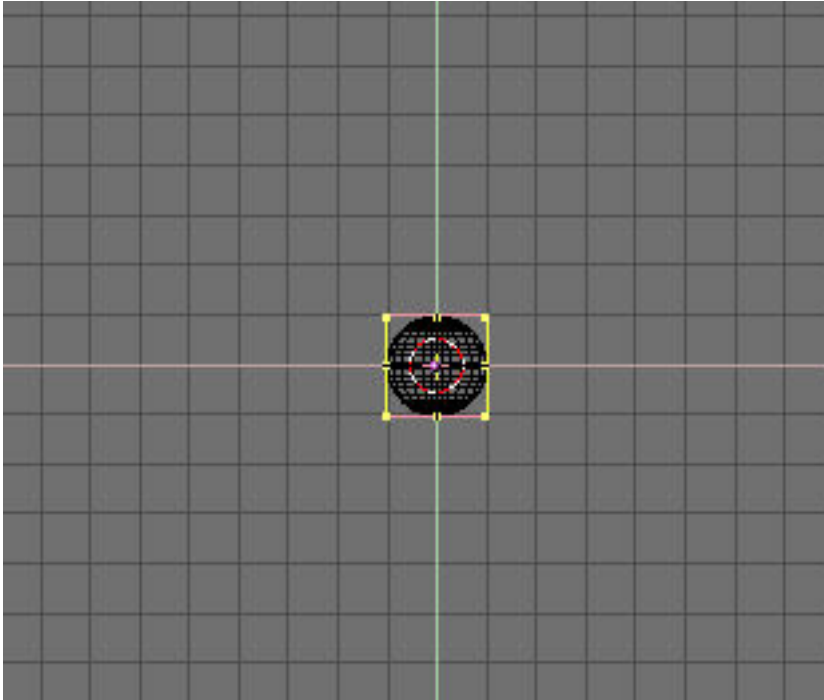
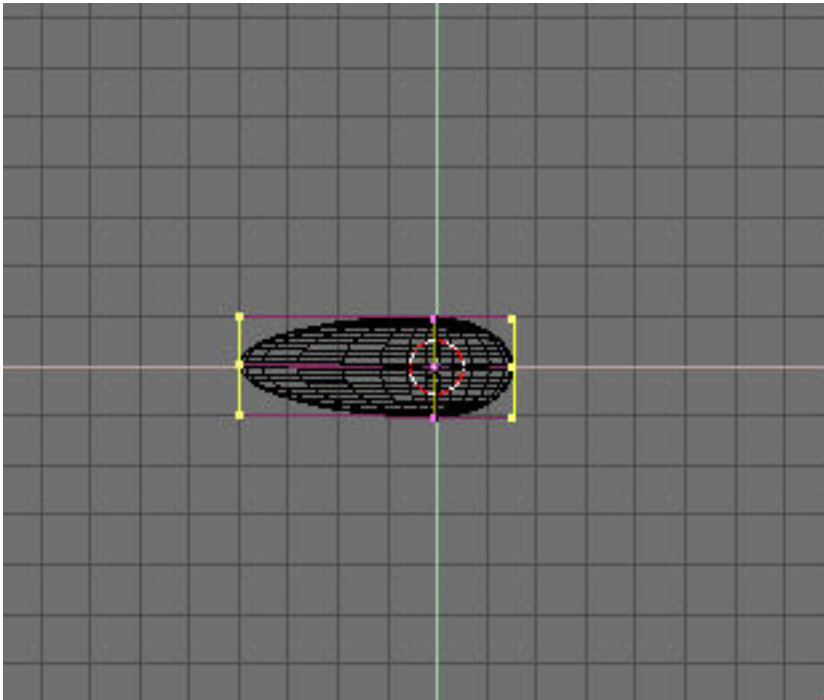


