3D Modeling Project #12

SPORTS

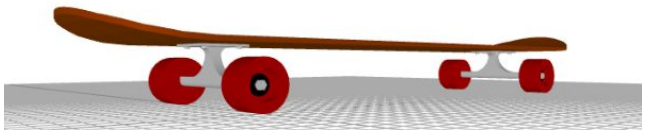
Sportswear, pucks, bats, balls, arenas...there is a lot of symmetry in sports!

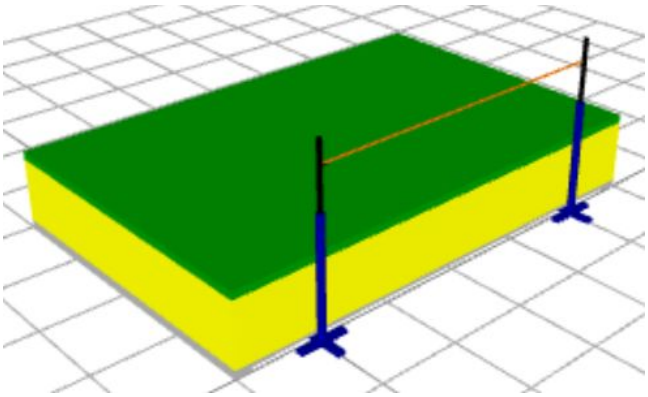
Before You Start

Go to the Creative Suite, open a new PLaSM project, and save it as Project-12 in the folder course-3D-projects/.

Project Goal

The goal of this project is to create a 3D model with one or more planes of symmetry. Create a model related to sports. Your model should consist of at least two symmetrical parts. Here are some examples:





Symmetry

To create a symmetrical object, you need to copy a shape so that is flipped across an axis.

For a great example of this, use the MIRROR() command:

```
a = TRIANGLE(POINT(0, 0), POINT(3, 0), POINT(2, 2))
b = COPY(a)
MIRROR(b, 0, X)
SHOW(a, b)
```

The code above will create two triangles, a and b, that create a symmetrical image.

The MIRROR() command also works with 3D objects. You can save a lot of time by mirroring a shape across an axis.

Project Checklist

Your project will be finished when:

1. You have finished your 3D model and it resembles a piece of sports equipment.
2. Your program is saved as Project-12 in folder course-3D-projects/.