

# Reference: Sweep Tutorial

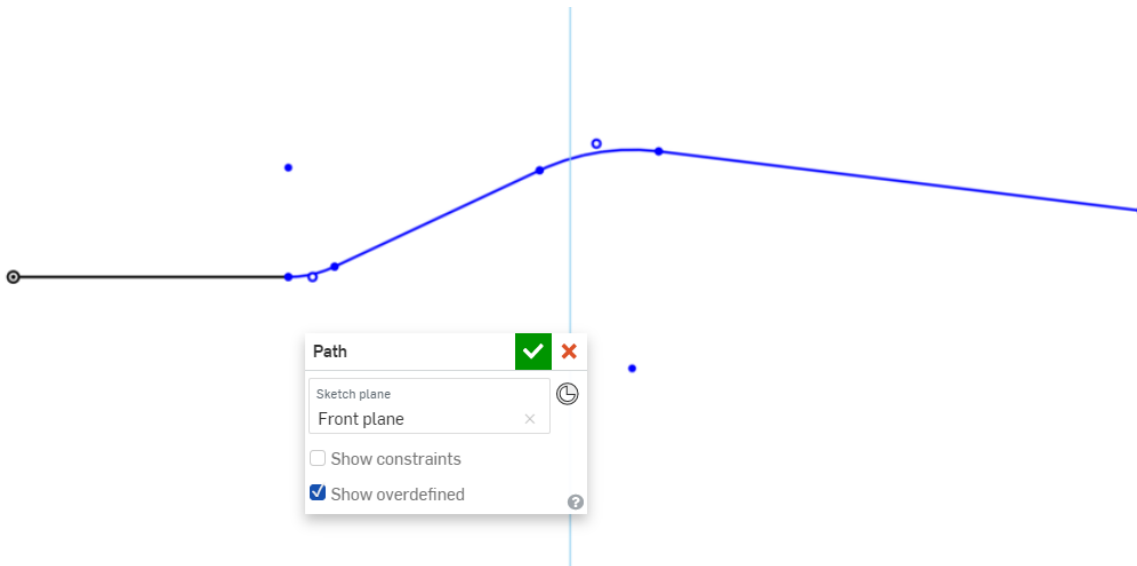
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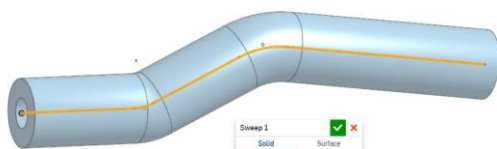
## 1. Path

- Sketch a Path for a profile to follow
- Path Properties
  - Rounded Edges at junction points is easier for profile to follow and not intersect itself
  - Profiles have difficulty following paths with low acute angles (angles  $< 30$  degrees)

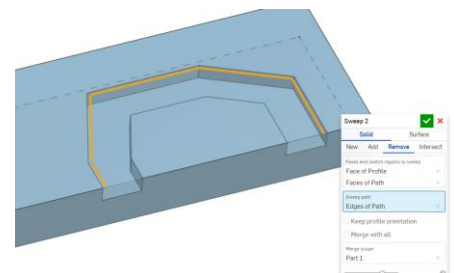


## 2. Profile

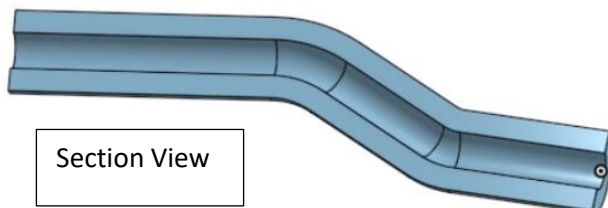
- Sketch a Profile Normal (perpendicular) to start point
- Profile Properties
  - Profiles can be used to add or remove material
  - Profiles can be sketched inside each other to form tubing
  - Profiles DO NOT need to touch the Path



Sweep Add Material



Sweep Remove Material



Section View