



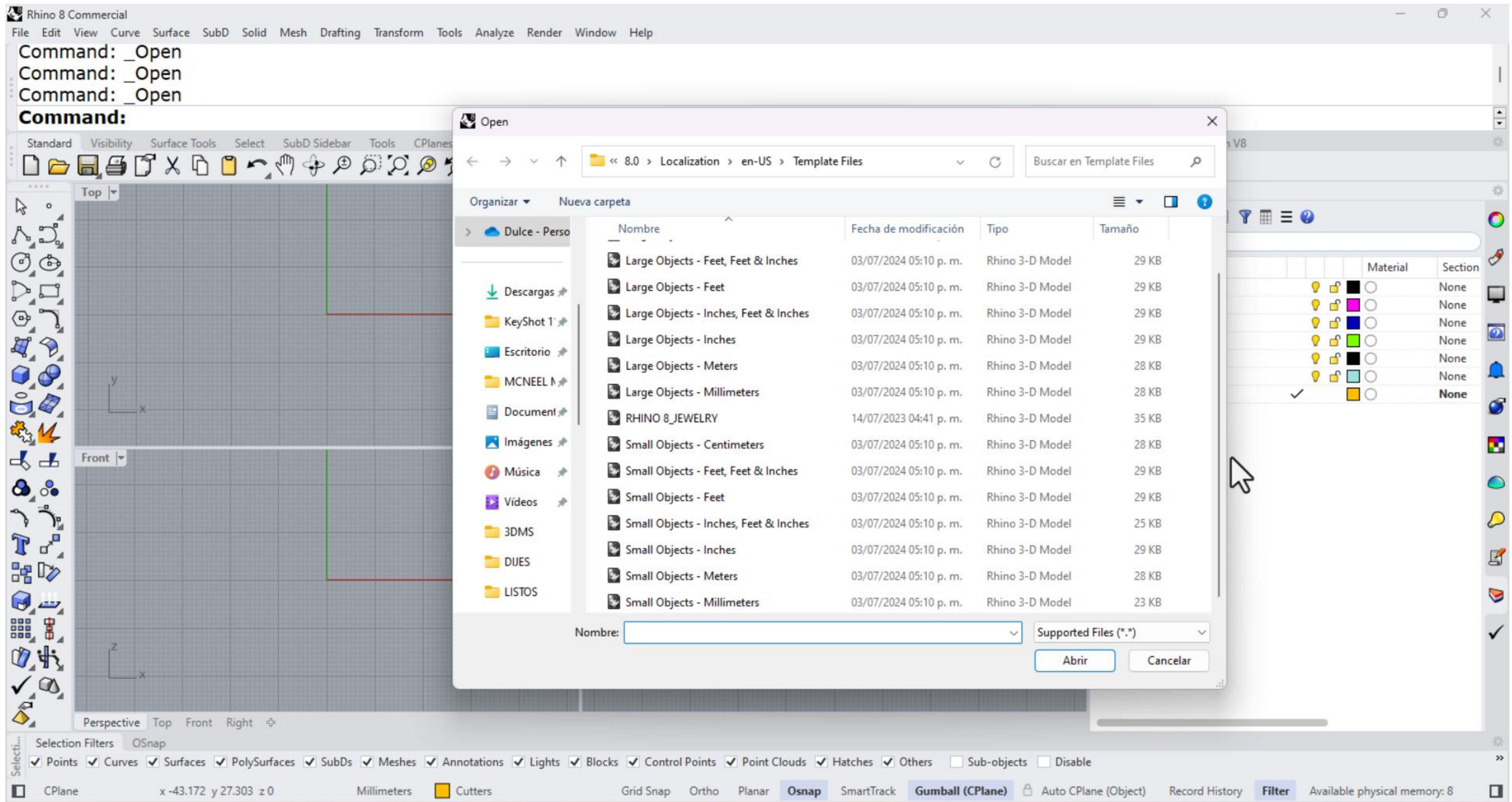
2



Signet Ring

OS: Windows / Units: MM

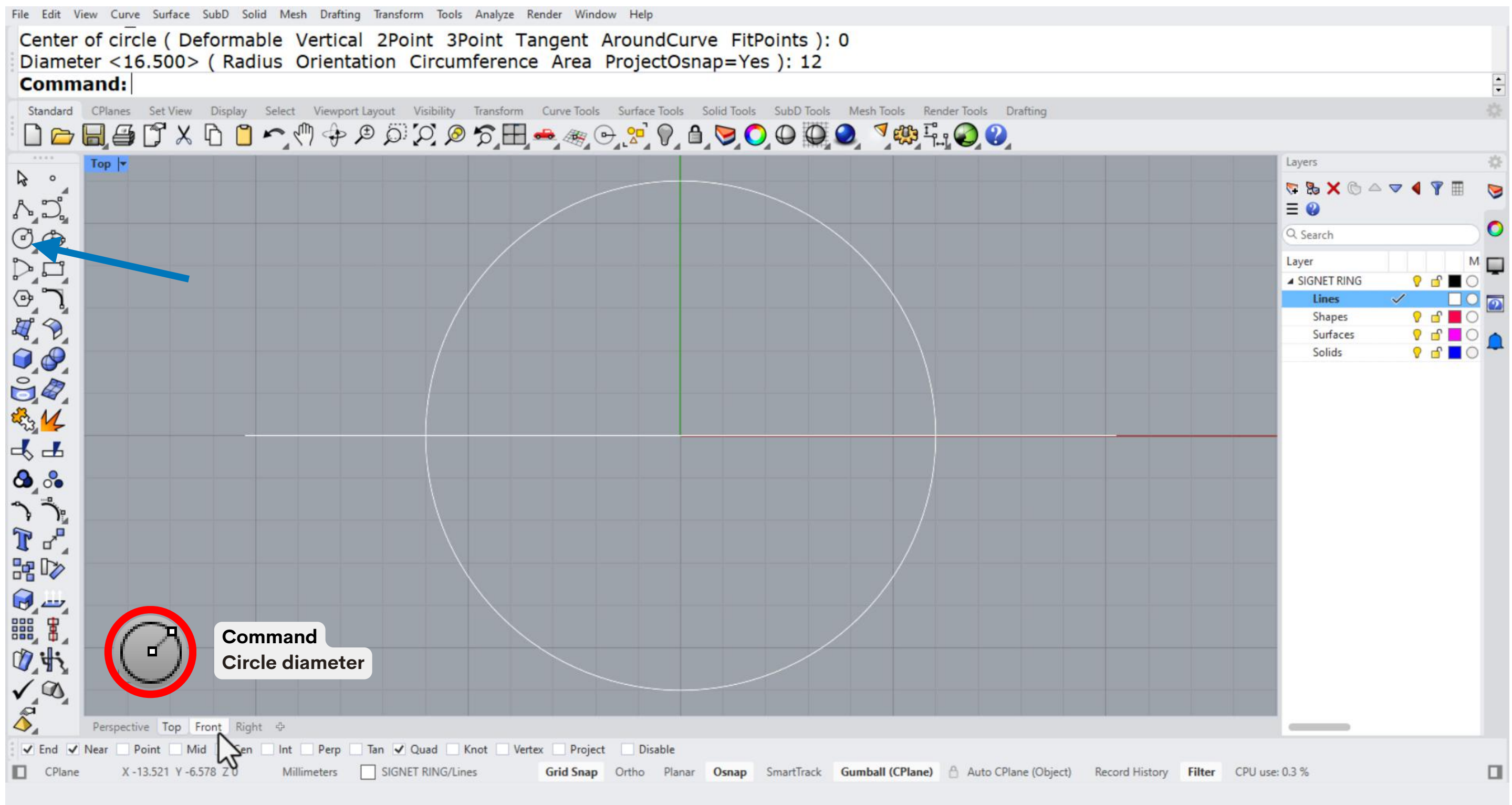
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1. Open the **Small Objects - Millimeters** Template.

