

Solid Gold Ring

OS: Windows / Units: MM



W 001_Template.3dm (5 MB) - Rhino WIP



1.Double left click to maximize the perspective view port.

W 001_Template.3dm (5 MB) - Rhino WIP - [Front]



2. Add a new layer and name it Ring3D Gold.

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W 001_Template.3dm (5 MB) - Rhino WIP - [Front] File Edit View Curve Surface SubD Solid Mesh Drafting Transform Tools Analyze Render Window Help Display mode set to "Wireframe". Command: _DocumentProperties Command: Standard CPlanes Set View Display Select Viewport Layout Visibility Transform Curve Tools Surface Tools Solid Tools SubD Tools Mesh Tools Render Tools Drafting Front -R 0 Circle: center, radius 44 8 % γ 1 2 h 12 Command 1 43 **Circle diameter** √ ®, \$ Perspective Top Front Right 🕂 ✓ End Quad Knot Vertex Near 🖌 Point 🛛 Mid 🔹 Cen 🔄 Int 🔄 Perp Tan Project Disable CPlane X -44.074 Y 18.111 Z 0 Millimeters Ring3D Gold Grid Snap Ortho Planar Osnap SmartTrack Gumball (CPlane) 🖰 Auto CPlane (Object) Record History Filter Absolute tolerance: 0.001

3. Select the Circle Center Radius command.



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4. Select the center of the grid or type 0.





5. Then press Enter to choose the circle's center.

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6. Type 10, then press Enter to set the radius of the circle.

W 001_Template.3dm (5 MB) - Rhino WIP - [Front]

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7. Select the Arc Center, Start, and Angle command.

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8. Select the Arc Center first.

W 001_Template.3dm (5 MB) - Rhino WIP - [Front]



9. Then, choose the start of the Arc.



10. Finally, select the end of the Arc.

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11. Open and drag the Rectangle toolbar.

W 001_Template.3dm (5 MB) - Rhino WIP - [Front]



12. Select the Rectangle 3 Points command.

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Ring3D Gold

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13. Right click and select the End Point Osnap, then select the Start of the edge of the rectangle.



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14. Then, select the End of the Edge.



W 001_Template.3dm (5 MB) - Rhino WIP - [Front] File Edit View Curve Surface SubD Solid Mesh Drafting Transform Tools Analyze Render Window Help Start of edge (EdgeMidpoint Rounded) End of edge (Rounded) Width. Press Enter to use length (Rounded): Standard CPlanes Set View Display Select Viewport Layout Visibility Transform Curve Tools Surface Tools Solid Tools SubD Tools Mesh Tools Render Tools Drafting D > = = = T × D =
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15. Move the cursor upwards to select the width of the rectangle.

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16. Select All objects.

W 001_Template.3dm (5 MB) - Rhino WIP - [Front]

File Edit View Curve Surface SubD Solid Mesh Drafting Transform Tools Analyze Render Window Help



17. Select the Trim command.

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W 001_Template.3dm (5 MB) - Rhino WIP - [Front]



18. Trim all these lines.

W 001_Template.3dm (5 MB) - Rhino WIP - [Front]

File Edit View Curve Surface SubD Solid Mesh Drafting Transform Tools Analyze Render Window Help

Select object to trim, select pressing Shift to extend. Press Enter when done (ExtendCuttingLines=No ApparentIntersections= Select object to trim, select pressing Shift to extend. Press Enter when done (ExtendCuttingLines=No ApparentIntersections= **Command:**

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19. Join all these curves.

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W 001_Template.3dm (5 MB) - Rhino WIP - [Front]

File Edit View Curve Surface SubD Solid Mesh Drafting Transform Tools Analyze Render Window Help

Joining curves.

2 curves joined into one closed curve.

Command:



20. Switch to perspective viewport.

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W 001_Template.3dm (5 MB) - Rhino WIP - [Perspective]



21. Make sure the Gumball is turned on!



W 001_Template.3dm (5 MB) - Rhino WIP - [Perspective]



22. Select the small sphere and drag it back and forth to set the thickness of the ring.

W 001 Template.3dm (5 MB) - Rhino WIP - [Perspective]



23. Press the SHIFT key if you want to extrude in both directions.



24. Hide the curves you dont want to see.

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W 001_Template.3dm (5 MB) - Rhino WIP - [Perspective]



25. Select the rendered mode and that's it, you made it.



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Congratulations! Remember to save your work.

