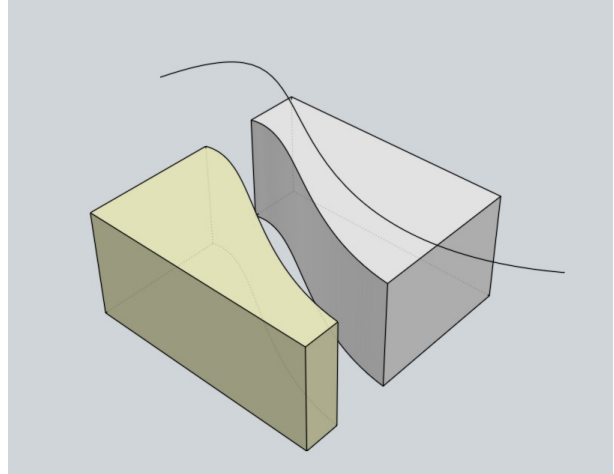
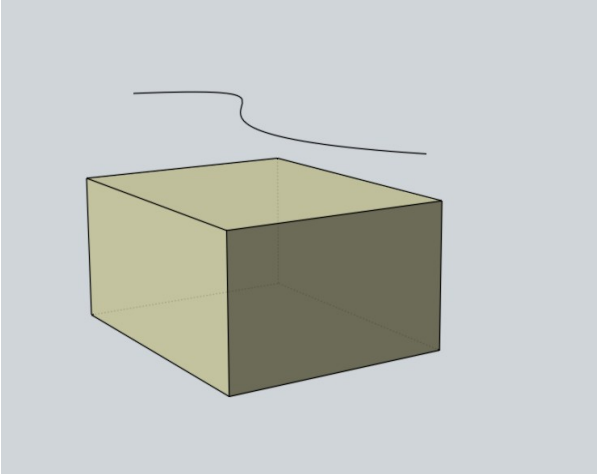
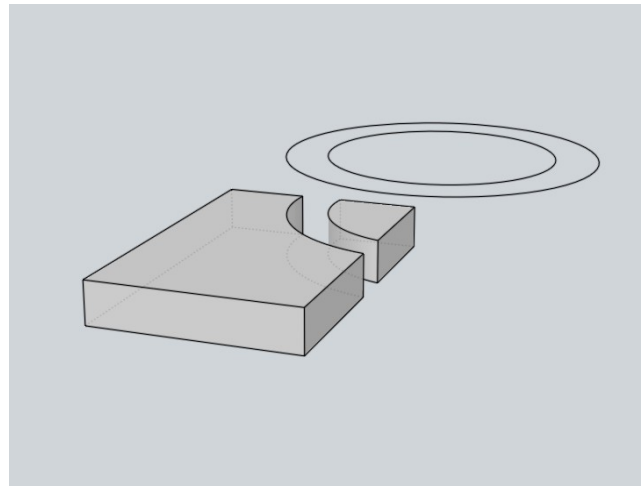
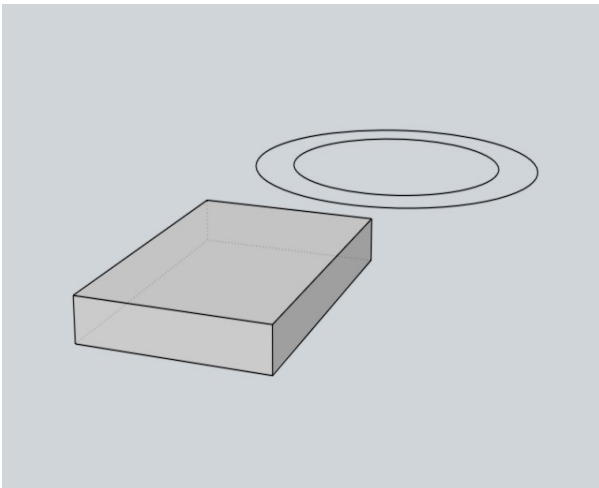


1.Boolsche Operation zwischen 2D und 3D Komponenten, auch Kurven, hier Differenz.



