

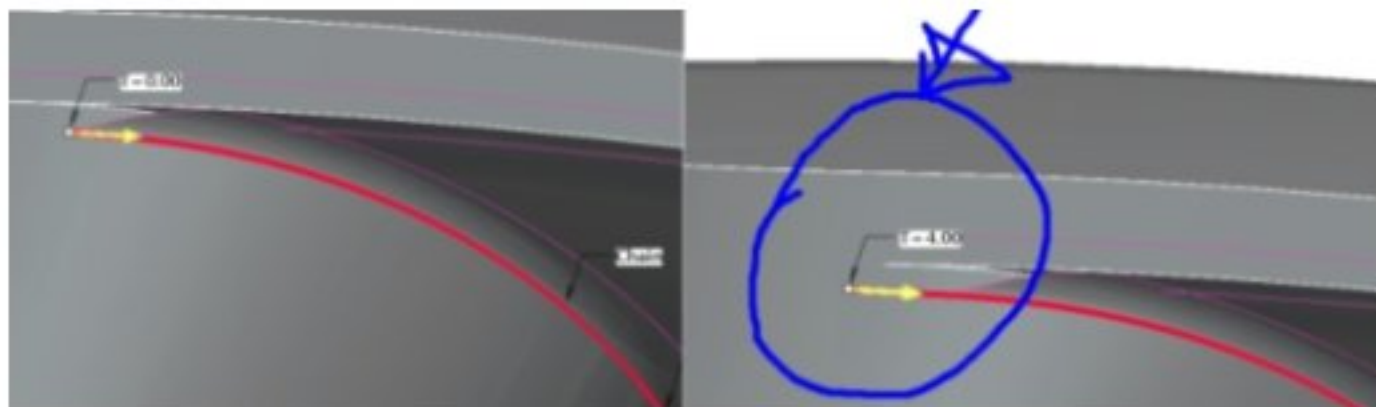
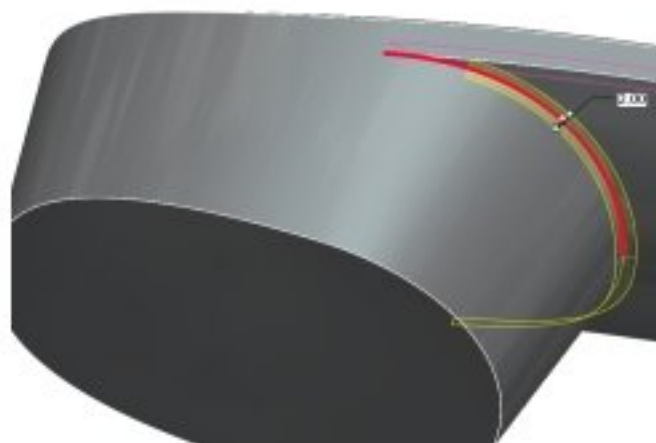
Welcome. This chapter covers techniques one can consider while approaching complicated rounds. The core of this chapter is about using existing geometry instead of creating new one.

Take this round visible to the left as an example. Such round can be done with ordinary Round tool capabilities.



To solve this issue user should start with creating two rounds Top and Bottom one as surfaces. To do that choose Option menu and Surface.

Picture above introduces start conditions. Trying to solve this issue with a Round tool ends with failure.

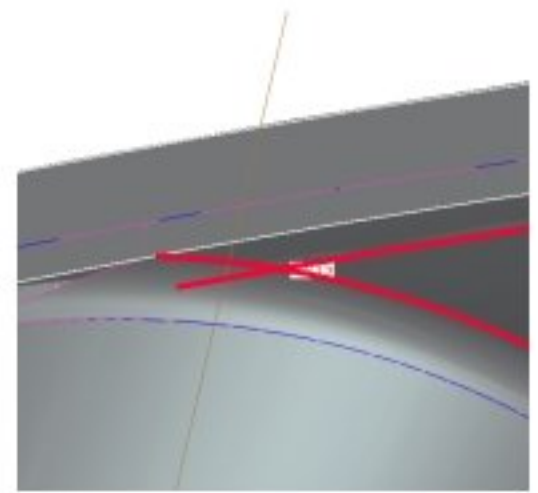


These two rounds will serve us as "parents" for necessary curves. Select first edge of bottom Round. Make Copy and Paste operation. Notice copied edge became a curve. Follow the same sequence regarding top edge of Top round.

Notice - it is possible to Trim and Extend copied edge in Paste tool. Use "white small square", by pulling it manually or by menu under RMB.

