

Image 1

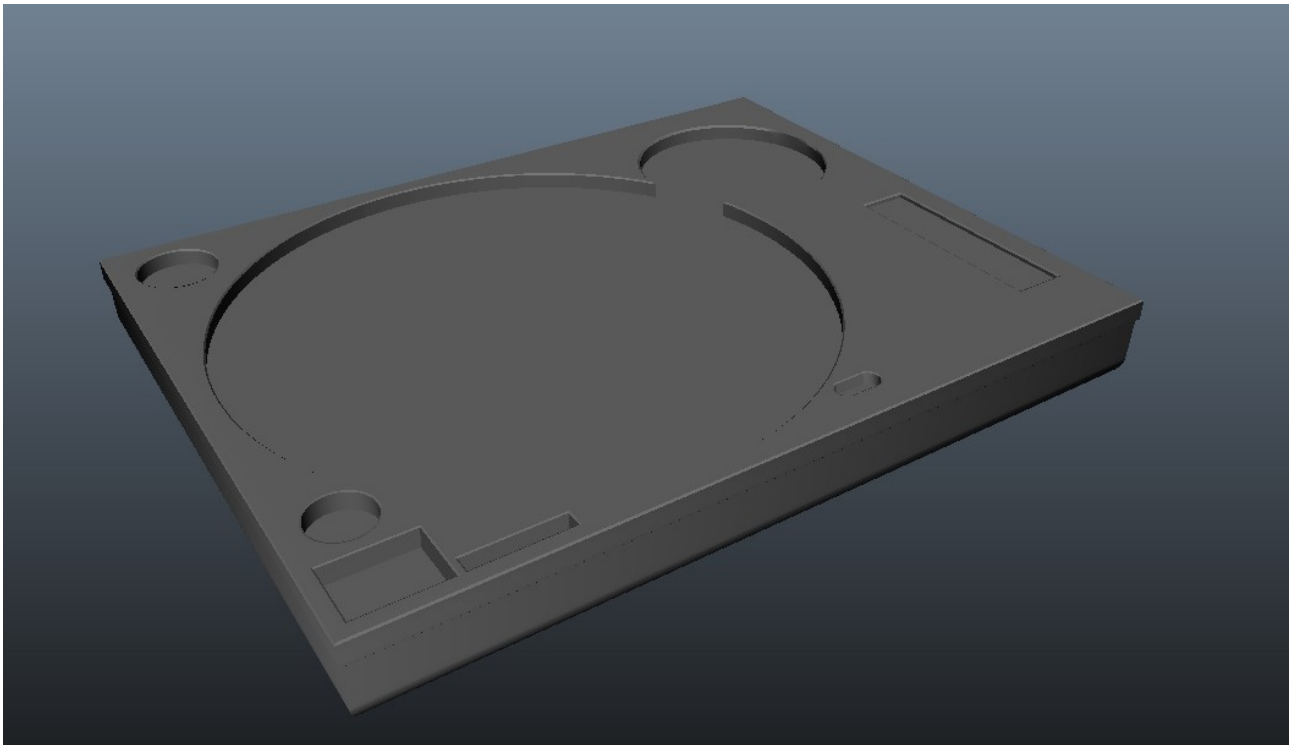


Image 2 – Cutouts in the body