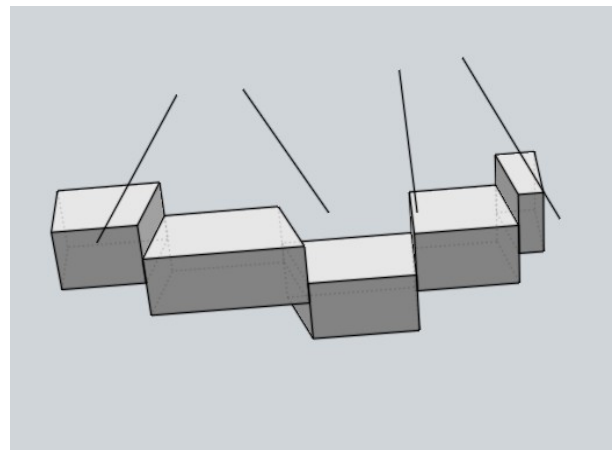
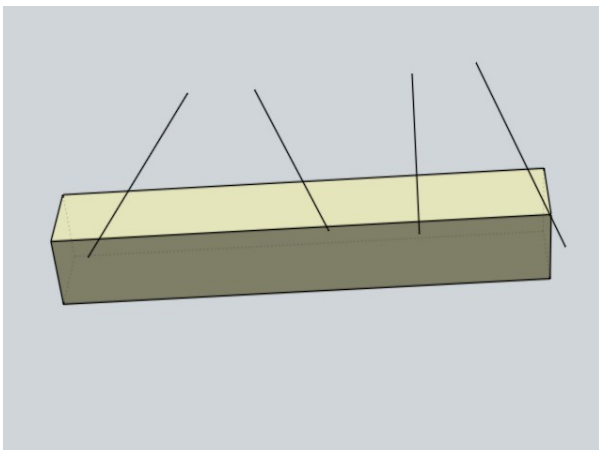
Zwecks Anschaulichkeit, hab ich hier die Körper auseinandergedrückt.

Zweites Beispiel:



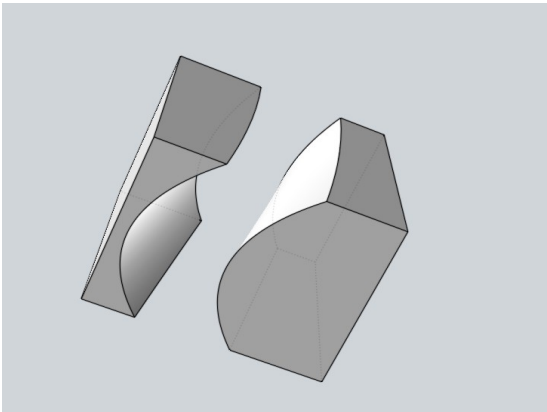
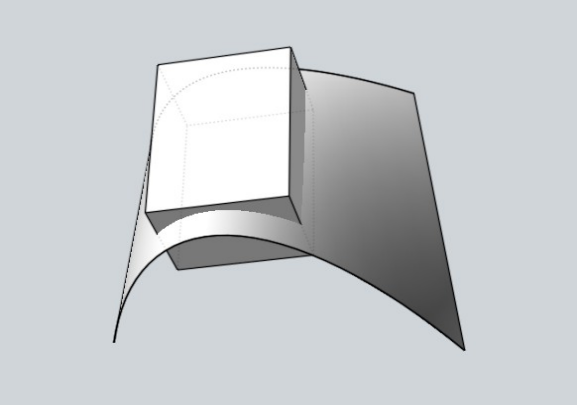
Durch zwei geschlossene Kreise auf den Korpus projiziert wird automatisch rausgeschnitten.

