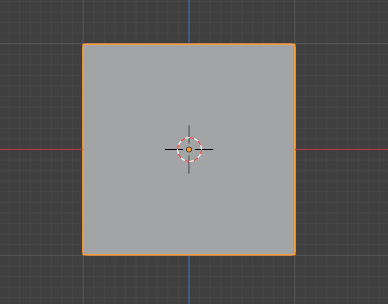
1 Drawing a Curve

# What is a Curve?

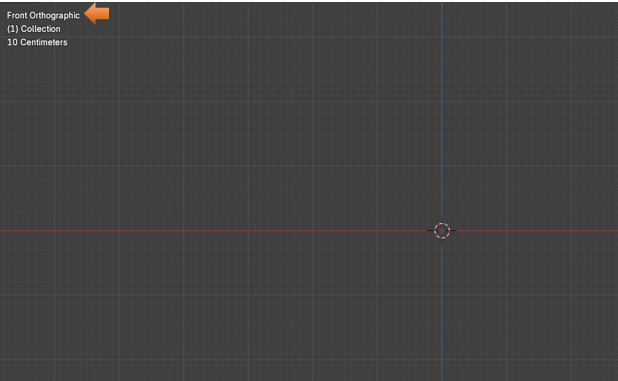
That is easy, a line that has a curve or bend in it. We normally make these curves by using control points, by using something like a Bezier curve. However, in this tutorial, I will be cheating just a bit and showing you how we can bring in the Bezier curve, throw it away, and then just draw the curve we want. It might be a bit simpler for the beginner curve maker.

# Creating a Curve

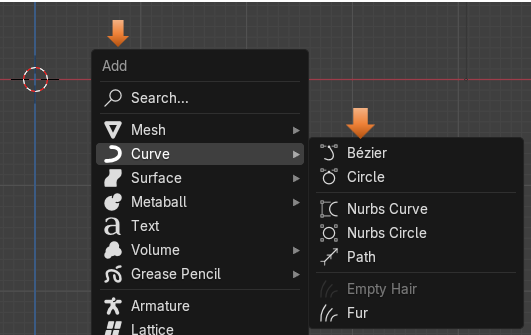
Delete the Cube.



Hit the 1 key on the numpad to go into front view.



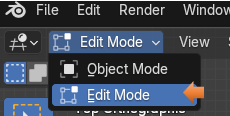
Hit shift – A and add a Bezier Curve to the Viewport.



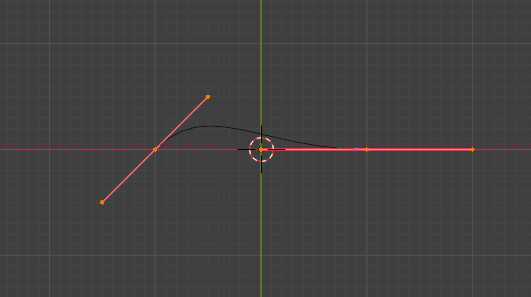
Hit the 7 key on the Numpad to view the curve from the top



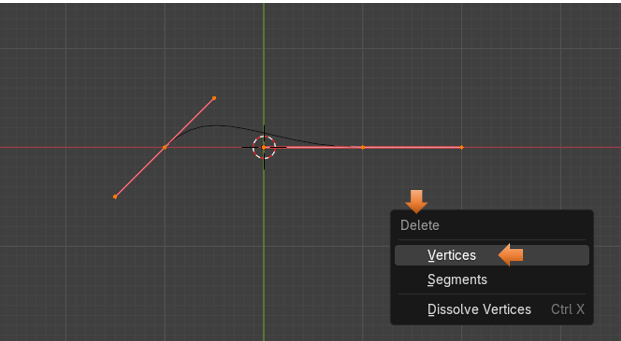
Go into Edit mode, you will notice that your menu dropdown when you are in Curves only have 2 options. These two options will be Object and Edit Mode.



This is what this curve looks like in Edit Mode.



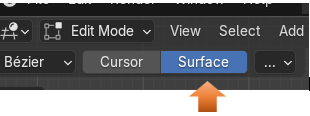
Hit X, and choose Delete-Vertices.



