

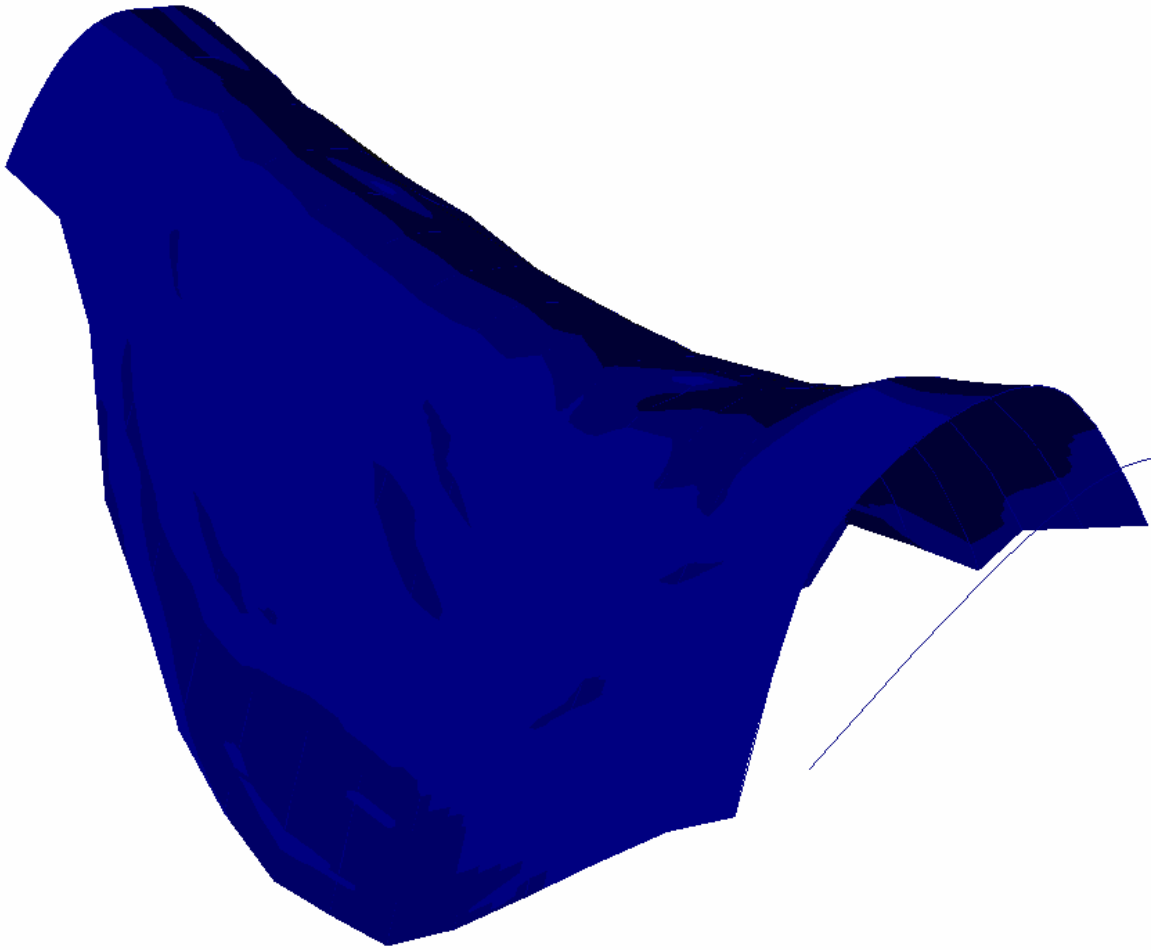


Grid Slice Surface Reversing REV A1

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Part set-up

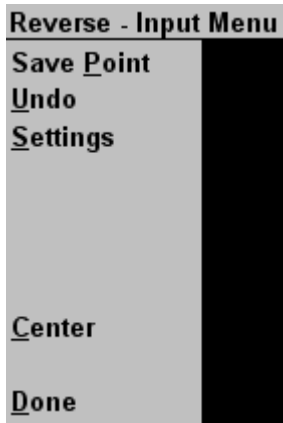
To begin the surface reversing using grid slice we need to align the part to set-up which way we will be creating the slices. In this example we are reversing a saddle. You can use a similar part.