Drittes Beispiel:

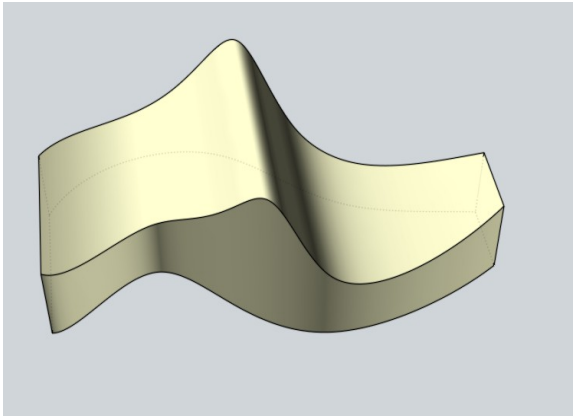
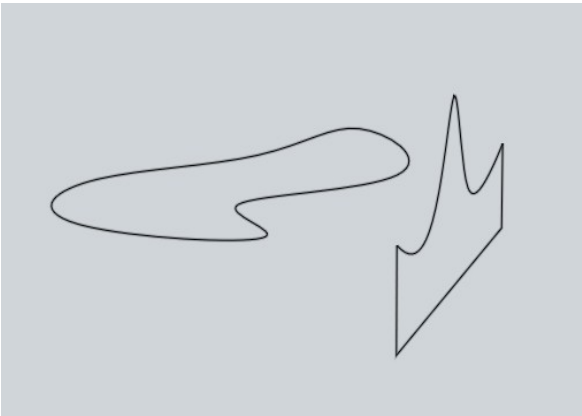


Auswahl mehrerer 2D für Boolesche Operation. Körper nachträglich verschoben

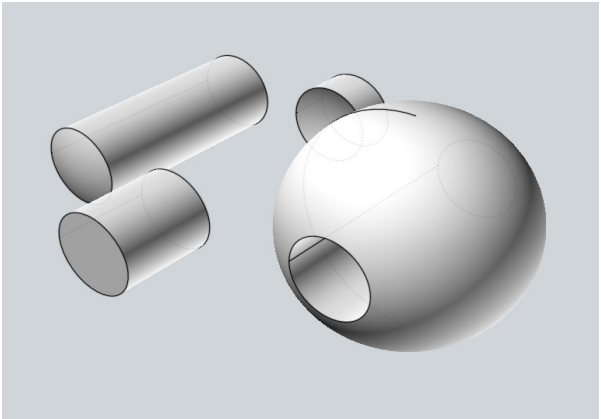
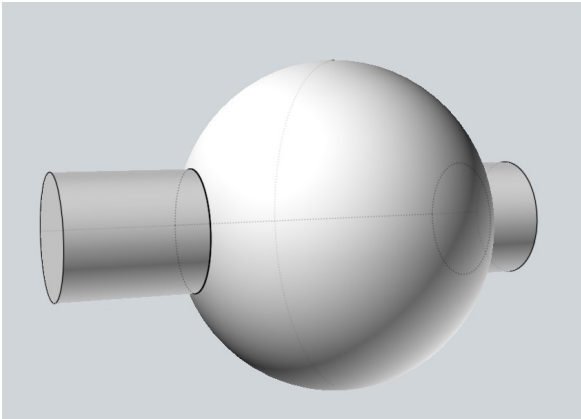
2. Differenz zwischen Flächen und Körpern



3. Intersection von 2 Kurven im 90° Winkel zueinander

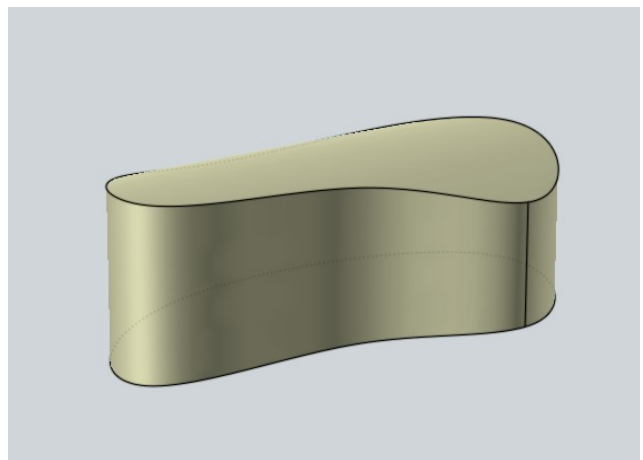
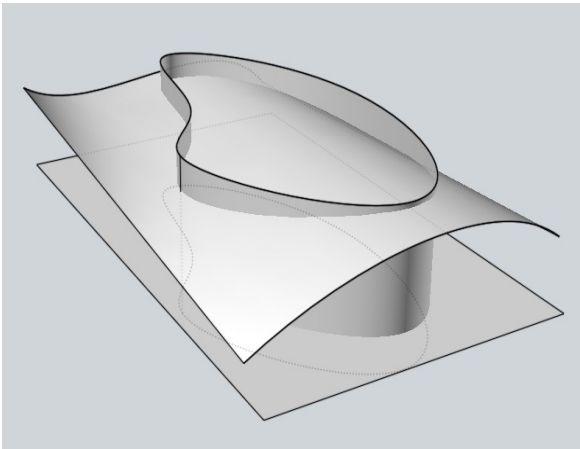


