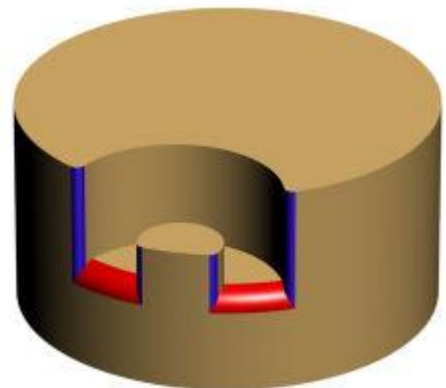
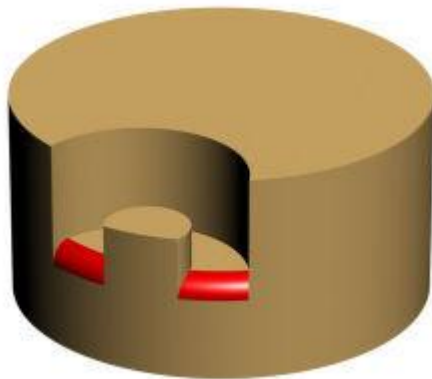


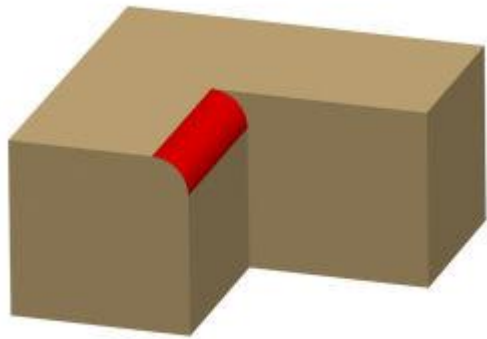
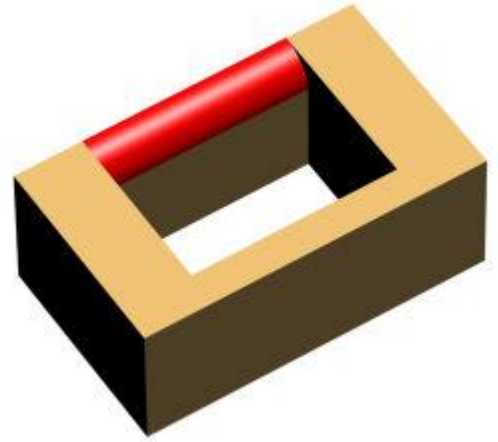
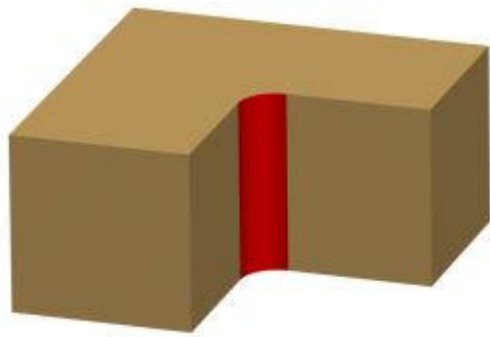
Filleting White Paper

Filleting is a critical step in the design process for most solid objects. This white paper demonstrates a subset of the filleting functionality available in SOLIDS++. See examples of the following:

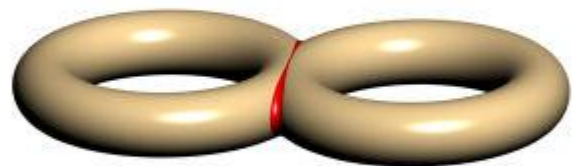
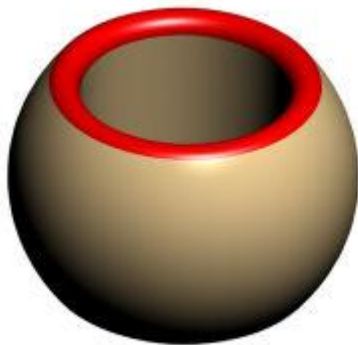
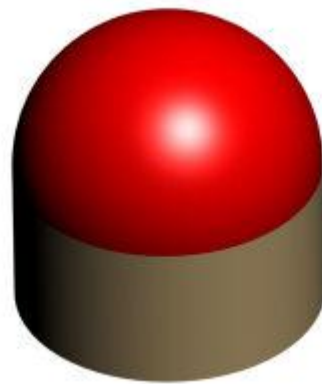
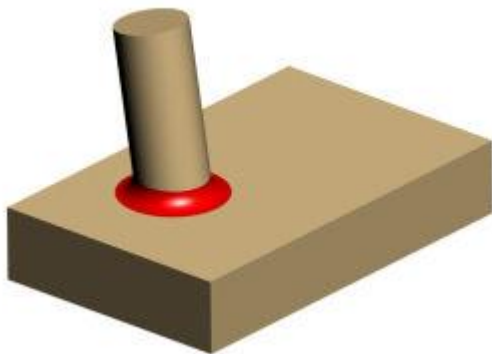
- [Convex Edge Filleting](#)
- [Closed Loop Filleting](#)
- [Filleting Into Tangency](#)
- [Variable Radius Filleting](#)
- [Unusual Corner Cases](#)
- [Linear Fillets \(Chamfers\)](#)
- [Non-Solid Filleting](#)
- [Fillet to Zero Radius](#)
- [Large Radius Filleting](#)
- [Higher Order Continuity Filleting](#)

Convex Edge Filleting

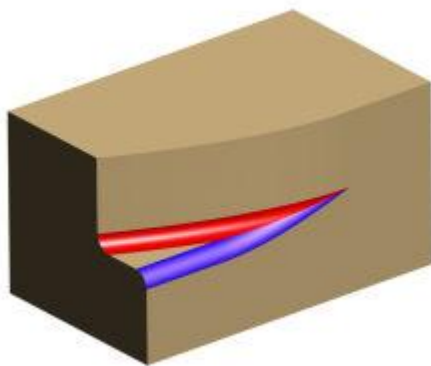
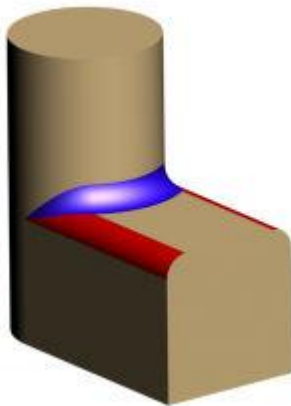
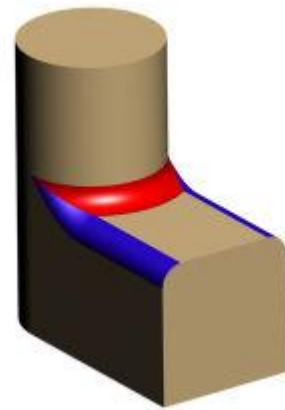
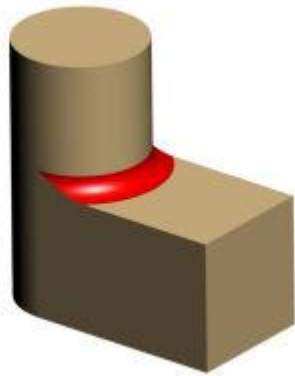