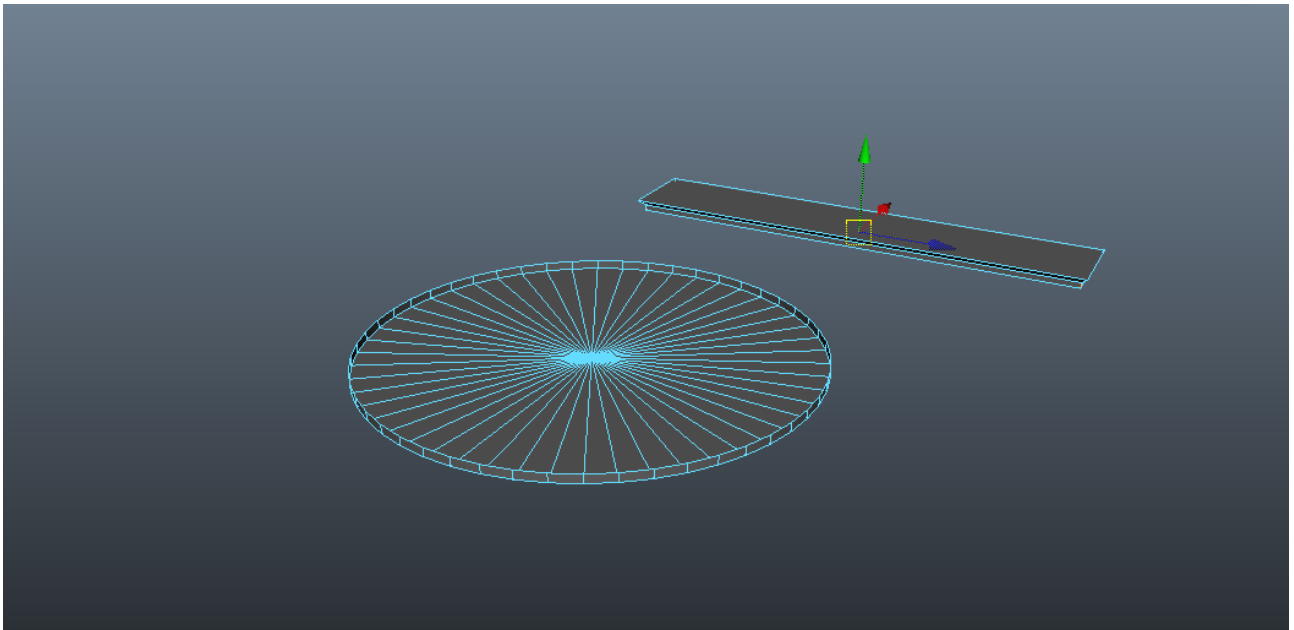
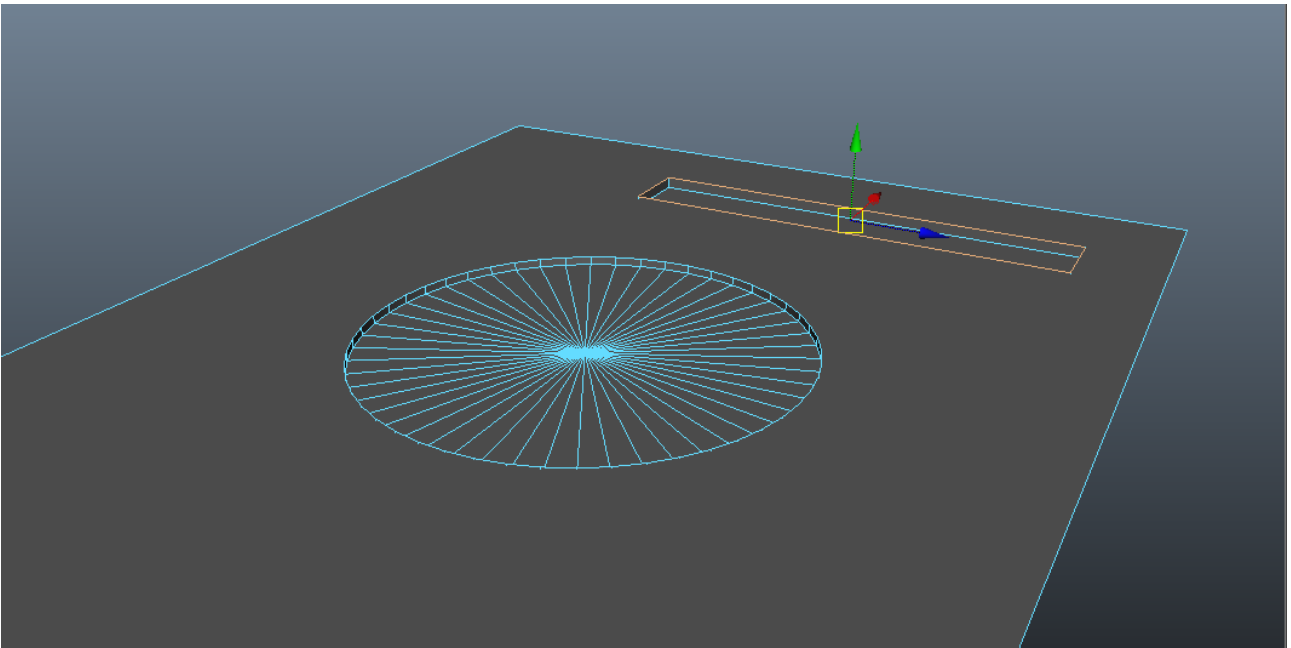