4. Neue Boolesche Funktion: Mischen

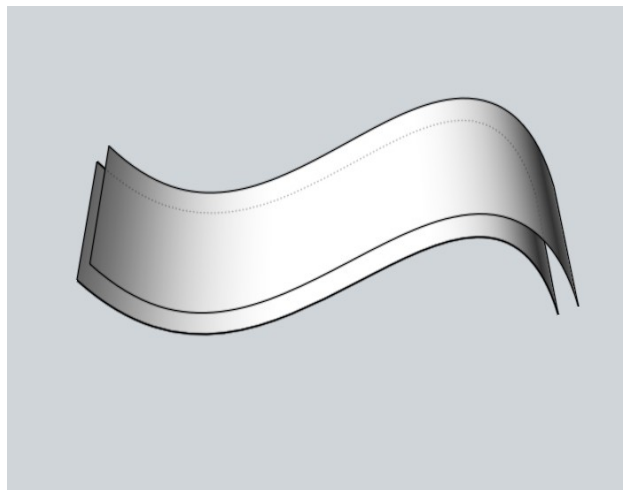
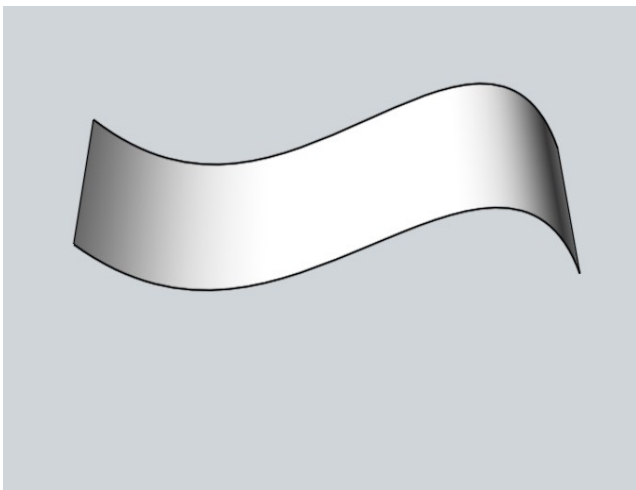


Es bleiben alle Teile erhalten

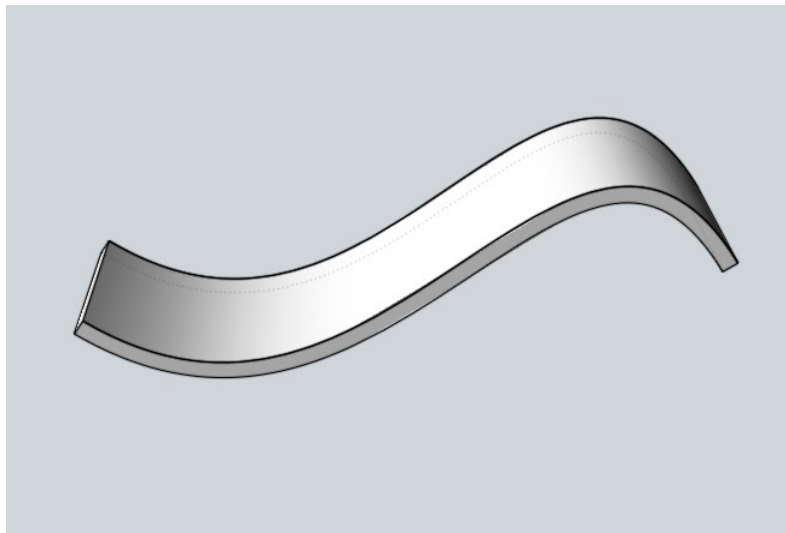
Mit Mischen könnte man dann auch aus einem Satz Oberflächen ein Solid herstellen.