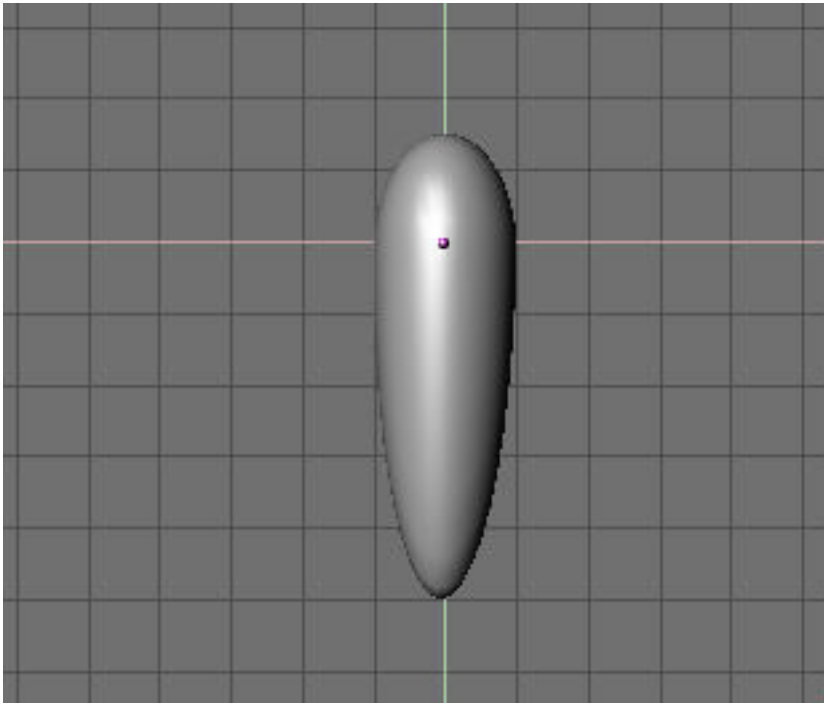
TORPEDO



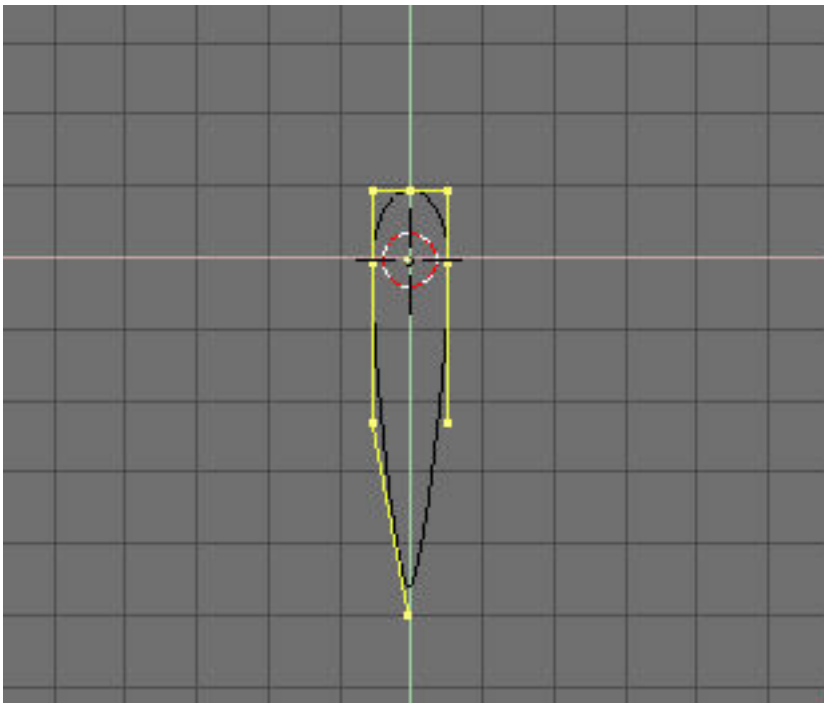
In Front View Add a
SURFACE>>SHPERE



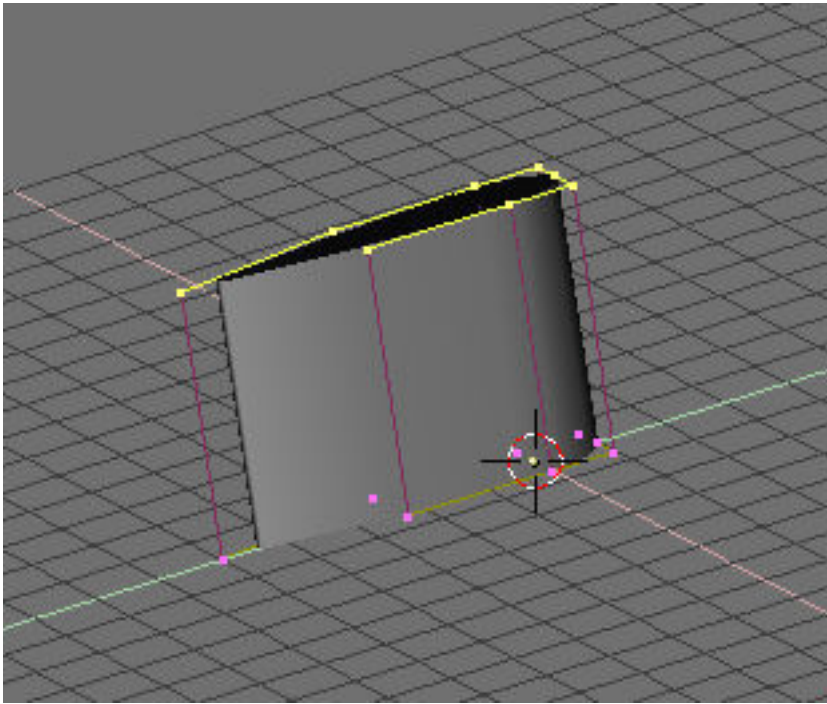
