

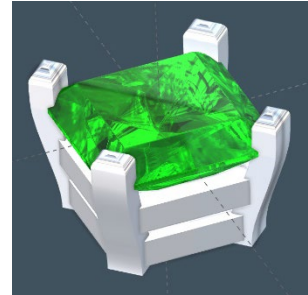


Class Topics Summary - Beginner 3Design CAD Essentials

For the topics listed below, the speed at which I can cover this will depend on the size of the group. For 1-2 students, this can be covered in 2 days. For a larger group, this would more likely take 4 days.

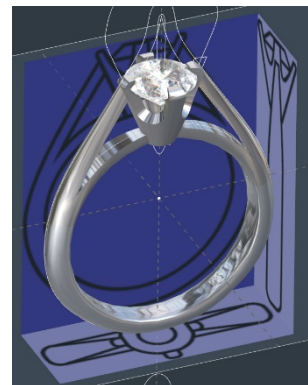
Part 1

1. Interface walkthrough of menus and controls
2. Working with Axes and Basic Planes (OXY, OXZ, OYZ)
3. Building and deforming Primitive Solids
4. Using the Parametric History Tree to Edit Objects
5. Sketch Mode vs. Part Mode
6. Working with Vector Lines
7. Setting Materials
8. Booleans
9. Basic Ring Construction, including Sweeping Wizard
10. Referencing and Copying objects from History Tree
11. Tolerances for building perfect rings
12. Stone setting tolerances
13. Basic Rendering



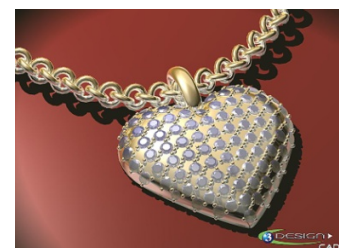
Part 2

1. Using the Curve Sweeping for multi-path sweeps
2. Using Circular Duplication
3. Using stone setting tools (Belts and Claws)
4. Sweeping and revolving stone settings manually
5. Using support planes for building and positioning objects
6. Creating 3-Way Diagrams from Scanned Images
7. Building a pinched tiffany shank



Part 3

1. Using Jewelling to lay stones or other objects along a surface
2. Using the Loft command
3. Making chains and bails for necklaces
4. Using the Advanced Pave tool
5. Breaking your designs down into basic 3Design tools
6. Making a hollow cuff bangle
7. Adding inset text onto a bangle



Part 4 (including Optionals)

1. Making a drop earring
2. Managing multiple parts and components
3. Using Deep Movement to make 3D curves
4. Making wishbone and crossover rings (with the tool and manually)
5. Creating and using 3D curves in the Part Module.
6. Making and controlling a bombe ring (with the tool and manually)
7. Making and controlling signet rings