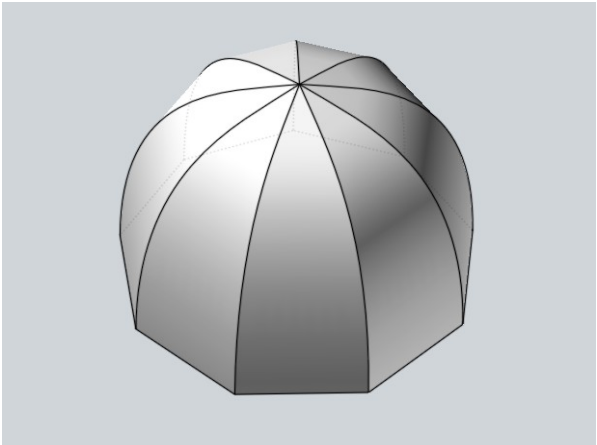
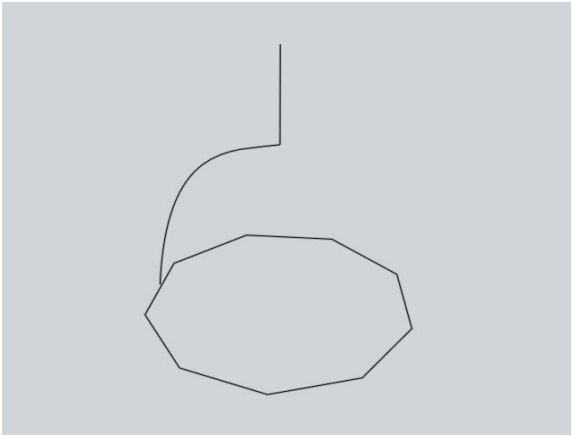
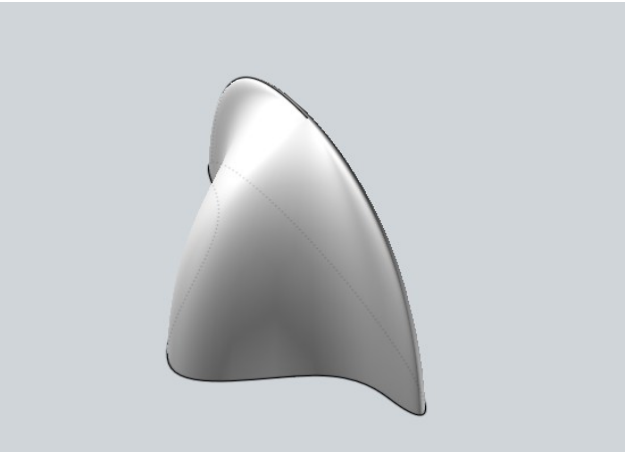
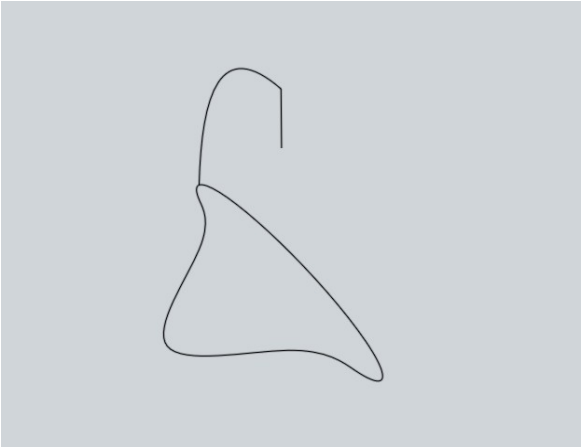
5. Offset von Flächen