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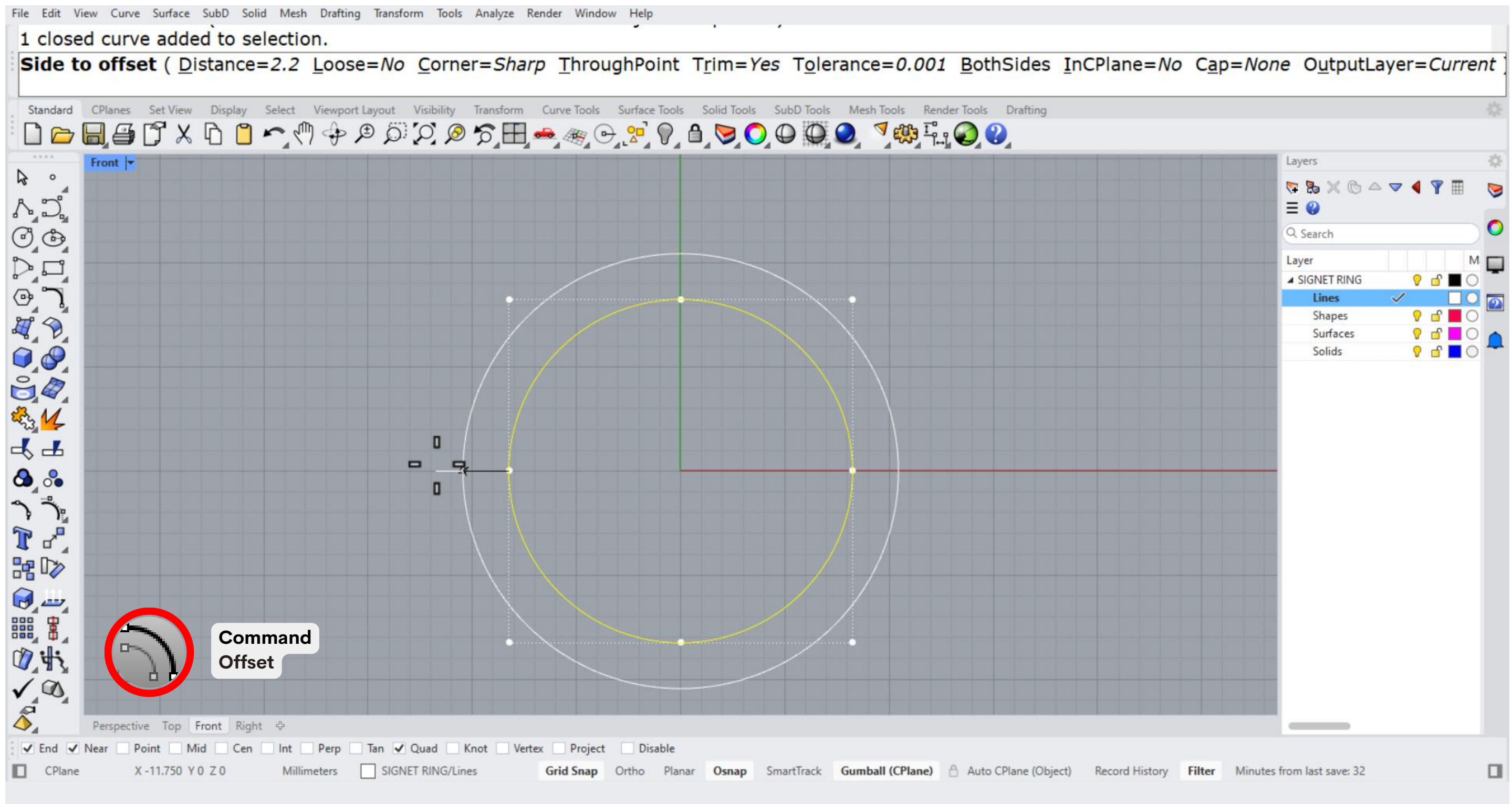
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2. On the **front viewport**, we will create a circle. Select the **command circle diameter** from the left bar, then type 0 for the center, press enter, and type 16.50 for the diameter.

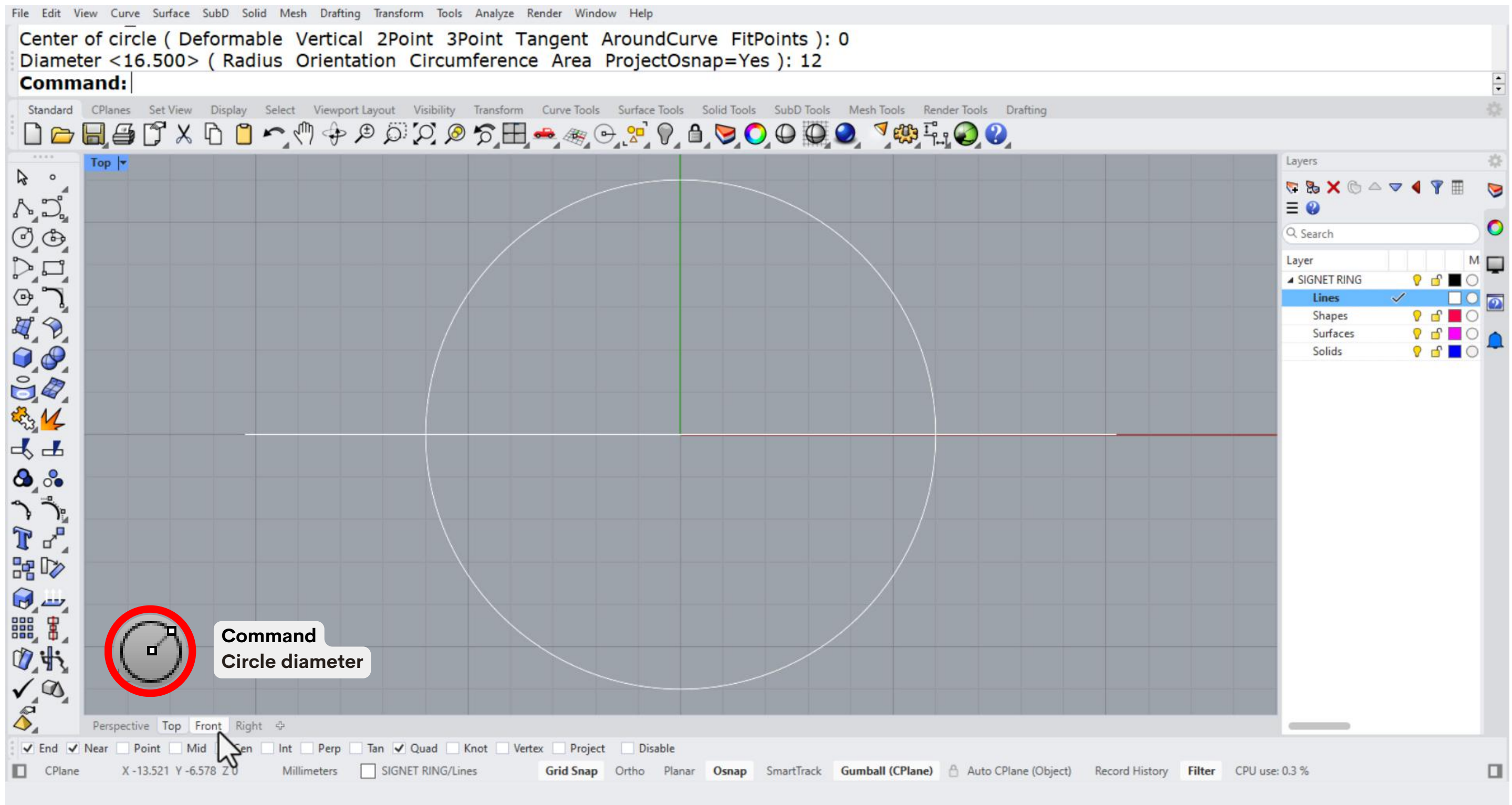
This circle represents the finger size.

