

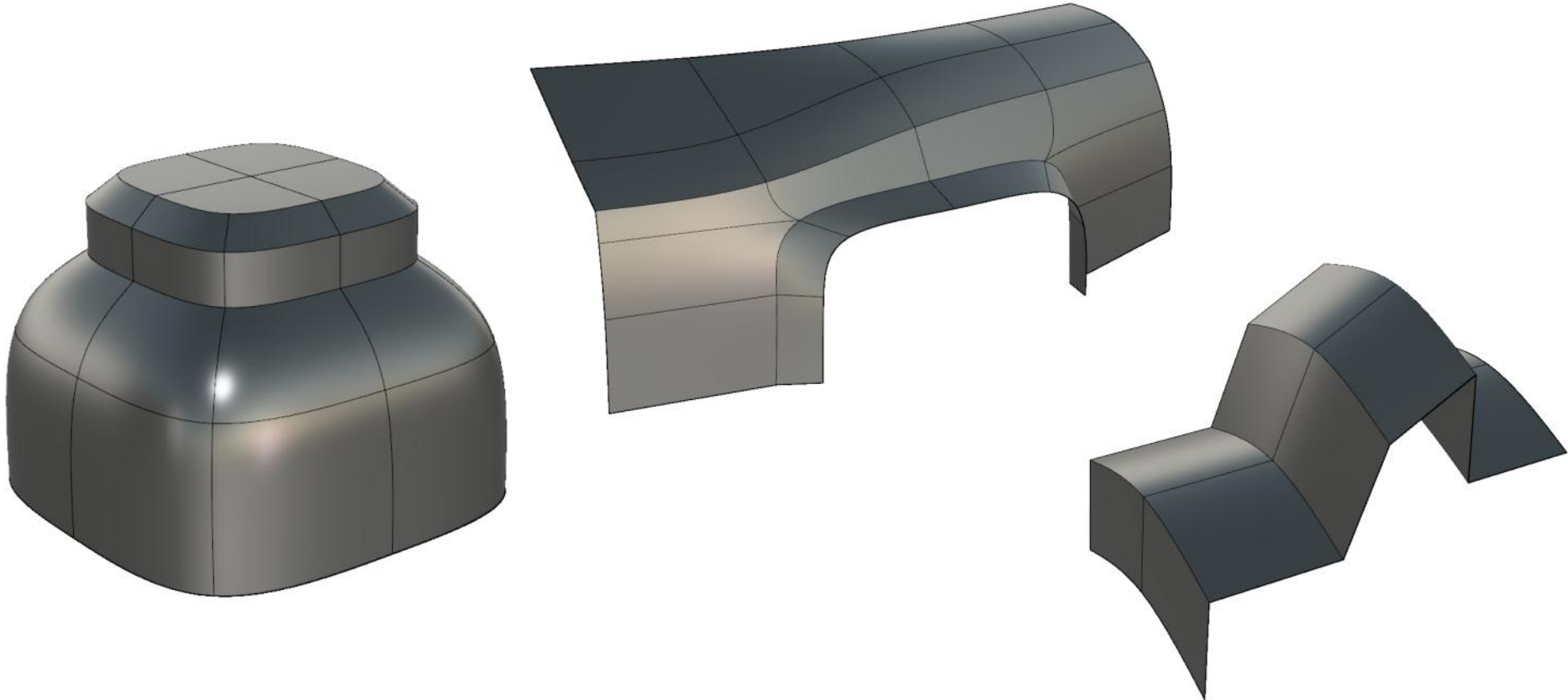


Guide to Creasing T-Splines



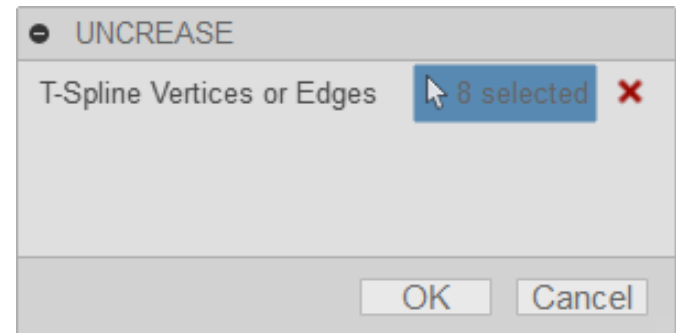
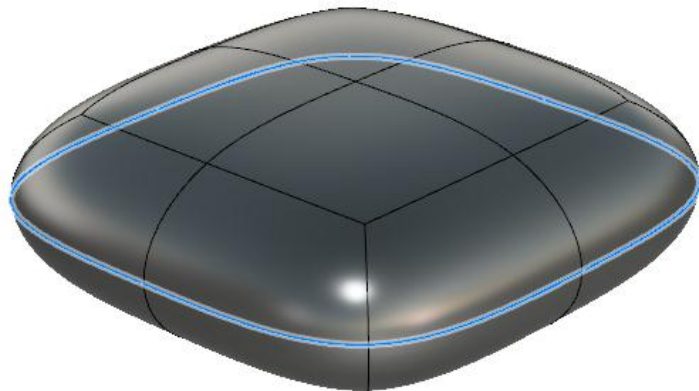
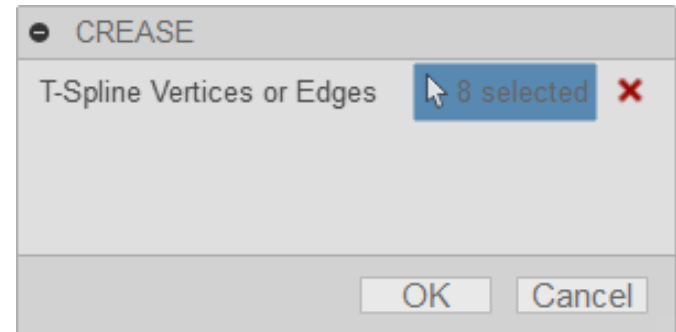
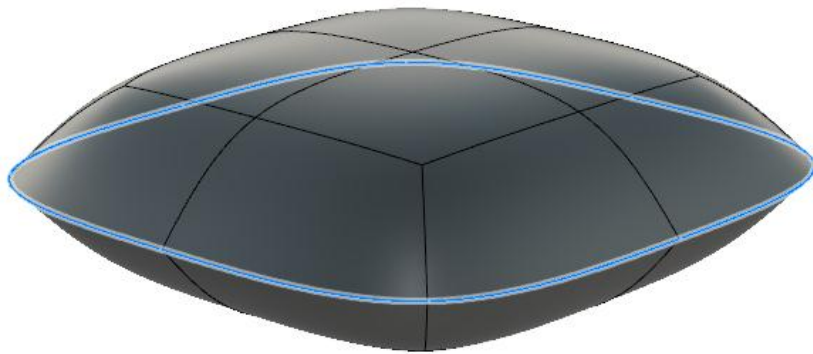
