

# Using Blend Vertex

Uh-oh!!! You have to make a crazy shaped part using a Blend or Swept Blend feature. As this example illustrated in figure 1. You have two sections in the blend one a hexagon (6-sides) and a triangle (3-sides).

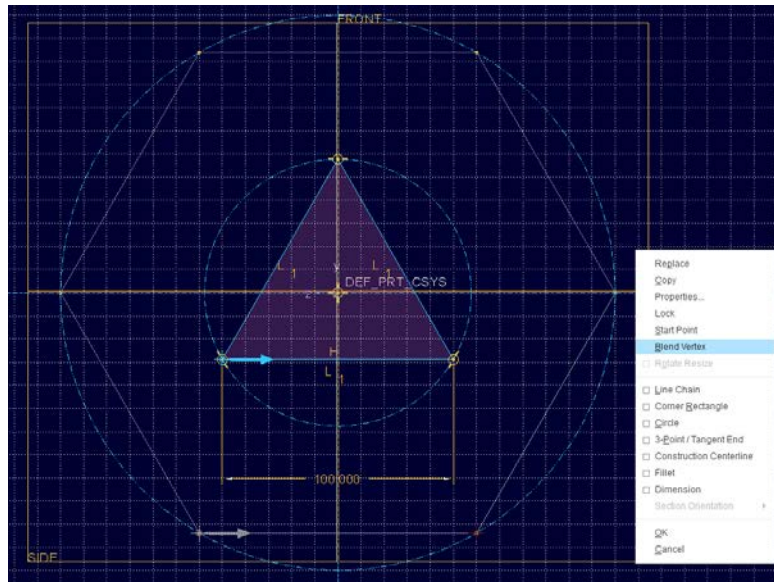


Figure 1

Creo needs the same number of segments in each section for a blend to work. If you leave these two sections sketched as is the blend will fail. You can use BLEND VERTEX to control how corners will blend. Each BLEND VERTEX counts as a segment so you can add these to get enough segments and then your feature will work.

Steps to follow:

1. Select an endpoint on the active sketch.
2. Hold the Right Mouse Button to get the pop-up menu.
3. Select BLEND VERTEX.
4. Now select the matching endpoint on the greyed out sketch.

For each BLEND VERTEX you create a circle will appear around the endpoint. Note in figure 2 that the top vertex of the triangle is BLEND VERTEX to both of the hexagon's top endpoints. Thus the top vertex of the triangle has two circles around it.

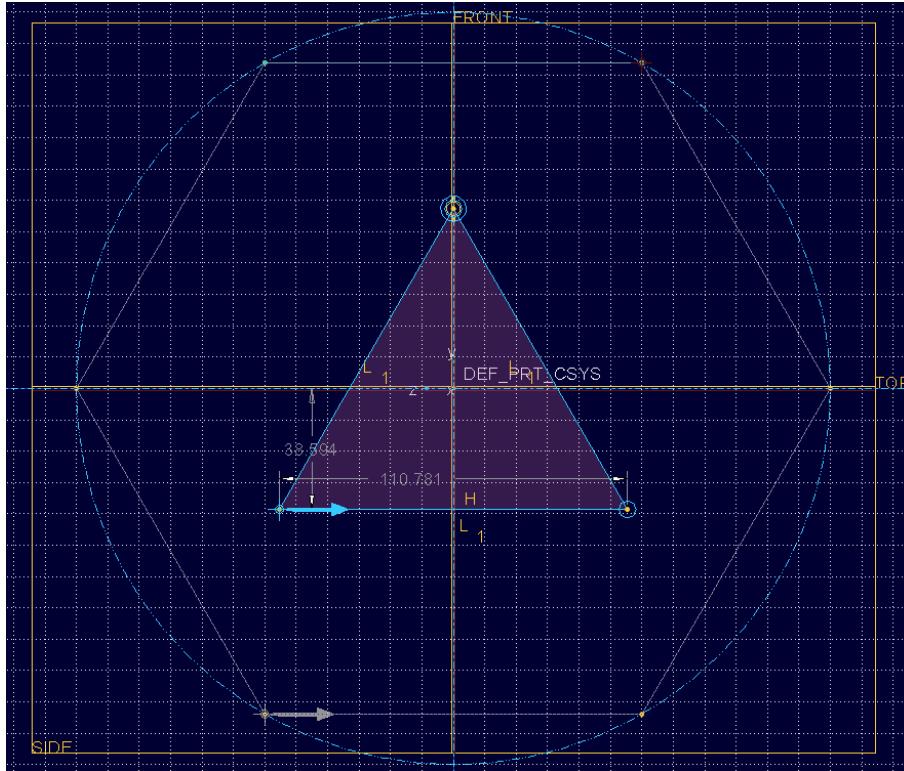


Figure 2

Always check the number of segments in each section via the SECTION tab; as shown in Figure 3.

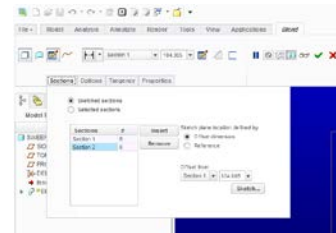


Figure 3

Once you have all the sections with the same number of segments you can complete the feature. And walla you will have blended feature with differing number of sides.