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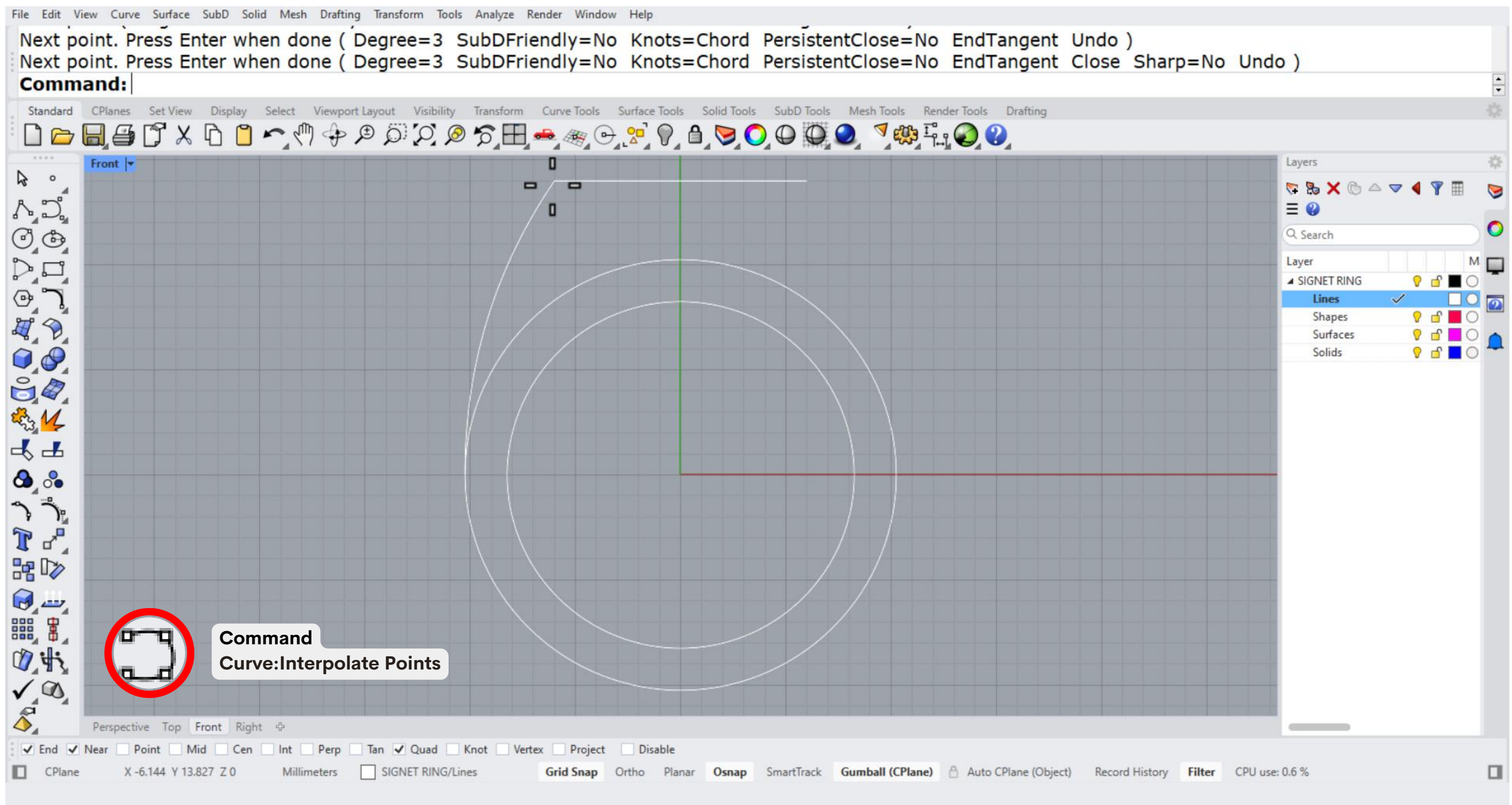


3. Next, select the command **offset**.
Select the circle we previously made and **type 2** for the offset distance.

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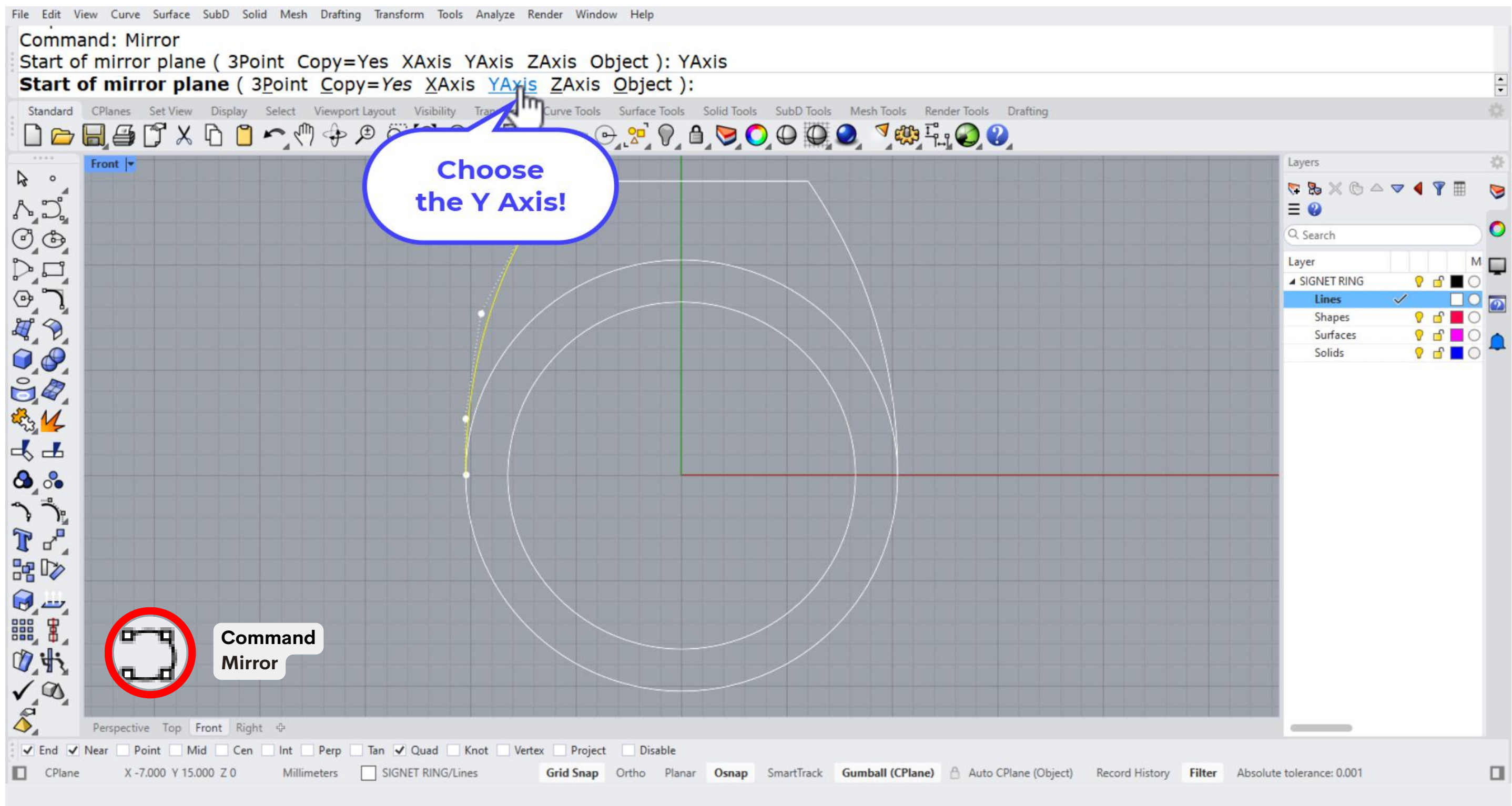
4. Go to the **top viewport** where we will create another circle with a diameter of **12**.



