

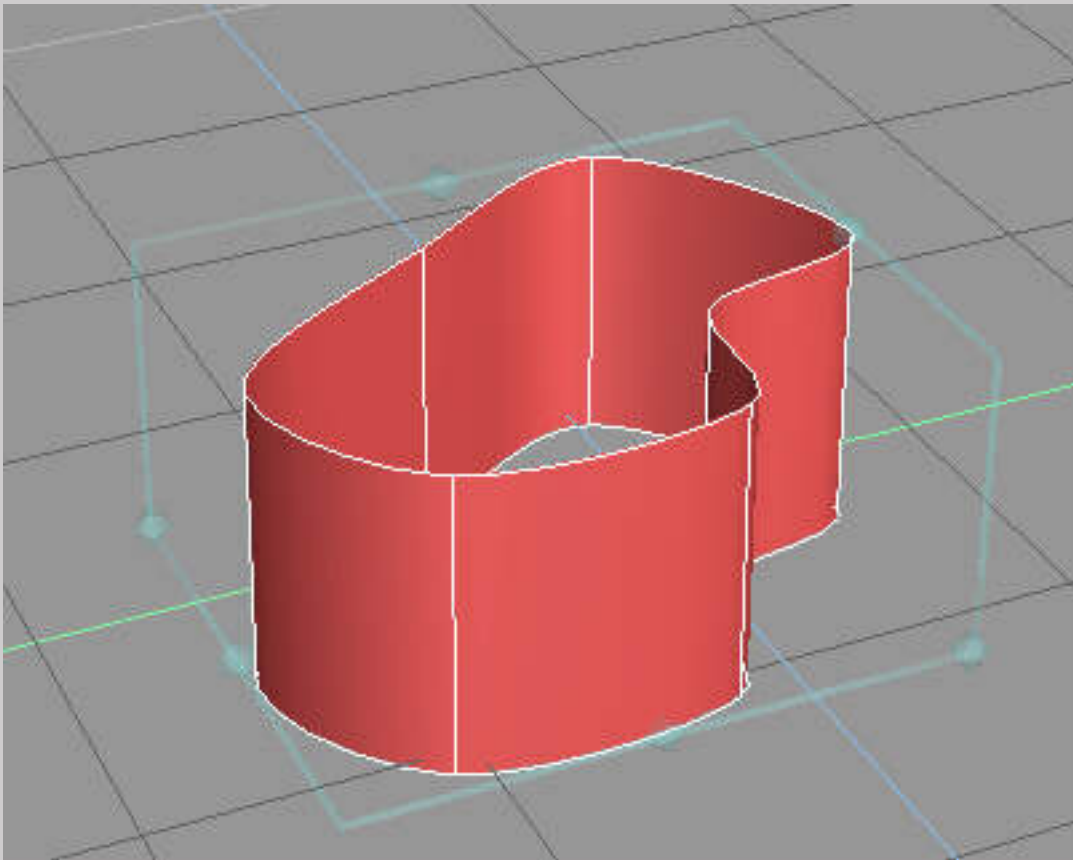
Capping A Curve © Tom Grimes

In this example, I'm capping an extruded curve, although I'm pretty sure it could be applied to any NURBS object created by lofting, railing, and what have you.

Could well be there are better ways of doing this, but I thought I'd share it in case it helps anyone!

