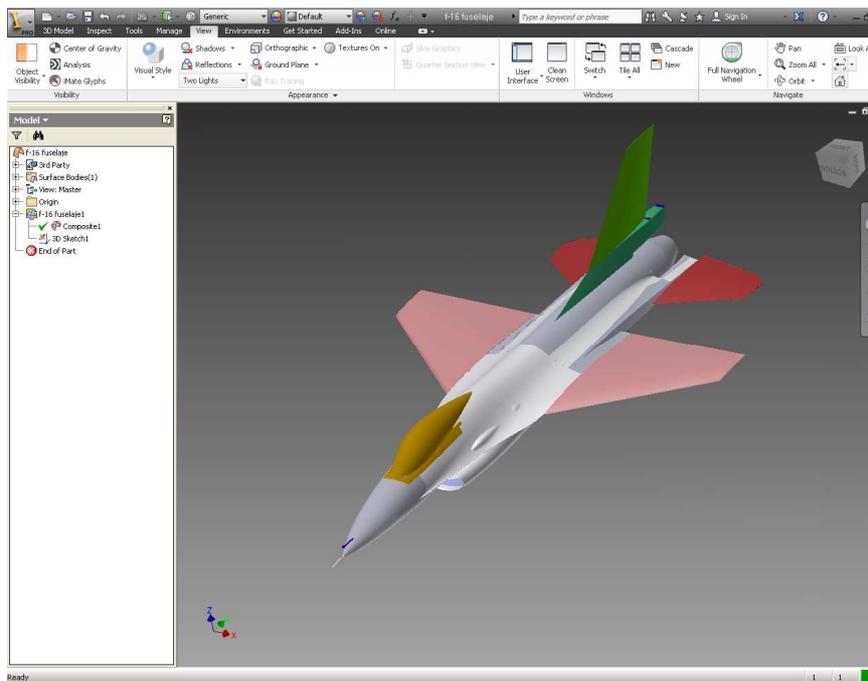


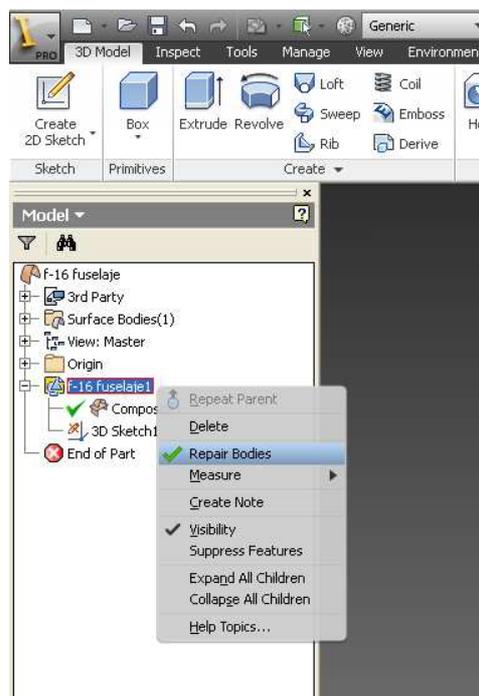
TUTORIAL F16 INVENTOR

How to modify the surface of the model?

