

The Selector Tool for Spline Mesh Vertex Control

General Information

The Selector tool Info palette

Smoothing a hinged vertex



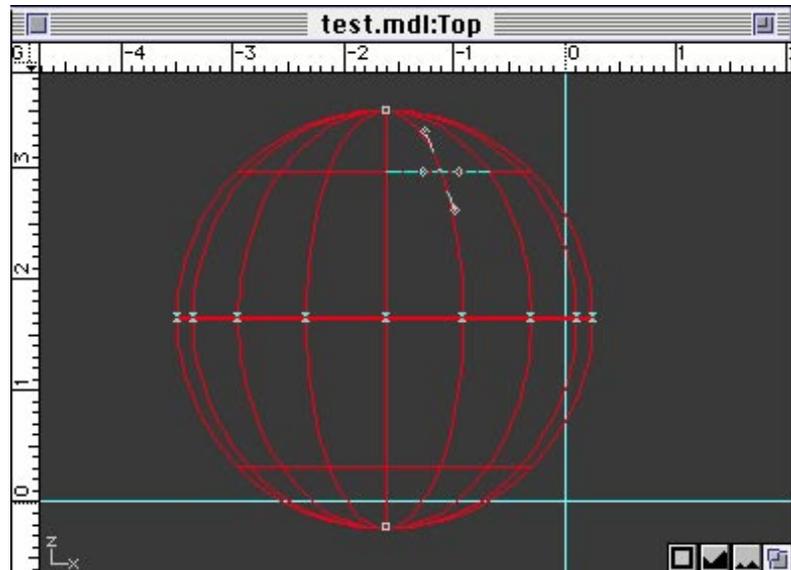
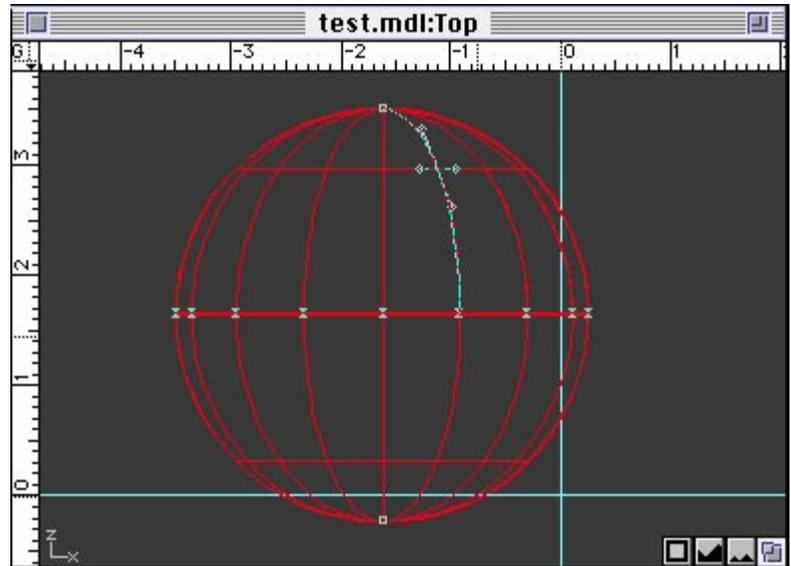
Smoothing multiple hinged vertices

General Information

Each vertex on a spline mesh has two pairs of handlebars; when the vertex control is smooth (sphere surface), the pairs are in the same plane and are perpendicular to one-another.

Highlighted on the top-right is the vertical spline segment associated with the selected vertex.

Highlighted on the bottom-right is the horizontal spline segment associated with the selected vertex.



The Selector tool Info palette (labeled "Vertex") at the top of the screen displays several features:

four buttons (Vertex:)

CHG: switches vertex control between the two pairs of vertex handlebars. (see previous page)

spline mesh: causes the spline segment (determined by CHG) to "flash" in all of the view windows to assist in choosing the proper spline (vertex handlebar pair) to smooth or straighten (hinge). (see previous page)

CHG (hinged): changes the selected vertex from smooth to hinged.

CHG (smooth): changes the selected vertex from hinged to smooth.

two buttons (Spline:)