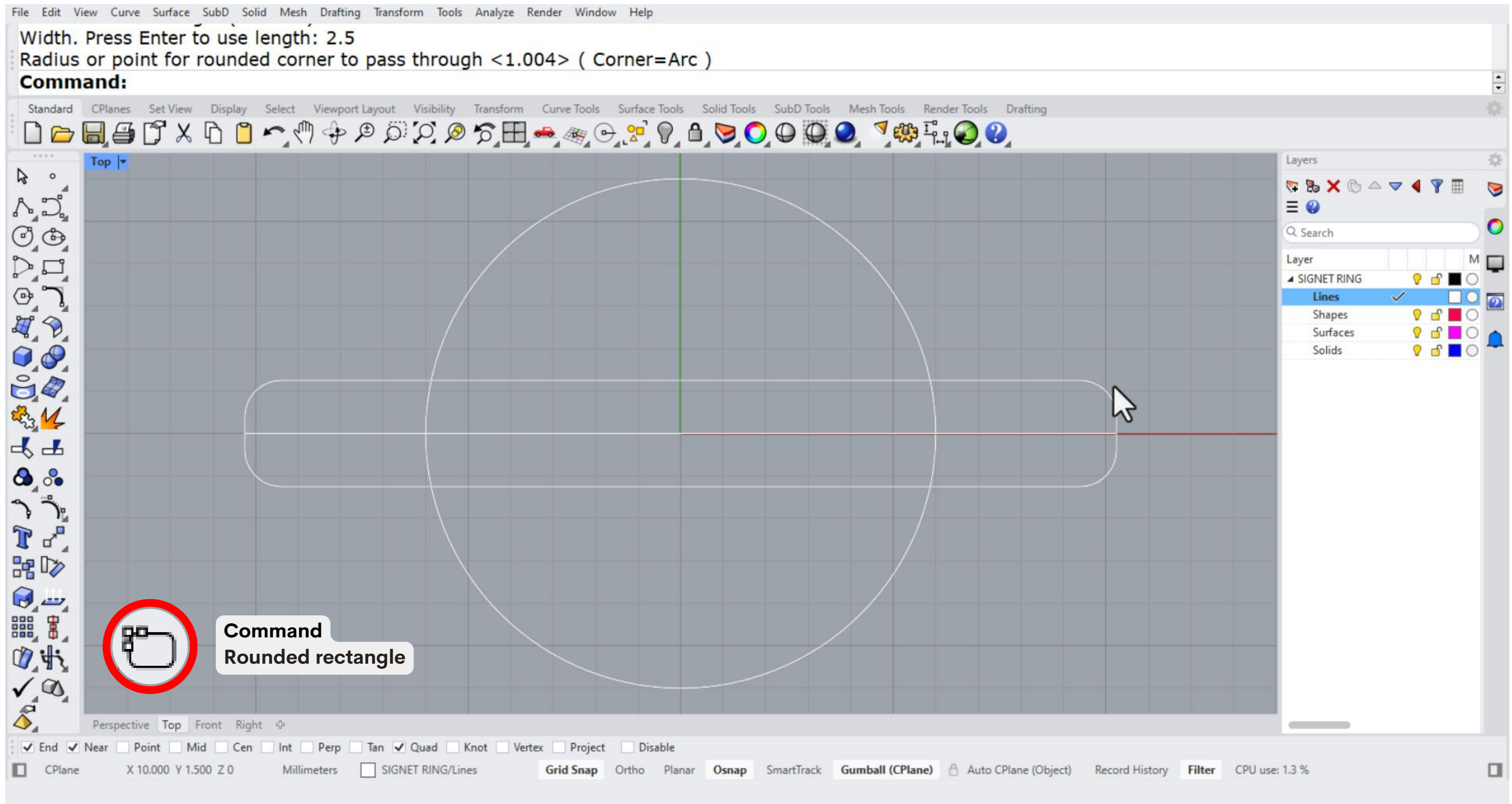
5. Lets go back to the front viewport and move the circle we just made to the top. Continue by selecting the command **curve interpolate points** and create a curve that joins the side of the offset circle and the side of the upper circle.

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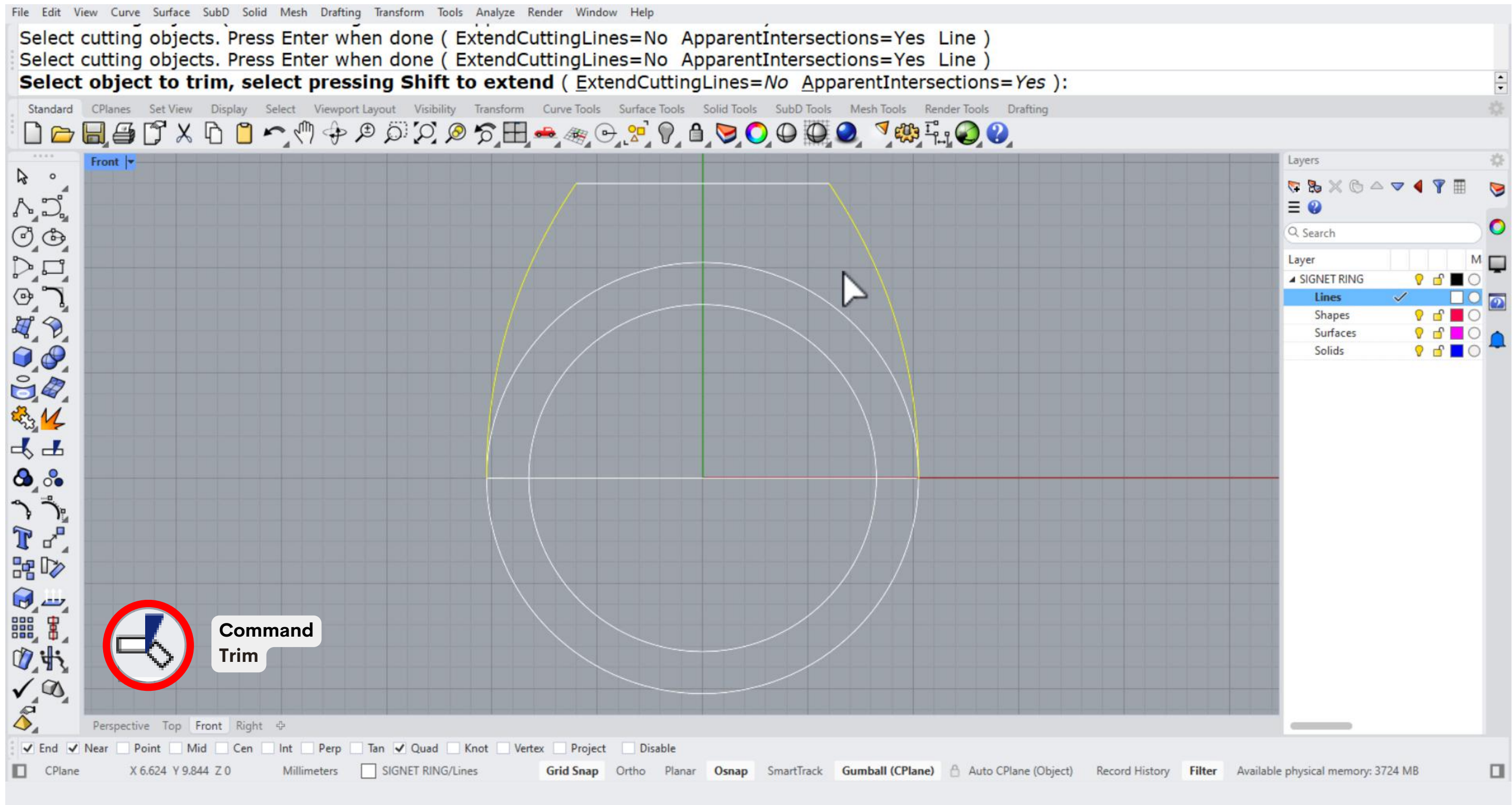
6. Once you have the curve, select it and use the **Mirror command**. In the command options bar, choose the **Y Axis**. **This will (almost) complete our ring silhouette!**



