Enter **flower vase** in this text box and press ENTER; the sphere primitive is renamed as *flower vase*.

9. Expand the **Deformation** subpalette in the **Tool** palette.

You need to increase the height of the sphere along the Y-axis using the **Size** slider.

10. Deactivate the x and z options corresponding to the **Size** slider by choosing the **x** and **z** buttons located on the right side of the slider.

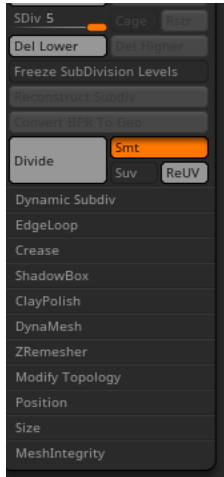*Figure 3-75* *The **Make PolyMesh3D** button chosen from the **Tool** palette*

Figure 3-76 *Choosing the **Divide** button from the **Geometry** subpalette*

11. Set the value of the **Size** slider to **20** by dragging the slider toward right; the height of the cylinder increases along the Y-axis, refer to Figure 3-77. Alternatively, you can enter the value **20** in the edit box displayed on clicking on the slider.

12. Expand the **Transform** palette. In this palette, choose the **Activate Symmetry** button, refer to Figure 3-78. Next, choose the **(R)** button; the **RadialCount** slider is activated. By default, the **>X<** button is chosen. To deactivate this button, choose it again. Next, choose the **>Y<** button; the radial symmetry in the Y-axis is activated. In the **RadialCount** edit box, enter the value **40**; the radial symmetry is activated in the Y-axis in canvas, refer to Figure 3-79.

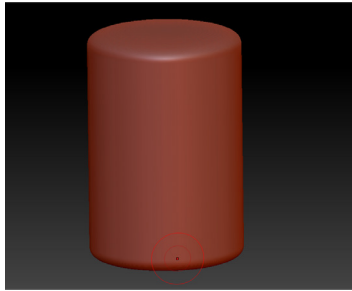The **Radial Count** edit box is displayed when you click on the **RadialCount** slider.

Figure 3-77 *Height of the cylinder increased*

Figure 3-78   *The **Activate Symmetry** button chosen in the **Transform** palette*
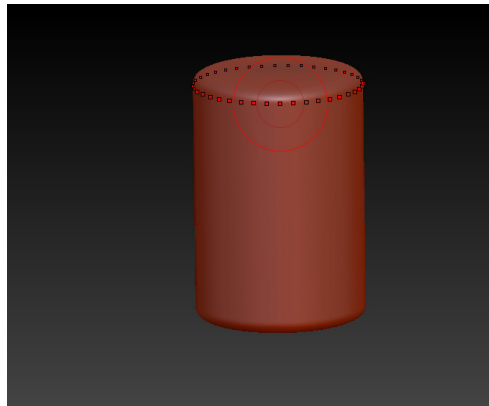

Figure 3-79 *Radial symmetry activated in the Y-axis*

13. Choose the Current Brush button from the left shelf; a flyout containing different sculpting brushes is displayed. Choose the **Move** brush from this flyout, as shown in Figure 3-80.

14. Set the value of the **Draw Size** slider to **450** by entering the value in the edit box or by moving the **Draw Size** slider toward right, refer to Figure 3-81.