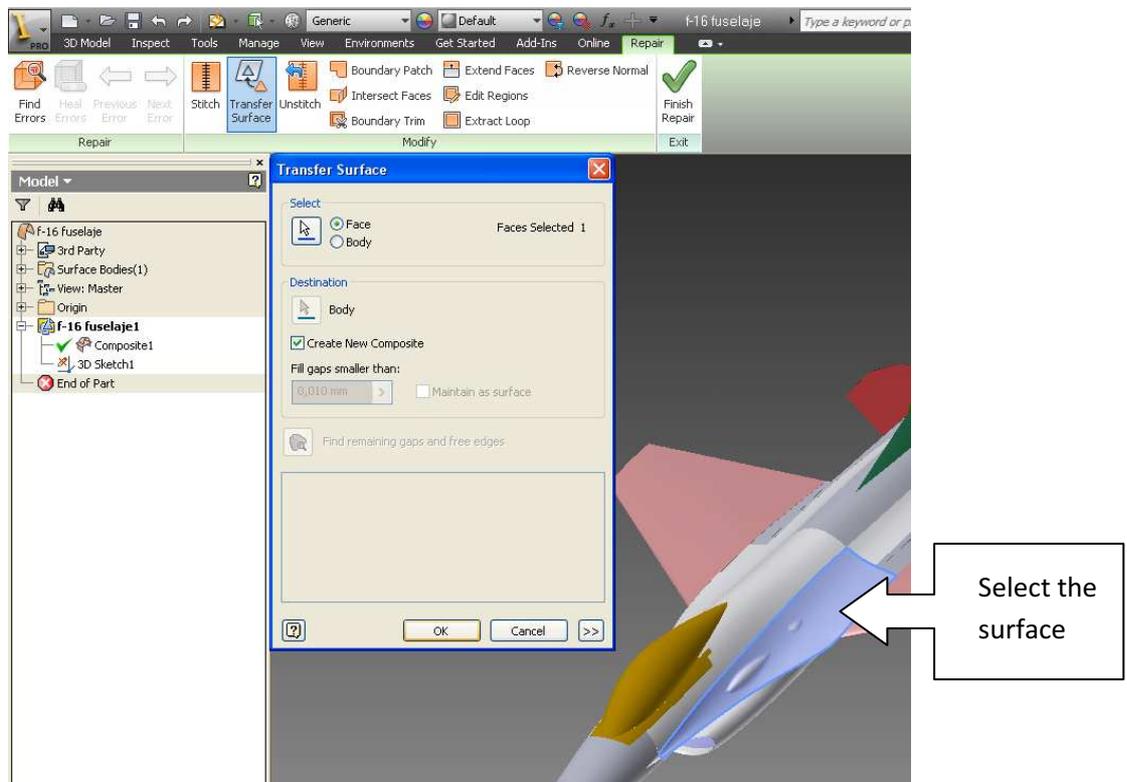
- 1) Open the file “Fuselage F16.igs”



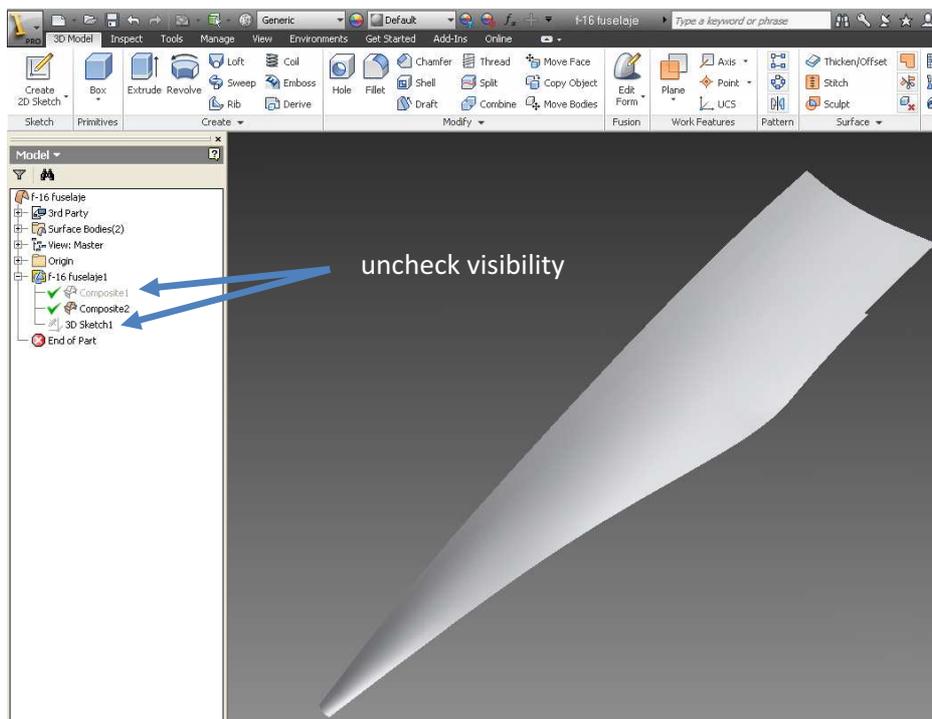
- 2) Right click on “f-16 fuselage1” and select “Repair Bodies”



