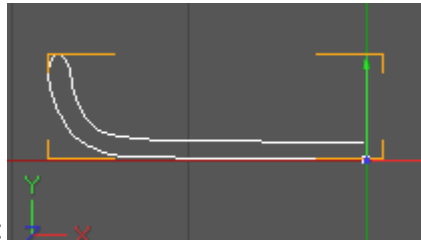
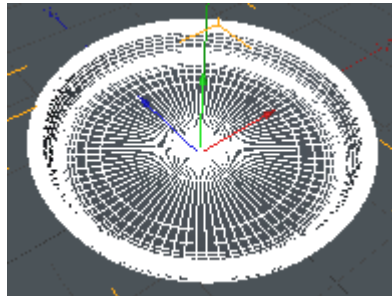


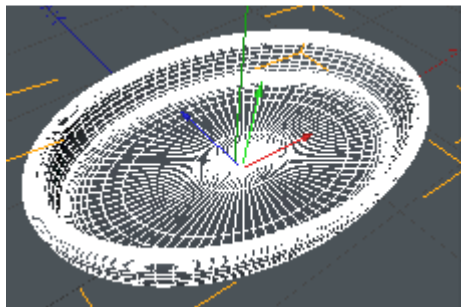
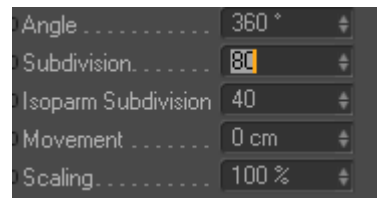
Spoon modeling (improved)



1. First draw the shape of the bowl:

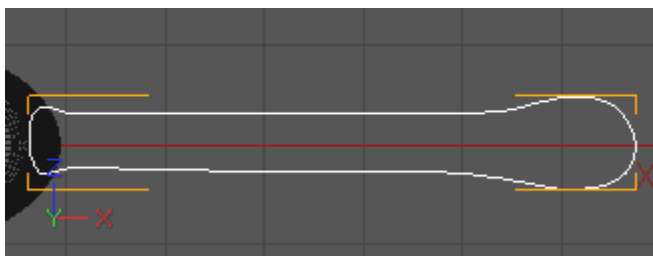


2. LathNurbs:

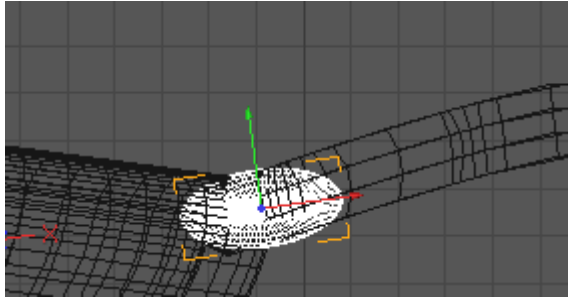


3. Adjust shape:

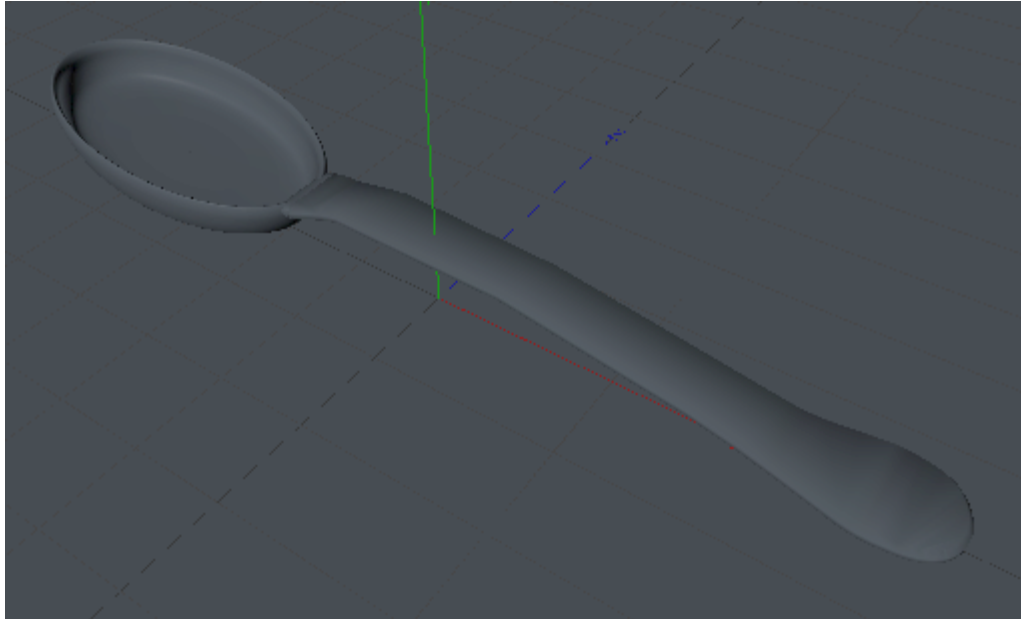
4. Create the handle shape (don't forget Caps!):



5. To complete the process, take a cylinder and create an object like this:



6. Combine all 3 objects (Connect)



and we're done.

Add materials & lights