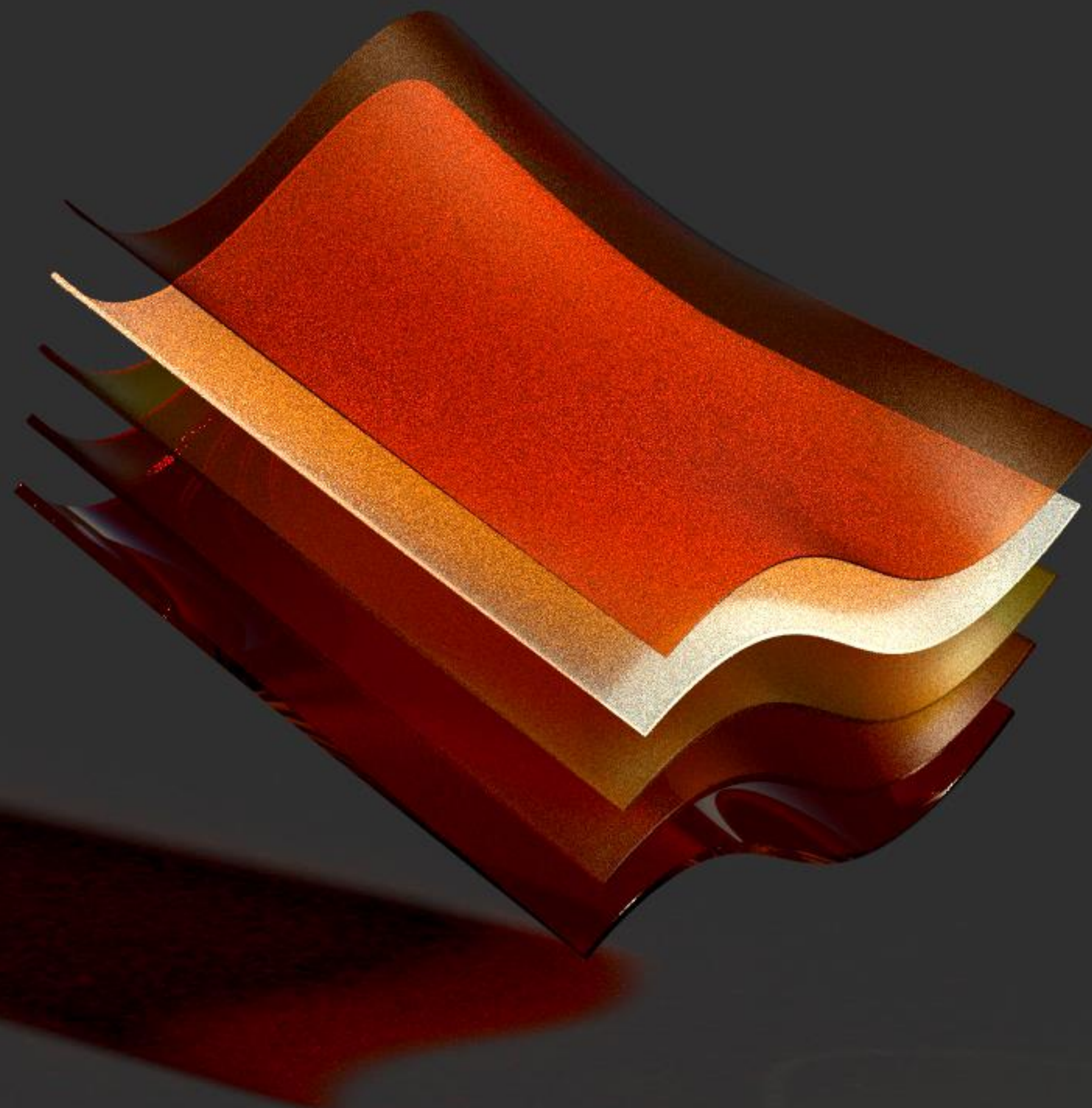




Fusion 360

Basic Surface Modeling

基础曲面建模-面片功能



曲面 (surface)



曲面建模常用指令



扫掠 Sweep



放样 Loft



面片 Patch

曲面 (surface)



