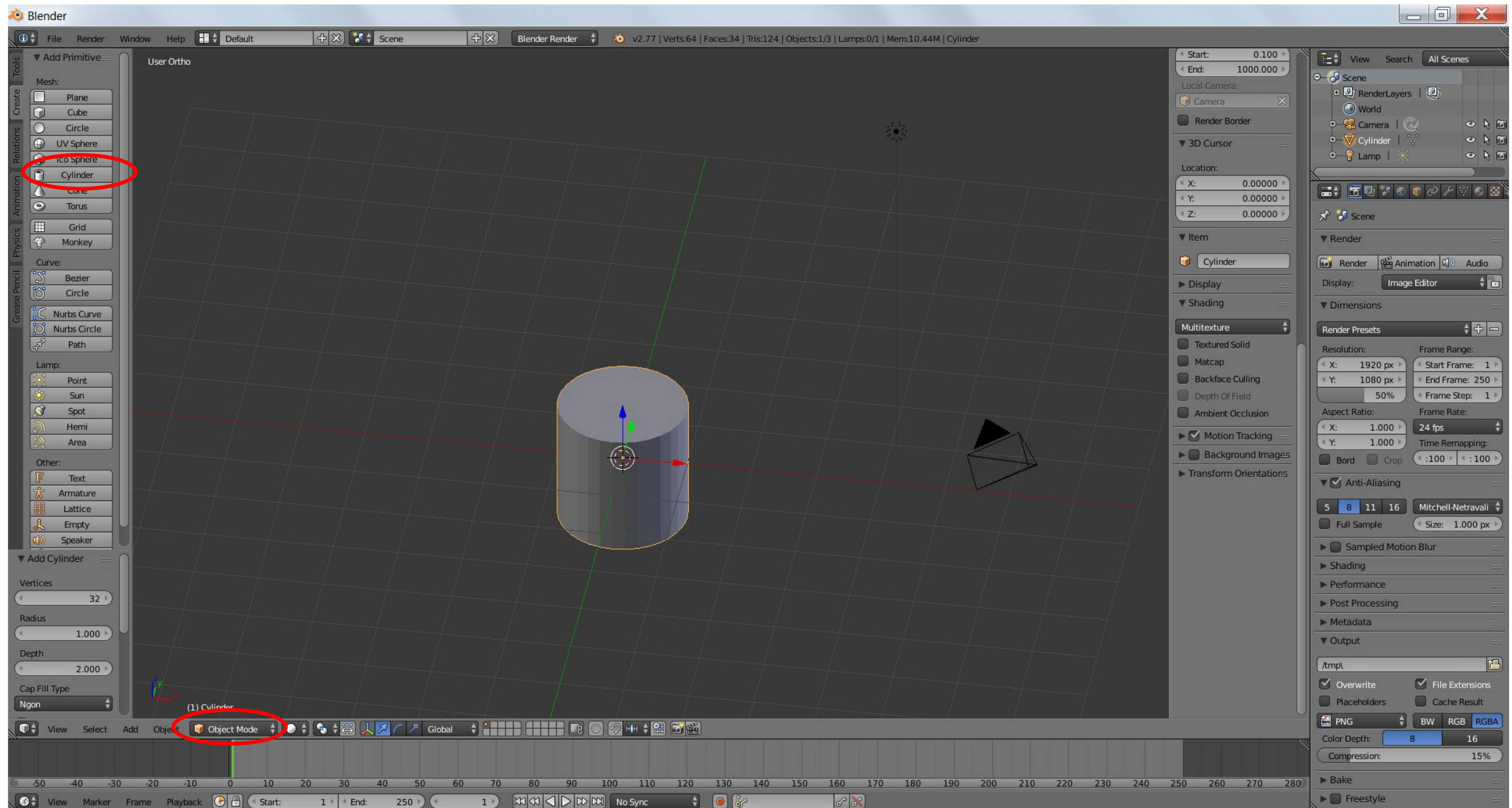
