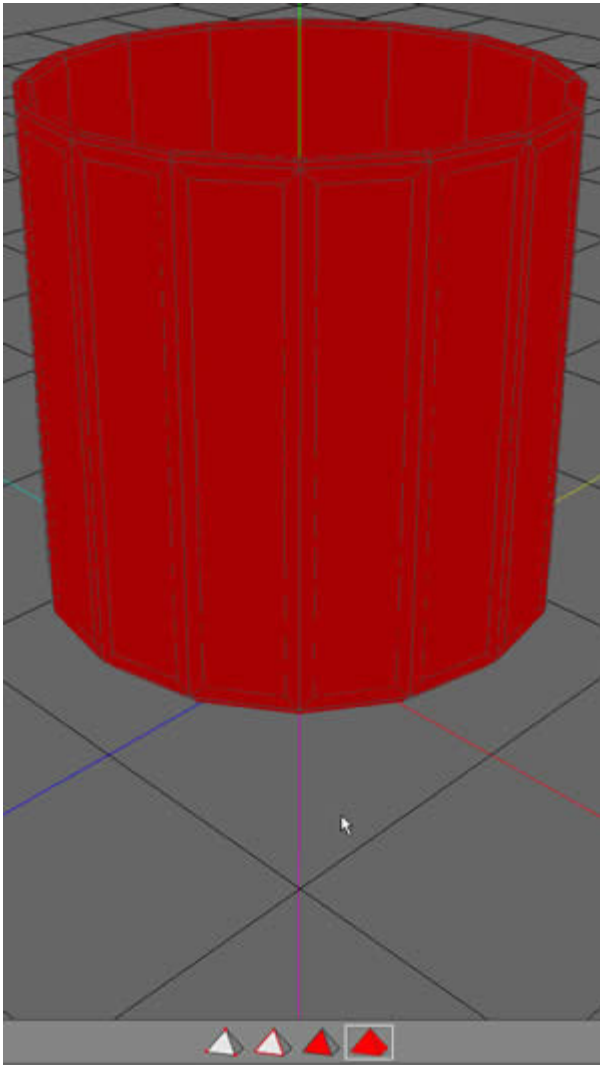
Below I selected every face around the outside and used **Inset**.



Smoothing and Exporting:

If you plan on importing your cup into another package that allows you to smooth your model (like Bryce) you are ready to export (**File-->Export . . .**), I used a Wavefront .obj, but a 3D Studio .3ds should also work well.

If you need to do your smoothing now change your selection mode to body (the 4th pyramid on the bottom-middle of the interface, shortcut key is **B**) and make sure your glass is selected. Then right click and choose **Smooth** or use the shortcut key **S**. Smooth as much as needed, you can view your model in a shaded view by hitting **TAB** on your keyboard, you may need to deselect your model to see it properly. Finish by exporting it.



Your finished, you can now stick it in your favorite rendering software, give it a glass texture and hit the render button!

Note: the rendered image at the start is the original model I made and not the one I made in this tutorial. The only major difference is that instead of using the Inset tool I selected every other face around the outside of the glass and used the **Bump** tool to add something to it. Rendered in Bryce.