



Metal Ring

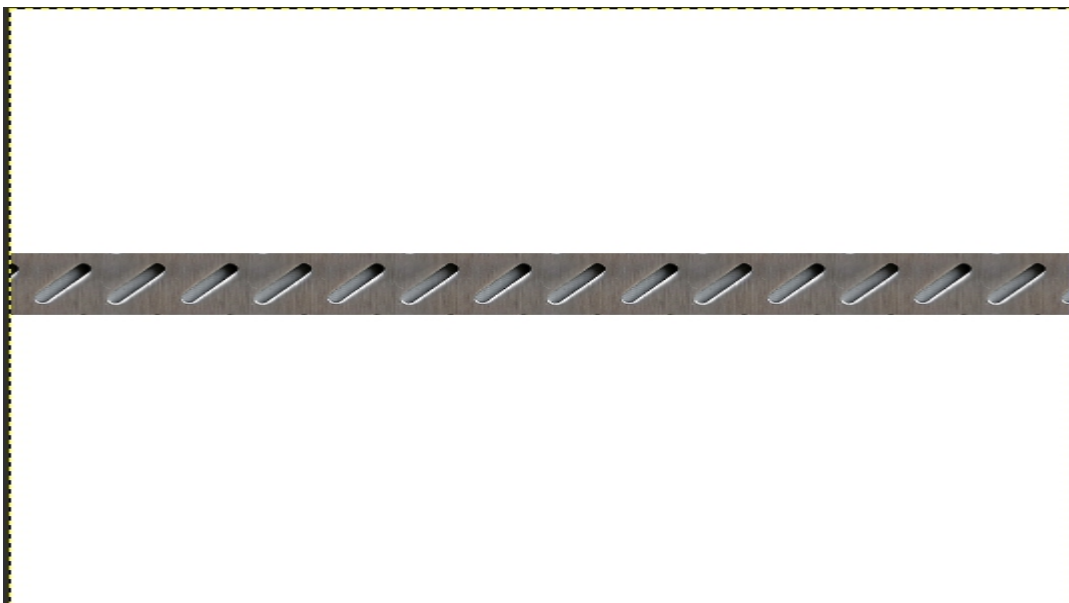
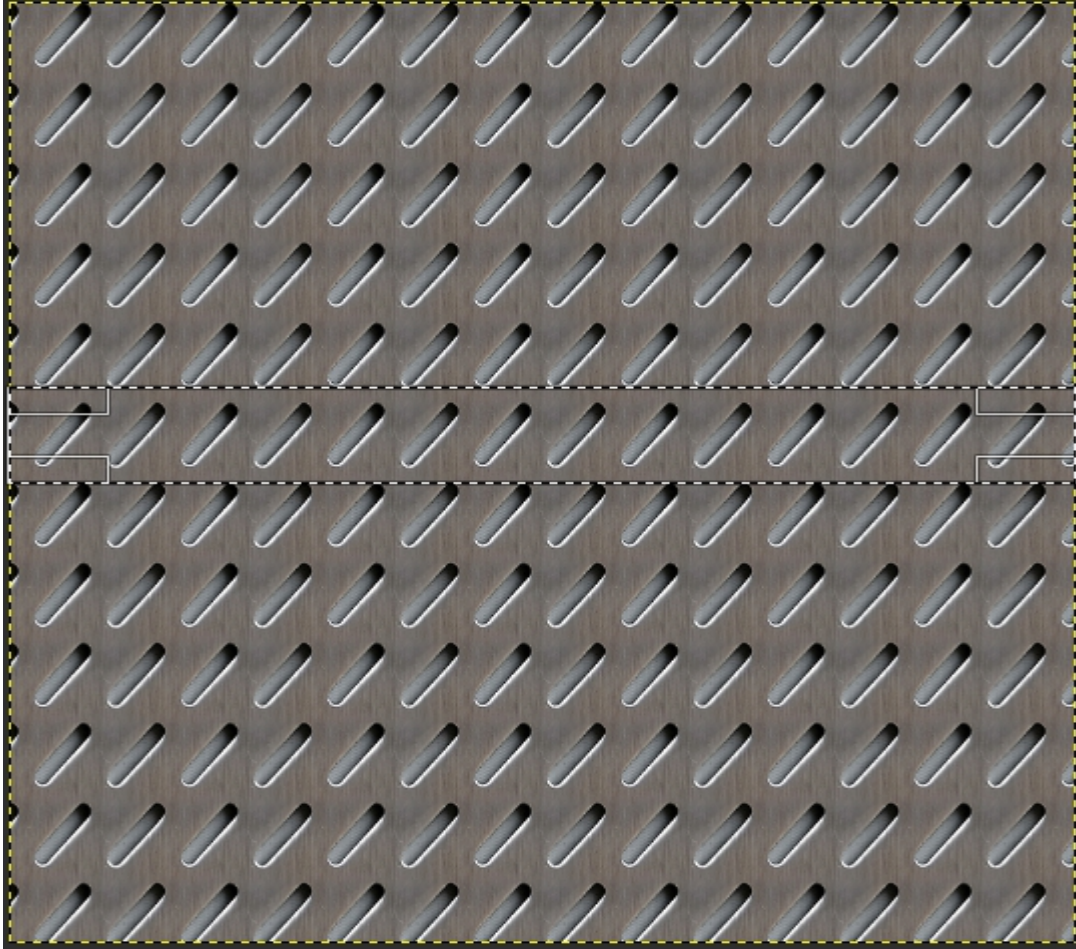
New 800x800