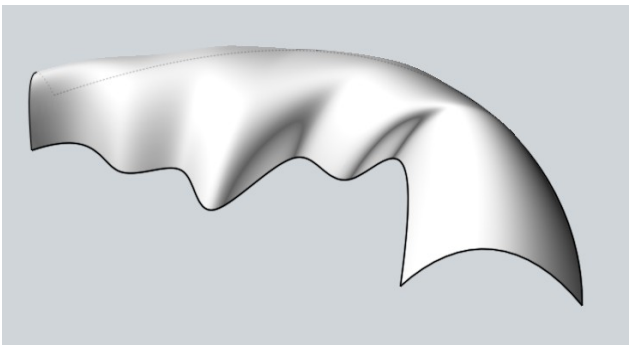
oder geschlossen



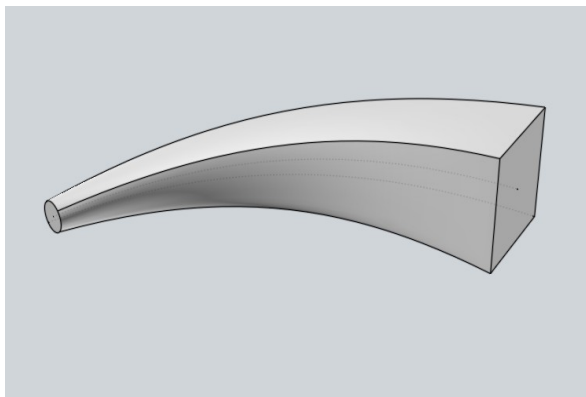
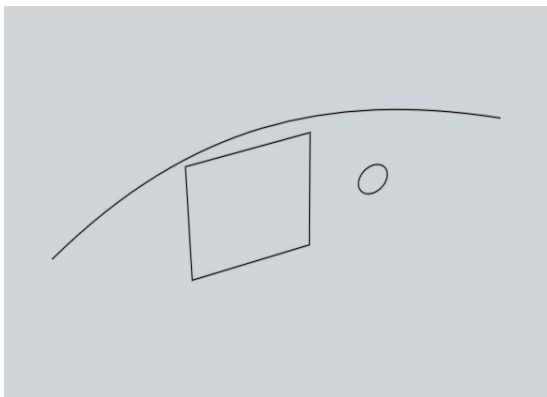
6. Rotation entlang Pfad



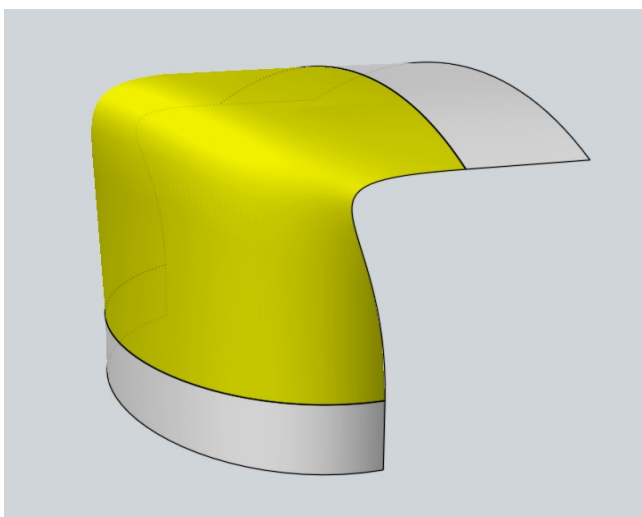
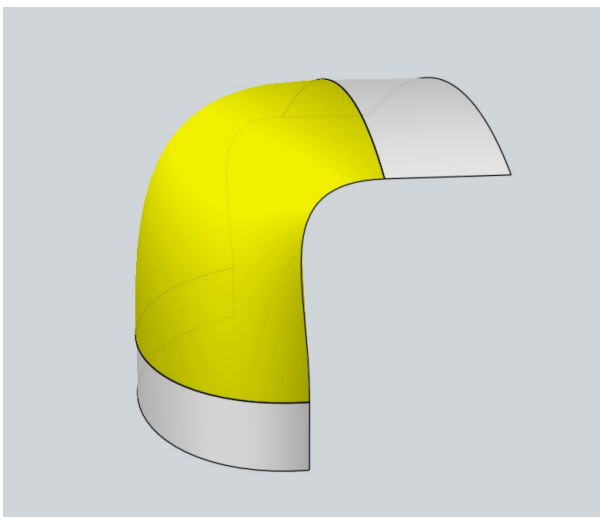
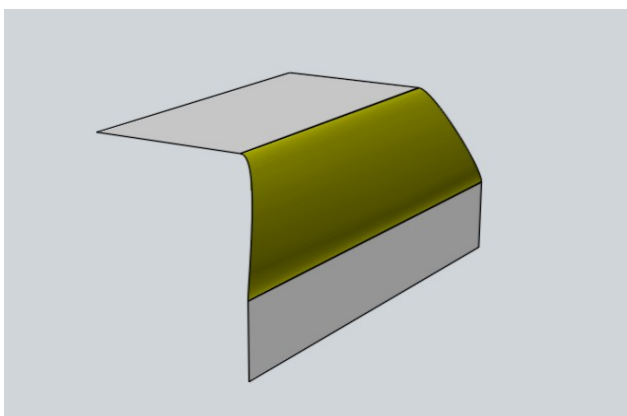
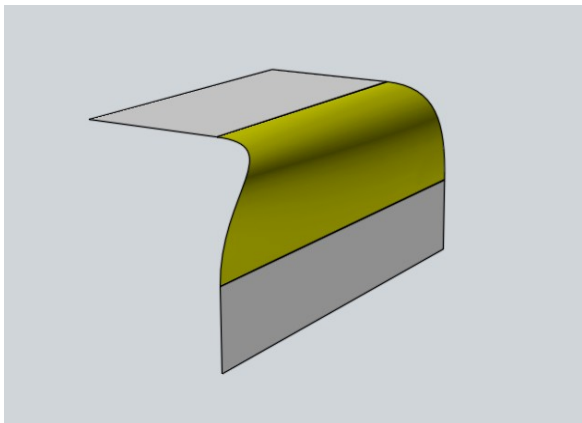
7: Pfadextrusion entlang zwei Pfaden

