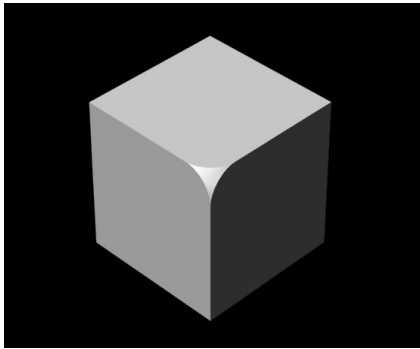**Rhinoceros® Tutorial**

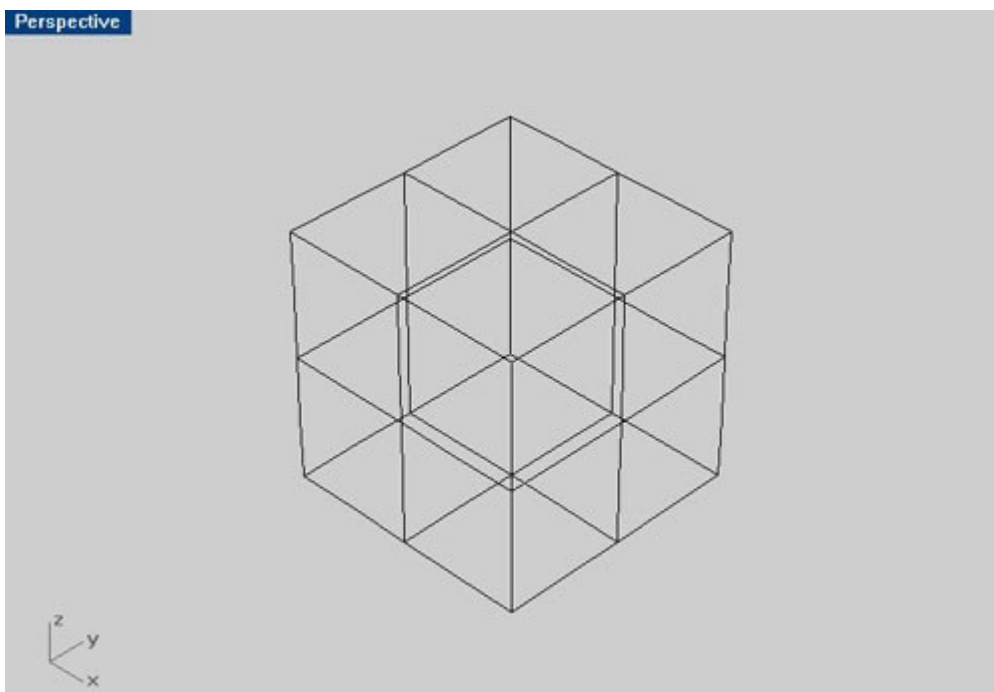# Fillet a box corner

By Eiad Said Dahnim
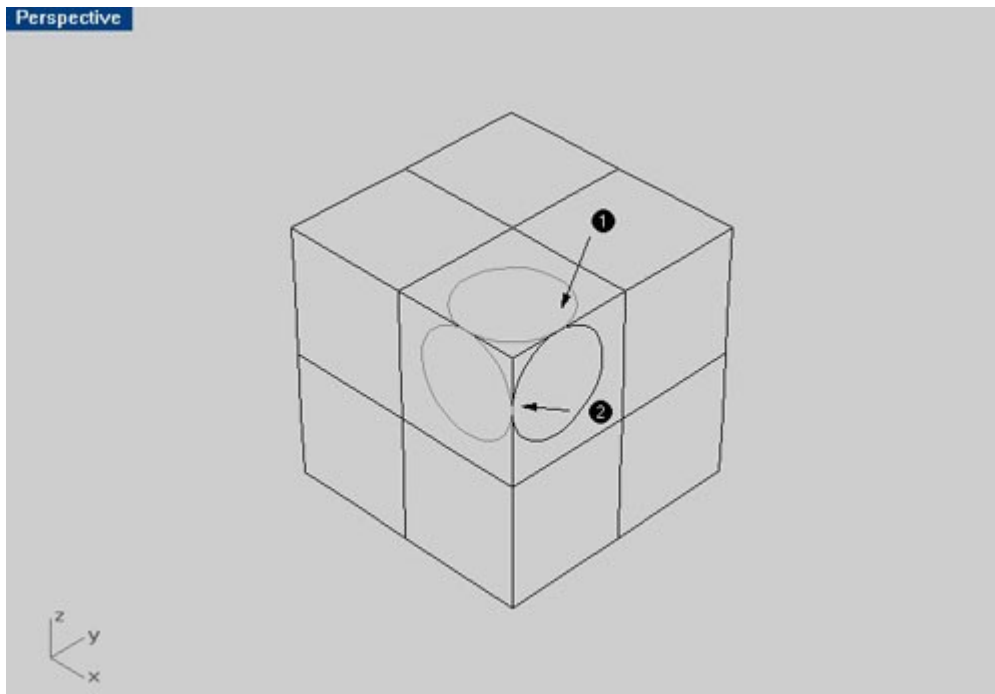

