



7.0.9 Editors - 3D Viewport - Curve + Surface Object - Edit Mode - Curves context menus

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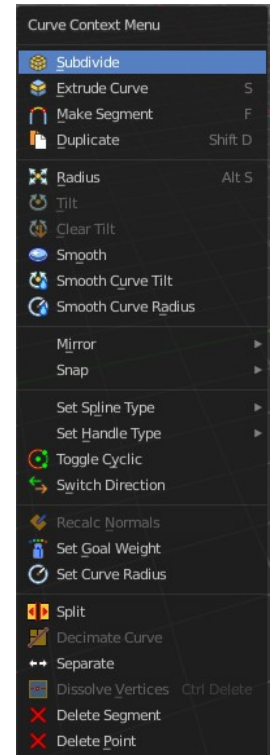
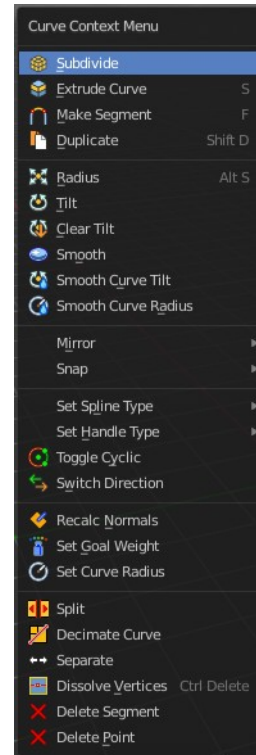
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Curve context menus

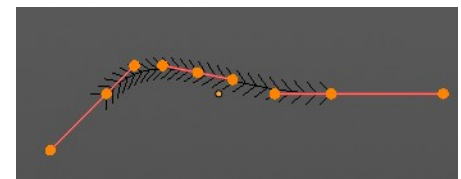
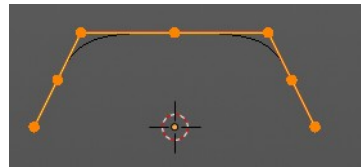
Call this menu with double right click in the 3D viewport. You need to be in Edit mode with a Curve or a Surface object.

With a surface object some options are greyed out.



Subdivide

Subdivides the selected curve geometry, and adds more control points.



Last Operator Subdivide

Number of Cuts

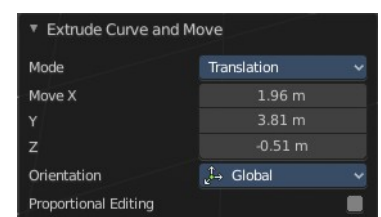
Number of subdivision cuts.



Extrude Curve

Extrudes the selected curve point(s).

Last operator Extrude Curve and Move



Mode

A drop-down box where you can choose between different extrude modes.

Default is Translation. Most other methods has no effect.

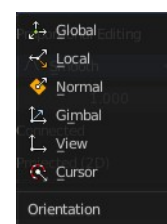


Move X , Y , Z

The position of the extruded point(s).

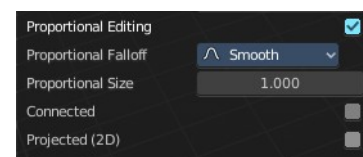
Orientation

Adjust the orientation of the extrusion. It usually starts with Normal.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Make Segment

Joins two curves by adding a segment between the end of the one and the beginning of the other. You can also create a closed curve that way.

Duplicate

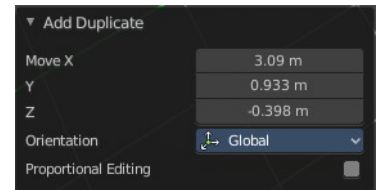
Duplicates the current selection. This can be a single control point or a whole curve.

The copy sticks to the mouse until you release it. A Right click while moving will reset the position of the duplicate. The duplicated part will be part of the same object.

When you drag the duplicate around you will see the position values in the header.

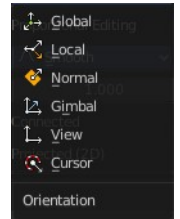
Last Operator Duplicate

Move X , Y , Z



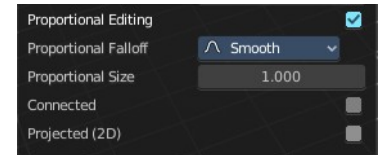
Orientation

Choose the orientation.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

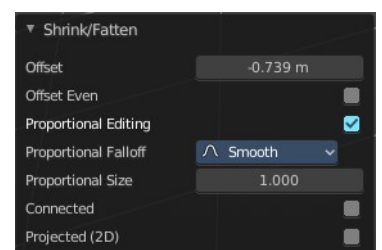
Radius

Scales the selected geometry along its normals. Transform orientation and Pivot point gets ignored.

A positive value pushes the vertices outwards. A negative value pushes the vertices inwards.

Last Operator Shrink/Fatten

The Last Operator Shrink/Fatten panel gives you tools to adjust the Shrink/Fatten operation. Here you have numeric input for the strength and a few more options.



