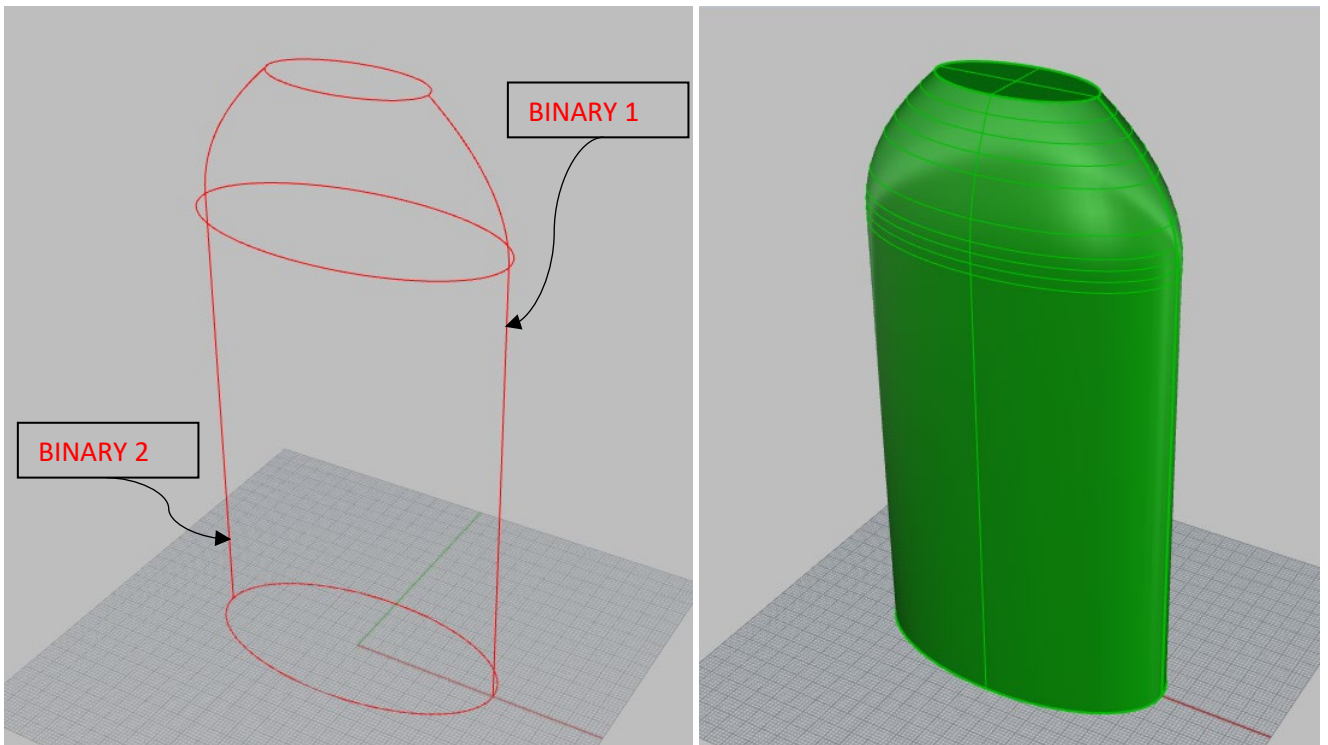
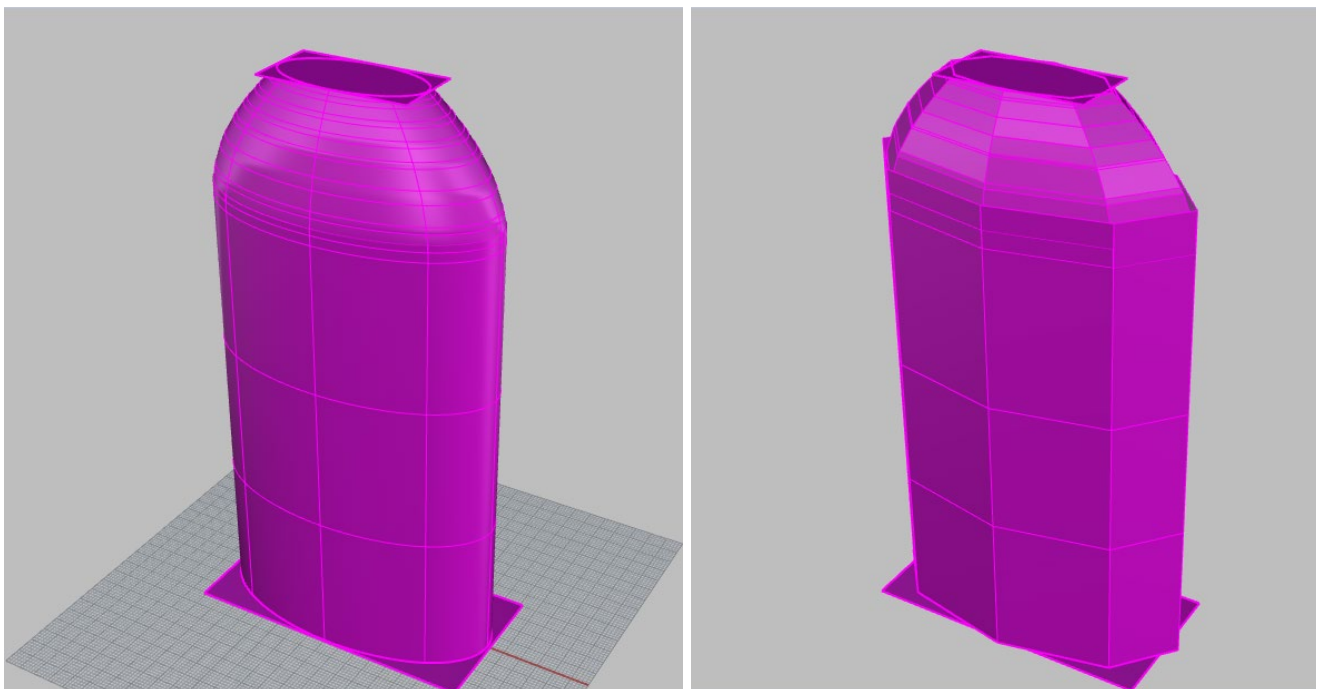