What is creasing?

- Creasing allows sharp transitions between faces of a T-Spline body.



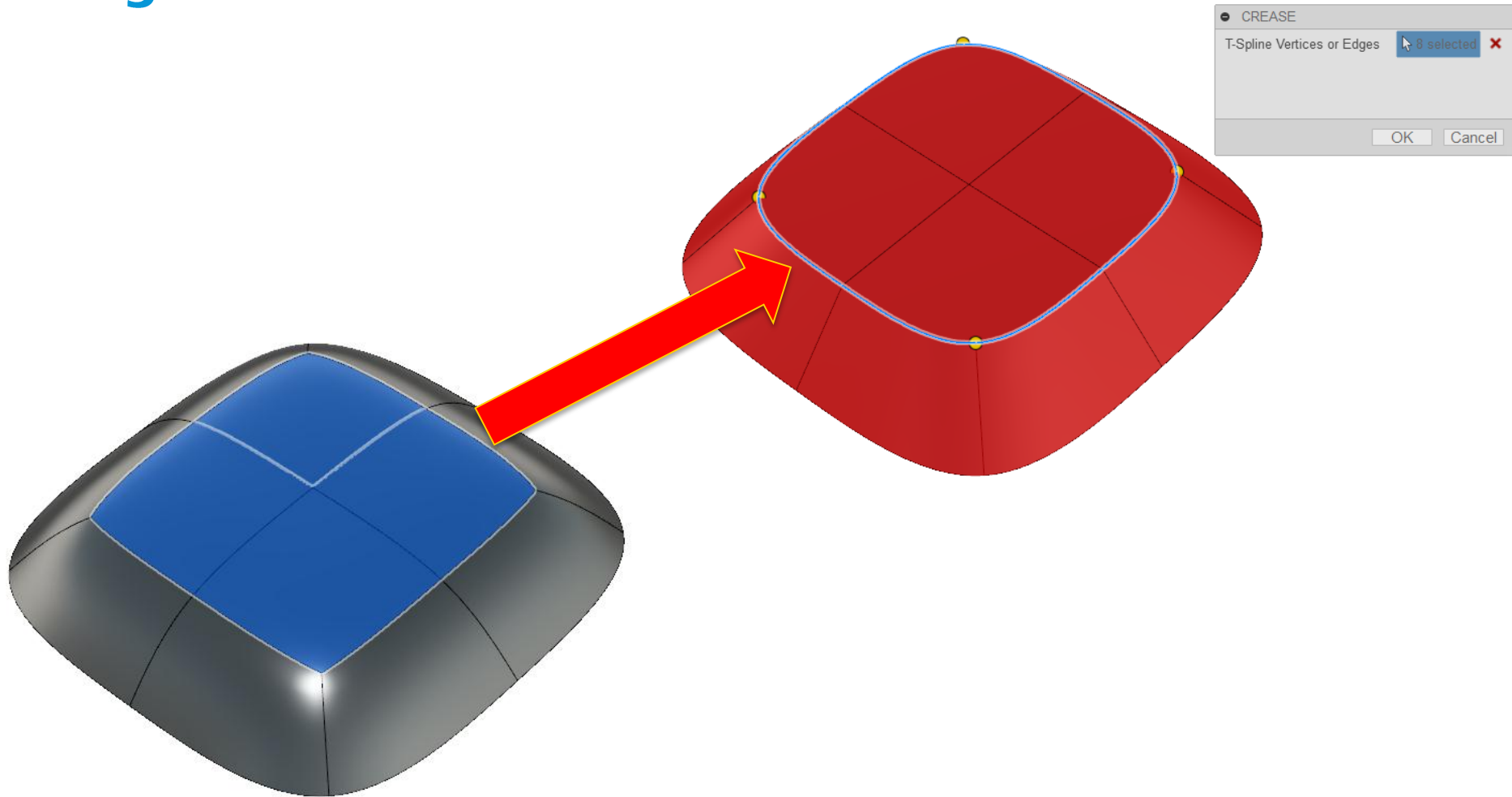
Creases are applied and removed with the Crease and Uncrease commands by selecting one or more edges.