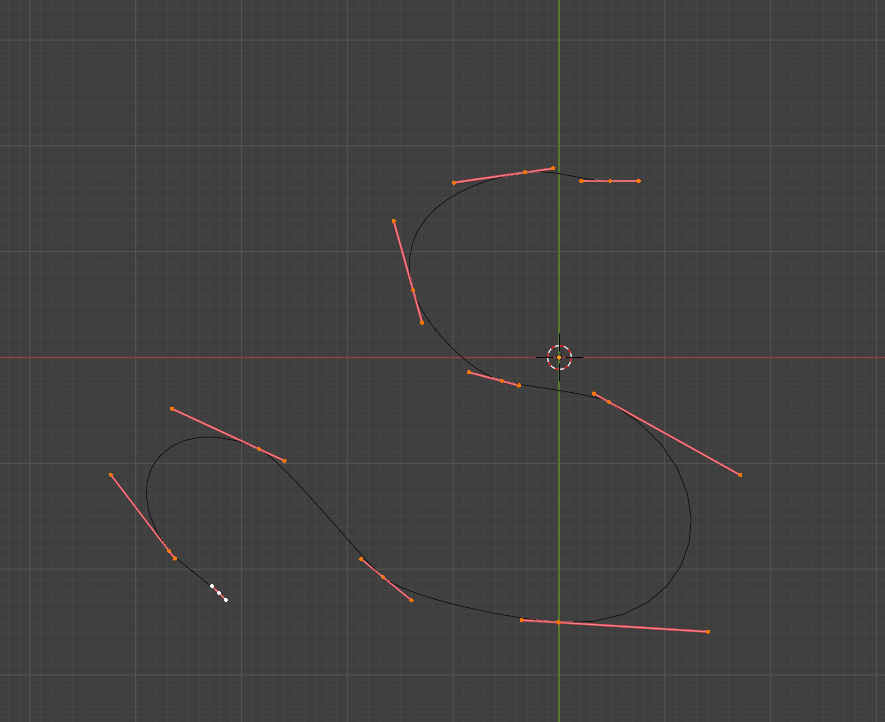
Switch to the Draw tool.



At the top of the Viewport Set the Projection Method to Surface.



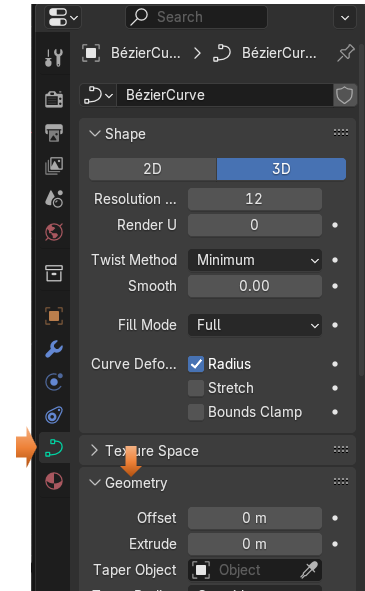
Your curve will look like this when you finish drawing it and let go of the mouse.



Open the Data Tab, in the Property panel on the right, for the Curve. You will only see this tab if you have a curve selected, so make sure your curve is selected.

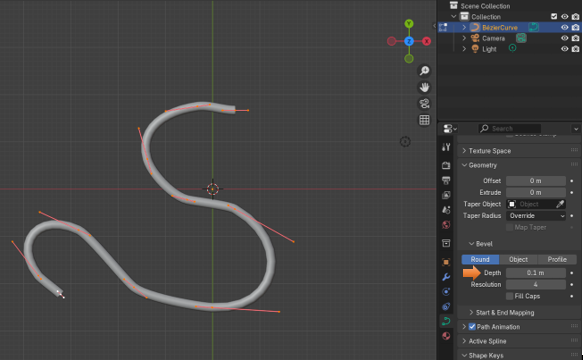


Now scroll down in the panel until you see the Geometry section.



# Depth

Scroll down further in the Geometry section to find Depth. Increase the Depth setting.

