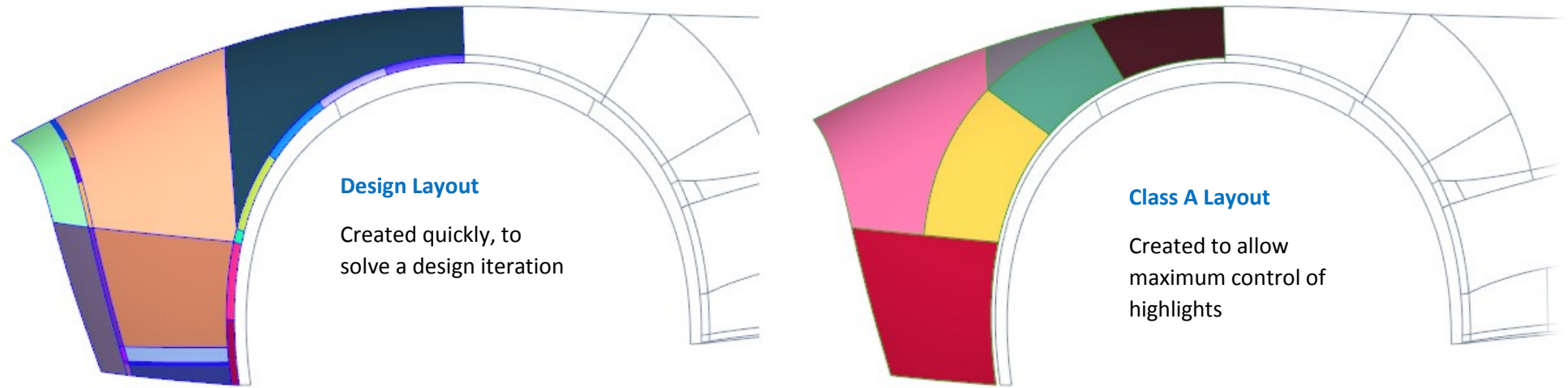


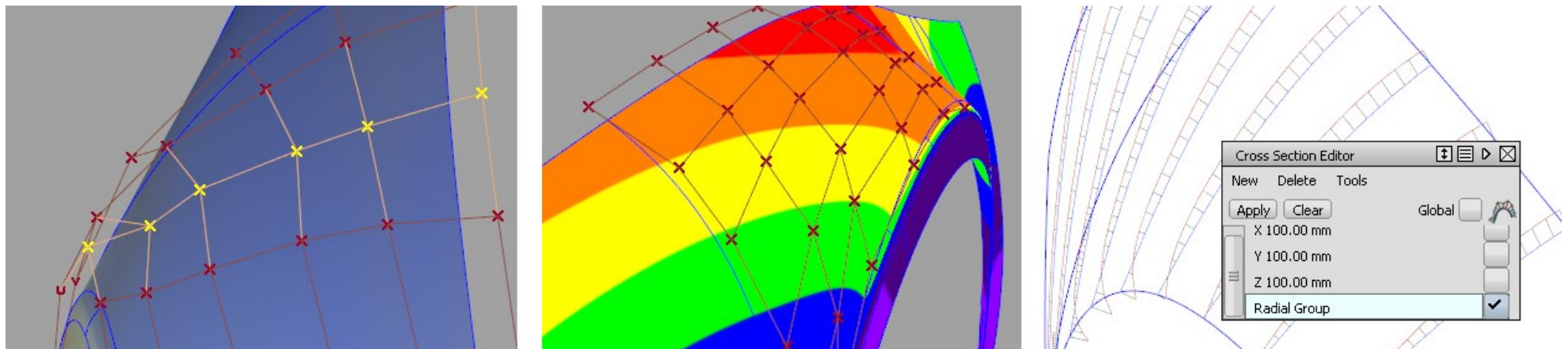
# A4.21 : Class A 'v' Design

In this tutorial Barry discusses patch layout, and compares a design surface to one that would be acceptable for Class A surfacing.



## Evaluation

When you have in-depth experience with sculpting NURBS surfaces, as Barry does, then simply looking at a patch layout will tell you whether the continuity and form is likely to be successful. As you are gaining this skill however, then you can use the viewing and analysis techniques that Barry demonstrates to evaluate any layout : Analysing CV ,flow', Iso Angle shader and Cross Sections:



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