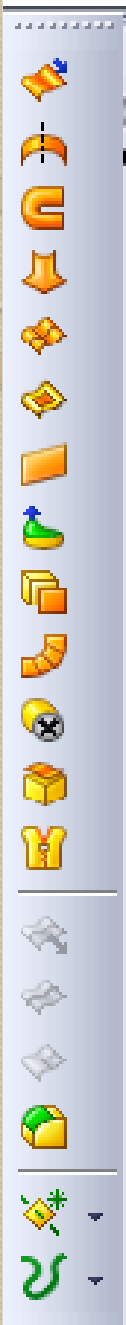# HUMAN LEG

Carolyn Graden

MET

Freshman

Surfacing

- Familiar – extrude, revolve, sweep, loft.
- Not so familiar- boundary, fill, planar.
- Surface editing- freeform, offset, trim, untrim, fillet.
- Moving between solids and surfaces- delete face, replace face, knit
- Bonus- deform, thicken, 3D sketch, and splines.

Splines

- Master of anything organic.
- Defined by points
- Shaped by handles.
- In 3D can only be defined by coincident points and fix relations.

Why surfaces instead of solids?

- Trim/untrim
- Fixing gaps
- One solid body
- Freeform/deform

Results

Results

Movie

LEG-MOVIE.avi