Creased Edges

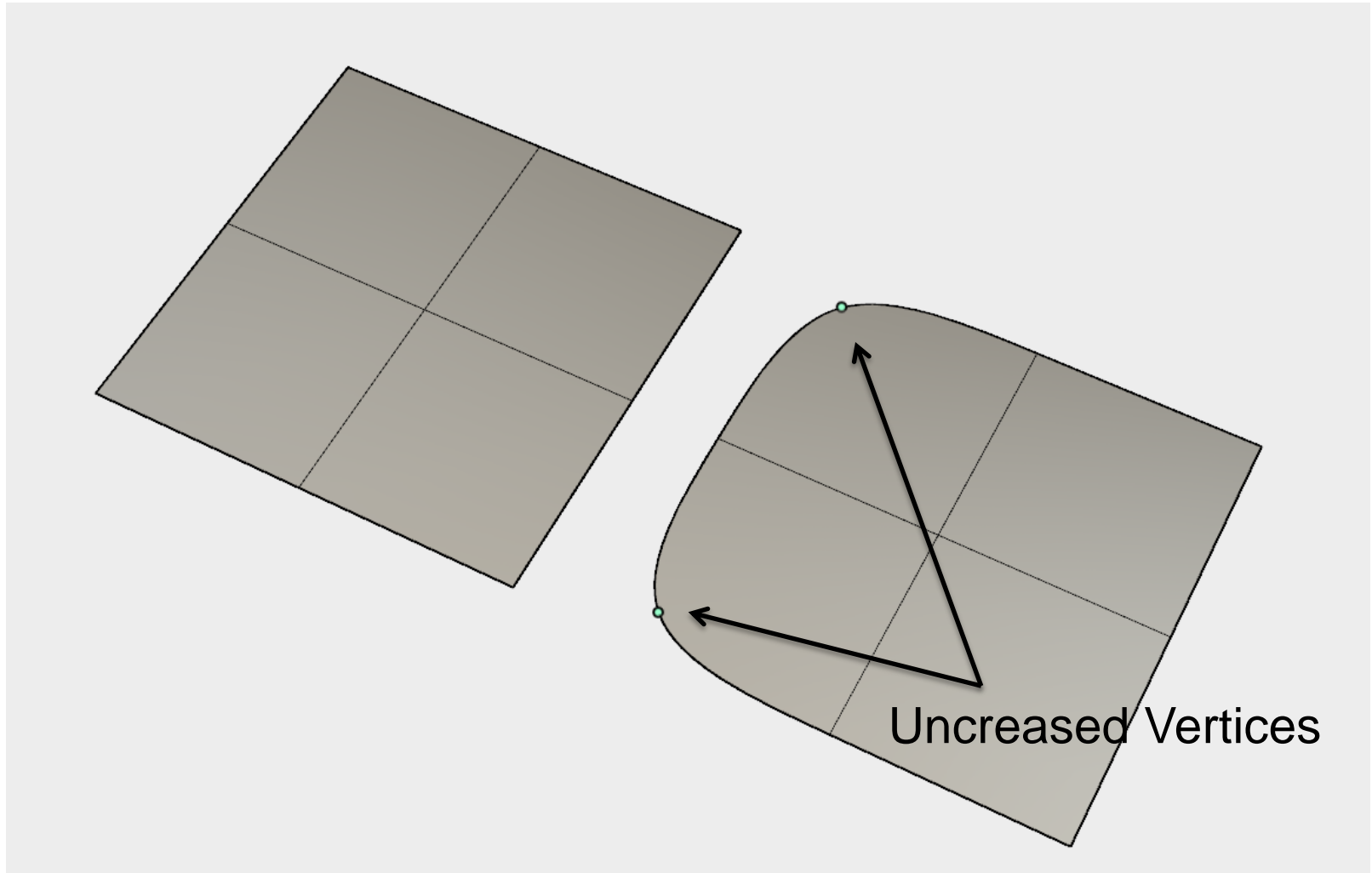


Uncreased Edges

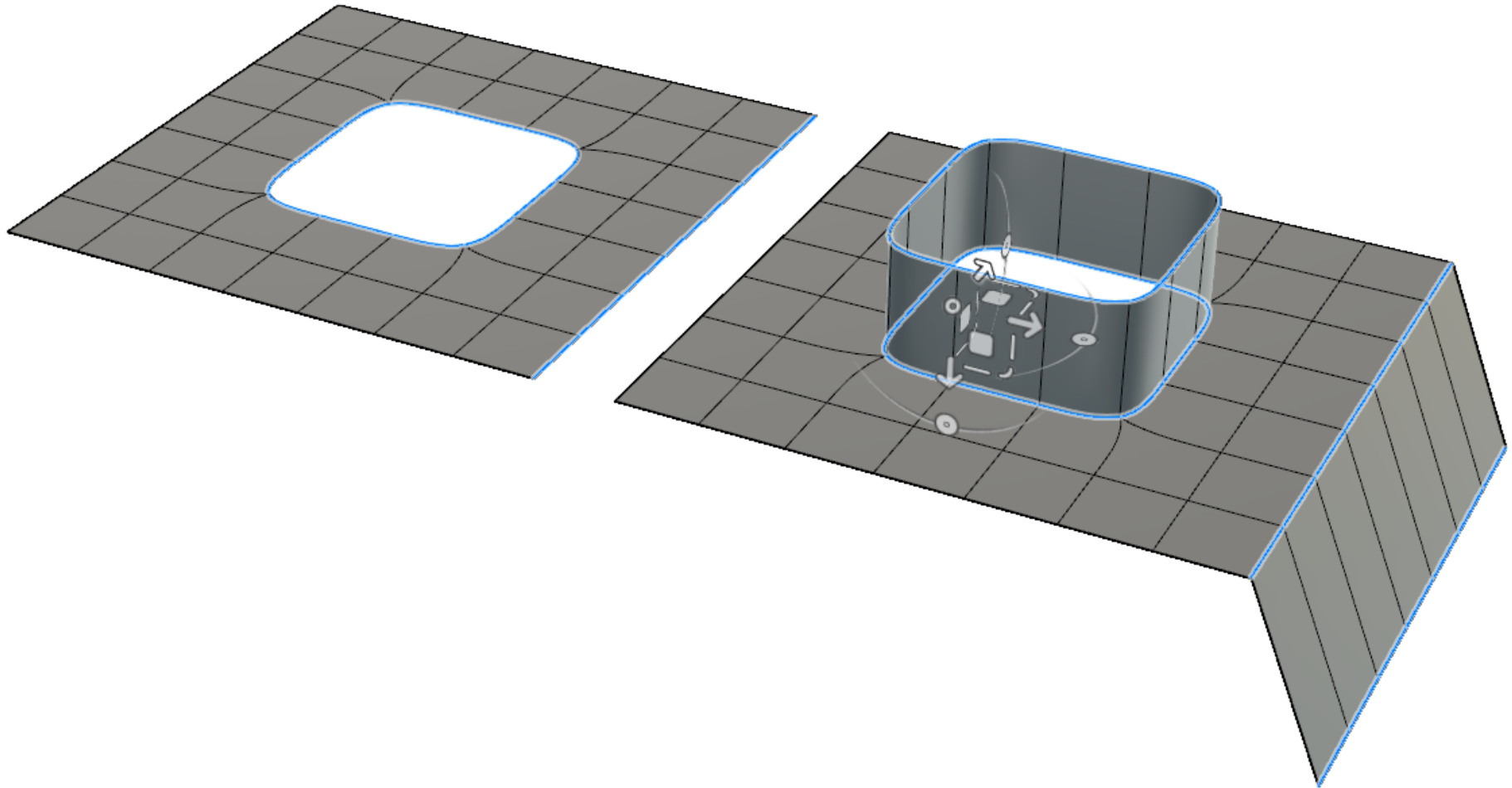
Selecting a set of faces prior to selecting