

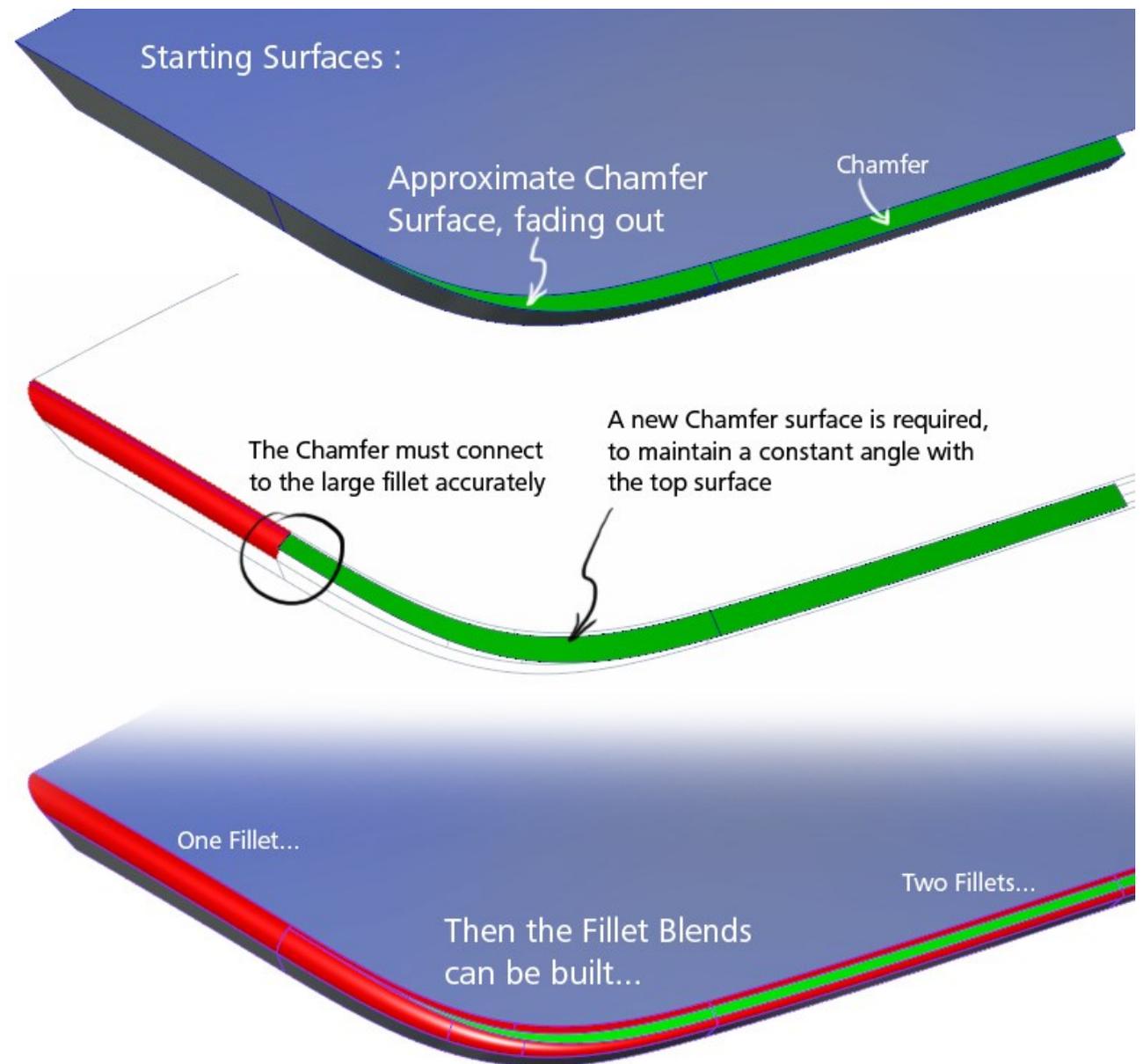
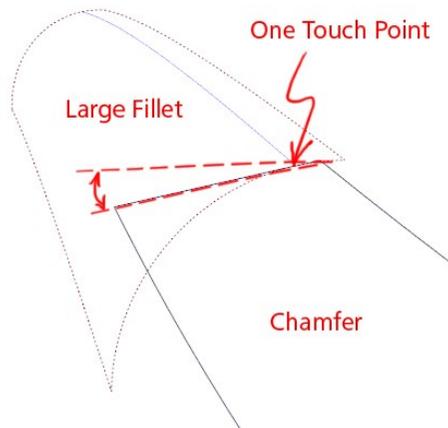
A4.17 : Two-into-One Chamfer Blend