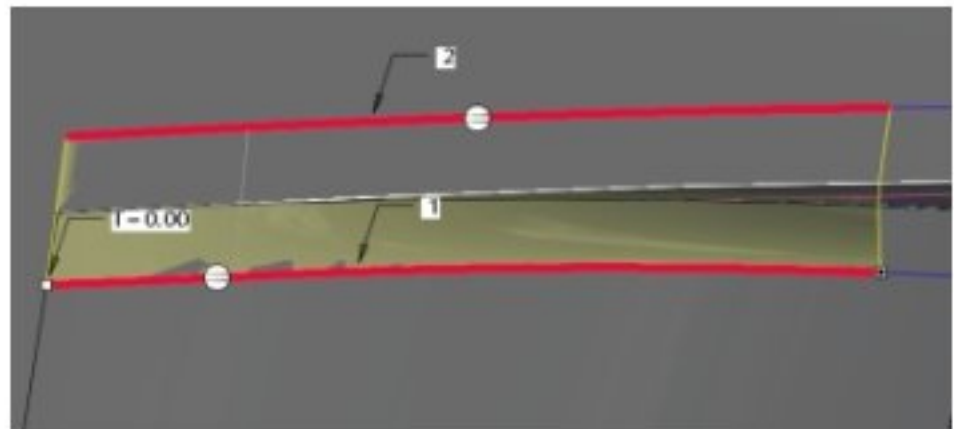
Crete Datum Point on the intersection of edges indicayed on the picture to the right.

Create Datum Plane trough this point.

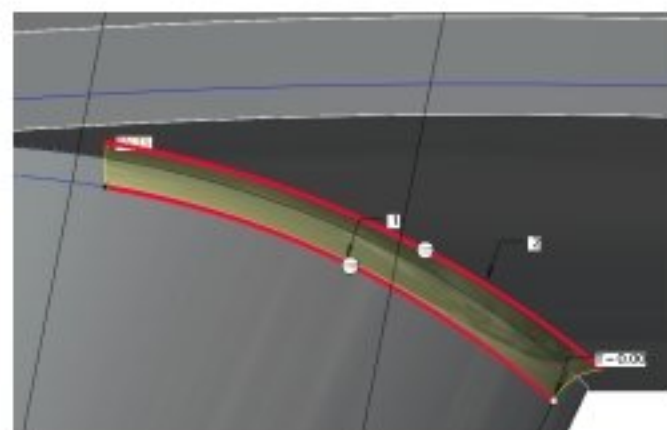


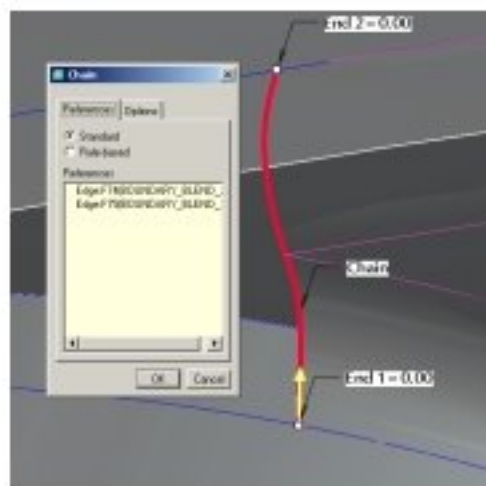
There is still one extra Datum plane required. Please make it by offset from just created Datum Plane. Make it offset towards left side.

Prepare a surface by the Boundary Blend. Trim used curves (introduced on previous page) on last created Datum plane. This surface should be done with transition maintained with Curvature.

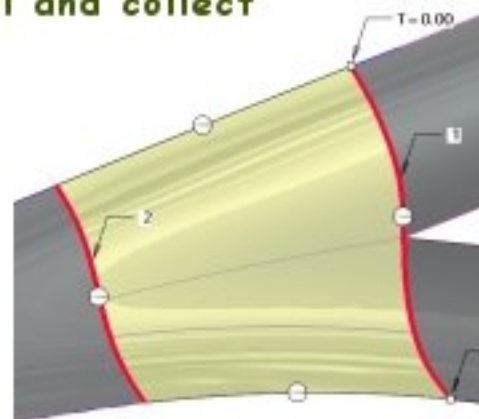


Now, use edges from created Rounds and build two surfaces with Curvature transitions. These surfaces should be trimmed on Datum Plane created through Datum Point - place where Rounds intersect each other.





Time to create Composite curve. This curve is created from already existing edges or curves. In this particular example we are going to create one curve based on edges from trimmed rounds as introduced to the left. Choose any edge ->Copy -> Paste ->Details ->press Ctrl and collect second edge.



All necessary entities should be ready. Use appropriate curves to create surface as visible to the right. Turn off option -> Add inner tangency

Merge all single surface to one quilts by multi use of Edit . Merge.

When final quilt is ready solidify it by Edit > Solidify > Patch!

