1. Select a surface, type “createUVcrv”, and hit Enter to confirm (the example will use a warped plane surface)

2. Read the command prompts. An option will appear: “Select curves on surface to create UV curves;”, hit Enter again to bypass this option.

3. A rectangle will appear at the origin (0,0,0). It represents the boundary of the 3D surface as a 2D outline.
4. Draw any pattern or shape within this rectangle that you want to map back onto the 3d surface. Use curves, lines, or polylines.

5. Select these lines in addition to the bounding rectangle. Type “ApplyCrv” in the command line and hit Enter.

6. The next prompt will read “Select surface to apply the planar curves to:”, select the 3d surface, hit Enter.

7. All lines are mapped back onto the surface. They can then be used to trim and/or split the surface.

8. To split the surface type “Split” and follow the prompts.

9. The first prompt is: “Select objects to split “ Select the surface. The next prompt is: ”Select cutting objects”, Select the lines and curves on the Surface.
10. Delete the split surfaces