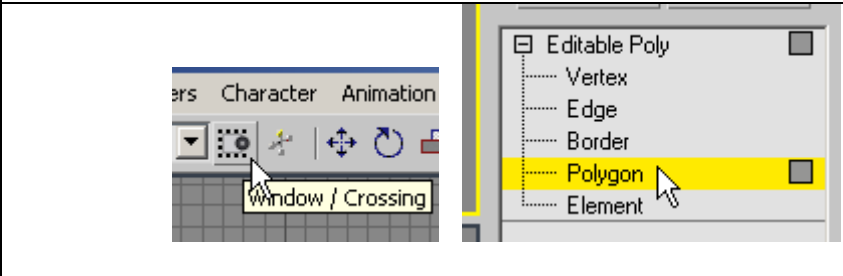
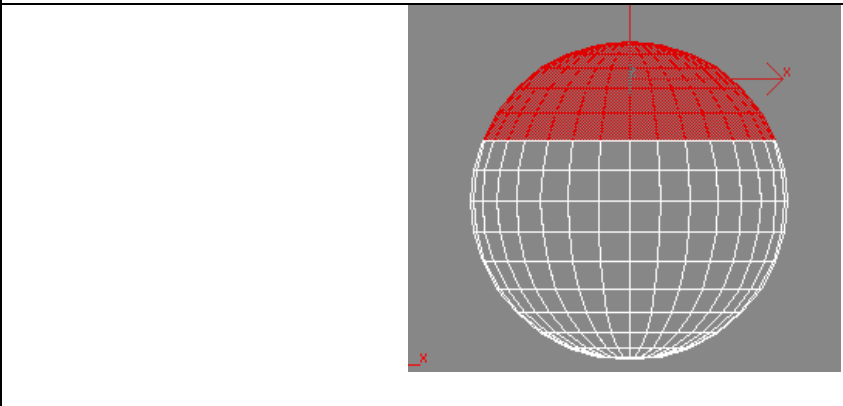


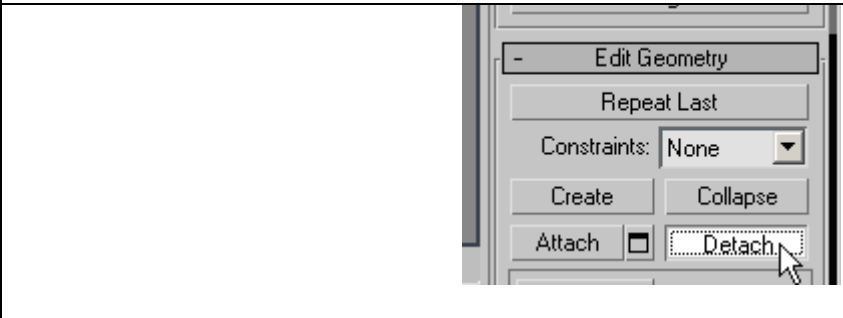
Create a sphere with 32 segments, convert it to an editable polygon



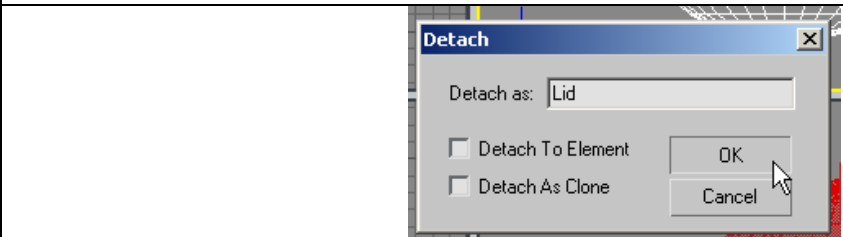
Pick the selection crossing box, then edit at the polygon level