面片就是专门缝补曲面的破洞
只要是 封闭 的形状就可以缝补起来



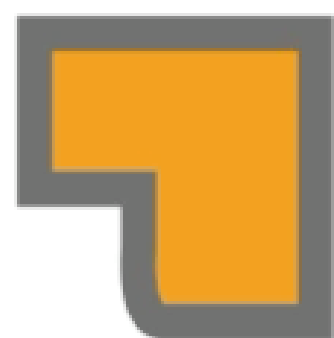
面片 Patch



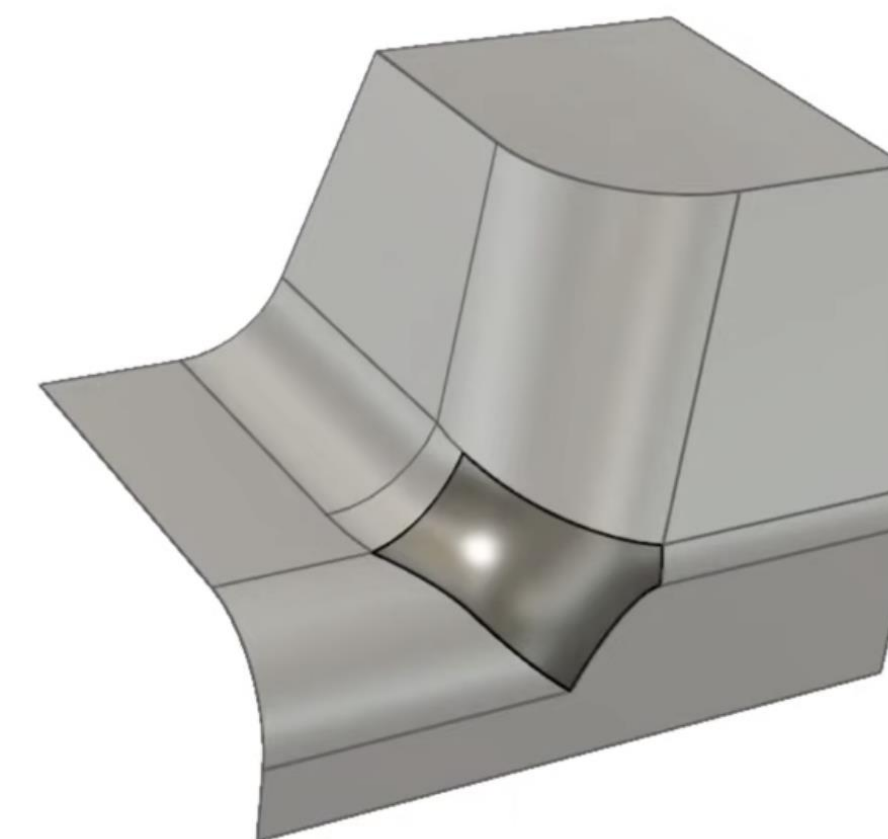
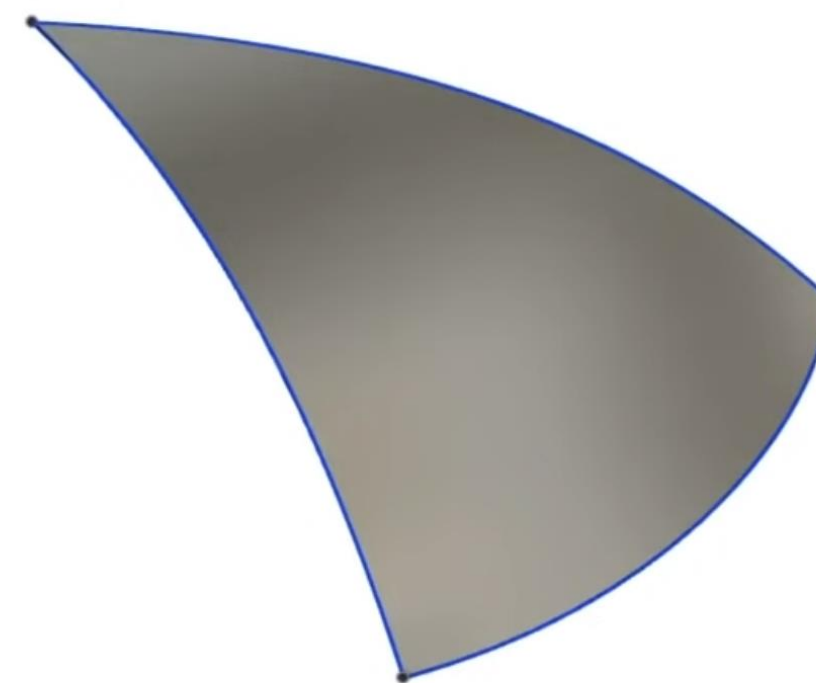
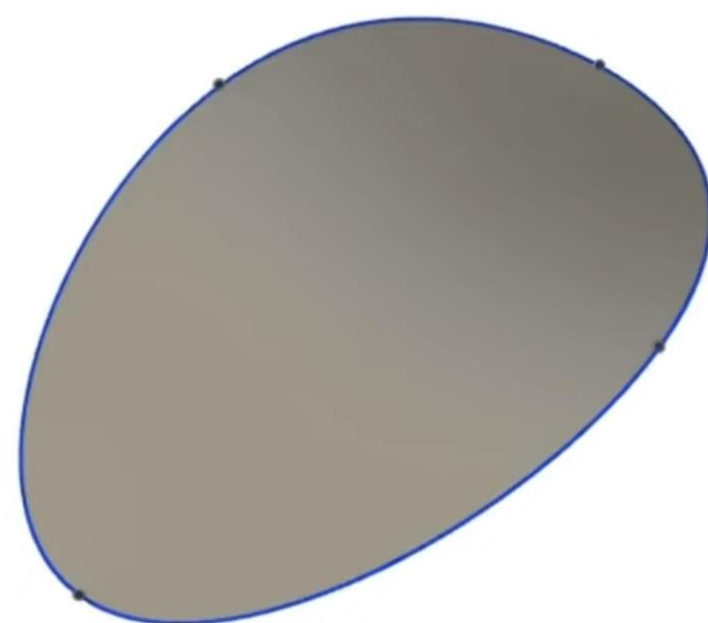
曲面 (surface)