This component has a chamfered edge which fades out as it goes around the corner. Our task is to add fillets to the edges and achieve a smooth result.

The 'fading' chamfer surface however is three sided and doesn't touch the left-hand large fillet, so first it needs to be rebuilt, to two key criteria :

1. The chamfer angle to the top slab surface should be consistent.
2. The new chamfer surface must connect accurately to a tangent line on the large fillet surface.

The technique used is to replicate the chamfer angle from the chamfer side to the radius side, using construction planes and the Transform Place tool.



Viewing

The component is in its correct position in the vehicle. To view it in the same way as Barry does in the tutorial, you will need to use the View Azimuth/Elevation and View Twist tools, either from the View Cube menu or set as default in the General Preferences.

Object Based Tumble (Azimuth/Elevation)

Lets you revolve, track, dolly, and twist the view using different mouse buttons. Press

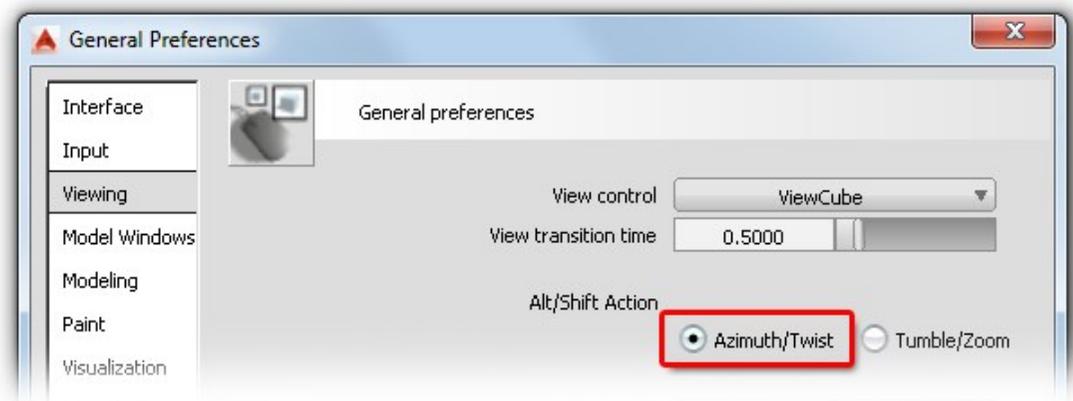
