



The Cave of Torsan A

Introduction

Oh joy! We have a new tool in Blender 1.58!

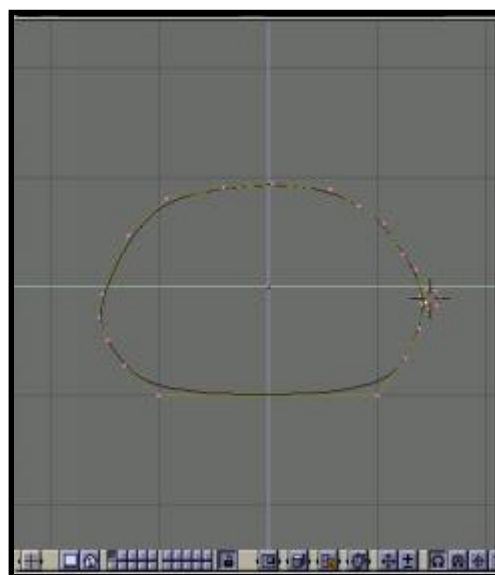
And that calls for a new tutorial :) In this one, I'll be explaining the new skinning tool. The idea is simple: using a number of cross-sections, I will create an organic shape.

Important: you need Blender 1.58 to be able to do this tutorial! If you don't have it, download it [here](#).

Creating the cross-sections

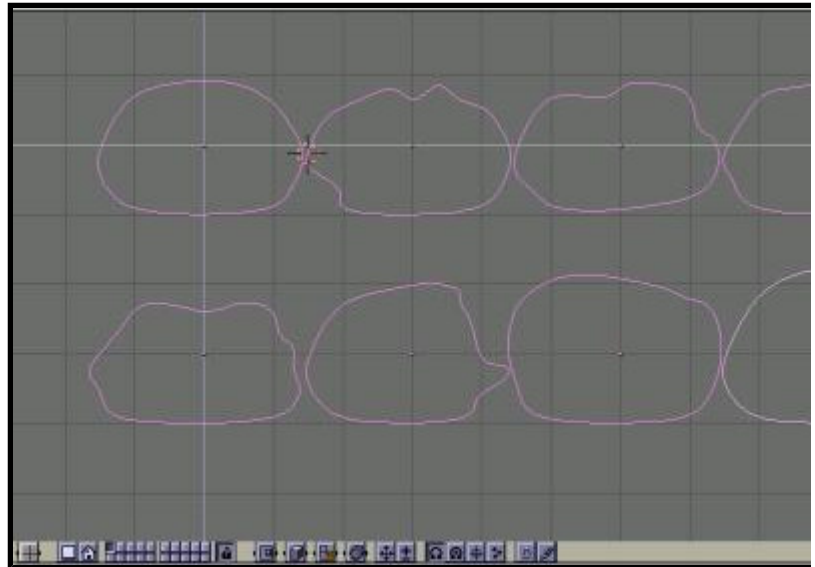
From the side view, add a **surface** curve. (This is important - 'normal' curve will not work). Still in edit mode, select one of the endpoints, and draw a cross-section of the cave. Leftmouse. Something nice and regular will do just fine for the first cross-section.

Your screen will look something like this:



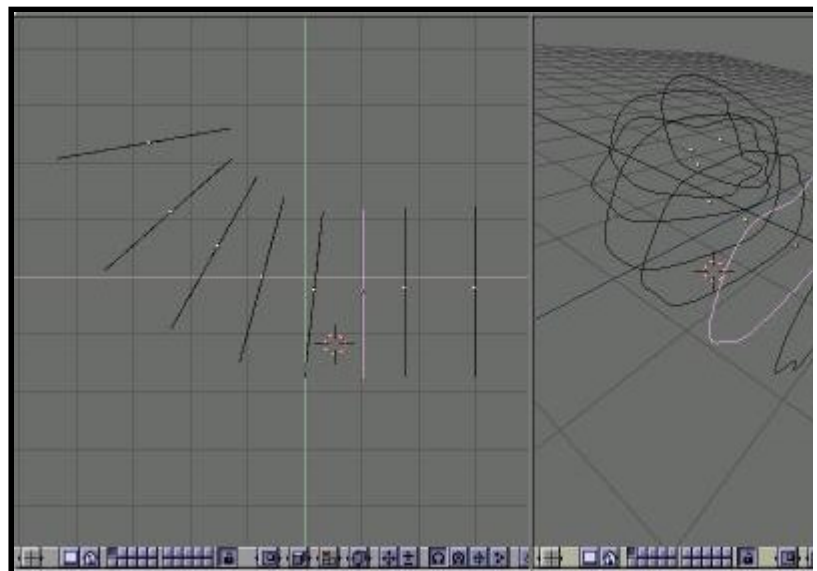
In order to be able to use the skinning tool, each cross-section of the cave must have a minimum number of vertices. So, I just create a bunch of duplicates of the surface curve. Be careful to use duplication and not instantiation - use shift-D instead of alt-D.

Modify each cross-section a bit - add some irregular stuff.

