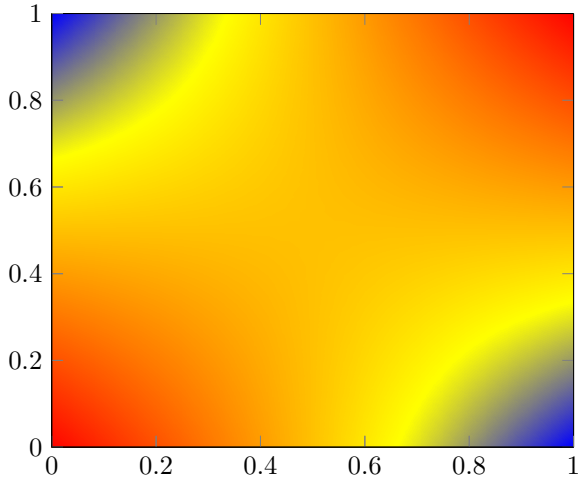
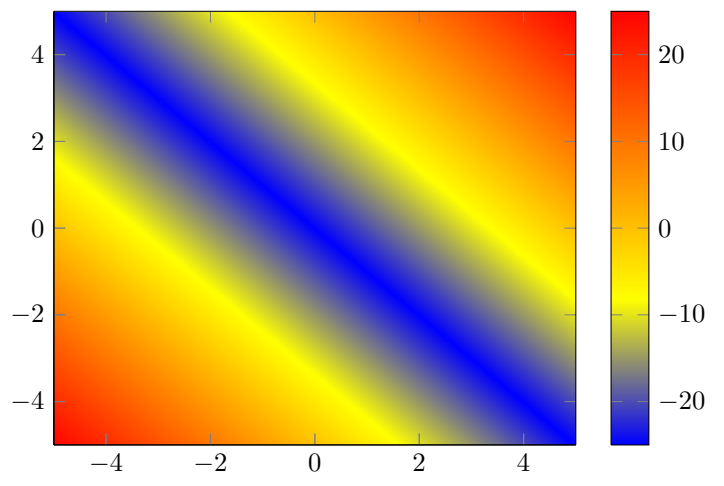