Image 3 – after beveling the boolean difference, the surface disappears. Reassigning the shader and deleting the history doesn't solve this problem

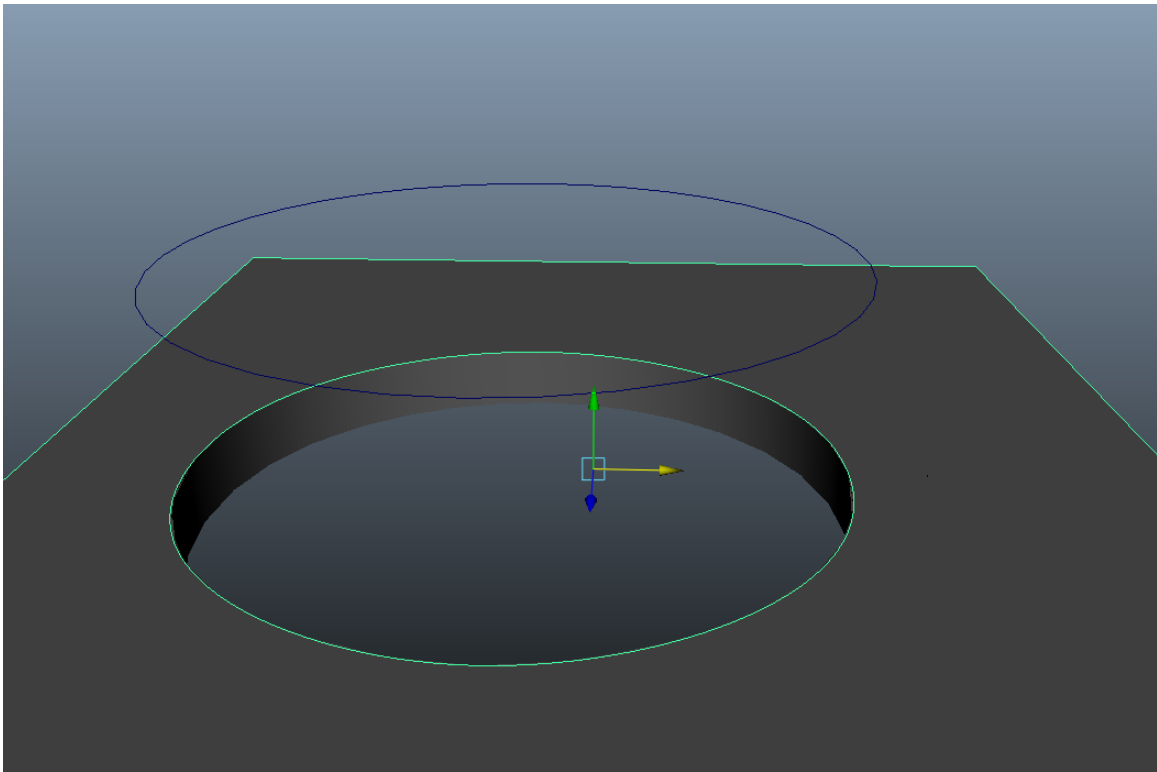


Image 4 – increased the curve precision so that the circle is projected correctly