面片就是专门缝补曲面的破洞
只要是 **封闭** 的形状就可以缝补起来



面片 Patch



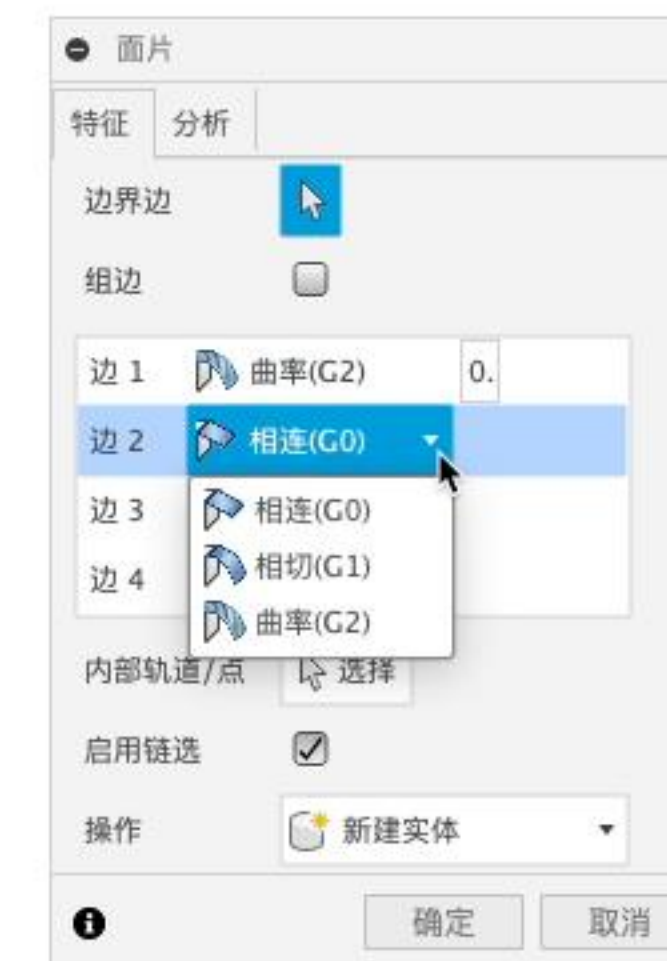
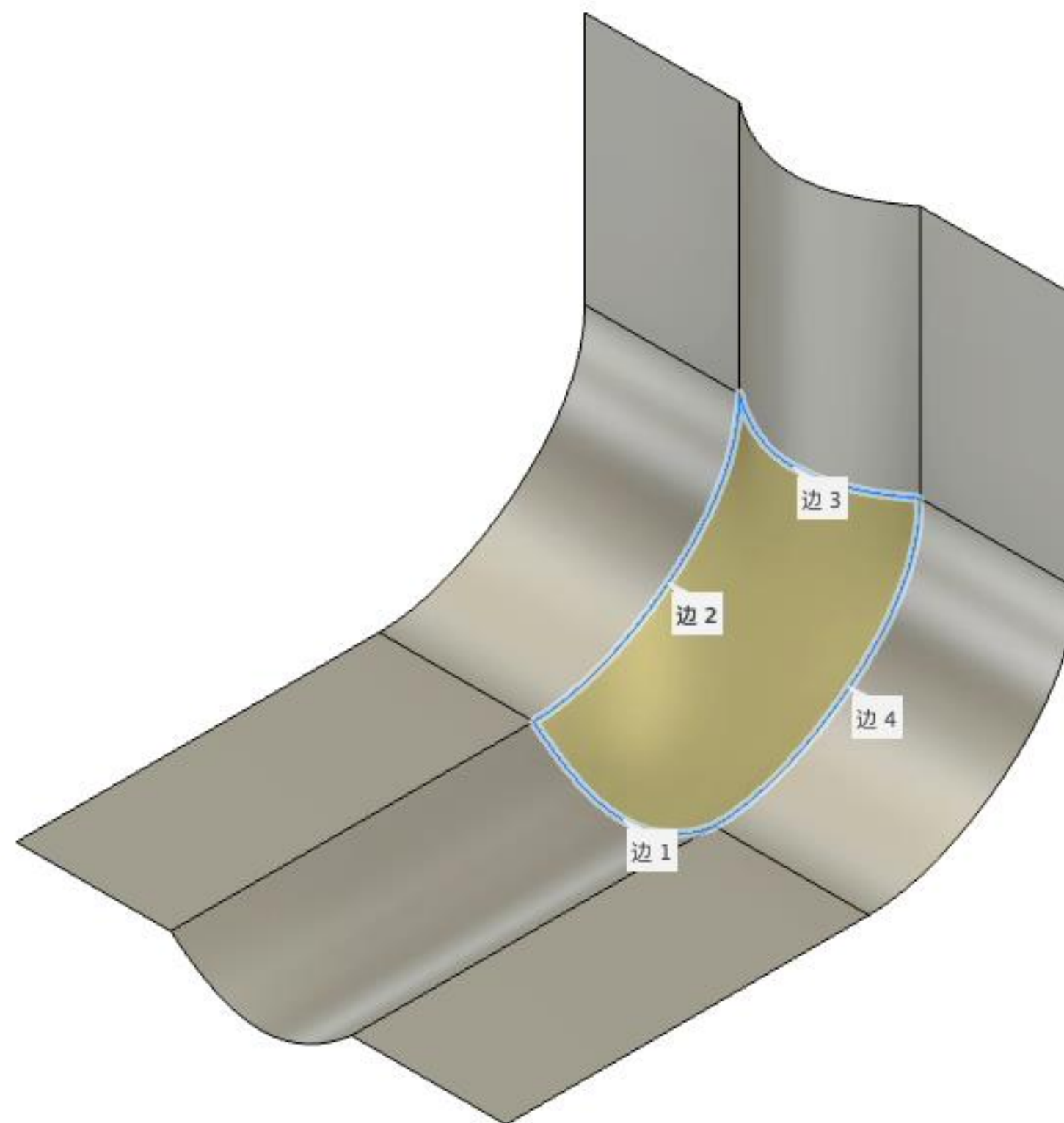
曲面 (surface)