7. In the **Top viewport, select the **Rounded Rectangle command**. Place its center at the middle of the ring, setting the length to match the larger front circle. Adjust the width to 2 – 2.5 mm, then adjust the rounded corners to your preference.**

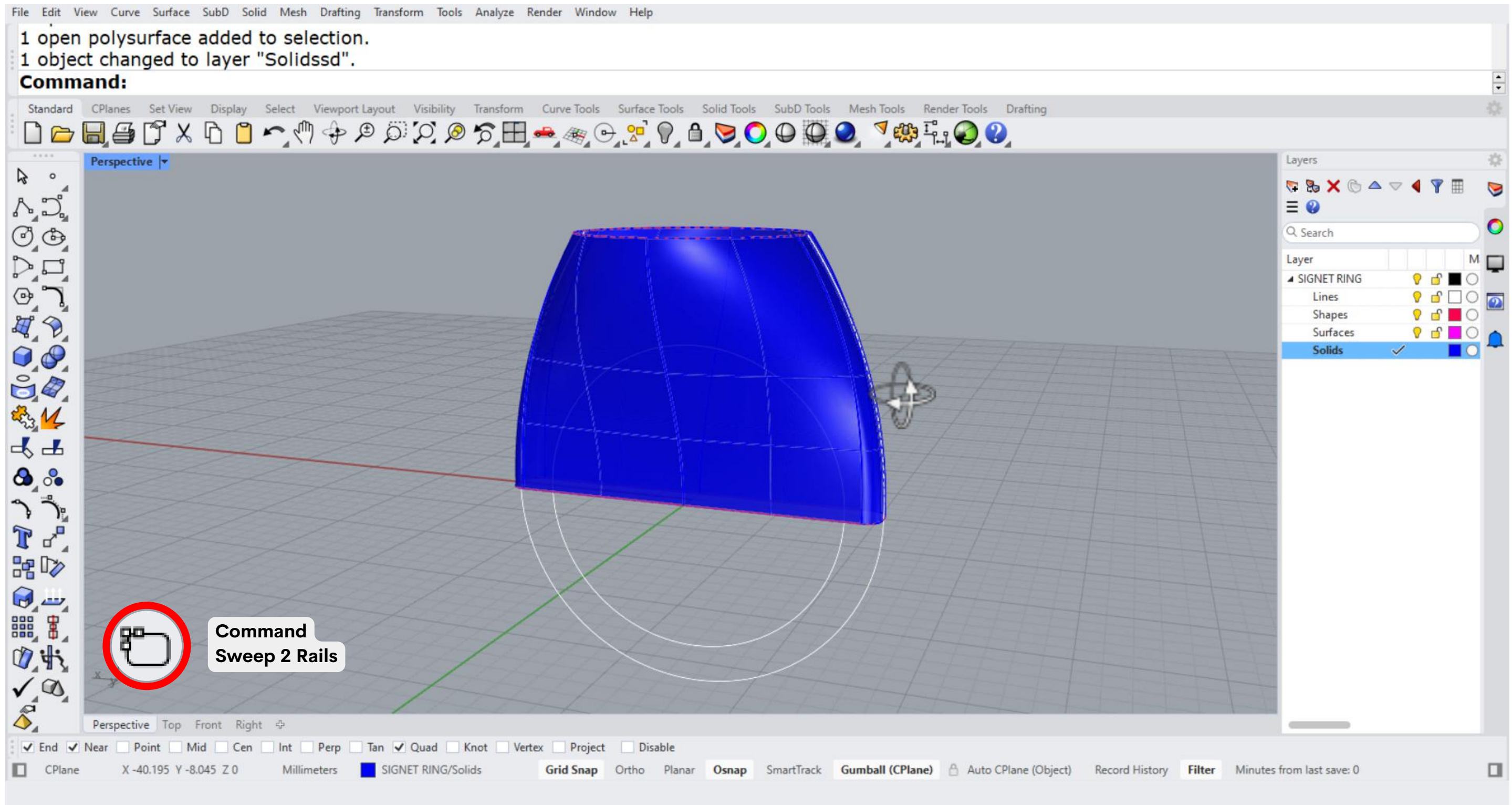
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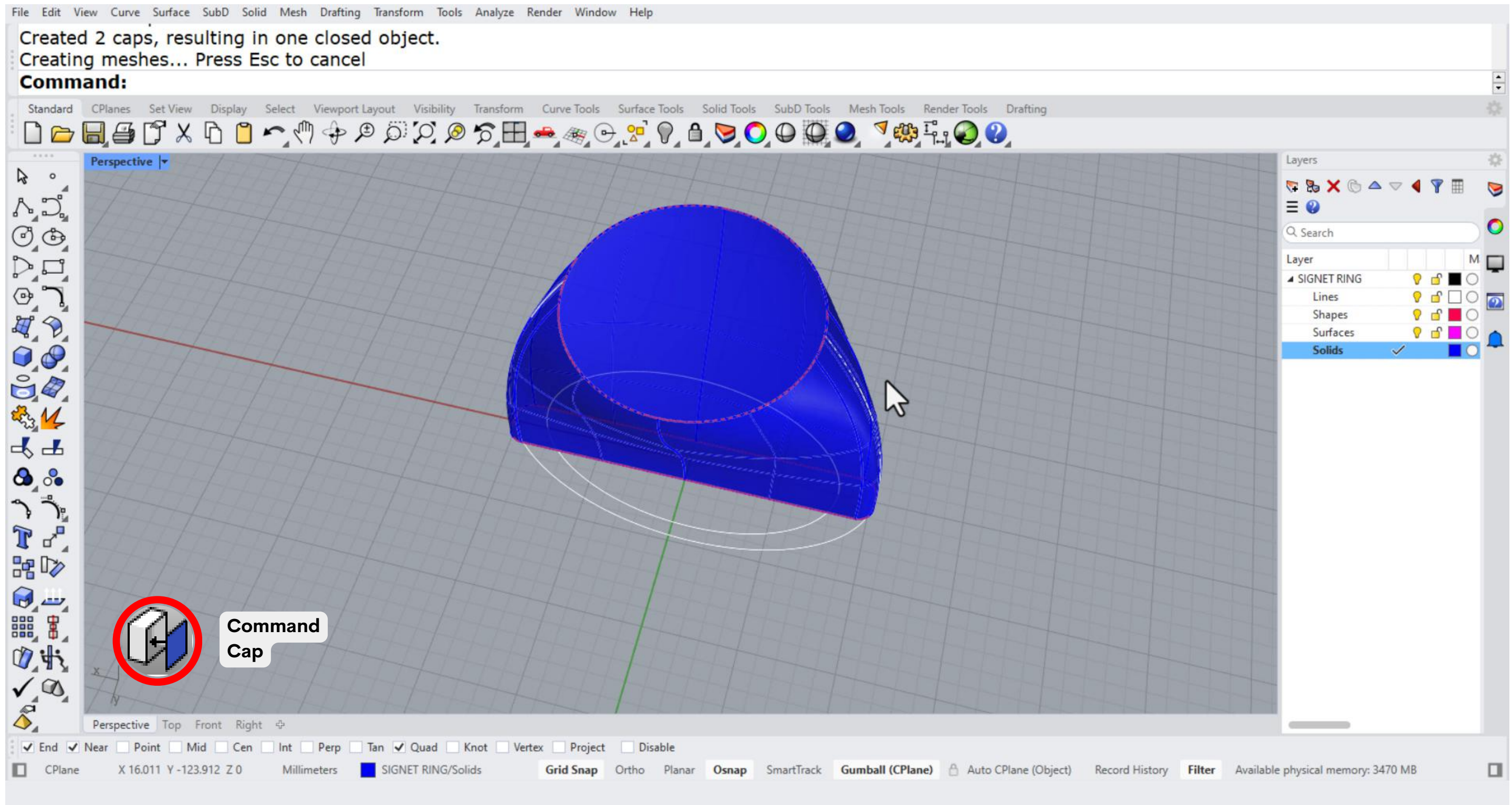
8. Switch back to the **Front viewport** and use the **Trim command** to cut the line from the offset circle—this will complete the ring silhouette! Then, go to the **Perspective viewport** to review all the curves and shapes created so far. Don't forget to organize them into their corresponding layers.

