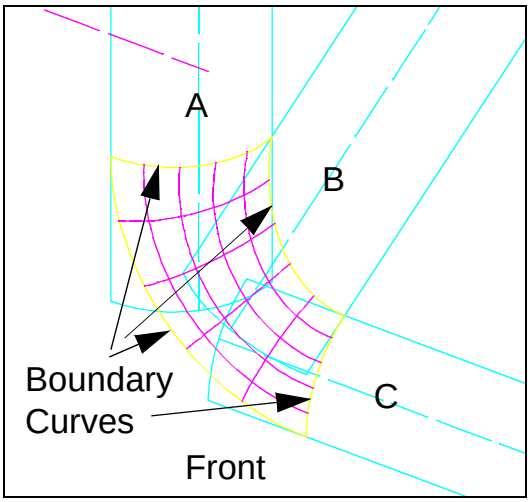
LIMIT2 +FACE+CREATE+SURFACE
{ SEL LN/CRV/SUR }
Select the blend-surface.

{ SEL LN/CRV // YES:AUTO }
Hit YES.

{ NEW DOMAIN: SEL LN/CRV }
{ YES:STD }
Hit YES.



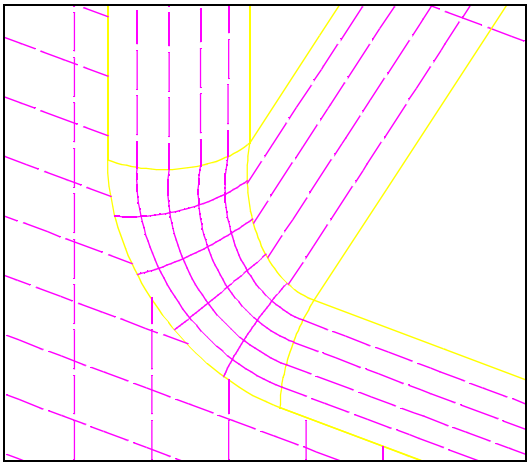
The face and its boundary curves are created. Put the parent surface in NO SHOW.

18 Review of Breaking Surfaces into Faces

Now it's time for a little review. We are going to use these boundary curves from the blend-surface face to break fillets A, B and C into faces and clean up our model. We'll take you through the first example. It will be your responsibility to finish the others.

LIMIT2 +FACE+BREAK+STANDARD
{ SEL SUR/FAC }
Select fillet B.

{ SEL PT/LN/CRV/PLN/SUR }
Select the boundary curve from the blend surface that lies on fillet B.



Fillet B is broken up into two faces.

Erase the lower broken face and NO SHOW the fillet surface B.

Using the same technique, break fillets A & C into faces and clean up the extra curves and surfaces.

When you finished the fillets, rebuild the FRONT face with the new boundary curves. Since the FRONT face is planar, it is easier to rebuild it than to try to break up the original. (You would need to concatenate all the boundary lines before you could break it.)