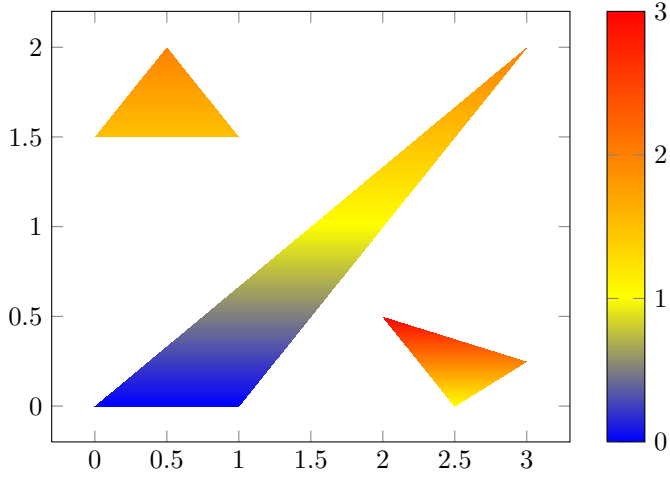
Shading Type 5, 25×25



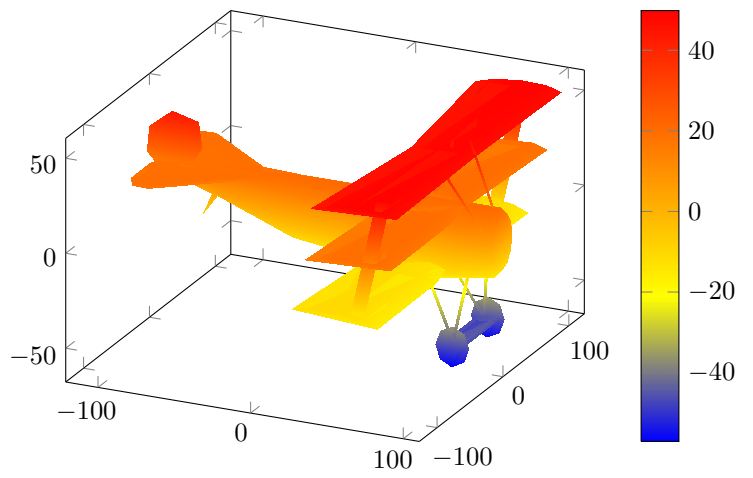
Shading Type 5 2×2



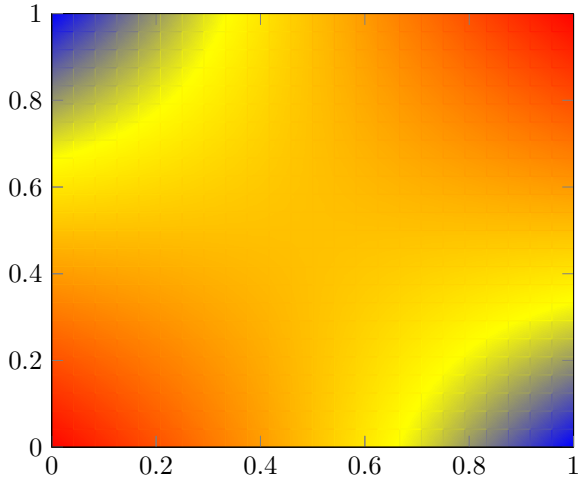
Shading Type 4, 3 Triangles



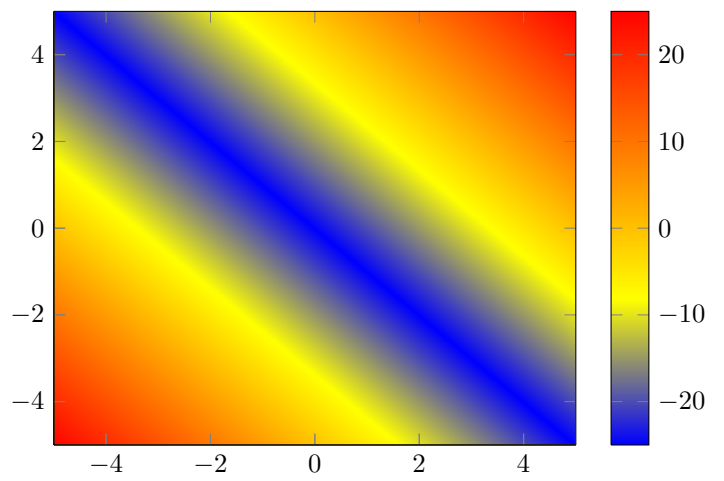
Shading Type 4, 3D Mesh



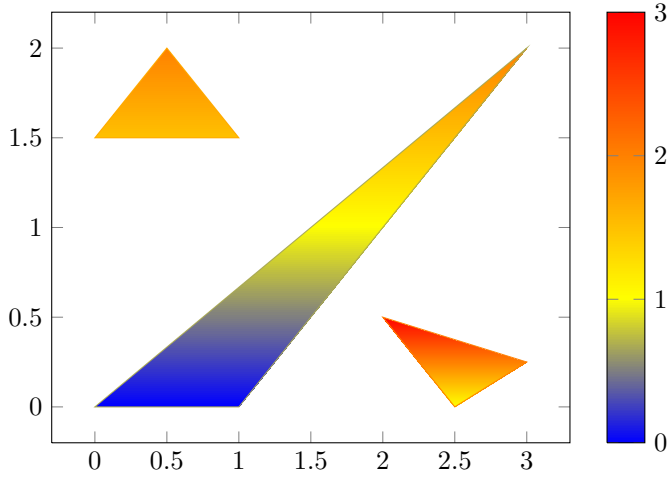
Shading Type 5, 25×25 and overlaid mesh



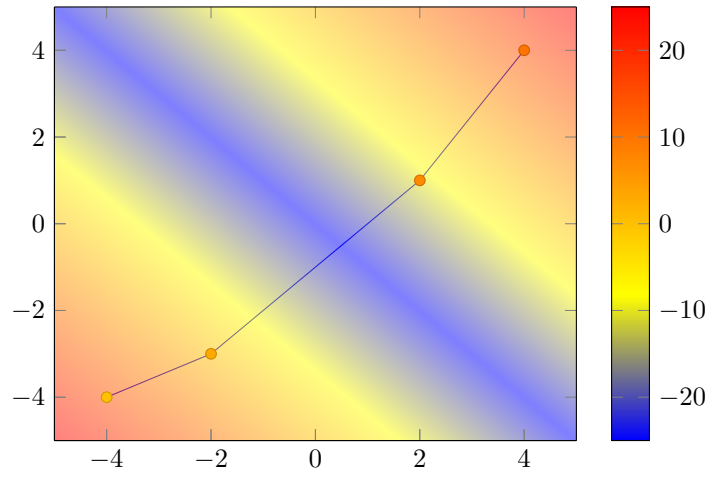
