# **The NURBS Curve Extension Attributes**

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	NURBS Curve History			
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	Spans	20		
	Form	Open	•	
	Degree	3		
	Components			
	Component Display			
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	3Delight			
	Render Curve			
	Start Width			
	End Width			
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	Node Behavior			
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Extension Attributes on a NURBS curve node.

#### Render Curve

By default, NURBS curve nodes are not rendered. Turning on this attribute will make them renderable.

### Start Width

## End Width

Specifies the root and the tip width, respectively. NURBS curve are rendered as flat ribbons. The widths are specified in object space.

### Illumination From

This attribute allows specifying an object set; the lights contained in that set will be used to illuminate the object. By default, only light sources that have the *Illuminates by Default* option enable will light the object. The *Illumination From* extension attribute is a work around for issues caused by the fact that some *Maya* nodes are renderable by *3Delight* but considered non-renderable by *Maya; Maya* prevents non-renderable objects from being used with the light-linking mechanism and its shader assignment mechanism. To address the light-linking limitation, use the *Illumination From* extension attribute. To assign a shader on such a node, you can use one of the materials button in the *3Delight Shelf*, or the *3Delight Assignment Panel*.