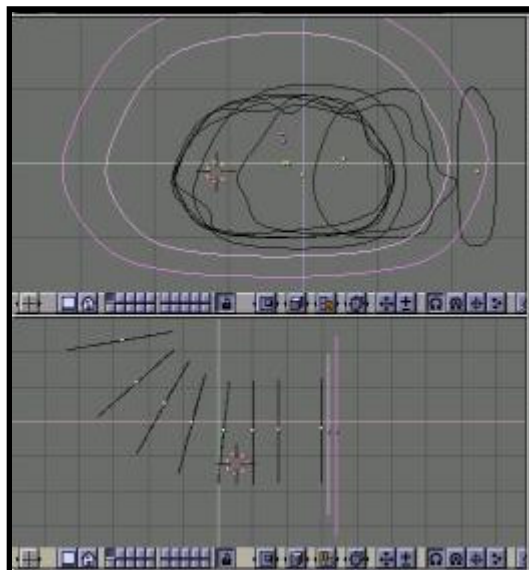


Now, switch to top view, and place the cross-sections behind each other. the slices closer to each other to enable sharp ridges to occur.

When you want more cross-sections, you can always duplicate existing s somewhere else.

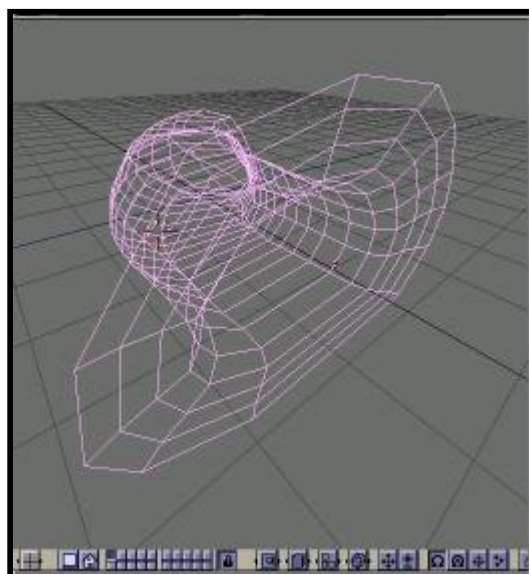


To create a nice, rounded entrance to the cave, duplicate the first cross-se



Before you can skin the curves, they need to be joined into a single object and hit CTRL-J (Join). Confirm the question 'Join Selected NURBS?'.

Enter editmode, select all vertices (AKEY) and hit F.



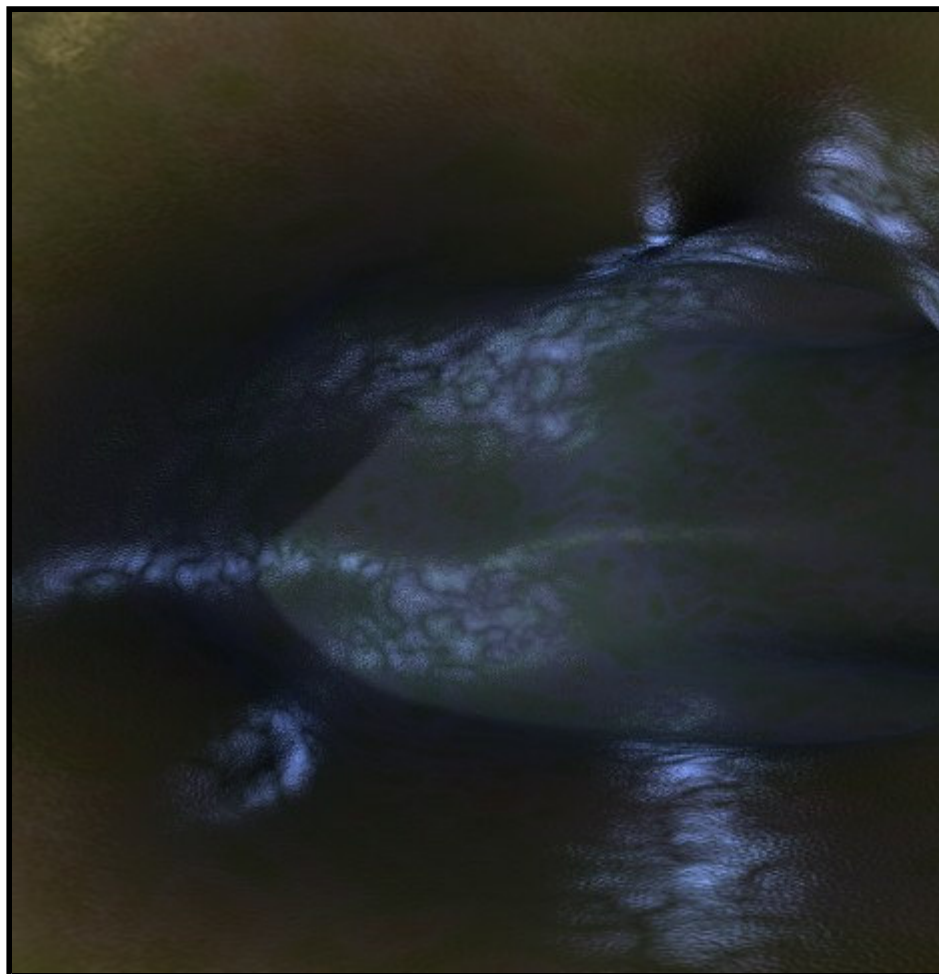
That's really all there is to it. Now, to create a nice, alien-looking texture, imagemaps at all. Just play around with multiple layers of texturemaps. Use bumpmap, one for a coarse texture (greenish), one for a fine, rust-brown specular mapping. Just take a look at the .blend file at the bottom of the settings.

Before rendering, you can crank up the resolution of your NURBS surface by entering edit mode and changing the NURBS resolution sliders:



Finally, place some good, atmospheric lights. In this case, I used a yellow blue light with limited ranges.

The result



Downloads

The .blend file from this tutorial, is available [here](#).