To fillet the corner of a box

1. Turn on grid snap.

2. Use the **Box** command to draw a box. Enter 10 for length, width, and height.
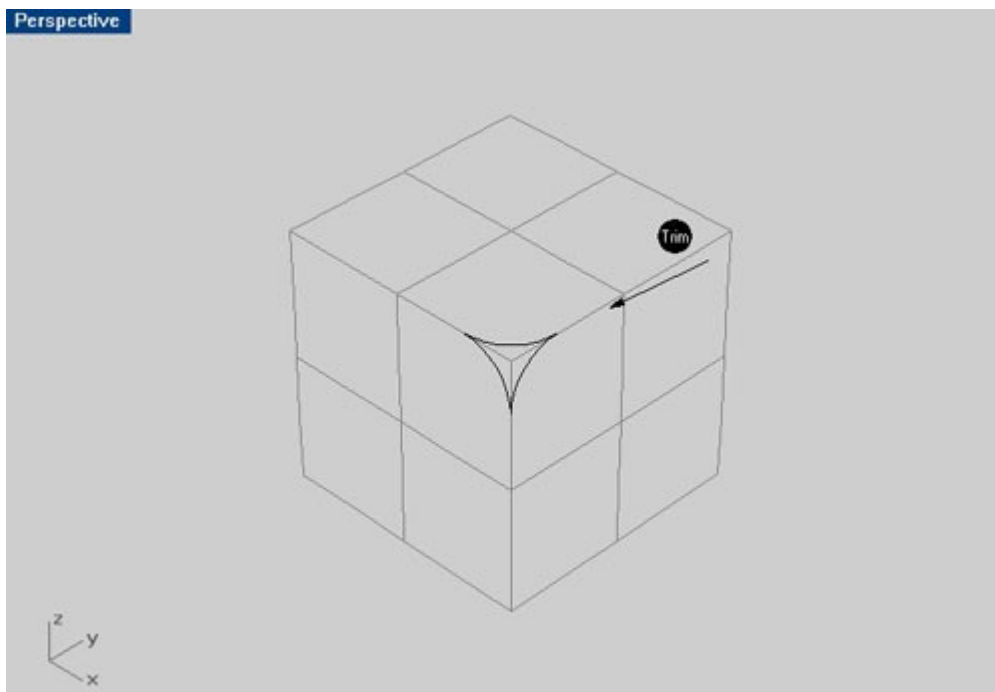

