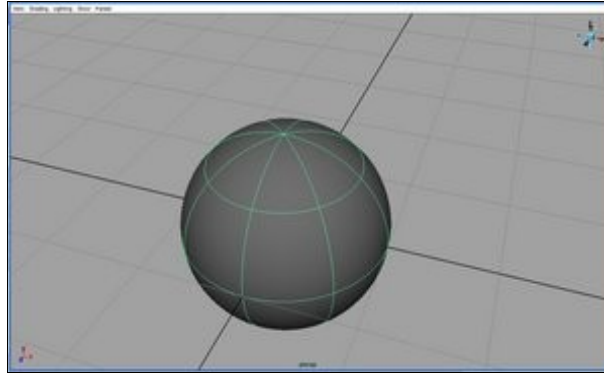
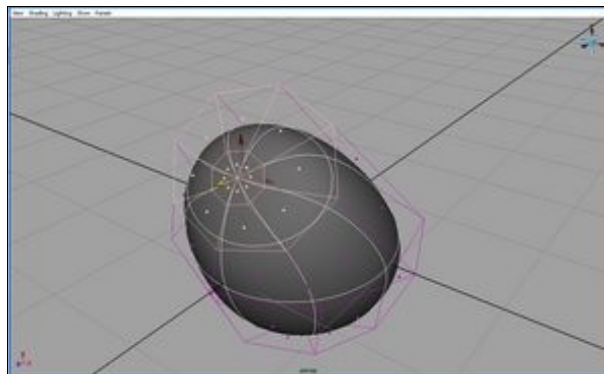


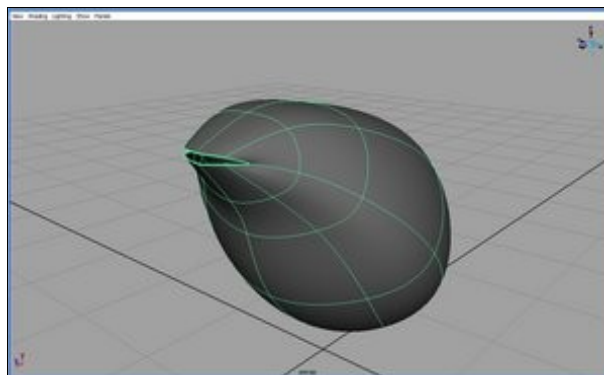
Using extrusion and merging to create a t-spline toad model



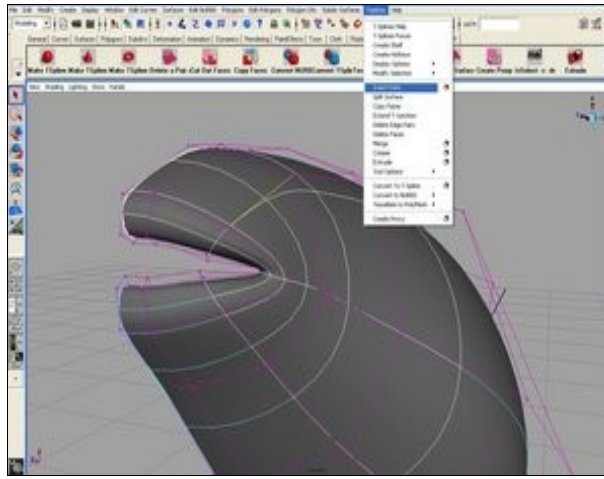
Start with a T-spline sphere.



Select the top faces, rotate, and scale them to create a mouth shape.

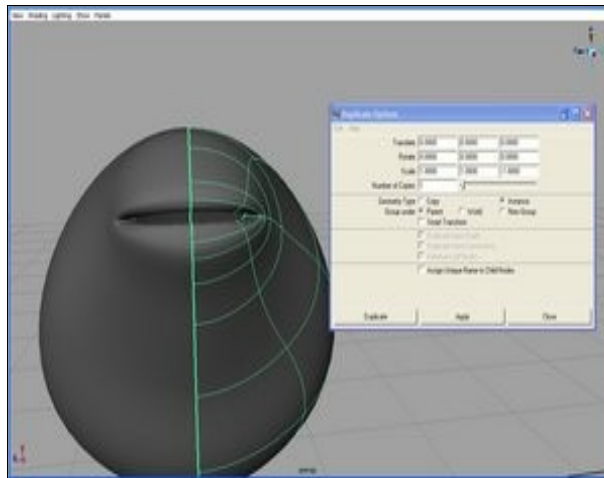


Delete the center-most faces to form an opening.

