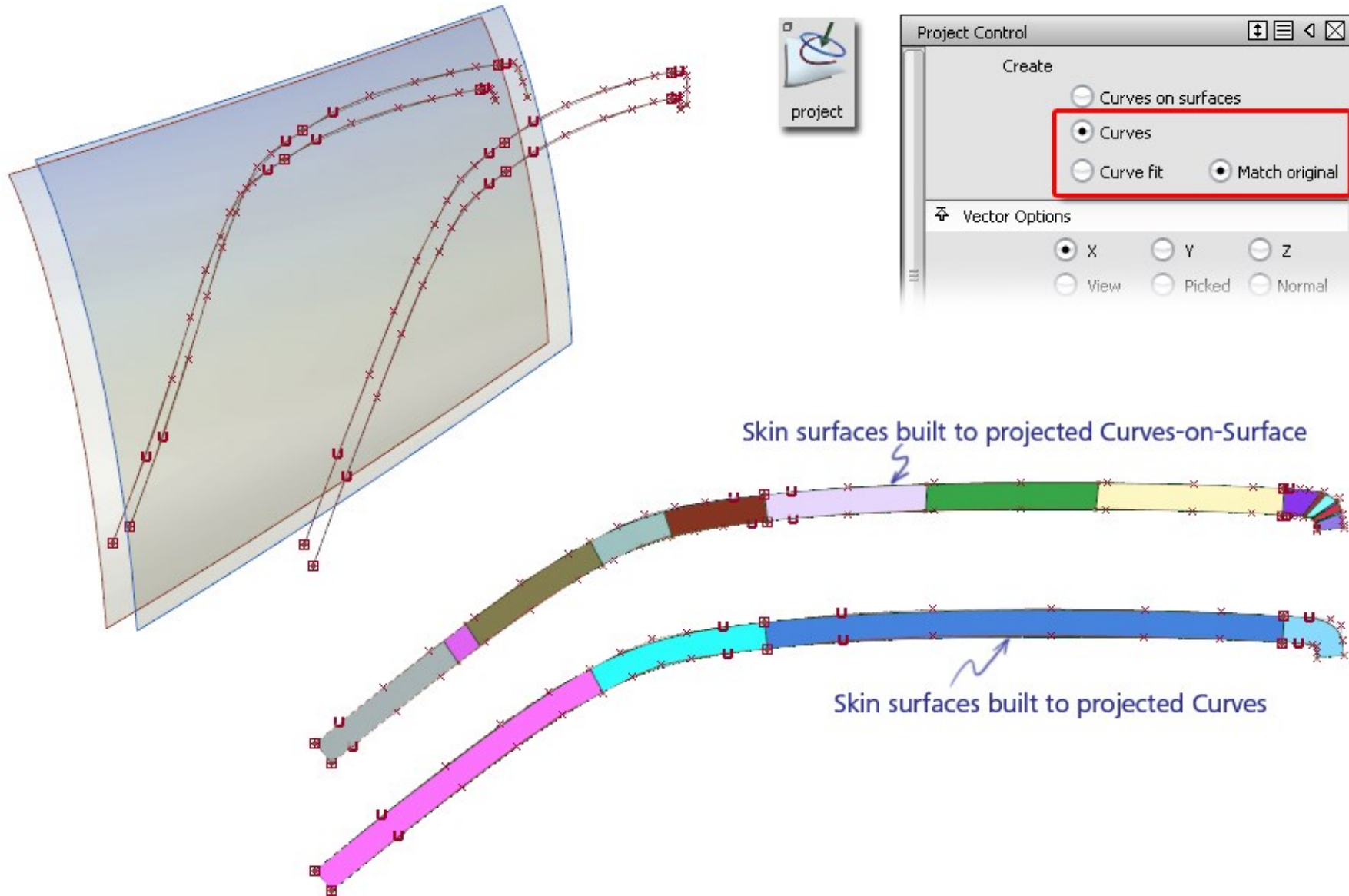


A2.11 Building to Curves 'v' Curves-on-Surface

This tutorial discusses and demonstrates how building from curves rather than Curves-on-Surface can result in more controllable, lighter surface structure:



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0.42	Projecting the curves to create Curves-on-Surface	Surface Edit > Create CoS	Project	<i>Curves-on-Surface</i>
0.50	Building a Skin surface to the CoS	Surfaces > Skin	Skin	
1.28	Creating a freeform Blend to the CoS	Surfaces > Multi-Surface Blends	Freeform Blend	
2.31	Project the first set of curves as Curves (not CoS)	Surface Edit > Create CoS	Project	<i>Curves</i>
2.57	Checking the deviation of the Projected Curves			
3.09	Project the second set of curves as Curves (not CoS)	Surface Edit > Create CoS	Project	<i>Curves</i>
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5.01	Using Move Locator and Right Mouse button to interrogate continuity locator at any position	Locators	Move Locator	<i>RMB</i>
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