3. Use the **Explode** command and select the cube to explode it into parts.

4. Use the **CircleTTR** command to draw a circle using the boundaries of the box faces. Use 2 units for the radius.
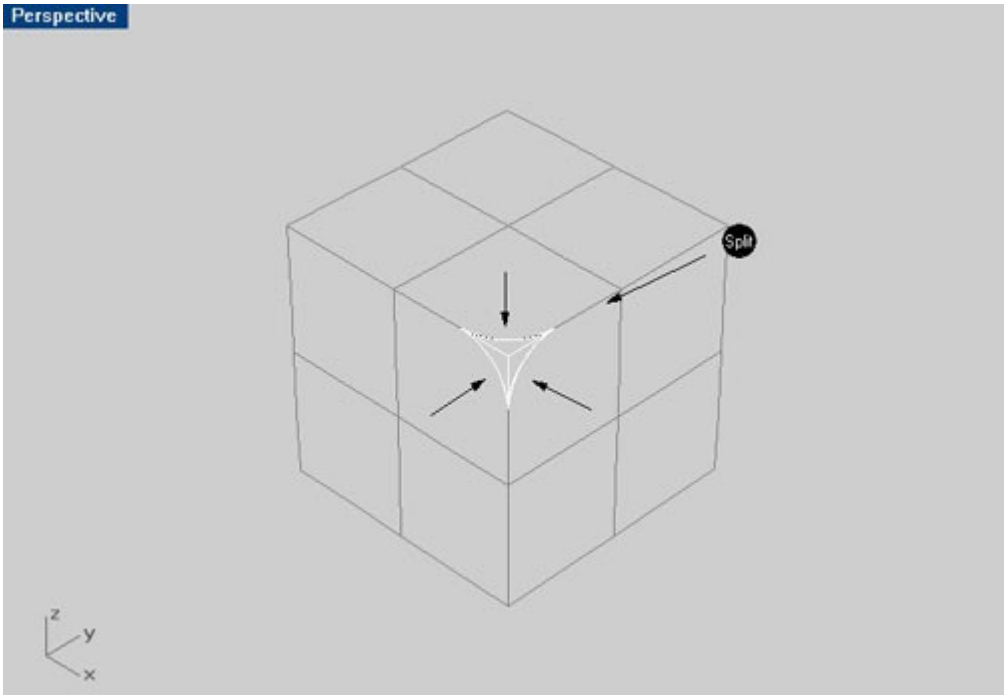
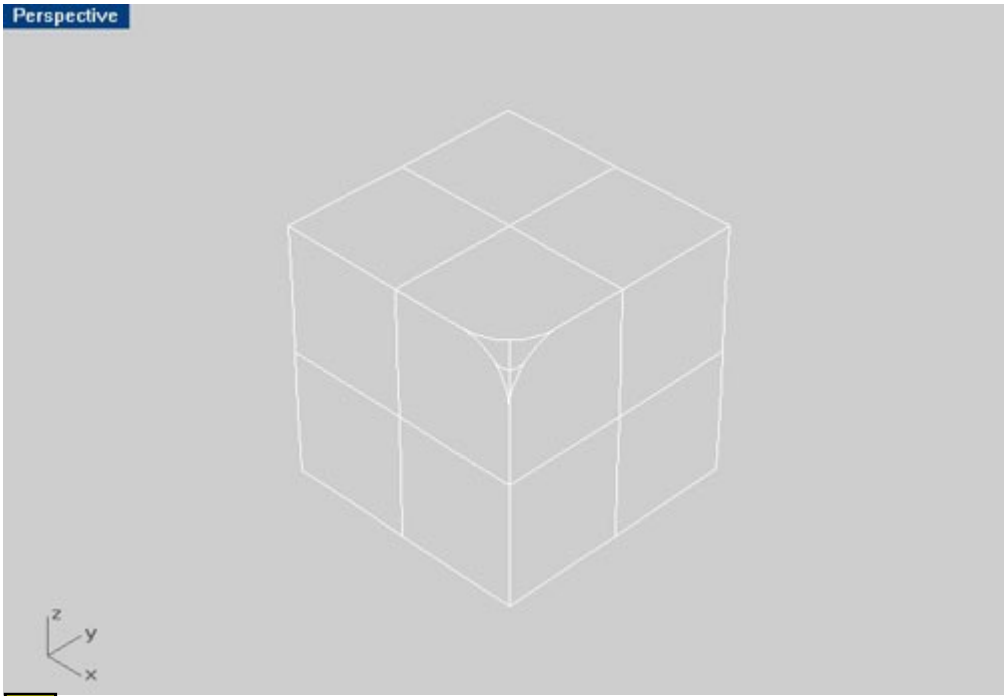   **Note**: You can **Hide** the sides that you don't use.

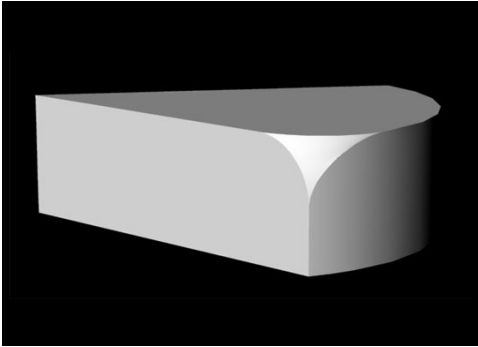5. Use the **Trim** command to cut the unwanted parts of the circles.

