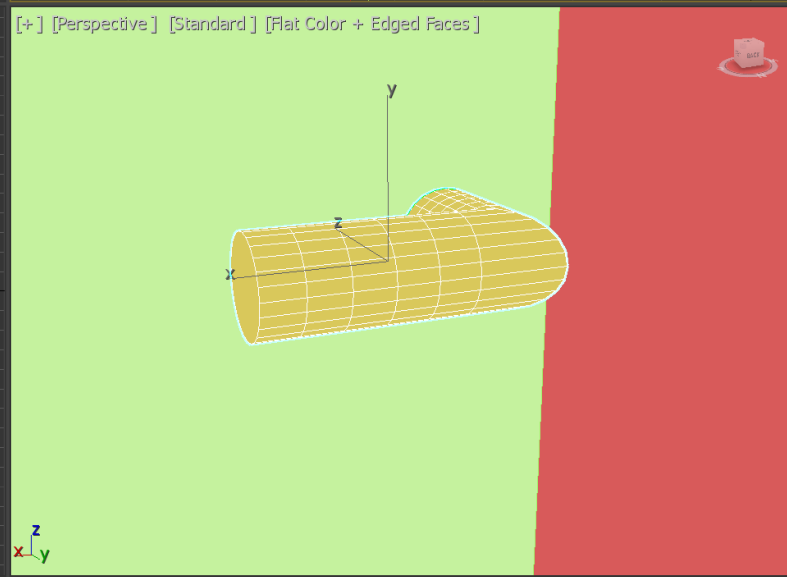
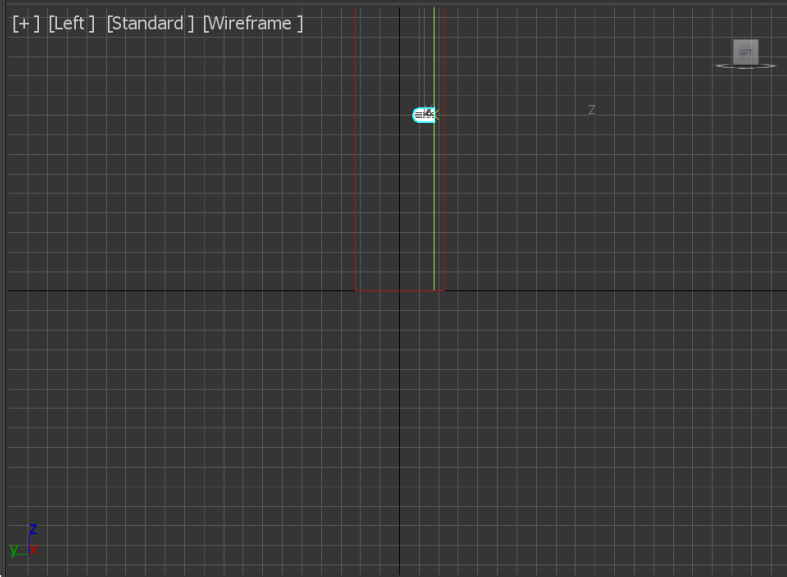
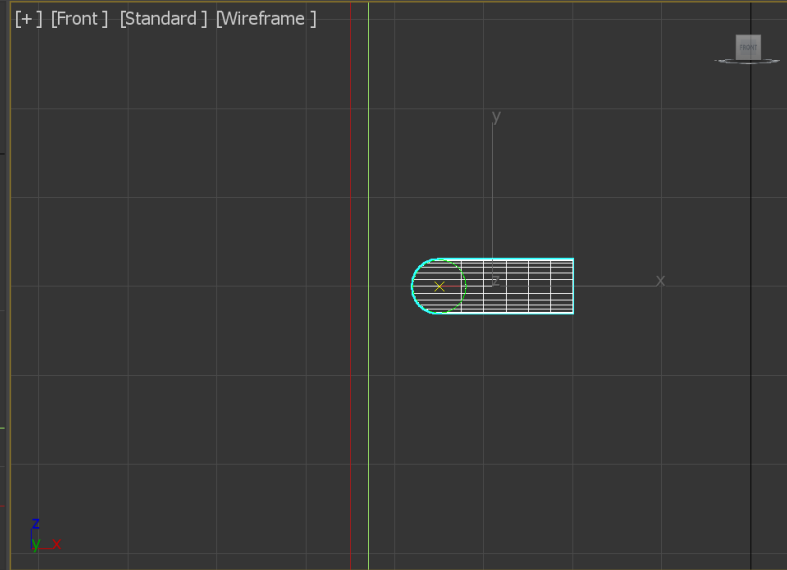
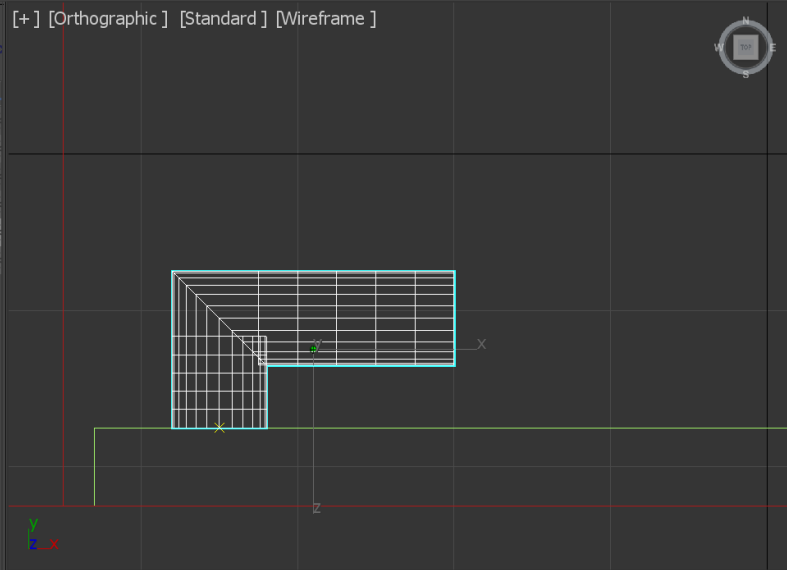


Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



Loft001 Modify

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0 On

- Percentage
- Distance
- Path Steps

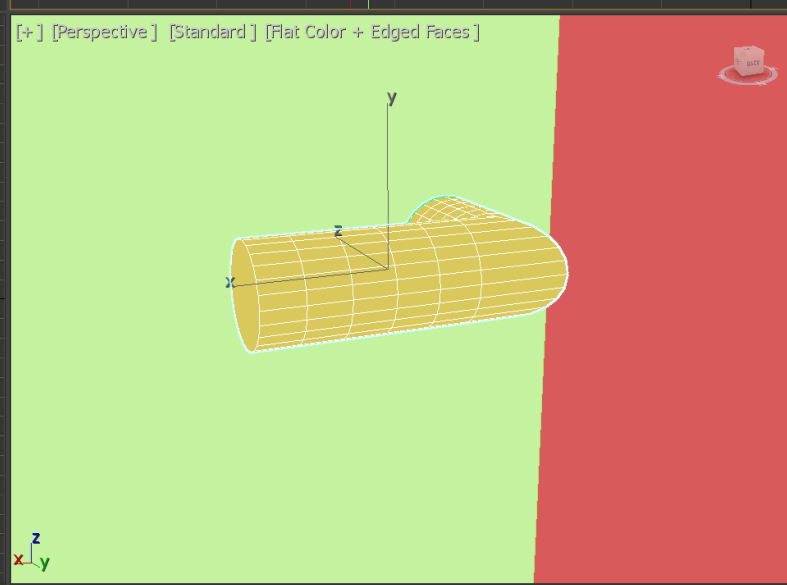
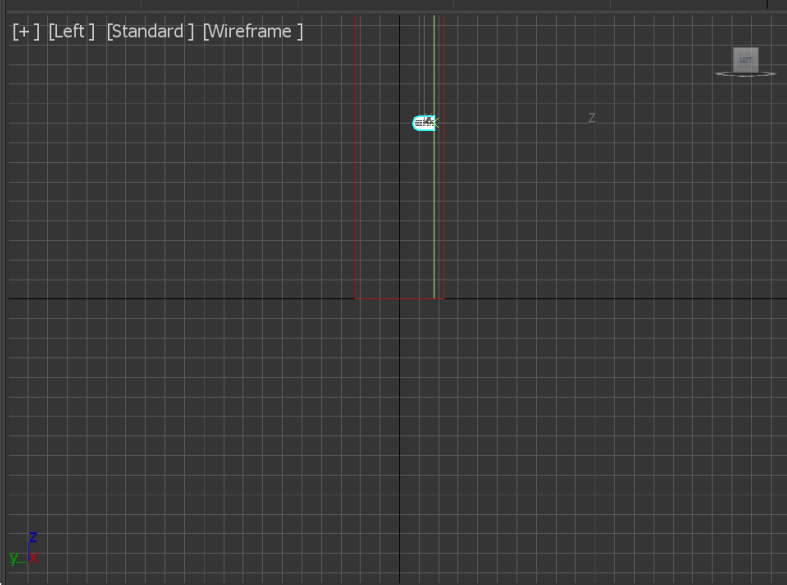
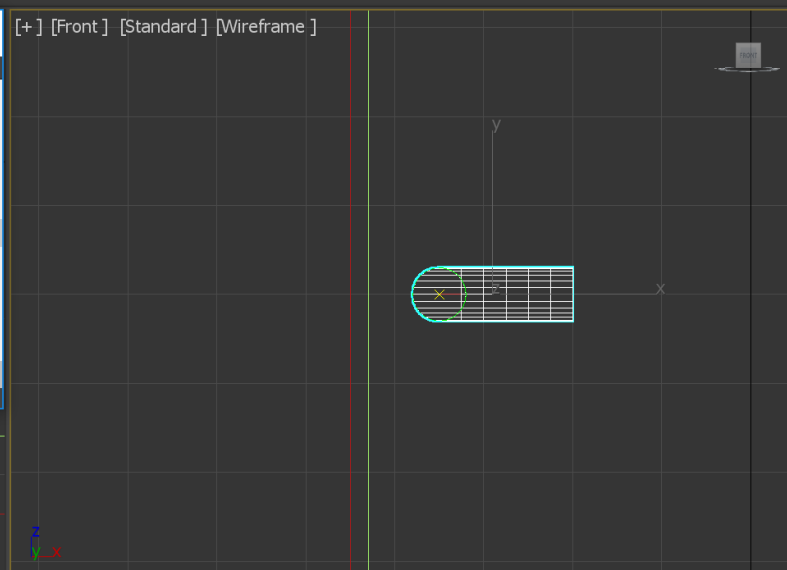
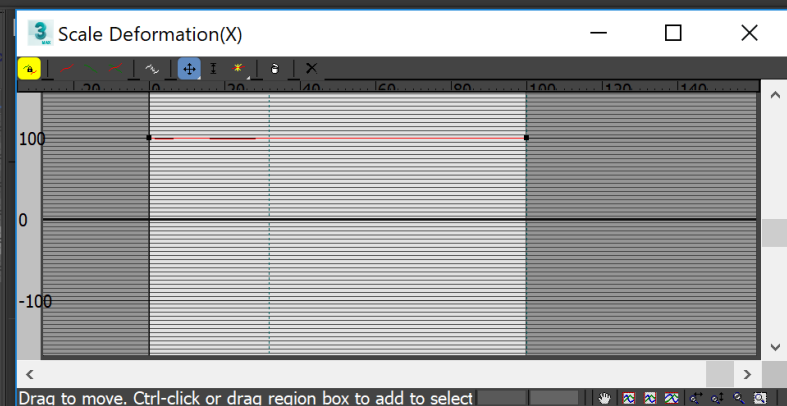
Skin Parameters

