T·Splines

Organic surfacing for design

T-Splines® is a plugin for Rhinoceros® 3D for creating manufacturable organic designs

Benefits

T-Splines for Rhino helps designers easily create smooth, organic shapes, edit them quickly, and export them for manufacturing without remodeling. The plugin adds a suite of surfacing tools to speed up design time, accomplish tasks that would be tedious or difficult in Rhino, and translate between mesh modeling programs and Rhino.

• Create smooth, organic shapes

Across industries, from consumer products to jewelry, marine design, and architecture, designers can quickly model products with T-Splines that meet aesthetic and functional requirements without compromise.
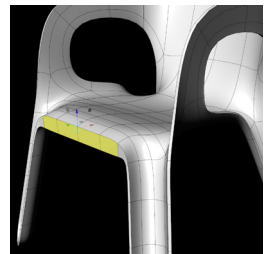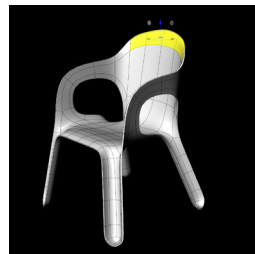

© Joaquin Laborda

© Joaquin Laborda

• Edit quicky

Design iterations take only minutes with T-Splines instead of hours or days. Any part of the T-spline surface can be pushed, scaled and rotated—even at complex transitions, while at the same time staying smooth and gap-free.

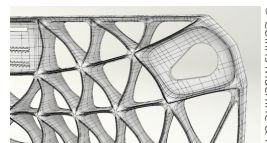### • Export for manufacturing without remodeling

T-spline models and surfaces are 100% compatible with NURBS and can be exported for manufacturing or analysis without remodeling. Designers can now rely on a fast and smooth workflow from concept to production mold or part. T-Splines provides compatibility and production-quality surfacing that is unique in the organic surface modeling world.
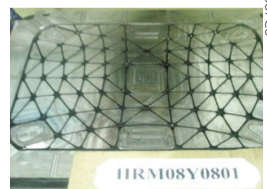

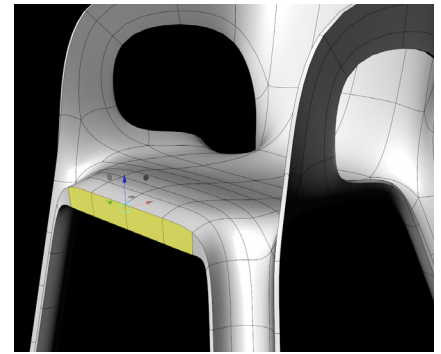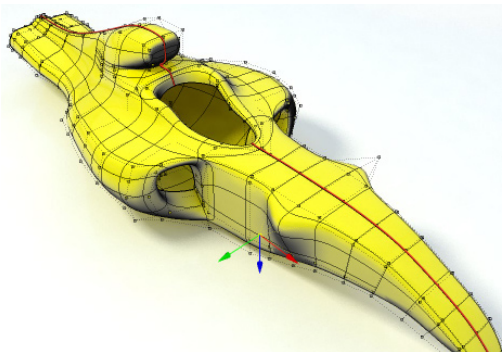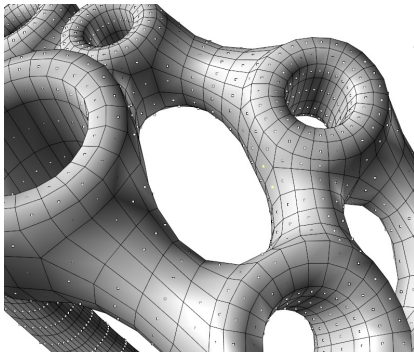
© King Doublebass

© Evert van Engelenhoven

© Collins Machine & Tool Co

HRM08Y0801

Features

T-Splines 2.0 introduces new subdivision surface workflows into Rhino's modeling environment. These work-flows, enjoyed for their rapid concept generation by animators, bring the same speed benefit to industrial and product design. T-Splines makes them available in a NURBS-compatible, production-quality way for the first time.

© Joaquín Laborda

© Ricardo Amaral

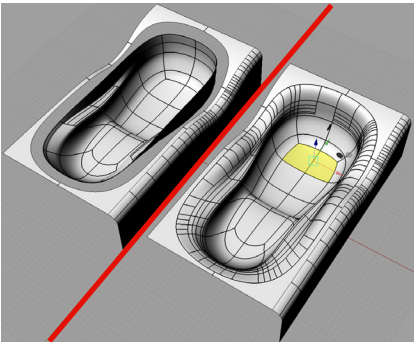

- **Polygonal/box modeling tools**
  Use advanced surface creation tools, including extrude faces and edges, merge surfaces, delete model sections, create faces from points, fill holes, add arbitrary detail, weld points, and more.

- **Multiaxis and radial symmetry**
  Work on only a fraction of your surface and the remainder will update symmetrically.
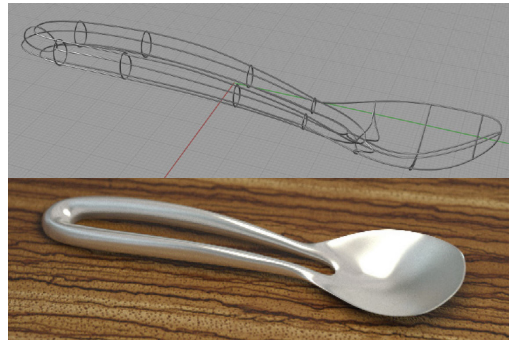
- **Smooth surfaces for offsetting**
  Thicken T-spline surfaces into editable solids, even in models with difficult transition areas.
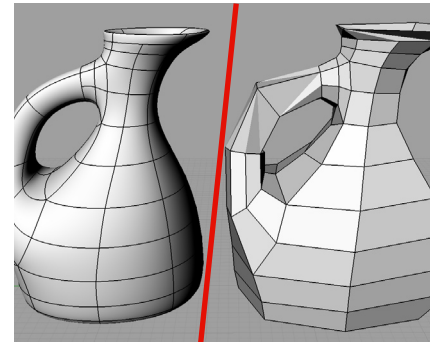

- **Surface matching**
  Smoothly match T-spline surface edges with trimmed or untrimmed NURBS for seamless integration of freeform T-Splines into NURBS models.

- **Surfacing from curves**
  Lay out curves to define the entire model. Select the curves all at once and walk through the three-step wizard to create the model.

- **Smooth/box mode toggle**
  Toggle between smooth and polygonal mesh mode with the push of a button for maximum editing control.

Try today

Free trials, case studies, tutorials, and purchasing information are available at www.tsplines.com and through major Rhino resellers.

T·Splines