6. Now use the **Split** command to split each side of the box using parts of the circle to produce a nice curved side.
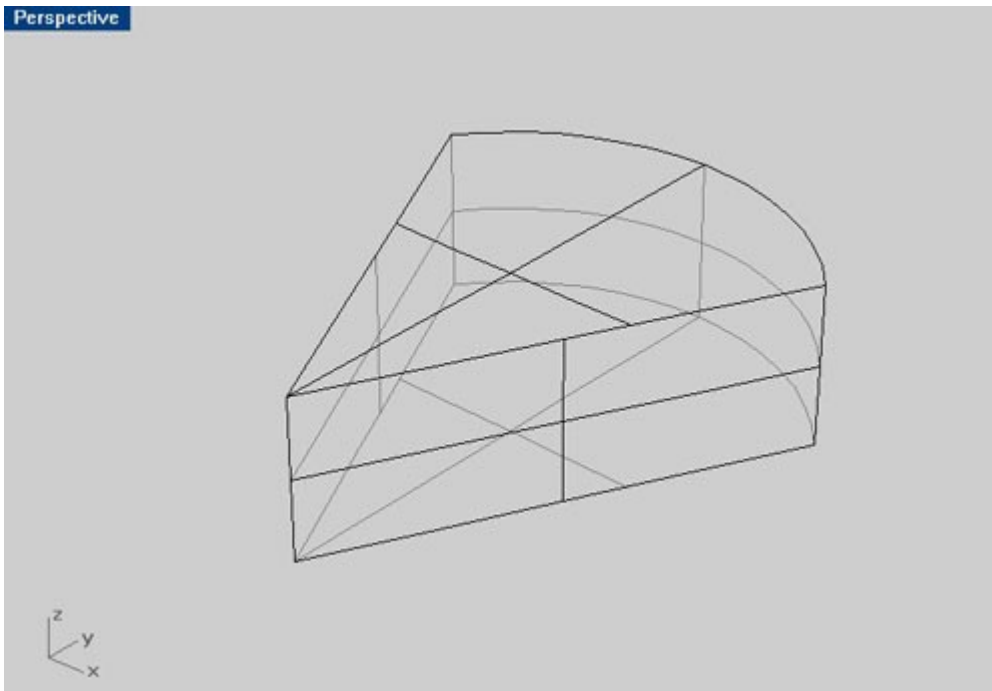
7. Delete the split surfaces and **Show** the hidden sides and use the **Join** command [Join] Sweep2 command and select the three curves as shown.
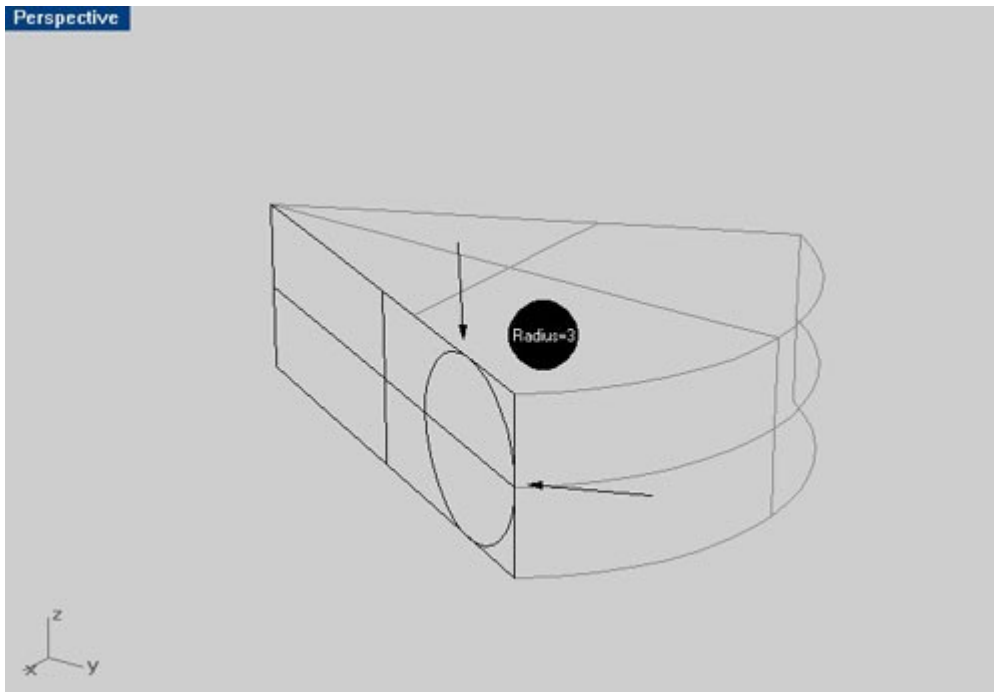
Fillet the point of a shape