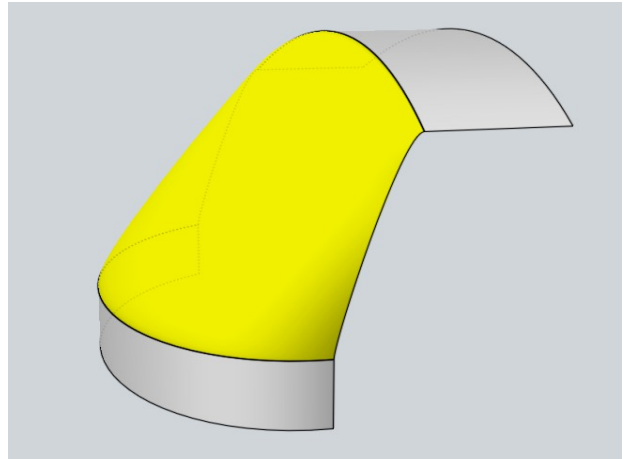
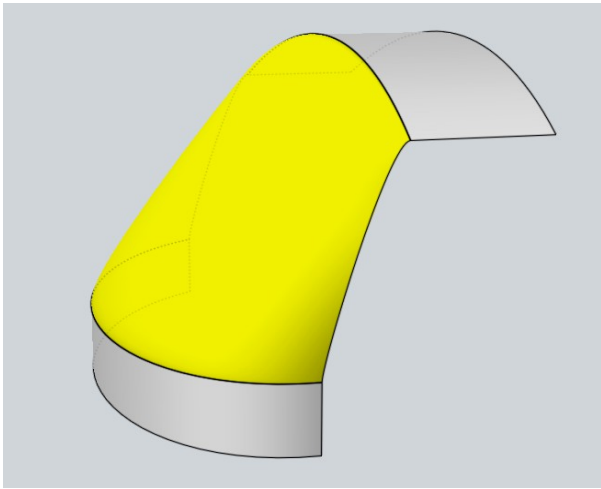


8: Pfadextrusion mit unterschiedlichem Anfang und Endprofil



9: Überblenden zweier Oberflächen, das Gelbe zeigt immer die Überblendung mit unterschiedlichen Wölbungen





10: Oberflächen aus Netzwerk

