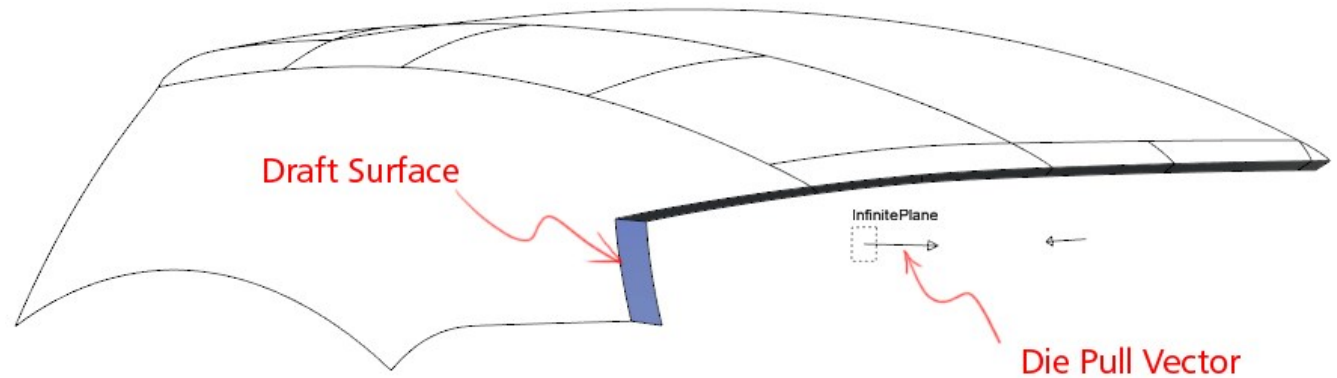


# A5.26 : Light Housing – Draft Surfaces

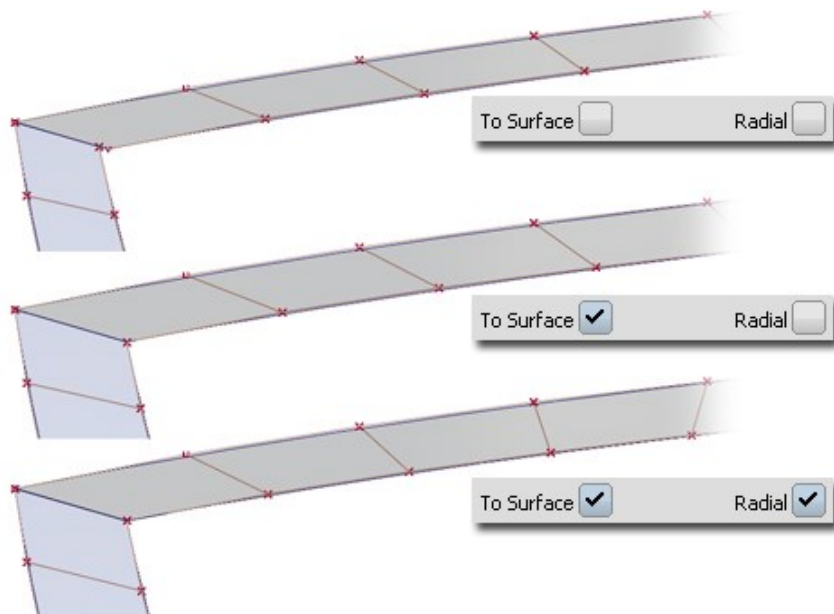
In this tutorial, Barry creates the edge flange on the metal component using the Multi-Surface Draft tool.

The flange is created to engineering requirements for a 5 degree draft angle in the direction of the Vector supplied in the file.



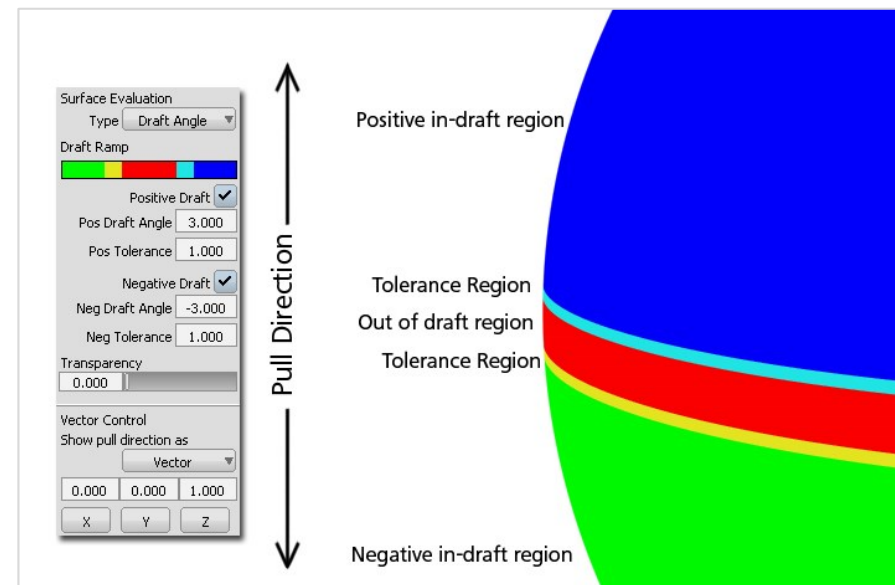
## Flange Hull Direction & Length Evaluation

The MS Draft tool has been updated in Alias 2016 to give you more control over the length of the flange and the CV layout



## Draft Angle Evaluation

The Surface Evaluation shader defaults to Draft Angle mode and is used to evaluate and refine the flange surfaces to comply with engineering requirements.



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1.04	Viewing in a die-pull direction, using a construction plane on the vector			
1.52	Measuring the resultant Flange width	Locators > Deviation	<b>Curve to Curve</b>	
2.33	Understanding how the default distance is calculated			
3.00	Understanding what we want from the Radial option			
3.39	Using the 'To Surface' option	Surfaces	<b>Multi-Surface Draft</b>	<i>To Surface</i>
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5.36	Using the 'Radial' option	Surfaces	<b>Multi-Surface Draft</b>	<i>Radial</i>
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10.21	Trimming the corner automatically within MS Draft	Surfaces	<b>Multi-Surface Draft</b>	<i>Intersect Flanges Trim Convert</i>
11.05	Checking surface normal for the draft analysis	Surface Edit > Orientation	<b>Set Surface Orientation</b>	
11.33	Manually tuning the draft surfaces	Control Panel > Xform CV	<b>Move</b>	<i>Projected</i>
12.05	Manually tuning the draft surfaces	Control Panel > Xform CV	<b>Move</b>	<i>Prop Mod-Normal</i>
12.35	Checking the draft angle at any point on the surface	Object Edit	<b>Query Edit</b>	<i>(with draft shader)</i>
12.56	Conclusion			