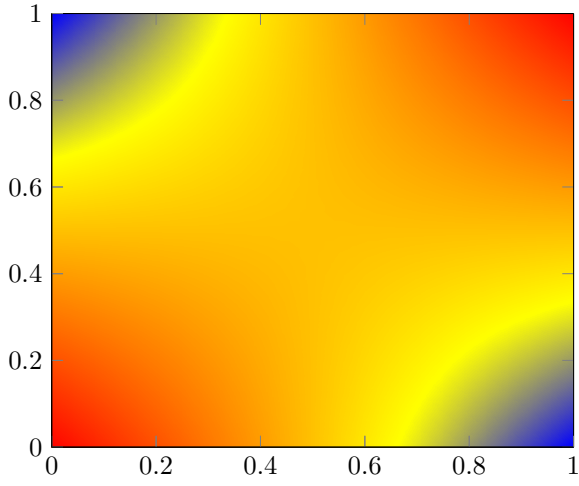
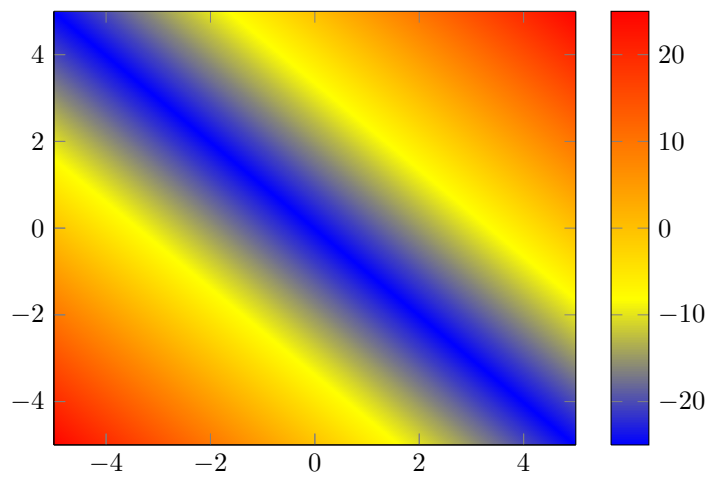