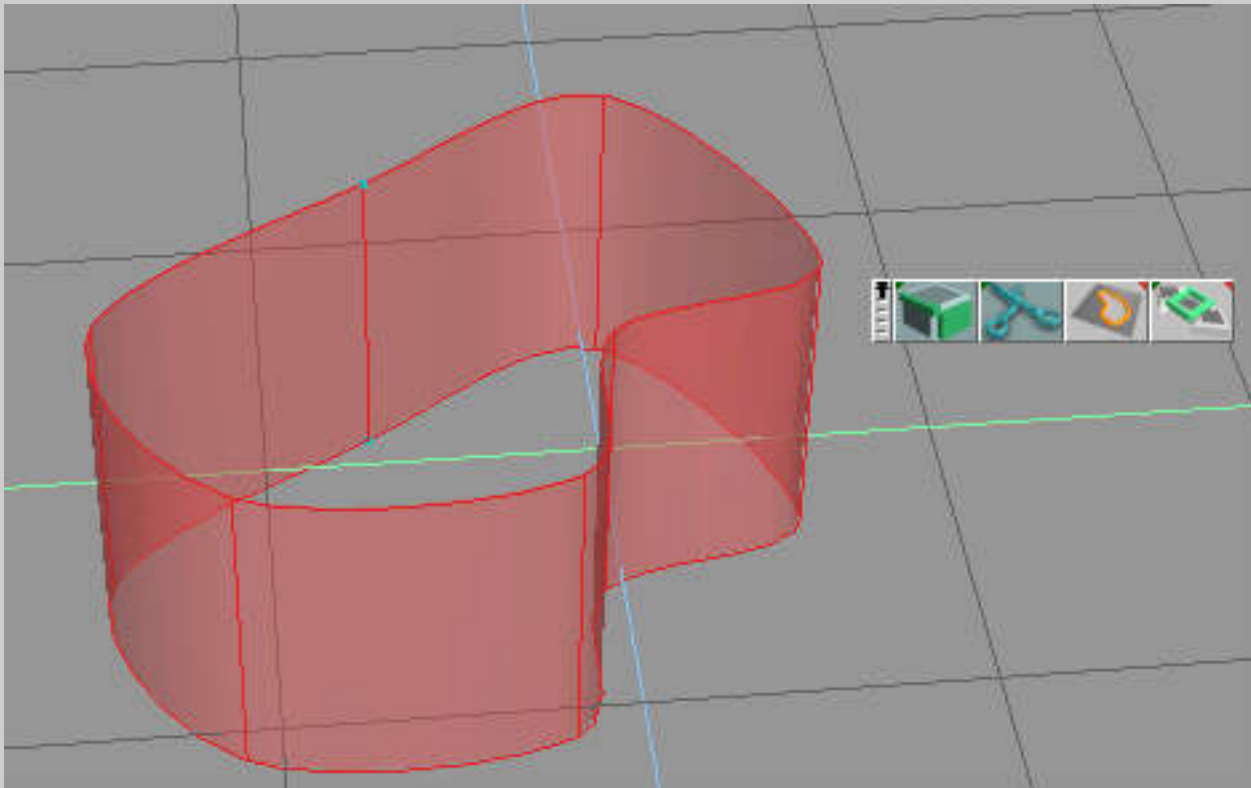
1. First create your curve, and extrude it. Now you have a "hollow" object. The aim here is to cap the object to give it a solid appearance.

Just below is my extruded curve, just a weird shape to make capping it seem a little more difficult (although it isn't any more difficult for weird shapes than straightforward ones).



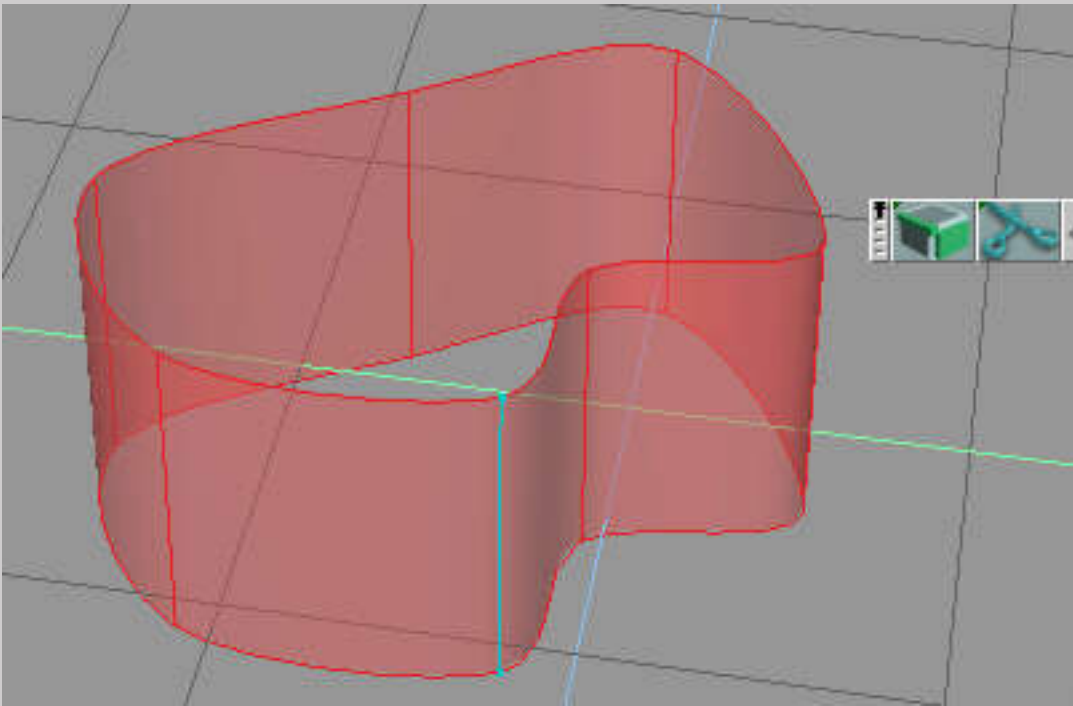
2. We're going to "Scissors" the object. Below, you can see I've pointed the scissors at the point where my initial curve was closed (ie, this is the "first and last" point on my original curve).

