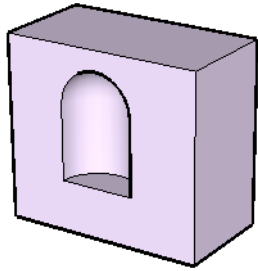
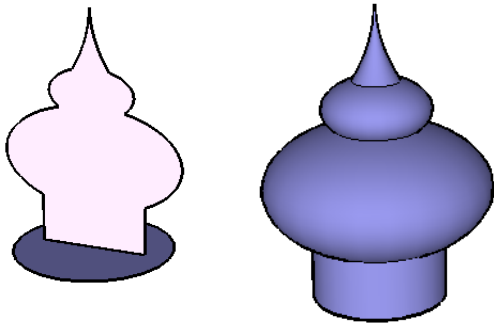


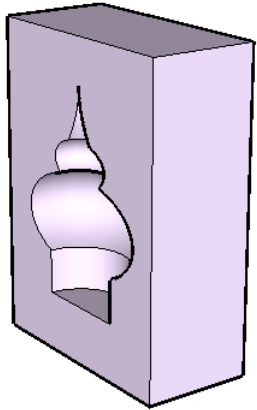
- Trim all the extra faces and edges, and here is the wall niche.



With **Follow Me**, you're not limited to a simple arch-shaped niche. If you have a face like the one on the left, you can rotate it to create the form on the right.

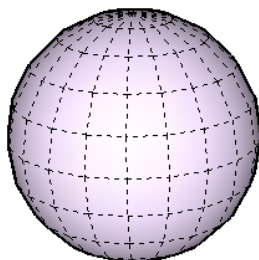


This would be the resulting niche.

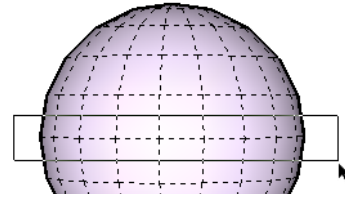


As an unrelated aside, here's another way to create the arched niche.

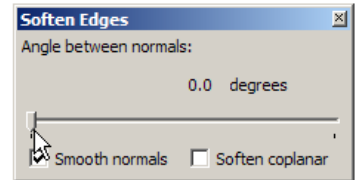
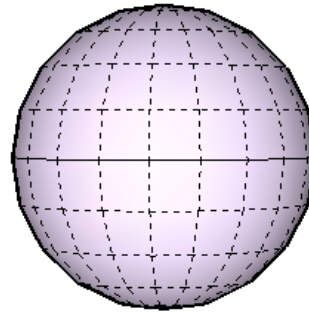
- Make a sphere using the method shown in "Round Objects" on page 94.
- Choose **View / Hidden Geometry** to display hidden edges.



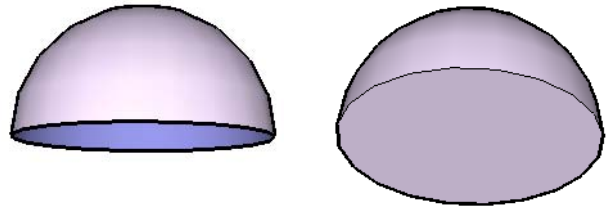
- Select all edges separating the top and bottom halves of the sphere.



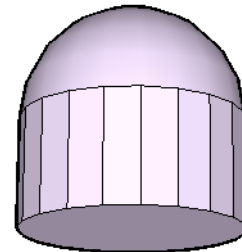
- Right-click on one selected edge and choose **Soften/Smooth Edges**. Move the slider to zero to unhide these edges.



- Turn off the hidden edge display, and erase the lower half of the sphere. Then create the bottom face.



- Push/Pull** the base down.



- To soften these edges, use the **Soften/Smooth Edges** option once again. (You could also use the **Eraser** with **Ctrl/Option** to smooth the edges.)

