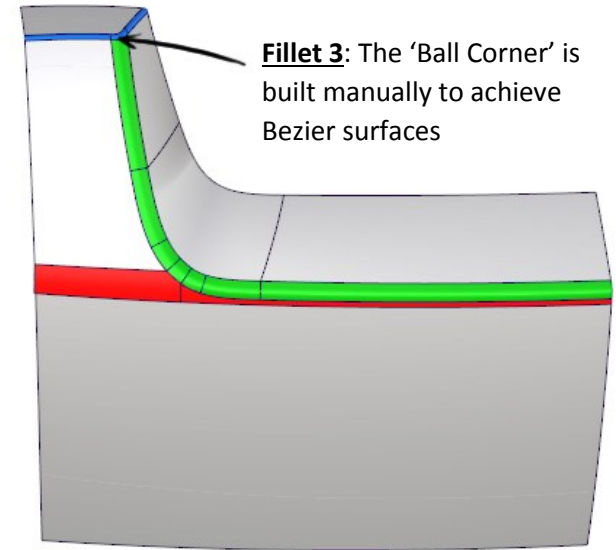
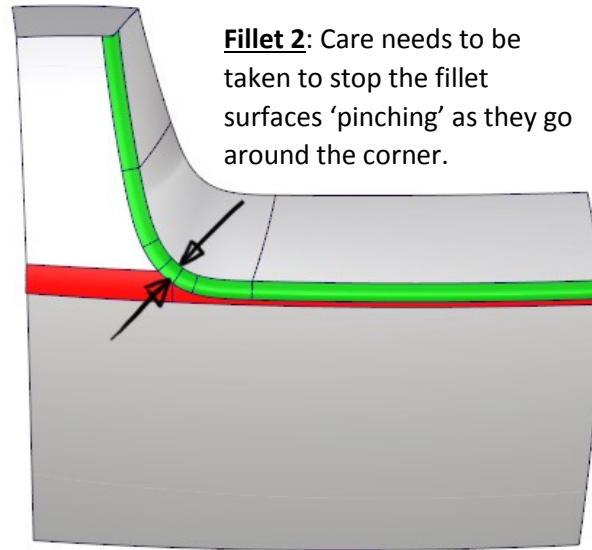
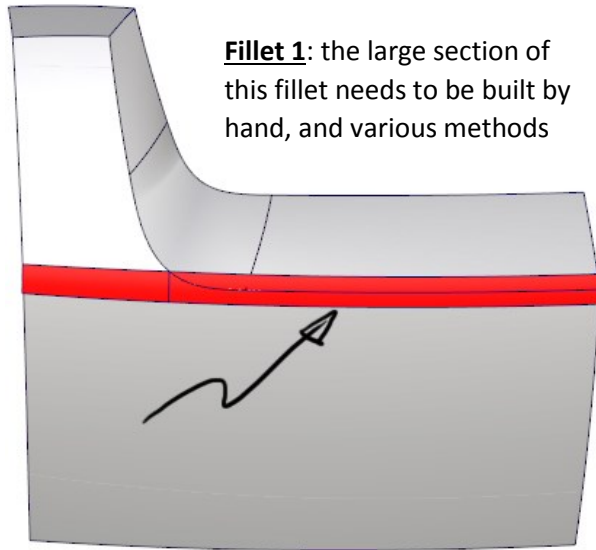
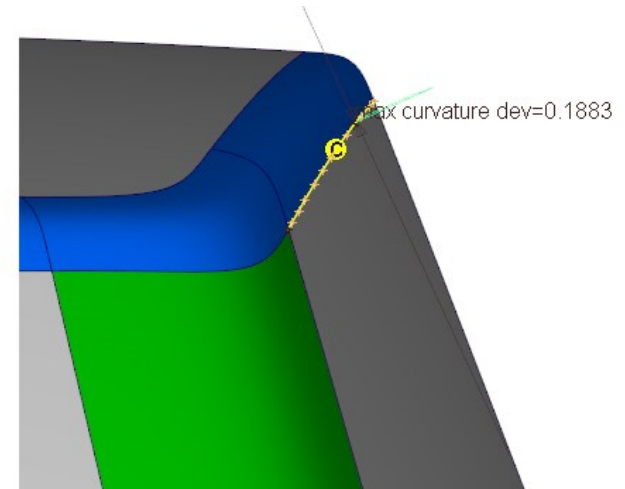
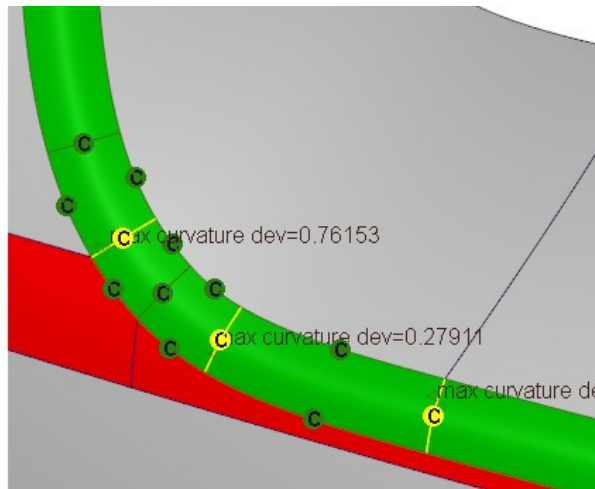
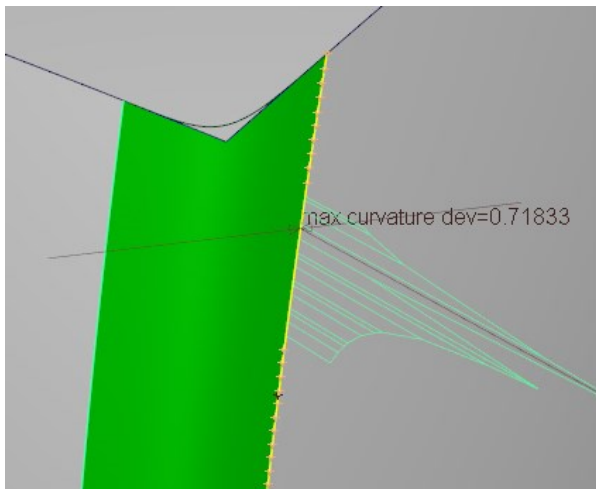


