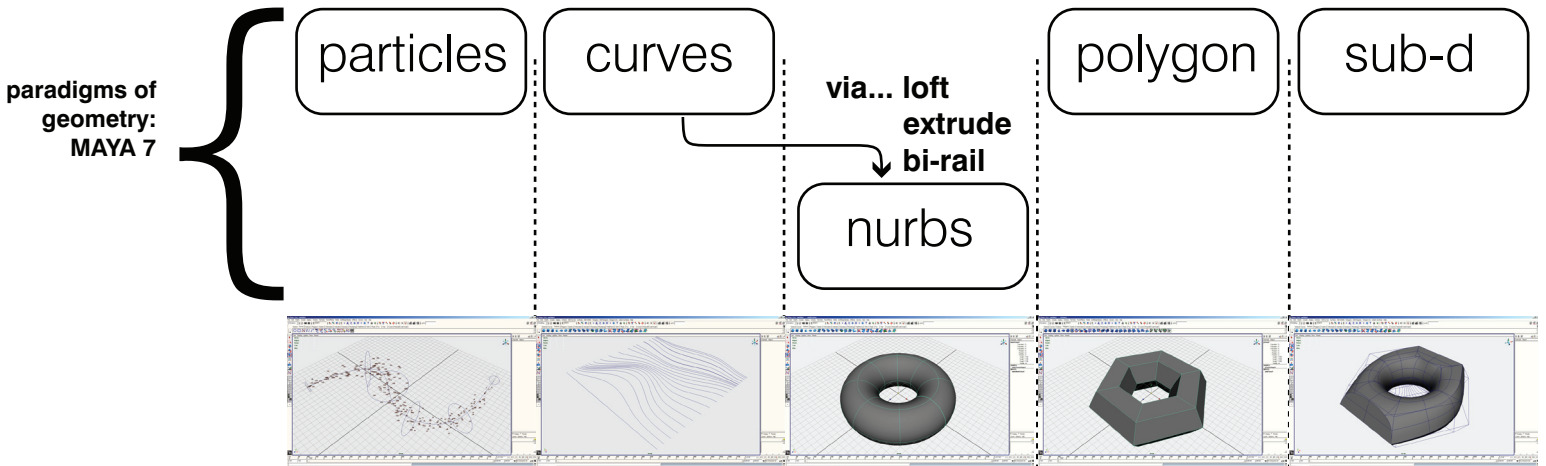


maya:geometry workflow diagram

point → line → plane → arbitrary surfaces



	particles	curves	nurbs	polygon	sub-d
FORMAL QUALITY	discreet or amorphous cloud	1-7 degree (1:jagged, 2+: smooth)	infinitely smooth	faceted	smooth OR faceted (creased)
TOPOLOGY	point cloud	curved or segmented single line (no bifurcation)	U:V (always quadrilateral grid with x&y axis)	arbitrary	arbitrary
DYNAMICS	dynamics	dynamics (via softbody)	dynamics (via softbody)	dynamics (via softbody)	
DEFORMERS (lattice, cluster, nonlinear xform, wire, blendShape)	X	X	X	X	X
RENDER (MAYA SOFTWARE, MENTAL RAY, VECTOR...)	X	-	X (via triangulation)	X	X (via triangulation)
FABRICATION (MASTER CAM, FLOW PATH, AUTOCAD...)		WATERJET	3-AXIS MILL	3D PRINT	