We'll use the shape below to produce the fillet point in.

To fillet the corner of a shape

1. Use the **Explode** command to separate the object into parts.

2. Use the **Hide** command to hide the parts you don't need.

3. Use **CircleTTR** command to produce a circle in the first side.

4. Up to this point creating the circles is easy, but here we have a problem producing a circle in different plane. So we have to go into another way.

   I used polyline between the two points shown the figure below to create a plane for the circle, and then I used the **Project** command 🛢 to project the circle into the surface.
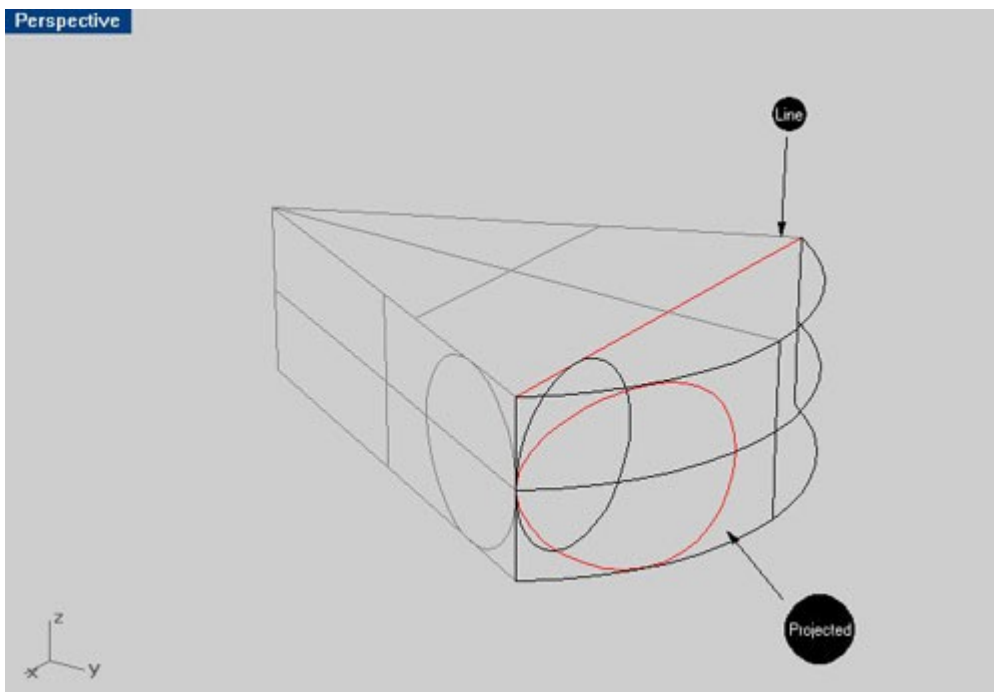
5. Create the third circle the same way as we did in step 3.