the Crease command will select all the surrounding edges.



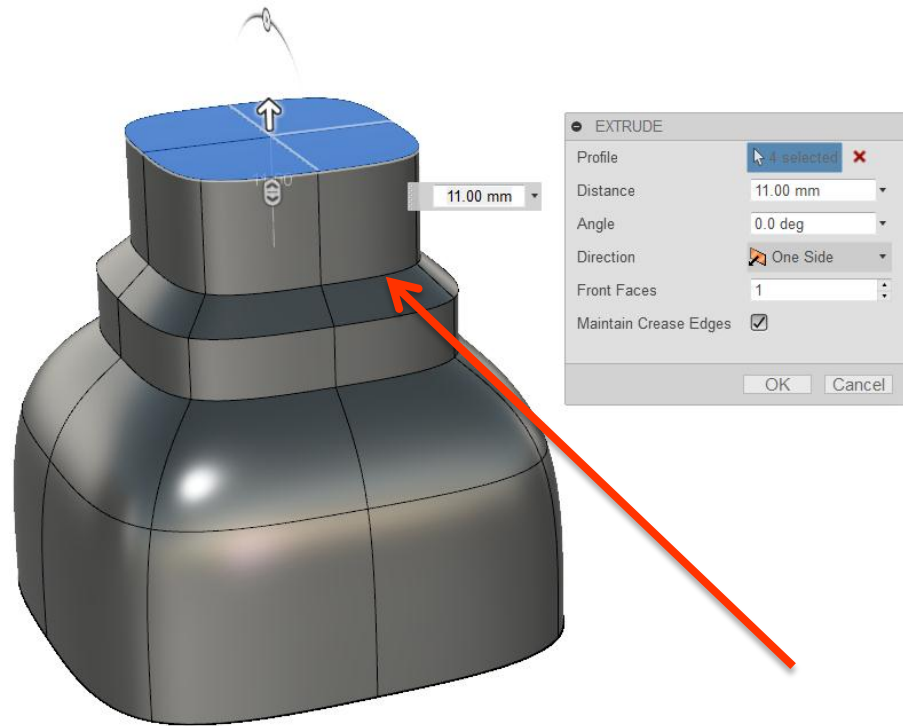
Vertices can now be Unincreased at outside corners



