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Subject: Re: Spiral ramps

Posted by [Zion](#) on Sun, 05 Aug 2007 13:25:44 GMT

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1. Make a tall, thin box.
2. Give it a twist modifier and set the angle.
3. Open the branch in the modifier tree and select Gizmo
4. Drag on the X and Y axis simultaneously until desired effect is achieved.
5. You have a ramp.

Have fun.

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