We don't want to use the scissors here, and as you can see the curve hasn't been highlighted, just the control points. If you see something like this, choose another curve.



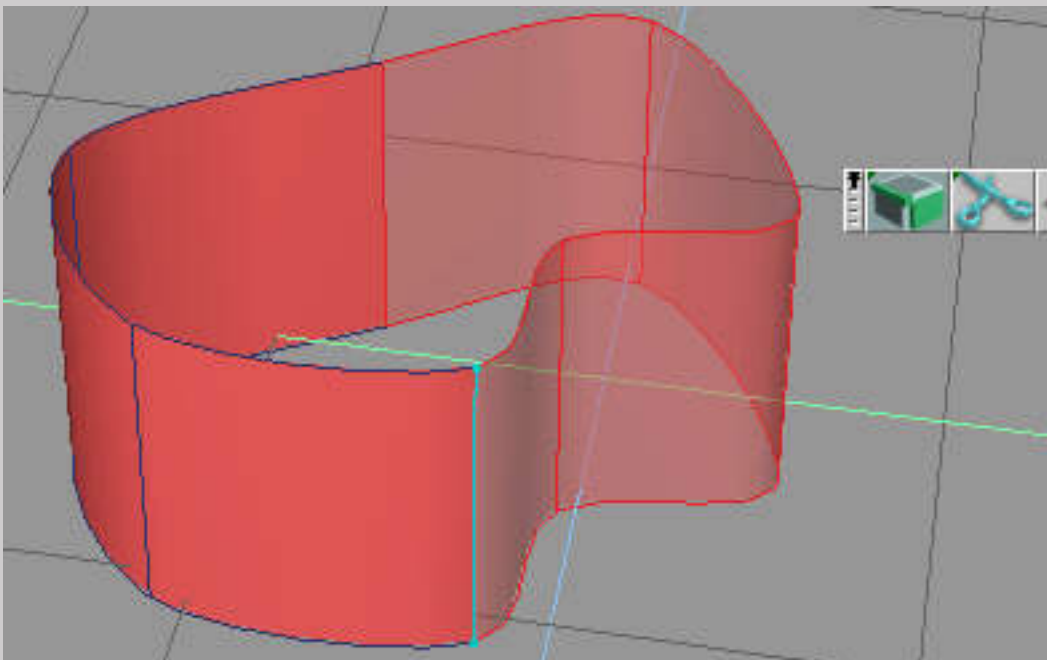
3. This looks like a good place to use the scissors. The curve is highlighted, and I've chosen one opposite the "close" point on my original curve.

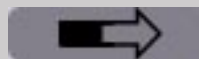
Notice that you pick a curve at right angles to the area we're trying to cap (in this case, the top of the object). So, a quick left click.....



4.and I've divided my one NURBS object into two - you can see the two parts, as one is solid shaded, the other transparent shaded.