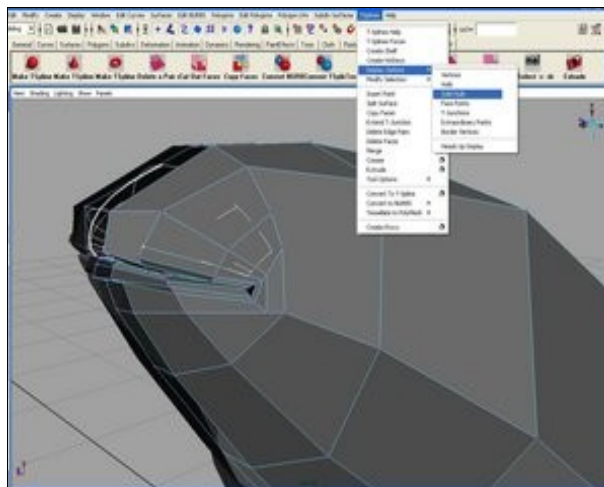


Select the faces on the left side of the sphere and delete them. We only need to model one half of the toad because later we will duplicate it.

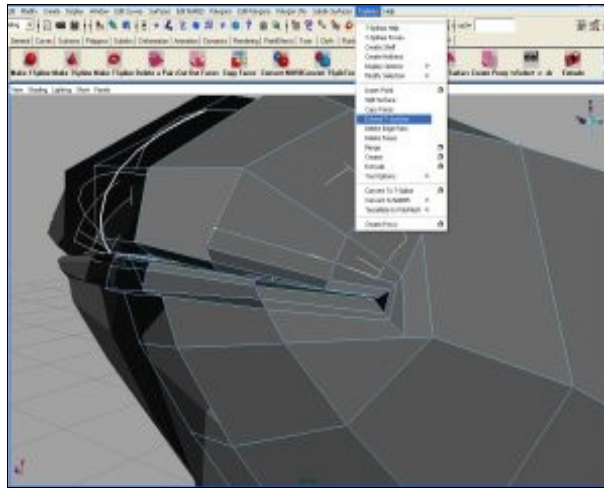
Insert points and extend T-junctions to add more detail around the mouth. You can then model the mouth into the shape you want.



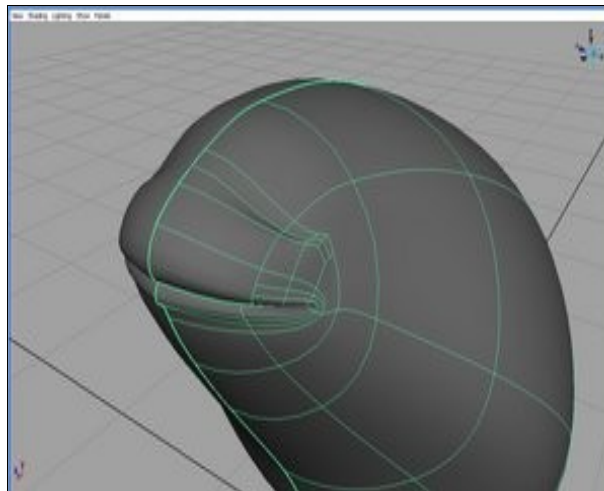
While modeling the right half it is useful to see what the model would look like if it were whole. Select Edit > Duplicate > Options. Check "Instance" and put a "-1" in the appropriate box to create a mirror image. Now the left side will take on the changes we make in the right side.



