**Why I made the bat like that:**

I never had actually played a baseball match nor seen a baseball bat in real life. So I watch nearly 2 matches and then search on Google to know how baseball bats look like. There were lots of bat with different design. I decided to pick up a basic design of a baseball. It looked something like this:



**Steps to create a baseball bat:**

1. I opened MGED and created a new database named baseball.g
2. I first created a shape of frustum and a sphere on the top of frustum.
3. The dimension of the sphere was changed. The model looked like this in the front view.

1. Then another frustum was created below it. Both the frustums were joined using another sphere.

1. Two cylinders were created. One with a short height was immediately place after the smaller frustum. The other with the long height was placed immediately after the short heighted cylinder.
2. At last a sphere was created which was partially inserted in the long heighted cylinder.
3. Three regions were created using Boolean operations and further the three regions were combined **(baseball.c)**

**upper.r**

**grip.r**

**ball.r**