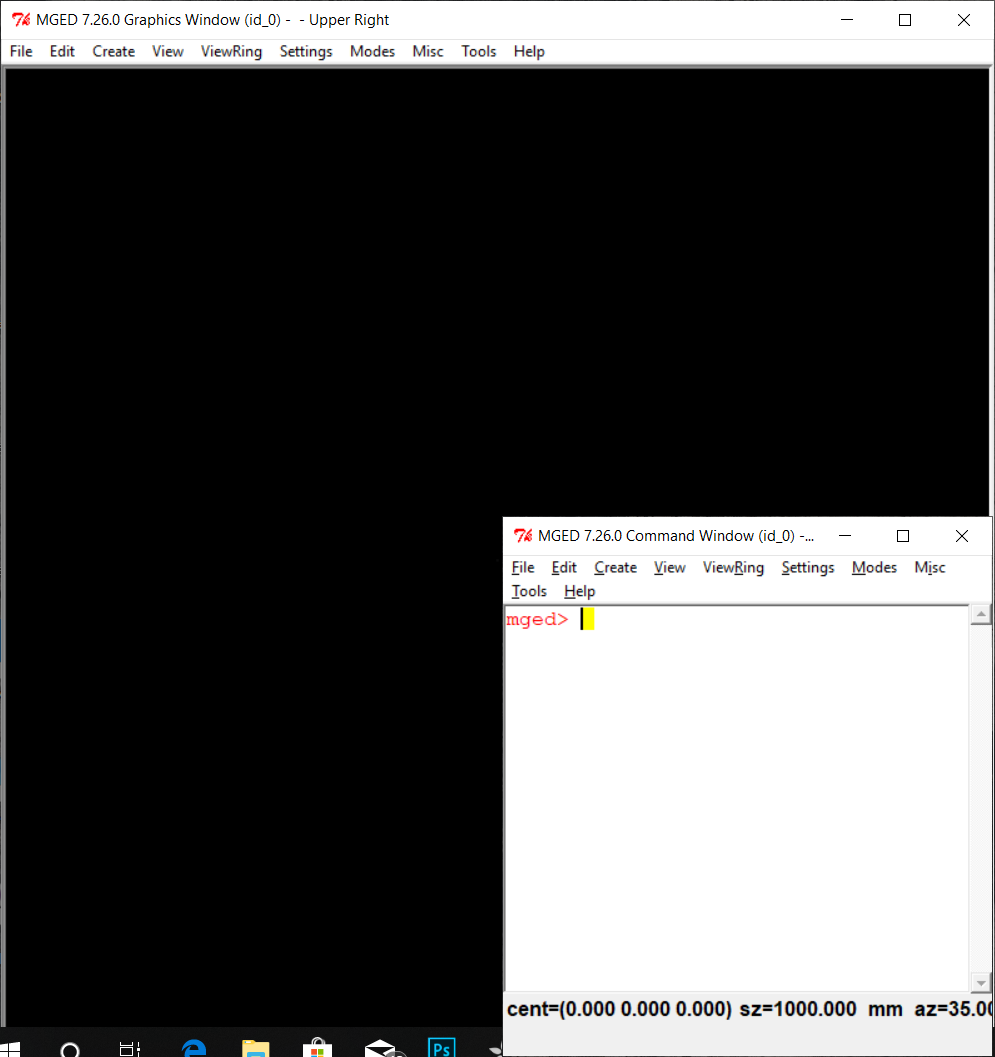
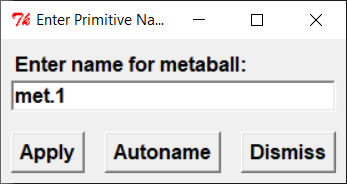


**How to create a metaball in BRL-Cad (tutorial)**

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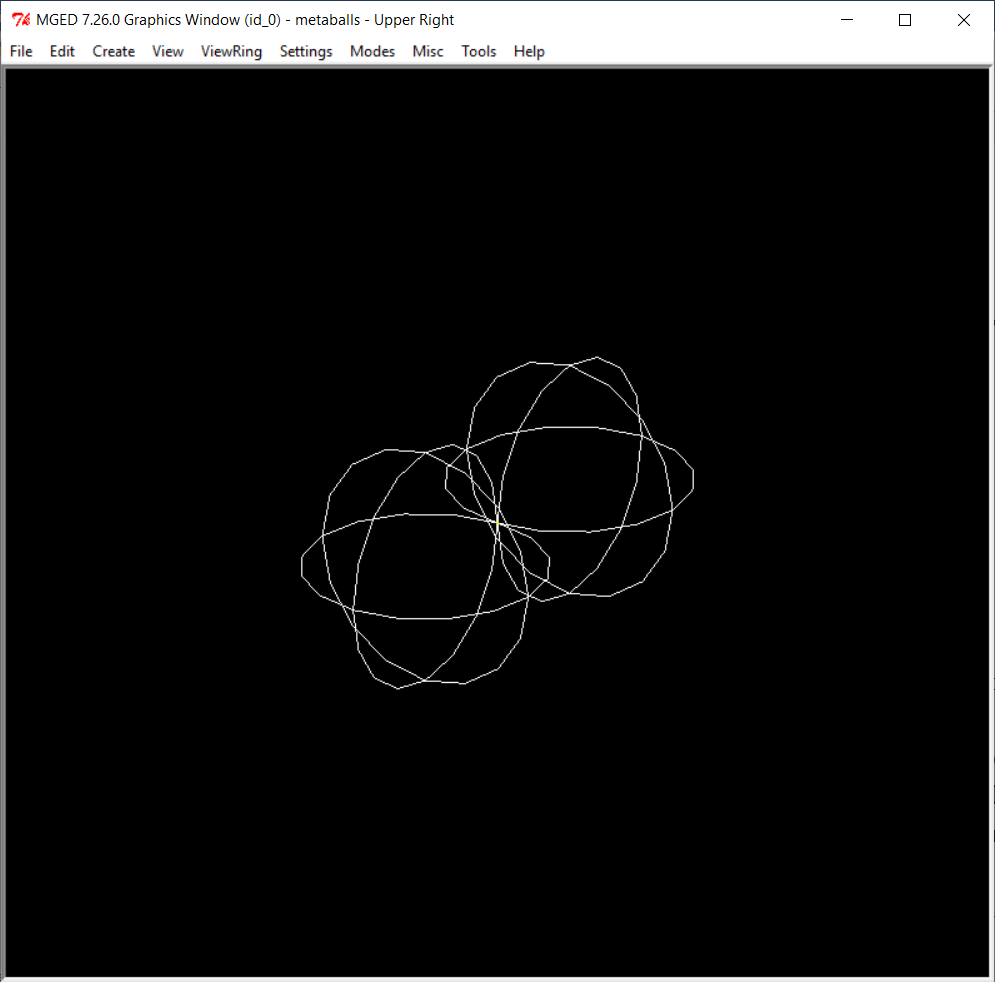
>First, Creating a model in BRL-CAD.