使用方式很容易，只要是缝合的曲面就可以直接点选
如果是未缝合的面则可以分次选取



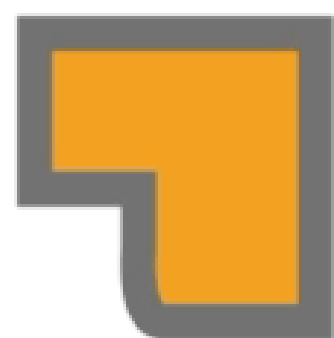
面片 Patch



曲面 (surface)



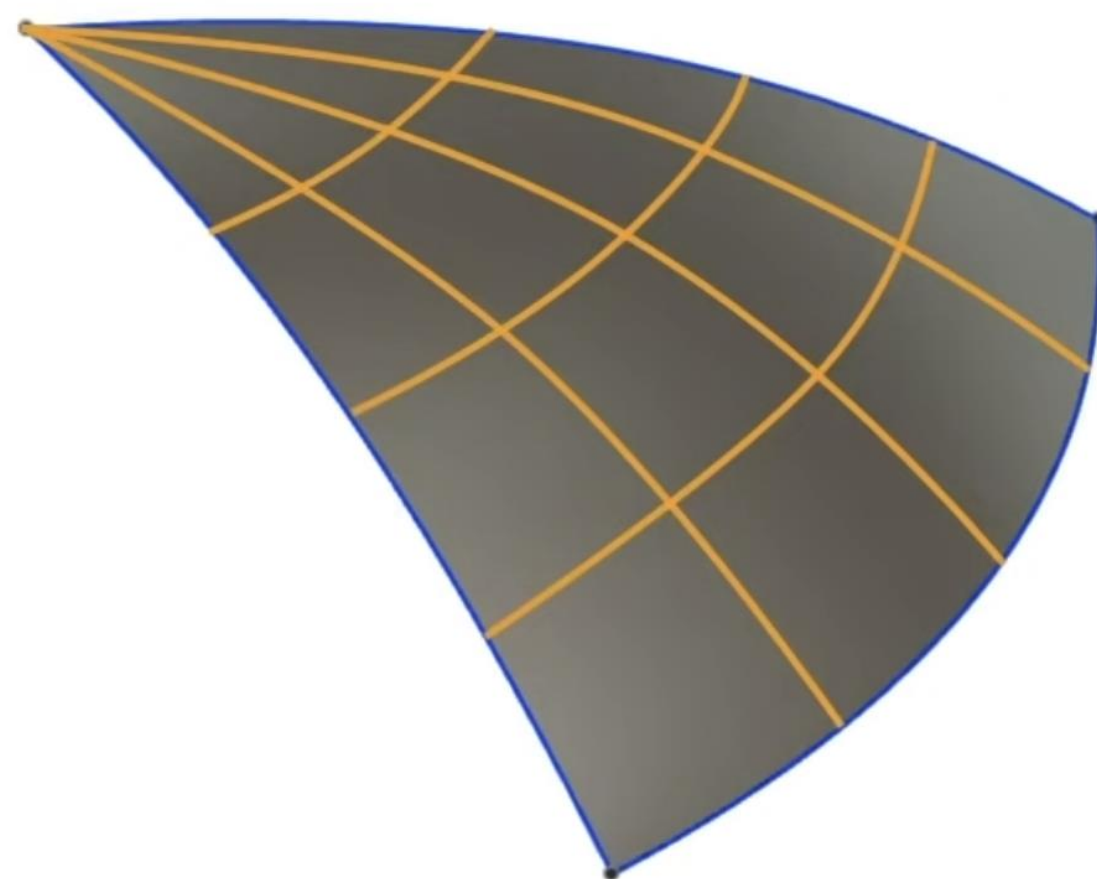
