The future starts now!

Future Engineering

Fusion Surfaces 101

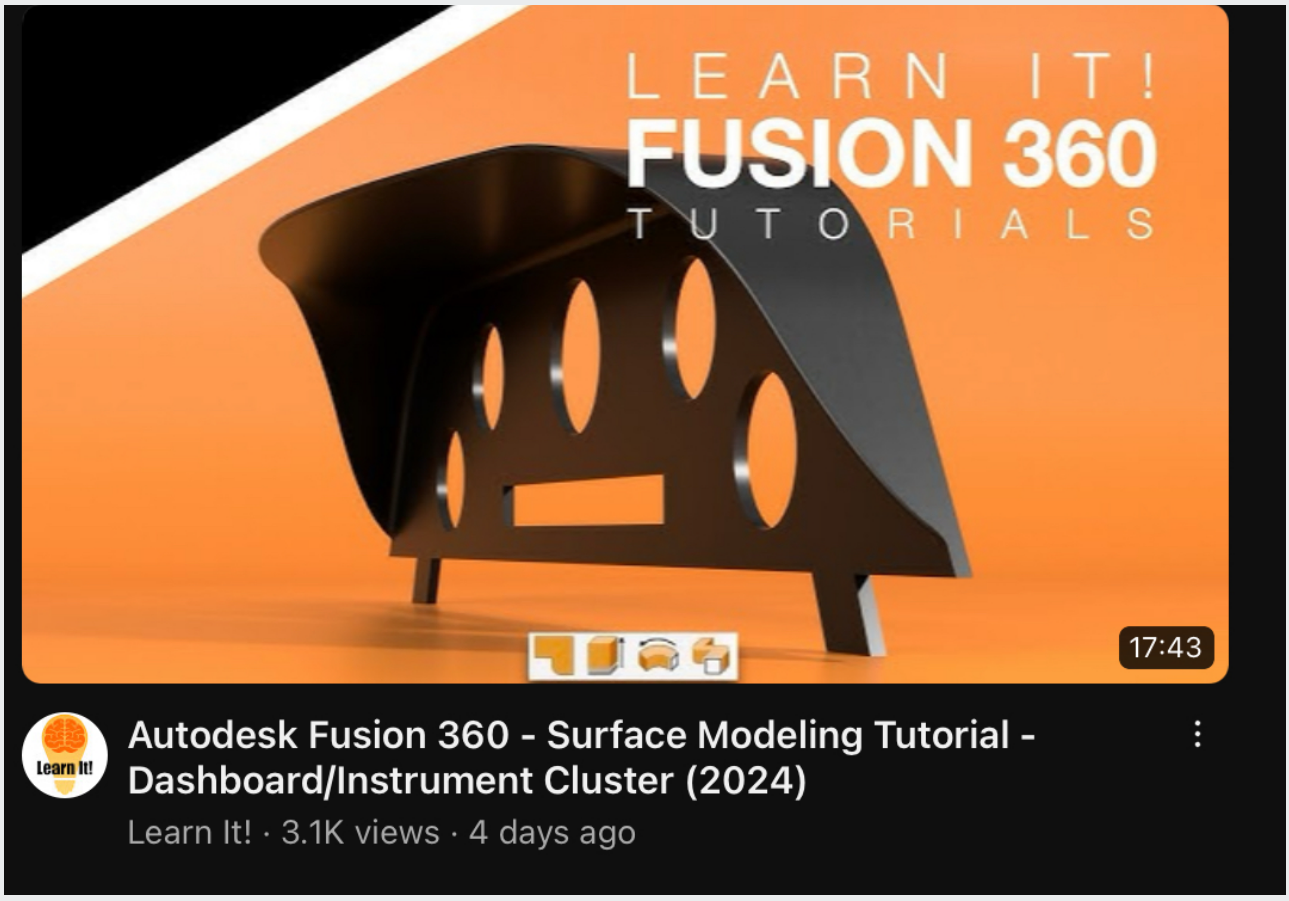
Newsletter #78

G'day aspiring engineers,

Have you started to learn Surfaces yet?