Deformations

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0

- Percentage
- Distance
- Path Steps

Skin Parameters

Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede

Workspace: Default

Scale Deformation(X)

Click on curve to insert control points.

[+] [Left] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Flat Color + Edged Faces]

Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0

- Percentage
- Distance
- Path Steps

Skin Parameters

Deformations

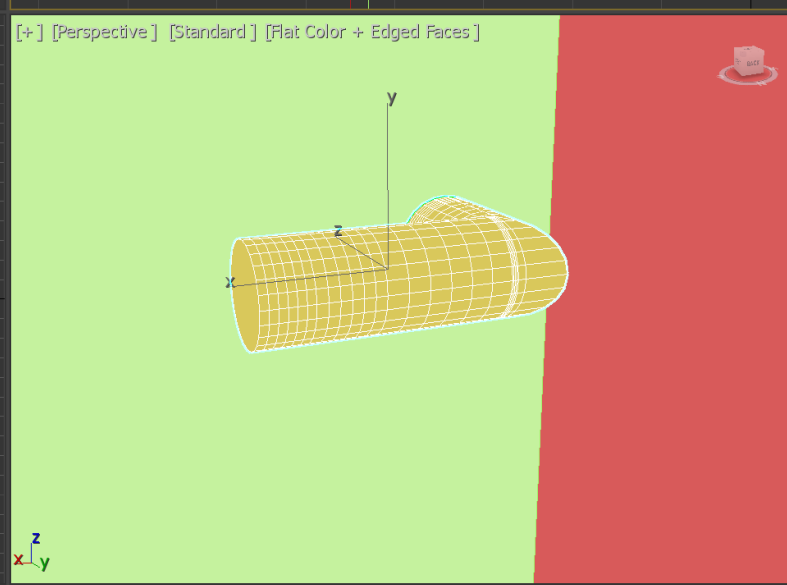
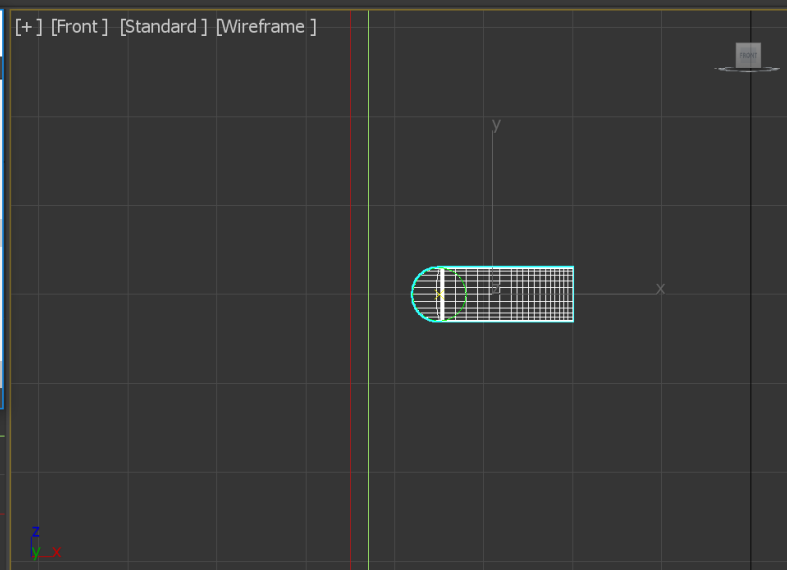
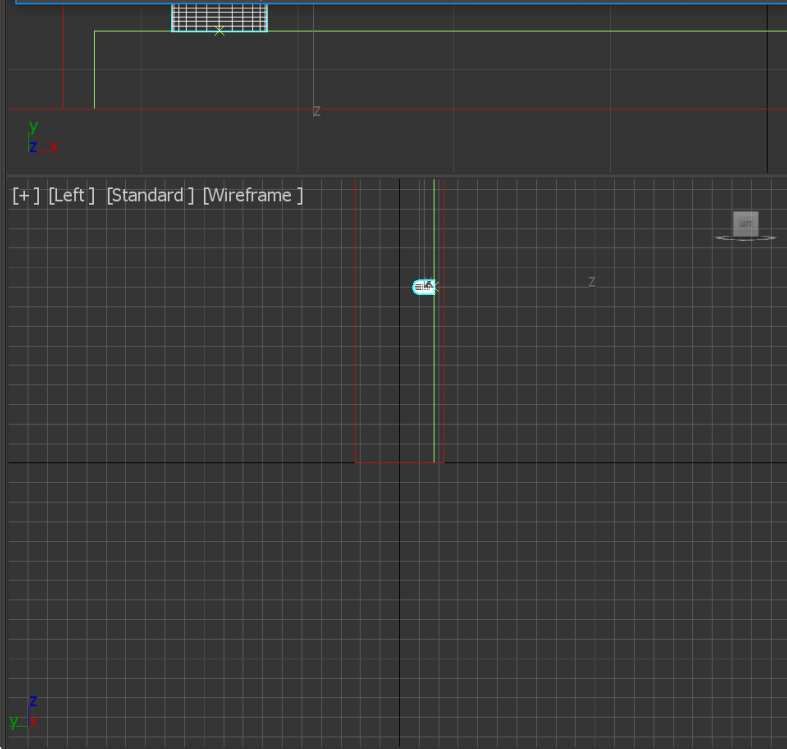
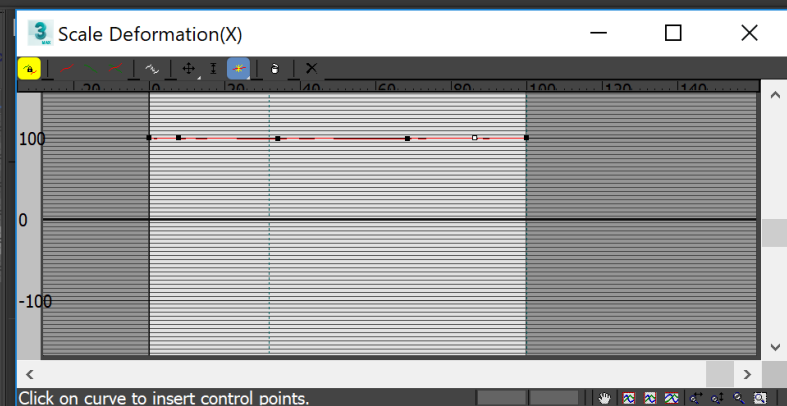
- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede

Workspace: Default



Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape

Move Copy Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0 On

Percentage Distance Path Steps

Skin Parameters

Deformations

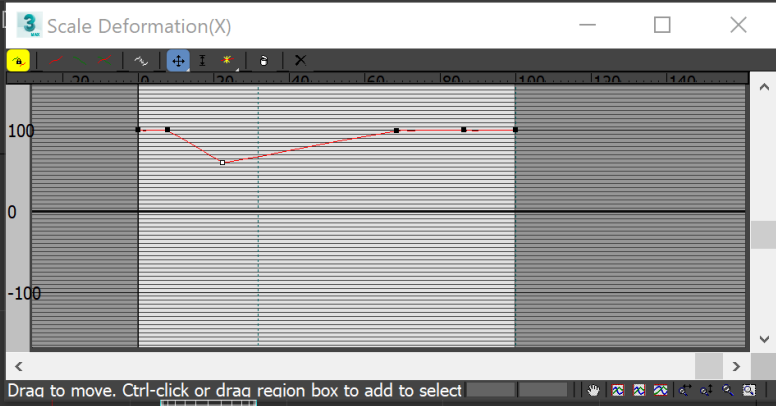
- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede

Workspace: Default



[+] [Left] [Standard] [Wireframe]

0 / 100

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Flat Color + Edged Faces]

Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0

- Percentage
- Distance
- Path Steps

Skin Parameters

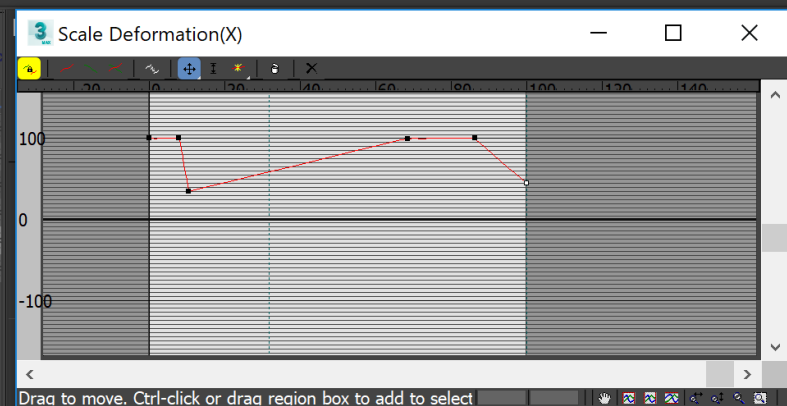
Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

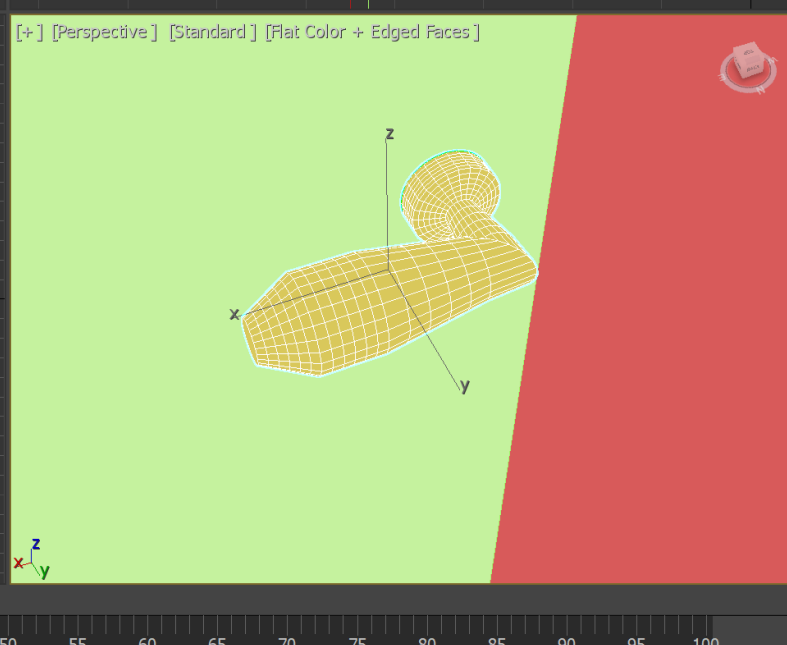
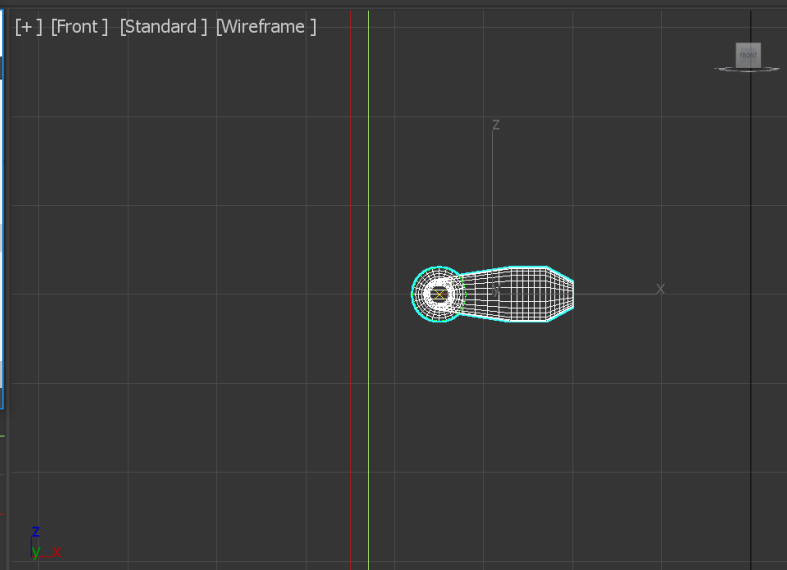
Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



[+] [Left] [Standard] [Wireframe]

0 / 100



Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0

- Percentage
- Distance
- Path Steps

Skin Parameters

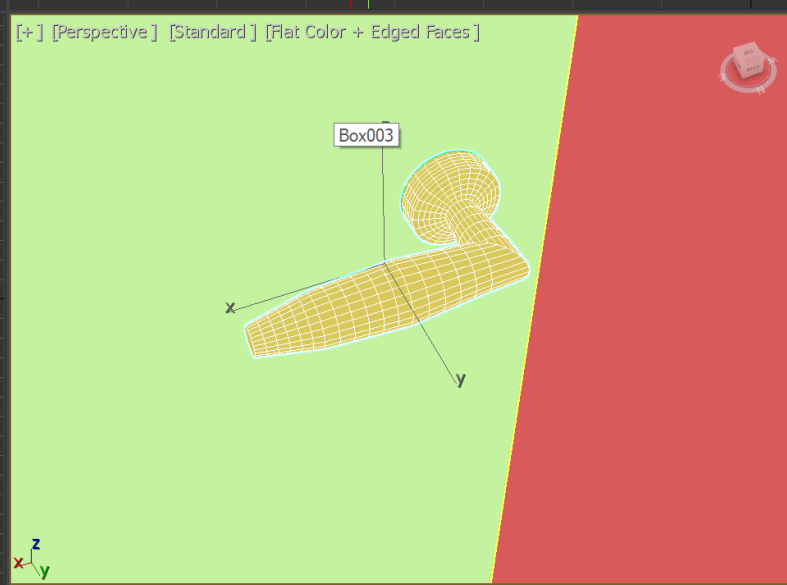
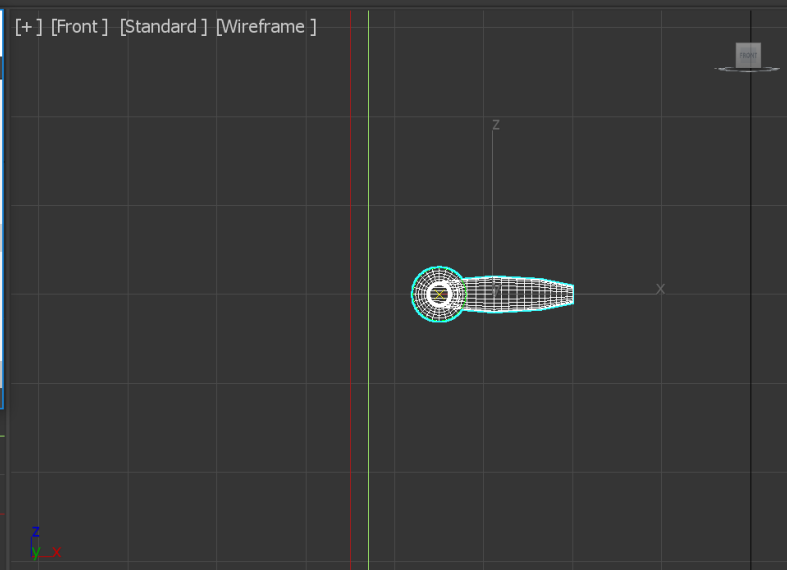
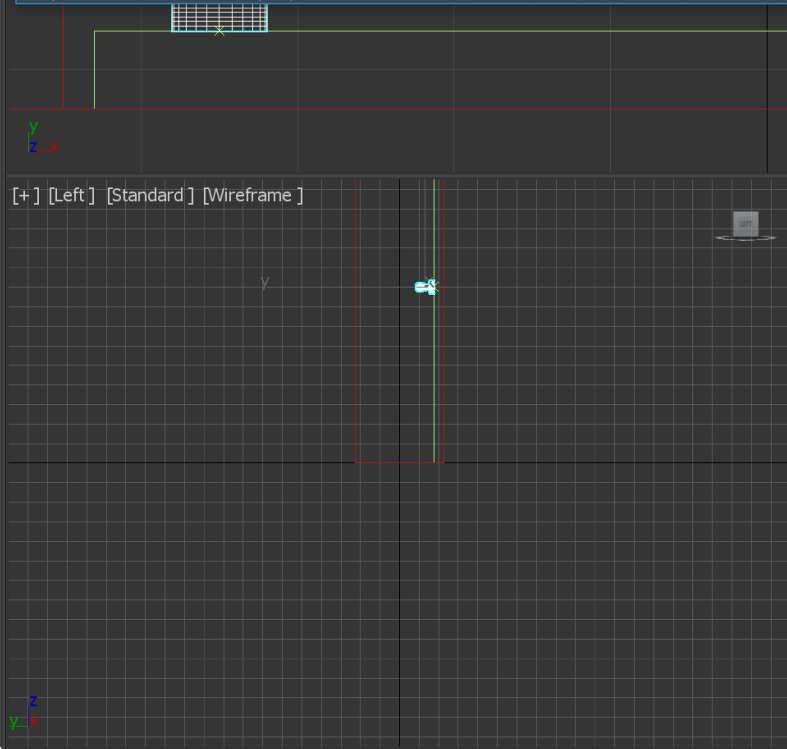
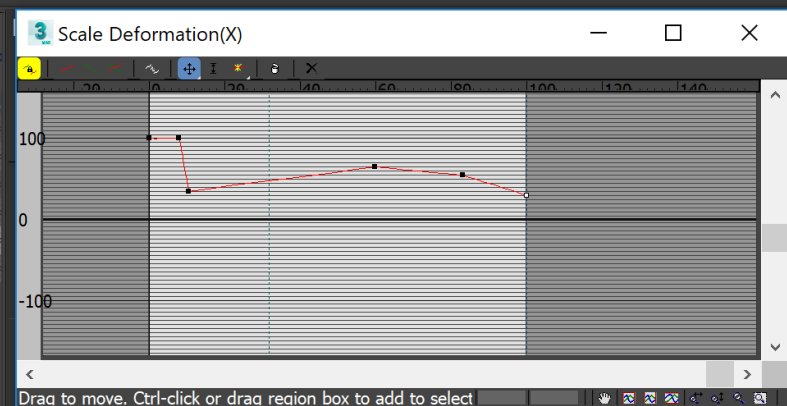
Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0