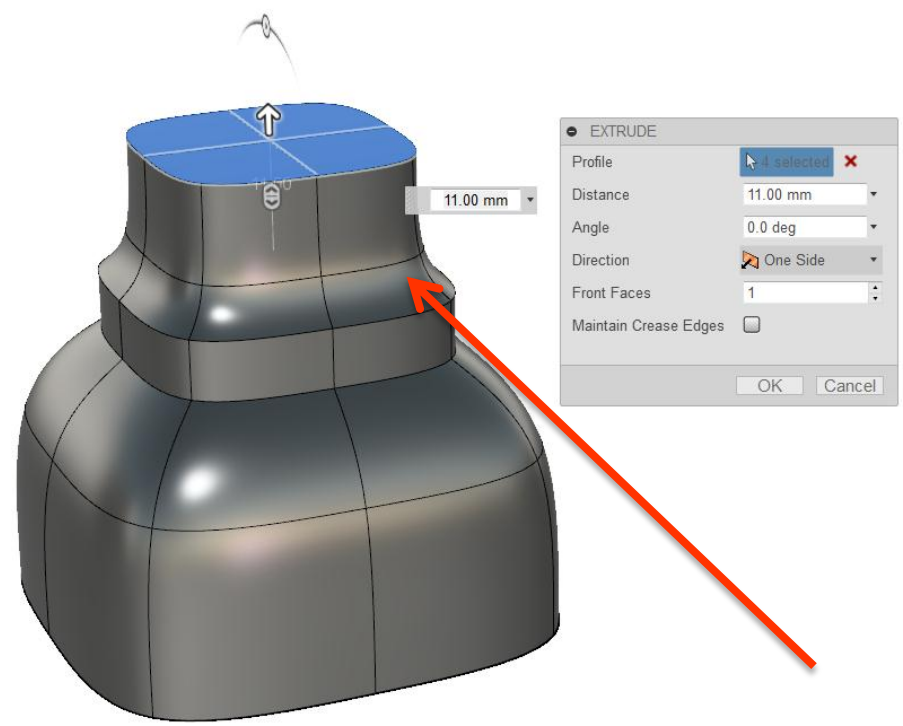
Boundaries are creased by default. When you extrude boundaries they will be smooth but you will have the option to maintain the crease.



Creases can be maintained when using commands such as Extrude, Bridge and Fill Hole.