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9. Now, let's create the top part of our ring.
Select the **Sweep 2 Rails command** and select the lines and then the shapes, adjust the shape and press OK to save it.

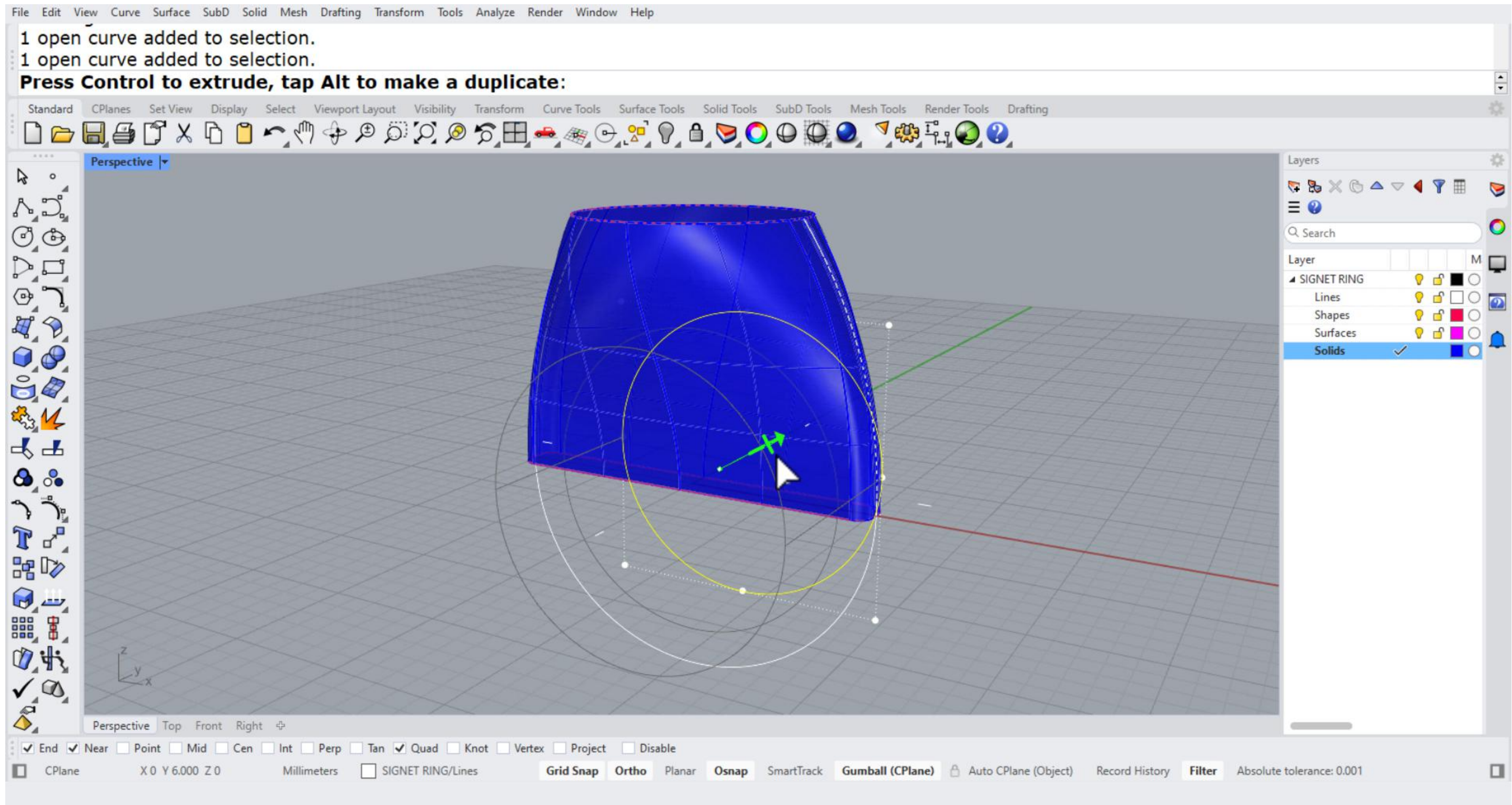
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10. Once you have the upper part of the ring, lets close it with the **cap command**.

