



## Problemløsning når "standardmodellering" ikke slår til

Indlæg ved ProUser møde 8-9 marts 2011

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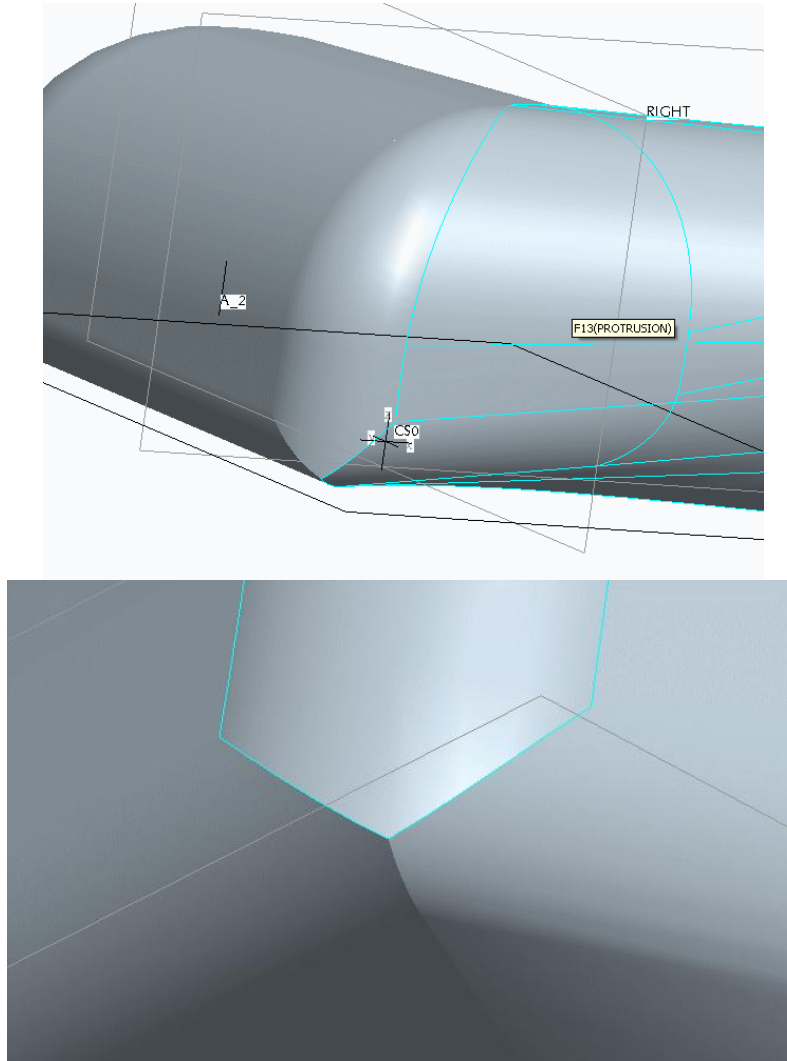
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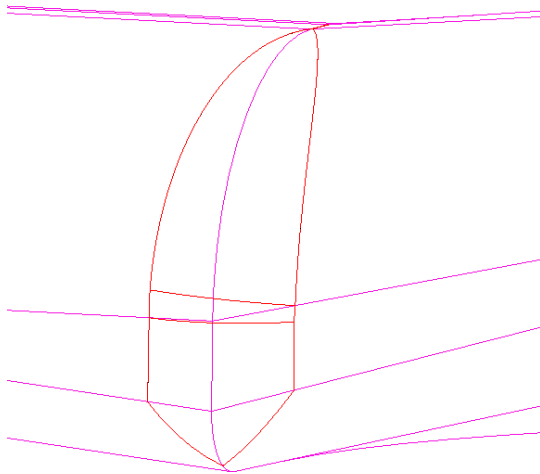
## Surface challenge task for D&I Videregående CAD

The problem is to repair the poor rounding result from the LEGO-human arm design.