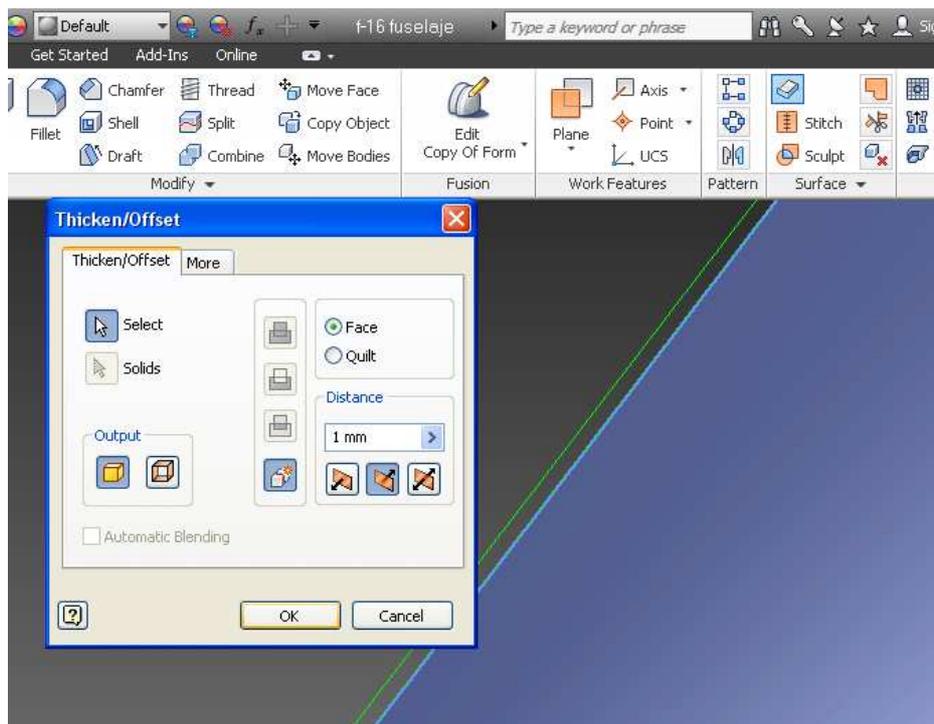
- 3) Select “Transfer surface”. In the select box enable “Face”. Select the surface you want to modify. In the Destination box enable “Create New Composite”. Click on “OK”. Click in “Finish Repair”.



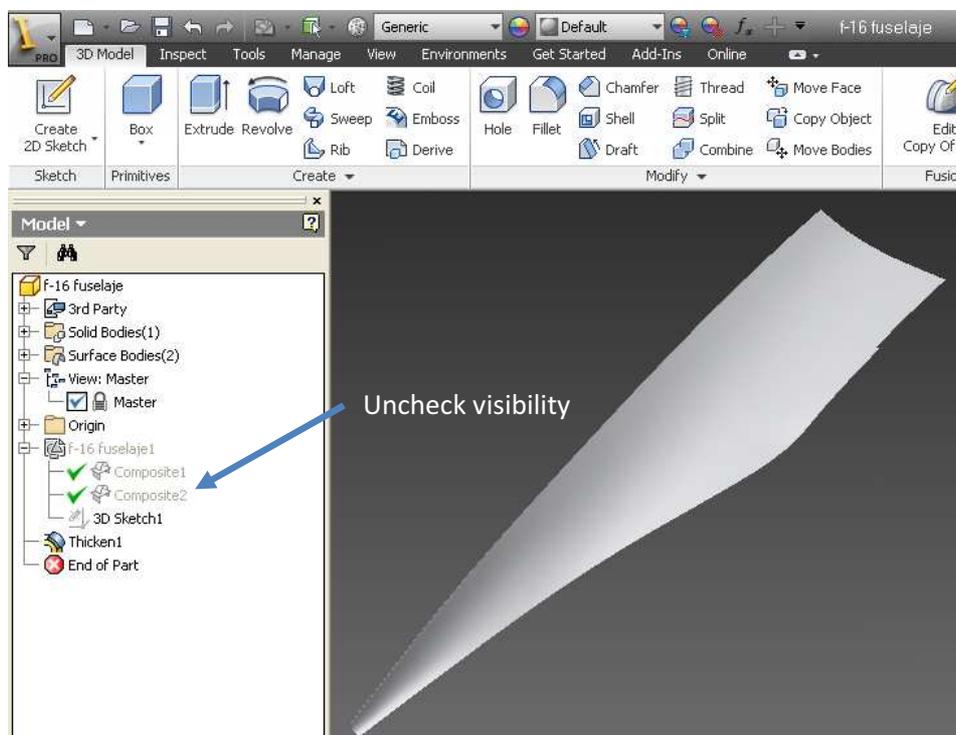
- 4) Uncheck “visibility” on “composite 1” and “3D Sketch1” to see much better the surface to modify.



