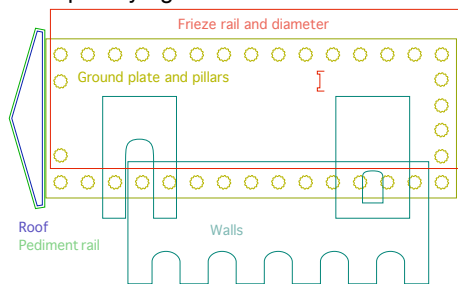


# Simple Temple With Splines.

Hi.

This is so easily be done, didn't thought its worth a tutorial. One who can draw some shapes in a vector app, knowing little about "open" and "closed" paths and the holy cow; "compound paths" won't find any difficulties here and no challenge at all. Compound paths are essential because these one are for drilling holes in almost every material. One know these paths from the letters "A, B, D, O, P, Q, R" and the numbers "4, 6, 8, 9, and 0". Do you noticed what they have in common? Yes, they got a hole in the shape. Talking about splines, that means the outer path will go clockwise and the inner path for the hole counterclockwise by default. You can check this up by using the "type" function from the spline menu in Cheetah3d. Putting those letters into the "extrude creator" will show you.

I prepared a svg (scaleable vector graphic) for you to build up a temple without getting filthy and using thousands of slaves for ten years. Just drag it onto the Cheetah3d icon or tell it to open by right click.



After Cheetah3d opens the set of splines you will first noticed that the drawing stands upright like it was lay out in your 2d-app. Click through the list of splines and find the ones which needs a -90° turn. Select&group them go to folder properties and type -90 in "P" to rotate the content. Find the spline for the ground plate (path. 1) and go for an extrude creator. Now put the spline into the Extrude creator and name it. Set the Bevel type to stairs and increase the radius for some nice stairs. Ok; part of the stairs will go underground, but hey that means just a few more secrets to find by archaeologists? Friezes go with an diameter contour horizontally around the building (by using the "sweep" creator), while pillars grow vertically (with the "extrude" creator). Now put the pillars spline to a new "Extrude creator". Pull it from the ground, set its sections to 1 and lift it up till it will get a bit higher than the wall with the arches. You can drag the wall spline up to the ground and watch the growing in "Front view" till it gets a height about 3.0.

Now we will raise some walls. Find the arch spline (path.4), settle it to the ground plate and throe it into a new "Extrude creator". Immediately you will receive a strong heavy wall. If it's too thick reduce it by decreasing it's z-direction. So you want two of these walls? Go for the "Array modifier" and add it to the wall. Tip: the modifier will placed itself automatically under the last selected item in the object browser.

Set in its properties direction to "Z" and items to 2. Go fishing for the entrance wall (path.5) and place it to the ground. You'll need it for adjusting the offset in the array for your two walls.

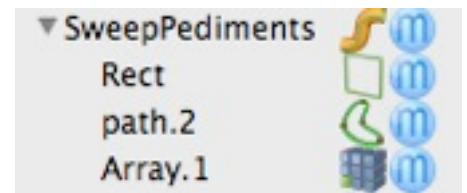
Now the same with the roof (path.3). Put it in place, throw it new "Extrude creator"



and add depth. Tip: Every time you use the "Extrude creator" and don't use it's advanced features for beveling the edges reduce the segments to 1 to avoid unnecessarily high polygon count.

There is a second spline for frames at the pediments. To make a frame from splines catch a "spline creator" and put in the outline of the frame for the rail and a rectangle as the diameter. Within the creator make sure that first is placed the diameter and second the rail spline. So

scale your rectangle you can choose from the spline menu for a nice a and put it in place. And yes, don't forget the array thing, you want to have two pediments I guess.



Two splines were now left. These are for a frieze underneath the roof.

Put them into a "sweep creator" rotate the diameter upright make some adjustments and put it in place. Double clicking on an creator object in the browser will make the object editable, so one can pull a ceiling with "fill hole" to make it more say more a ceiling.

I leave you here, hoping you get an idea of what can be done at ease by using paths export to svg or pdf from any vector app within Cheetah3d. There are so much more possibilities; imagine you have technically drawings of your dream house. With path&splines you will be able to build it up before you call for a dredger.

With kindest regards  
Frank Beckmann