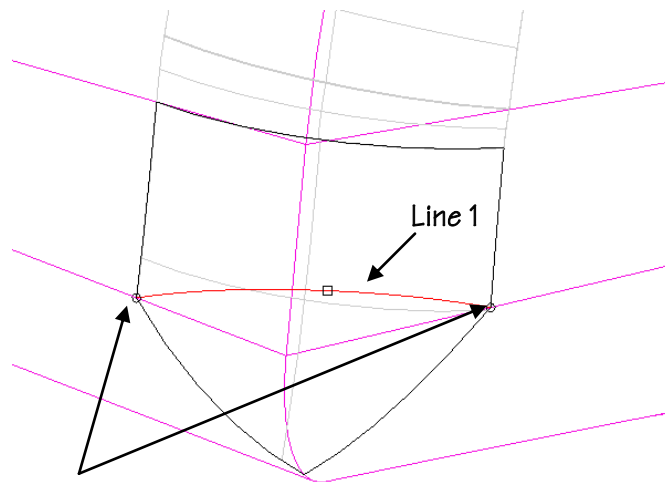
The task is suggested solved in the following steps:

- 1) Change the original round-feature at the outside of the elbow from Solid to Surface (check the round Dashboard and check Create End surfaces)).



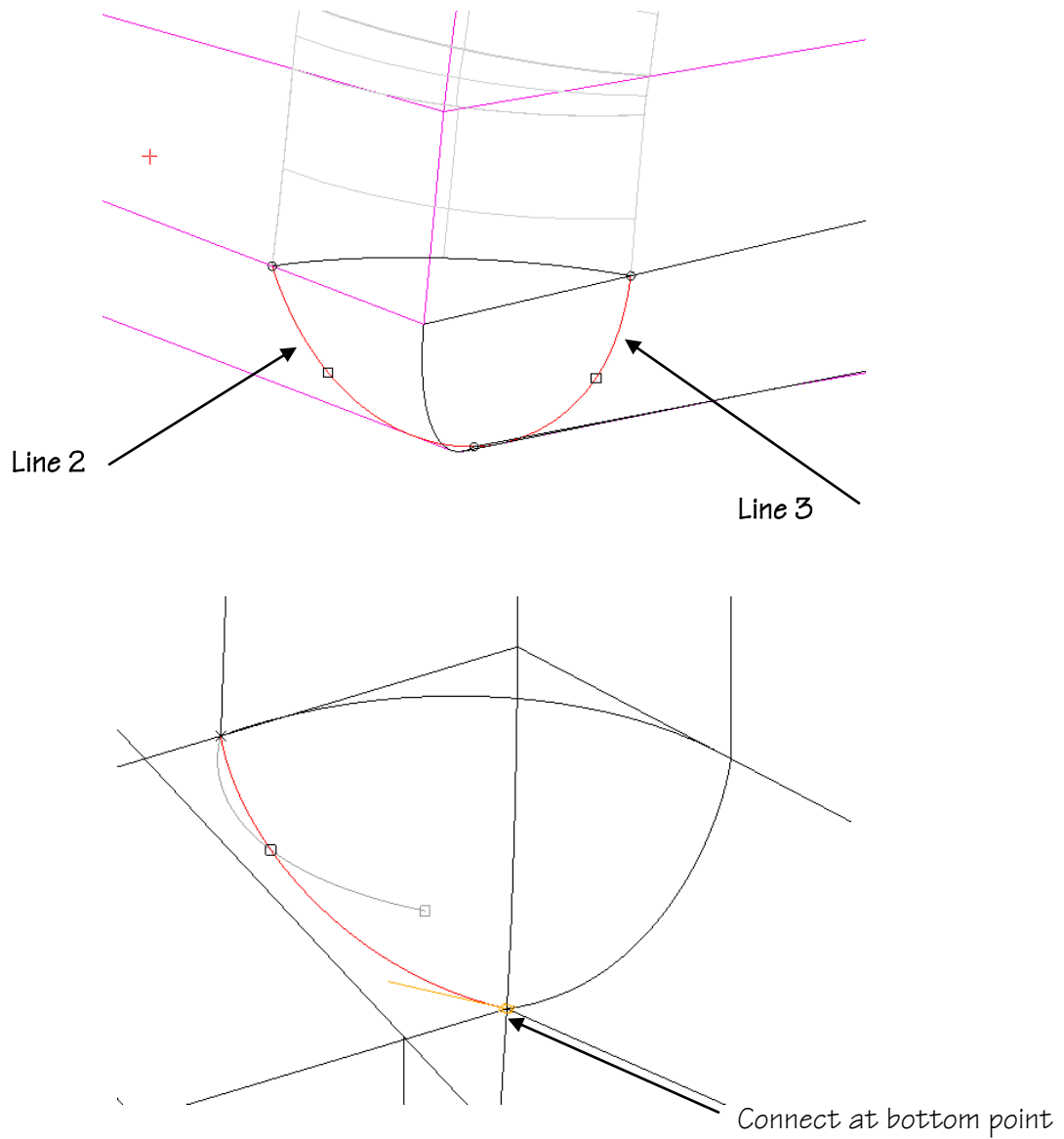
TIP !  
 COS on round surface:  
  