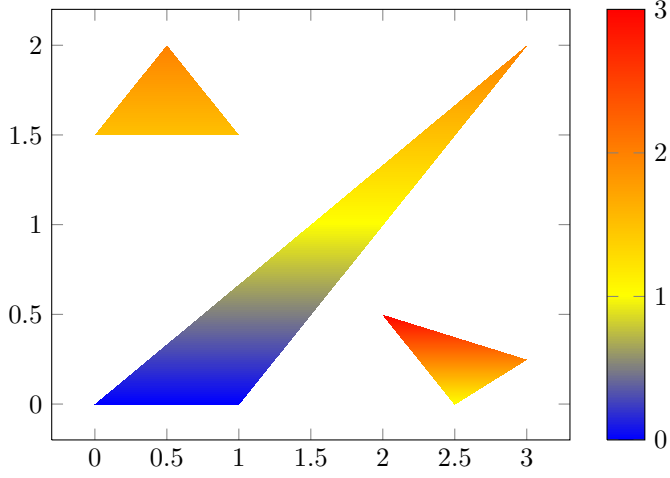
Shading Type 5,  $25 \times 25$



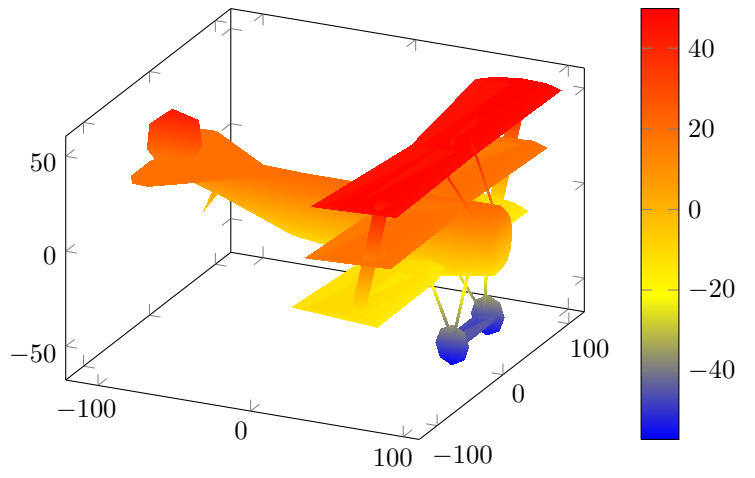
Shading Type 5  $2 \times 2$



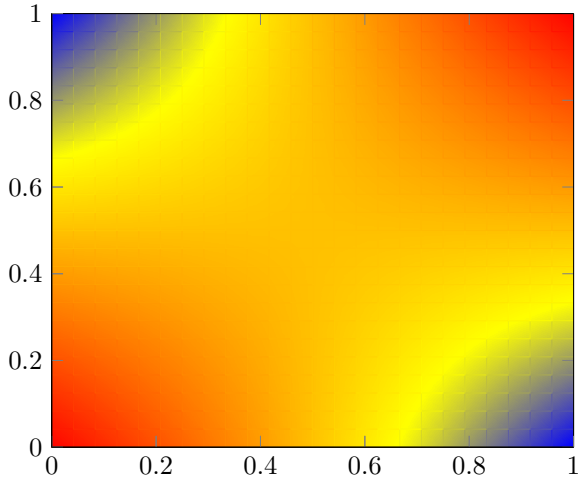
Shading Type 4, 3 Triangles



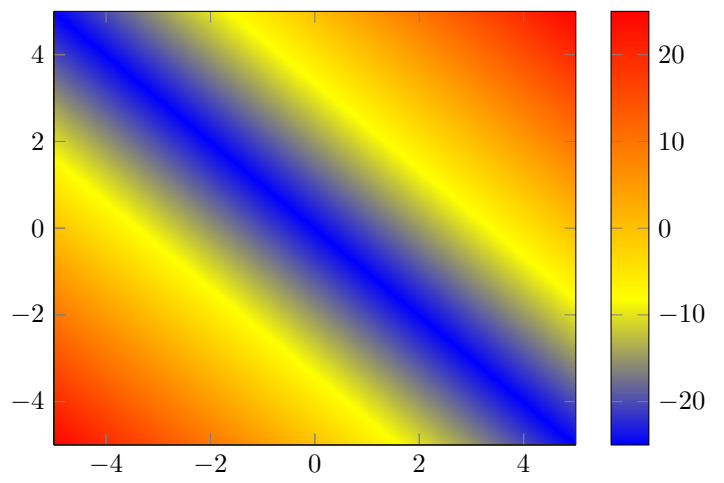
Shading Type 4, 3D Mesh



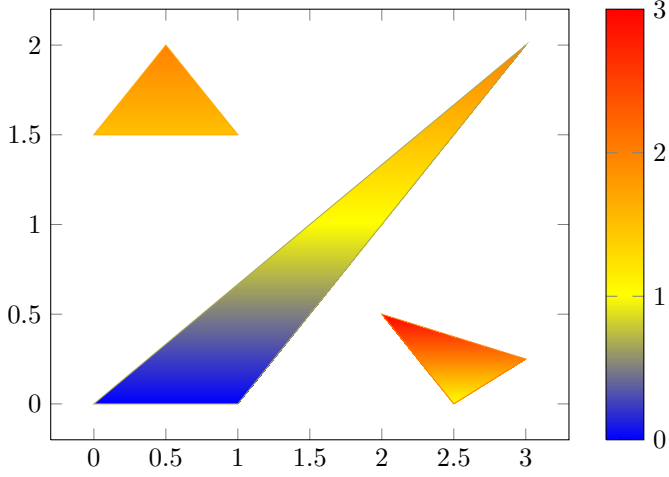
Shading Type 5,  $25 \times 25$  and overlaid mesh



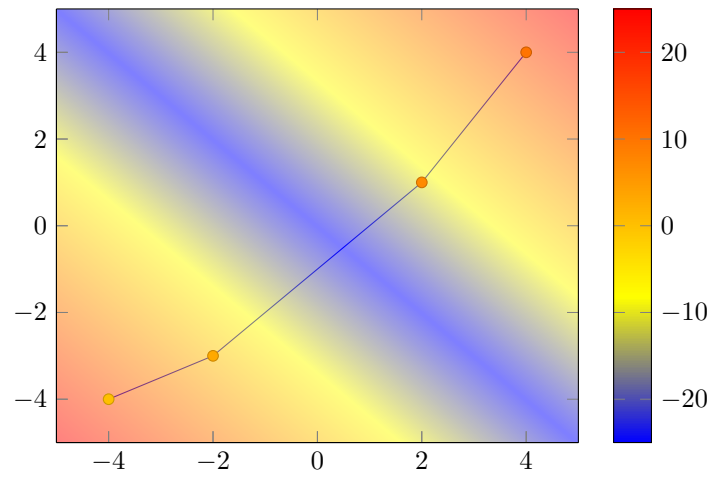
Shading Type 5  $2 \times 2$  and overlaid mesh



