

## To shape a mesh: Creating a NURBS patch to act as a deformer

1 Start with any mesh you want to shape centered at the origin.

2 Select **Create > NURBS Primitives > Plane**.

3 Under the settings in the channel box for the NURBS Plane change the "U" and "V" Patches to 2 for more control over deforming.

4 Scale the NURBS Plane to encompass the mesh leaving a slight boarder, then select the mesh followed by the NURBS Plane.

5 Select **Create Deformers > Wrap**.

6 Now in the outliner you will see a new node default called "nurbsPlane1Base". Select the NURBS Plane and use "control vertex" to modify the mesh as you see fit. Clear history on the mesh when done.