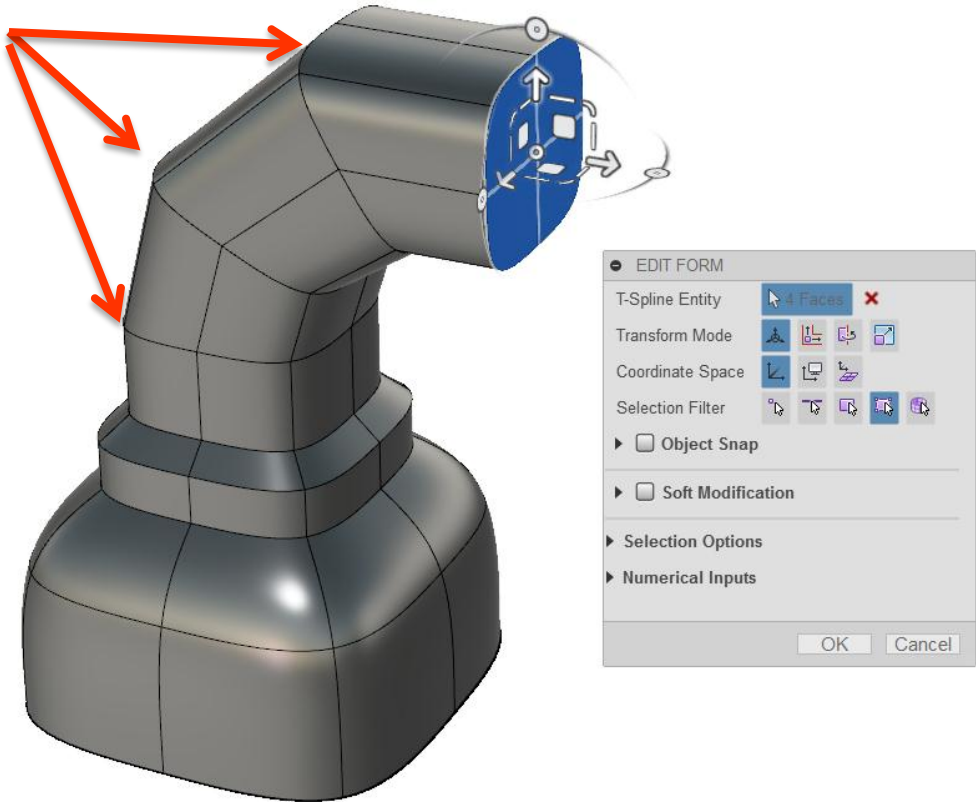
Maintain Creased Edges



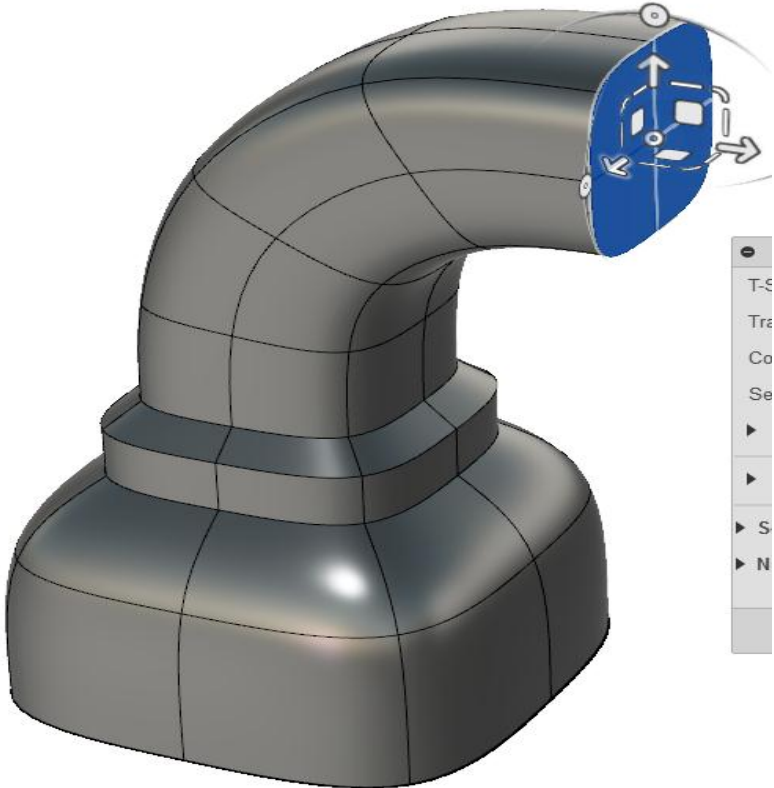
Smooth transition

A creased edge can be maintained in Edit Form by holding the ALT + CTRL keys and moving the manipulator.

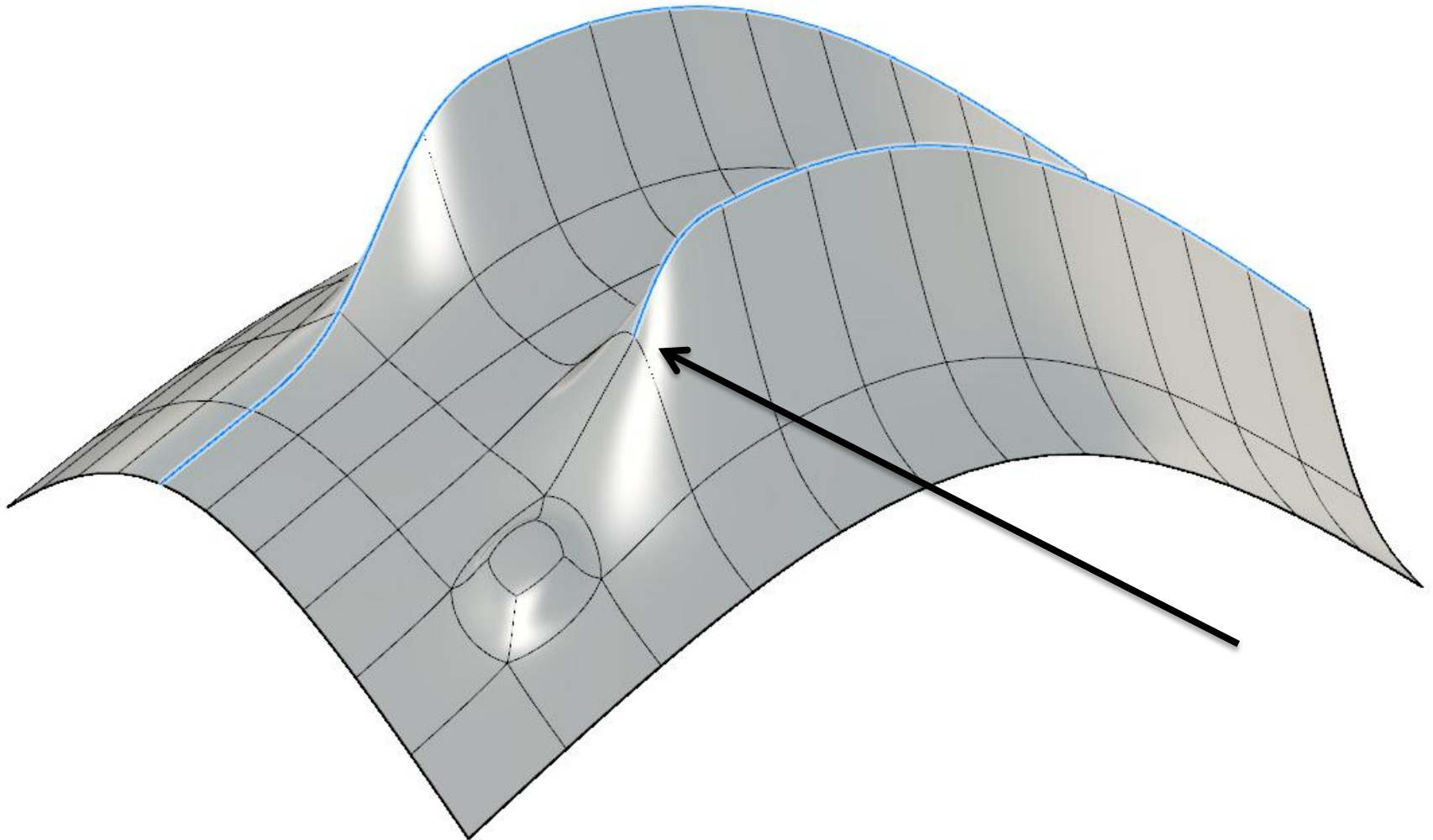
Windows: ALT + CTRL
Mac: Option + Control