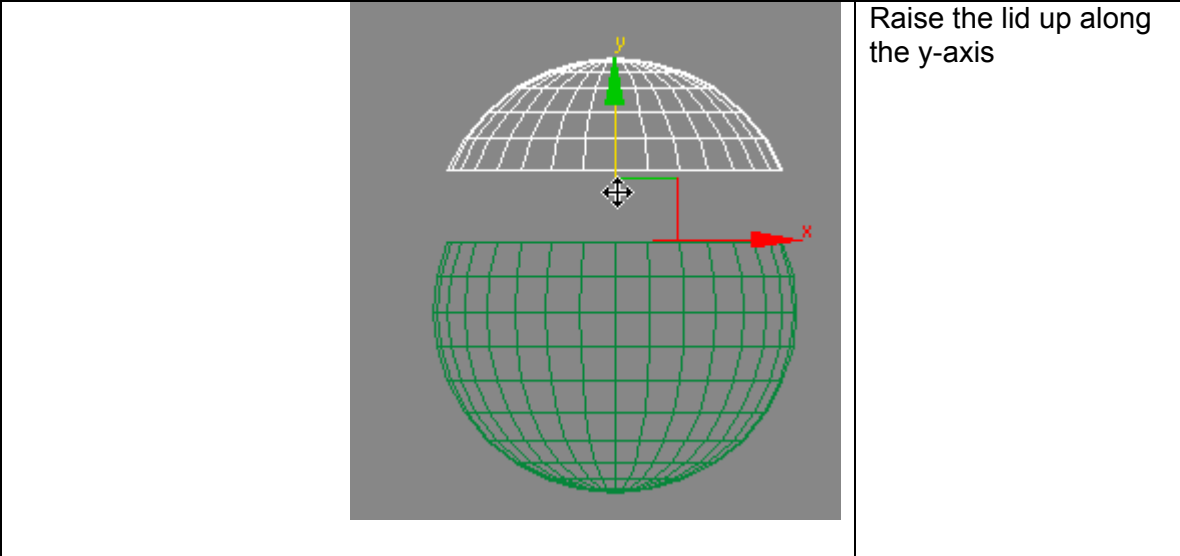
Select the top portion of the sphere



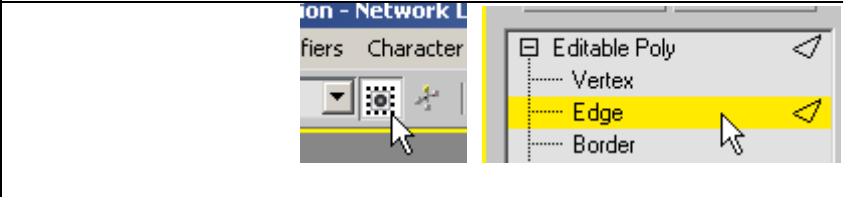
Detach these polygons



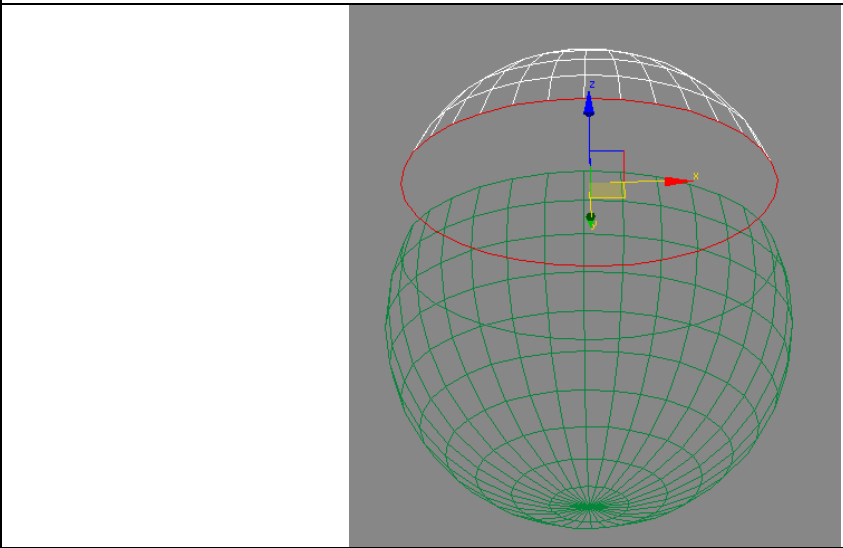
Rename this object as Lid



