

Boat Round Bottom

A. Open Boat Block File.

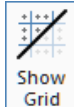
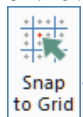
Step 1. If necessary Open your **BOAT BLOCK** file.

B. Save As "BOAT ROUND BOTTOM"

Step 1. Click **Save As**  (Ctrl-Shift-S) on the Quick Access Toolbar QAT.

Step 2. Key-in **BOAT ROUND BOTTOM** for the filename and press ENTER.

C. Set Grid and Snap .05.

Step 1. On the View tab  click **Show Grid**  and **Snap to** .

Grid

Step 2. Click the **Dialog Box Launcher**  (Alt-G), Fig. 1.

Step 3. In the Grid Settings dialog box:
under Spacing, Fig. 2
X and Y Spacing .05
Click OK .

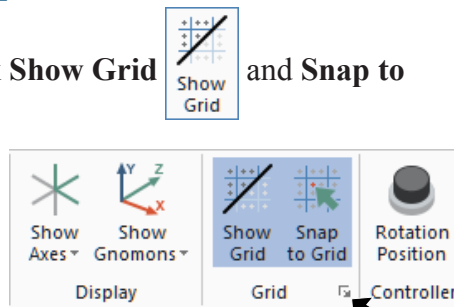


Fig. 1

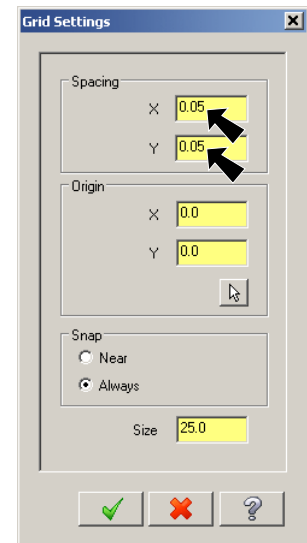


Fig. 2

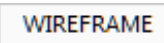
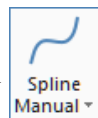
D. Create Back Rib.

Step 1. Change to the **Front View**. **Right click** in the graphics window and click  **Front** (Alt-2).

Step 2. **Right click** in the graphics window and on the Mini Toolbar set **Z depth -9**, Fig. 3.



Fig. 3

Step 3. On the Wireframe tab  click **Spline Manual** .

Step 4. Sketch spline, Fig. 4. Use the tracking in Status Bar to view coordinates. Press ENTER to end spline.

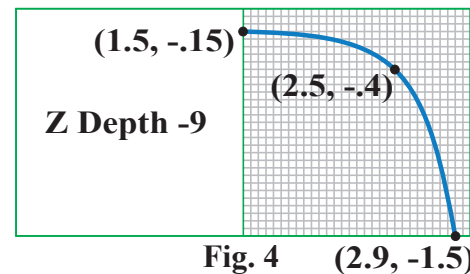


Fig. 4

E. Create Rib 2.

Step 1. **Right click** in the graphics window and on the Mini Toolbar set **Z depth -5**, **Fig. 5**.



Fig. 5

Step 2. Sketch a second spline, **Fig. 6**. Use the current cursor location in the right side of the Status bar. Press ENTER to end spline. Click OK  when done.

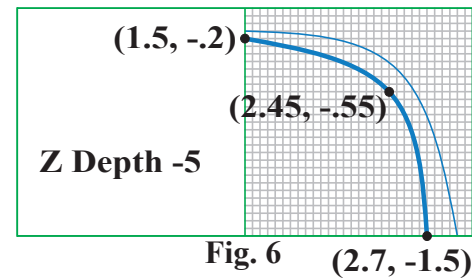
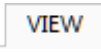
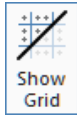
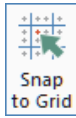


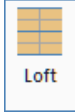
Fig. 6

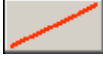
Step 3. Save  (Ctrl-S).

