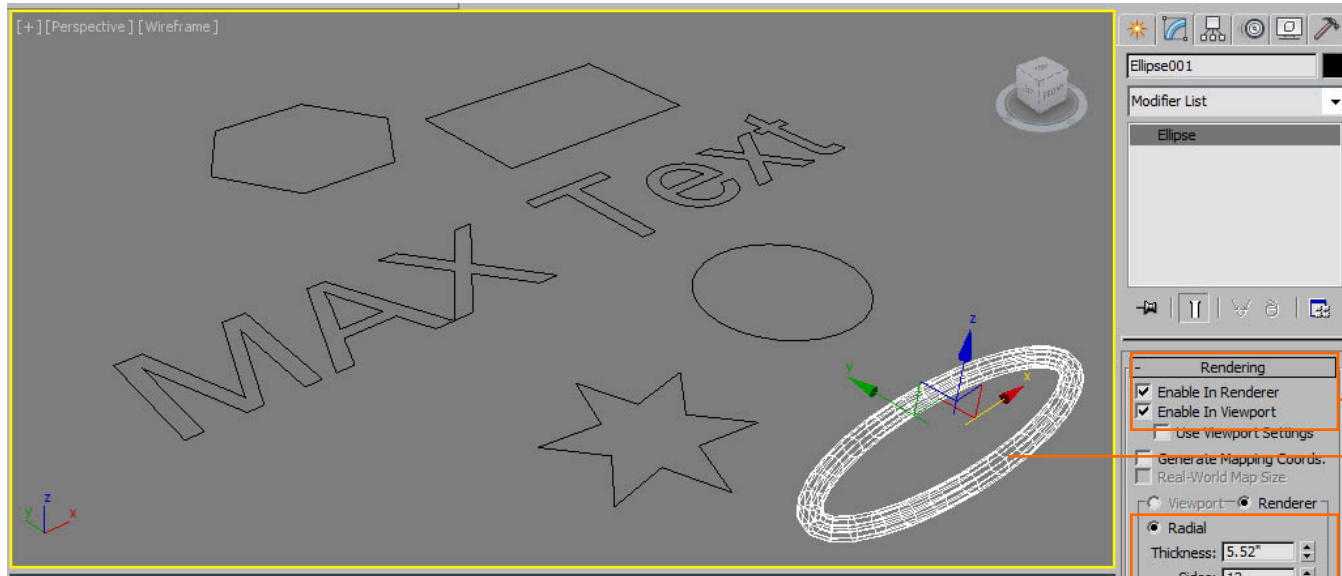# RENDERING SPLINES

**Splines are two- dimensional, therefore they have no volume and do not render. But we use splines to create three-dimensional meshes. There are several way to do this.**



There are many spline primitives as seen in the panel to the left: stars, elipses, text, circles rectangles and more.

**1.** The easiest way to create a 3-D objects from a spline is to "Enable Render". See the elipse.

Splines can have radial or square renders.

**2.** Another simple method is "Extruding". On the "Modifier List" there is an "Extrude" modifier,. When attached to a spline, it will give it dimension.
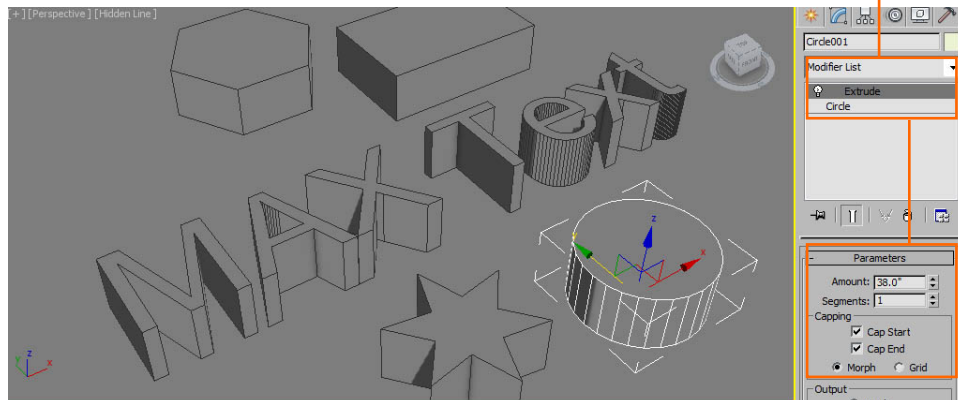


**Lathing and Lofting are two more ways of turning splines into 3-D meshes. See the "Basic 3D Max Skills Booklet". A link to this is on your class website.**