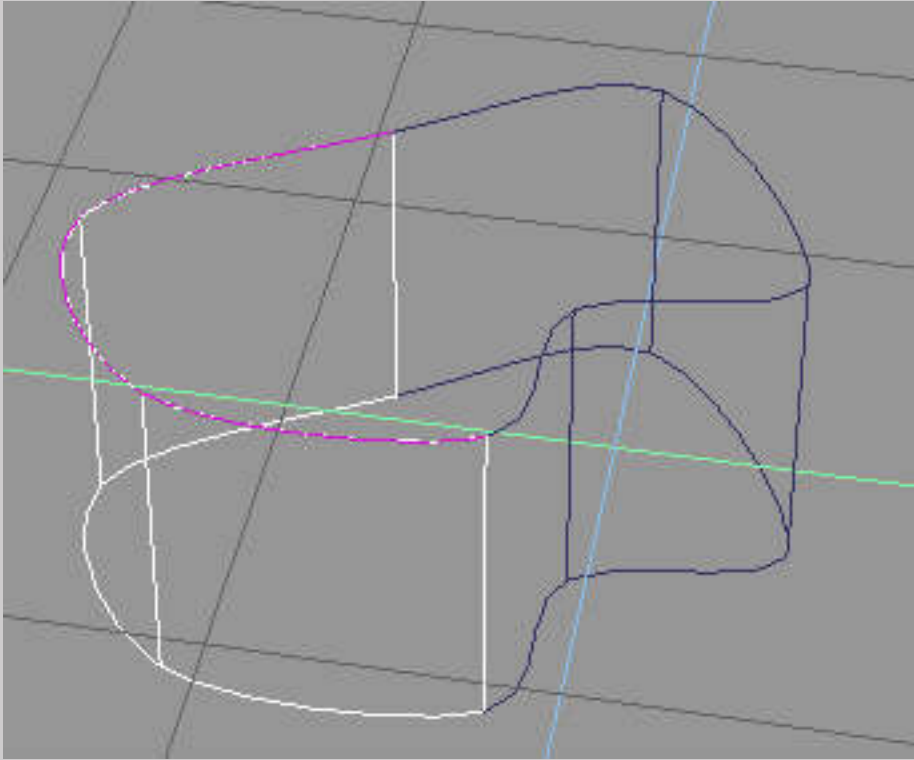
Also notice that the “close” point on my original curve was used as the other dividing line when slicing the object into 2 (which is why I picked a curve opposite it, for neatness).



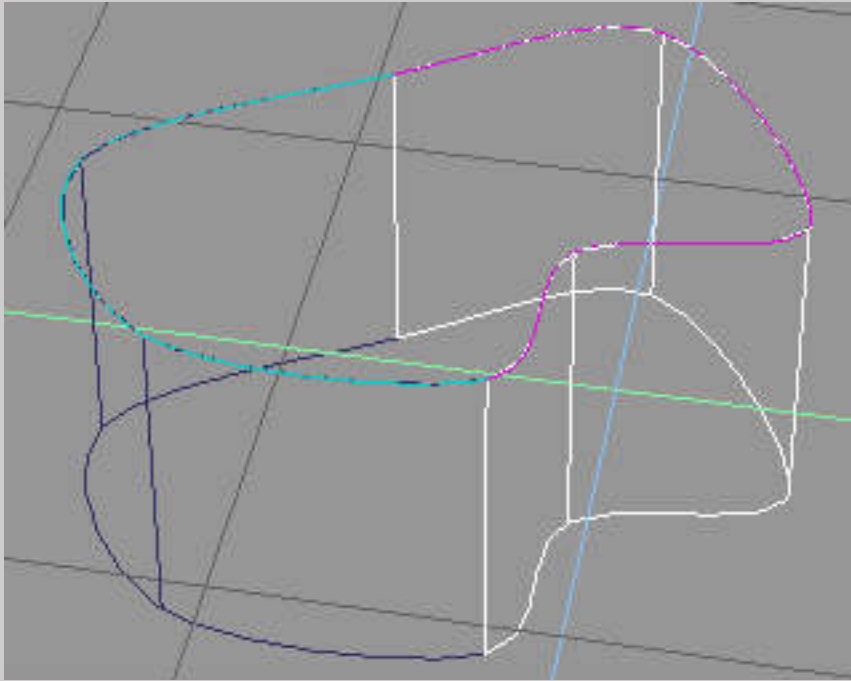


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5. Now I have two NURBS objects, I have two different end curves. I select the Blend tool and choose the first (doesn't matter which)....

