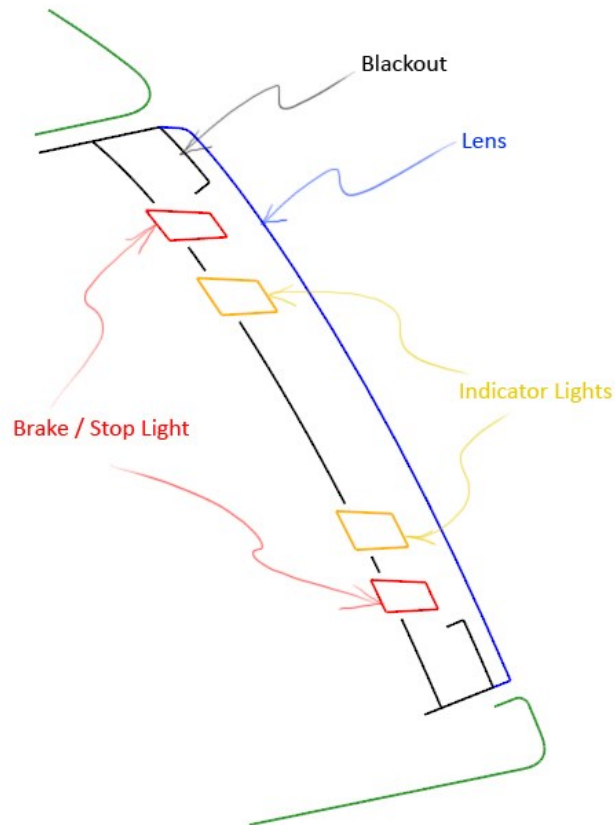# OVERVIEW: Tail Lamp - Modelling Brake Light Surfaces

This tutorial finishes the tail lamp design by creating all the offset and draft surfaces to create the turn and stop light graphics.

The offset tool creates surfaces which aren't G2 continuous, so the first half of the video shows how Barry fixes this continuity for each offset surafce patch. He makes use of the Align tool but often only chooses G0 within Align, even though he wants to achieve G2. This is to reduce the modification of the CV positions to a minimum, but needs careful manual attention to achieve G2.

The second half discusses the draft angle surfaces, and emphasises the importance of assessing the aesthetic design whilst satisfying the engineering criteria.

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