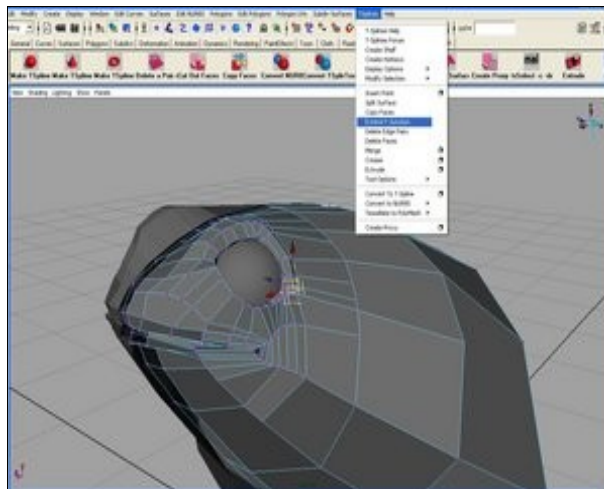
Another useful option is the Solid Hulls display mode. Select T-Splines > Display Options > Solid Hulls. In this mode the vertices appear directly on the surface, which makes it easier to identify which one you'd like to manipulate.



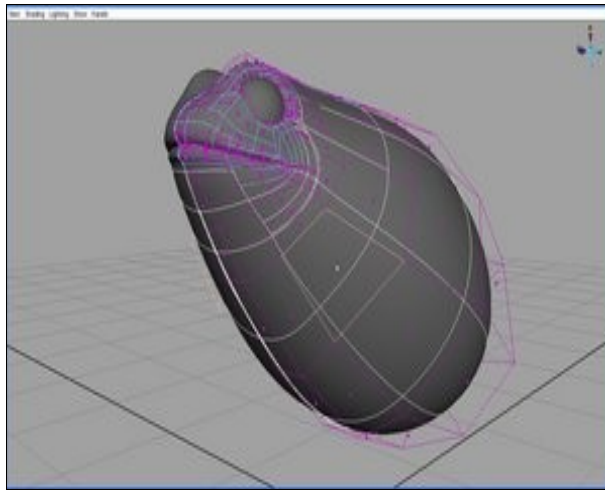
Continue to insert points and T-junctions to create the shape you want.



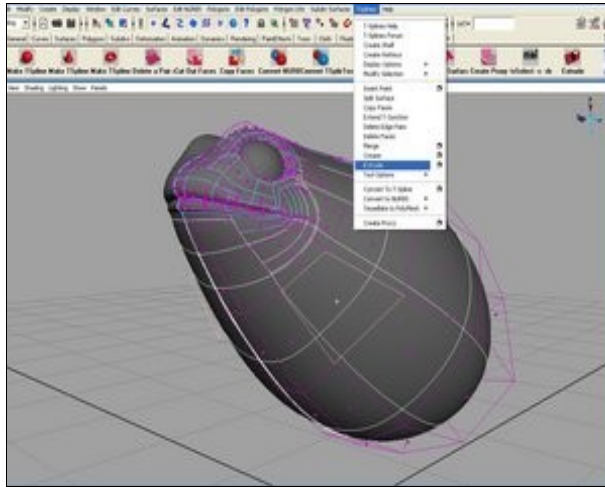
Begin to shape the eye socket.



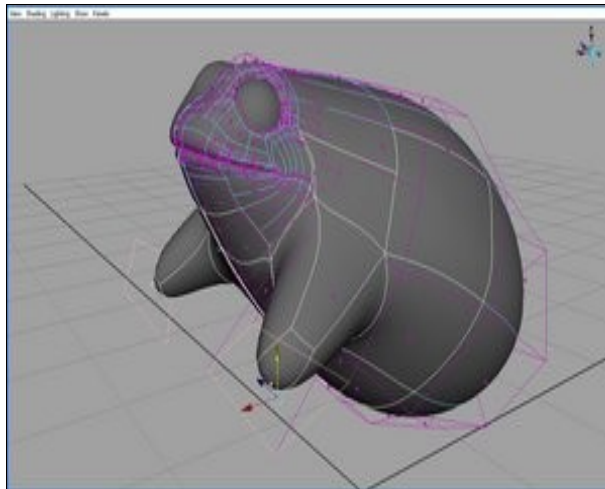
Insert a sphere for the eye and continue modeling around it until it fits nicely.



