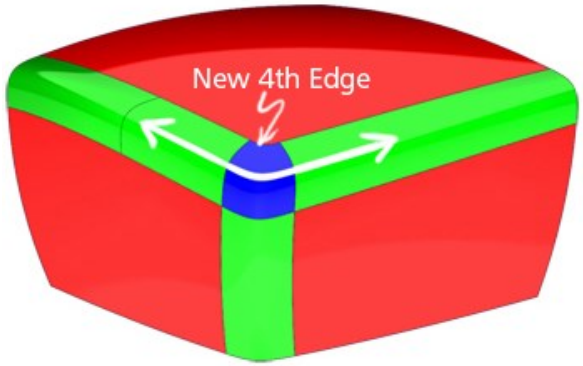
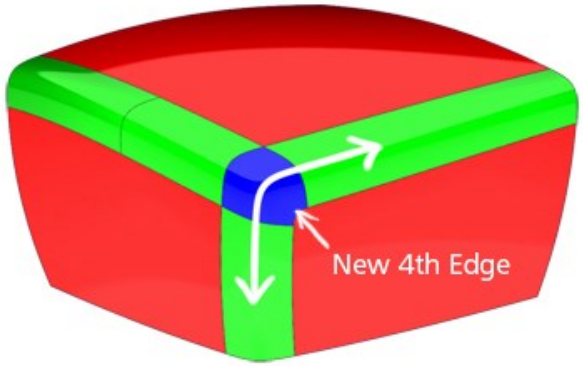
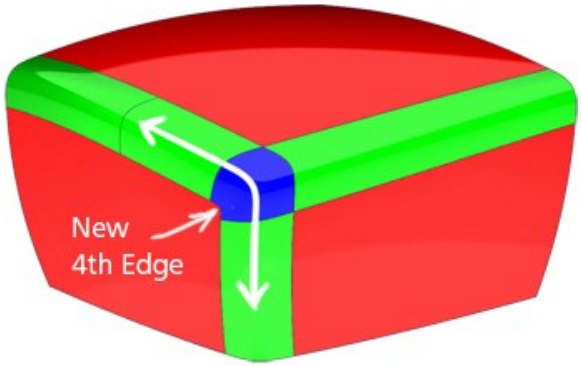
A3.15 : Ball Corner Part 1 – Square Surface

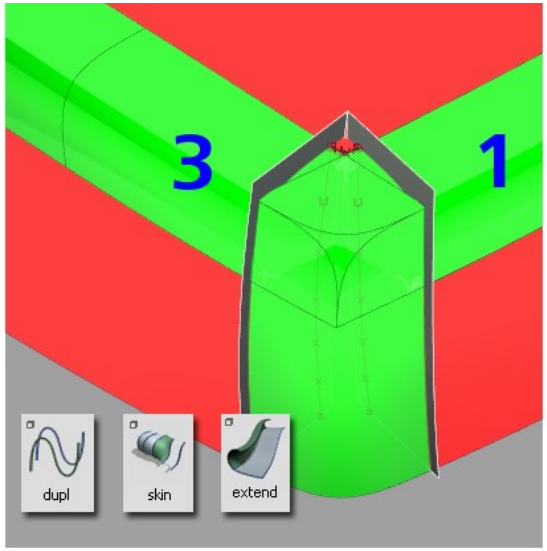
The corner blend looks like it needs to be a three-sided surface, but that would always give poor results. So the the patch layout has to be redesigned to include a fourth edge. There are three ways this could be achieved, look at the size of the fillets to decide on the flow of surfaces that would work best for your design:

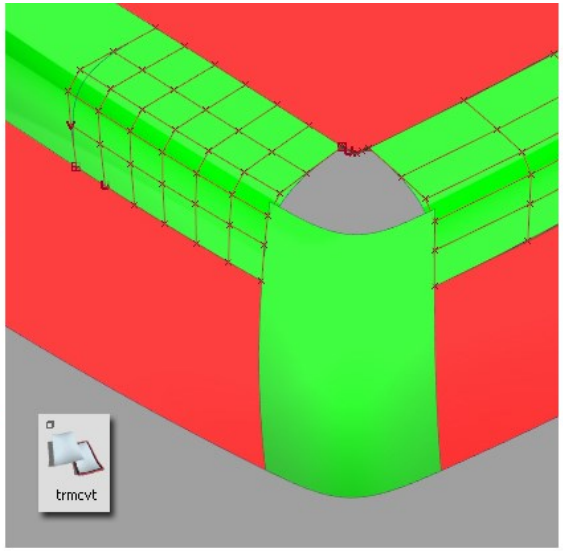


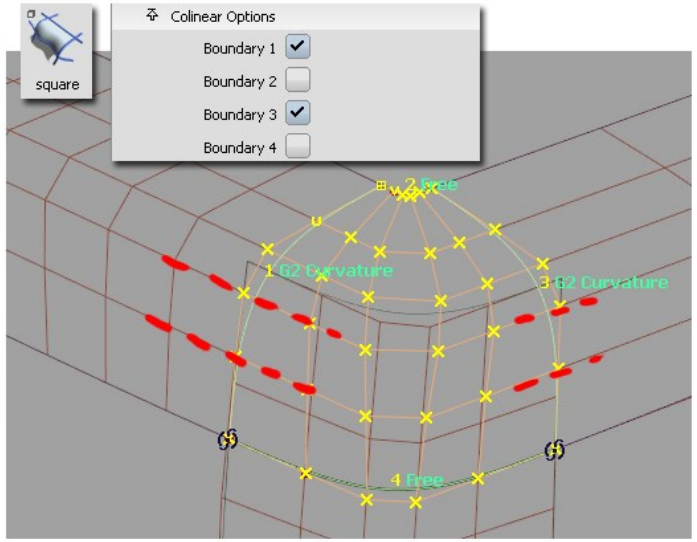




First, good quality ‘natural‘ boundaries are created, then the Square tool is used to create a blend surface that aligns with the hulls of the original 3 fillets:







INDEX