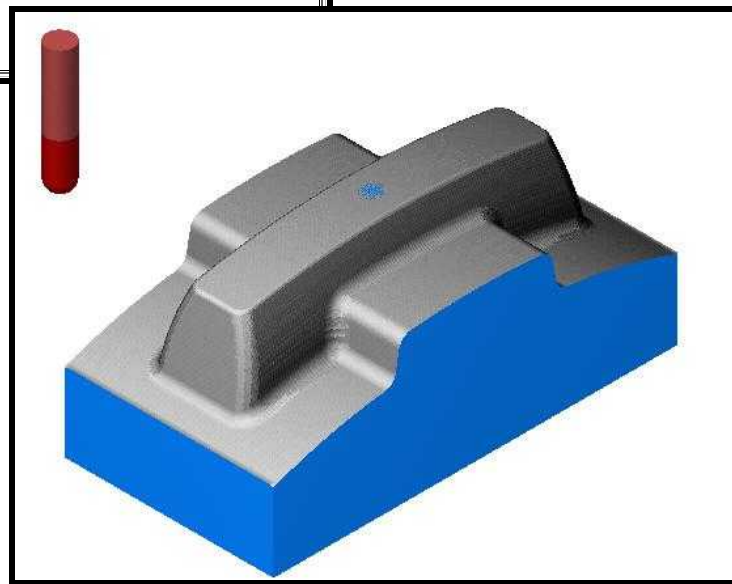
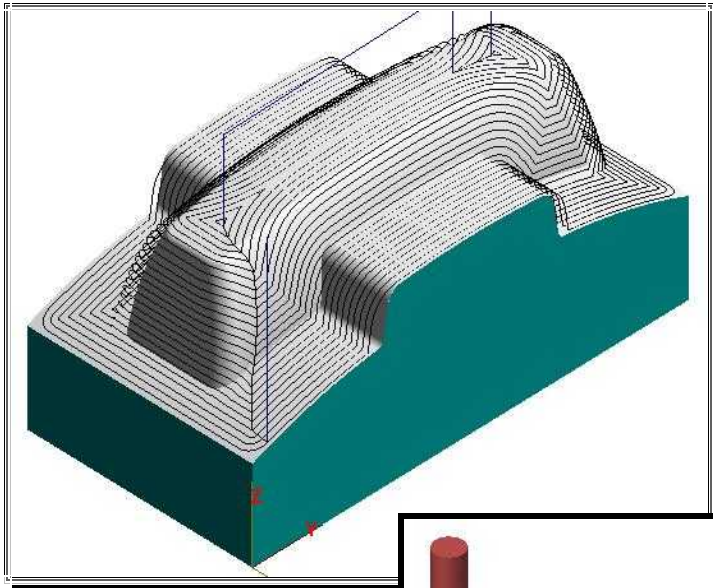


---

SURFCAM ADVANCED TRAINING

Surfaces and 3-Axis Machining



**Surfcam 2004**  
Revision: Jan 2005

SURFCAM ADVANCED TRAINING

Table of Contents

1.	View and Cview Coordinates.....	4
1.1.	View Status.....	4
1.2.	Defining a View.....	4
1.3.	Permanently Enabling Coord:View.....	5
2.	Advanced Geometry Types.....	5
2.1.	Points.....	5
2.2.	Splines.....	7
2.3.	Surfaces.....	22
2.4.	Drive Curve.....	31
2.5.	Fillet.....	38
2.6.	Surfaces Other.....	47
3.	Editing Surfaces.....	51
3.1.	Trim/Break.....	52
3.2.	Exercise in Filletting and Trimming.....	56
3.3.	Editing Splines.....	57
3.4.	Edit Surfaces.....	58
4.	Projects.....	64
4.1.	Project 1 - Intersecting pipes.....	64
4.2.	Project 2 - Steering Wheel.....	64
4.3.	Project 3 - Computer monitor.....	65
4.4.	Project 4 - Teapot.....	66
4.5.	Project 5 - Wheel.....	68
4.6.	Project 6 - Hair dryer.....	70
4.7.	Project 7 - Rectangular cavity.....	71
5.	3-Axis Machining.....	73
5.1.	3-Axis Machining Functions Summary.....	76
5.2.	Cut.....	76
5.3.	Project.....	89
5.4.	Z Rough.....	91
5.5.	Plunge Rough.....	98
5.6.	Z Finish.....	102
5.7.	Planar.....	108
5.8.	SteepShallow.....	117
5.9.	3D Offset.....	121
5.10.	Flat Surface.....	125
5.11.	Contour 3D.....	129
5.12.	Auto Rough.....	131
5.13.	Pattern Slicing.....	133
5.14.	Rest Material.....	135

---

SURFCAM ADVANCED TRAINING

5.15. Pencil Cut ..... 138  
5.16. Form Tools ..... 139

Machining Projects  
150 Pivot  
151 Pivot top  
123 Connecting rod  
153 Buckle handle  
154 Bike stem  
155 Boat deck cover