Switch to Top View
and move the 2 ends
outward.



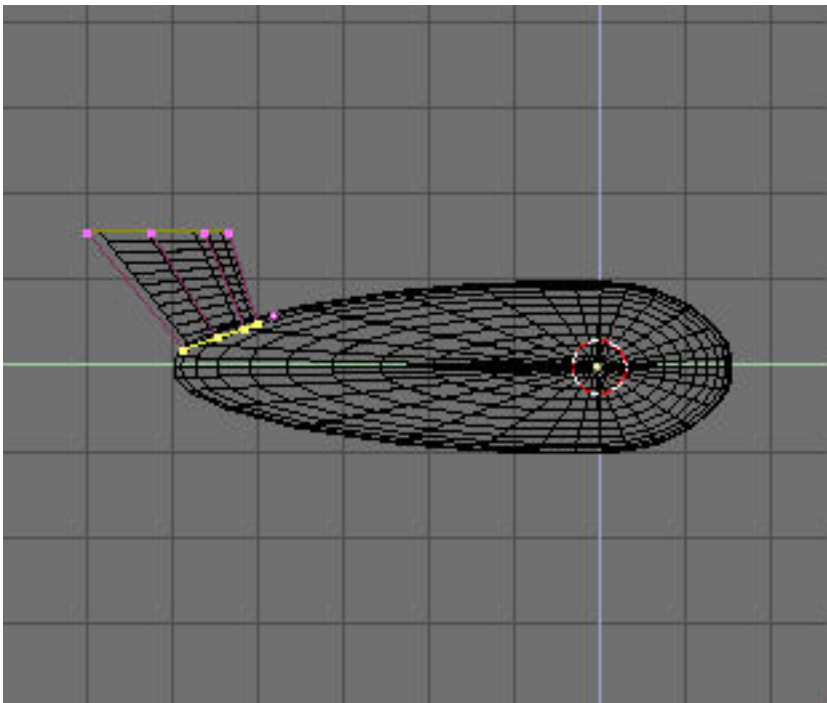
Turn the object 90 degrees. Press the ZKEY to get a shaded preview.



