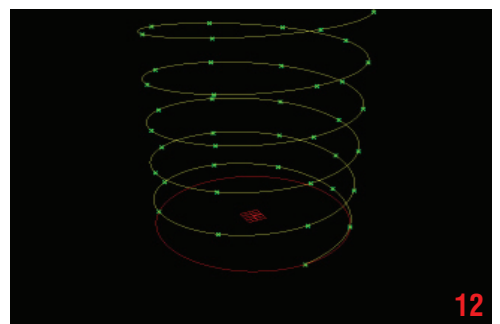
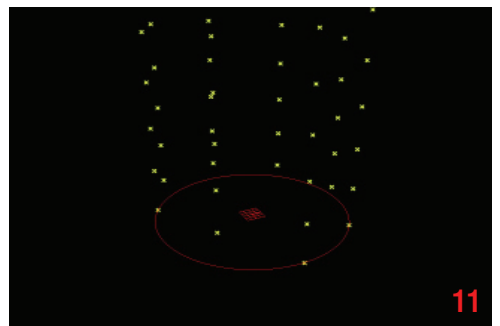
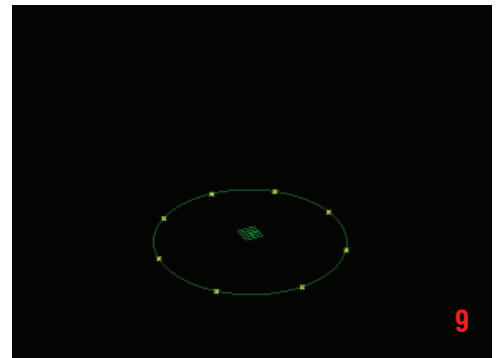
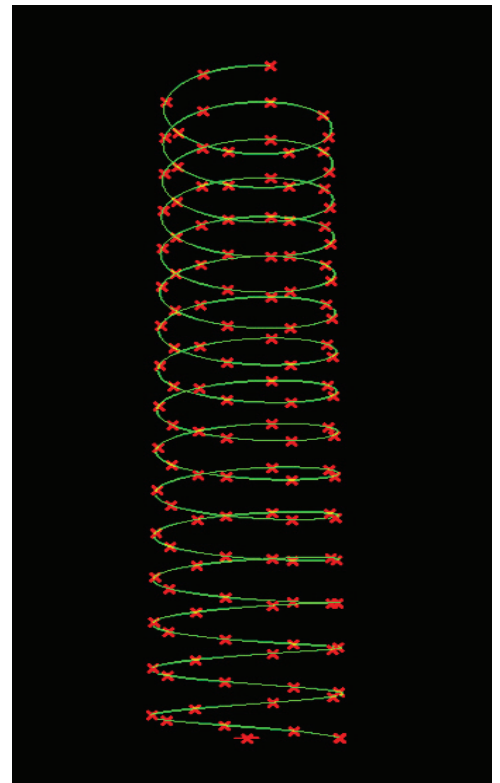


5_1 BASIC SPIRAL**Step1 : Rotate Points**

1. **Slider** x 4 (Params/Special/Number Slider)
 - "Bottom Circle Radius" : Floating point, Lower limit=0, Upper limit=20, Value=10
 - "Spiral Density" : Integers, Lower limit=0, Upper limit=200, Value=150
 - "Height" : Floating point, Lower limit=0, Upper limit=200, Value=85.0
 - "Spiral Fineness" : Floating point, Lower limit=0, Upper limit=1.0, Value=1.0
2. **Cir**(Curve/Primitive/Circle)
 - P : default
 - R : *Number Slider* ("Bottom Circle Radius")
3. **Eval** (Curve/Analysis/Evaluate Length)
 - C : *Cir* (C)
4. **Range**(Logic/Sets/RAnge)
 - D : *Slider* ("Spiral Density")
 - N : *Slider* ("Spiral Density")
5. **Div**(Scalar/Operator/Division)
 - A : *Pi*
 - B : *Number = 4*
6. **Mult**(Scalar/Operator/Multiplication)
 - A : *Slider*("Spiral Fineness")
 - B : *Div*(R)
7. **Mult**(Scalar/Operator/Multiplication)
 - A : *Range*(R)
 - B : *Mult*(R)
8. **Div**(Scalar/Operator/Div)
 - A : *Range*(R)
 - B : *Slider*("Spiral Density")
9. **Rotate**(XForm/Euclidian/Rotate)
 - G : *Eval*(P)
 - A : *Mult*(R)

Step2 : Move to z-direction and Connection

10. **Mult**(Scalar/Operator/Multiplication)
 - A : *Div*(R)
 - B : *Slider*("Height")
11. **Move**(XForm/Euclidian/Move)
 - G : *Rotate*(G)
 - T : *Unit Z* from *Mult*(R)
12. **IntCrv**(Curve/Spline/Interpolate)
 - V : *Move*(G)



Appendix

- Definition map