 Select surface by:  
  
 +right click (hold down)  
 + surface collector  
 +right click (hold down)  
 +pick form list  
 + pick round surface + OK  
 +place first point on round surface

2) Insert a Style feature and make a line(1) on(COS) the elbow surface connecting the right and left edge of the round surface and trim the lower part of the round surface away. Make it snap to the bottom-round lines as shown.

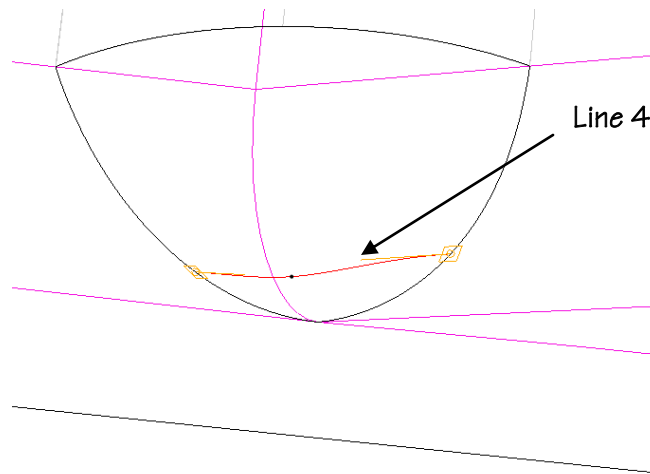


Snapping  
 To bottom-round-  
 lines

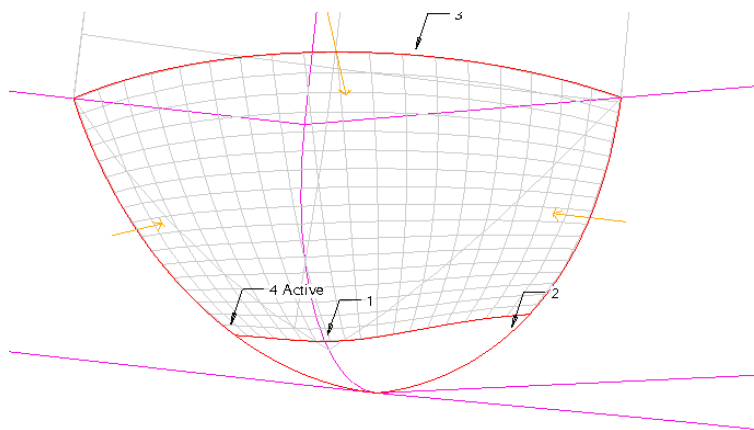
3) Make two side-lines(2&3) on the side bottom round surfaces and connect them at the bottom point as shown.