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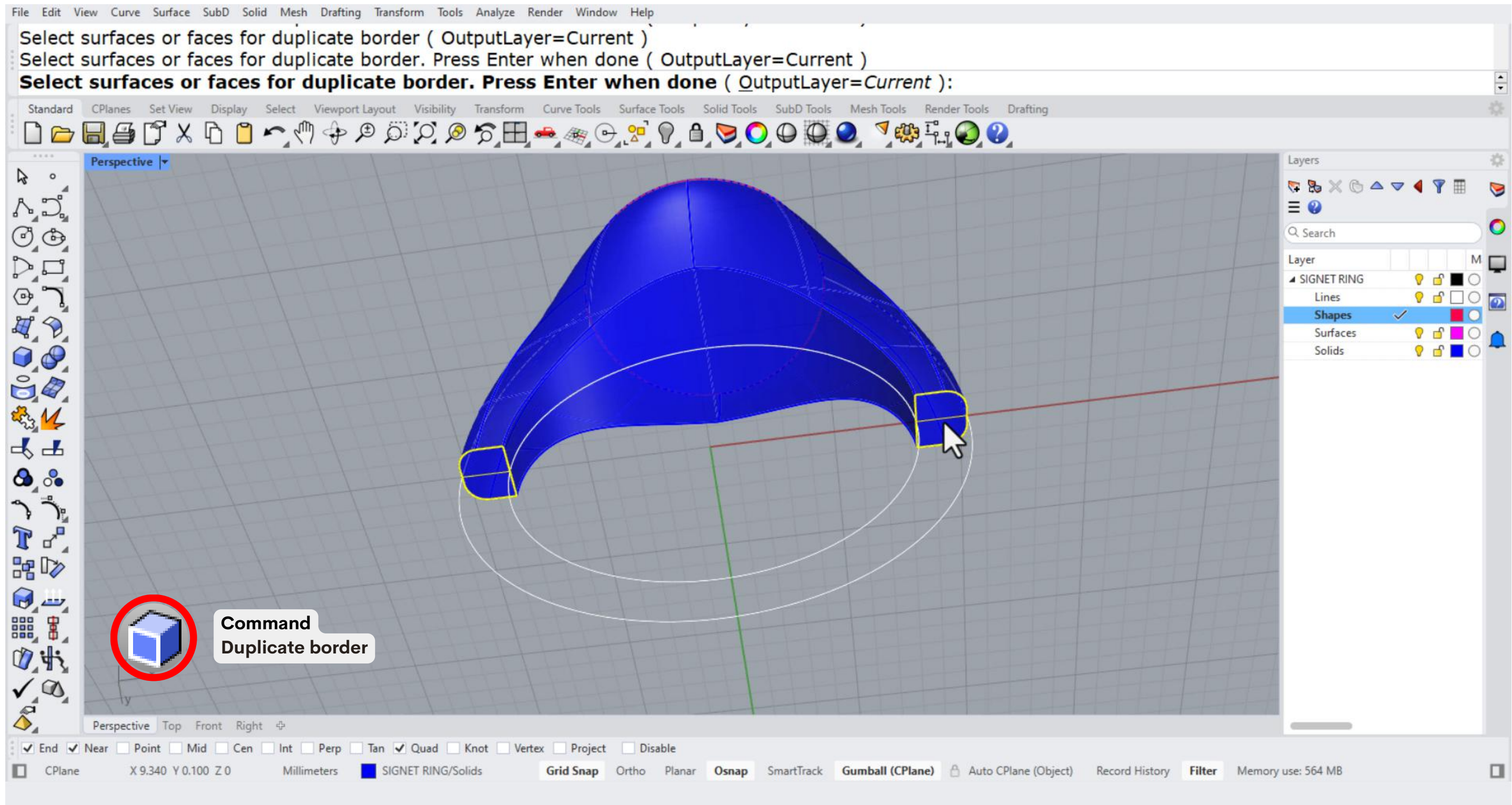
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11. Now, let's cut the inner area of the shape. Select the inner circle, then locate the small line inside the Gumball tool. Hold Shift while selecting the line to cut the shape.

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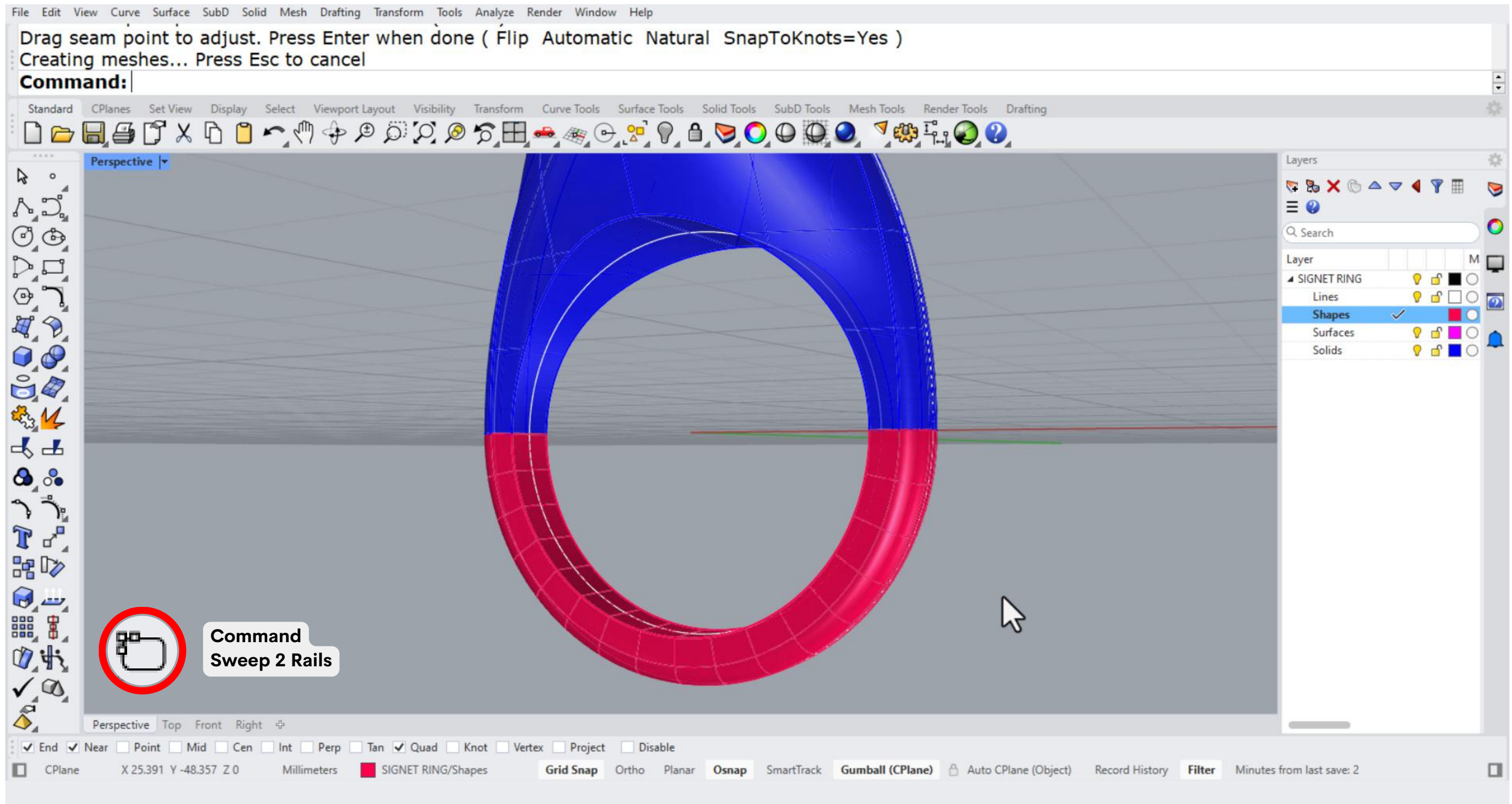
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12. Rotate the ring in the **Perspective viewport to see the bottom. Use the **Duplicate Face Border command** to copy the borders of the ring shank. Then, place the resulting shapes to the shapes layer.**

