

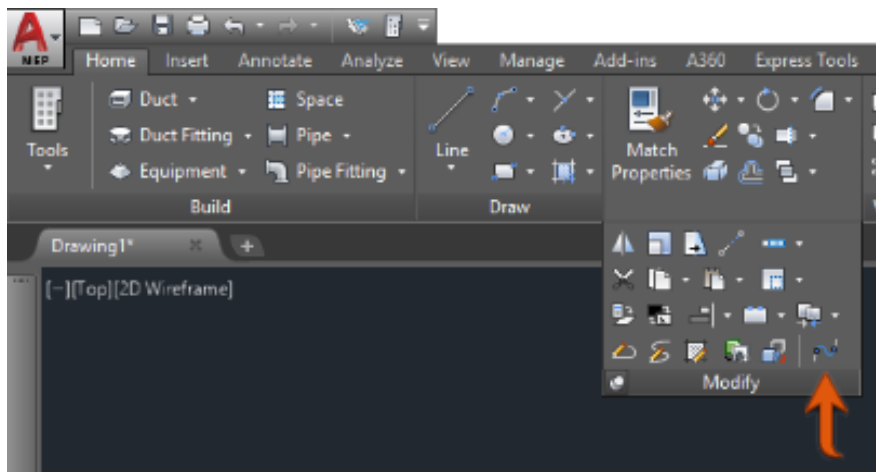
### BLEND (COMMAND)

Creates a **SPLINE** in the gap between two selected lines, Plines, Splines or Arcs.

#### Access methods

Ribbon: Home tab ➡ Modify panel ➡ Blend Curves

Menu: Modify ➡ Blend Curves

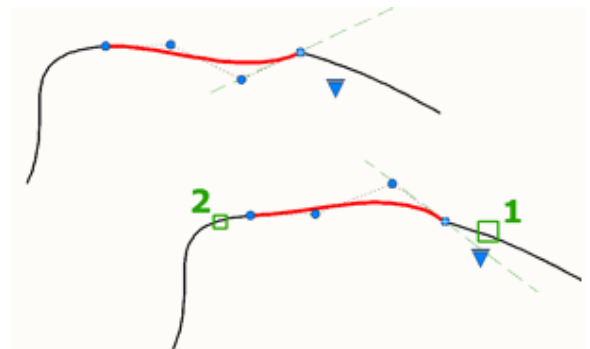


#### Summary

Select each object near an endpoint. The shape of the resulting spline depends on the specified continuity. The lengths of the selected objects remain unchanged.

Valid objects include lines, arcs, elliptical arcs, helixes, open polylines, and open splines.

Continuity Specify one of two types of blends.



#### Tangent

Creates a degree 3 spline with tangency (G1) continuity to the selected objects at their endpoints.

#### Smooth

Creates a degree 5 spline with curvature (G2) continuity to the selected objects at their endpoints.

If you use the Smooth option, do not switch the display from control vertices to fit points. This action changes the spline to degree 3, which will change shape of the spline.