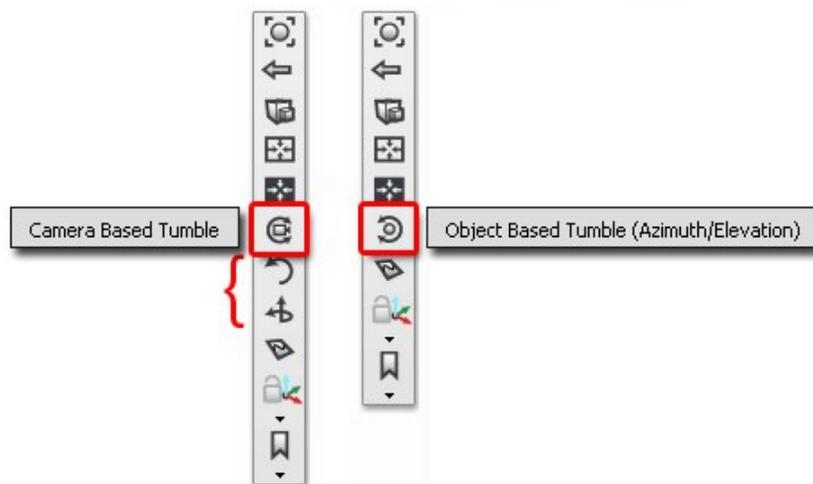
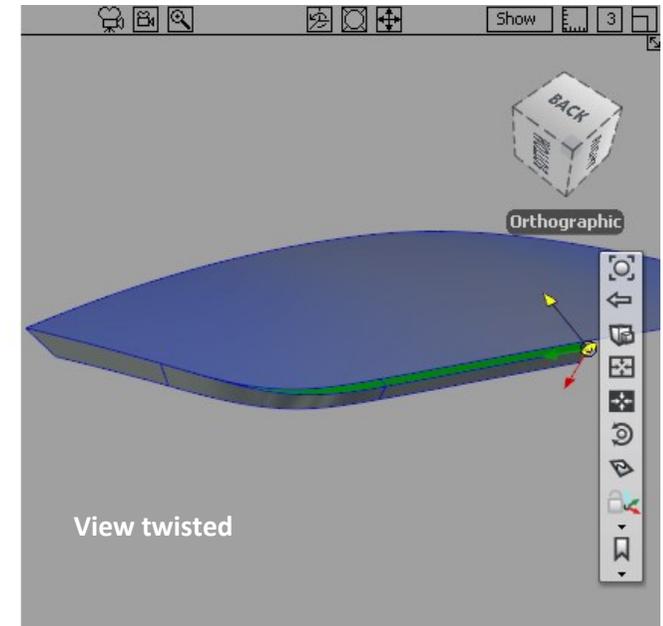
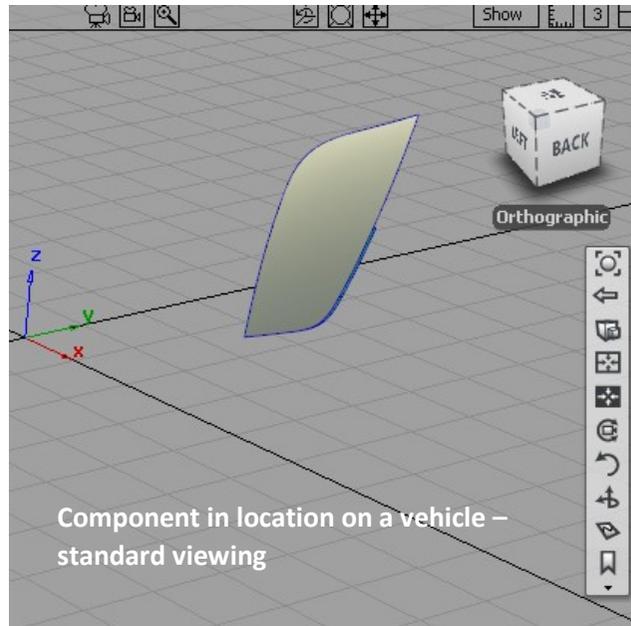
Shift + **Alt** and drag the mouse button as follows:

: Azimuth/Elevation: Dragging the mouse across the whole window (either horizontally or vertically) rotates the view 180 degrees.

: Track

: vertical drag: Dolly

: horizontal drag: Twist



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2.26	Discussing a 'wrong' way to approach the blend – number 2			
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	Creating the Chamfer Blend Surface			
6.43	Projecting the edge of the fillet onto the top surface	Surface Edit > Create CoS	Project	<i>Normal</i>
7.01	Explaining the use of construction planes to copy the angle			
7.16	Duplicating the Chamfer edge to a separate curve (to be moved)	Curve Edit > Create	Duplicate Curve	
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20.30	Checking continuity	Evaluate > Continuity	Surface Continuity	
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