

# Chapter 27 Round Bottom Boat

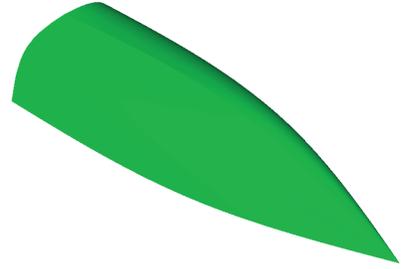
## A. Open Boat Block And Save As.

Step 1. MAIN MENU.

Step 2. File.

Step 3. Save.

Step 4. Key-in **boat round bottom** for file name and press ENTER.



## B. Create Back Rib.

Step 1. Change to the Side View. Use the green  or ALT-6 S. Hold down ALT and press 6. Key-in S.

Step 2. Use ALT-F1 to fit drawing on the screen. Hold down ALT and press F1.

Step 3. Change the depth of your drawing. Click the Z Button  from the Secondary Menu (bottom of the menu) and key-in 0 and press ENTER.

Step 4. MAIN MENU.

Step 5. Create.

Step 6. Spline.

Step 7. Manual.

Step 8. Click the 3 points, **Fig. 1**.

Step 9. Press Escape to end the spline.

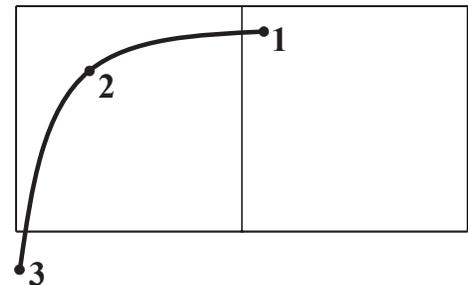


Fig. 1

## C. Create Rib 2.

Step 1. Change the depth of your drawing. Click the Z Button  from the Secondary Menu and key-in 5 and press ENTER. (ALT-0)

Step 2. Click the 3 points, **Fig. 2**.

Step 3. Press Escape to end the spine.

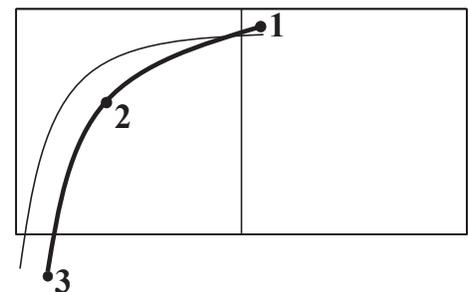


Fig. 2

Fit on Screen ALT-F1	Delete F5	Repaint F3	Zoom In F1	Unzoom Page Down
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**Mastercam BOAT ROUND BOTTOM Page 27-1**

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## D. Trim Splines.

Step 1. MAIN MENU.

Step 2. Modify.

Step 3. Trim.

Step 4. 1 Entity.

Step 5. Click Position 1 as spline to keep, then click Position 2, **Fig. 3**. Repeat at all splines in **Fig. 3-6**. Click 1 and trim to 2.

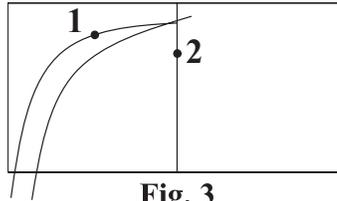


Fig. 3

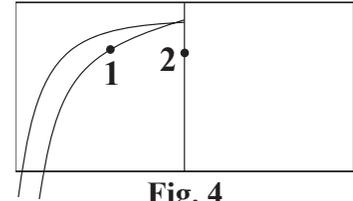


Fig. 4

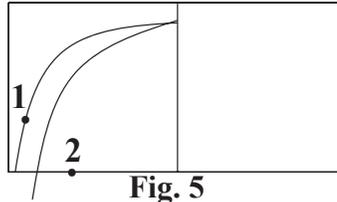


Fig. 5

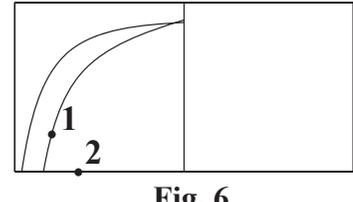


Fig. 6

## E. Create Loft Surface.

Step 1. Change to the Isometric View. Use the green  or ALT-6 I.