2 transparent layers

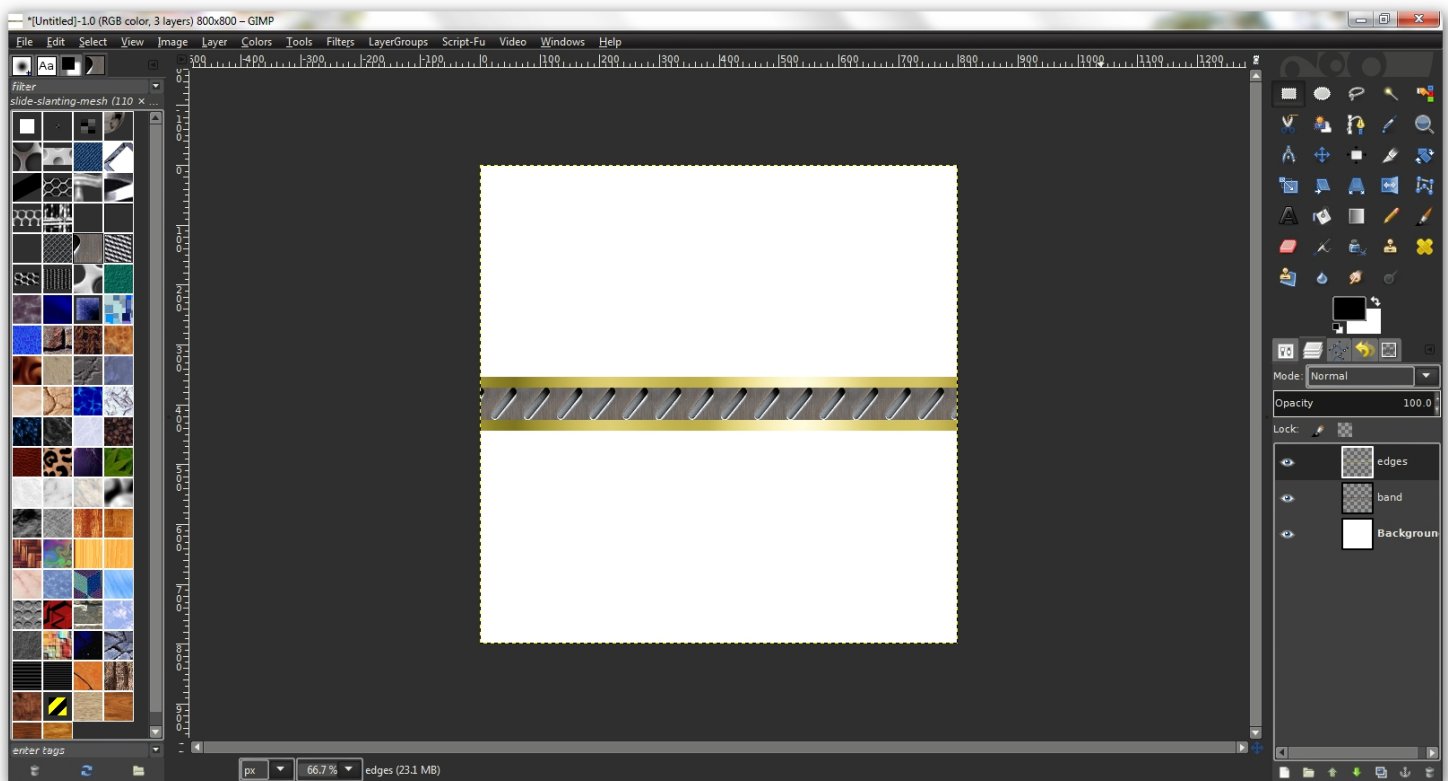
Fill a trans layer with Slide-slanting-mesh