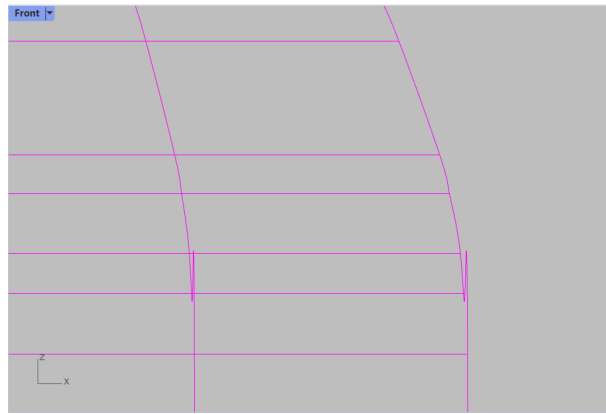
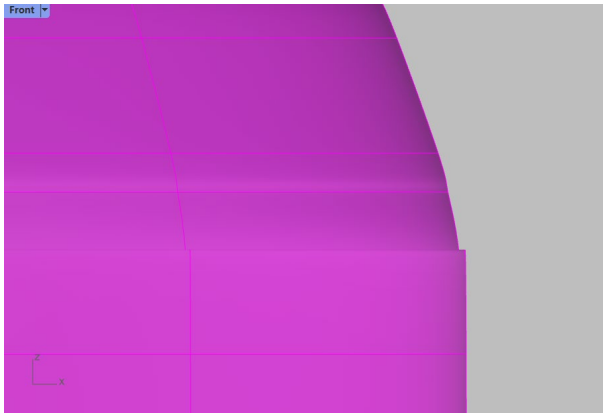
First experiment: Binary curve build with vertical line and arc joined together.
Here below: Curves (red) and Surfafe generated with Sweep 2 rails command (green)



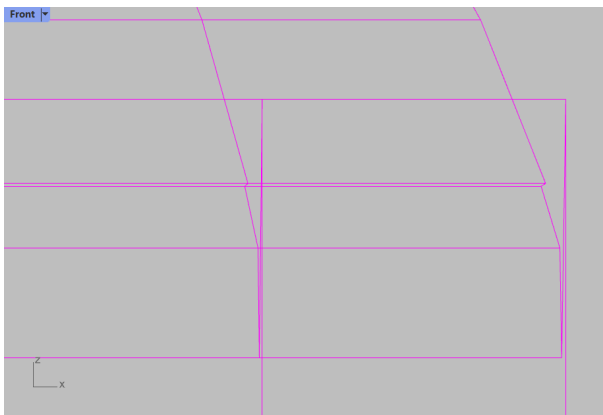
Here below: conversion of the sweep 2 rail surface to SubD, visualized smoothed (right) and by net (left):