Offset

Offset is the strength of the offset for Shrink/Fatten.

Offset Even

Offset Even scales the selection to give more thickness in even areas.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

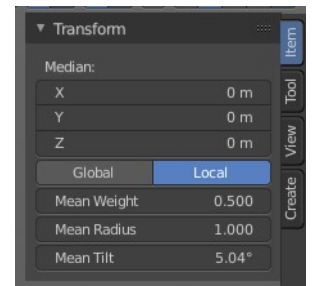
The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Tilt

Modifies the Mean Tilt.

Activate the tool, and drag the mouse. You will see a value in the header now. The selected curve path will rotate by dragging the mouse.

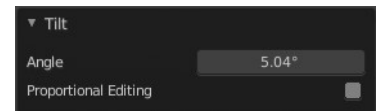
The Tilt angle always starts at zero. It is relative. To modify the Mean Tilt use the edit box in the Transform panel.



Last Operator Tilt

Angle

The Tilt angle.

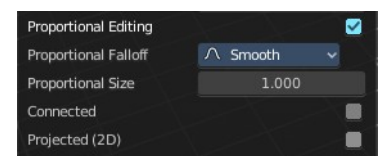


Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.



Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Clear Tilt

Sets the Mean Tilt to zero.

Smooth

Flattens the angles of the selected control point(s).

Smooth Curve Tilt

Smooths the curve tilt of the selected control point(s).

Smooth Curve Radius

Smooths the curve radius of the selected control point(s).

Mirror

Mirror mirrors the selected geometry along the defined axis.

Interactive Mirror

Mirror by hotkeys. You activate the tool, type in x for x global for example, or x x for x local. And the selection gets mirrored.

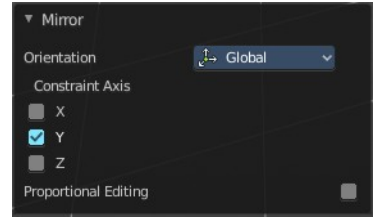


X Global, Y Global etc.

Mirrors the selection around the chosen axis.

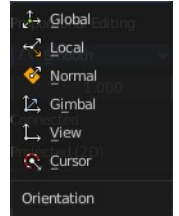
Last Operator Mirror

The Last Operator Mirror panel gives you tools to adjust the mirror action.



Orientation

Orientation is a drop-down box choose the type of orientation for the mirroring action.

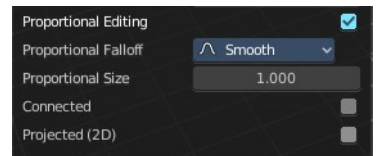


Constraint Axis

Constraint Axis gives you again the possibility to define the mirror axis. You can choose more than one axis here.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

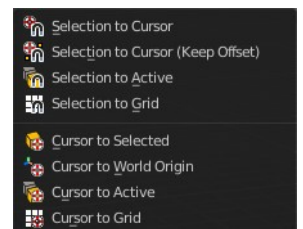
The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

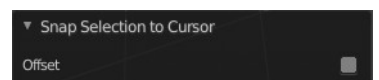
Snap

Choose several methods to snap one element to another. The menu items should be self explaining.



Last Operator Snap

Some snap operations shows a last operation panel, some not.



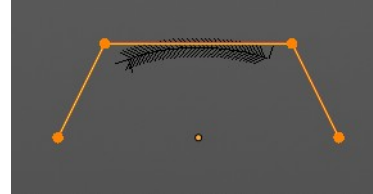
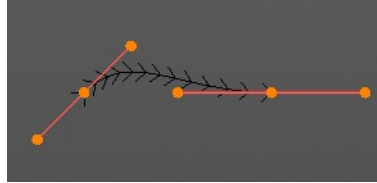
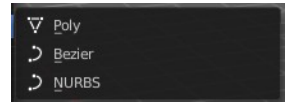
Offset

If the selection should snap as a whole, or if each individual element of the selection should snap.

Set Spline Type

With set Spline Type you can set the type of the curve.

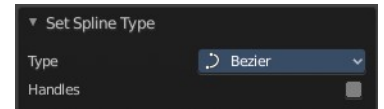
Poly is a straight line between the control points. Bezier has curve handlers. A nurbs curve has a control cage.



Last Operator Set Spline Type

Type

Type is a drop-down box choose the spline type

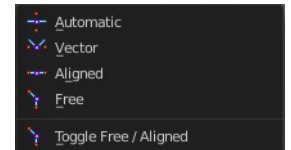


Handles

Use Handles when converting Bezier curves into polygons.

Set Handle Type

Handles defines the type of handle for the knots of the curve. You have the choice between Auto, Vector, Align and Free. And the Last Operator gives you a fifth possibility to toggle between Free and Align.



Auto

Auto aligns the handles automatically.

Vector

Set Handle type to Vector.

Align

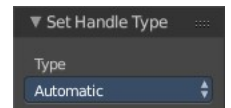
Set Handle type to Align.