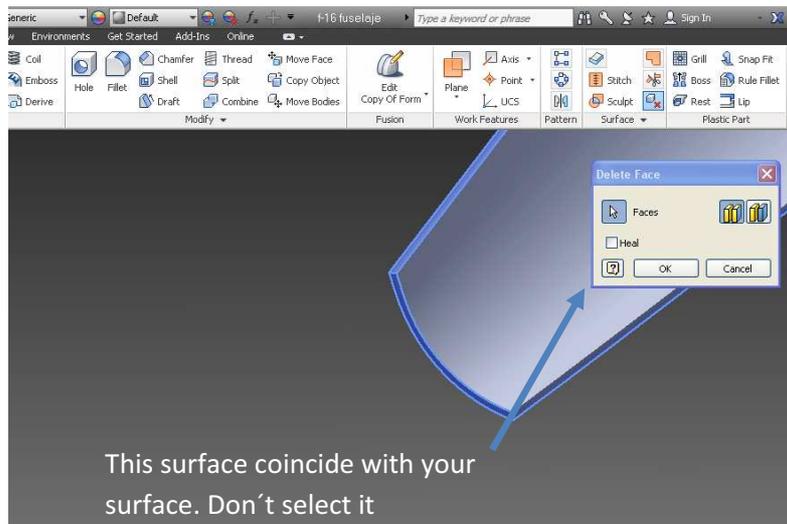
5) Select Thicken/Offset. Select the surface. See the picture for configuration. Click OK.



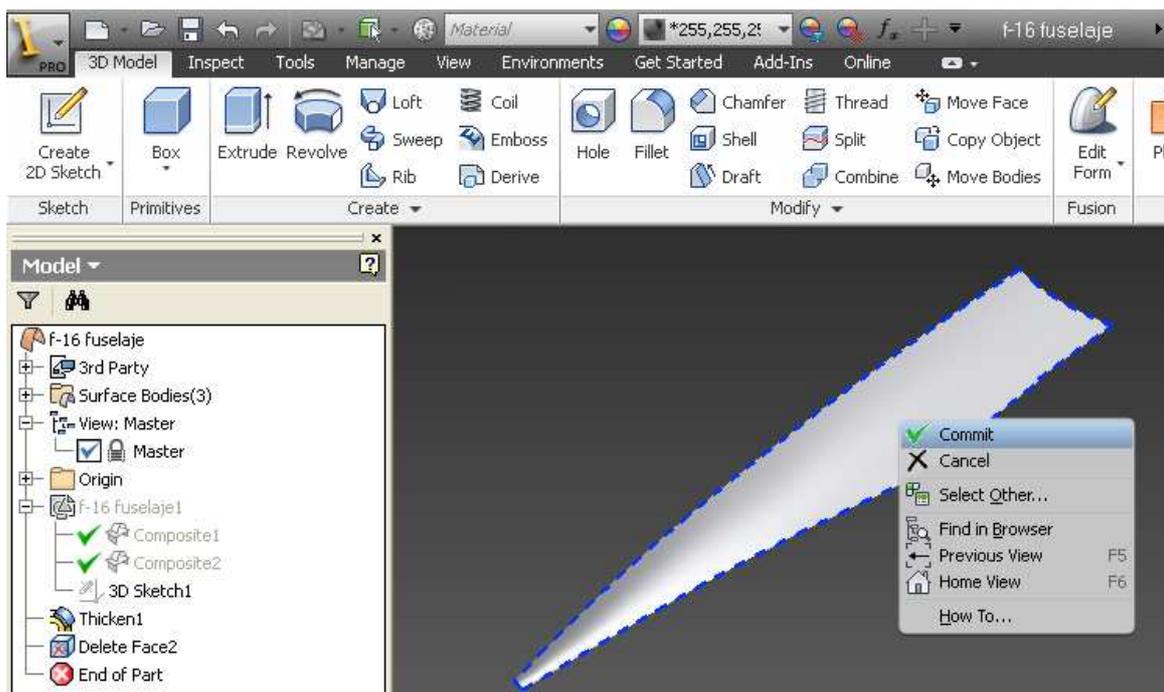
6) Uncheck visibility on "Composite2"



- 7) Click on “Delete face”. Select All faces except the surface that coincide with the surface you want to modify.



- 8) Now you can work with this surface. Select “Edit Form”. Select surface. Right click on mouse and select “Commit”.



9) Modifying surface...