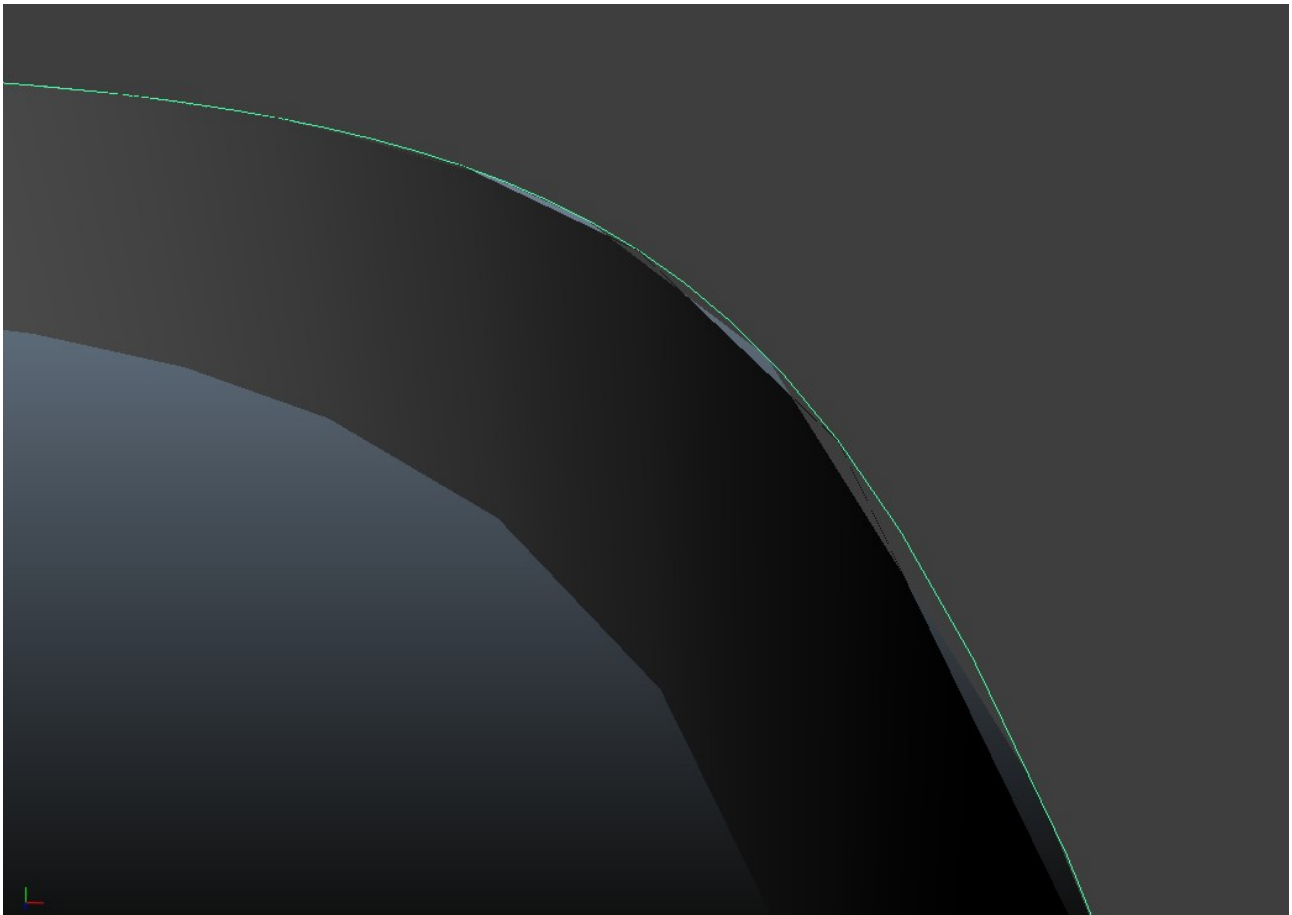


Image 5 – the extrusion doesn't fit the projected circle curve. The extrusion is faceted and not connected to the surface. The NURBS extrusion converted to polys will have more vertices than the surface, connecting both properly is impossible