Add a SURFACE>>CIRCLE and adjust the knots so that it looks like an airfoil. (the torpedo body is hidden in this view)



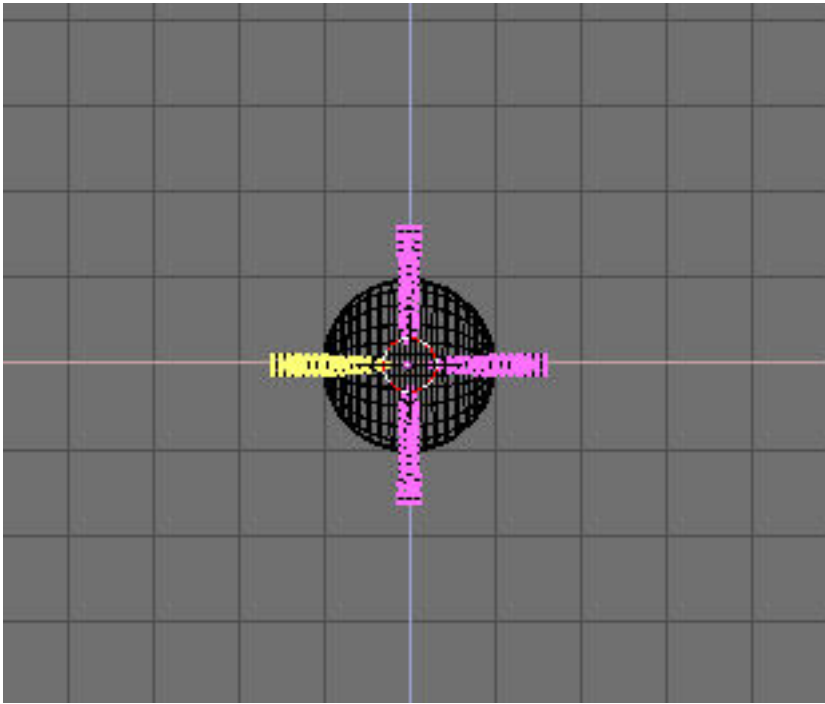
Go to side view and extrude the Circle up with the EKEY.



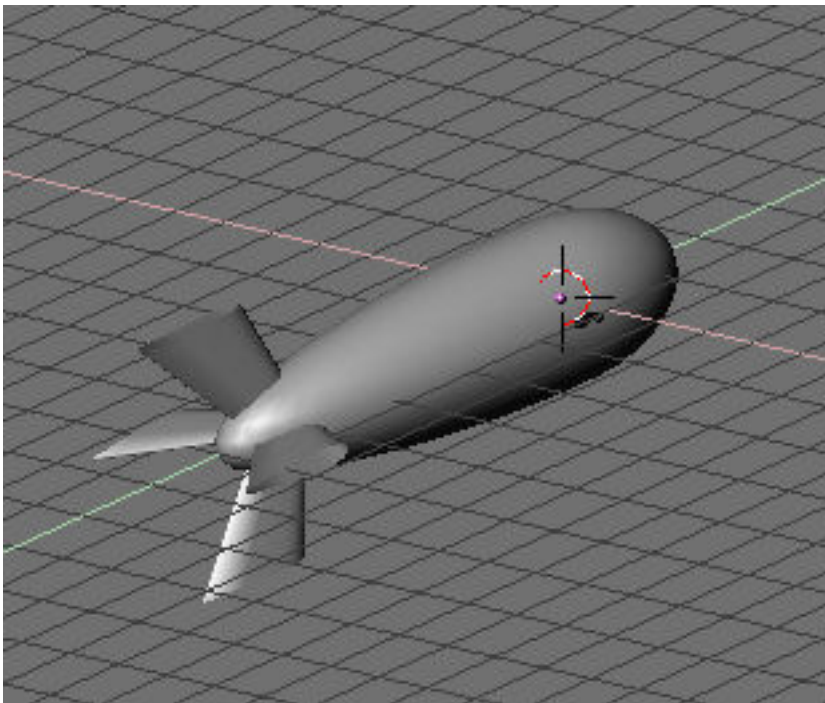
Line up bottom of the fin with the body. Convert the object to a mesh with ALT+C out of edit mode.