Upper part of SubD surface has many problems and artifacts. See figures below:



Furthermore, at the transition from linear to curved part, the net is much higher than the linear surface from which it was generated. See details figure below:

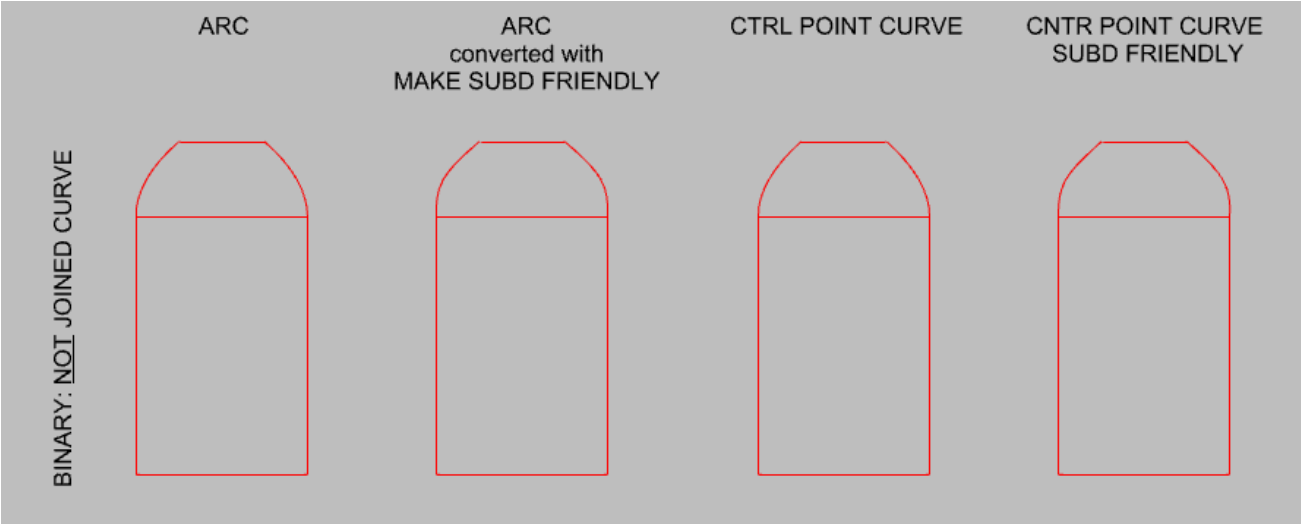


To avoid the previous mentioned problems I tried to divide the curve and linear part of the binary.

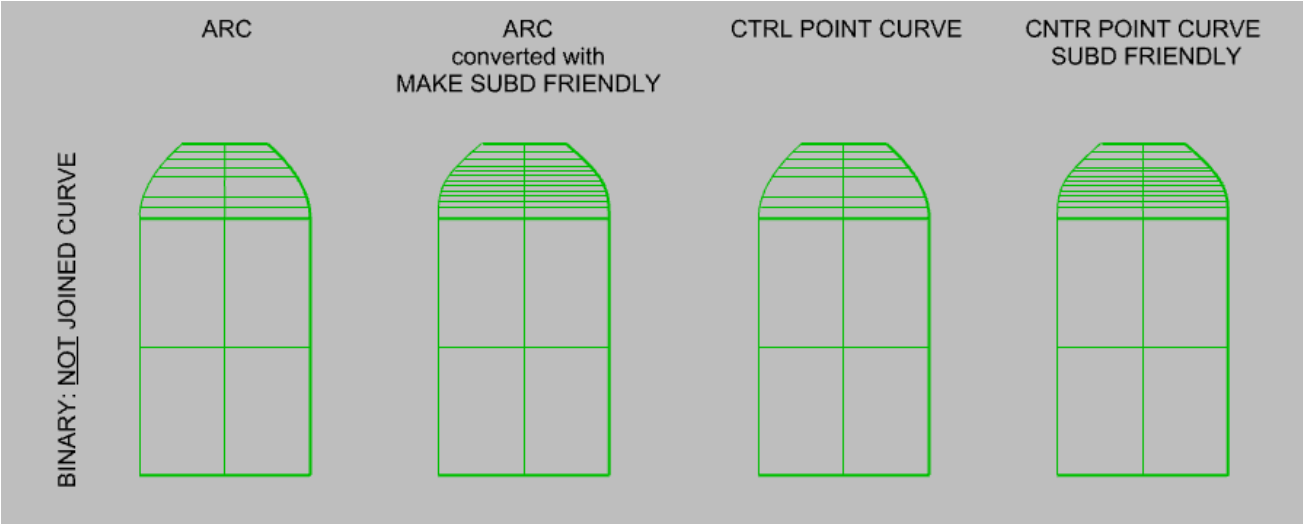
Moreover, I tried to work with different kind of curves for the curved part of the binary.

