

MAYA IN-DEPTH: ISOLATING SURFACE PATCHES

procedures covered:

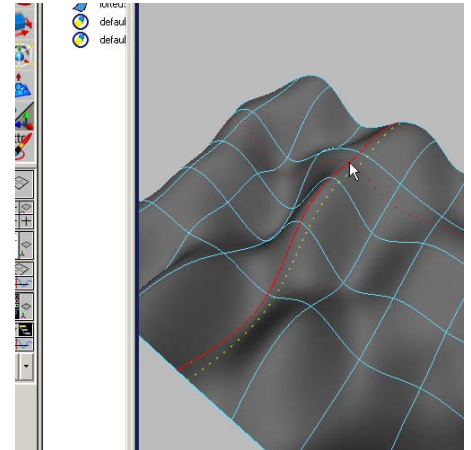
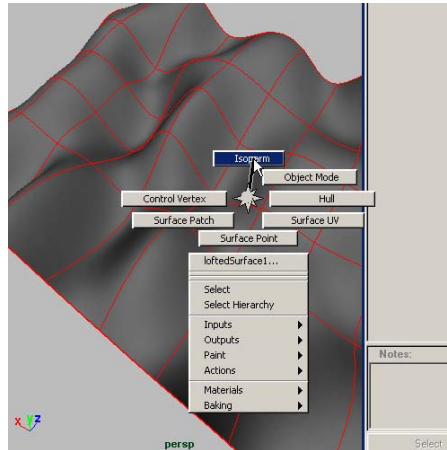
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- isoparm selection
- detach surfaces

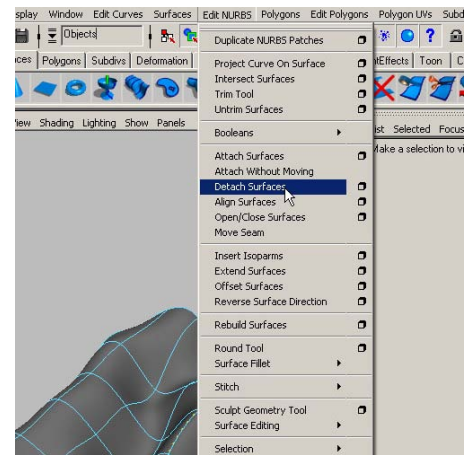
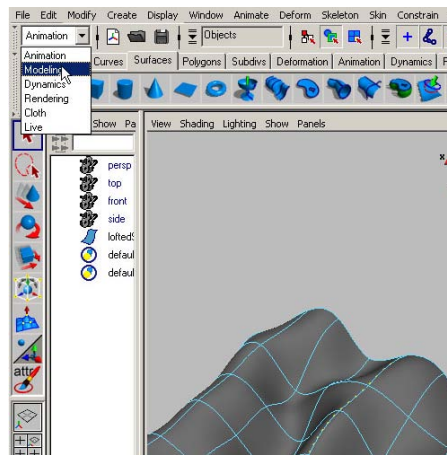
At any stage, we can reduce the extents of our NURBS surfaces, or split them into separate surface *while still maintaining tangency*. Right-click on a surface (taking you into component selection) and select Isoparm mode. Your surface curves should turn a different color. Select one by left-clicking, or left-click and drag to select an arbitrary isoparm.

Holding shift will allow you to select several Isoparms.



Modeling > Edit NURBS > Detach Surfaces

Go to your modeling toolbar, and then to the edit nurbs menu, selecting "detach surfaces." This will effectively split the surface into separate objects, giving each a unique name in the outliner.



We can now select them individually, moving them or deleting parts of the surface. This is useful for isolating internal parts of a surface, splitting away unnecessary parts of the surface and deleting them.

