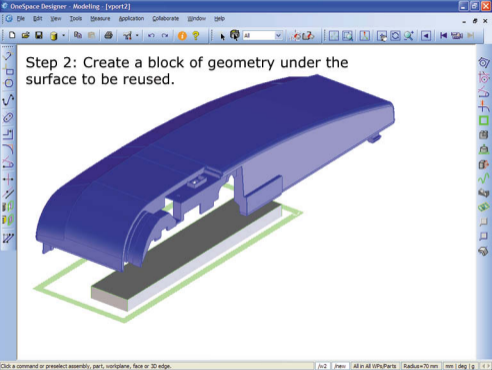
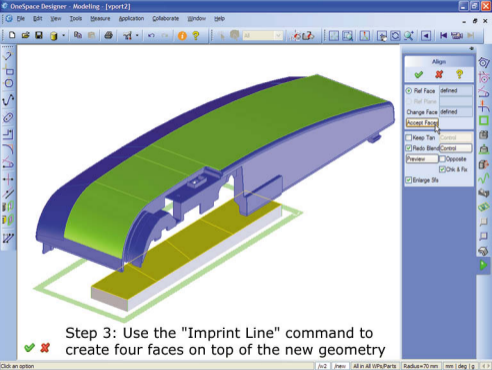


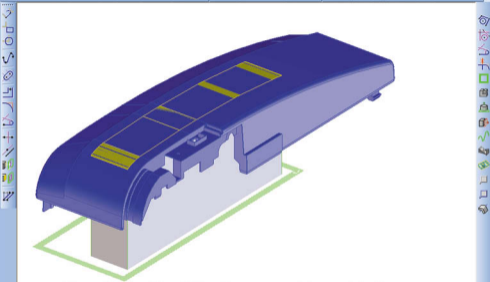
Step 1: The highlighted faces represent the shape to leverage in the new design.



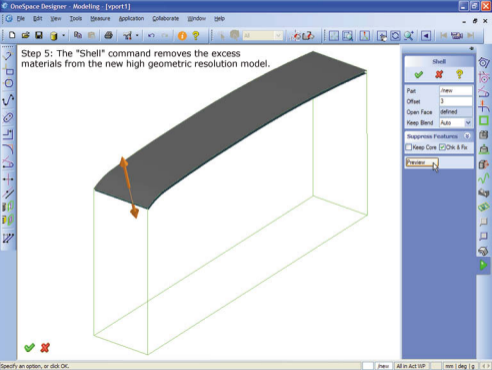
Step 2: Create a block of geometry under the surface to be reused.

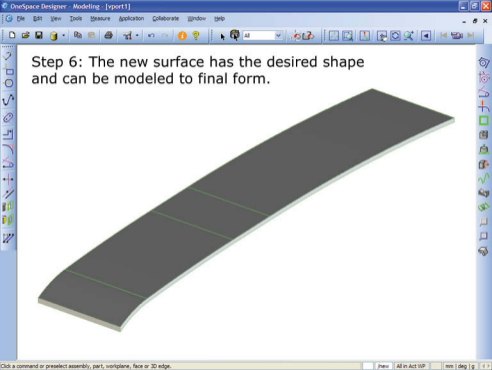


Step 3: Use the "Imprint Line" command to create four faces on top of the new geometry



Step 4: Use the "Align" command to match the new geometry to the surface of the lower resolution part





Step 6: The new surface has the desired shape and can be modeled to final form.