The pipeline steps can be seen in the following images:

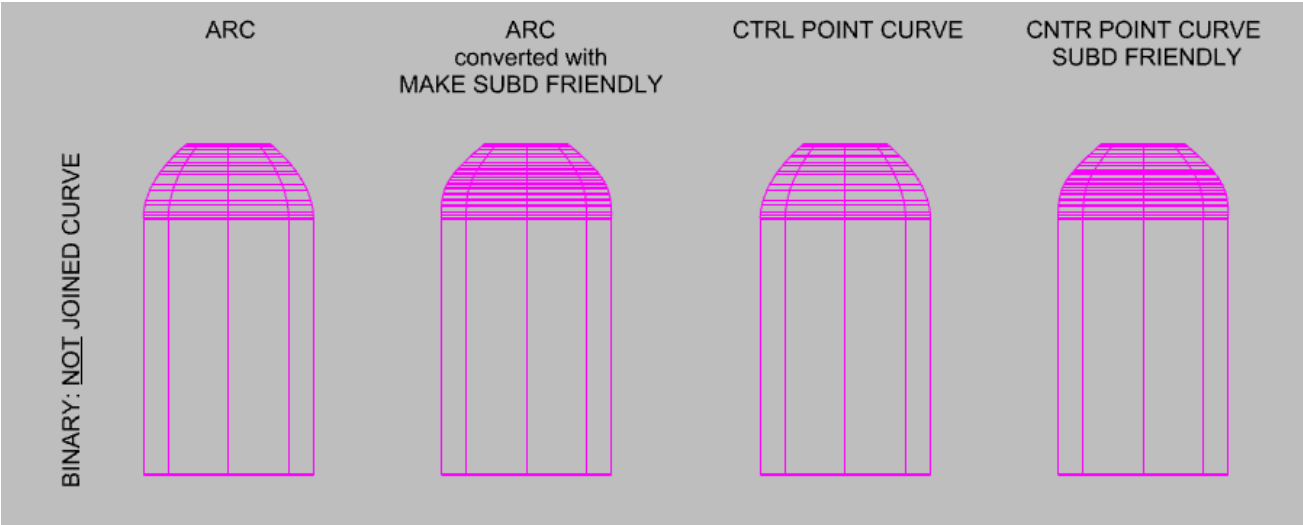
Curve:



Sweep 2 rails surfaces

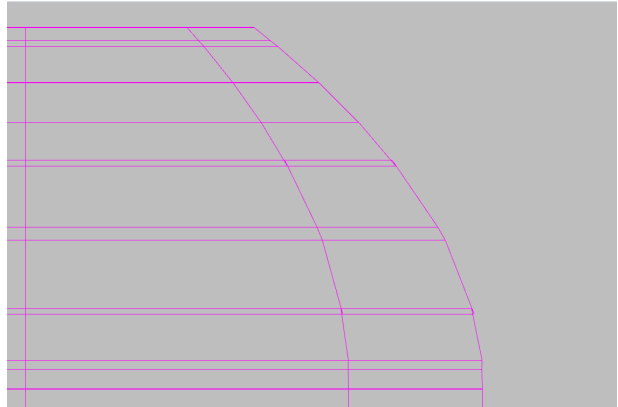
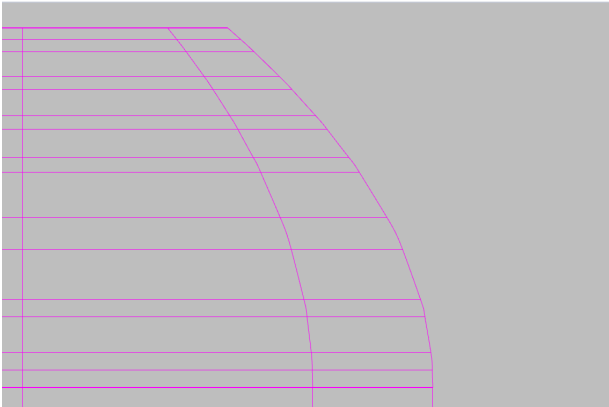


