



ai design studio

# Henshin Block with modifiers

Version 1.0 - 11/2008

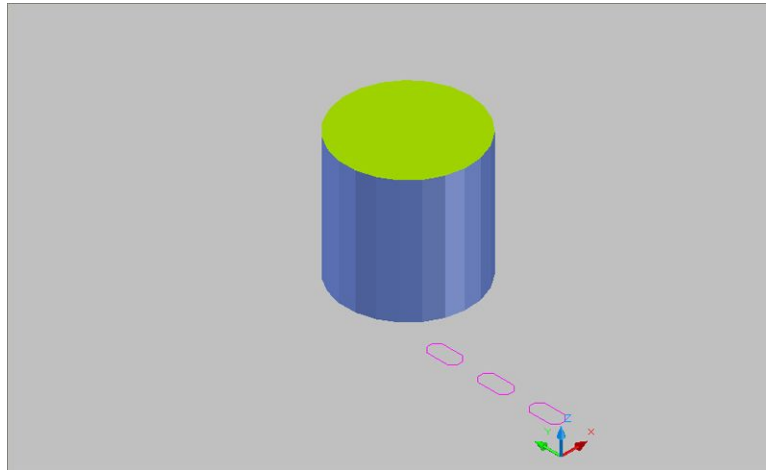
by ai design studio (<http://ai-designstudio.net>)

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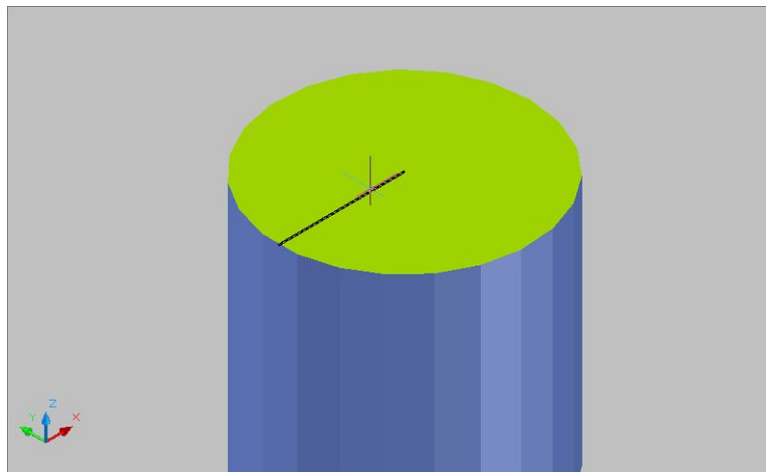
## Making your own blocks for Henshin

Lets make a cilynder with hollowed in a 80%.

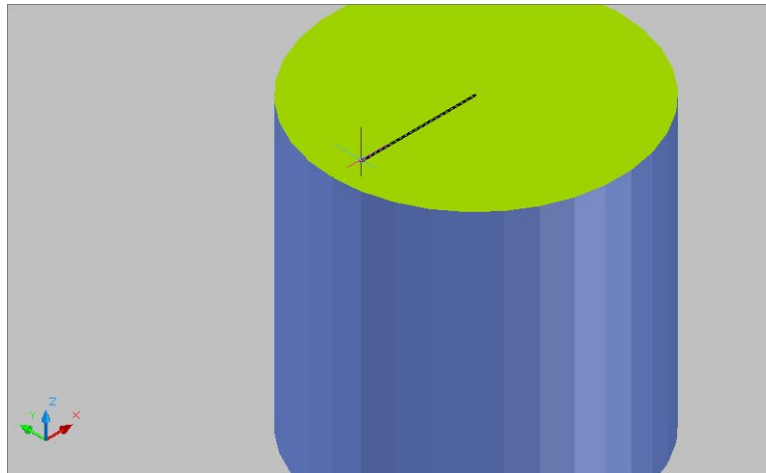
We start from our standard block called AI Cilindro.



