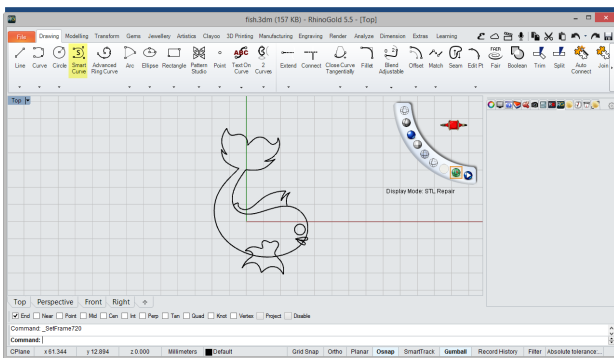




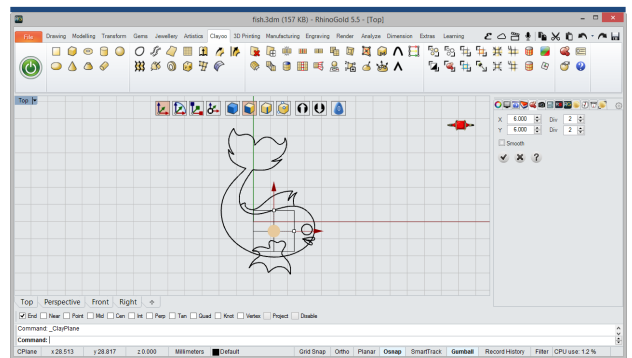
Gem Fish Pendant

In this tutorial we'll try some of the more useful commands in RhinoGold. Tools such as Clayoo, Smart Curve, Gem Studio, Symmetry Horizontal and Bezel.



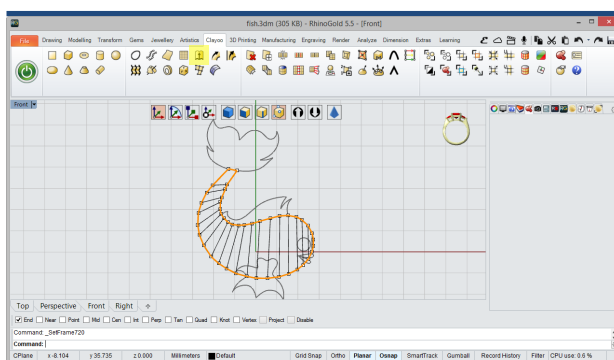
1 Smart Curve

First, we'll trace a curve with the desired shape, with the Smart Curve tool in the Drawing tab.



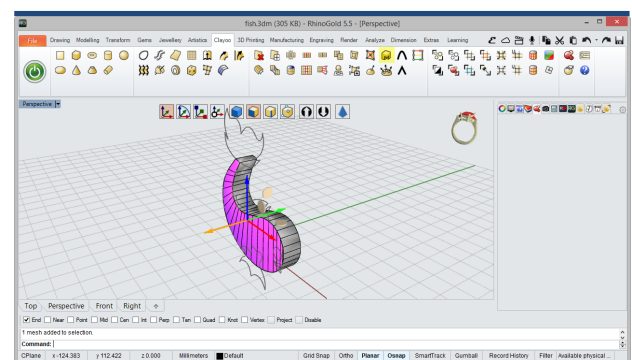
2 Clayoo: Plane

Then, we'll open Clayoo and define a Clayoo plane of 2 x 2 divisions adjusting the size to the curve.



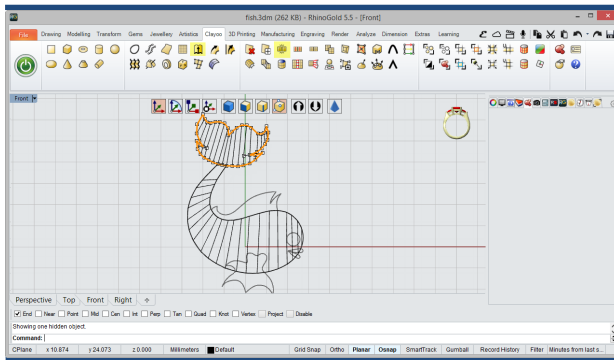
3 Clayoo: Editor by points / Extrude

Now, we'll select the option of selection by points in the Clayoo pop-up menu and will position the points to adjust the curve with the plane. We'll also create new faces with the Extrude tool, selecting the edges.