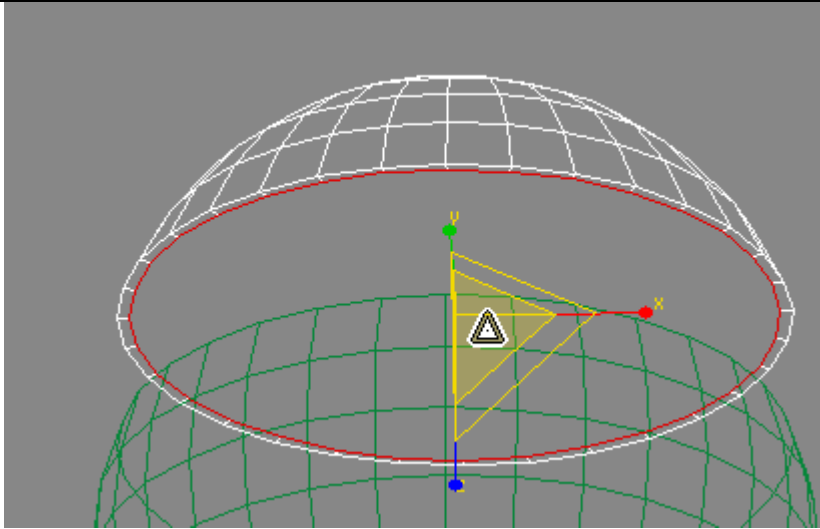
Raise the lid up along the y-axis



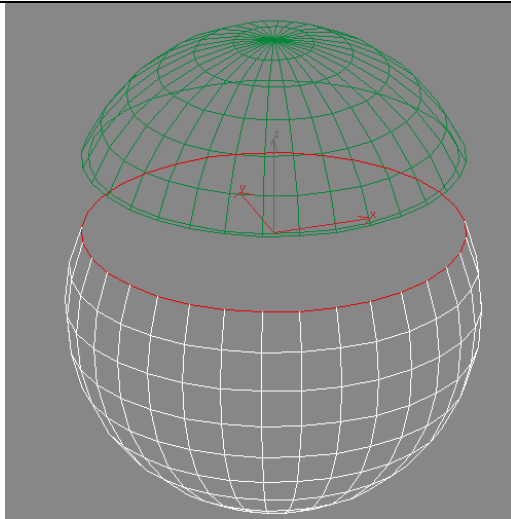
Change selections method to that shown and then edit at the edge level