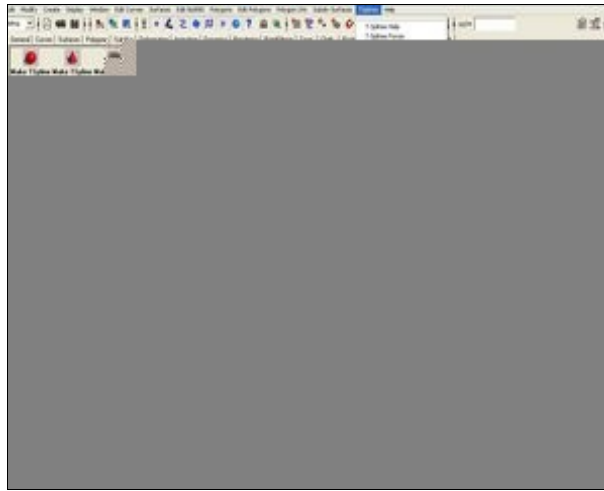
To create the front legs we will use extrusion. Select the face where you want the front legs to originate from.



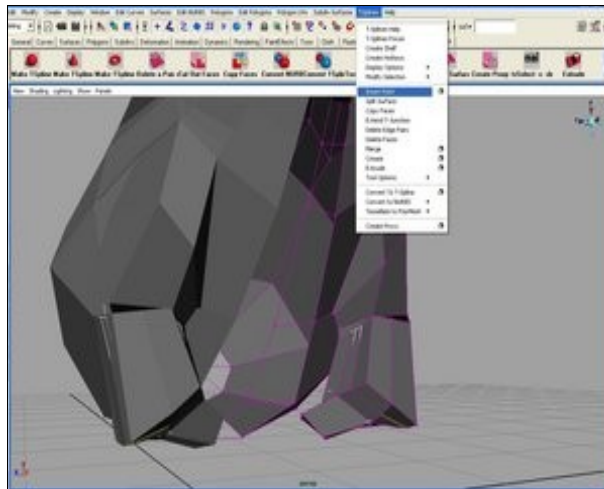
Select T-Splines > Extrude.



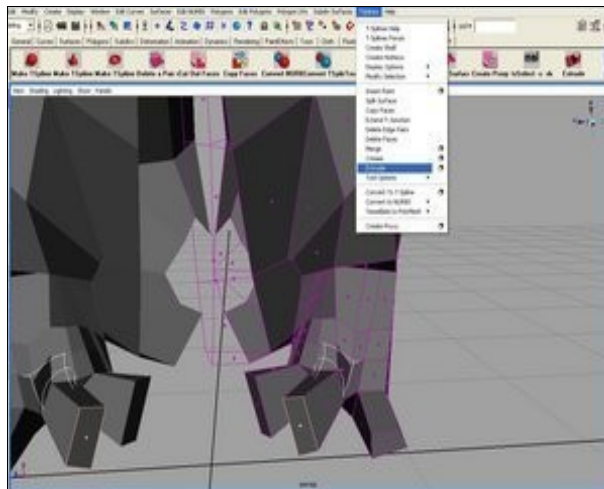
Select the move tool and move the face to where you want it.



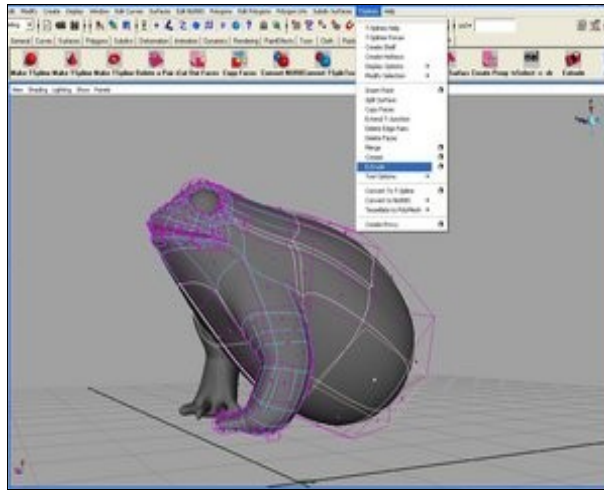
Continue to extrude faces to create enough detail for the bend in the front legs and to give the front legs the correct length.



