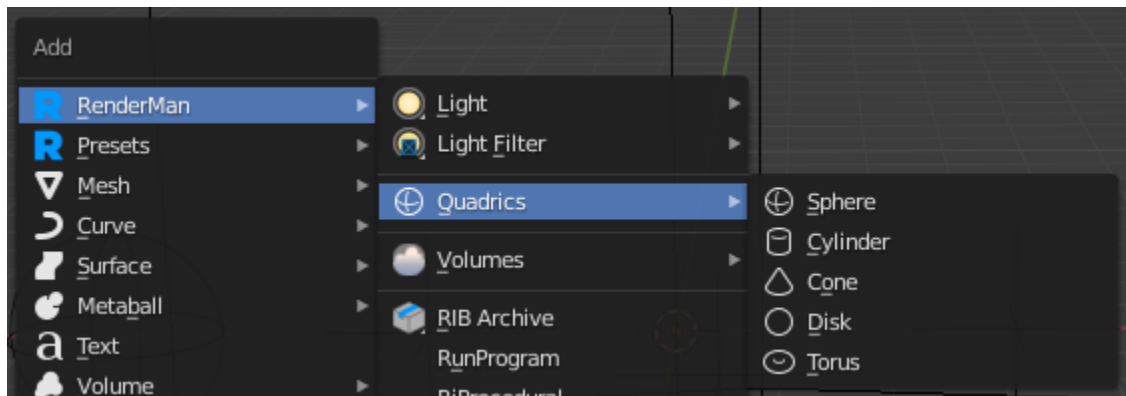


Quadrics in Blender

This menu in the Add menu creates RenderMan quadric primitives.



Here's a render of all of the available quadric primitives. From left to right:

Sphere, Cylinder, Cone, Disk, Torus

