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INTRODUCTION

This project is designed to help you understand some of the more advanced 3D Modelling features of VectorWorks using a numbers of tools from the 3D Power Pack.

To do this, you will be drawing a version of a 3D display unit originally designed for a clothes retailer and adapted to the purpose of this project.

1. DRAWING THE MAIN BODY OF THE UNIT

First, set up an A3 size drawing area, in mm with a 1:25 scale and a grid size of your choice. In **Front view**, draw a rectangle 5000 x 2500mm. **Extrude** it by 500mm.



Fig. 1.0

Go to **Right Isometric View** and select the **Fillet Edge Tool** (Fig. 1.0) from the **3D Power pack Palette**.

NB. The Fillet Edge Tool used to be called Blend Edge Tool and incorporated both the creation of Fillets and Chamfers.

Click on the **Preferences Button** (Fig. 1.1) on the **Mode Bar** to open the **Fillet Edge Tool Preferences Dialog Box** (Fig. 1.2). Enter **100** for the **Radius**. Click **ok**.

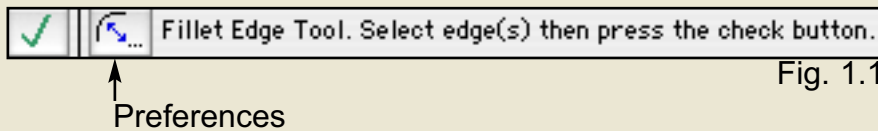


Fig. 1.1

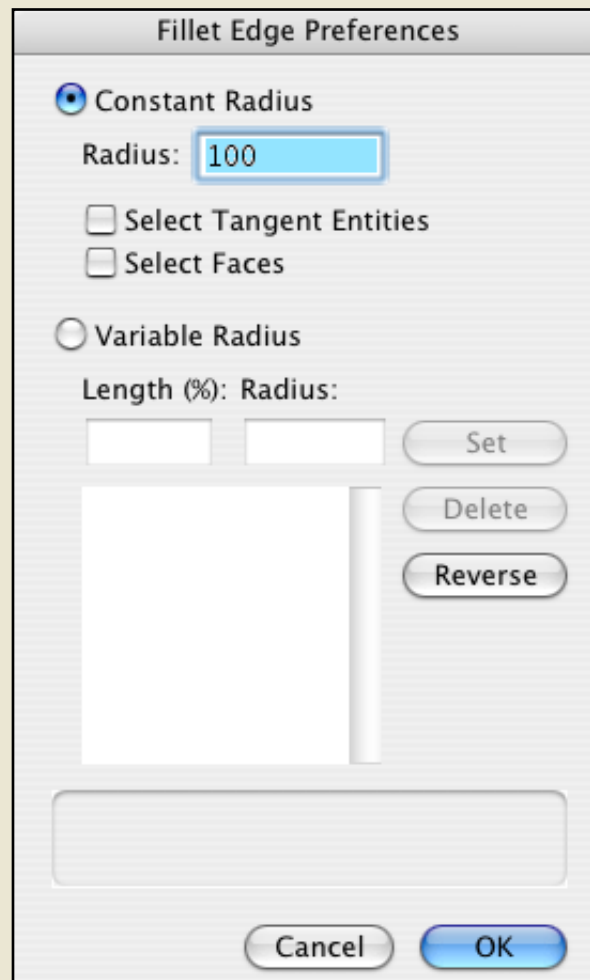


Fig. 1.2