Subject: Spiral ramps
Posted by bisen11 on Sun, 05 Aug 2007 04:29:10 GMT
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I was just wondering, what's the easiest/fastest way to make a good spiral ramp?

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.

Subject: Re: Spiral ramps
Posted by Gen_Blacky on Mon, 06 Aug 2007 02:23:30 GMT
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lol