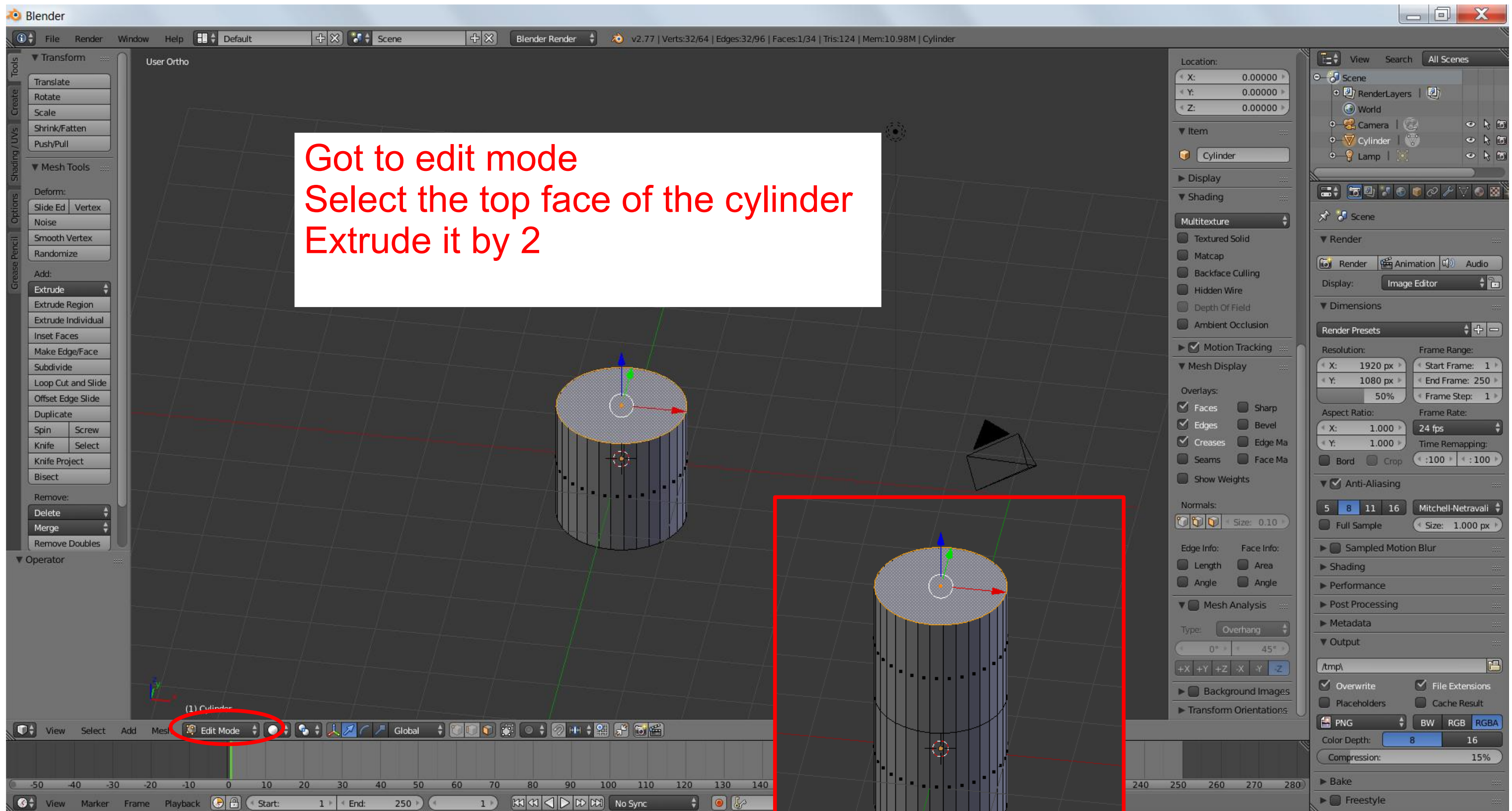