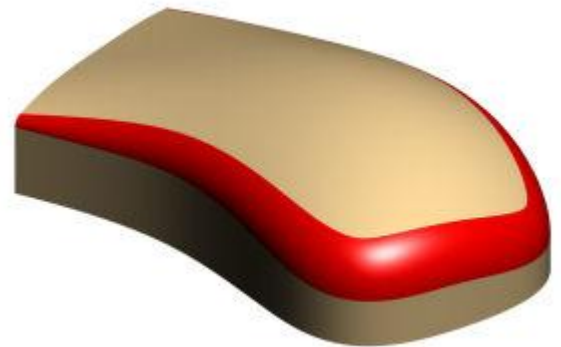
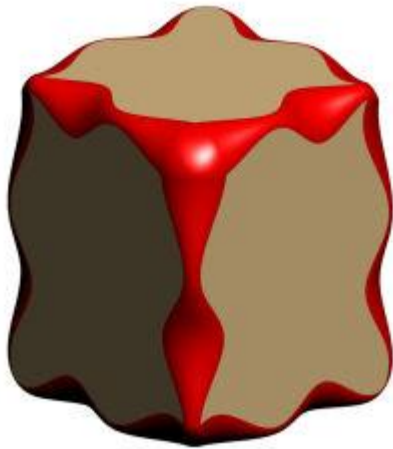
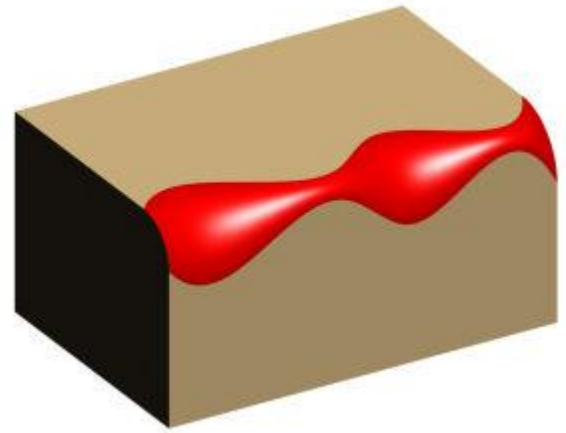
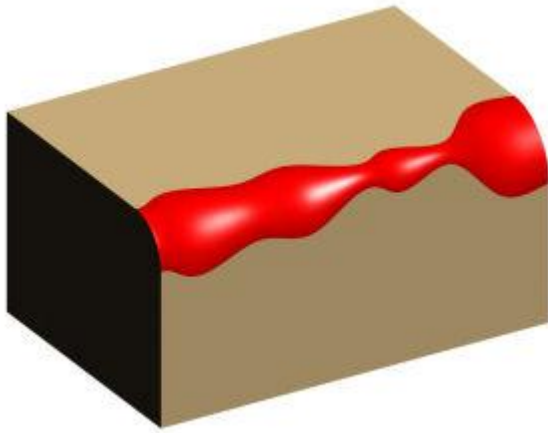
Closed Loop Filleting



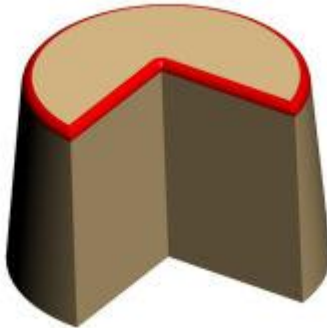
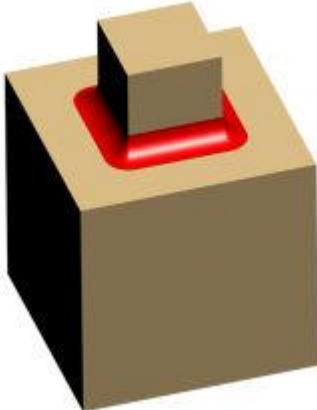
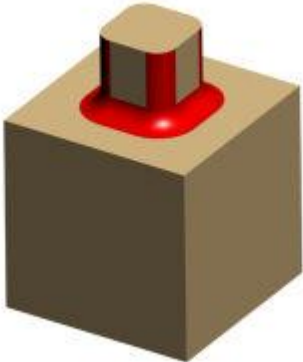
Filleting Into Tangency

