7.1.42 Editors - 3D Viewport - Header - Hair Curve - Edit mode - Curves menu

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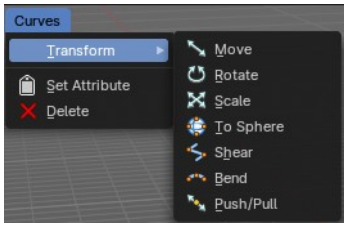
Edit mode - Curves menu

Transform

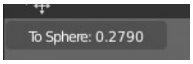


To Sphere

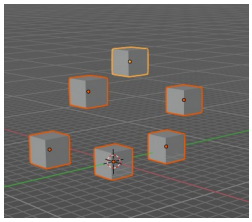
Shapes a selection of objects into the shape of a sphere. The calculation happens with the object origins.

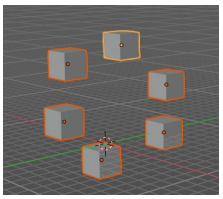
In Object mode this tools requires to have more than one object selected.

Usage



Select the objects, activate the tool, then drag the mouse in the 3D viewport. In the header you will read the current factor then. Which tells you how close you are towards the sphere shape.

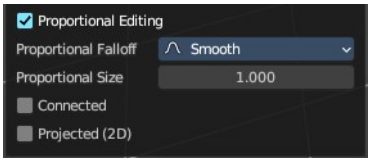




Last Operator *To Sphere*

Factor

The factor to transform the selection into a shape form.



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.

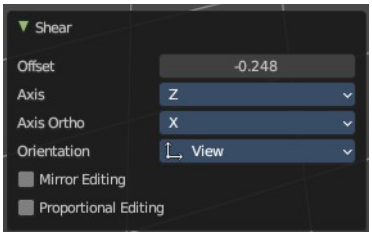
Connected

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.

Shear



Shear shears the selection.

In Object mode this tools requires to have more than one object selected.

Last Operator Shear

Offset

Adjust an offset.

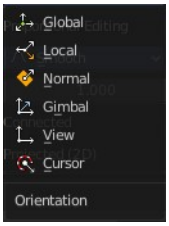
Axis

Defines one axis of the imaginary shear axis plane.

Axis Ortho

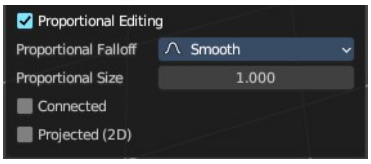
Defines the other axis of the imaginary shear axis plane.

Orientation



Choose the orientation for the shear action.

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.

Bend

Bends the selection.

In Object mode this tools requires to have more than one object selected.

Push/Pull

It pushes or pulls the object positions relative to the center of the selection.

In Object mode this tool requires to have more than one object selected.

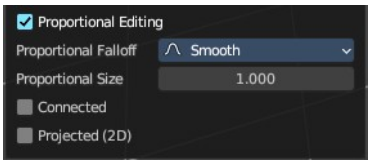
Last Operator Push/Pull

Distance

Adjust the strength of influence of the tool.

Mirror Editing

Enables mirror editing.



Proportional editing

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Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

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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.

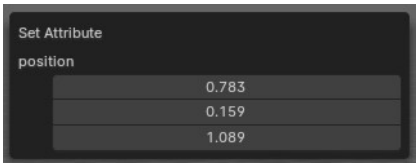
Radius

Scales the selected curves point along its normals.

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

Notes: T*ransform orientation and Pivot point gets ignored. To see the result, make sure you have geometry radius applied, without this will be set into the Radius attribute.*

Set Attribute



Set the position attribute of the selected elements. The values can be adjusted in the popup.

Delete

Deletes the selected hair curves.

Toggle Cyclic

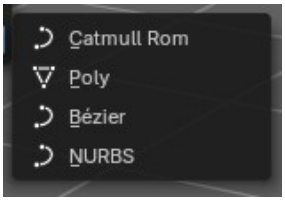
Toggle Cyclic closes or opens the curve.

Last Operator Toggle Cyclic

Direction

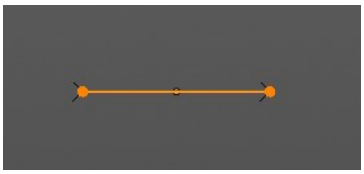
Direction is a drop-down box . Choose the direction in which the curve gets closed.

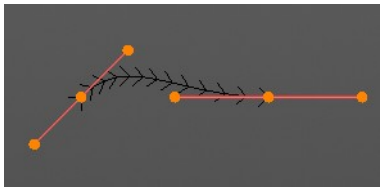
Set Spline Type

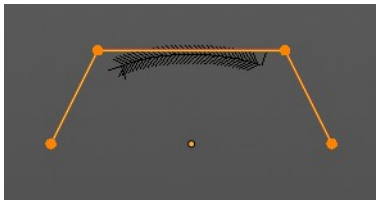


With set Spline Type you can set the type of the curve.

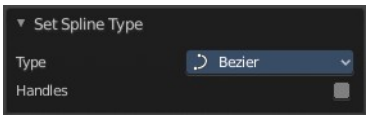
Catmul Rom is an interpolated spline system for smooth curves. Poly is a straight line between the control points. Bezier has curve handlers. A nurbs curve has a control cage.







Last Operator Set Spline Type



Type

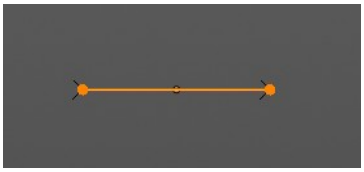
Type is a drop-down box . Choose the spline type

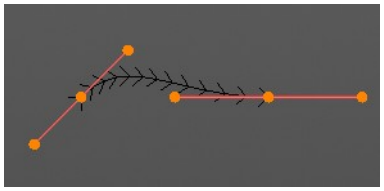
Handles

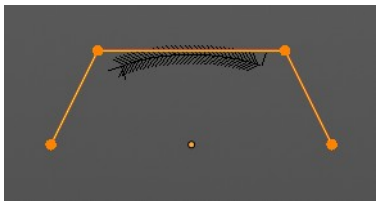
Use Handles when converting Bezier curves into polygons.

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

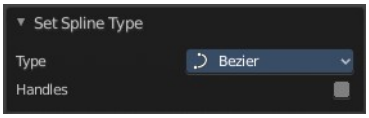
Poly is a straight line between the control points. Bezier has curve handlers. A NURBS curve has a control cage.







Last Operator Set Spline Type



Type

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Handles

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