

convert polygons to t-splines

In this exercise we will show a basic modeling workflow, moving from polygons to T-Splines.

Image 1. In modeling it is best to keep in mind the end product. In converting to subdivision surfaces, you want to avoid triangles. T-Spline detail is added before the conversion and unwanted detail can then be deleted.

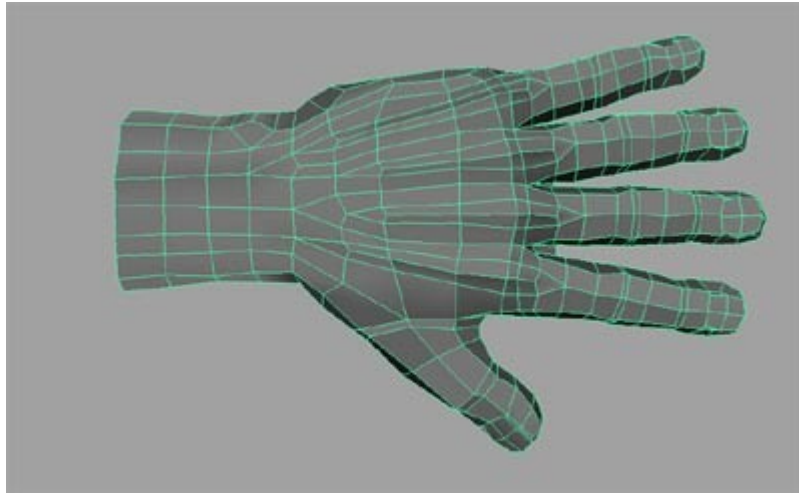


Image 2. Increase resolution where needed and continue the loops to the edges where they can be deleted later.

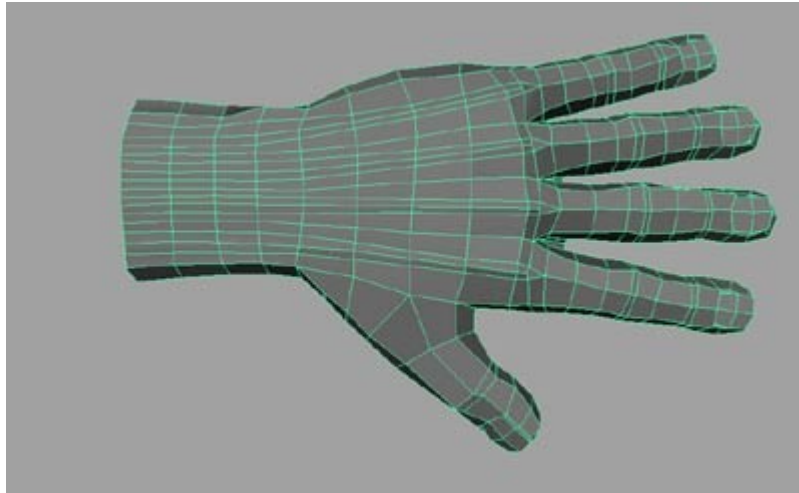


Image 3. Convert to Tsplines by using TSpline\Convert from Poly.

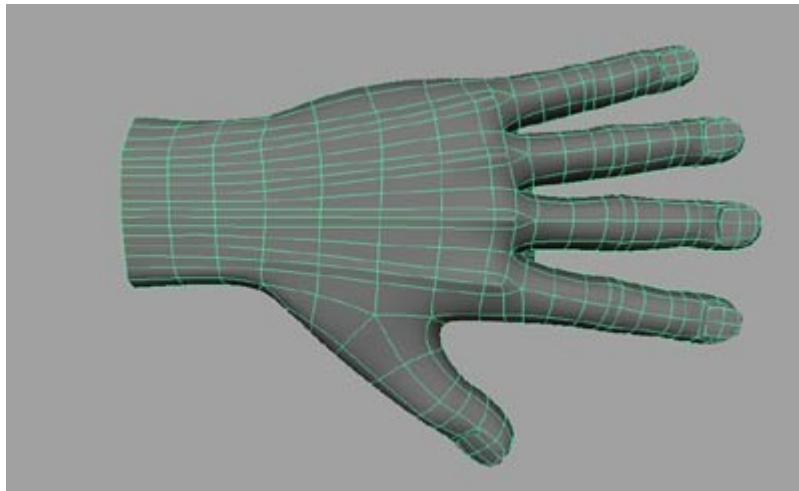


Image 4. RMouse on the model and select "Deletable Edges". Delete unnecessary geometry. You can delete any bolded pair of edges.

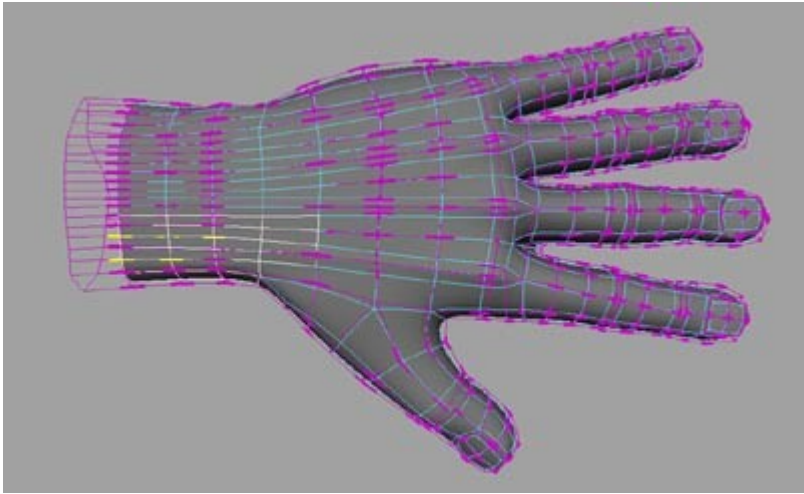


Image 5. After Deletion.

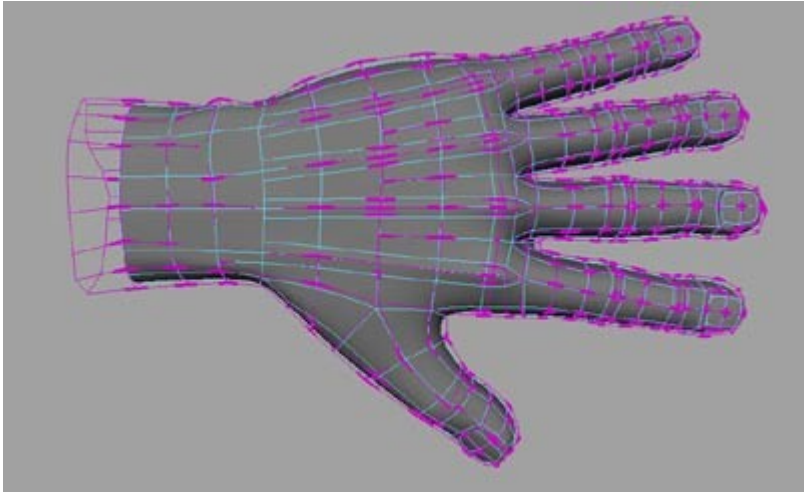


Image 6. Final derezed version.