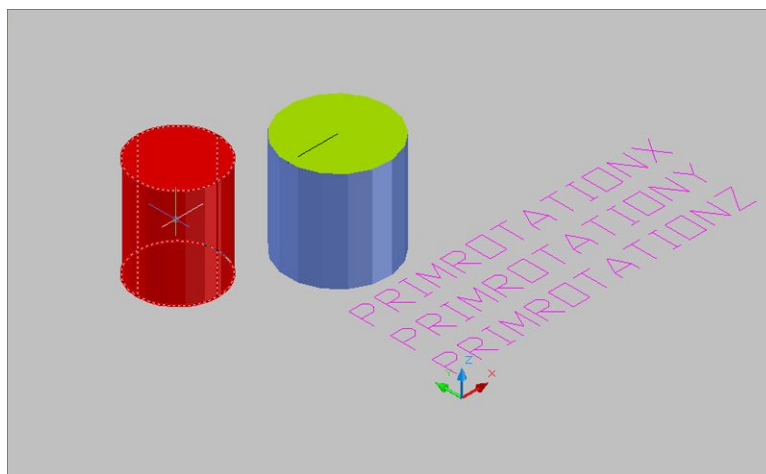
Its radius is 1 meter. Hollow uses a percentage of the raiodius.



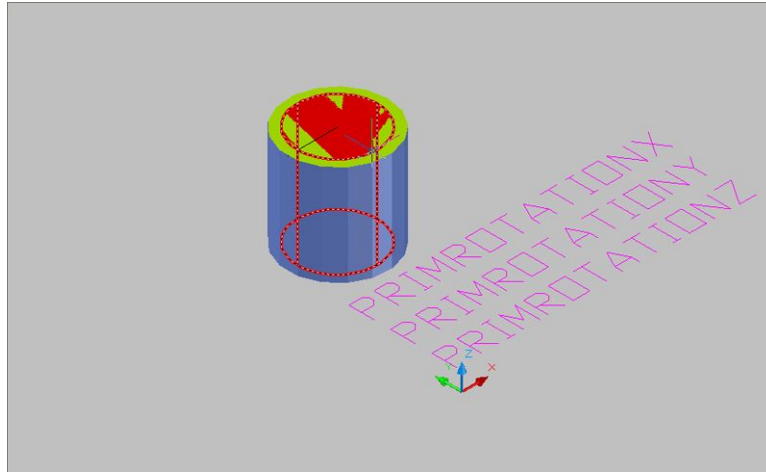
So 1 meter is 100% and we want a 80% hollow, we need to draw a 0.4 radius or a .8 diameter.



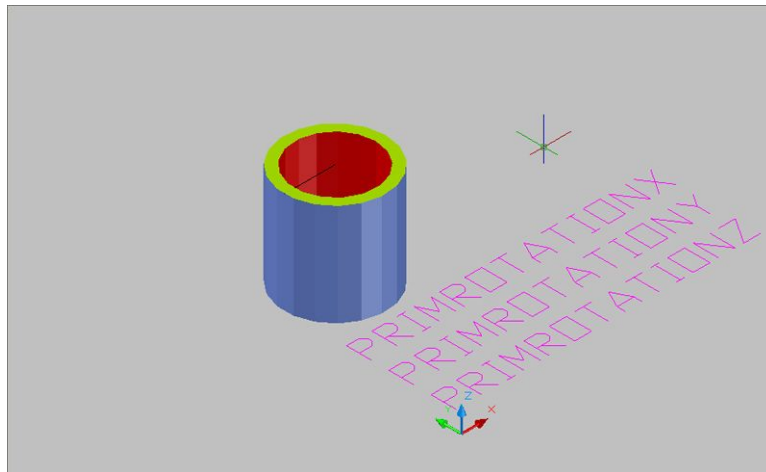
Lets make a red cilynder of 0.4 radius and 1 meter tall.  
Now, explode the AICilindro block.



