It’s all in the details: T-Splines modeling and Photorealistic rendering in Fusion 360

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This class uses Fusion 360 to focus on two key elements in product design:

- **T-Splines** modeling, which allows the creation of **complex forms** in a quick way while maintaining **high-quality surfaces**.
- **Photorealistic rendering**, a critical tool for visualizing design intent and “selling” designs to broader audiences.
Key learning objectives

- Learn best practices and techniques for T-Splines modeling in Fusion 360.
- Generate and explore complex organic shapes with good surface quality.
- Use Fusion 360’s rendering environment to quickly obtain photorealistic results.
- Integrate workflows that maximize form development and visualization of design concepts.
T-Splines modeling
T-Splines modeling

Modeling organic shapes out of primitive objects

Manipulating complex surfaces in real time
T-Spline Topology

- Faces
- Vertices
- Edges
Star-Points & T-Points

Star points allow a T-spline to be non-rectangular.

T-points allow you to terminate the areas of greater detail. Line work does not have to be carried throughout the model.
Combining T-Spines and Parametric modeling is powerful

Image Courtesy Mike Prom – Autodesk
Modeling the exoskeleton
Modeling the flip cover
Photorealistic rendering
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Finding the right appearance
Effective storytelling
Importance of camera angles
The power of lighting
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