面片是以方形扩大选取区域来进行缝补
与放样进行填补后的曲面走向不同



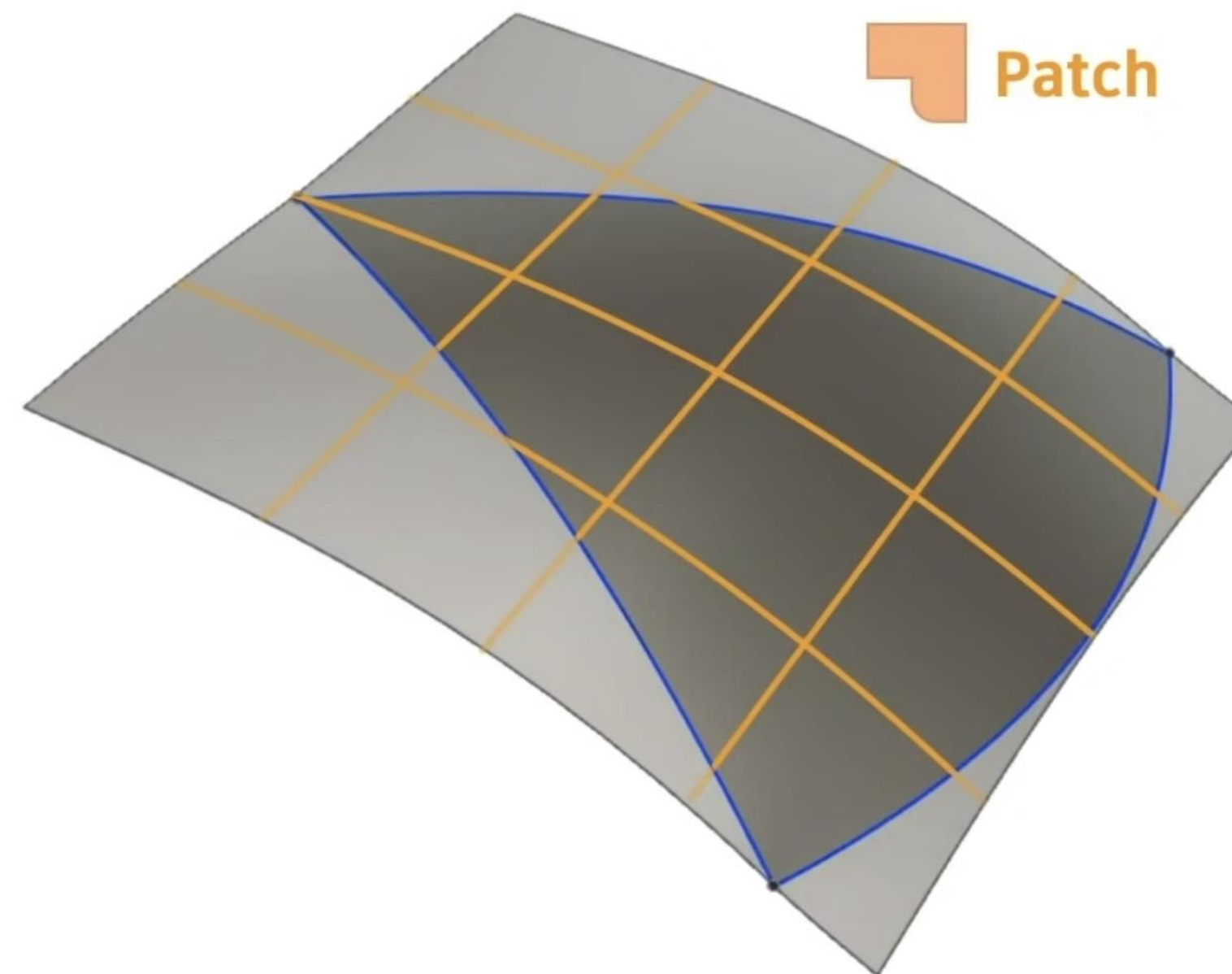
面片 Patch



Loft



Patch

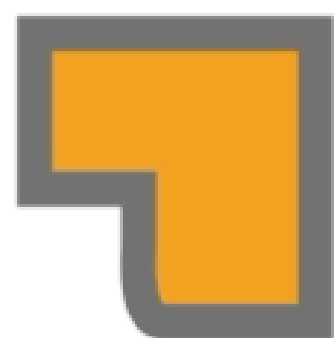


曲面 (surface)

