(Variable Section) Sweeps

“The Simple sweep and Variable Section sweep have combined into one Sweep dashboard tool. The resulting feature in the model tree is called a Sweep.”

Question: Why create a (complex) sweep when it appears that a simple parallel blend will produce the same geometry?

Example of a parallel blend using a triangle that has three sections, each section using a different start point to produce a twisted section.
Encompass this part in a tube.  
Note that the “tube” is solid geometry that has been made transparent.

Look at it from the open end.  What do you notice?  
What is going on and why?

(Variable Section) Sweep creation:

Create a coordinate system (x to the right, y towards the back, z up)

Create a Datum Curve from Equations (Cylindrical Coordinate System)
Model tab, Datum region, Curve.
Copy/Paste Special by rotating the original curve 120 and -120 degrees about the Z axis. (Move/Rotate transformation).

Note: There appear to be two ways of doing this.

1) Double click on the original curve to turn it dark green, then select Paste Special. You will get the following dashboard and in the Options area uncheck the Hide original geometry box or you won't be able to see it and the model tree does not indicate that it is hidden.
2) Select the original curve from the model tree and then select Copy and Paste Special. Select the Apply Move/Rotate option from the Paste Special dialog box. Either way you should end up with the following after making two copies.
Create a Sweep using the three curves as Trajectories, Normal to the Horizontal datum plane.

Encompass this part in a transparent tube (solid geometry).

Look at it from the end.

Note the difference.