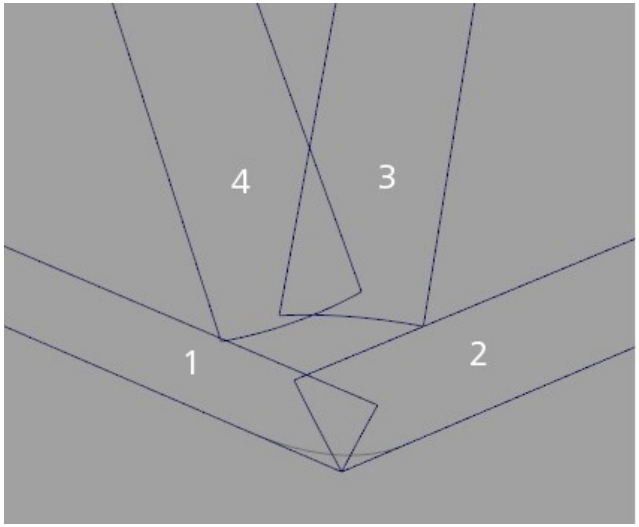
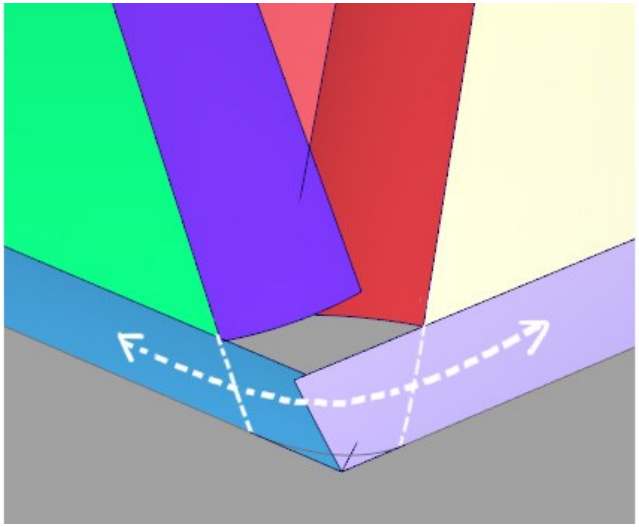
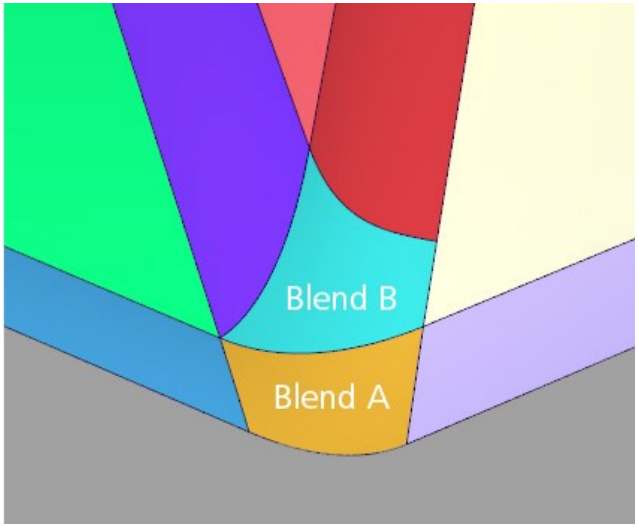
A4.19 : Four and Three Corner Blends

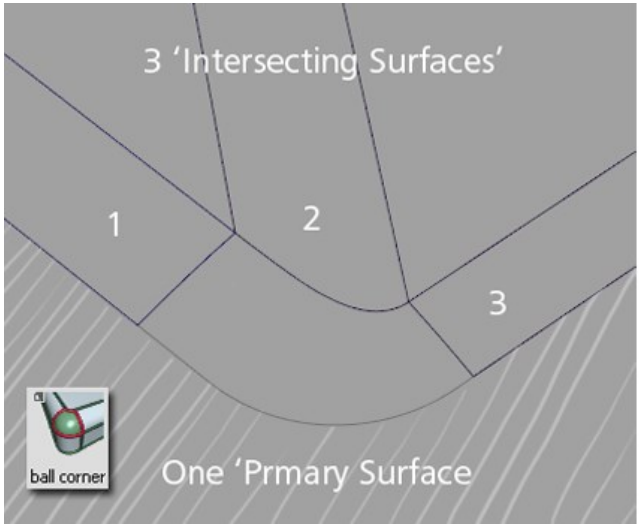
A four fillet blend is analysed and built, firstly with a Freeform Blend (with Edge Align) for blend A, and then a square surface for blend B:

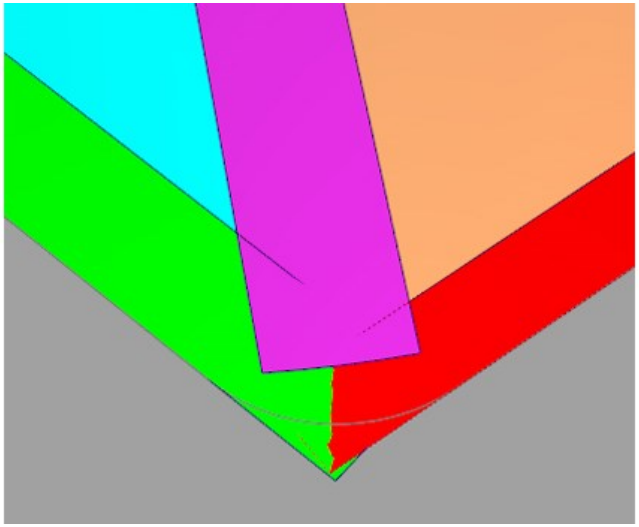


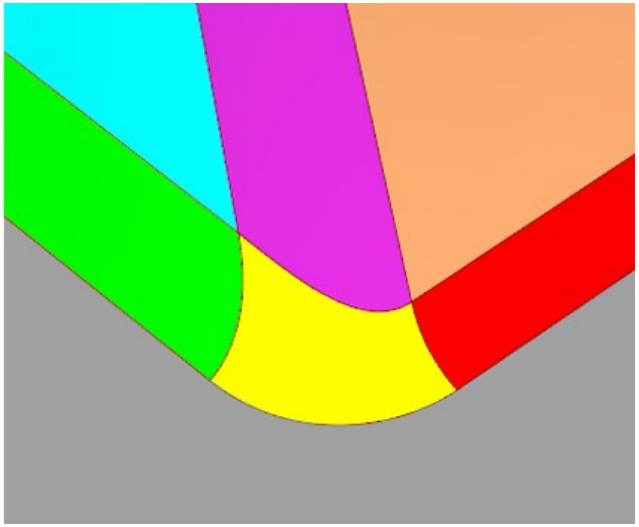




A three fillet blend is built using the Ball Corner tool (with Explicit Control), with additional CV manipulation to achieve Bezier and Continuity requirements:







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

INDEX