- Percentage
- Distance
- Path Steps

Skin Parameters

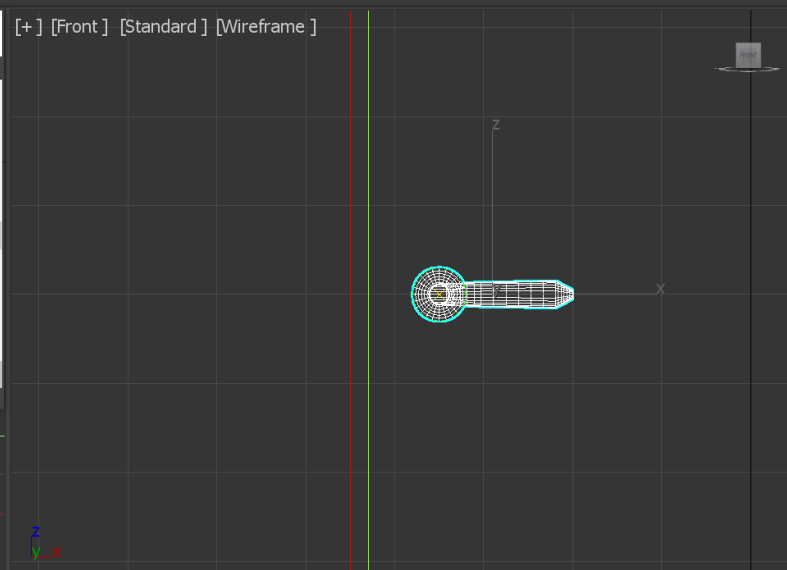
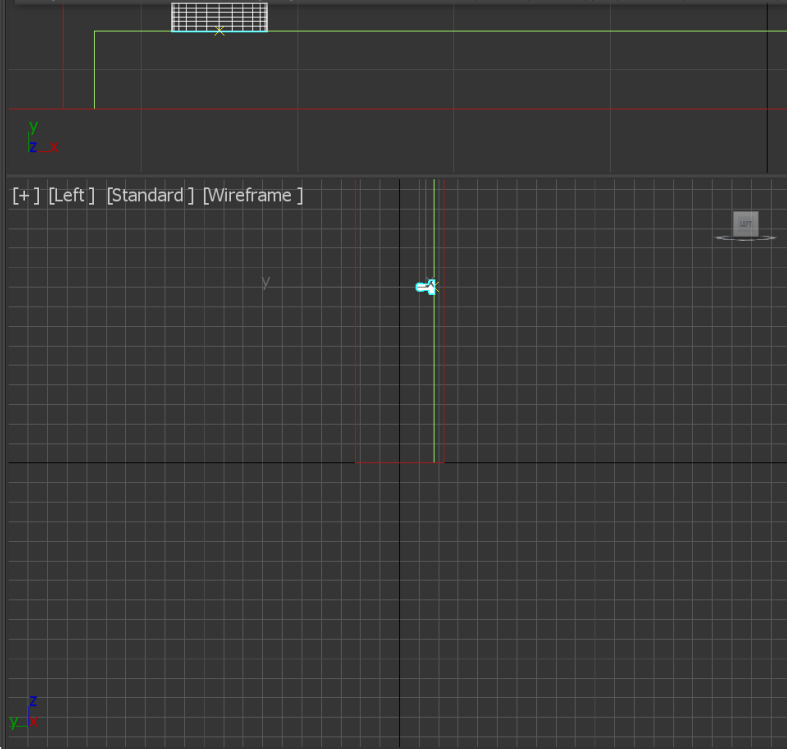
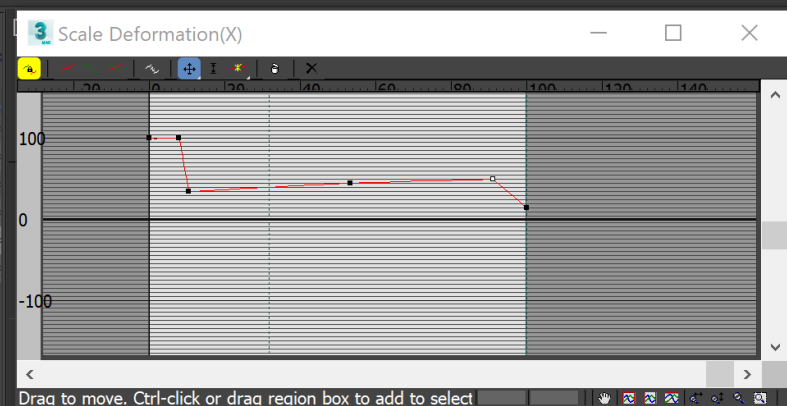
Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0

- Percentage
- Distance
- Path Steps

Skin Parameters

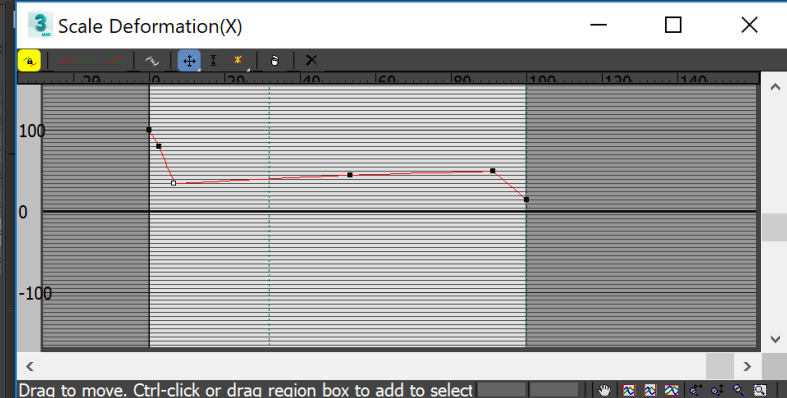
Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



[+] [Left] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Flat Color + Edged Faces]

Box003

Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0

- Percentage
- Distance
- Path Steps

Skin Parameters

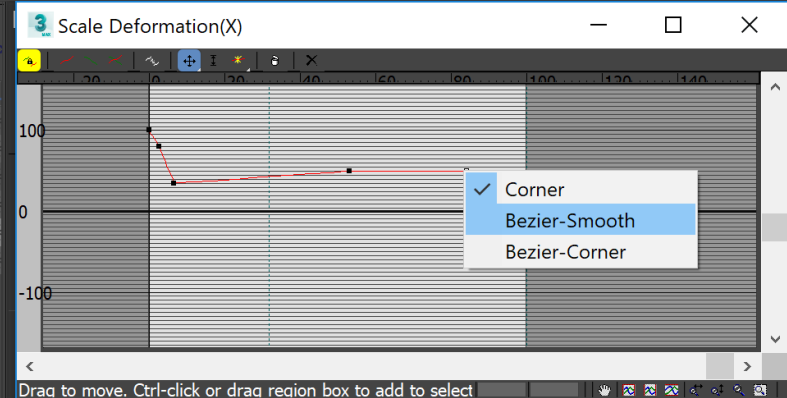
Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



[+] [Left] [Standard] [Wireframe]

Left view of a 3D object, showing a wireframe model of a curved surface.

[+] [Front] [Standard] [Wireframe]

Front view of a 3D object, showing a wireframe model of a curved surface.

[+] [Perspective] [Standard] [Flat Color + Edged Faces]

Perspective view of a 3D object, showing a yellow wireframe model of a curved surface.

Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0

- Percentage
- Distance
- Path Steps

Skin Parameters

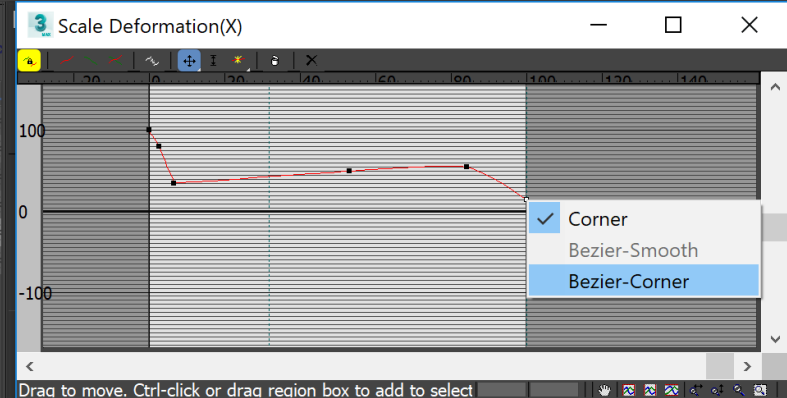
Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) Fro

