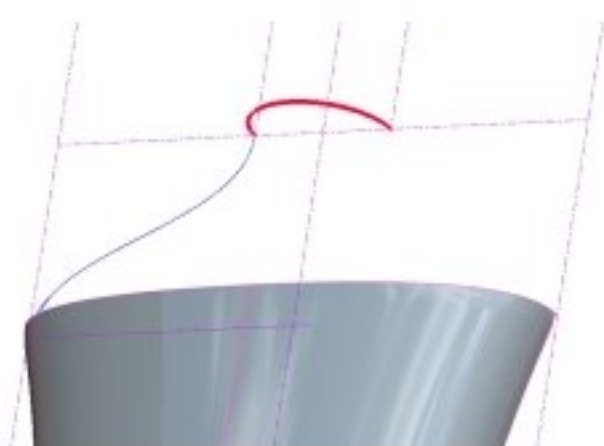
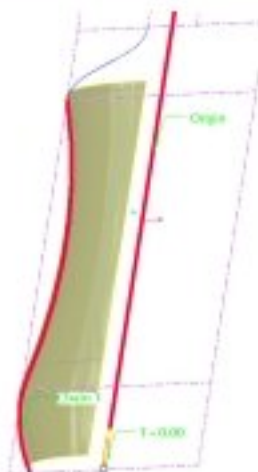
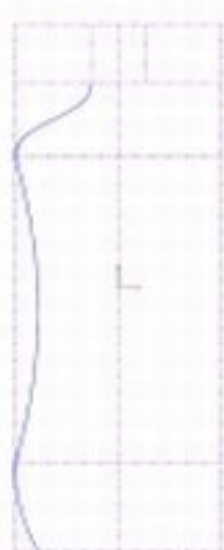
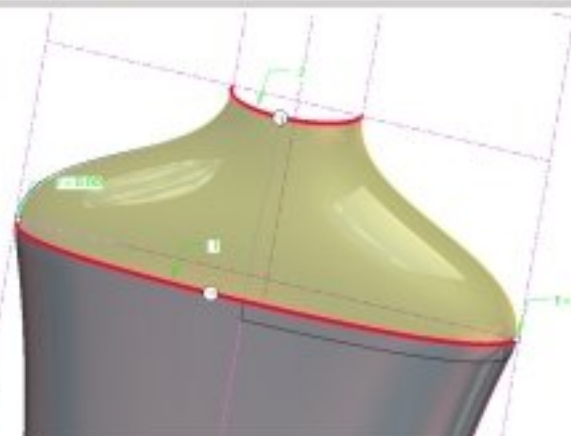


This chapter is up to introduce 2 basic tricks to improve quality of developed surfaces with BB.



We are going to recreate bottle visible on pics above. To do that create major sketches first. Then, create first surface with VSS. Notice -origin trajectory is handled by straight curve not the side curvy one!

Copy created surface by Edit > Mirror. Next create Top curve as highlighted on picture above.

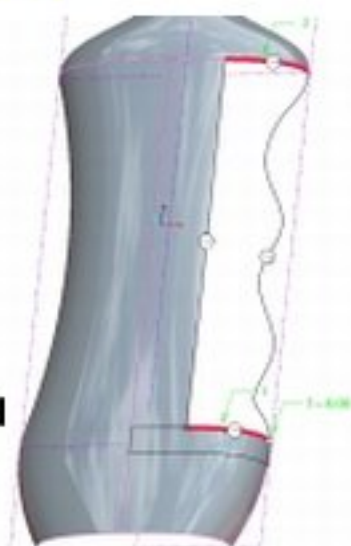


Make a "neck" part/surface using Boundary Blend tool. Collect necessary curves for first and second direction.

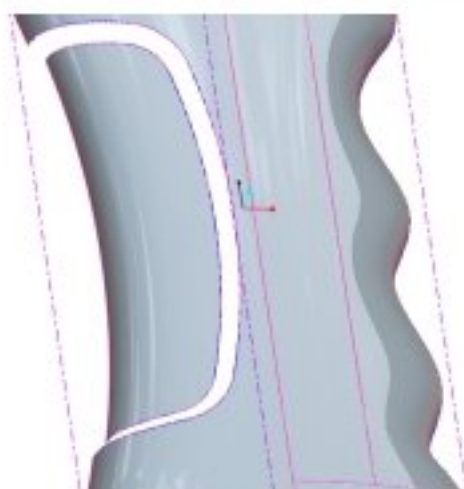
There could appear some problems with bottom curve, while in fact these are two edges from different quilts. Choose one edge, press Shift and try to collect second. If does not work go To curves menu, pick intended curve Details, and CTRL



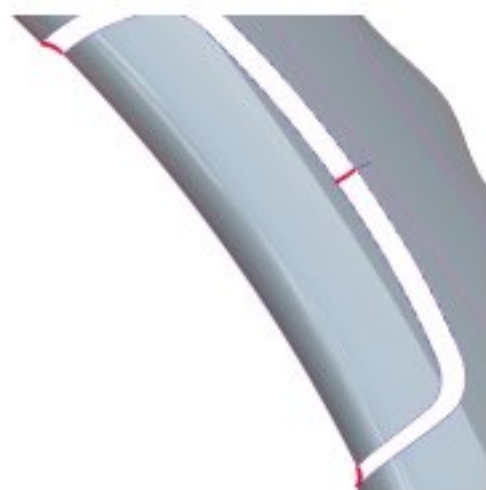
Cut a piece from mirrored surface on the right side. Make a new curve with sketched Spline.