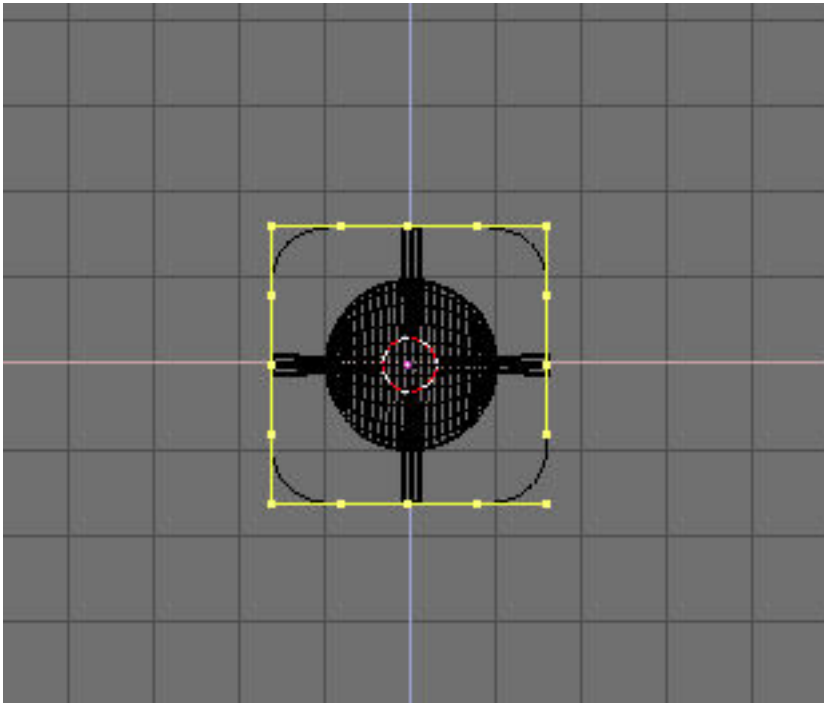
Switch to front view and go to the edit buttons with F9. Set the highlighted buttons. We are going to duplicate the fins with the 'SpinDup' command. The 3D cursor must be at the center of the body.



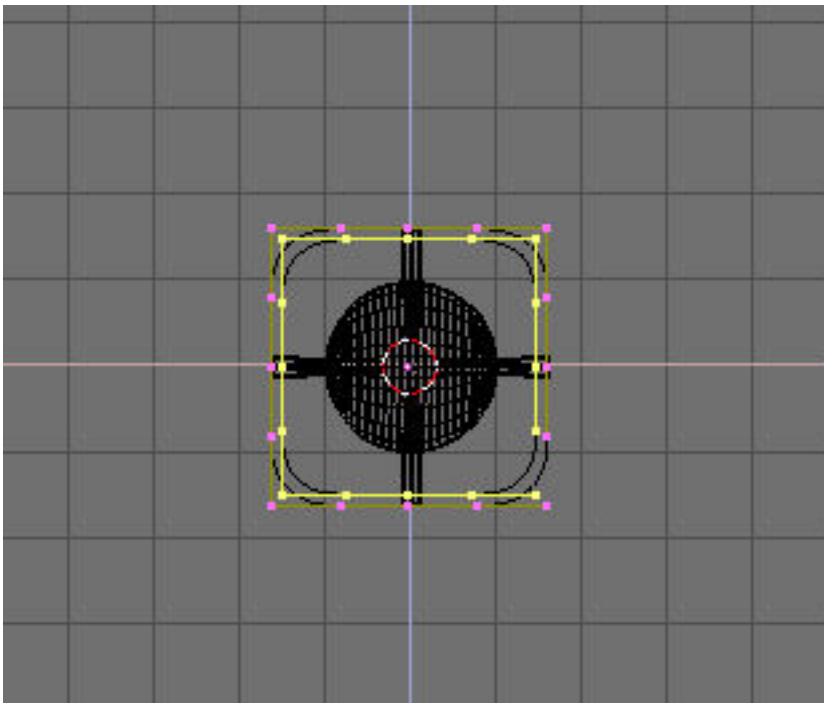
Press the 'Spin Dup'
button and a question
mark will appear at the
cursor. Click anywhere
in front view.



