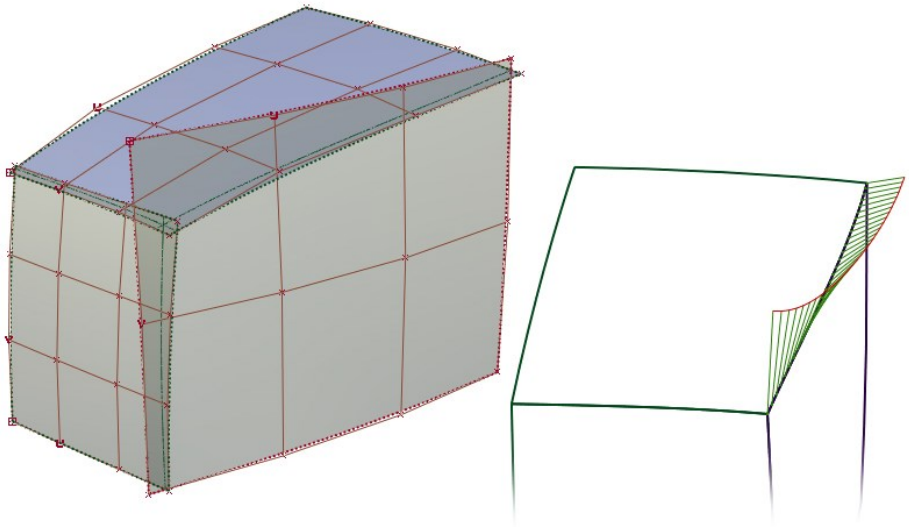
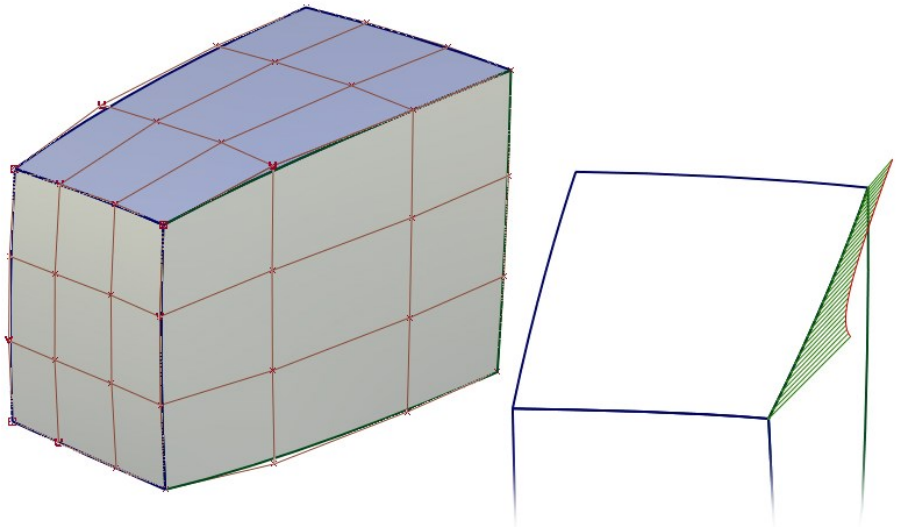
A1.3 Theoreticals : Natural Edges ‘v‘ Overbuilding

OVERVIEW

This tutorial explores the two different approaches to creating edges on your model : overbuilding, intersecting and trimming; or creating surfaces with natural edges at the boundaries.



Overbuild, Intersect & Trim



Natural Surface Boundaries

KEY CONCEPTS

Ogee & Planar

An ‘ogee‘ is an inflection point where curvature switches from positive to negative. In some cases this is intended in the design, in others it occurs by accident or poor modelling, and it can ‘weaken‘ the aesthetic strength of a line by making it seem ‘floppy‘ rather than ‘intentional‘.

Planar means that a curve or an edge lies in one plane only, i.e. curves in 2D space only even though it is part of a complex 3D design. Planarity can give a design rigidity and strength and is something we often aim for when crafting curves and edges on the model.

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