Lesson: Apply Fillets to a Model

In this lesson, you’ll create and edit fillets on modeled geometry.

Learning Objectives

- Create a fillet.
- Modify a fillet feature.

The completed exercise

1. Upload and open the supplied file “Locking Plate.f3d”.

2. Fillets can be applied to modeled geometry. Click Modify> Fillet.
3. Select the four vertical edges on the feature indicated in the image on the right.

4. Enter a value of 3 mm into the radius field and do not press the Enter key. Pressing the Enter key would end the fillet creation. The 3 mm fillet is previewed on the model.

5. Additional edges can be added to the current selection. Hold down the Ctrl key and select the geometry you want to add to the selection. To select edges for a different radius fillet, click the Add a new selection button inside the control panel.
6. Select the four vertical internal edges shown in the image on the right. Enter a value of 5 mm for their radius. Click the OK button inside the control panel when you are finished.

7. Two different sized fillets have been applied to the model using a single feature.

8. Like any other feature, the fillets can be edited after they have been created. In the timeline, right-click Fillet1 and select Edit Feature from the drop-down menu.
9.  Change the 5 mm fillet to a 2 mm fillet using the value field inside the control panel. Press the Enter key to accept the changes. The model updates with the revised geometry. Navigate to a home position and save the file. Continue to the next module.