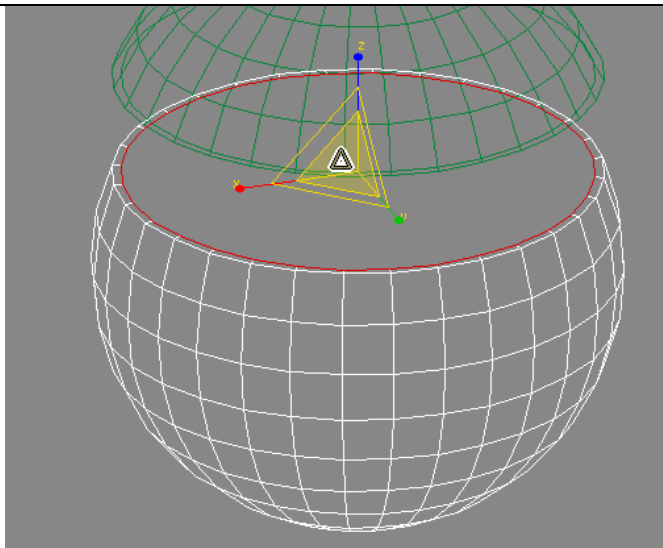
From a side view select the bottom edge



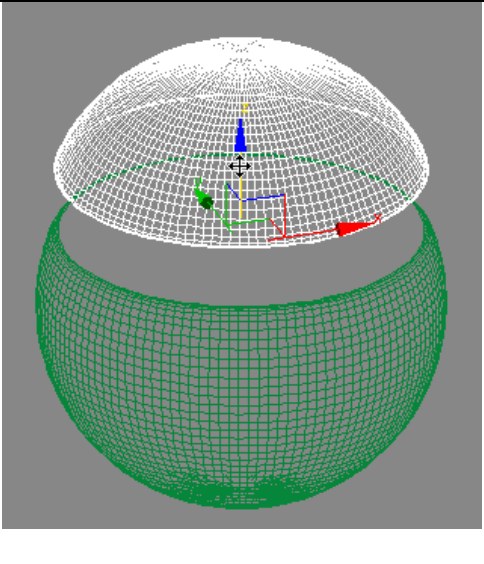
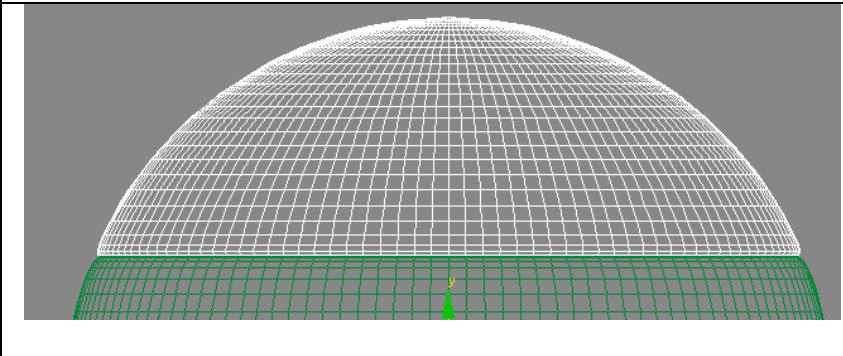
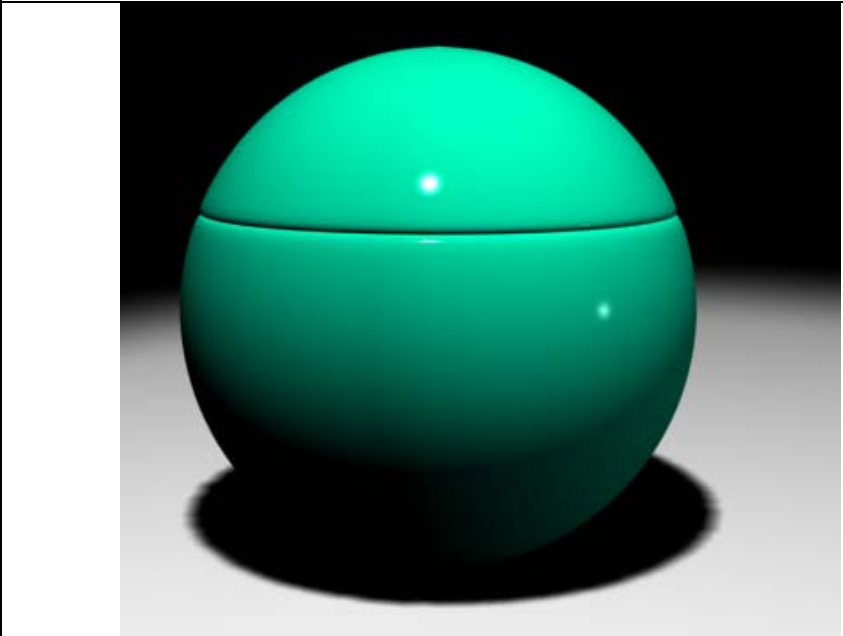
Hold down the "shift" key while scaling in very slightly



Repeat this procedure for the teapot



Scale in its upper edge

	<p>Apply NURMS smoothing</p>
	<p>Lower the lid back on to the teapot</p>
	<p>Render</p>