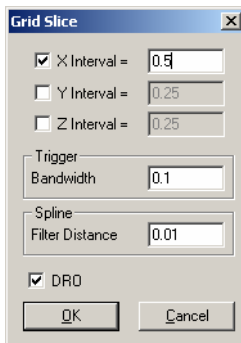
To set up the slices I will want the X axis going length-wise to the saddle and the Y axis across the width. Use any combination of features to establish your coordinate system.

Scanning the grid slice

Once you are set up you will need to go into VERISURF > REVERSE > SLICE > GRID SLICE to get to this screen.

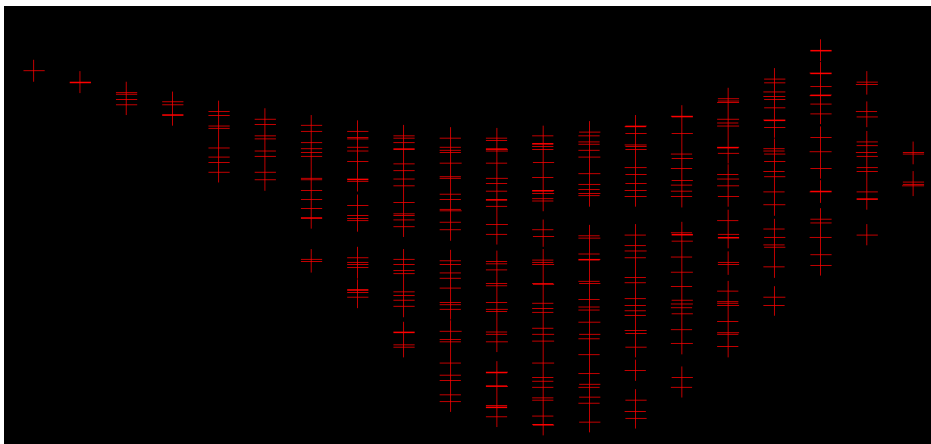


Select Settings



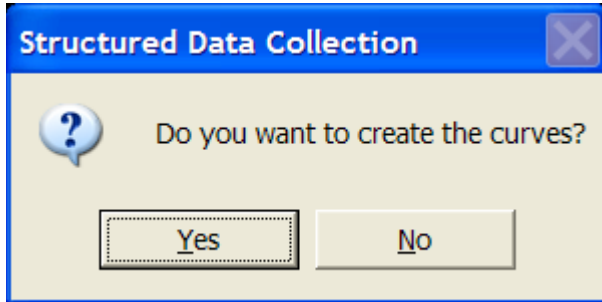
In this example I want to create slices every 0.5 inches. In your case you will change the slice distance to accommodate the size of the part.

Once your settings are complete you can begin scanning the part. In my case I am scanning back and forth in a X-axis direction. You should here a beep each time you move the device past the interval you chose in the settings. Continue the scan until you have covered the entire surface.

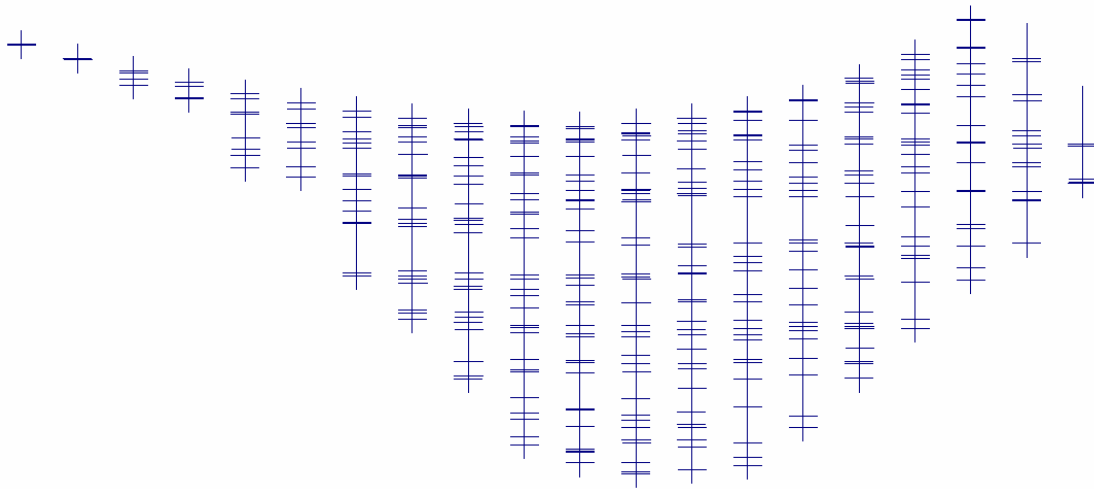


Completing the Scan

Once the scanning is complete select done to receive this message.