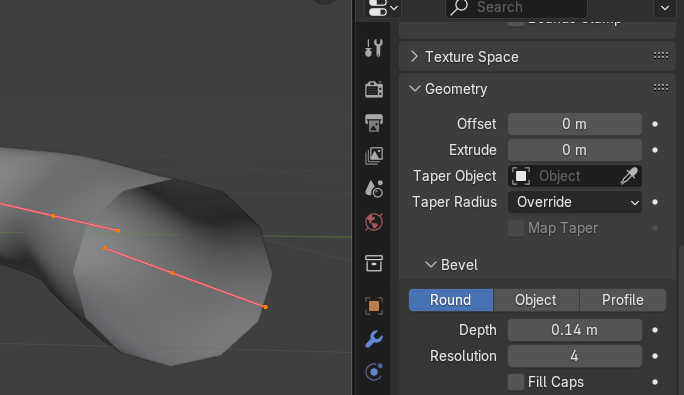


You can increase the depth as much as you want

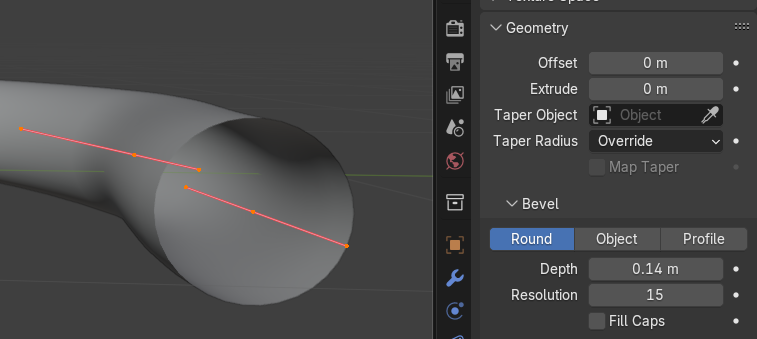


# Resolution

Resolution Set to 4

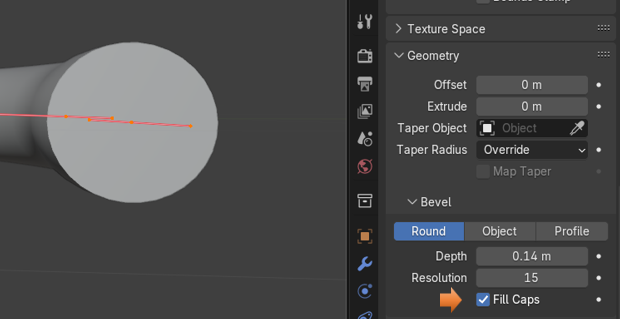


Turning the Resolution up to 15, gives us sharper edges.



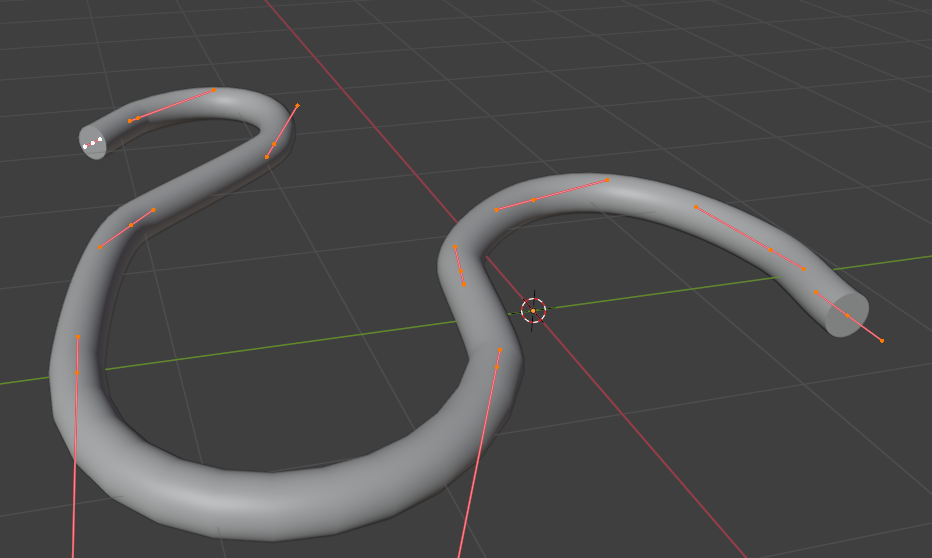
# Fill Caps

We can Check the box for Fill Caps, this will close the end of the curve.

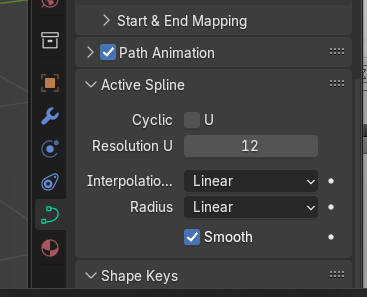


# Smoothing out the Curve

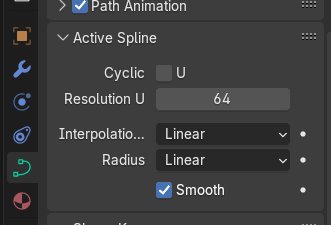
To make the curve look smoother that is actually another setting in the Data tab.

