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**Chapter 11**  
**Complex Surfaces**

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### Revolved Surface 11.1

Creates a revolved surface about a selected axis.

1. **Choose** Draw, Surfaces, Revolved Surface...  
or

2. **Type** Revsurf at the command prompt.

Command: **revsurf**

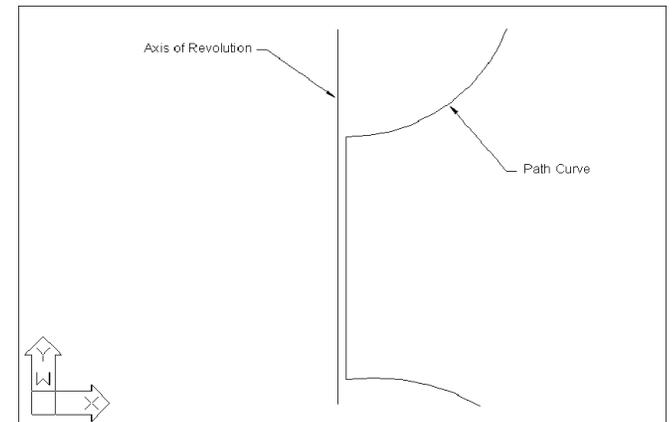
Current wire frame density: SURFTAB1=6  
SURFTAB2=6

Select object to revolve: **pick**

Select object that defines the axis of revolution: **pick**

Specify start angle <0>: **enter**

Specify included angle (+=ccw, -=cw) <360> **enter**

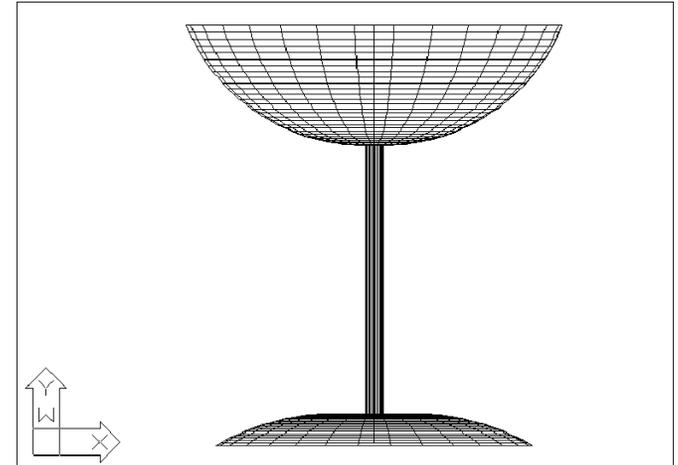


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## Surftab1 and Surftab2 11.2

Sets the number of tabulations for both directions to be generated for RULESURF and TABSURF. Also sets the mesh density in ROTATE3D the M direction for REVSURF and EDGESURF commands.

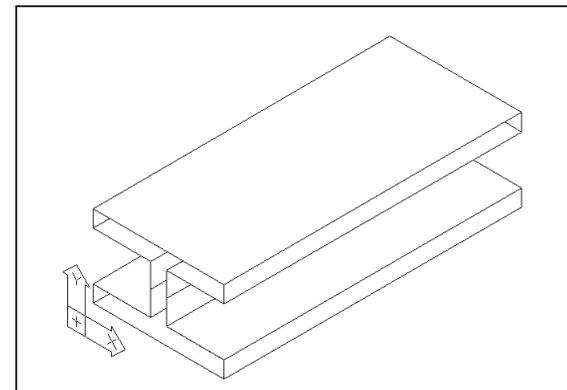
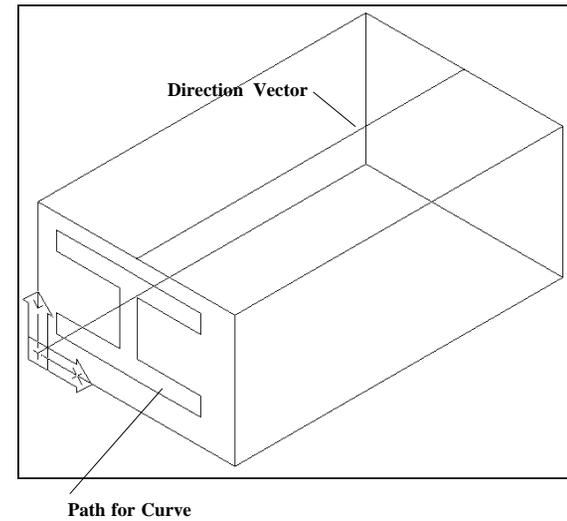
1. **Type** Surftab1 at the command prompt.  
Command: **surftab1**  
Enter new value for SURFTAB1 <6>: **30**
2. **Type** Surftab2 at the command prompt.  
Command: **surftab2**  
Enter new value for SURFTAB2 <6>: **30**



### Tabulated Surfaces 11.3

Creates a tabulated surface from a path curve and a direction vector.