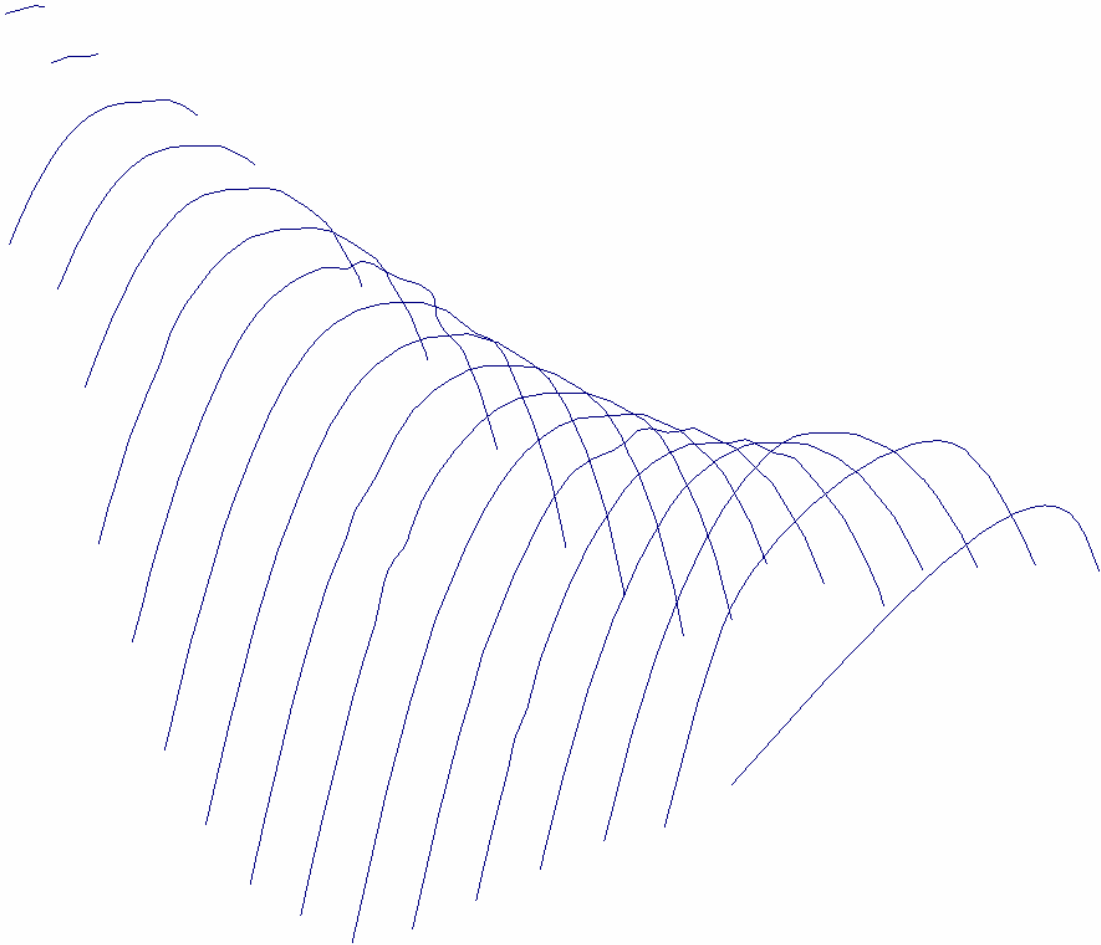


You will select Yes and Verisurf will create splines at each interval previously selected.



Splines to lofted surface

Once splines are done you can clean the model up by deleting or moving the points to another level. This will leave only splines.



From here you can do **CREATE > SURFACE > LOFT**. Choose the splines in order on each end so that the arrows appearing at the end of each spline points the same direction. Check that the type of surface being created is set to N for nurbs and choose **DO IT**.