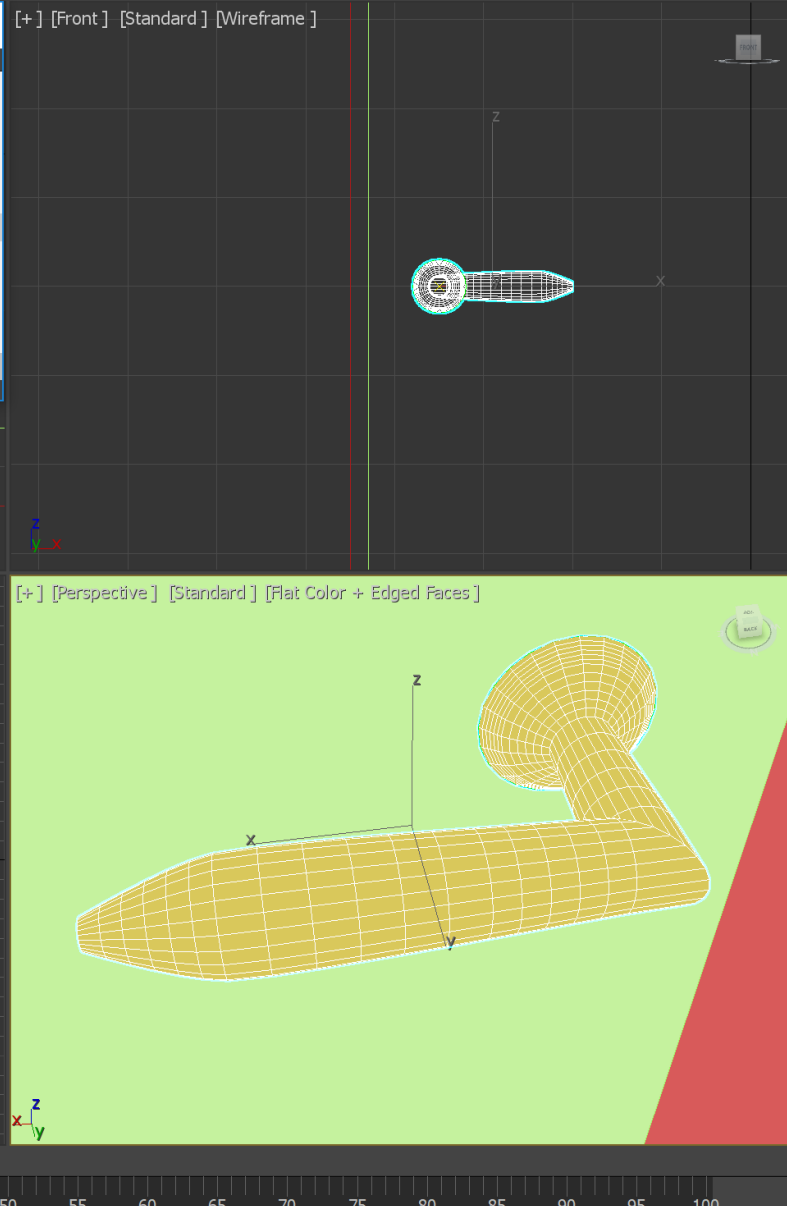
- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



[+] [Left] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Flat Color + Edged Faces]



Loft001

Modifier List

- Loft

Creation Method

Get Path Get Shape

Move Copy Instance

Surface Parameters

Path Parameters

Path: 0,0
Snap: 10,0 On

Percentage Distance
Path Steps

Skin Parameters

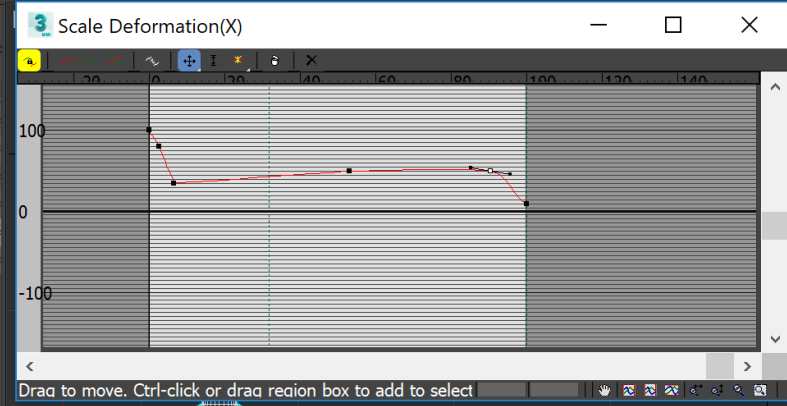
Deformations

Scale Twist Teeter Bevel Fit

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



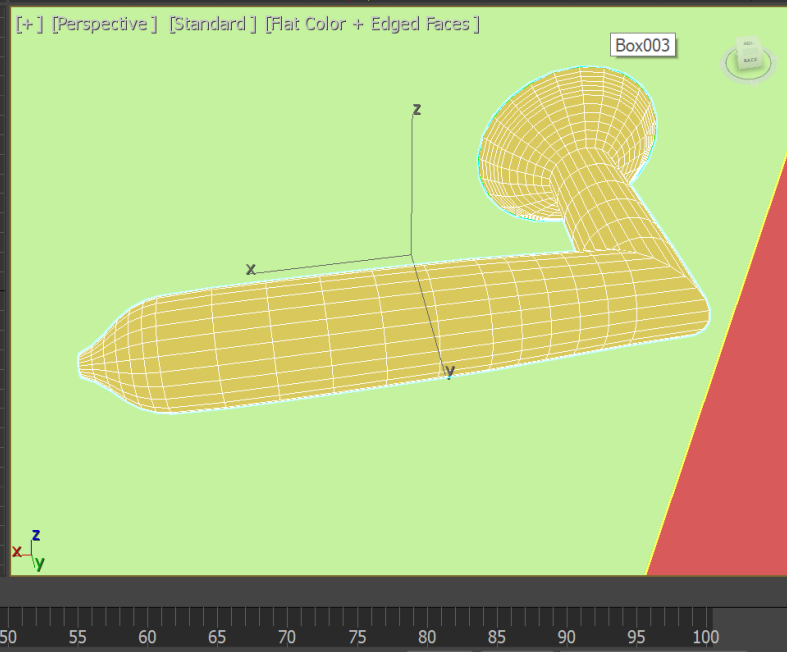
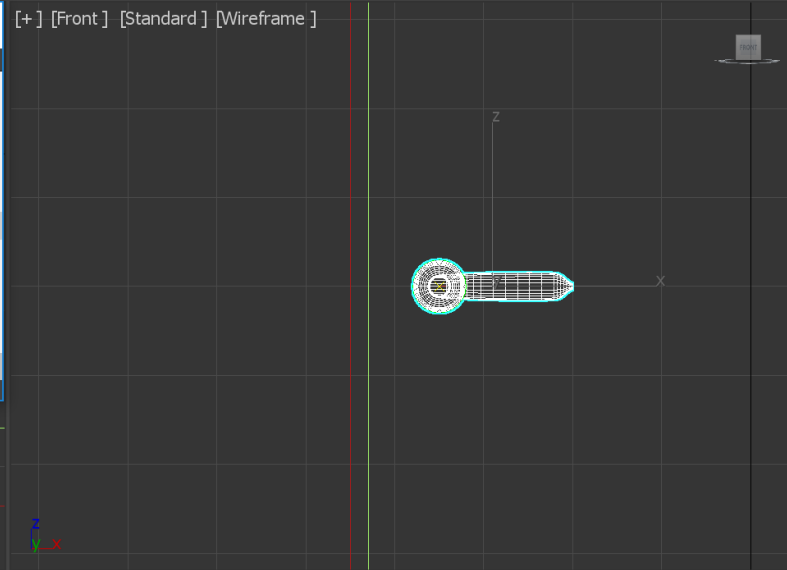
[+] [Left] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Flat Color + Edged Faces]

0 / 100

Workspace: Default



Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0

- Percentage
- Distance
- Path Steps

Skin Parameters

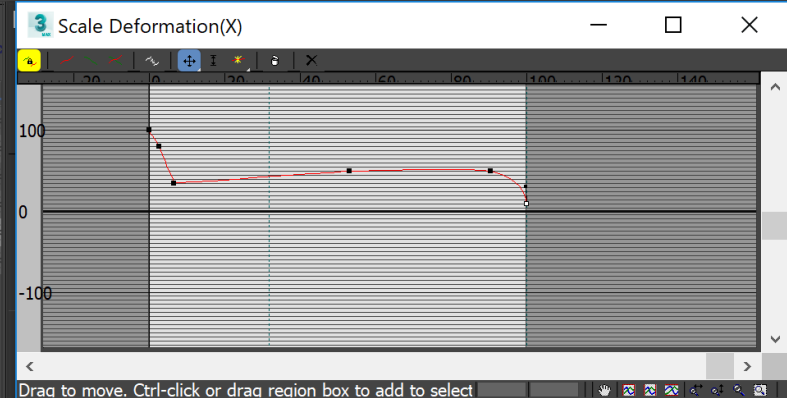
Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



[+] [Left] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Flat Color + Edged Faces]

Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0

- Percentage
- Distance
- Path Steps

Skin Parameters

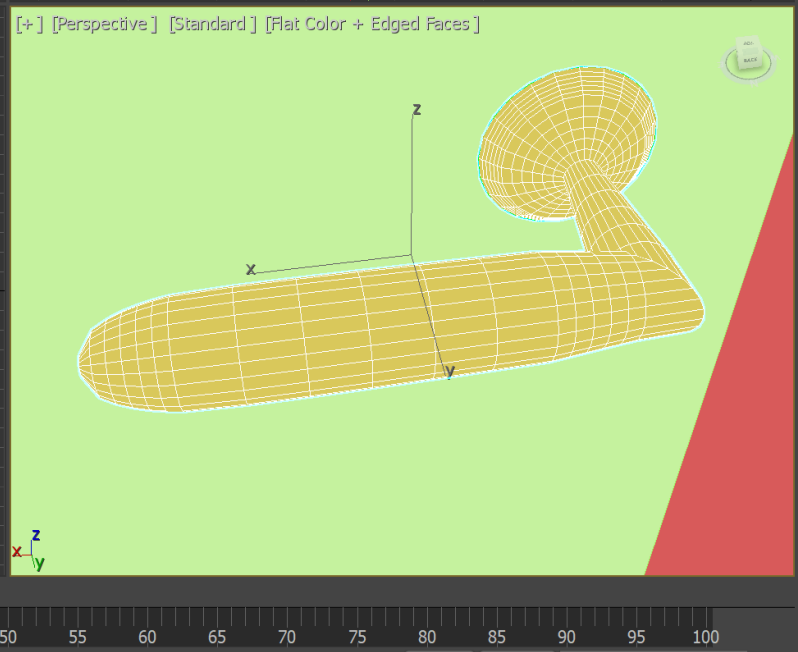
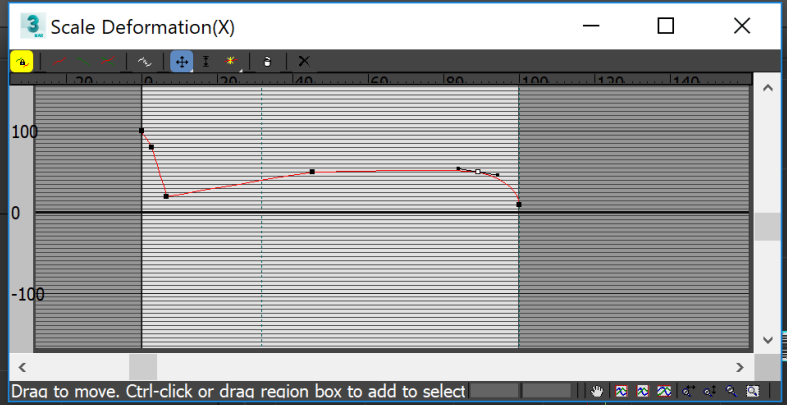
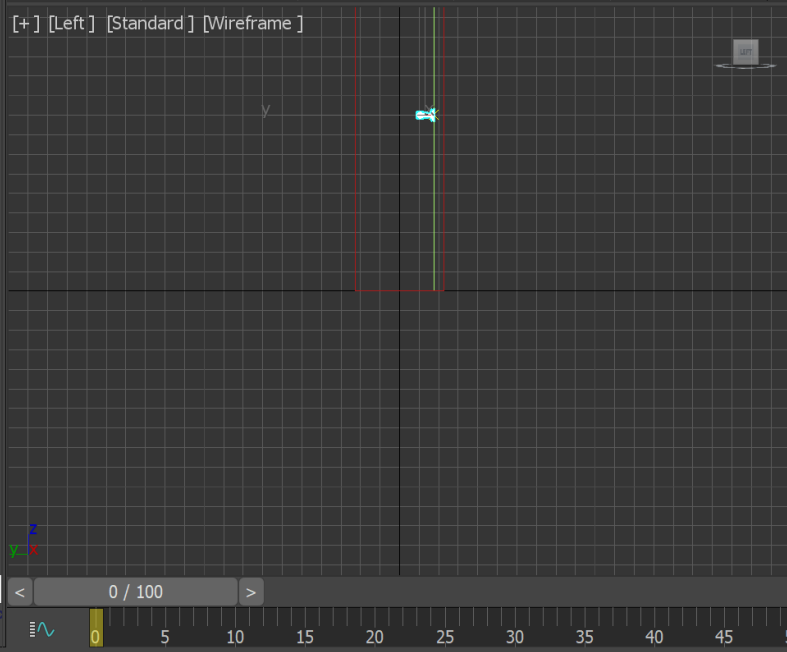
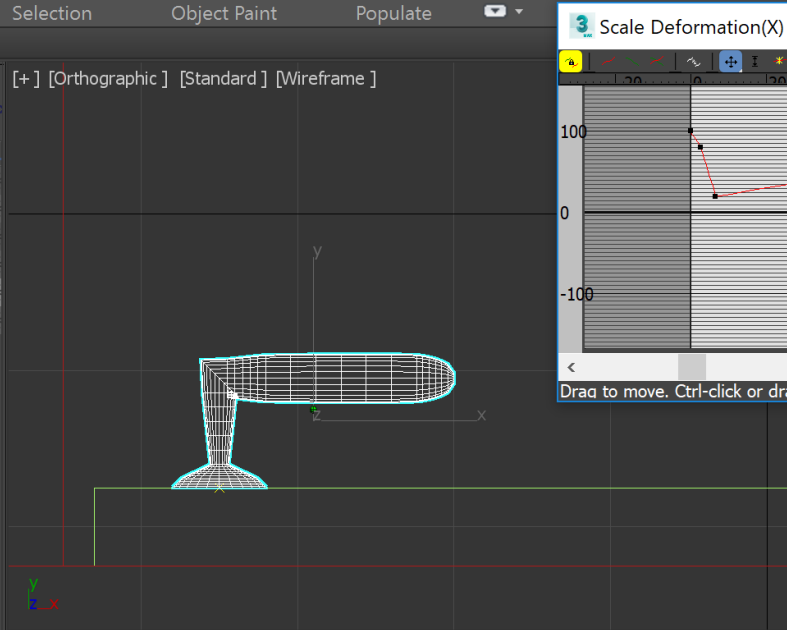
Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



Loft001

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path: 0,0

Snap: 10,0

Percentage

Distance

Path Steps

Skin Parameters

Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- Circle002
- Line001
- parede
- puxador 1
- puxador 002
- puxador2

[+] [Orthographic] [Standard] [Wireframe]

[+] [Left] [Standard] [Wiref

Mirror: World ... ? X

Transform Geometry

Mirror Axis:

X XY

Y YZ

Z ZX

Offset: 0,0

Clone Selection:

No Clone

Copy

Instance

Reference

Mirror IK Limits

OK Cancel

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Flat Color + Edged Faces]

puxador 002

Modifier List

- Loft

Creation Method

Get Path Get Shape

Move Copy Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0 On

Percentage Distance

Path Steps

Skin Parameters

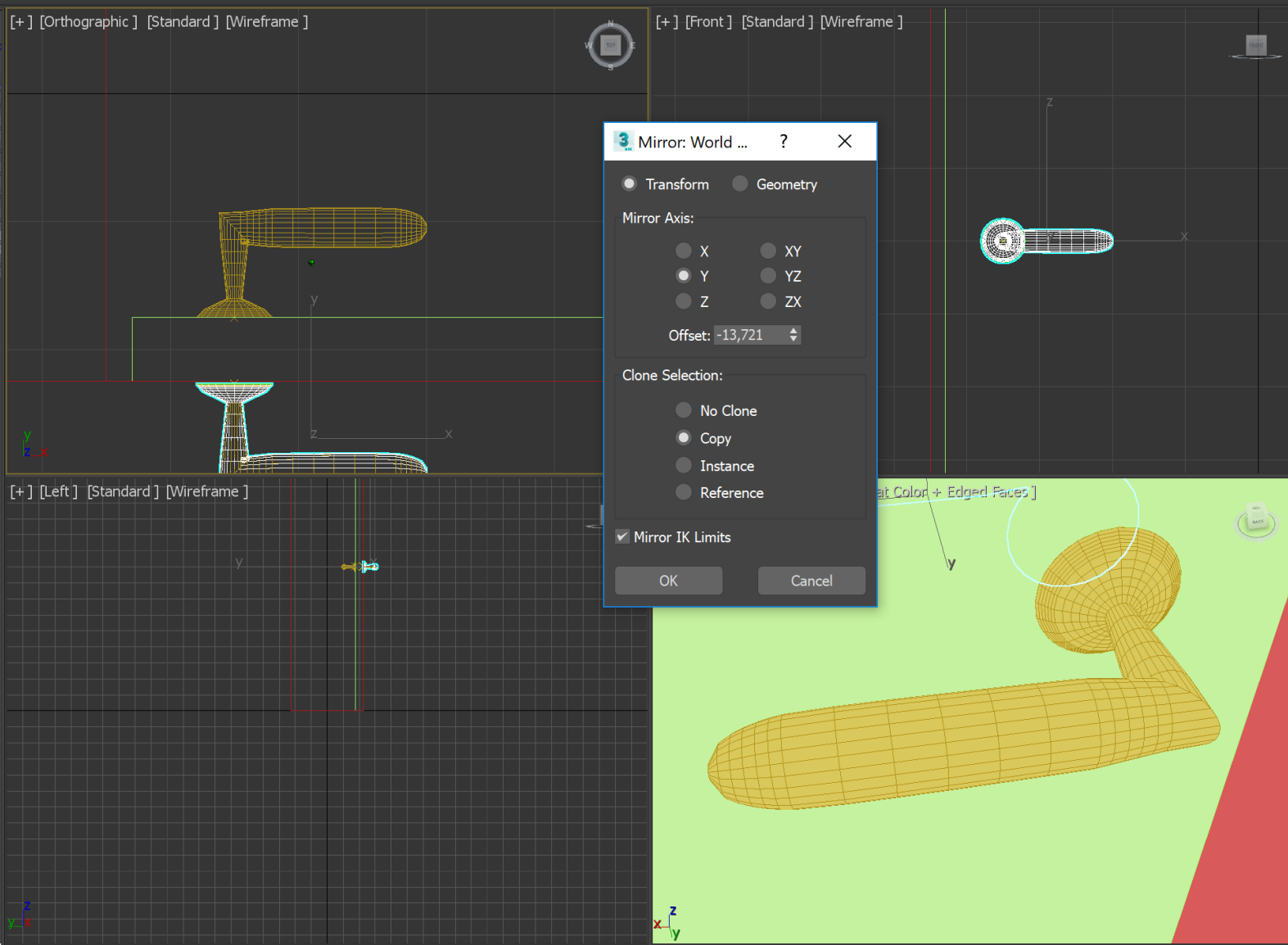
Deformations

Scale Twist Teeter Bevel Fit

Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- Circle002
- Line001
- parede
- puxador 1
- puxador 002
- puxador2