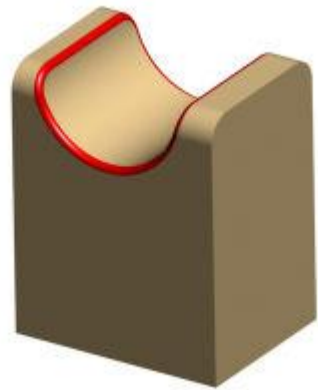
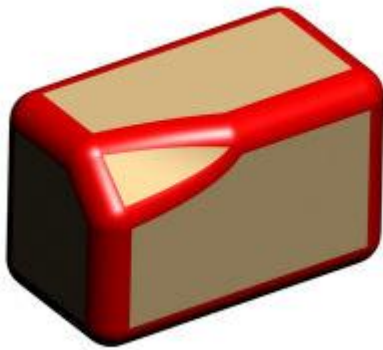
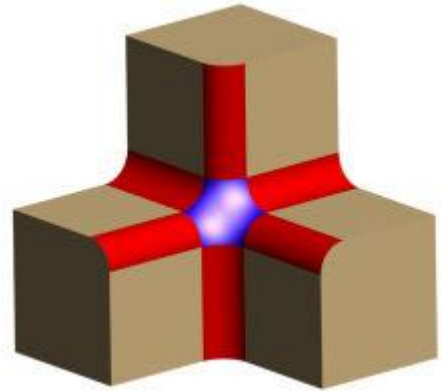
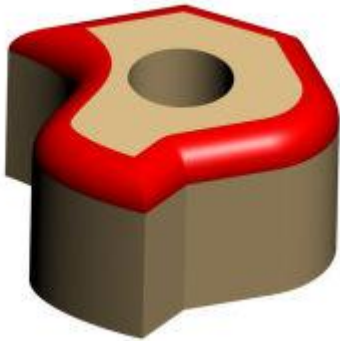
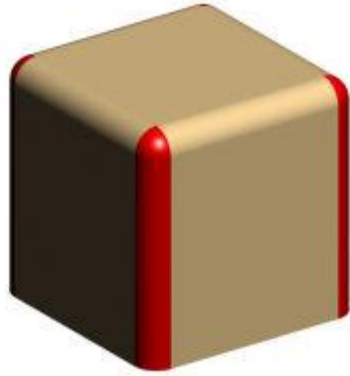


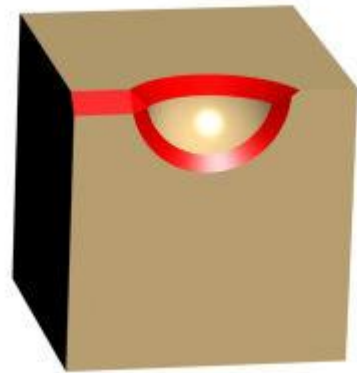
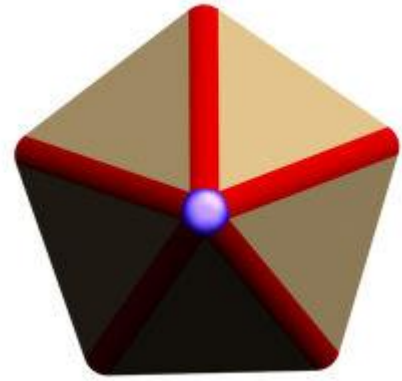
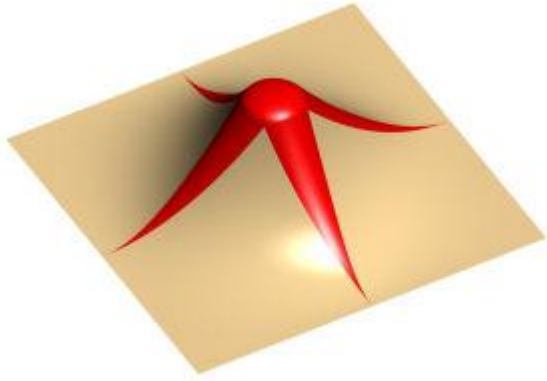
Variable Radius Filleting