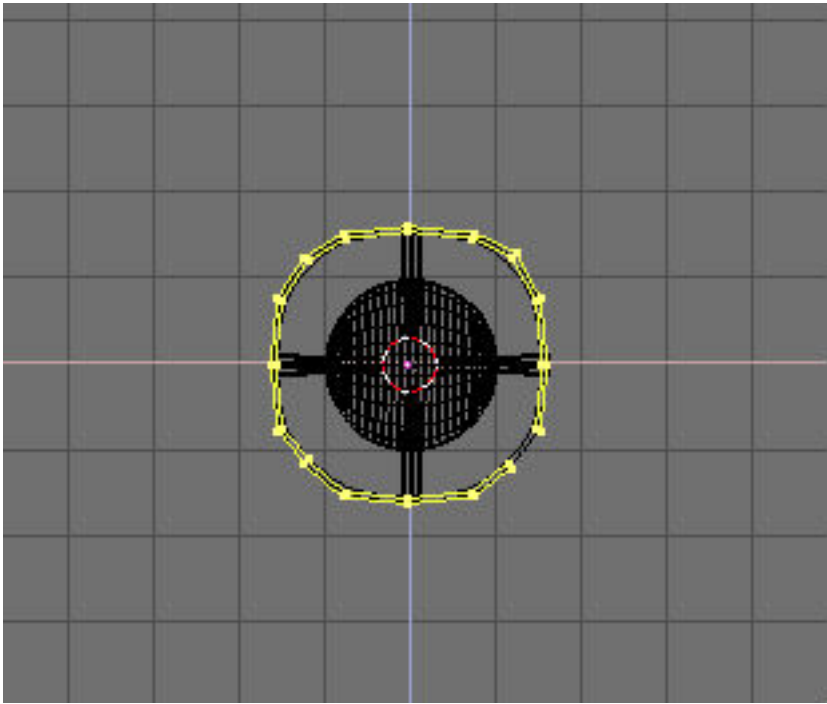
This is what we have
so far. If you haven't
done so already convert
the body to a mesh
with ALT+C. Then
select the body and the
fins and join the
meshes with CTRL+J.



In front view add a
CURVE>>NURBS
CIRCLE and
subdivide it with
WKEY_1_ENTER.



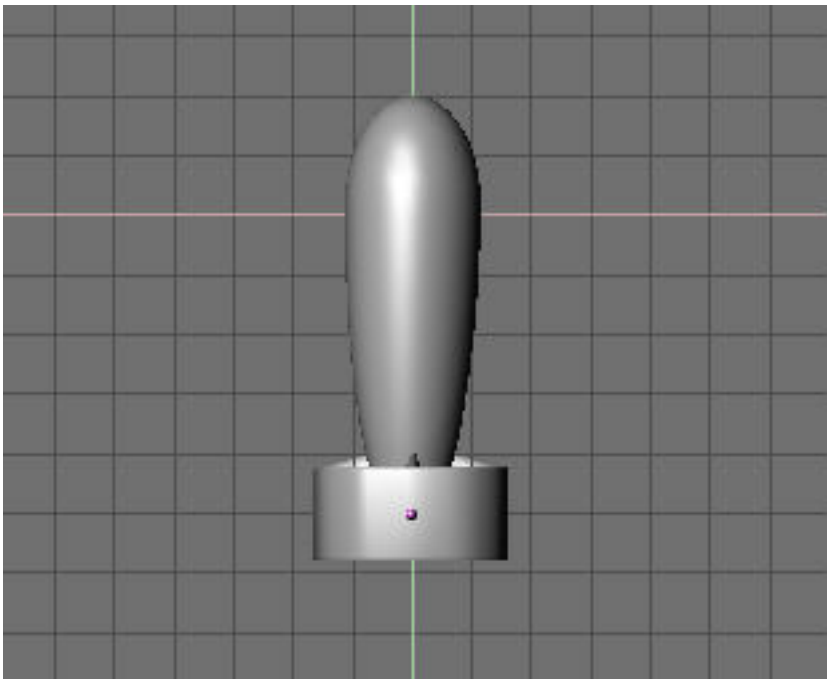
Duplicate the curve
with SHIFT+D the
reduce the size with
the SKEY.



Look at the adjustments to the points.



Go to the Edit Buttons (F9) and set the extrusion. The values will be different depending on the size you made the torpedobuoy.



That's all there is to this som' bitch!!!