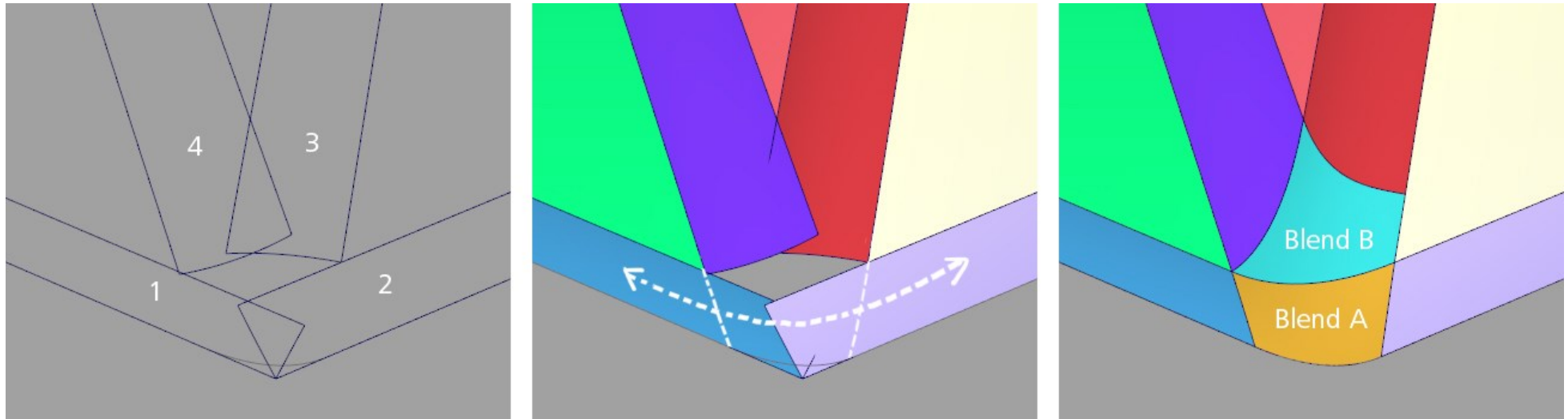
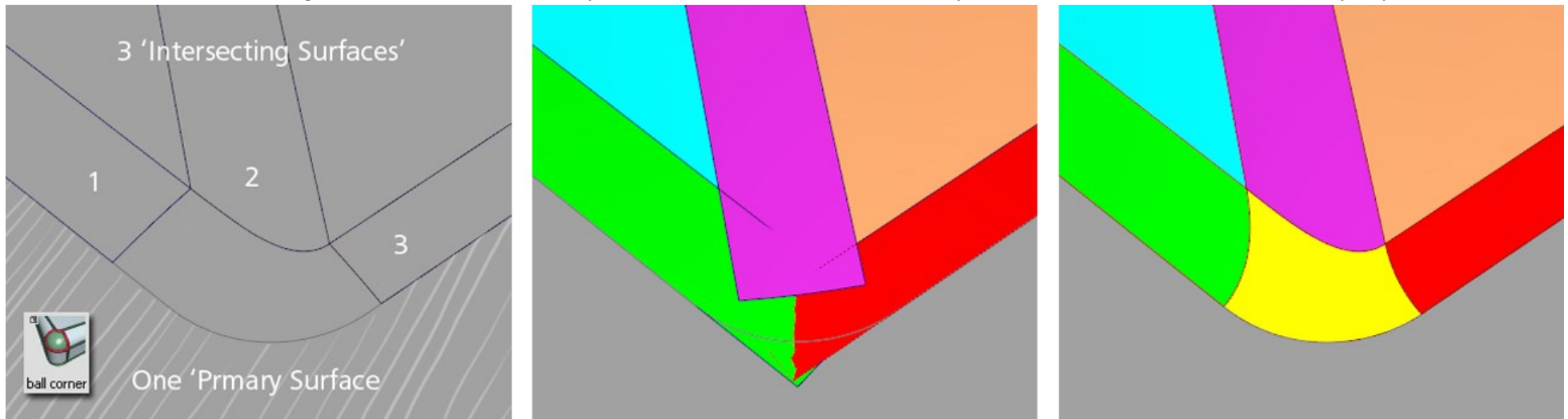


# A4.19 : Four and Three Corner Blends

A four fillet blend is analysed and built, firstly with a Freeform Blend (with Edge Align) for blend A, and then a square surface for blend B:



A three fillet blend is built using the Ball Corner tool (with Explicit Control), with additional CV manipulation to achieve Bezier and Continuity requirements:



Note : These are small, tangent fillets and aren't built to Class A surface quality.

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Time	Topic	Menu/Palette	Tool	Options
0.45	Analysing the Patch Layout for the Four Fillet blend			
4.25	Curve Duplicate and Extend (Merge Off) to create Edges on Fillet 1 & 2			
4.44	Trim Convert Fillets 1 & 2 to create natural edges	Surface Edit > Trim	<b>Trim Convert</b>	<i>3D Trimming</i>
5.05	Use Freeform Blend to create a transition between 1 and 2	Surfaces > Multi-Surface Blend	<b>Freeform Blend</b>	<i>Edge Align</i>
5.31	Create a Blend Curve to find the edge of Fillet 4	Curves > Blend Curve Toolbox	<b>Create Blend Curve</b>	
6.07	Aligning the Blend Curve CVs to the Fillet Surface hulls			
6.25	Create a Blend Curve to find the edge of Fillet 3			
6.37	Designing a Four-Sided gap for building the next surface			
7.32	Trim Convert Fillets 3 & 4	Surface Edit > Trim	<b>Trim Convert</b>	<i>3D Trimming</i>
7.59	Building the square surface	Surfaces > Boundary Surfaces	<b>Square</b>	
9.21	Using Blend Control with the Square			
9.48	Manually moving CVs to fine tune the shape and continuity	Xform CV > Move	<b>NUV</b>	
10.09	Tuning the Continuity Locator Display			
12.45	Three Corner Blend			
12.49	Untrim Fillets to find raw edges			
12.56	Extend fillets 1 & 3			
13.12	Creating COS to enable the Ball Corner tool to work			
13.22	Checking Continuity on the first, Four-Sided blend	Evaluate > Continuity	<b>Surface Continuity</b>	
13.31	Fixing continuity errors by re-projecting COS	Surface Edit > Create CoS	<b>Project</b>	<i>Normal</i>
14.14	Checking Continuity before building the 3-fillet blend	Evaluate > Continuity	<b>Surface Continuity</b>	
14.29	Building a Ball Corner	Surfaces	<b>Ball Corner</b>	
15.06	Final Trimming			
15.50	Visual Evaluation of the blends		<b>Diagnostic Shade</b>	