

## Trimmed T-splines Conversion

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T-splines [1, 2] are a superior alternative to NURBS, the current geometry standard in computer-aided design systems. T-Splines were created to address problems inherent in NURBS surfaces. Isogeometric analysis was introduced in [3] which used the smooth spline basis that defines the geometry as the basis for analysis. With T-splines and IGA, Traditional design-through-analysis procedures such as geometry clean-up, defeaturing, and mesh generation are simplified or eliminated entirely. This talk overviews the mathematics of T-Splines and explains how they can be used to create an analysis-suitable models for in isogeometric analysis from a BRep NURBS or T-spline models.

### REFERENCES

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