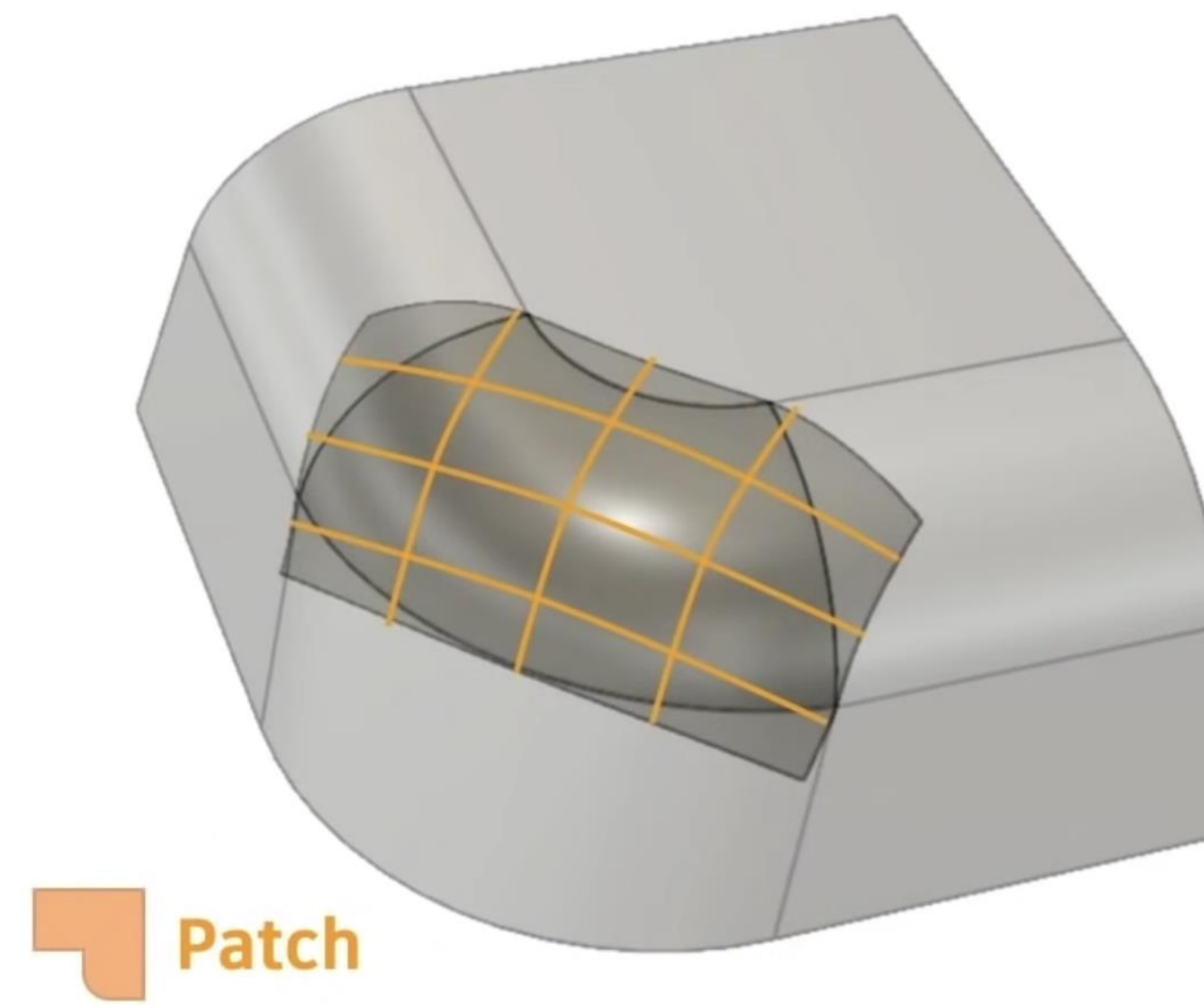