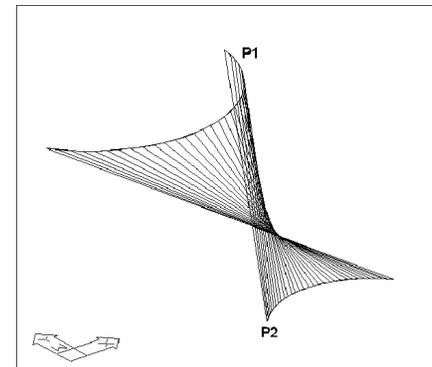
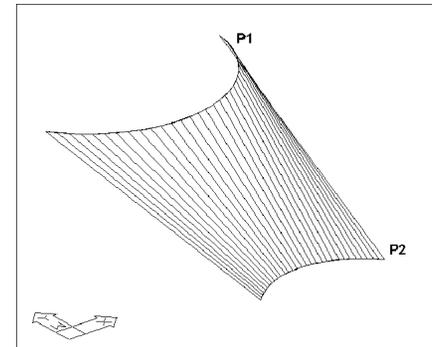
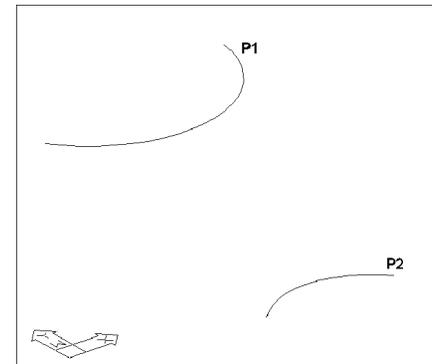
1. **Choose** Draw, Surfaces, Tabulated Surfaces  
or
2. **Type** TABSURF at the command prompt.  
Command: **tabsurf**  
Select object for path curve:  
Select object for direction vector:



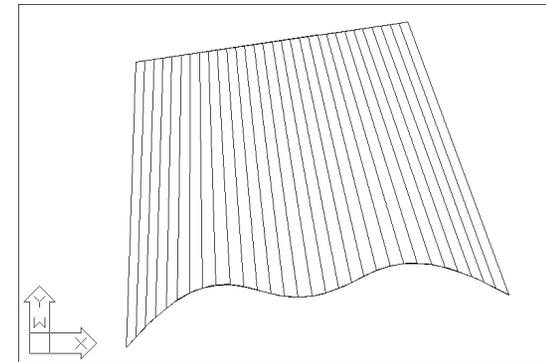
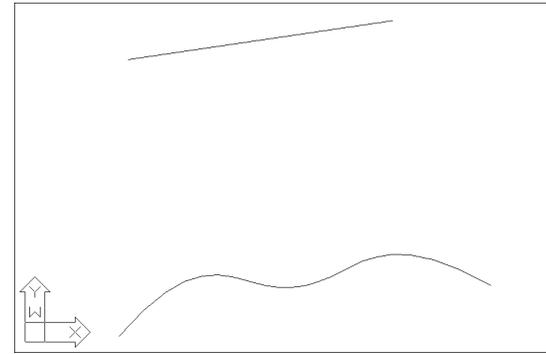
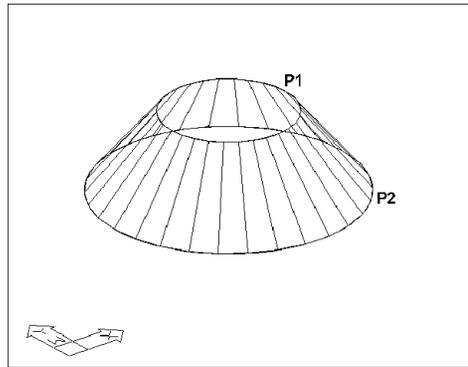
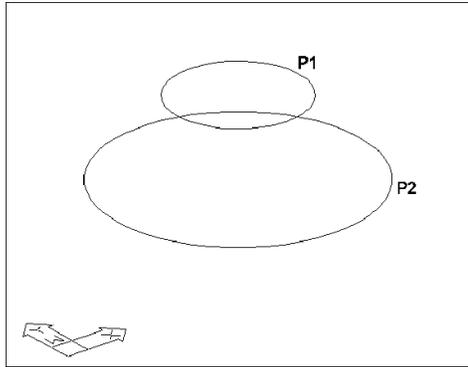
### Ruled Surface 11.4

Creates a ruled surface between two curves.

1. **Choose** Draw, Surfaces, Ruled Surface  
or
2. **Type** RULESURF at the command prompt.  
Command: **rulesurf**  
Current wire frame density: SURFTAB1=6  
Select first defining curve: **P1**  
Select second defining curve: **P2**



More Ruled Surface Examples 11.4



### Edge Surface 11.5

Creates a three-dimensional polygon mesh

1. **Choose** Draw, Surfaces, Edge Surface  
or
2. **Type** EDGESURF at the command prompt.

Command: **edgesurf**

Current wire frame density: SURFTAB1=6  
SURFTAB2=6

Select object 1 for surface edge: **P1**

Select object 2 for surface edge: **P2**

Select object 3 for surface edge: **P3**

Select object 4 for surface edge: **P4**