Step 2. Delete the bottom front line of the block. Use **F5** to delete. Press F5 and click the line, **Fig. 7**.

Step 3. MAIN MENU.

Step 4. Create.

Step 5. Surface.

Step 6. Loft.

Step 7. Single.

Step 8. Click Splines 1 and 2 and Point 3, **Fig. 7**.

Step 9. Done.

Step 10. Do It, **Fig. 8**.

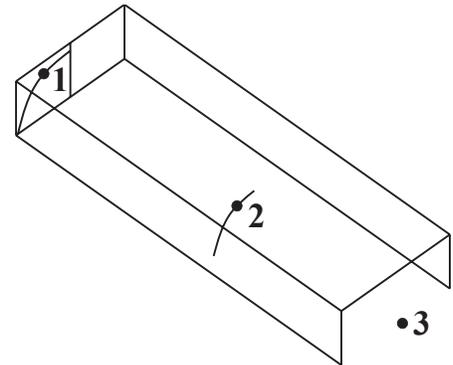


Fig. 7

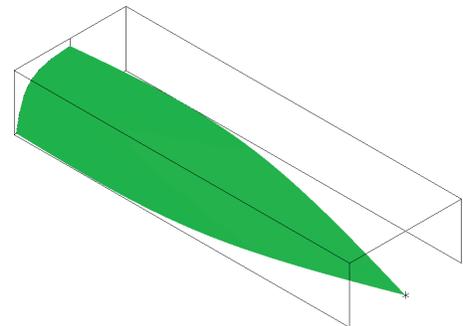
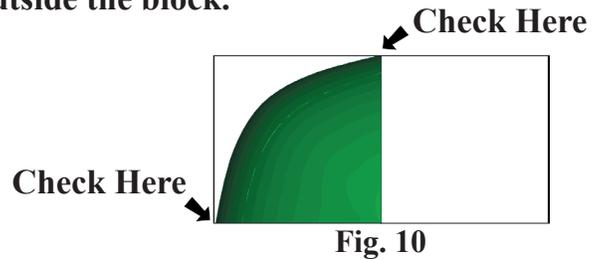
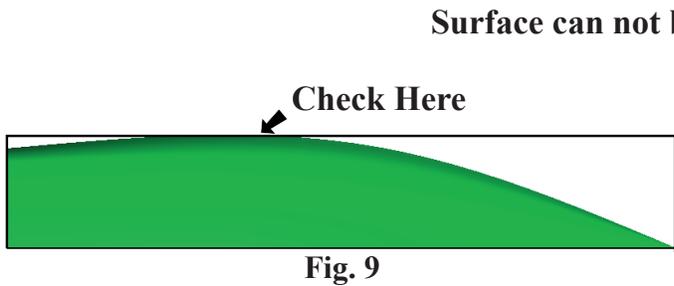


Fig. 8

Step 11. Use **ALT-S** to turn on the shading.

Step 12. Check the Front View  and Side View  to make sure the **surface is not outside the block**. Use  to fit drawing on screen. If the surface is outside the block you have to redraw the splines.



## **F. Mirror Surface.**

Step 1. Change to the Side View. Use **ALT-6 S**.

Step 2. MAIN MENU.

Step 3. Xform.

Step 4. Mirror.

Step 5. Click the surface.

Step 6. Done.

Step 7. 2 Points.

Step 8. Click the **top end** of the vertical midpoint line, **Fig. 11**.

Step 9. Click the **bottom end** of the vertical midpoint line.

Step 10. Click Copy and OK.

Step 11. Change to the Isometric View. Use  or **ALT-6 I**.

Step 12. Click the Clear Screen Colors Tool .

