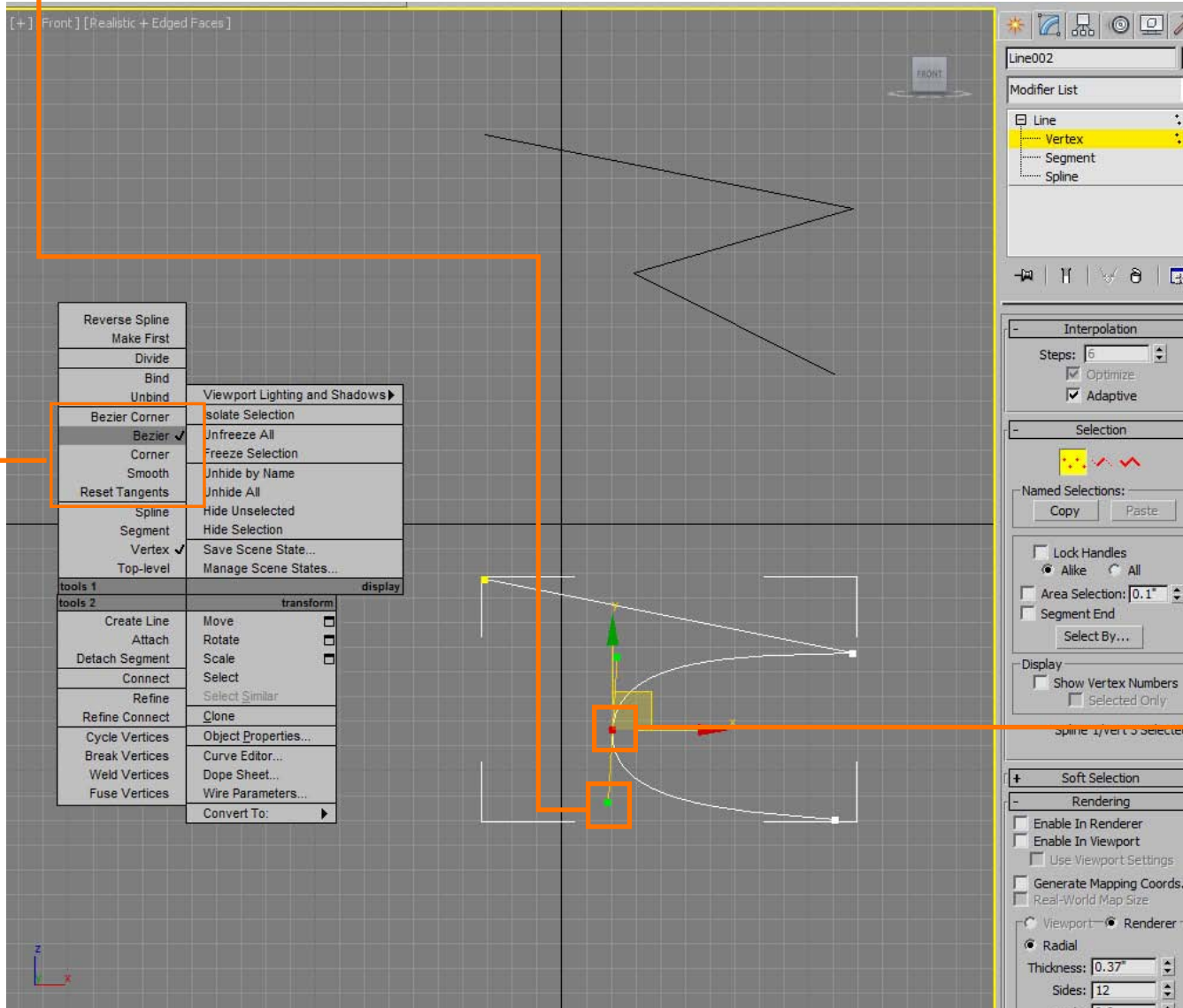


BEZIER & SPLINES

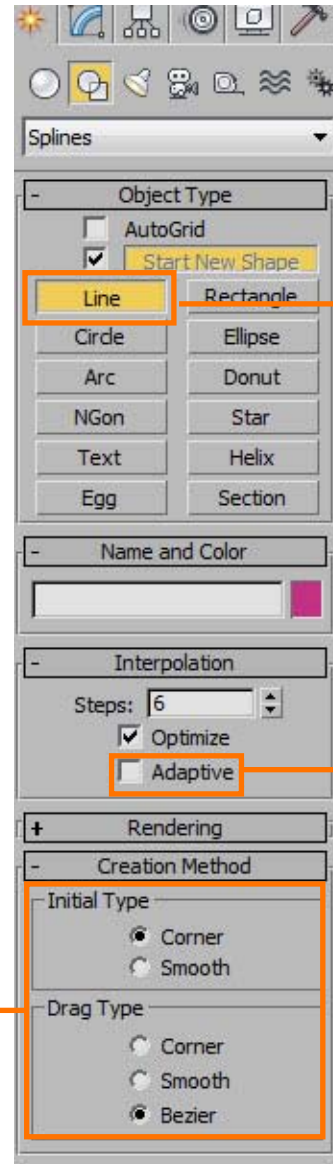
Bezier (Bezy-A) is the name given to lines (splines) whose curves can be manipulated. Beziers use anchor points and control arms to manipulate the shape of the curves.

Right clicking on a vertex will open up a selection panel where you may choose the type of bezier control you want.



BEZIER & SPLINES

You can draw complex shapes with ease once you learn to control Beziers. The Line tool in 3D Max can be set to draw different types of curved and straight lines.



Clicking "Adaptive" will smooth your lines.

These settings change the way the line will draw. Experiment with these settings.