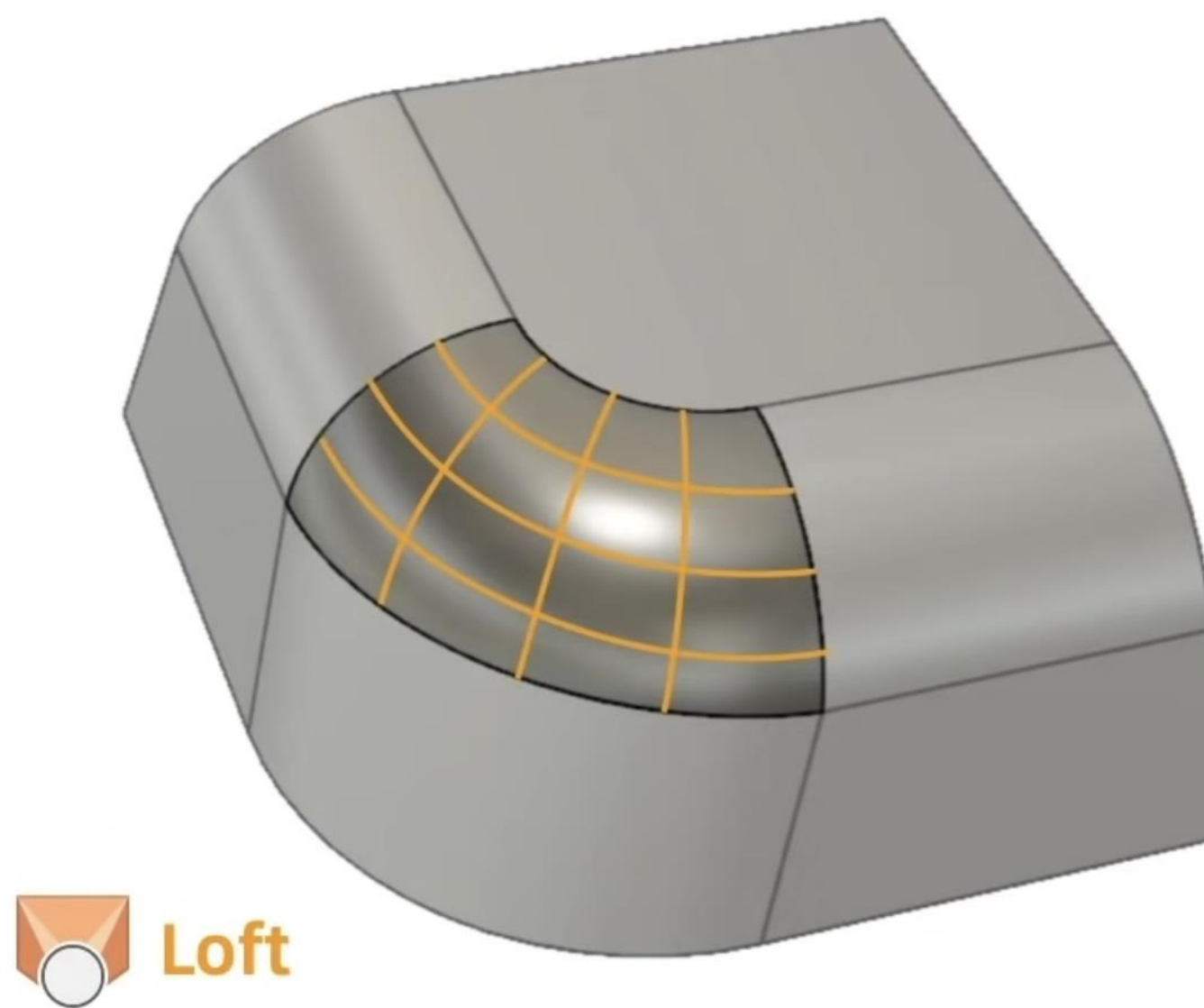