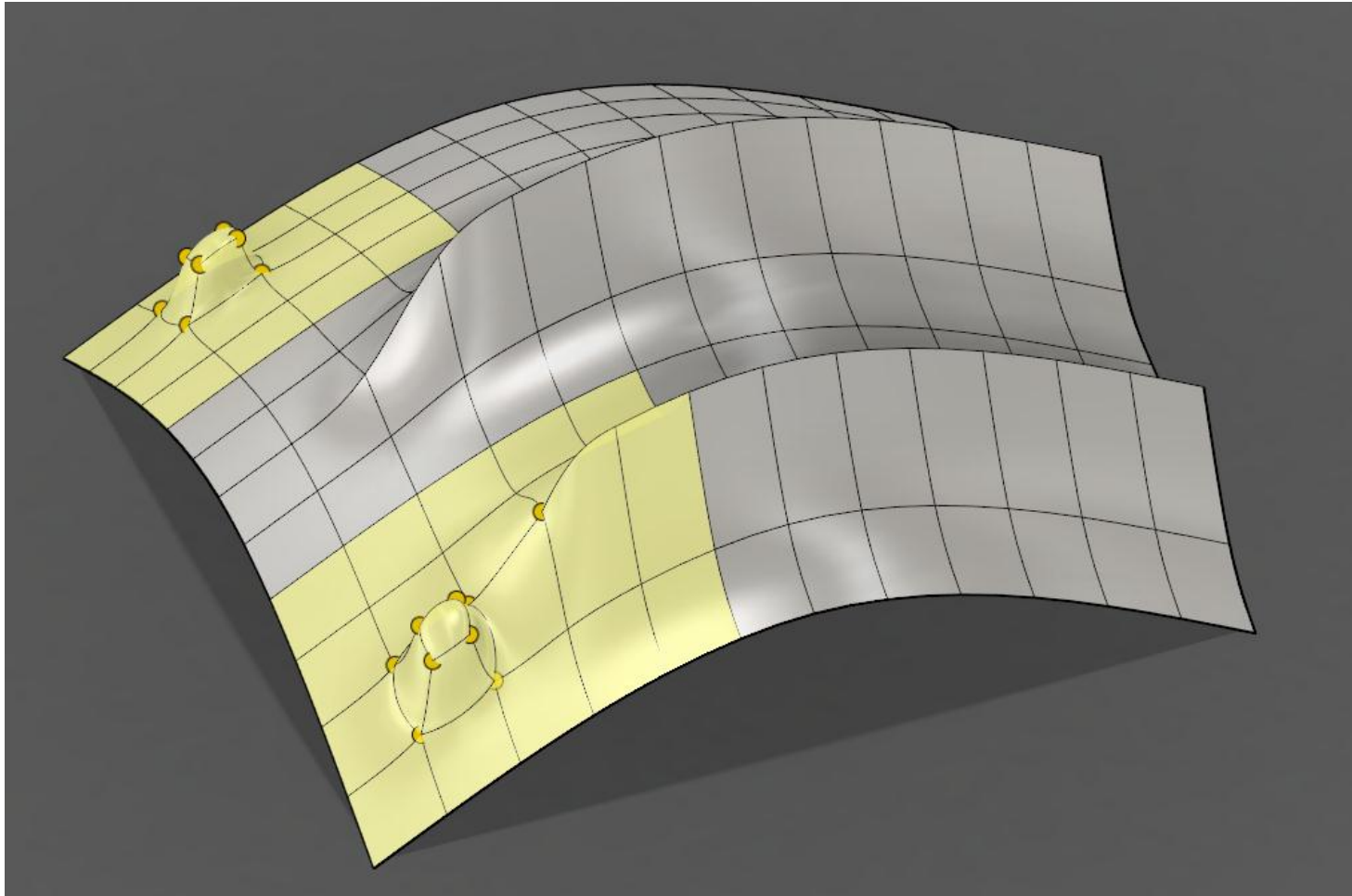
Windows: ALT
Mac: Option



Creases “fade out” differently around star points.