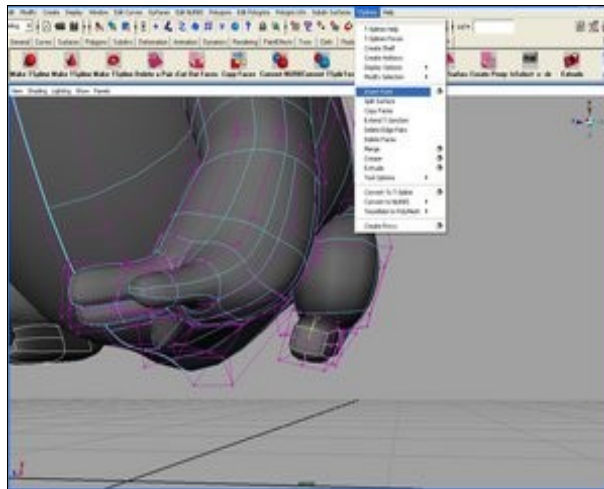
To create the toes, insert points and extend T-junctions to create more faces to extrude from.



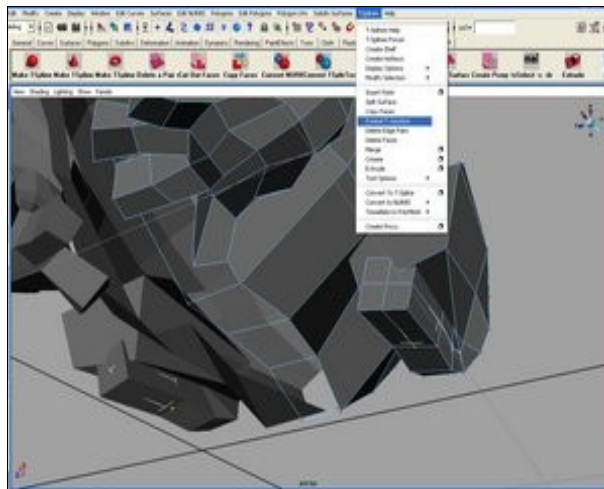
Select the smaller faces and then extrude. In this way we can create the toes.

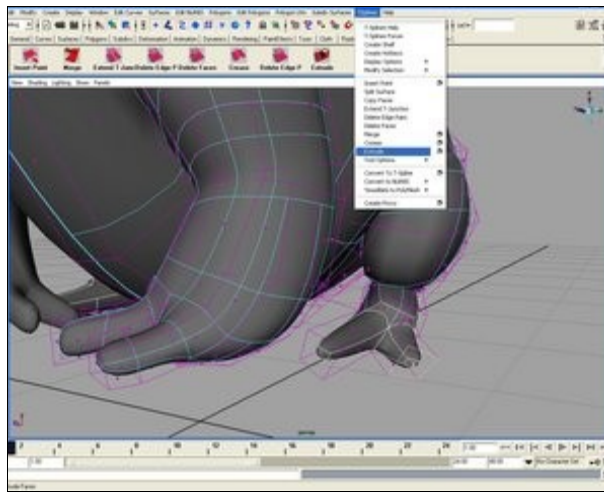


For the hind legs we will use the same process as for the front legs. Select the face where you want the legs to originate from. Select T-Splines > Extrude. Move the face to a location you want and extrude again until you create a full leg.

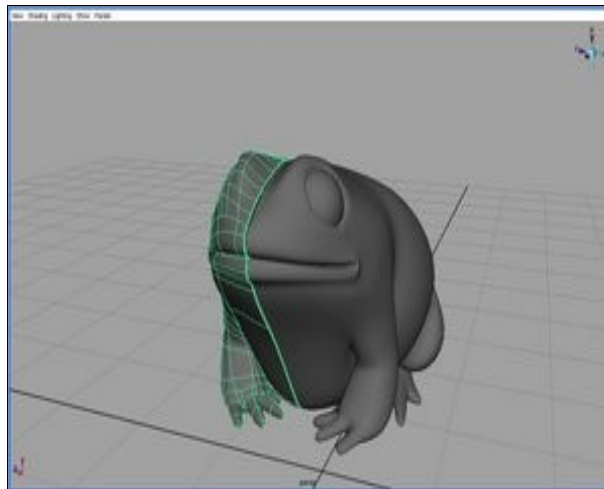


Insert points and extend T-junctions to create more faces for the toes.