Free

Set Handle type to Free.

Toggle Free/Aligned

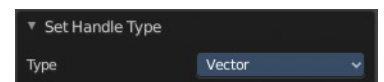
Toggle Free/Aligned.



Last Operator Set Handle Type

Type

Type is a drop-down box where you can set the handle type. You have the choice between Auto, Vector, Align,



Free. And the fifth possibility toggles between Free and Align.

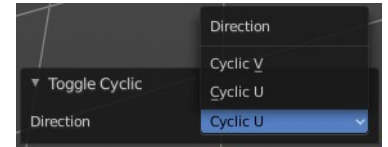
Toggle Cyclic

Toggle Cyclic closes or opens the curve.

Last Operator Toggle Cyclic

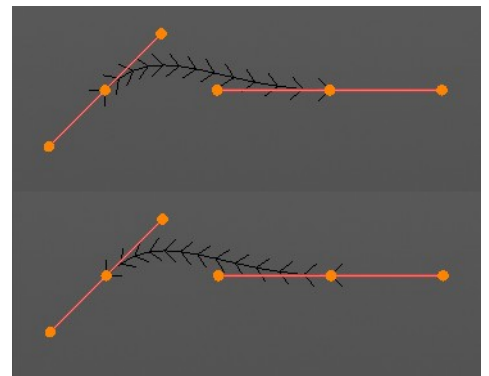
Direction

Direction is a drop-down box choose the direction in which the curve gets closed.



Switch Direction

Just for Bezier Curve object type. Surface Nurbs curves doesn't have a direction. Switches the direction in which the curve is pointing.



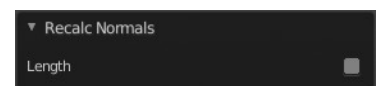
Recalc Normals

Recalculates the normals of the selected curve.

Last Operator Recalc Normals

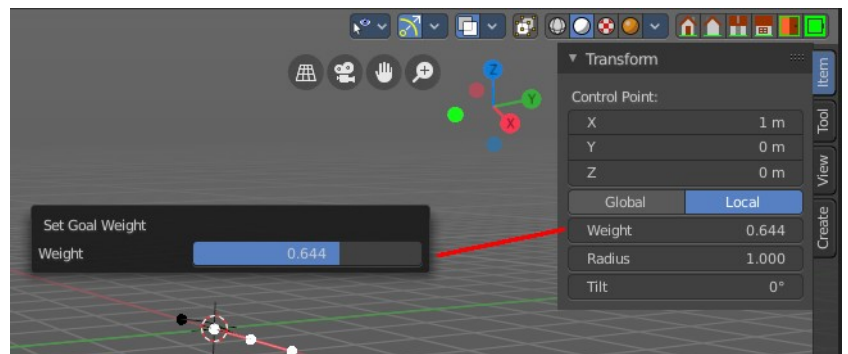
Length

Recalculates the handle length too.



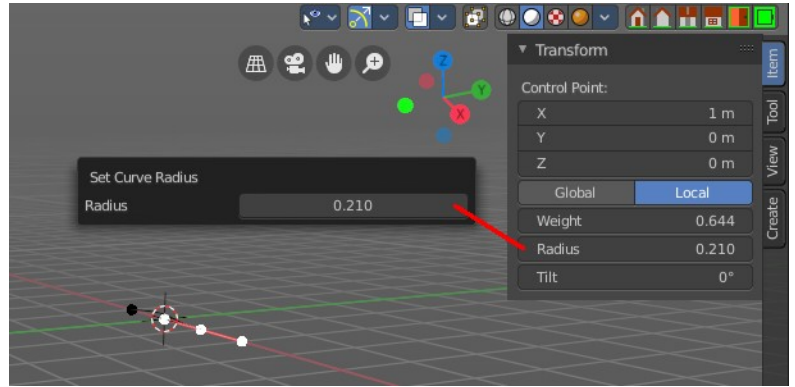
Set Goal Weight

Sets the curve's Weight for the selected control point to the specified value. If more than one control point is selected this will set the Mean Weight.



Set Curve Radius

Sets the curve radius for the selected curve point to the specified value.



Split

Splits the curve at the selected control point(s). You need to select two control points to select the segment between it.

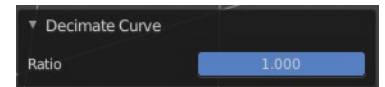
Decimate Curve

Decimates the currently selected geometry. It starts with a Ratio of 1. Which means no decimation. The lower the ratio the more decimation you will get.

Last Operator Decimate Curve

Ratio

Adjust the strength of decimation.



Separate

Separates the selected control points, and creates a new curve object out of it. You need to select two control points to select the segment between it.

Dissolve Vertices

Dissolves the selected vertices. When removing vertices in between then the curve stays intact and connected.

Delete Segment

Removes the segment between the selected vertices.

Delete Point

Dissolves the selected vertices. When removing vertices in between then the curve stays intact and connected.

