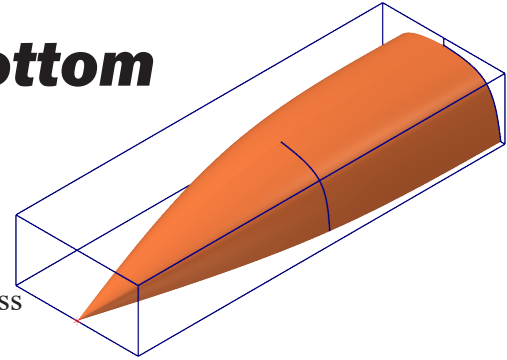


Boat Round Bottom



A. Open Boat Block File.


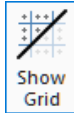
Step 1. If necessary Open your **BOAT BLOCK** file.

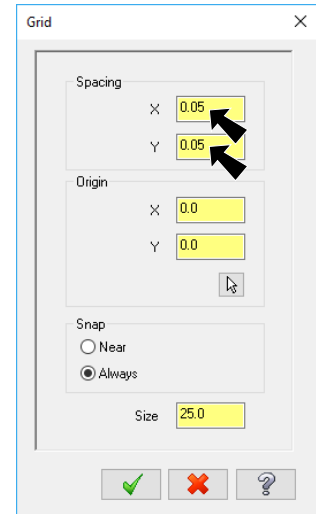
B. Save As “BOAT ROUND BOTTOM”

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**



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** .

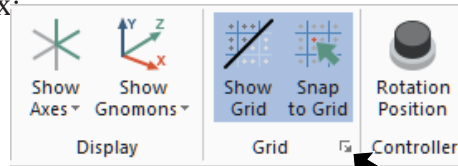




Fig. 1

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. Click **Set Z Depth**  **Z: 0.00000** in the status bar at bottom of the display and set **Z depth -9**, **Fig. 3.**

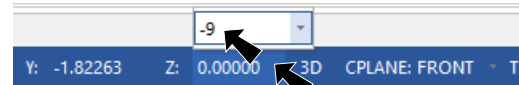
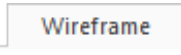
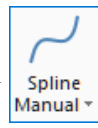


Fig. 3

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.

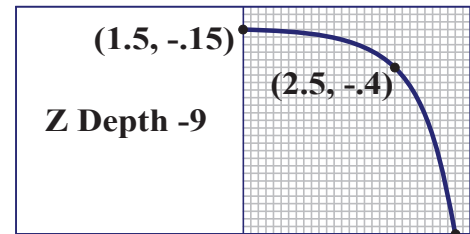
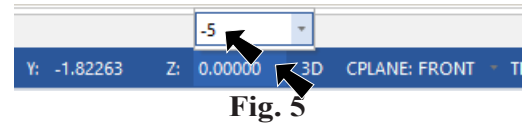



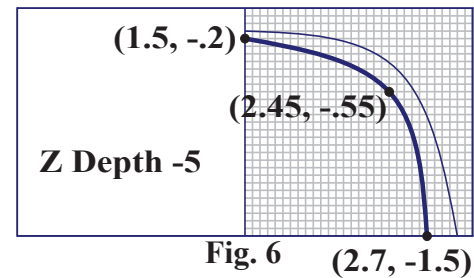
Fig. 4 (2.9, -1.5)

E. Create Rib 2.


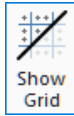
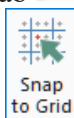
Step 1. Click **Set Z Depth** $Z: 0.00000$ in the status bar at bottom of the display and set **Z depth -5**, Fig. 5.



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.

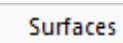
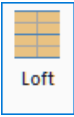



F. Turn Off Grid and Snap.

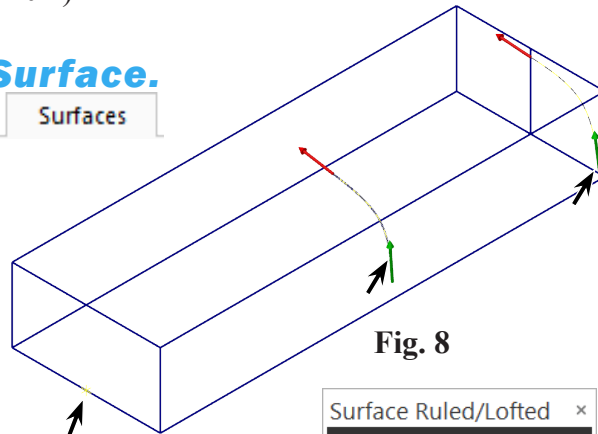
Step 1. On the View tab  click **Show Grid**  and **Snap to Grid**  to unselect.


Step 2. Change to the **Isometric View**. Right click in the graphics window and click  **Isometric (WCS)** (Alt-7).

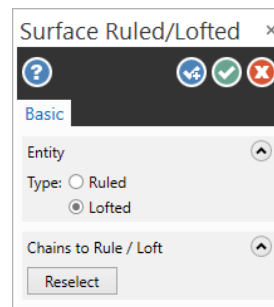
G. Create Lofted Surface.

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


Step 2. Click **Chain**  (C) in Chaining dialog box, Fig. 7.