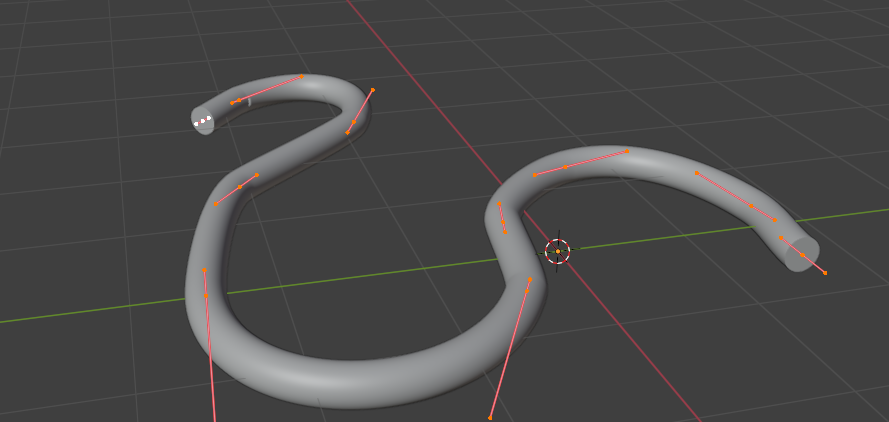


To Smooth out the Curve, we need to go to the Section called Active Spline. The Resolution option starts out with a setting of 12.



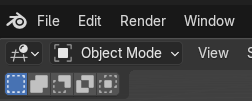
We want to turn the Resolution setting to 64, which is the highest it will go.



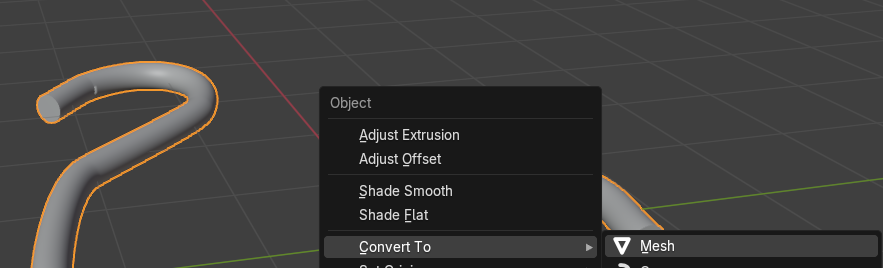


# Convert a Curve to Mesh

We need to take the curve back into Object mode to do this.



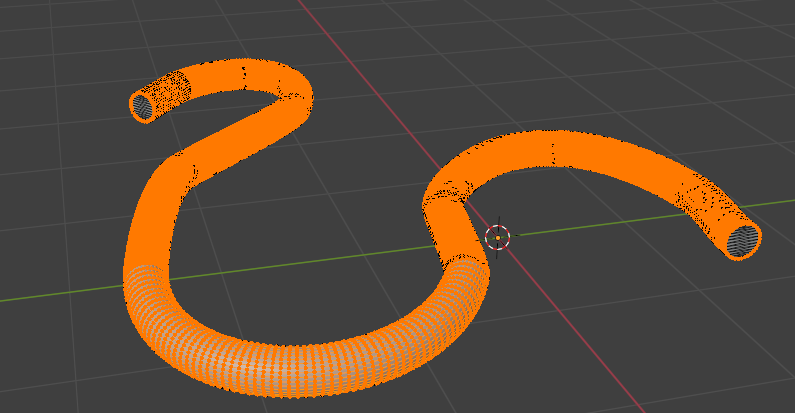
Right click on the Object and select Convert-To Mesh



We can choose to keep the original in the Last operation dialog box. You might want to do this if you want to make changes to the curve.

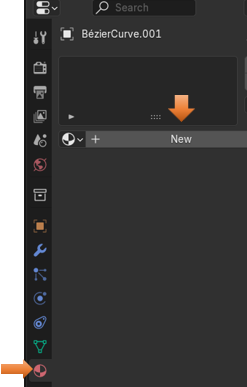


You know that you have changed it into a mesh if you take it into Edit Mode and it looks like this.

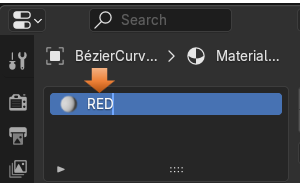


# Adding a Material

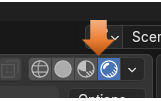
But with the curve changed to a mesh, we can now change its color by adding a material to it. Go to the Material tab. Hit the New Button to create a new material.



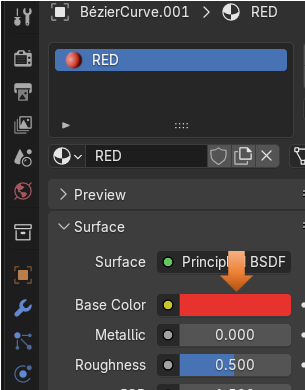
Change the Name of the Material



Make sure you are either in Material, or Render Mode to see the color on the Object



Change your color swatch



View your Curve

