

Tessellation artifacts?

Послан texvox - 24.09.2011 04:32

Hello everyone. A friend told me of this site, so i decided to join.

Great tutorials and tips.... I m really enjoying it.

I have a little question, maybe someone can help me please.

I attach here the nurbs surfaces, so you can take a look at it. (SR9)

I modeled that surface pretty straight, without being bended as it is, and it was all ok, no problems.

I wanted to try the bend modifier, to see how it would behave on a polysurface, and i was quite surprised at the good results it gives. Pretty awesome....Alias for example would make a mess of such bend.

Anyway, you see those artifacts? The polysurface has something weird sticking out of it.

This kind of problem has happened to me before with some trims and fillets.

If i try to change the mesh tessellation in options, the shape of this artifact changes, but it is always there.

What s going on?...what is this thing? I cant even select it. I see control points and they look ok too.

Can someone please explain why this happened, and how to solve it? I exploded surfaces, but dont know where this thing comes from. Thanks very much.

Sorry, i dont know russian, i hope u can understand my english.

<http://www.kodg-3d.com/images/fbfiles/files/surfacesQuestion.rar>

=====

Tessellation artifacts?

Послан kodg - 26.09.2011 22:40

1. overlapping CV is bad

<http://www.kodg-3d.com/images/fbfiles/images/badCV.jpg>

2. fix the problem

<http://www.kodg-3d.com/images/fbfiles/images/fix1.jpg>

<http://www.kodg-3d.com/images/fbfiles/images/fix2.jpg>

<http://www.kodg-3d.com/images/fbfiles/images/fix3.jpg>

=====