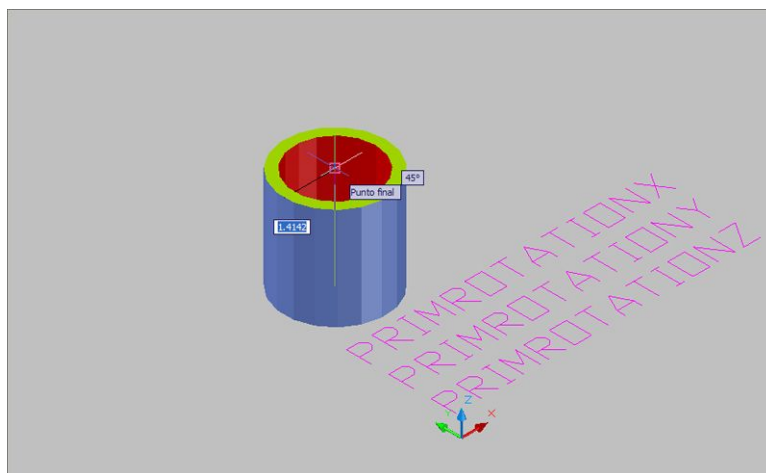
Move the red cylinder to the same axe than the bigger cylinder.



Use boolean difference to subtract the red cylinder from the other.



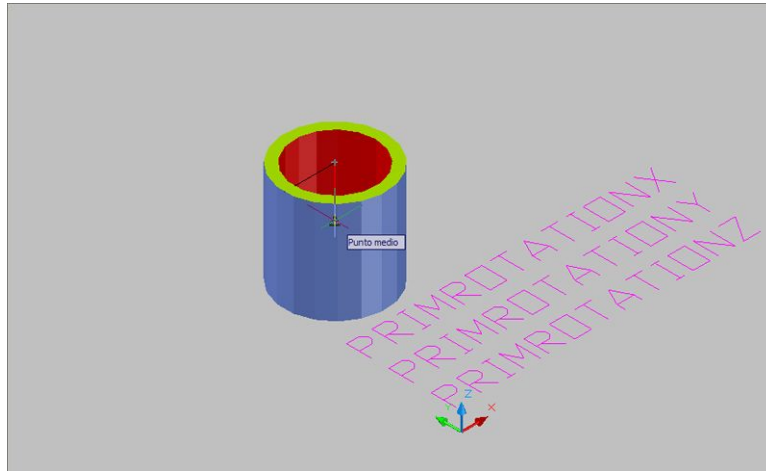
Now, if your cylinder doesn't have its gravity center in the (0,0,0) point, draw a line from the center of the bottom base to the center of the top.



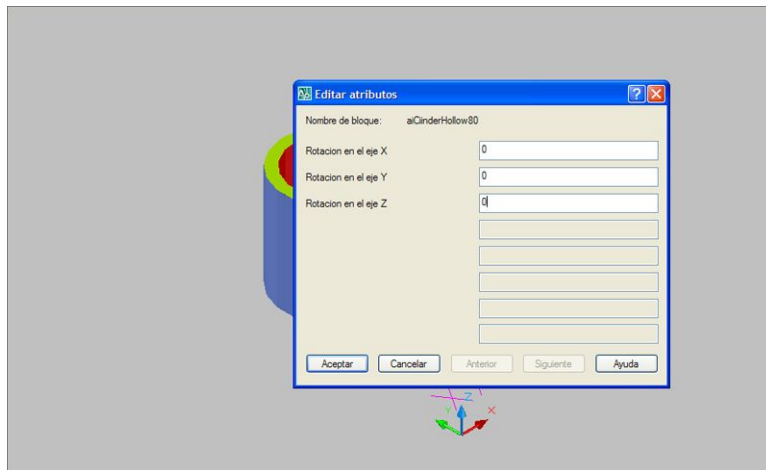
## Henshin Block with modifiers

5/5

Make a block with the hollowed cylinder and the attributes. And use the middle point of the last line as center of the block.



Insert 0,0,0 as attributes value.



You're done!