Exercise 10-2

In this exercise, you will create a network surface with associativity and edit the defining profiles.

1. Open the drawing EX10_02.dwg available on the companion website.
2. Make sure the **SURFACEMODELINGMODE** system variable is set to 0 (the default setting).
3. Make sure the **SURFACEASSOCIATIVITY** system variable is set to 1 (the default setting).
4. Using the **SURFNETWORK** command, create a network surface of the car bumper. See Figure A. Select the splines labeled 1, 2, and 3 to define the first direction and select the splines labeled 4 and 5 to define the second direction.
5. Select different curves forming the surface and stretch the curves to form a new car bumper shape. See Figure B. Make sure to select the curves, not the surface.
6. Save the drawing as EX10-2.

A

B