6. Follow the same procedure as in the previous tutorial to **Trim** ⬚Trim the circles, **Split** ⬚Split the surfaces, and create the corner with the **Sweep2** command 🖌.
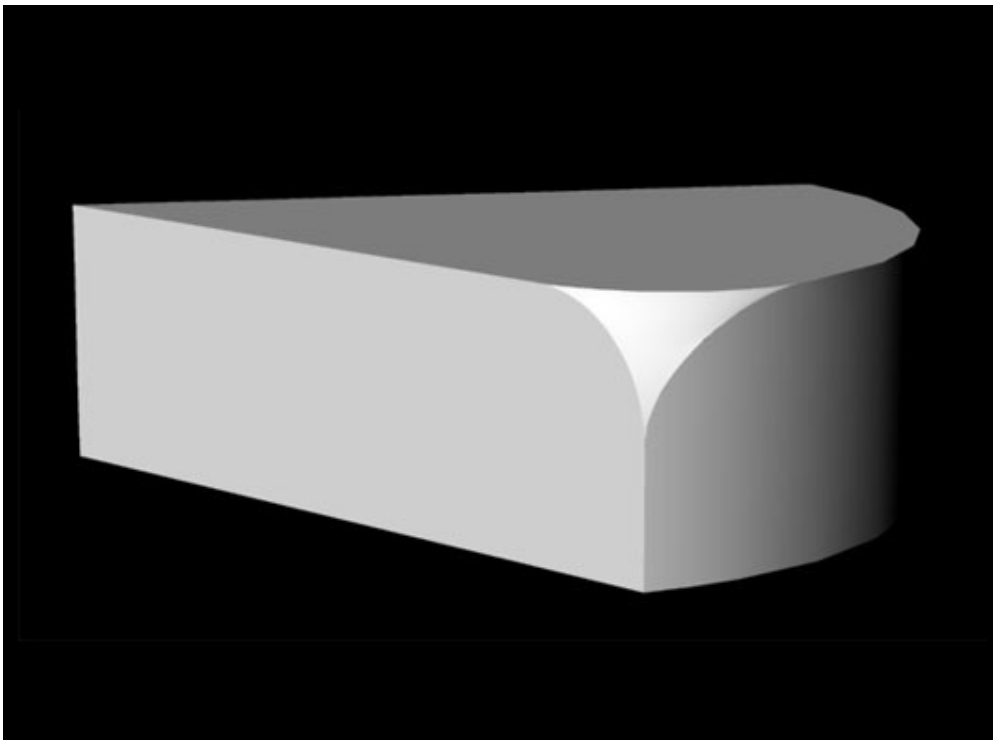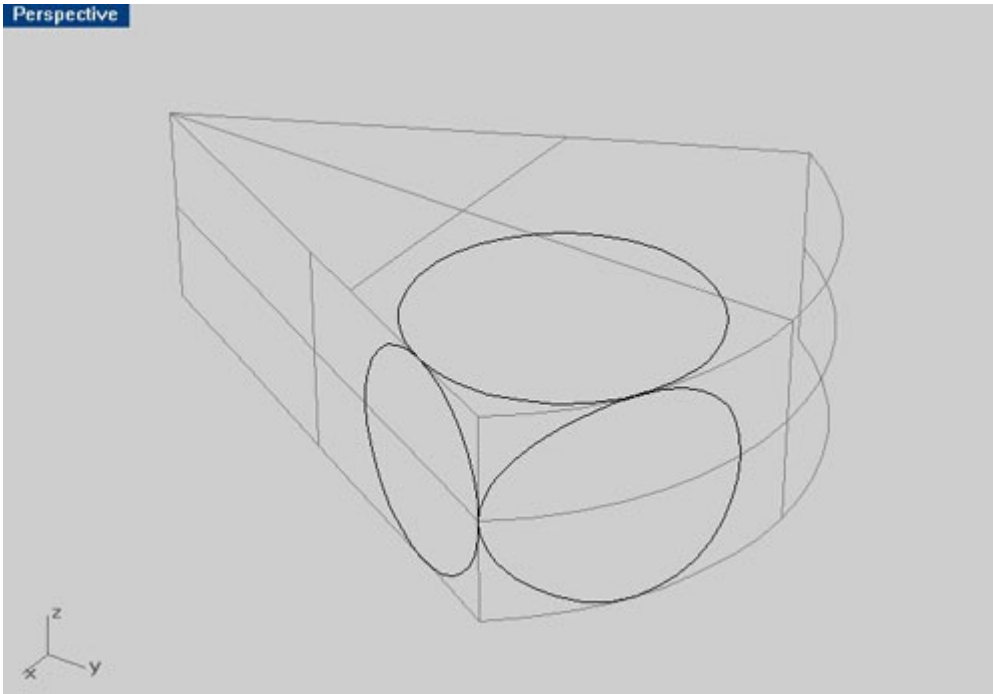
Enjoy!

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