NURBS

If you're really excited to learn everything you can about NURBS just click on the following Wikipedia link, more information than you probably want/need.

https://en.wikipedia.org/wiki/Non-uniform_rational_B-spline

After visiting the link above, and you feel the need for more NURBS follow the following link to the Autodesk site and click on Modeling then find your way to NURBS modeling, have fun.

http://help.autodesk.com/view/MAYAUL/2016/ENU/?
guid=GUID-5EC05798-3F28-4AD2-8154-36BC444A4DC9

In class we will work with NURBS in a very limited and basic way. We will create a NURBS curve then revolve that curve around an axis, creating a 3D object, then we convert that NURBS surface into a polygonal mesh.