* First, you have to open the BRL-CAD mged window or the archer window (This time I am using mged). Then go to **file** in the mged command window and choose **Create a new database** or **Open an existing database.** This time I am using the **New** option and create a new database called **Metaball**.
* Then, first you have to create a metaball using the **in** command or the **make** command in the mged command window or the **create** option in the mged graphics window (This time I’m using the **create** option which is I usually select to design 3D models.)
* So, First go to **Create** menu in the graphics window and select the **metaball…** option and give the name for the solid as **met.1** or you can give a name that you like.
* So, it will look like this **-> ->**

Then click on **Apply.**

If you succeed the graphics window will look like the following,



* So, if you want to inspect your model you can use the **i** command on the mged command window. For that you need to make a combination of your object if you have learned mged basic tutorial lessons you will know how to create a combination. Then you can inspect your model.

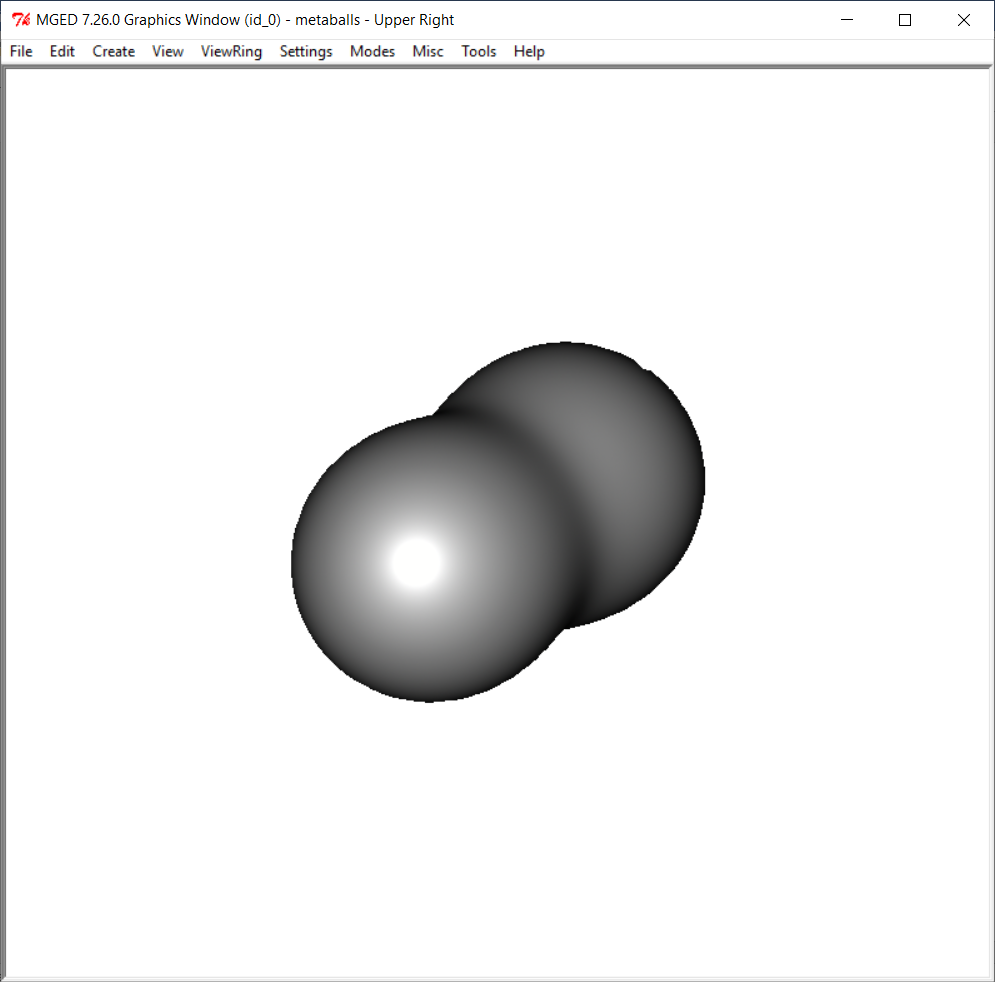
So, type,

i <the name of your object> <the name of the combination><enter>

For example,

i met.1 met.c<enter>

* So, the final step is rendering in other word **ray tracing.** So, if you want you can make a region out of this and add colors to it by using **Combination Editor** in the **Edit** menu. Then go to the **File** menu and select **Ray trace Control Panel** and set white for the background color and click on **Raytrace** button.

Your metaball will look like the following,