# Week 9

This week, I worked on designing my candle holder/luminaire. Although I had originally hoped that I would have been able to create this object completely on my own, I did resort to using a tutorial to help me along.

To make the sphere, I used a cube, then drew two circles on the side of the cube. After that, I split the circles in half vertically by using a polyline. Next, I subtracted one side of the circles, selected the face between the two circles (now half-circles) used the rotate tool to follow around the Y-Axis. This allowed me to have a hollow sphere. Next, I added a column, inserted the column into the top of the sphere, and subtracted the column from the sphere. This created the opening. Next, I downloaded an .svg file of a flower object. I imported the file as a solid, and scaled it to the appropriate size, and added the solid to the sphere. I then subtracted the file to create the negative space of the flowers. I repeated this process until I had the design that I was hoping to achieve.

Update: After printing the first attempt, my object was not completely flat on the grid in the 123d Design program. Once it was printed, the bottom became warped. Although this is a minor issue,
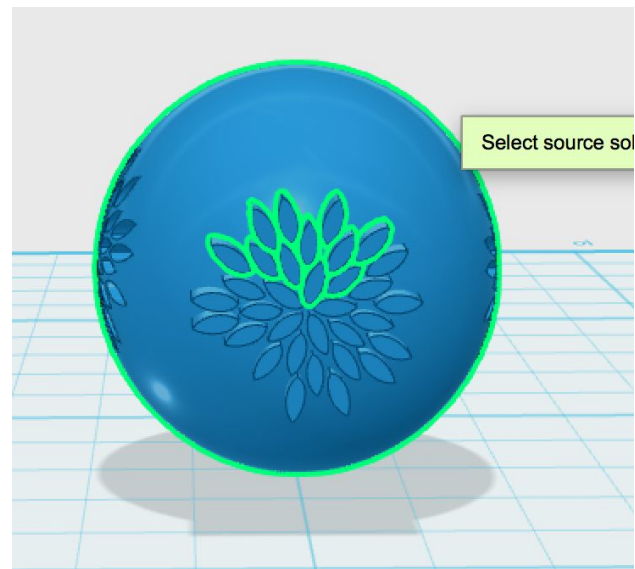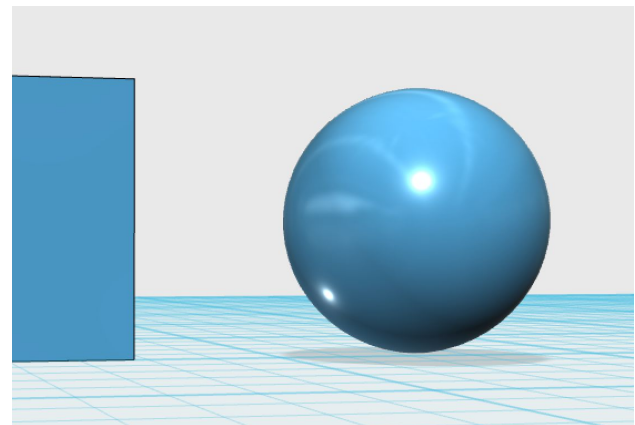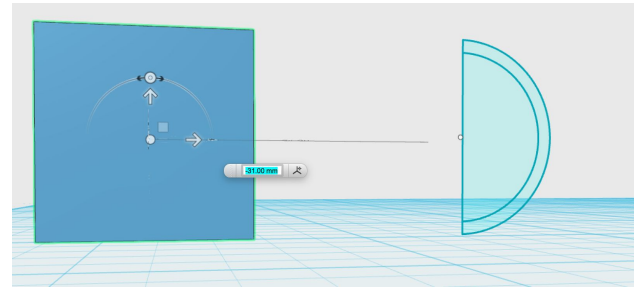
and can only be seen when viewing the object from the underneath side, I still wanted to print a new one with the appropriate adjustments.

I changed the design slightly by adding a short column through the bottom of the sphere. This will allow for a flat surface for the candle to sit on inside the sphere, and a flat base for the object to rest on.
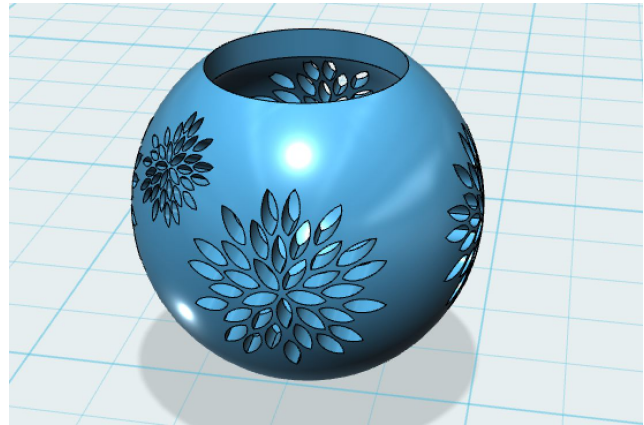
Also it should be noted that these candle holders will not do well with an actual flame candle, due to their plastic composition. They will require flameless LED candles.