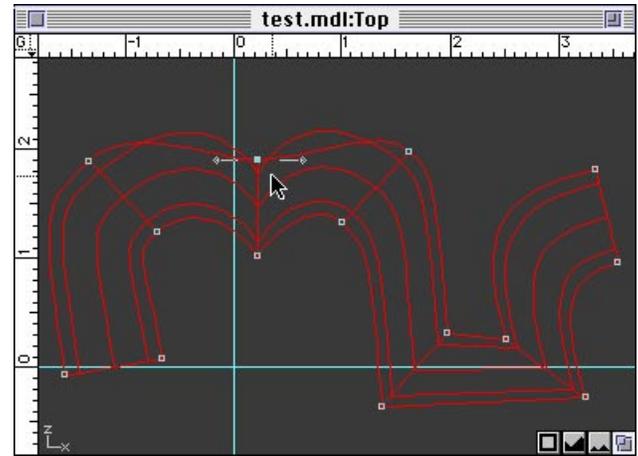
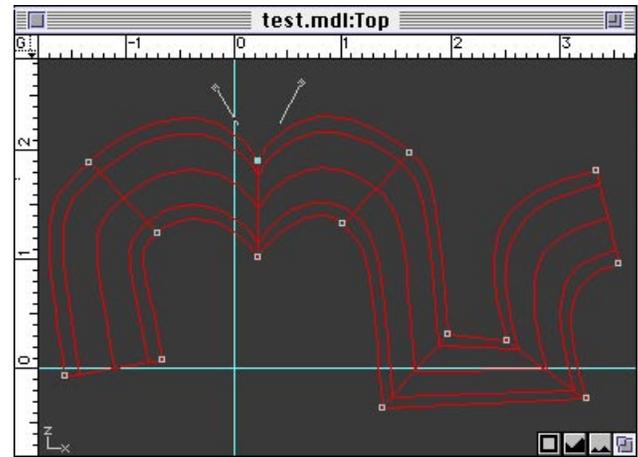
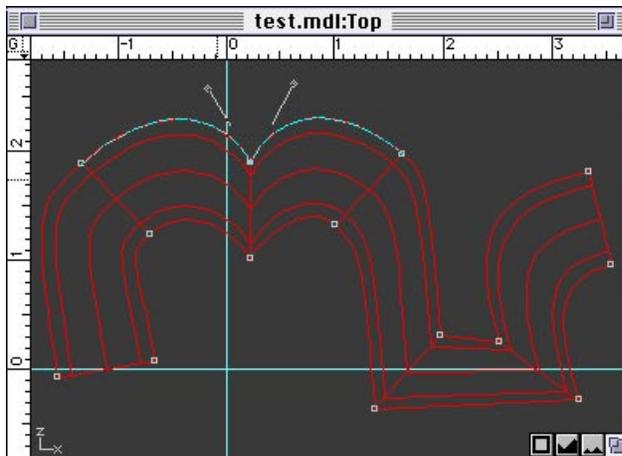
CHG (straight): changes the selected spline from smooth to straight.

CHG (smooth): changes the selected spline from straight to smooth.



Smoothing a Hinged Vertex

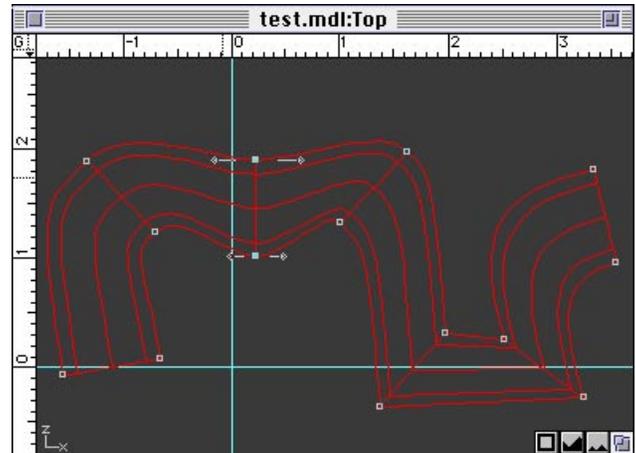
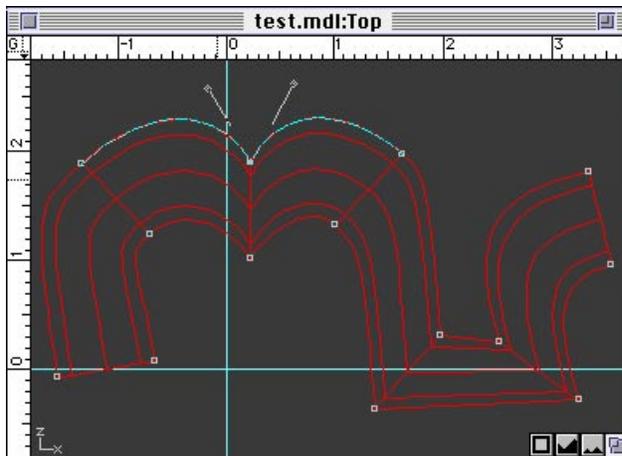
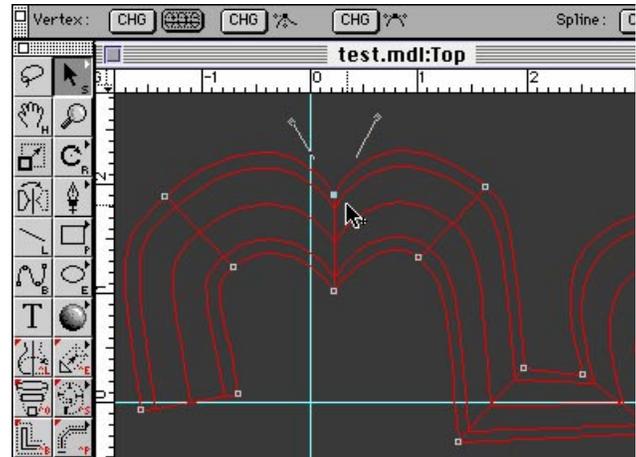
- 1) Select the vertex (on a spline mesh) that you wish to smooth.
- 2) Click on the "spline mesh" button in the tool Info palette to see which spline segments will be controlled.
- 3) Click on the "Vertex: CHG (smooth)" button in the tool Info palette.



Results shown

Smoothing multiple Hinged Vertices

- 1) Select the vertices (on a spline mesh) that you wish to smooth.
- 2) Click on the "spline mesh" button in the tool Info palette to see which spline segments will be controlled.
- 3) Click on the "Spline: CHG (smooth)" button in the tool Info palette.



Results shown