F. Turn Off Grid and Snap.

Step 1. On the View tab  click **Show Grid**  and **Snap to Grid**  to unselect.

G. Create Lofted Surface.

Step 1. On the Surfaces tab **SURFACES** click Loft .

Step 2. Click **Single**  (S) in Chaining dialog box, **Fig. 7**.

Step 3. Chain entities in order, rear Spline, middle Spline. Select Splines at the same end, **Fig. 8**. If when chaining the Splines chaining directions arrows do not pointing in the same direction - click Reverse .

Step 4. Click Point  in Chaining dialog box, **Fig. 9**.

Step 5. Click **Point**, **Fig. 8**.

Step 6. Click OK  in Chain dialog box.

Step 7. In Loft function panel:
under Entity
select **Lofted**, **Fig. 10**
Click OK .

Step 8. If necessary, turn on shading **Alt-S**.

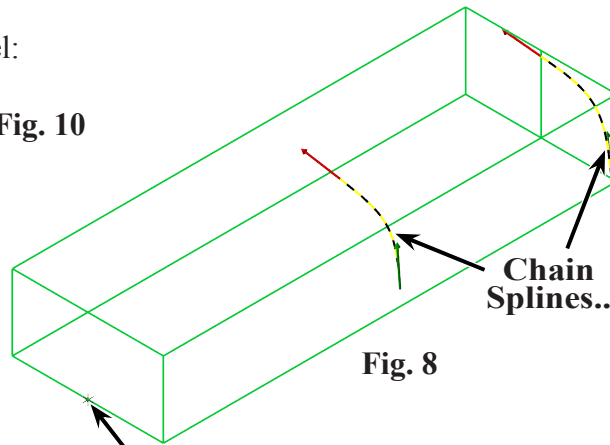


Fig. 8

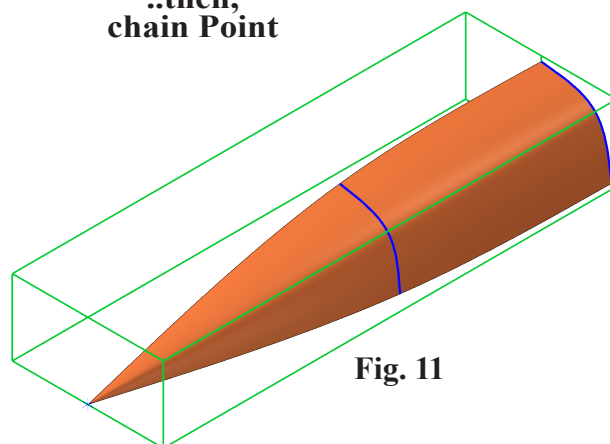


Fig. 11

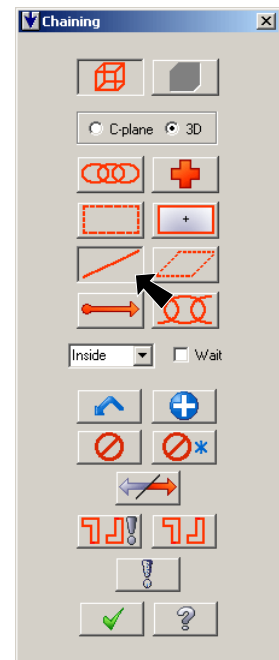


Fig. 7

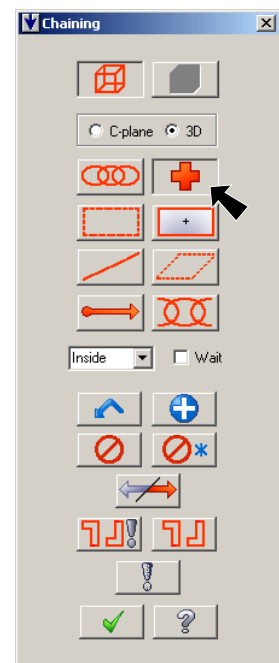


Fig. 9

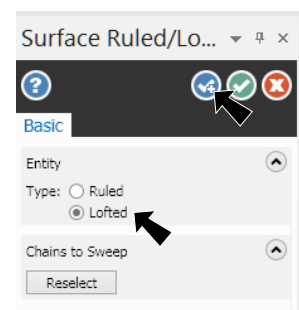


Fig. 10

H. Mirror Surface.

Step 1. Click **CPLANE** in Status bar at bottom of the graphics window and click **Front** from the menu, **Fig 12**.