Rectangle select a section for the ring

Invert- Delete

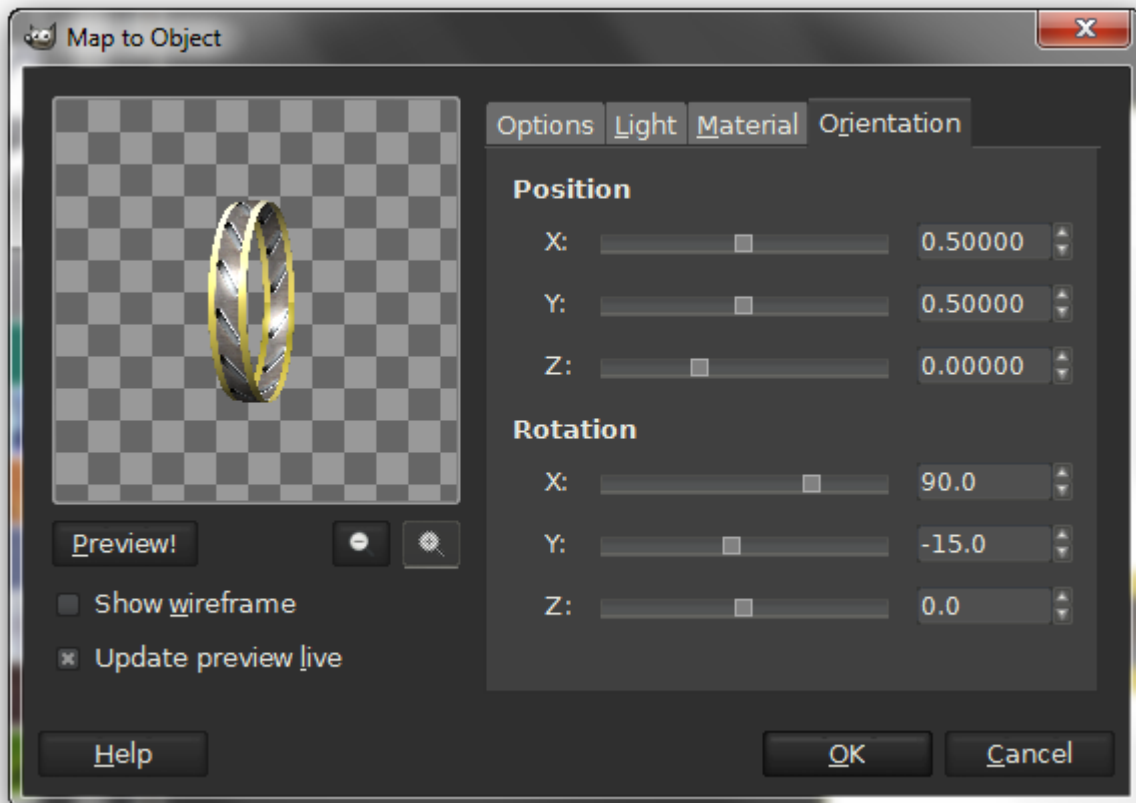


On the other transparent layer
Rectangle select (add to selection)
And fill with Metallic_22 (left to right)
Select- none
Merge top layer down