Mirror: World ... ? X

Transform Geometry

Mirror Axis:

X XY

Y YZ

Z ZX

Offset: -13,721

Clone Selection:

No Clone

Copy

Instance

Reference

Mirror IK Limits

OK Cancel

puxador 002

Modifier List

- Loft

Creation Method

Get Path Get Shape

Move Copy Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0 On

Percentage Distance

Path Steps

Skin Parameters

Deformations

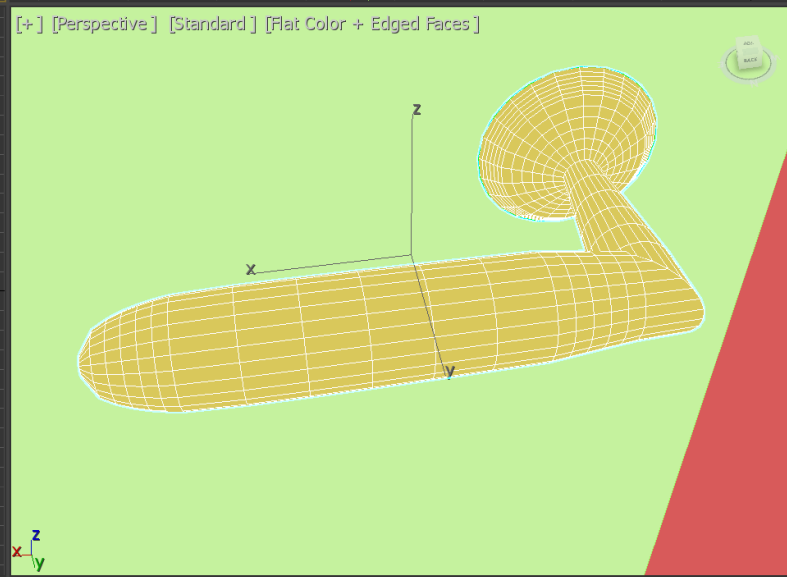
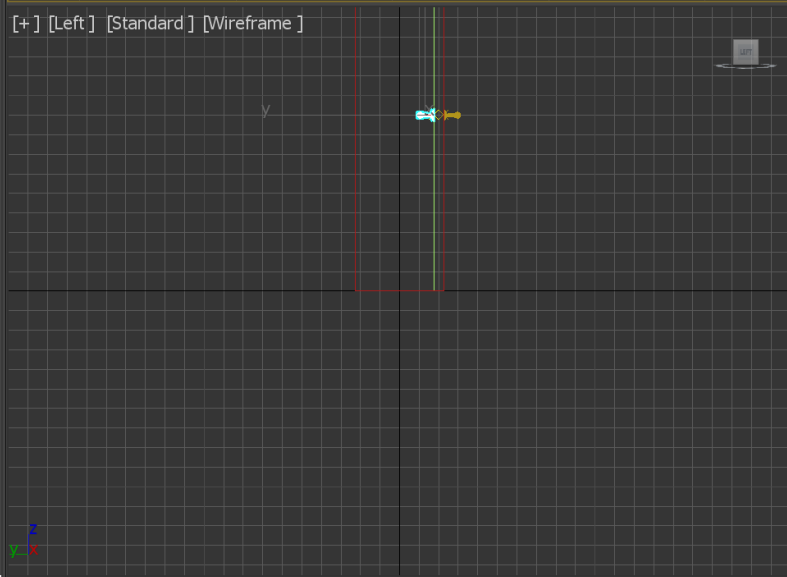
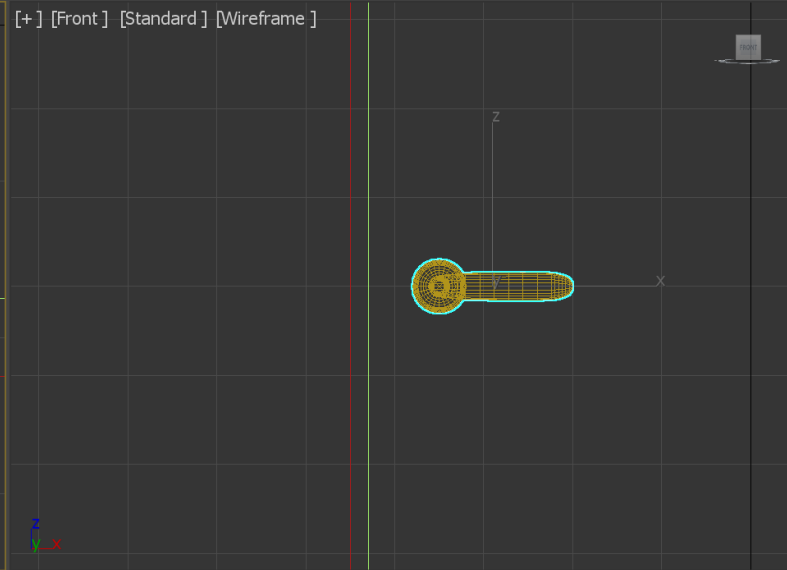
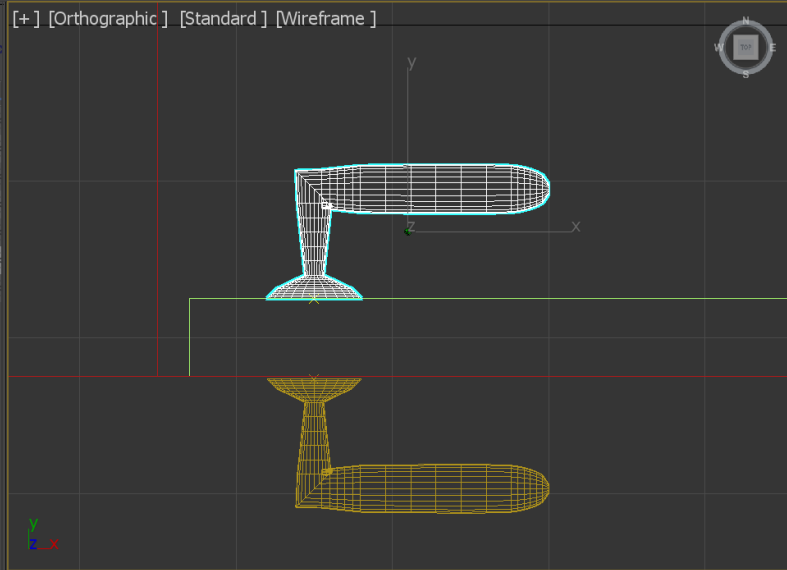
Scale Twist Teeter Bevel Fit

Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- Circle002
- Line001
- parede
- puxador 1
- puxador2