Shading Type 5 2×2 and overlaid mesh



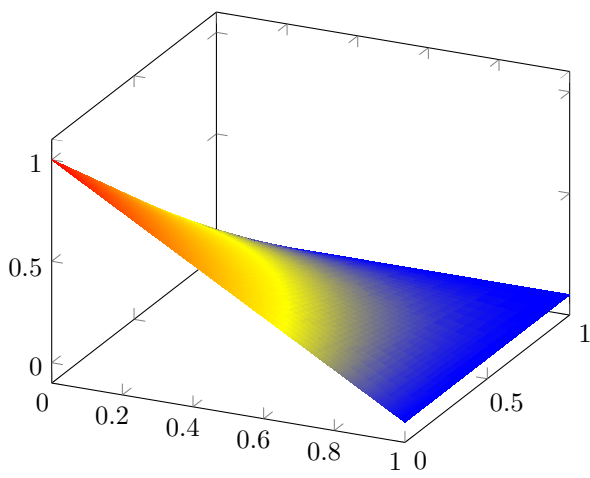
Shading Type 4, 3 Triangles and overlaid mesh



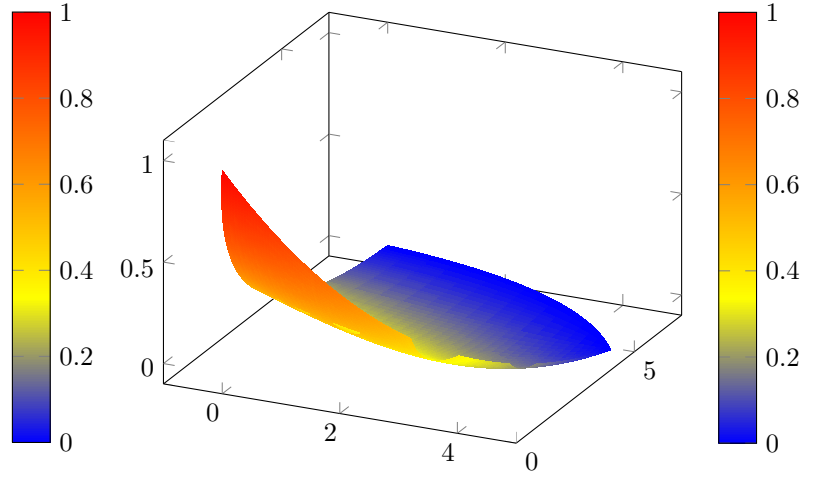
Shading Type 5 2×2 and Opacity



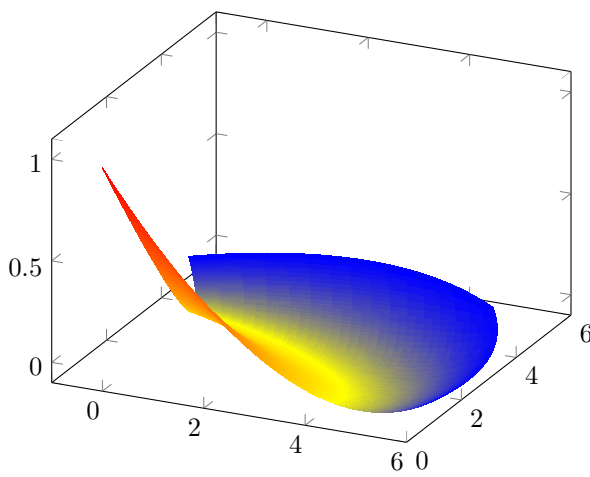
A bilinear shape (Shading Type 6, one patch)



Quadratic Triangle (degenerate Shading Type 6, one patch)



Biquadratic Shape (Shading Type 6, one patch)



A Coons Patch

