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WHAT WILL YOU LEARN?

Upon completion of this tutorial, you will be able to:

- **Gain an insight into VectorWorks 3D Modelling features.**
- **Use nurbs Arcs to create a complex shape.**
- **Use the Loft Surface Tool.**
- **Use the Extract Curve Tool.**

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INTRODUCTION

This tutorial was created to help you understand some of VectorWorks most advanced features: drawing with Non Uniform Rational B-Spline (NURBS), the Loft Tool, basic lighting and rendering with Renderworks.

It is designed to help you develop an understanding of the software upon which you can build and like any other software, the only way to learn is to practice and experiment.

To do this, you will create a complex light fitting in the shape of an inverted stylised lotus flower. The light was one of my original design and was used as the focal point in a holistic health & beauty centre.

As with any other vectorWorks drawing, the first thing to do is to set up a page and scale. I chose to work in **mm** at **scale 1:25** with an **A0 size print area** to work with and a **symmetrical Reference Grid of 500** but you can choose whatever suits you best. You can reduce the scale of the drawing to suit any print area when it is finished.

The main part of the fitting has a 2.4m diameter span but, as it is made of translucent layers of paper fitted onto a frame, it is fairly light for its size. The light itself comes from 3 glass balls of 3 different sizes: 1 x 300mm, 1 x 250mm and 1 x 200mm suspended to the ceiling and passing through a circular opening at the centre of the shade.

To help you understand what you will be doing, lets first have a look at some of the finished views:

In plan view, the fitting looks flat and the globes are difficult to see (Fig. 0.0)

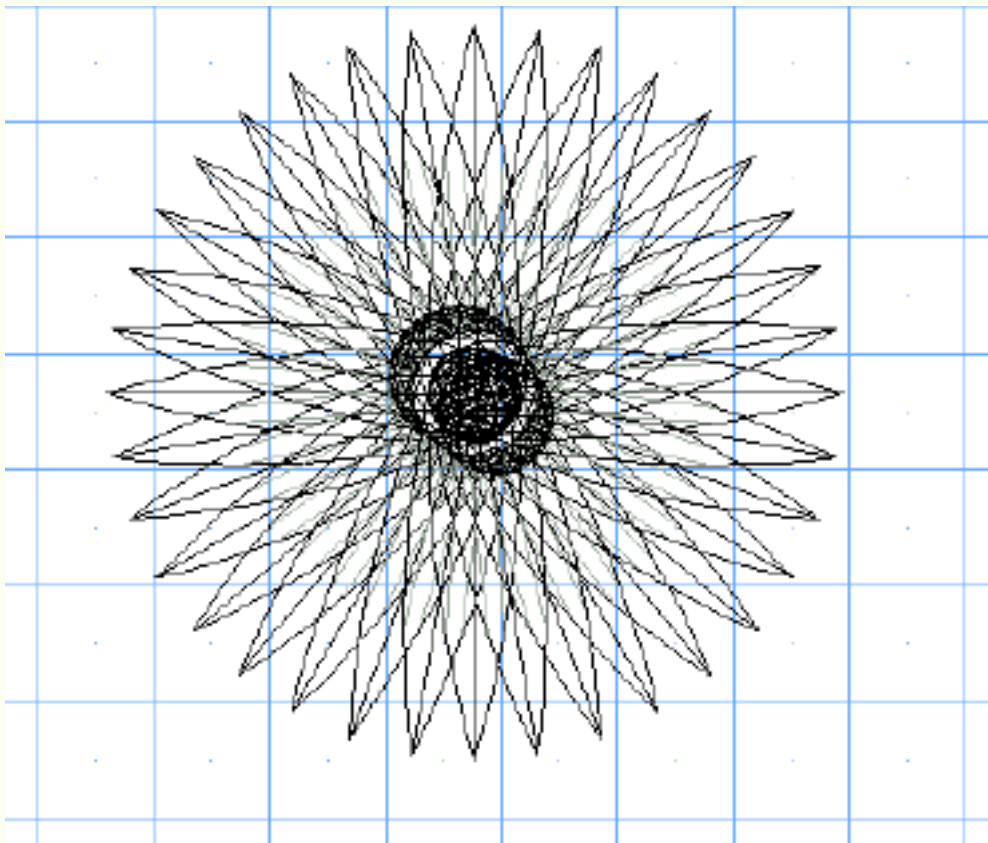


Fig. 0.0