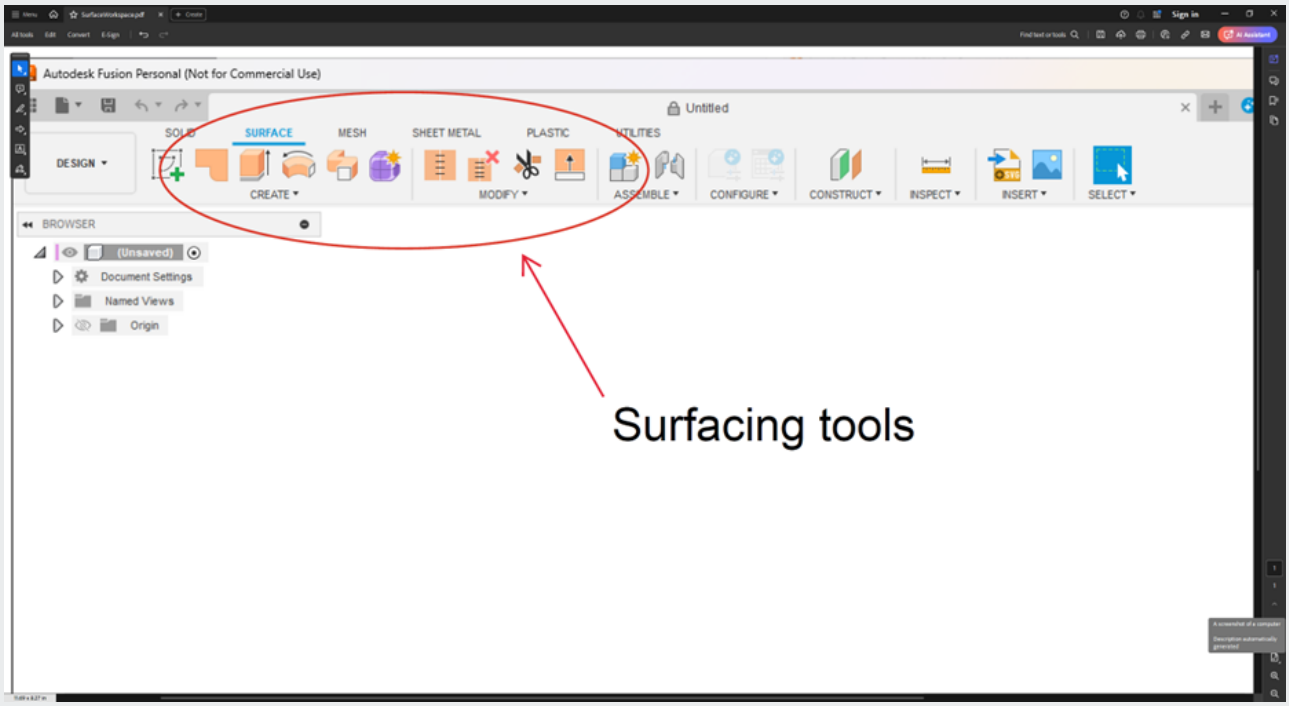
Would you like a **good place to begin**?

This week Mr Learnit published a good beginners tutorial AND I've made a free PDF to help you take your first steps with Fusion's Surface tools. (See the purple button below).



A surface in a CAD program can be defined as just a face with zero thickness. A surface is not a Solid Body, the usual geometry that you make in a 3D mechanical CAD program. This Surface can have complex curves and **this complexity is where** Surface tools have an advantage over the regular Solid Bodies tools.

Many applications benefit from Surfacing workflows such as boat hull design, aeroplane design, industrial design and automotive design. Just about any product that needs a level of artistry in its exterior and especially where fine finishes are needed, like the painted panels of cars and other kinds of vehicles. Jewellery and musical instrument design are also fields where surfacing is often used.



After you've learned the basics of the surface tools you will need to be able to incorporate those surfaces into your Solid Modeling workflows and Mr Learnit's tutorial gives you **just a taste** of how all of that begins with the "Thicken" tool.

This weeks freebie is a click by click introduction to the two or three new tools that Mr Learnit demonstrates. It might just help you to follow along with him. Click on the Purple Button to find the download.

Free PDF - Surface tools

Helpful links

Future Engineering YouTube Channel

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