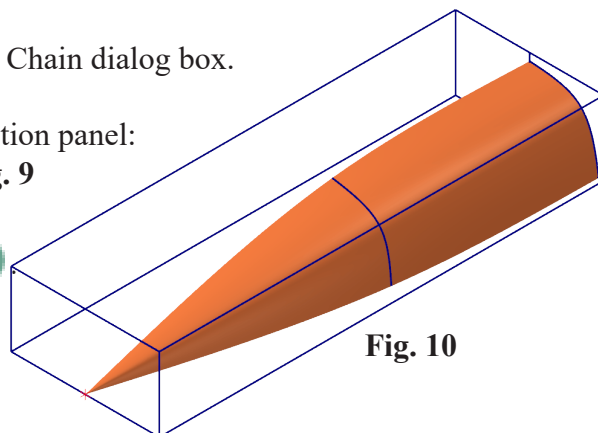
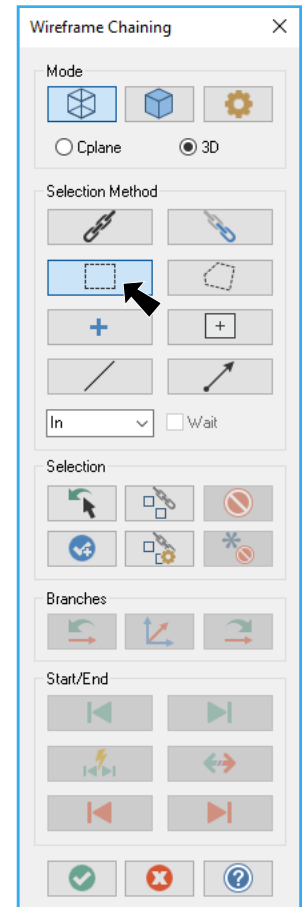


Step 3. Chain entities in order, rear Spline, middle Spline and Point. Select Splines at the same end, Fig. 8. If when chaining the Splines chaining directions arrows do not pointing in the same direction - click **Reverse** .



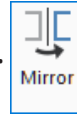
Step 4. Click OK  in Chain dialog box.

Step 5. In Surface Loft function panel: under Entity, Fig. 9 select **Lofted** Click OK .



H. Mirror Surface.

Step 1. On the Transform tab **Transform** click **Mirror**



Step 2. Click the **surface** and click **End Selection**

 (ENTER) Fig. 11.

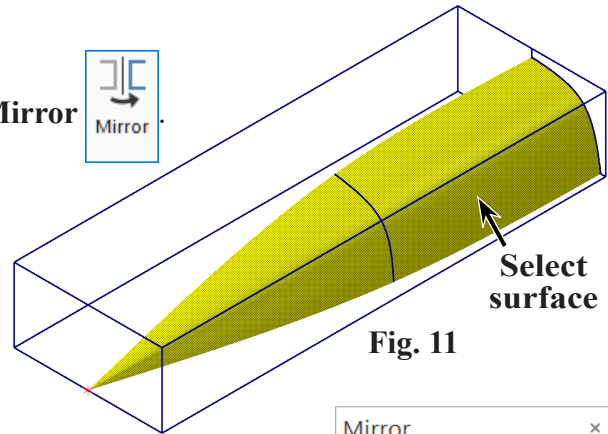


Fig. 11

Step 3. In the Mirror function panel set:
under Method, Fig. 12

select **Copy**

under Axis

select **Y axis**

X offset 1.5

Click OK .

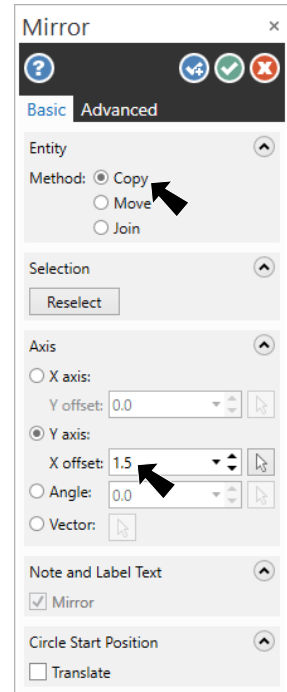


Fig. 12

Step 4. **Right click** the graphics window and click

Clear Colors .

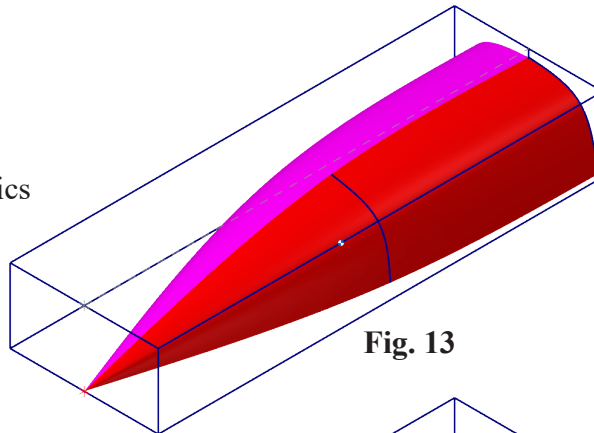


Fig. 13

Step 5. Save  (Ctrl-S).

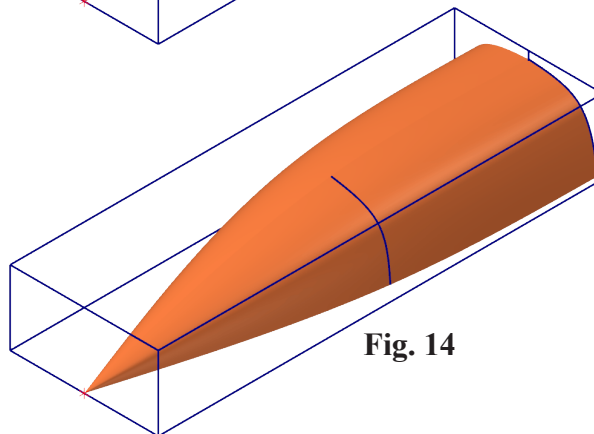


Fig. 14