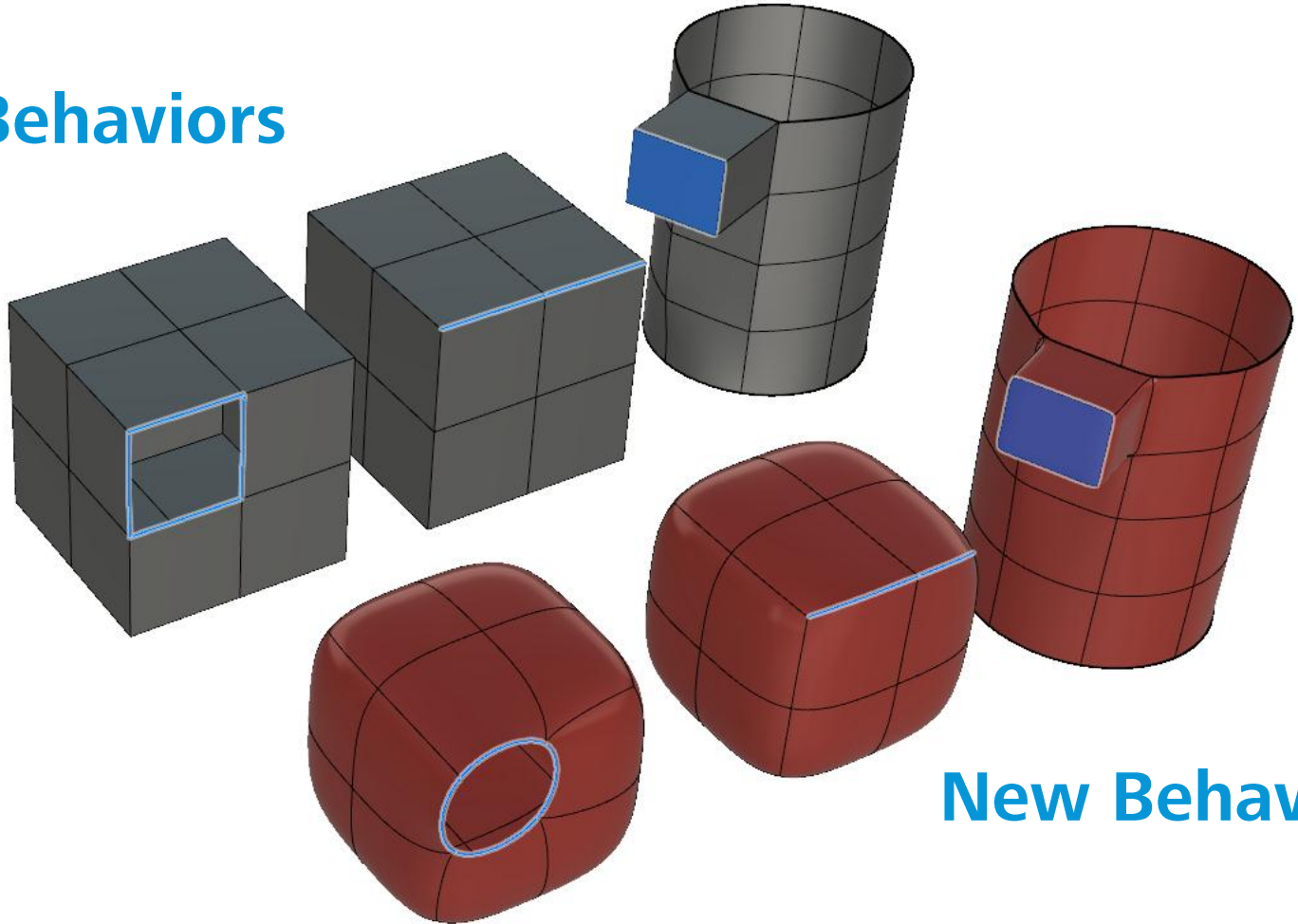


The Crease and Uncrease commands will highlight areas where the shorter falloff will be applied.



Previous behaviors where models became “boxy” by deleting faces or placing creases near star points have now been eliminated.

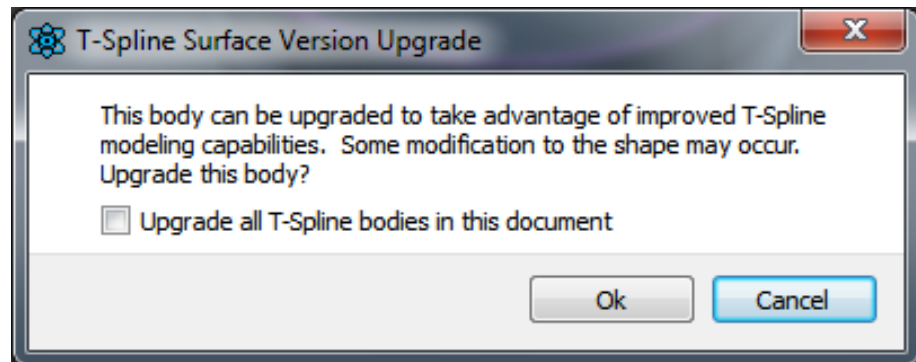
Old Behaviors



New Behaviors

Older T-Spline bodies will have their version upgraded to take advantage of new creasing behavior.

1. Selection of body in command will prompt message.
2. OK will upgrade the body and the operation can proceed.
3. Cancel will not upgrade but modeling operations can still be applied without improvements.
4. User can choose to upgrade all bodies and the warning will not display again.



When a set of creases terminate in a corner the results may not be predictable and conversion may fail. You can try converting separately as a workaround.