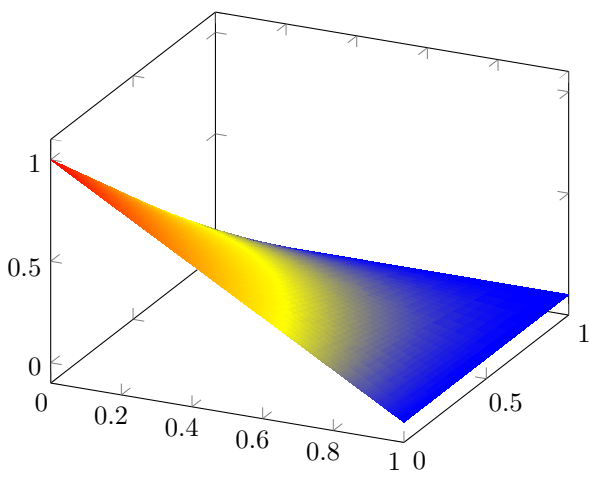
Shading Type 4, 3 Triangles and overlaid mesh



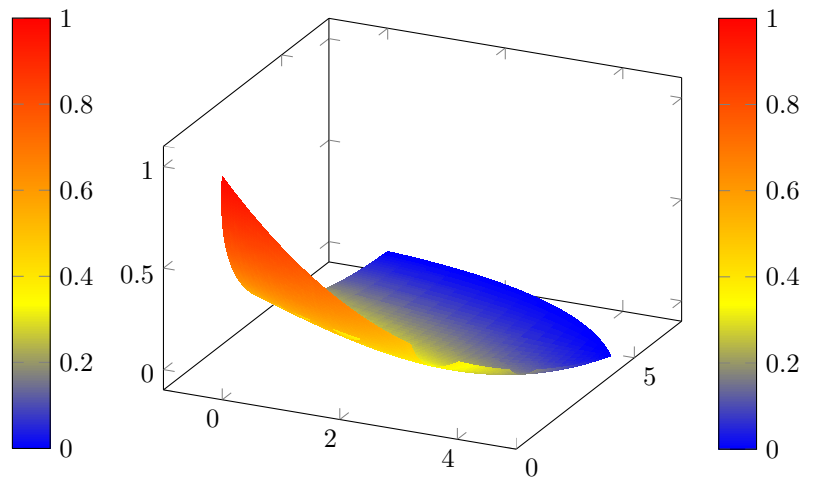
Shading Type 5  $2 \times 2$  and Opacity



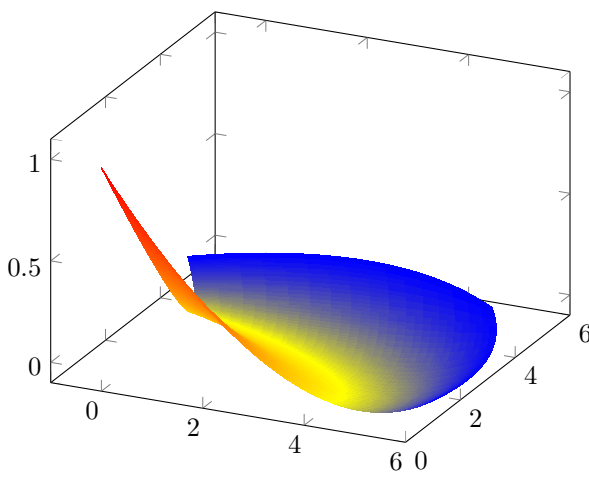
A bilinear shape (Shading Type 6, one patch)



Quadratic Triangle (degenerate Shading Type 6, one patch)



Biquadratic Shape (Shading Type 6, one patch)



A Coons Patch

