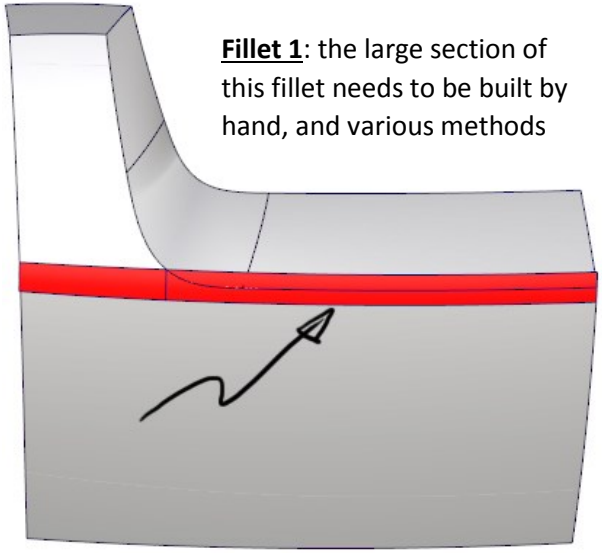
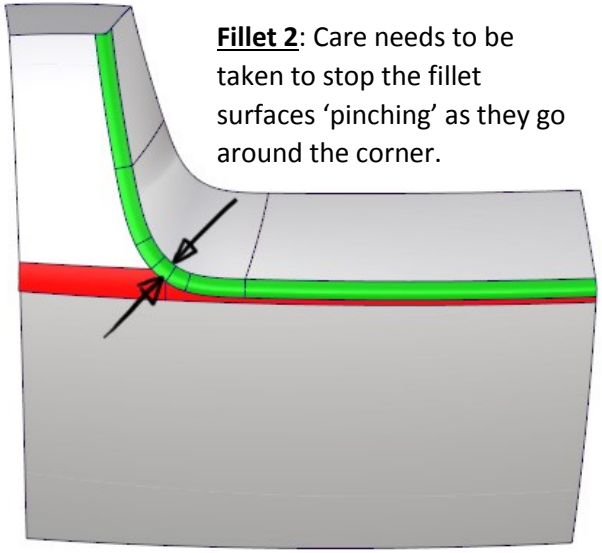
A3.13 : Fascia Blends using Surface Fillet

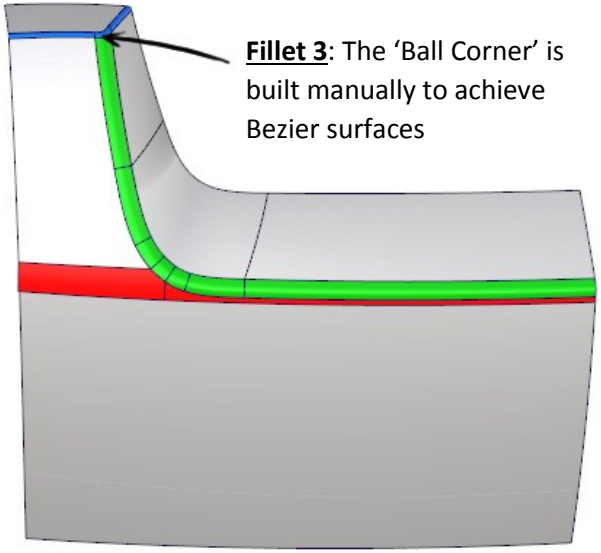
This portion of a fascia represnts a typical filleting situation, where many different size fillets intersect or overlap. As always, the larger surfaces are built first :



Fillet 1: the large section of this fillet needs to be built by hand, and various methods

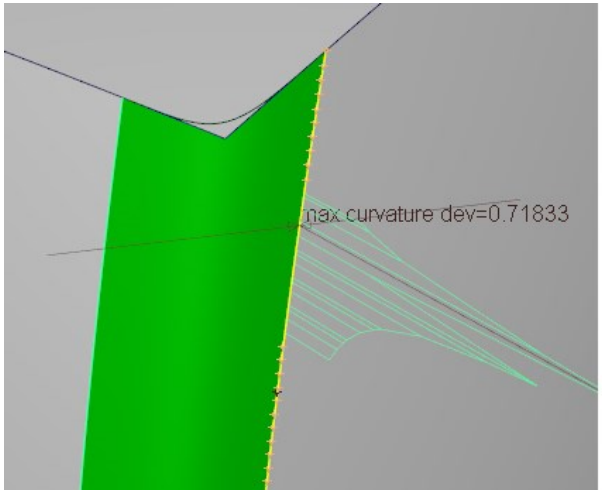


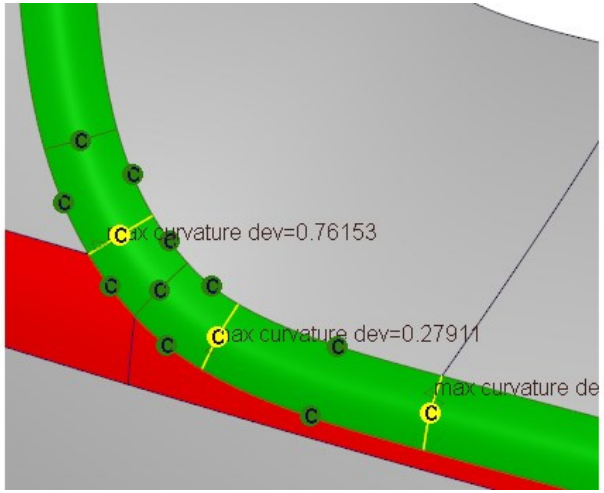
Fillet 2: Care needs to be taken to stop the fillet surfaces 'pinching' as they go around the corner.

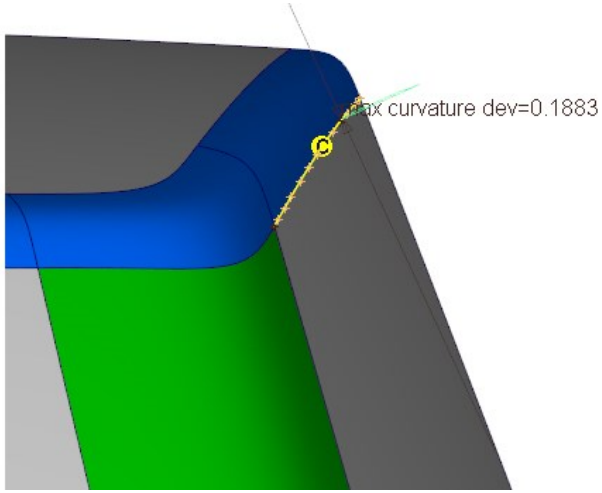


Fillet 3: The 'Ball Corner' is built manually to achieve Bezier surfaces

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







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