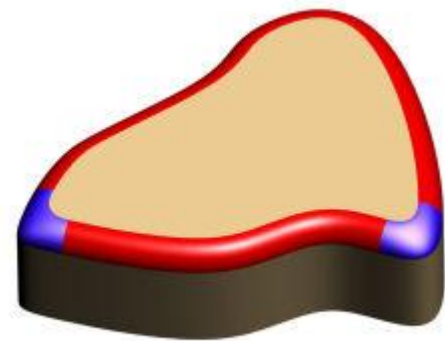
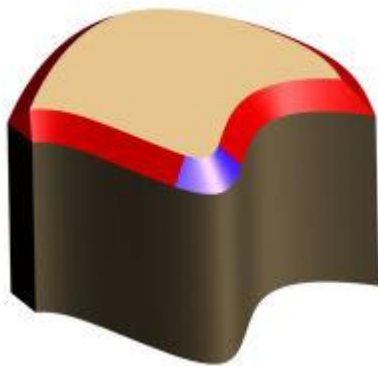
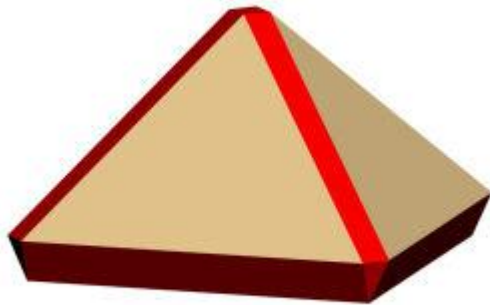
Unusual Corner Cases



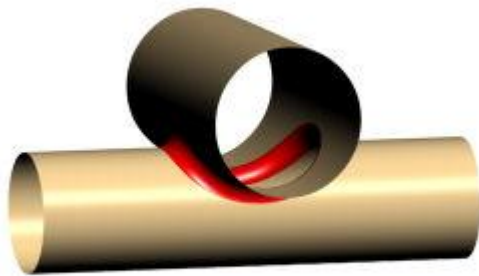
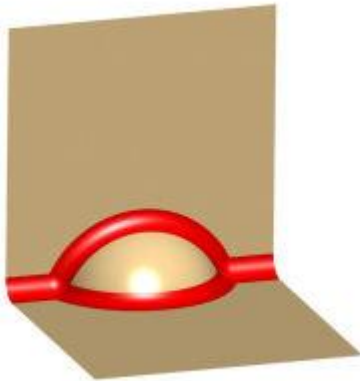
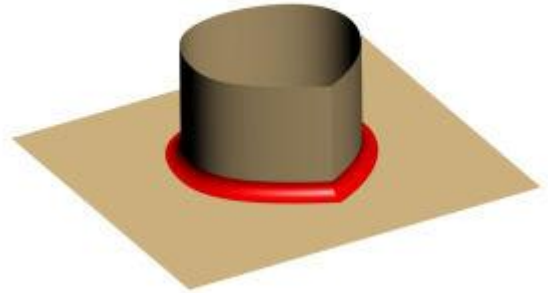




Linear Fillets (Chamfers)



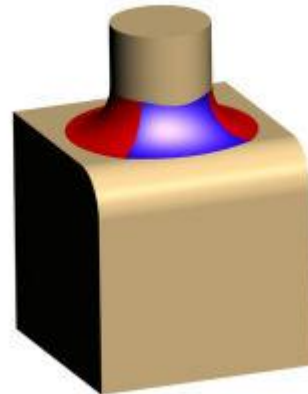
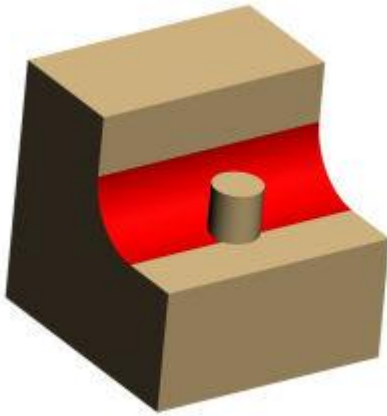
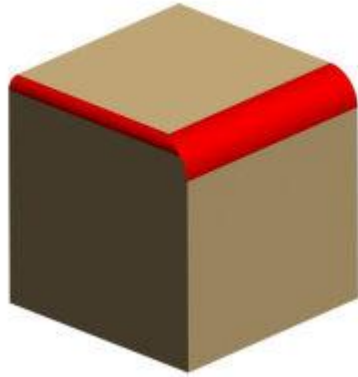
Non-Solid Filleting

