




1. Create the curve.
 - a. Shift+A, choose Curve > Bezier
 - b. Rotate 90 degrees (Press R, then Y, then type 90, then press Enter)
 - c. Press Tab to enter edit mode
 - d. Switch to Right Ortho view (Numpad 5, then Numpad 3)
 - e. Move, rotate, and scale path nodes to reshape path
 - f. Select one node, then press E to extrude, making path longer
2. Add a Mirror modifier.
 - a. Go to Modifiers tab 
 - b. "Add Modifier" > "Mirror"
 - c. *Uncheck X*, then check Y
 - d. Check "Clipping"
 - e. Move the bottom end of your path to the center, if it's not already in the center.
3. Add a Screw modifier.
 - a. Go to Modifiers tab 
 - b. "Add Modifier" > "Screw"
 - c. Change "Axis" drop-down menu from "Z Axis" to "X Axis"
 - d. Change "Angle" from 360 to 180
4. Add a Solidify modifier.
 - a. Go to Modifiers tab 
 - b. "Add Modifier" > "Solidify"
 - c. Change "Thickness" to desired thickness
5. Continue to reshape model to your liking.
 - a. *Don't forget to be in Right Orthographic view whenever you're changing the curve!* If you move/rotate the curve or the curve's nodes while looking at it from an angle, it will likely mess up the "Screw" modifier.