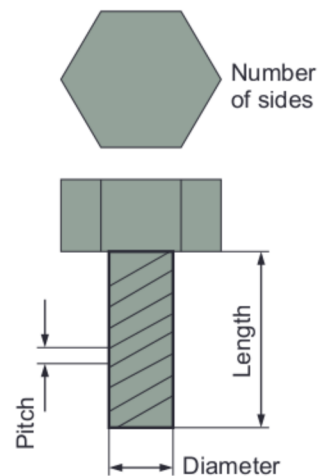


## Pure primitive instancing

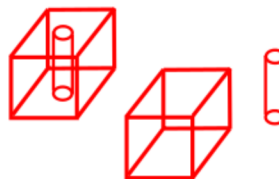
Modellers using this technique can handle a number of families of objects, each defined parametrically.

**BOLT (NSIDES,LENGTH,  
PITCH, DIAMETER)**



## Approaches

Constructive Solid  
Geometry (CSG)



*Solids CSG:*  
1 Block primitive  
1 Cylinder primitive  
1 Equation : Block-Cylinder

Boundary Representation  
(B-rep)



*Solids Brep:*  
7 Faces  
8 Vertices  
14 Edges

Sweeping



*Solids Swept:*  
1 Base block  
1 Circular profile  
1 Straight profile to sweep the  
cutting circle through the block