Conversion to SubD surfaces

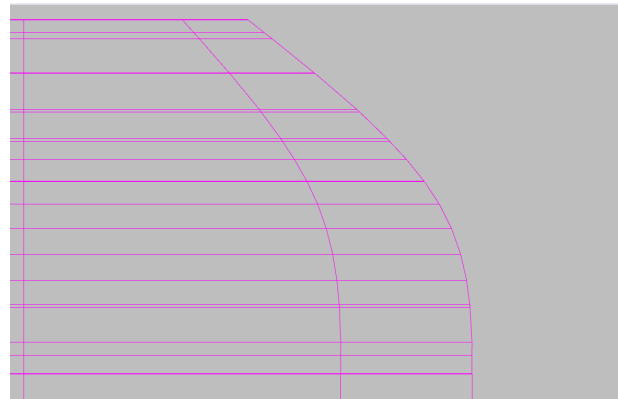
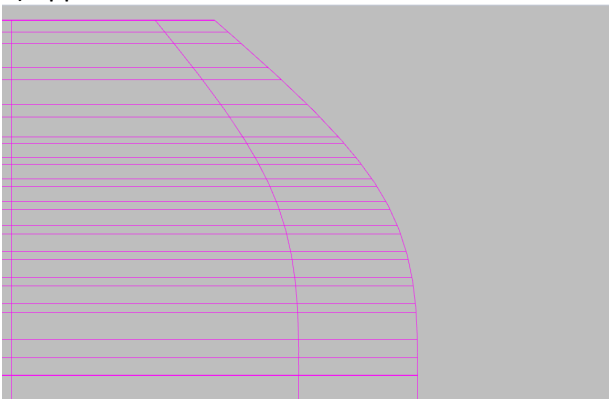


Front Details - SubD surfaces Generated by Not joined binary curves,
visualized smoothed (right) and by net (left)

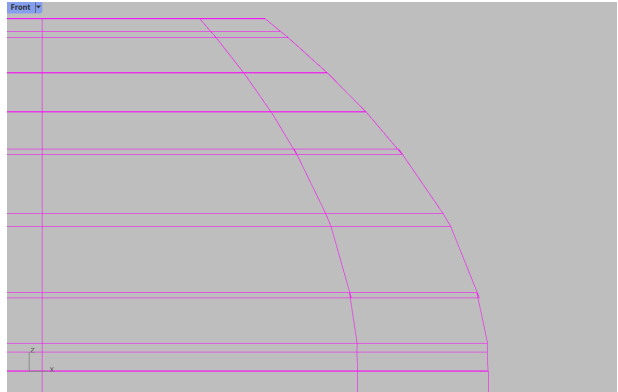
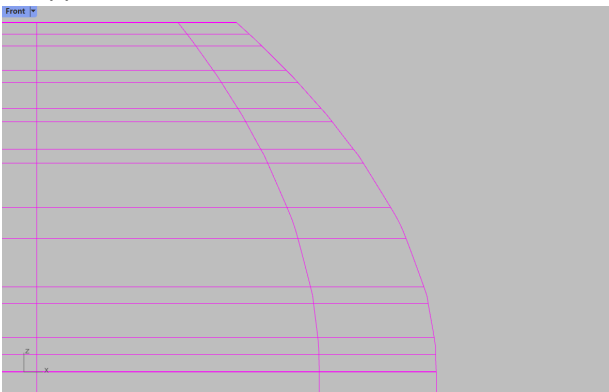
1) upper curve: ARC