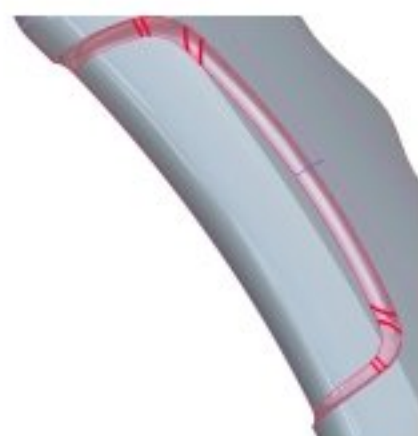
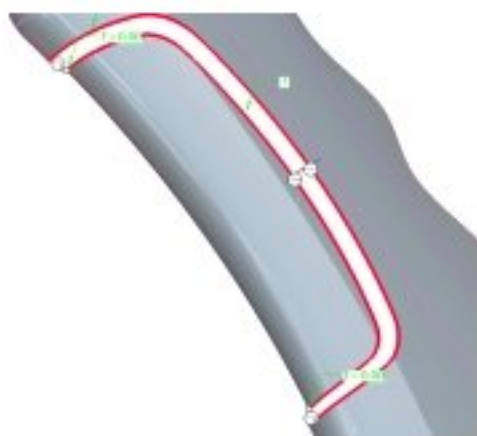
Create new surface based on prepared conditions using Boundary Blend tool. Make sure in all intended places Tangency transition is set to proper surfaces.



Insert 3 extra curves made as Curve through points. Place them in the order introduced below. Please do not push them to be tangent on both ends, only to offsetted surface.

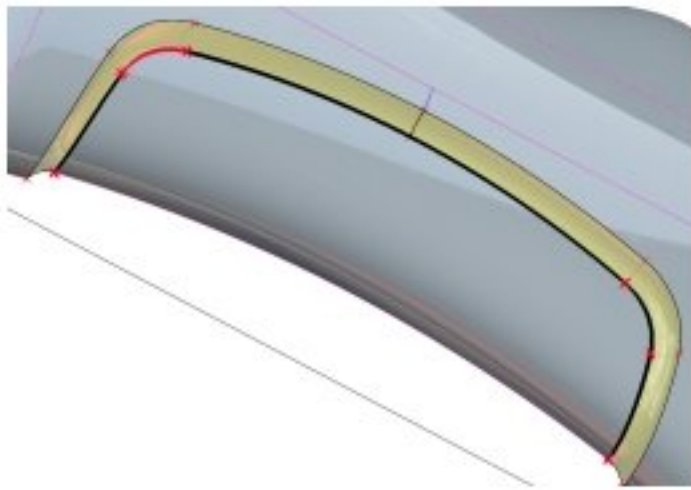


Next step is to offset down left surface for about 5mm by Edit > Offset. Make extra sketched, project it on offsetted surface and trim it according to picture visible above.



Create new surface by BB tangent only to offsetted surface. Use extra 3 curves created before for 2nd dir.

It appears that newly created surface has extra edges visible when the surface is selected. In fact that is the last thing we should expect and accept.

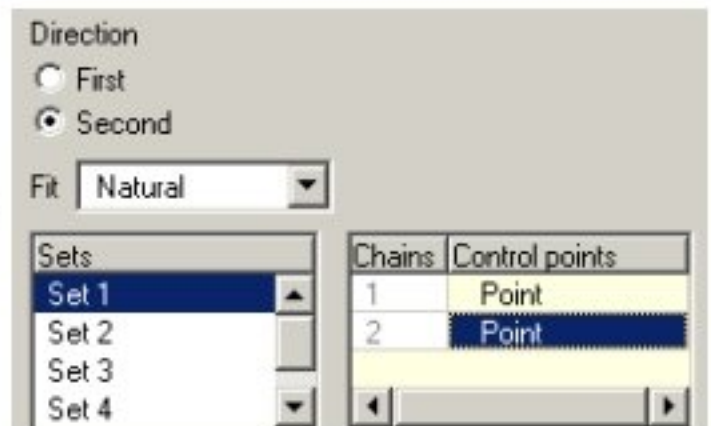


The issue with extra edges are caused directly by nature of used curves. In this particular example curves consist of chain of tangent entites. Ech transition provides vertex.

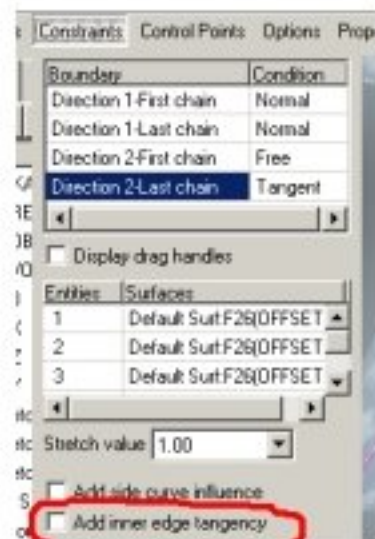
In Boundary Blend Pro/E tries to match vertexes from two curves what - as seen - not always works

To solve this problem, user is up to indicate manually proper vertexes what is possible by Control Points menu. Choose intended direction,, pick vertex form first curve and proper vertex from secon one.

It is possible to prepare our own points simply creating ordinary Points before on appropriate curves before diving into Boundary Blend.



Last issue is the strange outlook of tangent edges.



Bua la - problems are solved!

To solve this - unselect following option  
Add inner tangency.