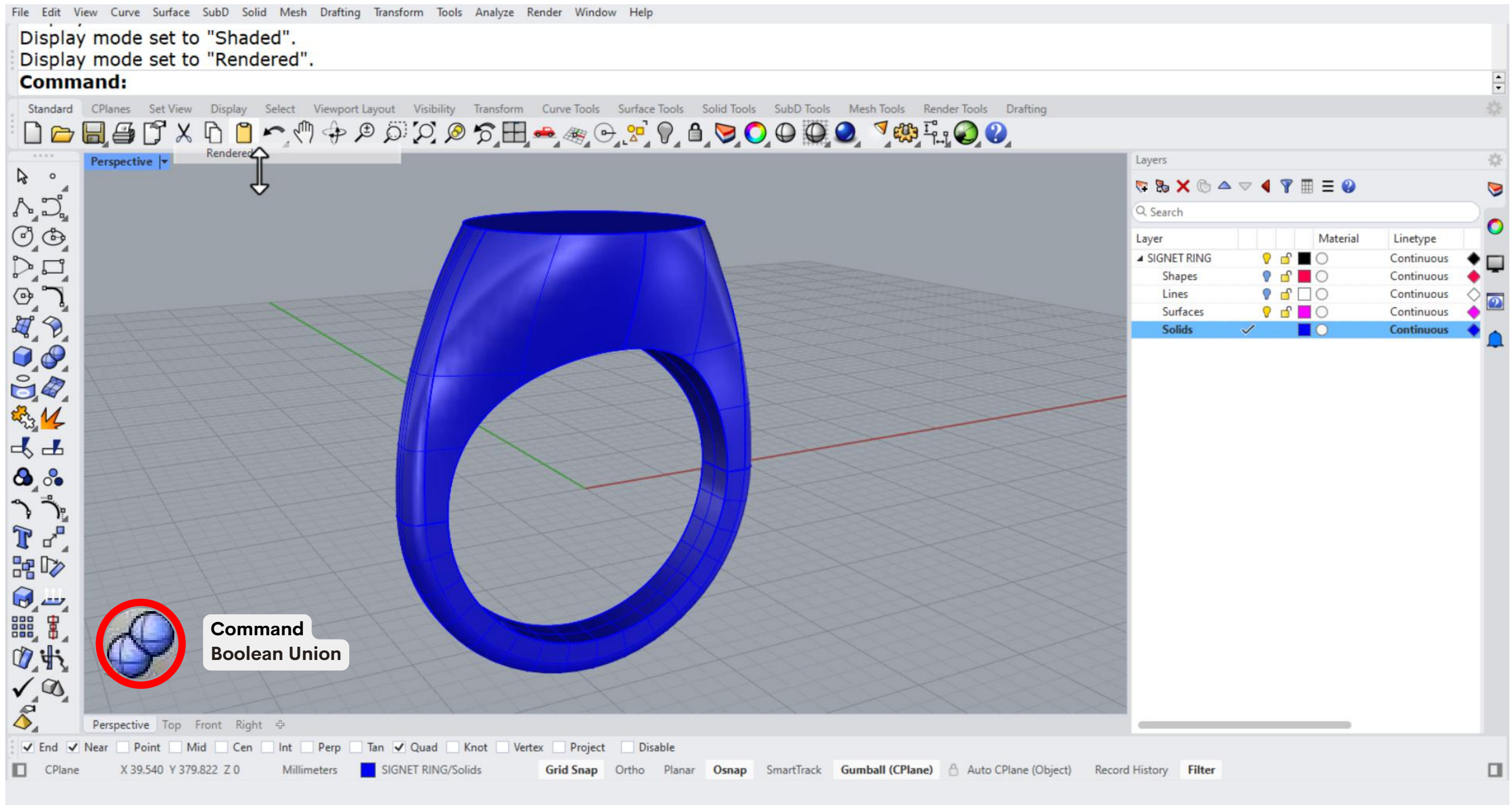
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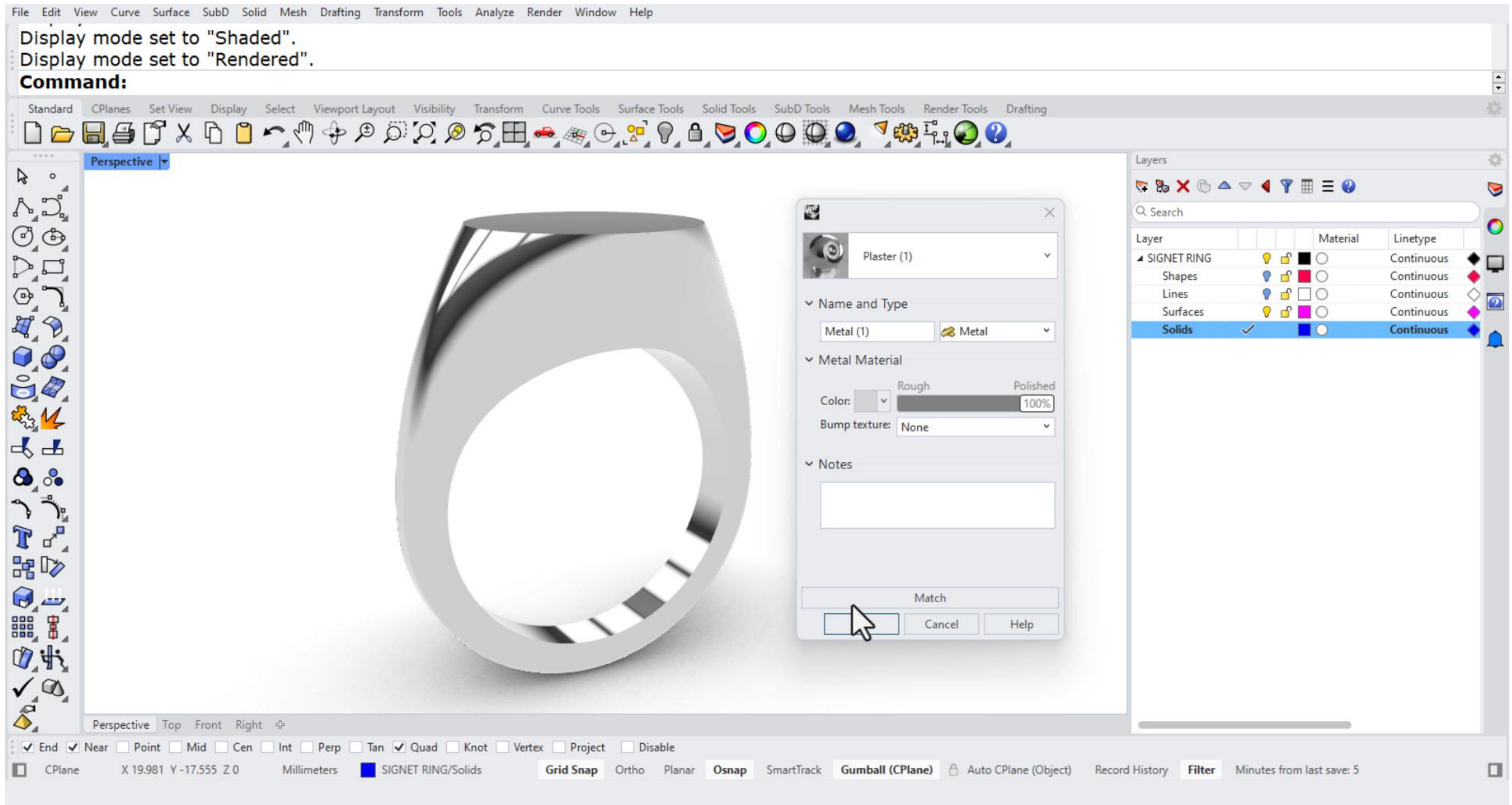


13. Select the **Sweep 2 Rails command to create the bottom part of the ring. Select the lines and then the shapes we previously duplicated in step 12. Adjust the shape with the sweep options and select the **cap** command to close the surface.**

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14. Use the **boolean union command** to join the upper and bottom part of the ring.



15. Go to the **layers panel, select the layer of the ring, and double-click on the material. It will open a panel where you can modify the type of material by selecting the type and color you like.**



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