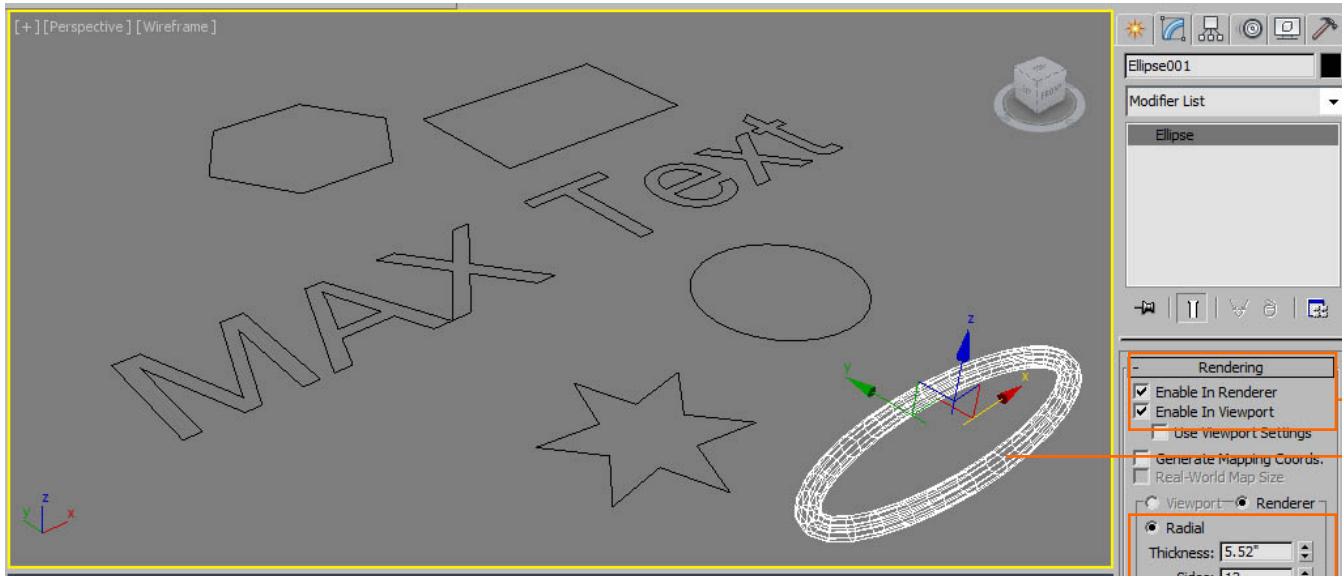# Rendering Splines

Splines are two- dimensional, therefore they have no volume and do not render. But we use splines to create three-dimensional meshes. There are several way to do this.


There are many spline primitives as seen in the panel to the left: stars, elipses, text, circles rectangles and more.

1. The easiest way to create a 3-D objects from a spline is to "Enable Render". See the elipse.

Splines can have radial or square renders.

2. Another simple method is "Extruding". On the "Modifier List" there is an "Extrude" modifier,. When attached to a spline, it will give it dimension.
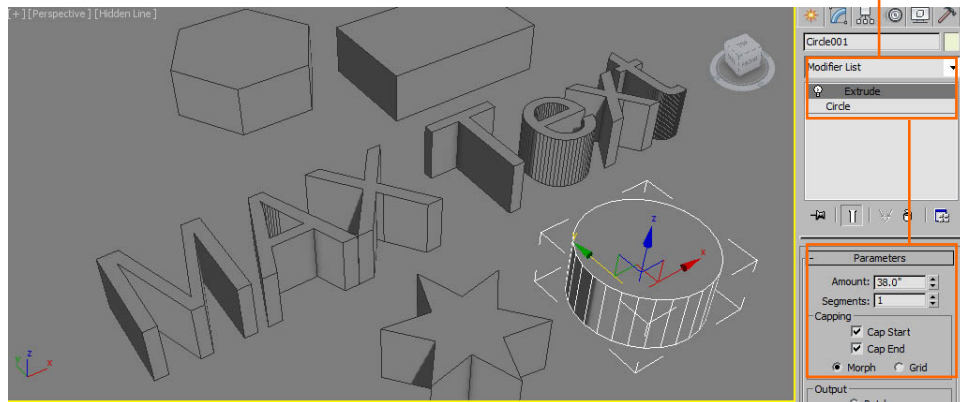
Lathing and Lofting are two more ways of turning splines into 3-D meshes. See the "Basic 3D Max Skills Booklet". A link to this is on your class website.