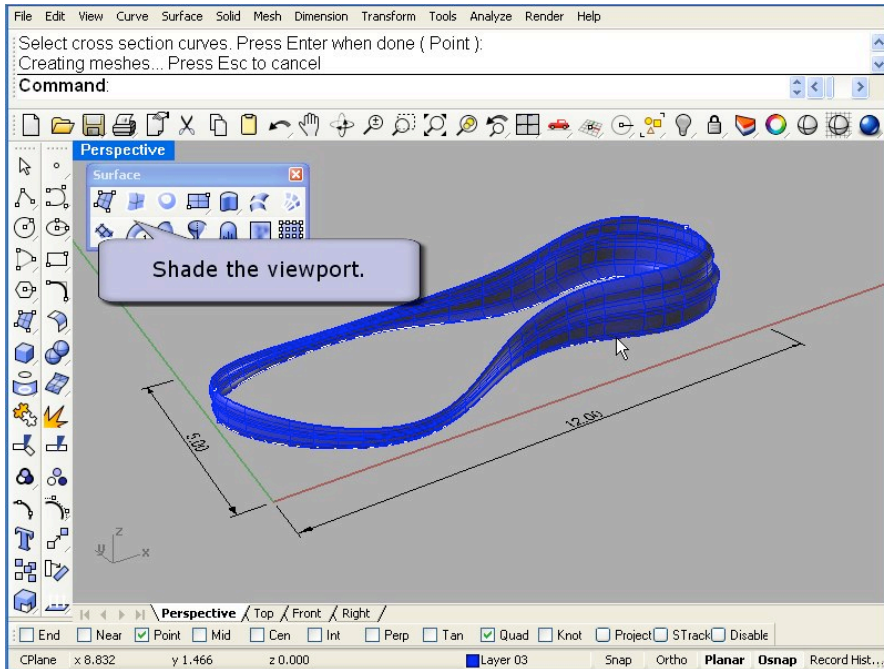




# Rhino Visual Tips 4.0

## Surfaces & Surface Tools

Learn how to draw surfaces and edit them.



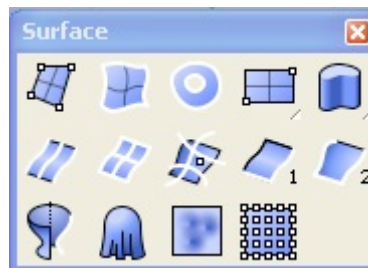
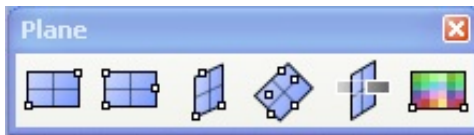
### Key things to remember.

A surface is like a rectangular stretchy rubber sheet. The NURBS form can represent simple shapes, such as planes and cylinders, as well as free-form, sculptured surfaces using a single surface representation. All surface creation commands in Rhino 4.0 result in the same object:

a NURBS surface.  
Rhino 4.0 has many tools for constructing surfaces directly or from existing curves.



Learn a variety of surface constructions, including free-form surfaces fit to points, tapered off-set surface constructions, rolling-ball fillets and blend surfaces.



**Notes:** Surfaces can be created using other surfaces as an input. For example, you have the surface from **Curve Network**. Network creates a surface from a network of smooth curves. Rhino handles curves that do not touch exactly. Curve Network can also use the edges of other surfaces as input. Try it out.