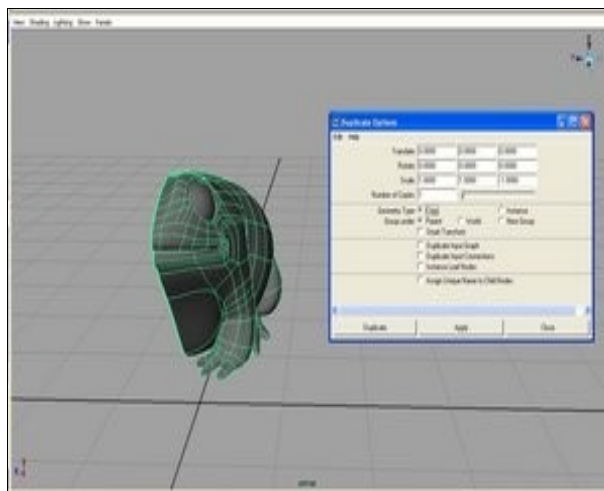




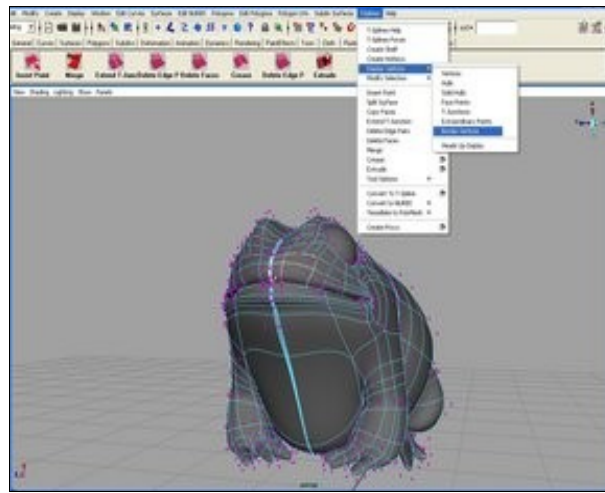
Extrude these new, smaller faces to create toes.



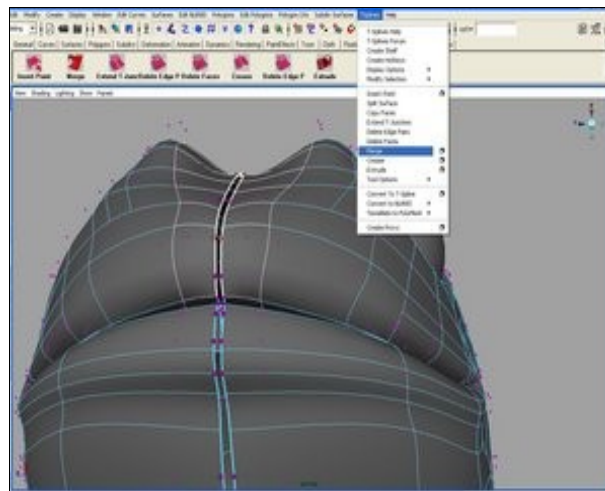
Once you've completed modeling the right side of the toad, select and delete the left half.



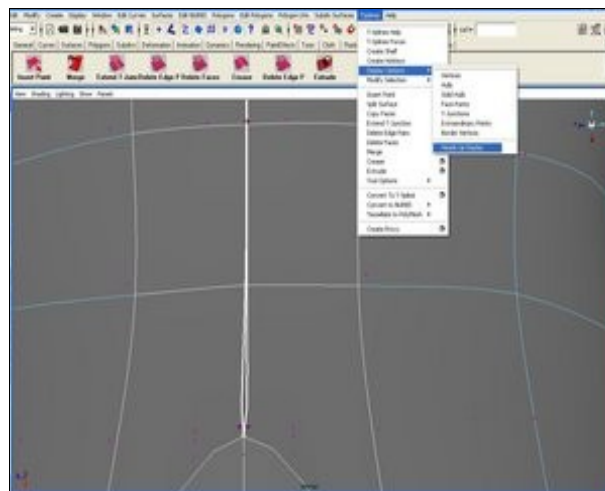
Next, select the right half and go to the duplicate options. Change the geometry type from "Instance" to "Copy". Select "Duplicate".



Now we have two halves that need to be merged. To help with this we can select T-Splines > Display Options > Border Vertices. This makes the vertices on the border (the ones we will merge) appear with a box around them.



Select four border vertices, two on each half. Select T-Splines>Merge to merge the area between the four vertices.



Now we will continue merging along the seam using a technique called three point merging (described below). To help with this we can go to T-splines > Display Options > Heads Up Display. On the upper right corner of the workspace we will be able to see how many vertices we have selected.