Workspace: Default



puxador 1

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0

- Percentage
- Distance
- Path Steps

Skin Parameters

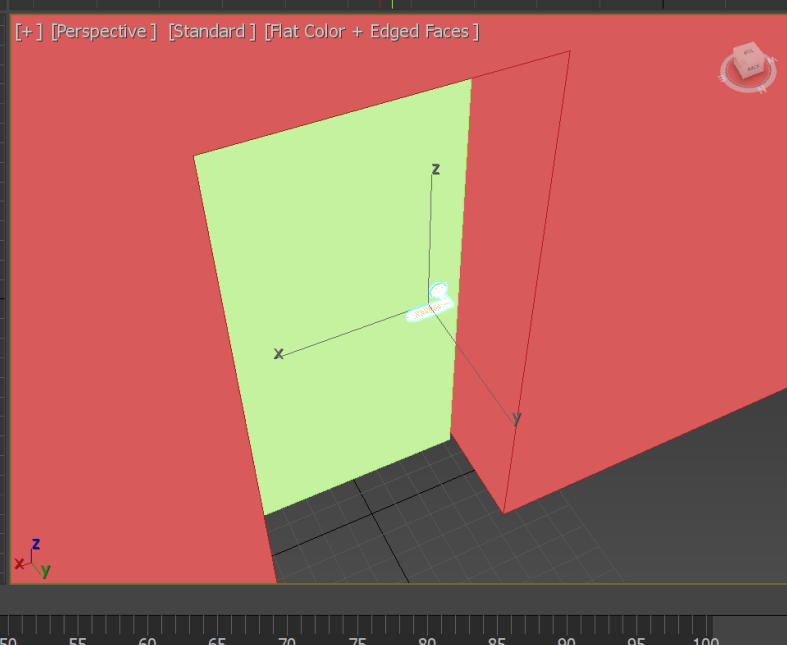
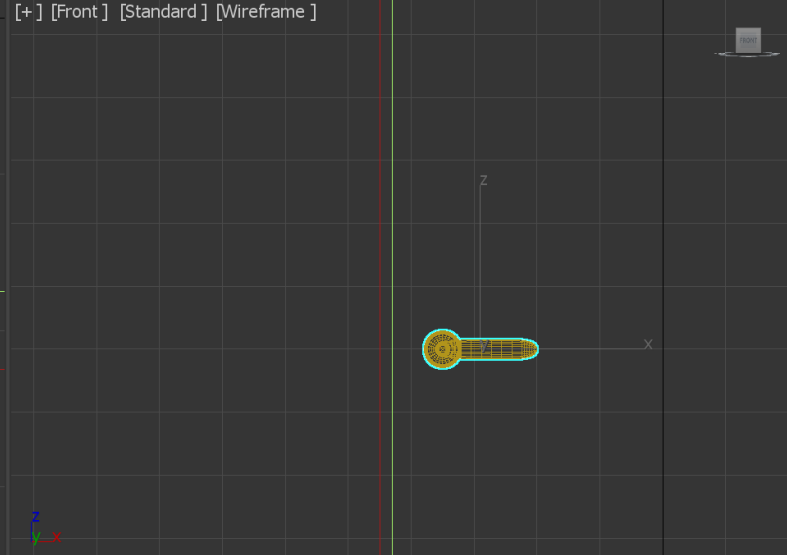
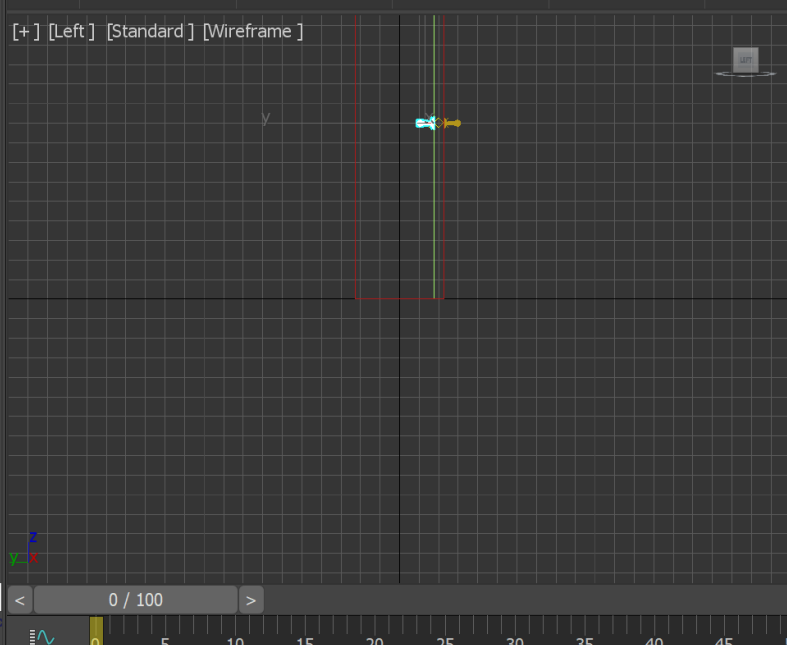
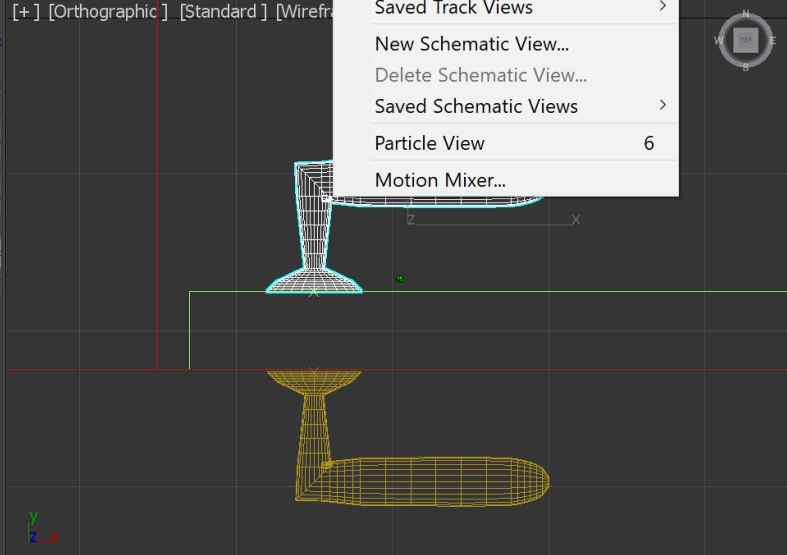
Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- parede
- puxador 1
- puxador2



- Track View - Curve Editor...
- Track View - Dope Sheet...
- New Track View...
- Delete Track View...
- Saved Track Views >
- New Schematic View...
- Delete Schematic View...
- Saved Schematic Views >
- Particle View 6
- Motion Mixer...

puxador 1

Modifier List

- Loft

Creation Method

- Get Path
- Get Shape
- Move
- Copy
- Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0 On

- Percentage
- Distance
- Path Steps

Skin Parameters

Deformations

- Scale
- Twist
- Teeter
- Bevel
- Fit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- parede
- puxador 1
- puxador2

Track View - Dope Sheet

Editor Edit View Curves Keys Time Show

World

- Sound
- Video Post
- Global Tracks
- Biped
- Populate
- Anim Layer Contr
- SME
- Environment
- Render Effects
- Render Elements

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

[+] [Left] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Flat Color + Edged Faces]

0 / 100

puxador 1

Modifier List

- Loft

Creation Method

Get Path Get Shape

Move Copy Instance

Surface Parameters

Path: 0,0

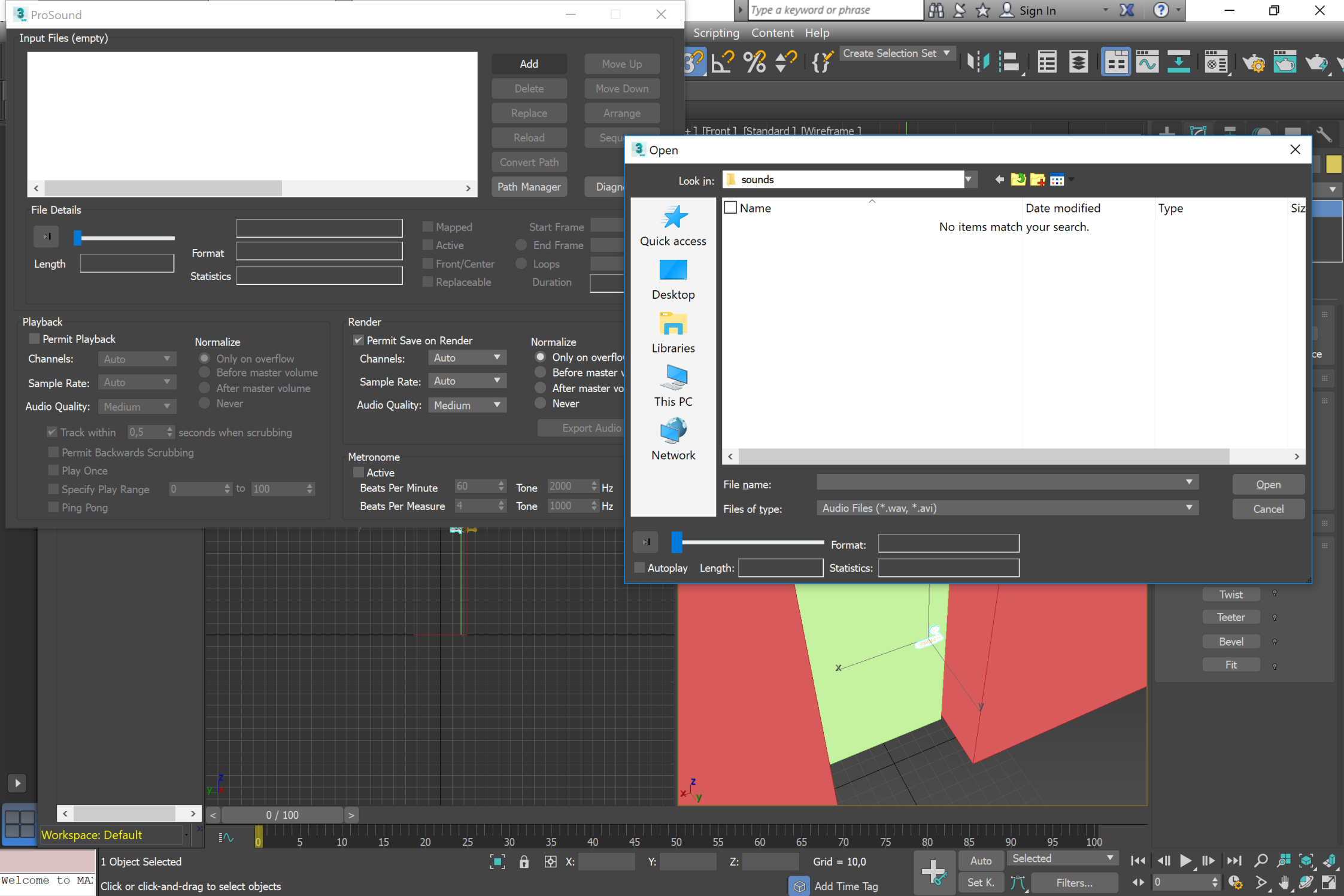
Snap: 10,0 On

Percentage Distance Path Steps

Skin Parameters

Deformations

Scale Twist Teeter Bevel Fit



Input Files (empty)

File Details

Length:

Format:

Statistics:

Mapped Start Frame:

Active End Frame:

Front/Center Loops:

Replaceable Duration:

Playback

Permit Playback

Channels:

Sample Rate:

Audio Quality:

Track within 0,5 seconds when scrubbing

Permit Backwards Scrubbing

Play Once

Specify Play Range 0 to 100

Ping Pong

Render

Permit Save on Render

Channels:

Sample Rate:

Audio Quality:

Normalize

Only on overflow

Before master volume

After master volume

Never

Export Audio

Metronome

Active

Beats Per Minute:

Beats Per Measure:

Tone: Hz

Tone: Hz

Open

Look in: sounds

Name	Date modified	Type	Size
No items match your search.			

File name:

Files of type: Audio Files (*.wav, *.avi)

Open

Cancel

Autoplay

Length:

Format:

Statistics:

Workspace: Default

0 / 100

Timeline: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

1 Object Selected

Click or click-and-drag to select objects

Grid = 10,0

Add Time Tag

Auto Selected

Set K Filters...