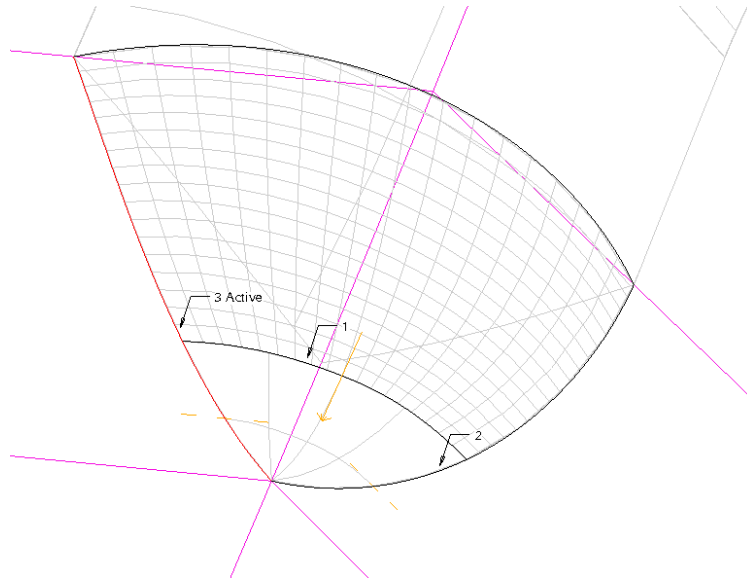
4) Make a free line(4) connecting the side-lines. Edit the endpoints to make a surface tangent at both endpoints.



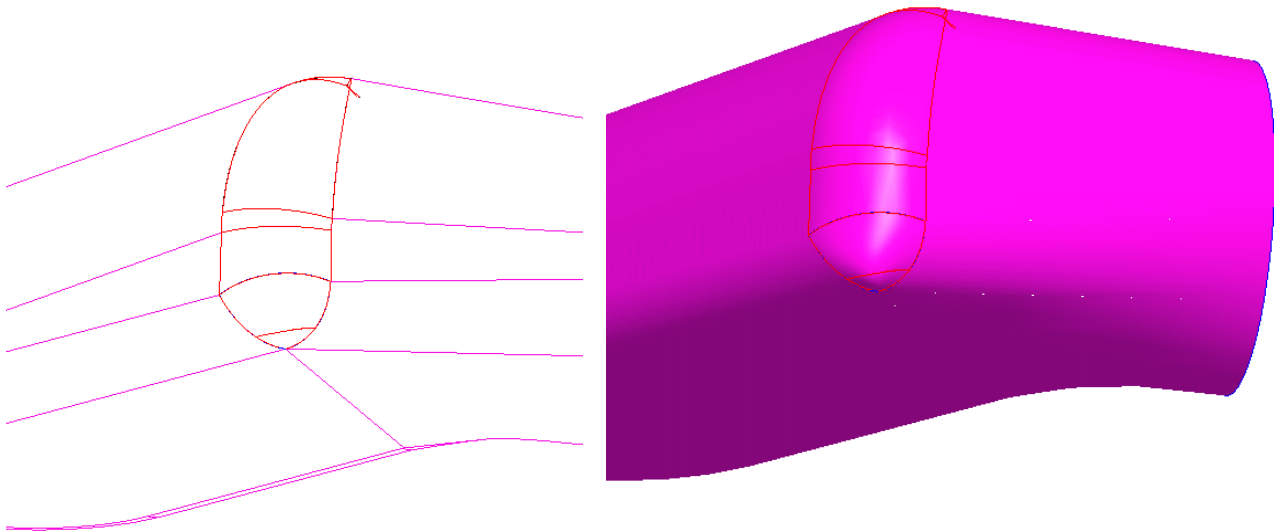
5) Make a surface using the 4 lines 1-4. Check the connections of this surface with neighboring surfaces. They should all be tangent.



6) Make a triangular surface patch to finish the round. This might not be connected by tangents to the bottom-round-surfaces.



- 7) Leave the style feature.
- 8) Select the extended round feature(merge the round and style features if necessary) and select: Edit/Solidify.



- 9) NOT-all will succeed, especially the Solidify is a critical feature at this point. You can try modifying the involved curves to achieve the smoothest flow possible.

Good luck Georg K. Christensen