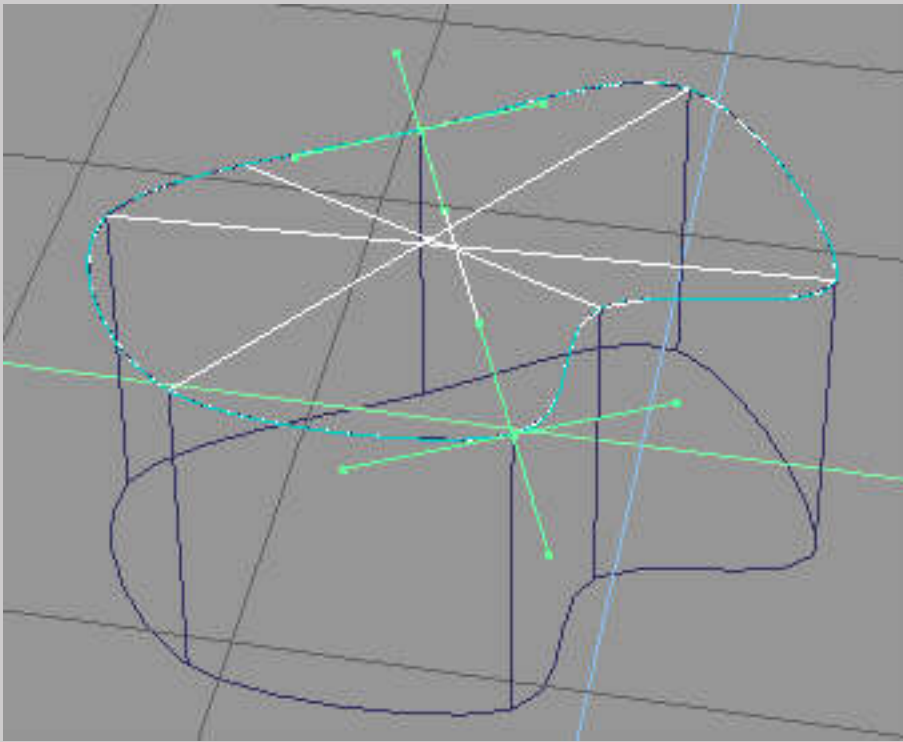


6. ...and then choose the second....



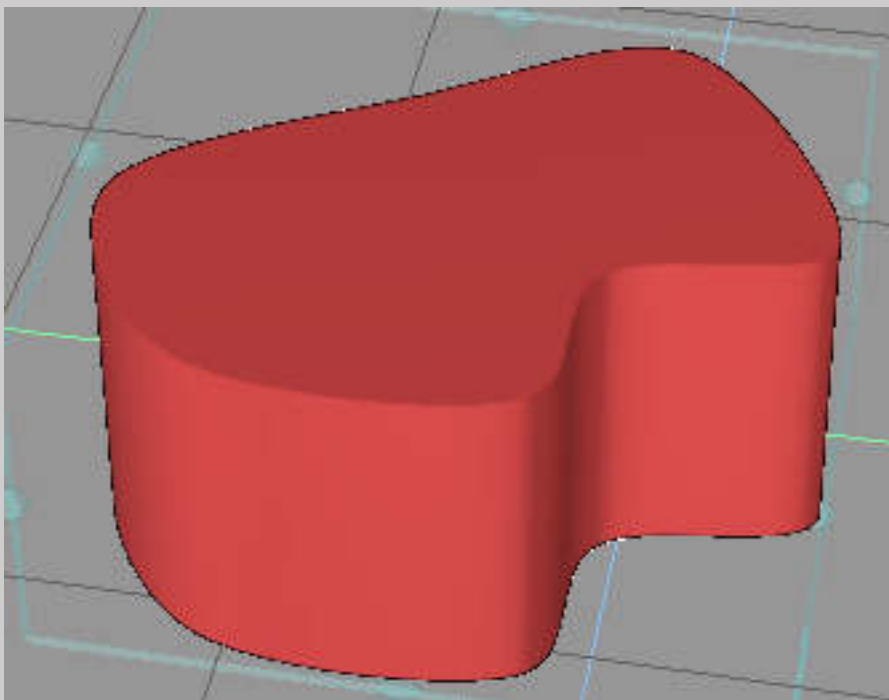
7. ...and a blend is created between the two. Guess what, this blend is a cap for our object!

In this case, I've changed the direction of the blend so that it lies flat (the green handles on the outside of those cross shaped controls will let you change this from a surface that raises up in a curve across the top, or a flat area like I've created here).



8. One “Render Object” later, and you can see that this has created a perfect cap for our object.

I hope this technique proves useful!



Close

