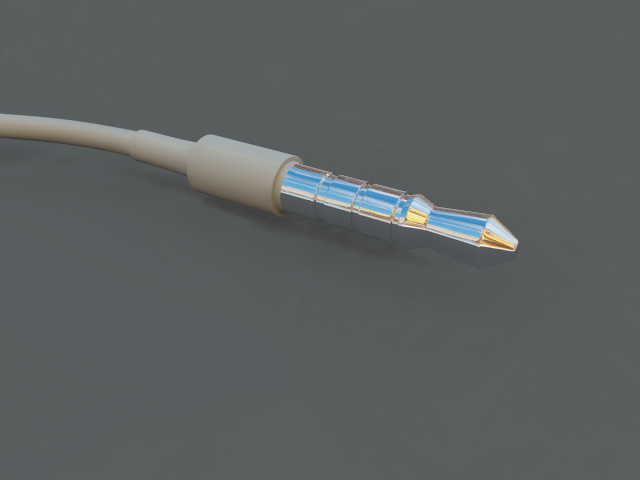
**LESSON: EARPHONE JACK**



**STEPS:**

1. Insert “Blueprint” – load jack reference into front image.
2. Change camera perspective to back.
3. Insert “Cylinder” – and go into camera mode – change sections longitudinal to 16 and radius to 0.04 and height to 0.13. Use green arrow to move up a little bit.
4. Click cylinder to make editable and select bottom polygons from perspective mode then return to back mode and use green arrow dragging down to lower a little bit.
5. Press “C” for cover and click on white dot and drag left. View from perspective mode.
6. Press “C” again in back mode and use green arrow to pull down further to end of cord connector.
7. Press Apple + Shift + X to increase selection and in back mode use green arrow and drag down to tip. Use green box and drag upward to flatten connection.
8. Press Apple + Shift + D to reduce selection.
9. Press “C” for cover and click on white dot and drag left a bit then press “C” again and use green arrow to pull down to end of cord.
10. In Perspective mode select top polygons and press “C” then click on white dot and drag left to extrude. Press “C” again and use Green arrow to drag upwards.
11. Repeat step #7 and #8
12. Press “C” and drag upwards, repeat 8 times.
13. On the final Cover use red box dragging right to scale inwards.
14. Press “C” again and use green arrow to pull up, then use red box dragging left to scale outwards.
15. Press “C” again and use green arrow to pull up, then use red box dragging right to scale inward forming tip.
16. Press “R” for ring select and holding shift key down select 3 ring divisions.
17. Select polygon inner extrude, then click on ring selection. Select polygon normal move and then use white dot to scale inwards.
18. Select Ring select and add a ring cut after 3 ring divisions then use blue box and drag to give better shape.
19. Highlight loop select upper ring and lower and scale to give shape.
20. Select polygon ring cut and add edges all over to make edges more defined when adding subdivision.
21. Add 2 material defaults – white and greyish reducing diffuse to black and reflection just a little bit.
22. Add silver material
23. Collapse Mesh by double clicking cylinder editable icon.
24. Delete Blueprint
25. Add “Bend” and scale box down. Change Angle to approximately 25 degrees and use arrows to position the wire the way you want it.
26. Add “Plane” – click to make editable and stretch to cover cords.
27. Copy and paste Jack and position slightly behind the first one.
28. Add Radiosity and HDRI and load panoramic background picture but uncheck visible from background.
29. Render Image.