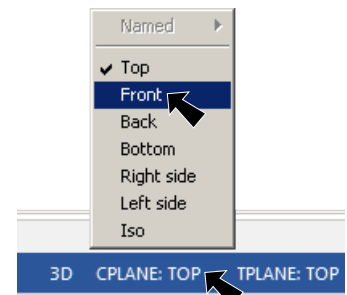
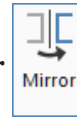


Fig. 12

Step 2. On the Transform tab **TRANSFORM** click **Mirror**



Step 3. Click **surface** and click **End Selection** (ENTER) **Fig. 13**.

Step 4. In Mirror dialog box:

Select **Copy** , **Fig. 14**

Click **Select line** 

Click **vertical line in rear**, **Fig. 13**

Click **OK** 

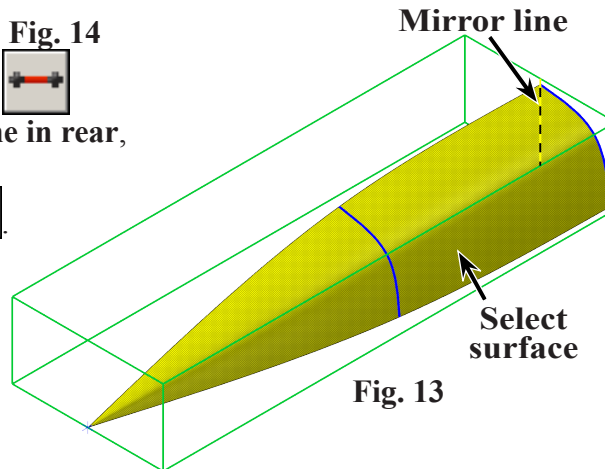


Fig. 13

Step 5. **Right click** the graphics window and click **Clear**

Colors 

Step 6. Save  (Ctrl-S).

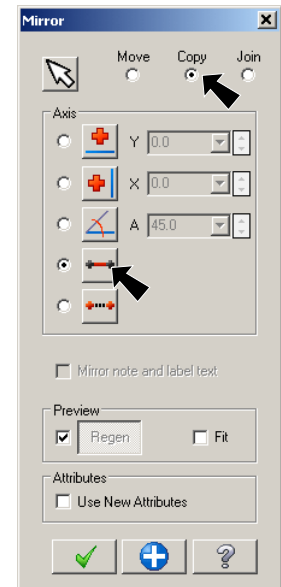


Fig. 14

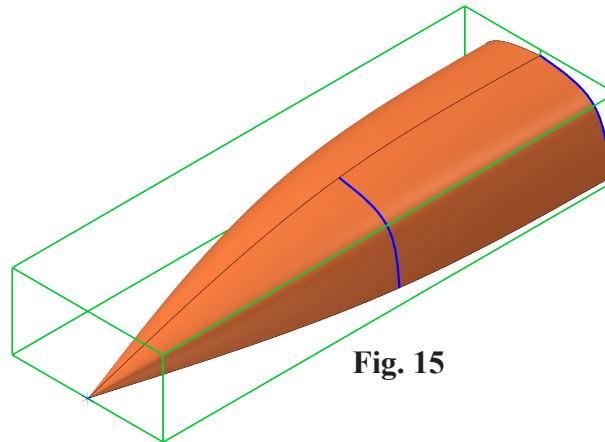


Fig. 15