如果是四边的洞需要缝补, 建议使用 **放样** 指令

如果是这样的洞要选择什么指令？



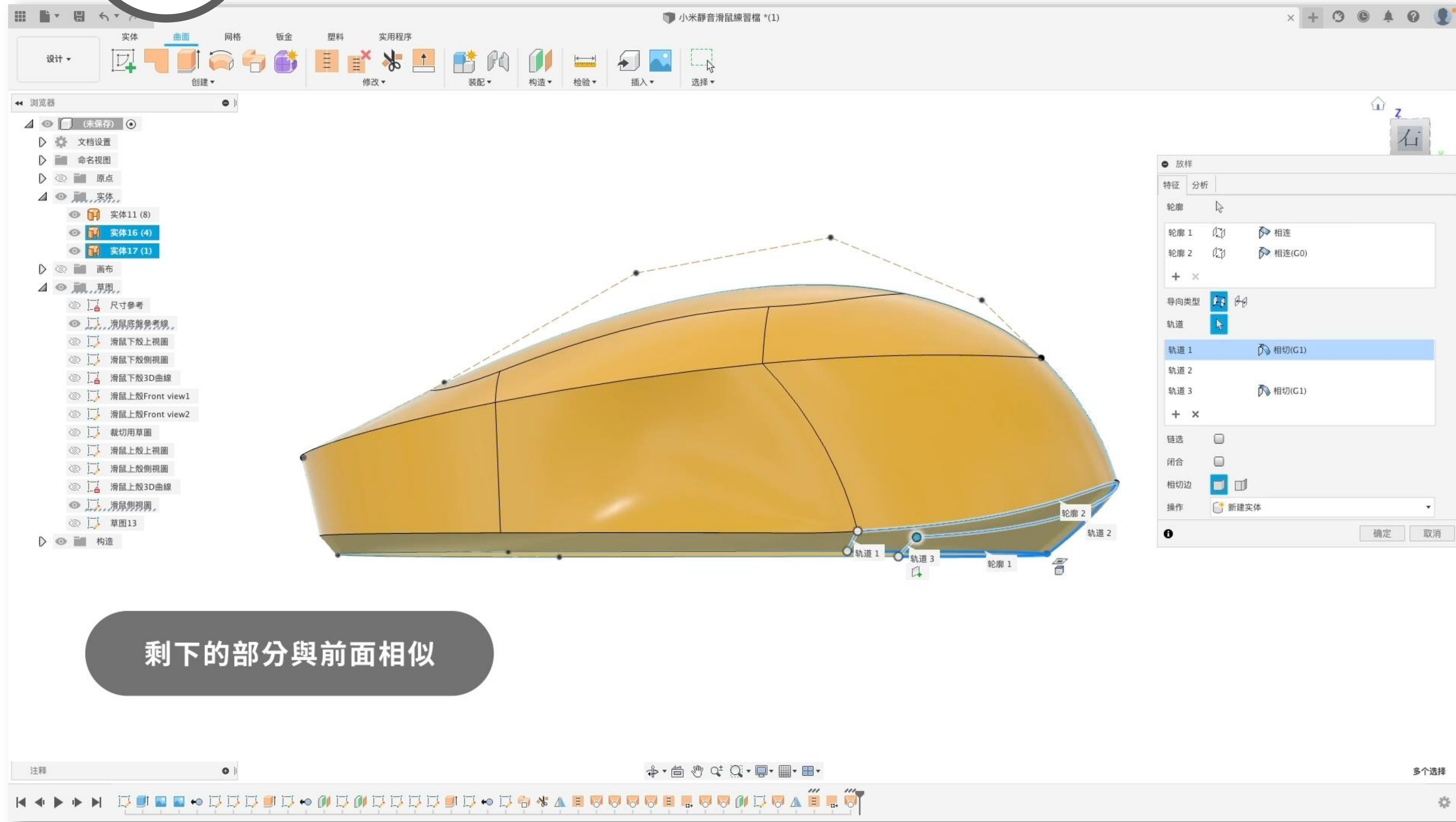
面片 Patch



曲面 (surface)



扫掠基本曲面



剩下的部分與前面相似