

GEOMETRY VS SHAPES

Geometry refers to 3 dimensional objects or meshes. There are many ready made geometry "primitives" and other meshes on the Create panel.

Standard Primitives

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Extended Primitives

Compound Objects

Particle Systems

Patch Grids

Body Objects

Doors

NURBS Surfaces

Windows

mental ray

AEC Extended

Dynamics Objects

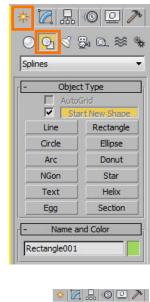
Stairs

Rectangle001

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Shapes refers to those objects that are 2 dimensional.

These objects have no volume and do not render. Shapes have to be "modified" to turn them into 3 dimensional objects. The easiest way to give them 3D volume is to turn on their "render" parameters.



Rectangle001

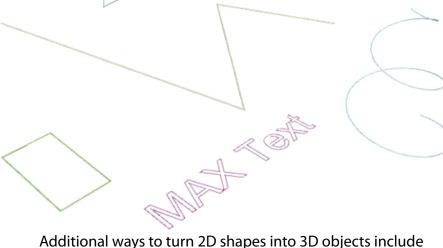
Radial
Thickness: 0.37

Rendering

Finable In Renderer

Enable In Viewport

Generate Ma ping Coords.



adding the Extrude or Lath modifiers. Lofting is a "Compound"

proces that turns shapes int 3D objects.