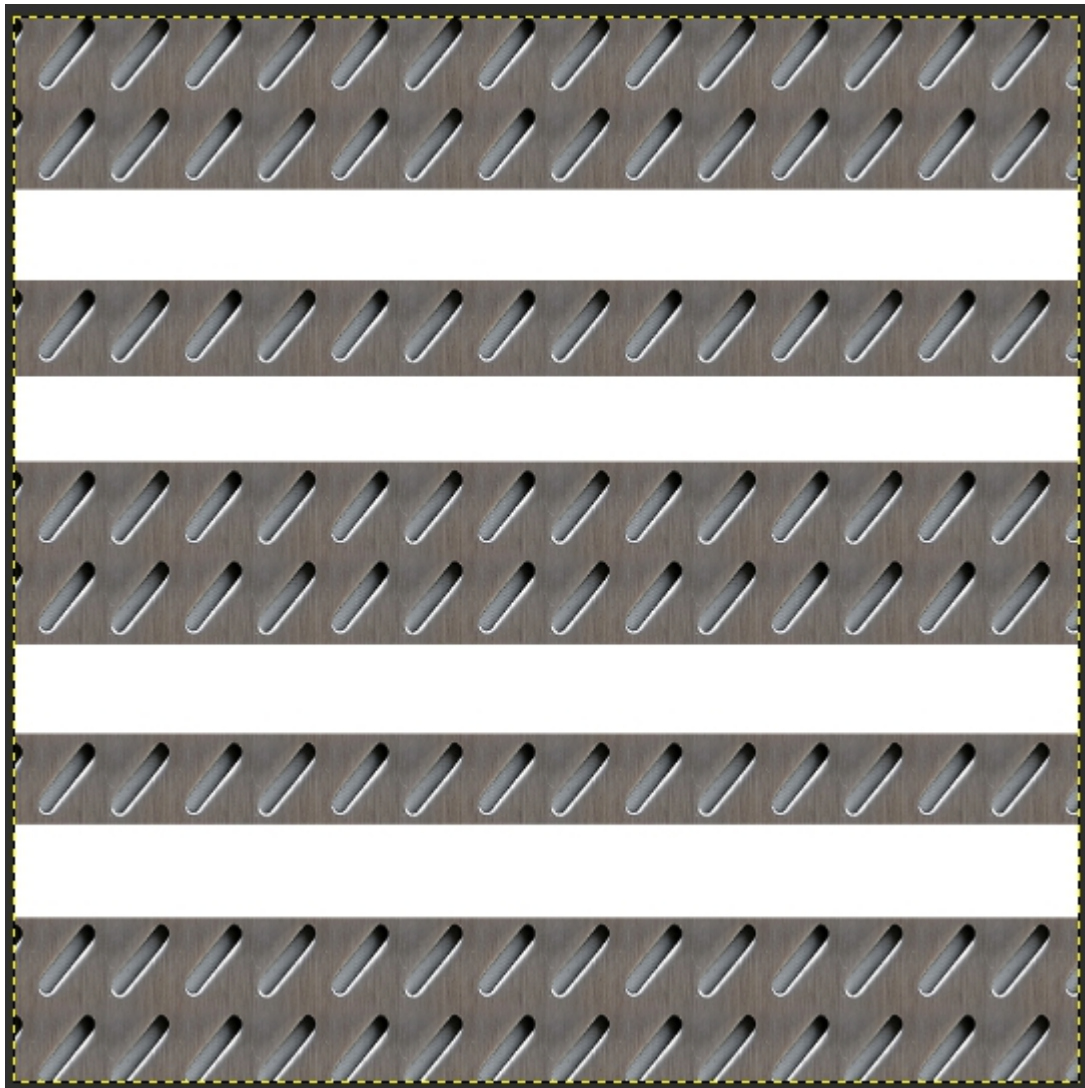


(I put the edges on a separate layer
In case I wanted to change the layer mode)

Filters – map – map to object
Sphere – transparent BG
Orientation tab



Sphere is basically the same
Make some selections
Invert - delete



Add some edges
Merge down