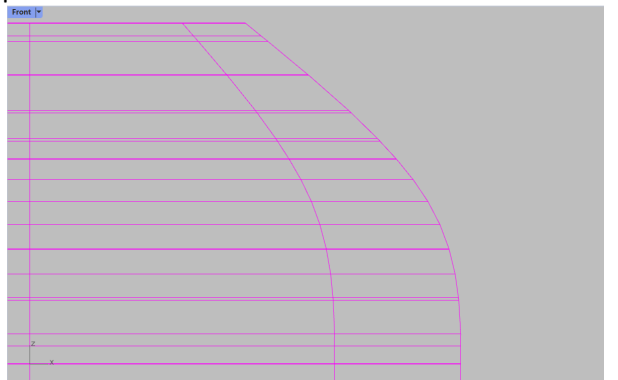
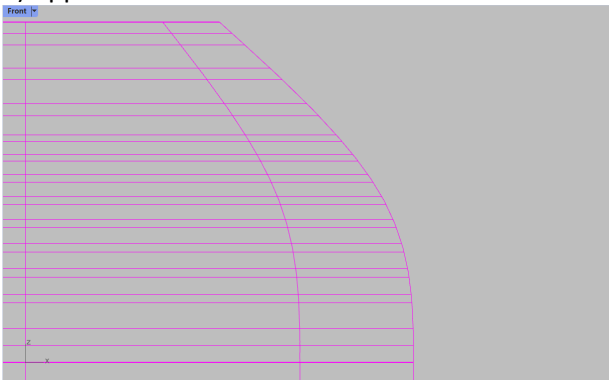
2) upper curve: ARC converted with MAKE SUBD FRIENDLY



3) upper curve: CONTROL POINT CURVE



4) upper curve: CONTROL POINT CURVE built with option SUBD FRIENDLY=YES

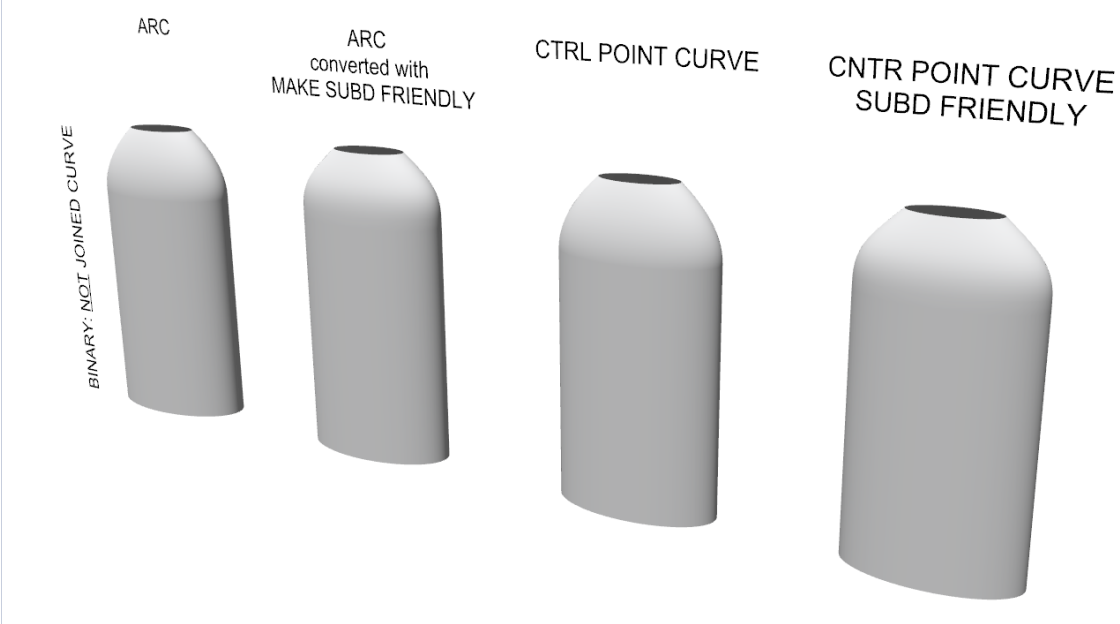


All the SurbD surfaces obtained, indipendetly from the initial curves, present some artefact like this:



SubD surfaces based on Arc and Control point curve have a little bit less of artefacts but the smoothed visualization is warst, because it appears more jagged. See images below.

SURFACE visualization



SUBD