A3.13 : Fascia Blends using Surface Fillet

This portion of a fascia represents a typical filleting situation, where many different size fillets intersect or overlap. As always, the larger surfaces are built first :



The following errors are analyzed and fixed using manual CV movement:



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1.25	Fillet 1	Surfaces > Multi-Surface Fillet	Surface Fillet	
1.48	Need to extend the fillet to run the full length of the front surface			
2.36	The wrong way to extend - number 1' – example			
3.25	Analyzing method 1	Diagnostic Shading	Iso Angle	
4.04	The wrong way to extend - number 2' – example			
4.21	Analyzing method 2			
4.52	One 'right way' to extend			
5.04	Extending the CoS	Object Edit	Extend	
5.16	Using the Profile Blend tool to build the extended surface	Surfaces > Multi-Surface Blend	Profile Blend	<i>Surface Normal</i>
5.55	A Surface Fillet trimming tip : Turn off 'Automatic' when trims fail			
6.22	Fillet 2	Surfaces > Multi-Surface Fillet	Surface Fillet	
7.00	Analyzing a G2 Continuity failure	Evaluate > Continuity	Surface Continuity	
7.47	Evaluating the Fillet surface highlights – identifying a 'pinch' point	Diagnostic Shading	Curvature Evaluation	
10.17	Measuring the Chordal distance	Locators > Deviation	Curve-to-Curve Dev	
11.00	Deviation Table to interrogate chord distances	Windows > Information	Deviation Table	
11.31	Changing to a Chordal Fillet			
12.12	Checking internal continuity between fillet surfaces	Evaluate > Continuity	Surface Continuity	
12.39	Manually moving CVs to fix continuity errors	Control Panel > Xform CV	NUV	
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16.04	Fillet 3	Surfaces > Multi-Surface Fillet	Surface Fillet	
17.32	Using Interior Edge Align			
17.50	Deleting the corner blend to allow a manual rebuild			

18.08	Building a Blend Curve for the lower edge	Curves > Blend Curve Toolbox	Create Blend Curve	
19.14	Trim Convert Fillet 2	Surface Edit > Trim	Trim Convert	
19.32	Explaining why Blend Curve CVs should be aligned to the surface hulls			
20.41	Building a Blend Curve for the upper edge			
21.00	Matching CV layout for opposite sides blend curves			
21.56	Building the Square surface for the corner blend	Surfaces > Boundary Surfaces	Square	
22.31	Co-Linear options in Square		Square	<i>Co-Linear</i>
22.51	Explicit Control in Square		Square	<i>Explicit Control</i>
23.03	Blending options in Square		Square	<i>Blending</i>
23.41	Trimming and matching Fillet 2 surface			
24.50	Checking and correcting upper edge continuity			
25.32	Increasing degree for the Square surface to match the top edge			
26.03	Final trimming	Surface Edit > Trim	Trim	
26.12	Another curvature error Dev=1.0			
26.29	Increasing locator samples using Move Locator	Locators	Move Locator	<i>MMB</i>
27.56	Final Evaluation	Diagnostic Shading	Iso Angle	