# Create a cylinder



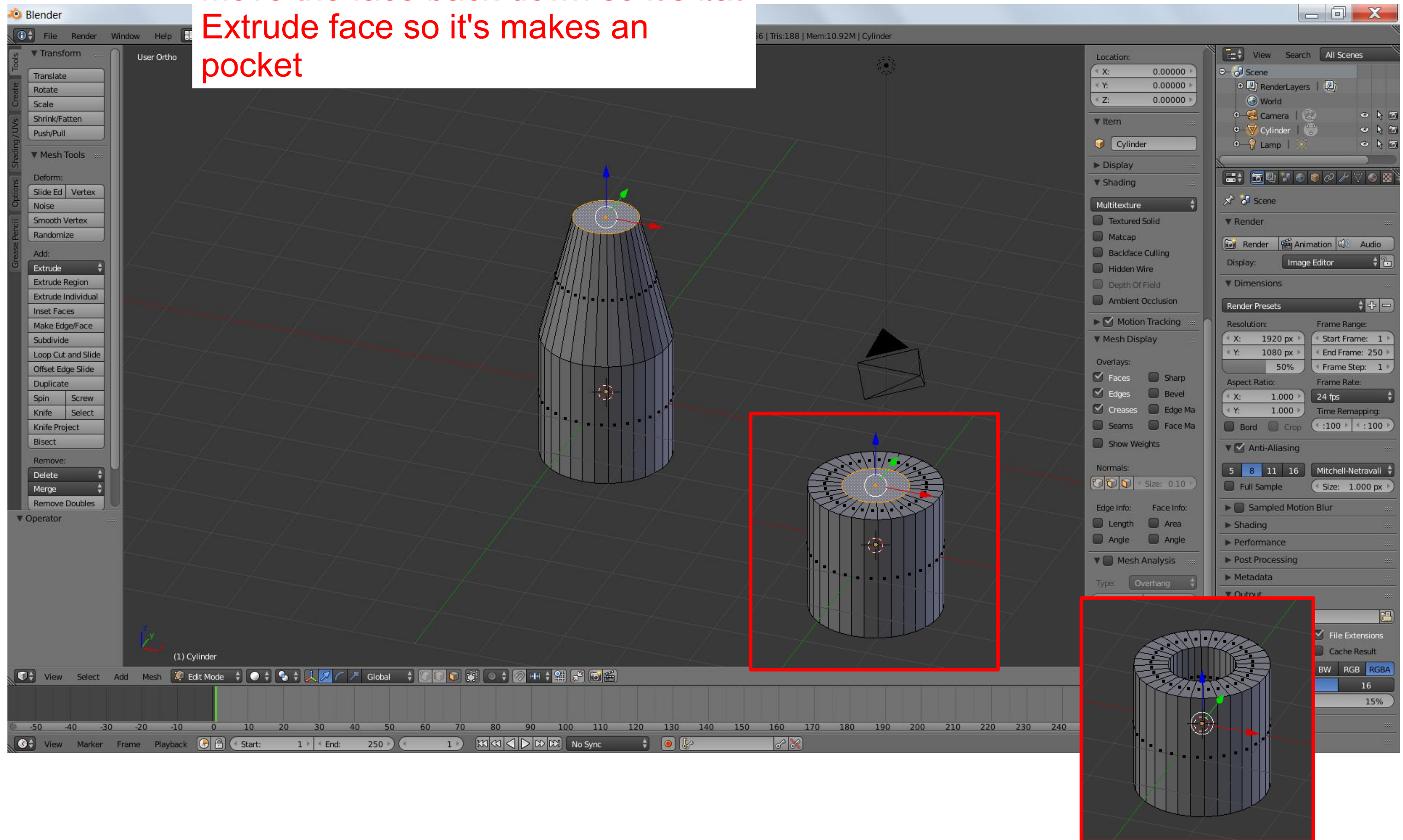
## Make sure you're in object mode



Make sure you're in edit mode



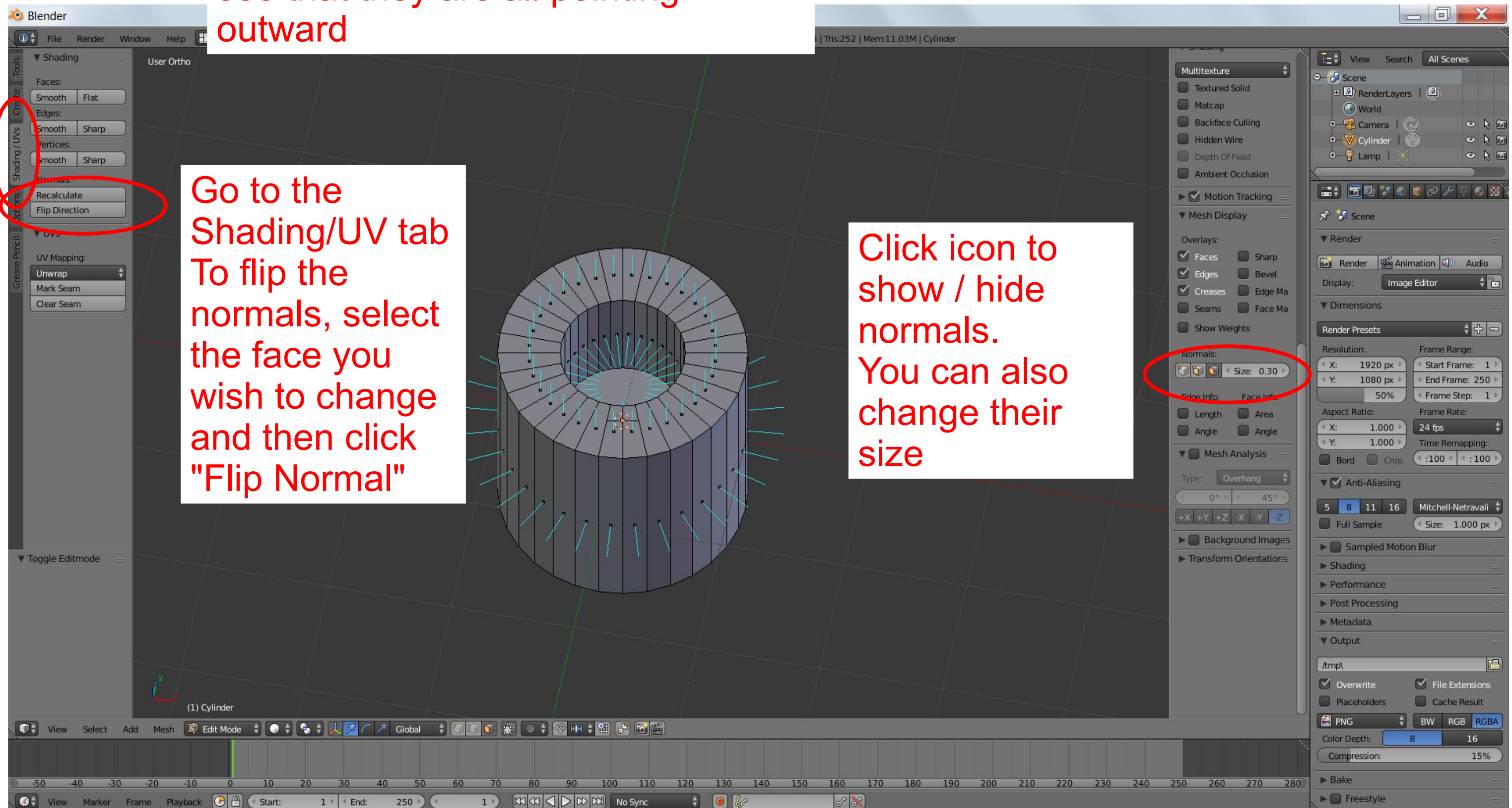
Scale the selected face by 0.5  
Move the face back down so it's flat  
Extrude face so it makes an  
pocket



With normals displayed so you can see that they are all pointing outward

Go to the Shading/UV tab  
To flip the normals, select the face you wish to change and then click "Flip Normal"

Click icon to show / hide normals.  
You can also change their size







# Model loaded into an AGK app

