

Reference

Mode:

Object Mode and Edit Mode

Menu:

Add ▸ Curve

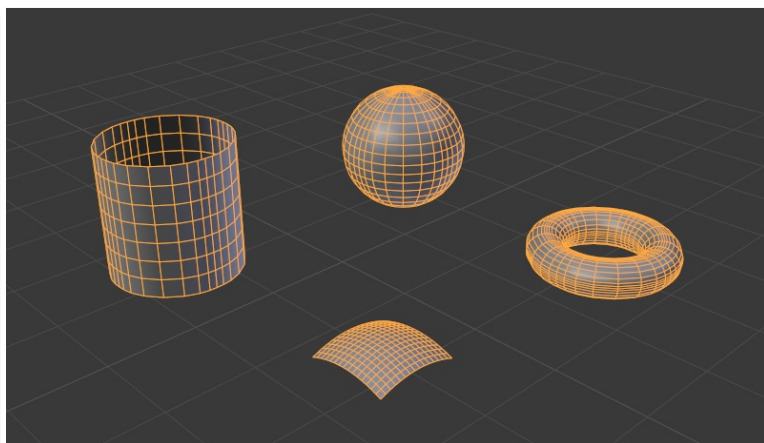
Shortcut:

Shift - A

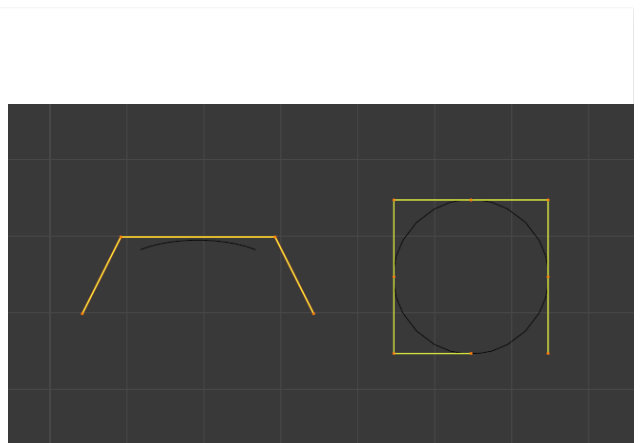
See also

When adding curves there are some common options like other [Objects](#).

In Object/Edit Mode, the *Add Surface* menu, provides six different surface primitives:



NURBS surface primitives.



NURBS curve primitives.

NURBS Curve

Adds a generic curve of four control points forming an arc.

NURBS Circle

Adds an a closed loop of control point forming a circle. Note, a circle [NURBS](#) surface is never filled, unlike its “real” curve counterpart...

NURBS Surface

Adds a generic surface patch consisting of a 4×4 grid plane with the center grid slightly raised.

NURBS Cylinder

Adds an open end cylinder, consisting of an extruded *NURBS Circle*.

NURBS Sphere

Adds a generic sphere constructed by revolving a grid of control points about an axis.

NURBS Torus

Adds a doughnut-shaped primitive created by rotating a circle around an axis.

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