



SplinePatch v3.04.0 for Cinema 4D

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SplinePatch creates a surface from three or four Splines. It is designed to be an object generator that is completely parametric.

The MultiPatch connects several Spline Patches onto a smooth surface and then rounds the outwards with a customizable profile.

The brand new SplineCage object manages and creates all connections between the splines in a cage. It creates all desired surfaces with a single mouse click.

Why do you require the Spline Patches?

Patch-modeling is a technique that is mostly employed to model curved surfaces in a way that is true to size and dimension. When using car modeling, you will find this user-friendly, yet effective technique extremely beneficial. Most tutorials that deal with car-modeling online use SplinePatches however, with the exception of the ones specifically created to work with Cinema 4D. Up until now, this method wasn't available to users of this powerful 3D software from Maxon. The Cinema-4D features like "loft", "lathe" and "sweep" do not offer adequate alternatives. There's no alternative to patch-modeling other than using points directly and polygons.

In spite of this method's effectiveness, there's still a lot to complete. A large portion of this is involved in creating splines that run through the typical shaping lines. So, it is common to employ dimensional drawings, also known as blueprints of the object that you want to be described. Through a series composed of lines spline cage forms, which determines how the object's shape. Between these lines, surfaces can be covered with up to three or more splines, with their intersection points being a limitation.

The SplinePatch functions in the majority of available applications need precisely calculated intersection points within the space. These intersection points are generated using the supplementary functions to join the Splines. Our plugin is very accommodating in this regard. Be aware that the splines appear to be close to the corners in SplinePatch. SplinePatch to be built.

SplinePatches made with Cinema 4D

SplinePatch offers those using C4D a patch-modeling feature. It's one of C4D's only be objects and functions in a like manner. Drop three to four Splines which define the surface that will be created within the SplinePatch object. Select which subdivisions to use. That's it!

If the number of subdivisions is determined, many software programs begin by creating a polygon mesh that you can manipulate using specific tools. This approach is not akin to the non-modal look which is the norm in Cinema 4D so we decided to design the plugin in terms of object generation. The benefits are obvious: it is possible to alter any parameter at any time, even the form and the position of splines!

The actual modeling of the patch will be completed.

SplinePatch has additional features that may be of interest to the fan of patch modeling:

Stitching

This method allows you to join or glue multiple surfaces in order to form a single, seamless shape. You just need to put the SplinePatches you wish to join in a multi-patch. The patches will be seamlessly welded and smoothed out, regardless of whether they are divided in a different manner.



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Edge Profiles

You can give edge edges to a multi-patch using a diverse profile. In particular, when used with HyperNURBS you can make nice smooth edges that are typical of seams found in the car's body. automobiles. You can also set the width of the gap! If you're working with HyperNURBS you can have round edges through setting the bevel.

Deforming

The form of a surface may be altered using an additional spline, or a polygon object. You can go further than make dents as the expression "deforming" indicates. Furthermore, it is possible to shape the surface totally or to some extent or into a particular shape. So, for instance, you could apply something to your surface, or even smooth out the bulge.

One object

If you would rather work using an "real" polygon object, for instance, if you would like to equip a car with handles for doors You can create an object that is clean using one of the Cinema 4D functions "Make Editable" or "Current State to Object" anytime.



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