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Spline Tool

trueSpace's spline modeling tool can be 'quirky' at times. If you're trying to make a fairly accurate, high res model you may have difficulties getting the desired result or you may receive sharp unwanted edges around the spline vertices, some which may only be apparent when you're zoomed closer (and after the spline has already been converted to a polygon) or accidental spline loops if you added an extra spline point.

One has the tendency to draw the shape directly in tS and to change the corners between the sharp, smooth and very smooth options as they're drawing.

Instead, try drawing the base shape you want roughly with the sharp corner selected. Once you're done, select each spline point and if necessary change the corner to smooth or very smooth and shift the spline points to form the spline object's final shape. Since editing is often required anyway you may find yourself saving time and there's a less chance that you'll encounter unwanted spline 'errors'.

Sweep Tool

A note to beginners, trueSpace's sweeping tool is one

its most powerful modeling tools. Take a cross section and start sweeping and either moving, rotating or scaling and continue to sweep to create a variety of objects. You'll find that you can model complex objects at once and it's great for creating 'large bodies' of objects as well as smaller objects. Modeling objects in a rough fashion with the sweep tool and then using the ThermoClay plug-in is also a great and easy way to create highly organic objects in trueSpace.

Remember as long as you remain in the sweep state, you can go back and select a swept cross section and alter it.

Take note that it can be useful to select a face in another direction on the object you have been sweeping, sweep again and then move, rotate, scale, sweep again etc. Remember to sweep first though, if you just manipulate the face you will most likely screw up the shape of your object (depends what you're trying to model.)

Macro/Sweep can be incredibly useful if you feel that the shape you're sweeping can be used at a later time. Once you've swept an object, but while you're still in a sweeping state, open the Path Library and select add. Then later, you can pick an object and a face, select the path and select macro/sweep and there ya go, the object will be swept just like before.

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