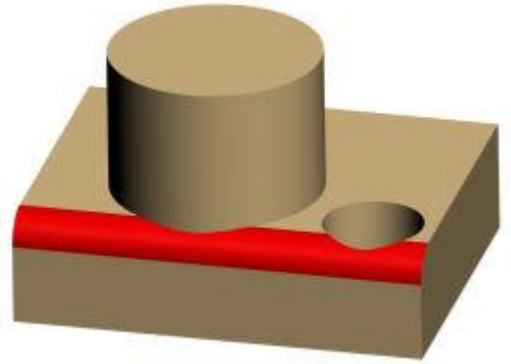
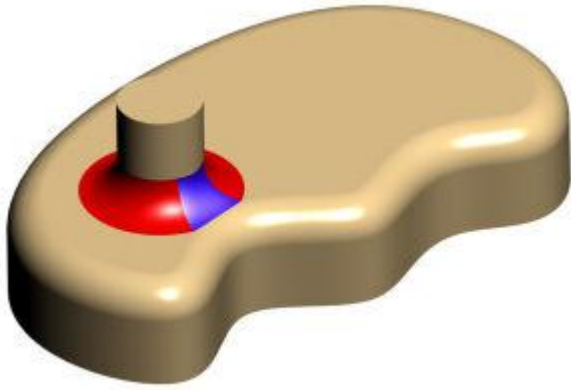
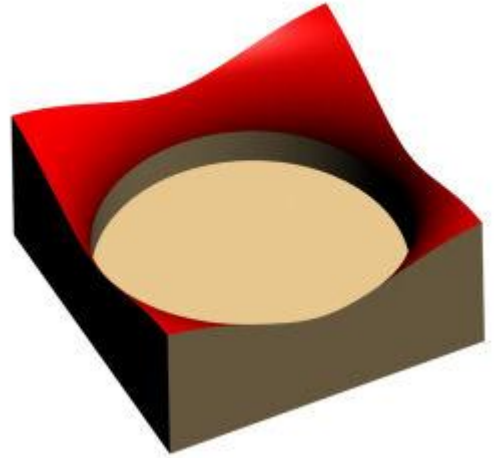
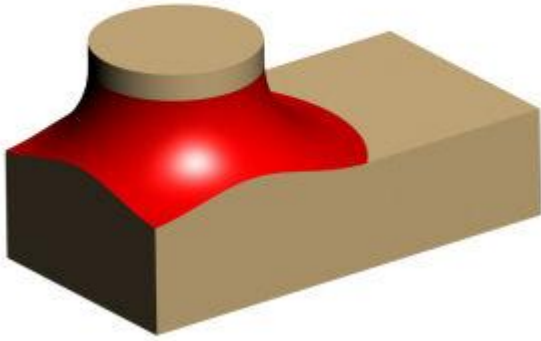


Fillet to Zero Radius

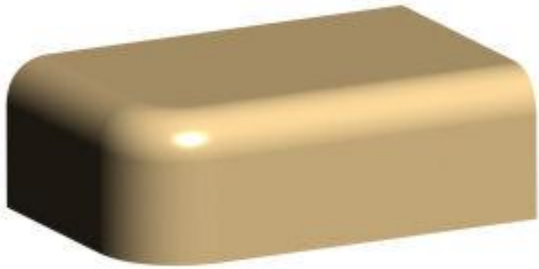


Large Radius Filleting





Higher Order Continuity Filleting



Circular Arc



G2 Continuity Fillet



G3 Continuity Fillet



Circular Arc Fillet



G2 Continuity Fillet



G3 Continuity Fillet



Circular Arc Fillet



G2 Continuity Fillet



G3 Continuity Fillet

