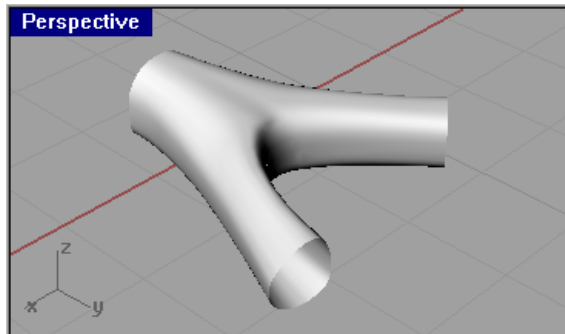




How to Make a Y-Branch Surface



This demonstration shows:

- ▶ How to modify create a y-branch surface using blends and sweeps.

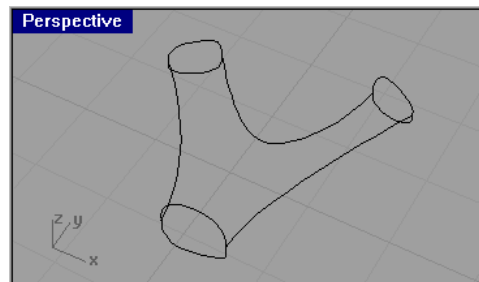
You will use these techniques:

- ▶ Curve drawing (**InterpCrv** or **Curve**)
- ▶ Trim surface with curve (**Trim**)
- ▶ Create blend between two surfaces (**BlendSrf**)
- ▶ 2-rail sweep (**Sweep2**)

To create a branch:

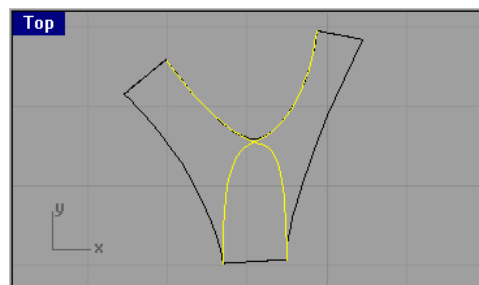
The completed model with steps is [branch01.3dm](#).

- 1 Create curves defining the overall shape of the branch.



- 2 In the **Top** view, draw two additional curves that are used to create a swept surfaces.

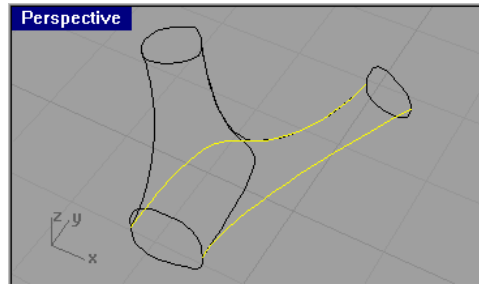
Make the curves follow the branch shape as tightly as possible.



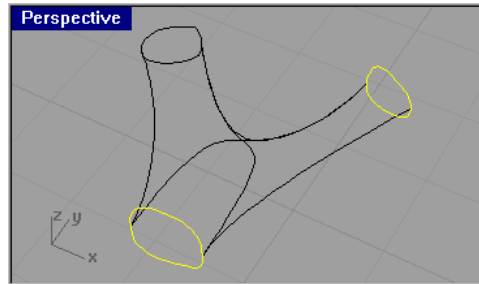


- 3 Use **Sweep2** with the **Maintain Height** option to create the two main surfaces.

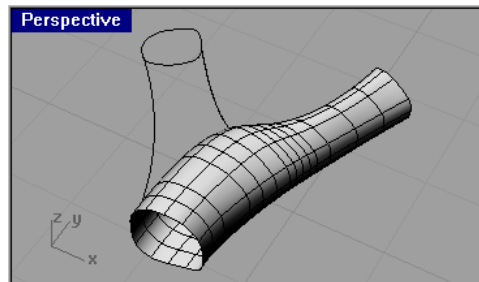
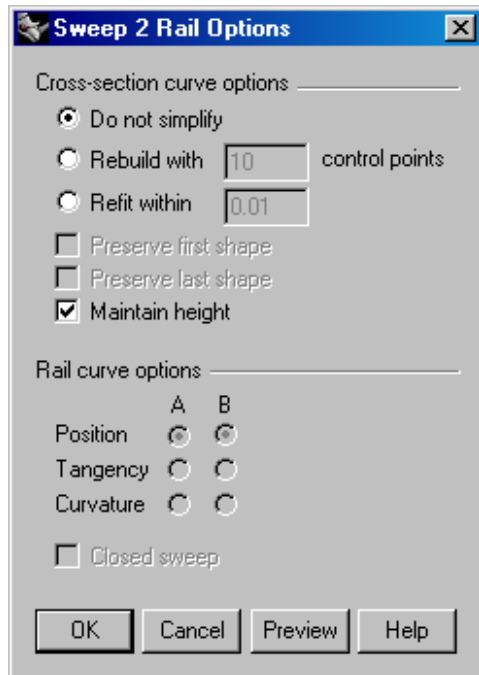
Select the curves that define the sides of the branch as the rail curves.



Select the curves that define the ends of the branch as the profile curves.

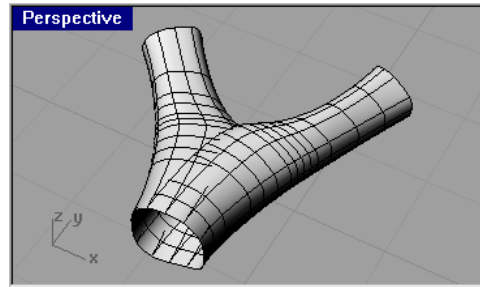


The **Maintain Height** option prevents the shape curves from changing height as they are swept along the rails.

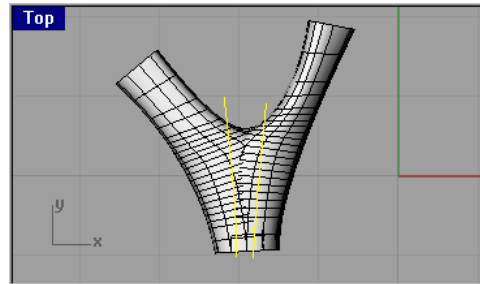




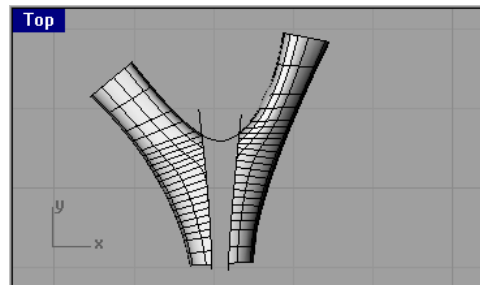
4 Repeat with the other branch.



5 Draw two curves in the **Top** view indicating the trim curve locations.



6 Use **Trim** to delete the unnecessary parts.



7 Use **BlendSrf** to create a smooth surface between the trimmed objects.

The edges may consist of more than one edge, so remember to pick them all.