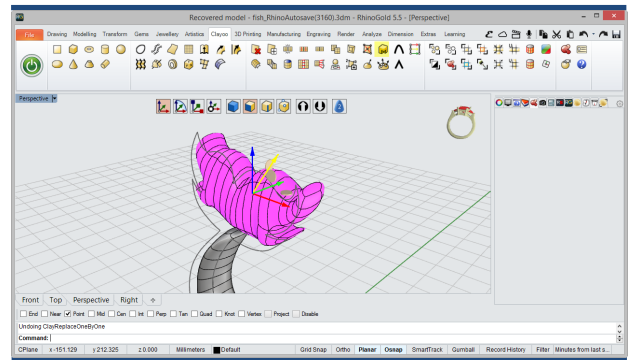


4 Clayoo: Shell

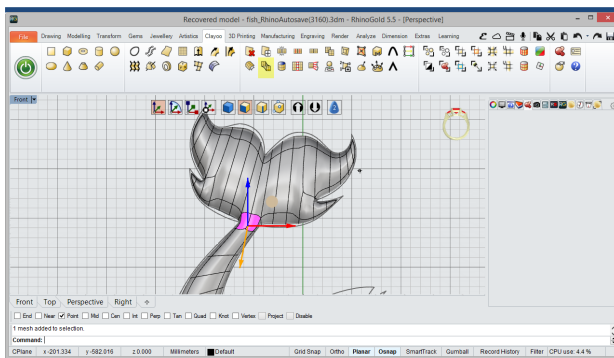
In this step, we'll select the Clayoo Shell tool and apply an extrusion of 5mm.



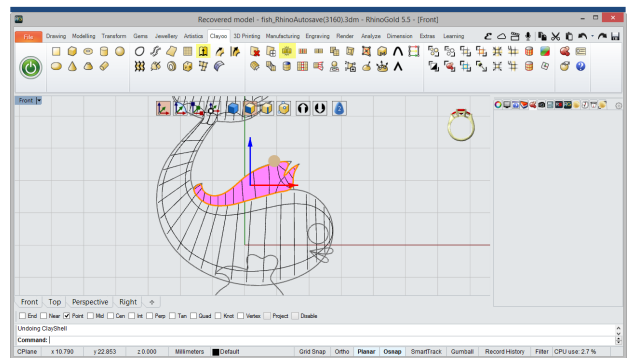
- 5** Clayoo: Edit by Points / Extrude, Divide
Repeat the Edit by Points operation and Extrude faces with the next curve, in this case we'll help of the Divide tool.



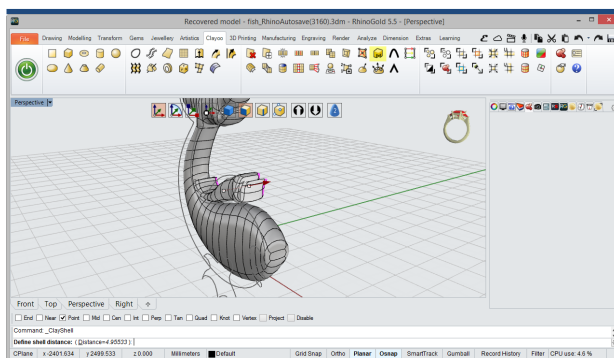
- 6** Clayoo: Shell
Now, we'll select the Shell tool and apply an extrusion of 5mm.



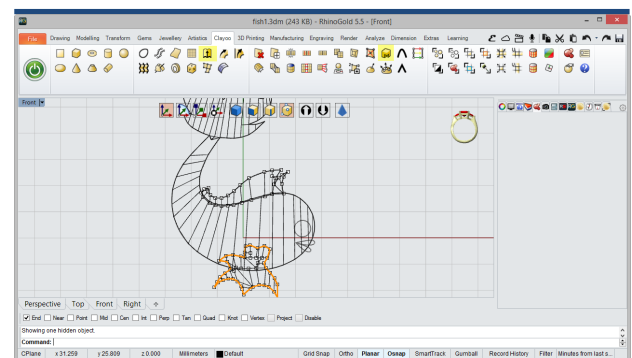
- 7** Clayoo: Bridge
Then, we'll select the Clayoo Bridge tool and join the two objects.



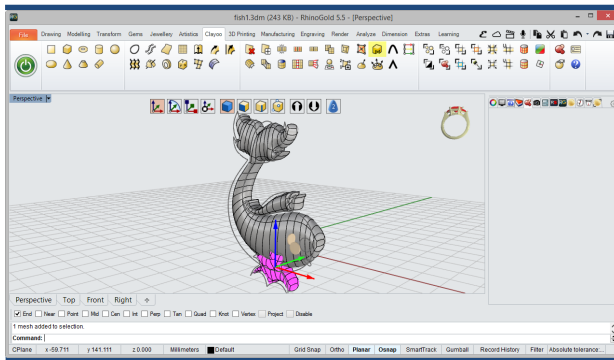
- 8** Clayoo: Edit by Points / Extrude, Divide
In this step, we'll edit points and adjust the faces of the next curve in the same manner as above, with the Extrude and Divide tools.



- 9** Clayoo: Shell
Repeat the operation with the Shell tool applying an extrusion of 5mm.

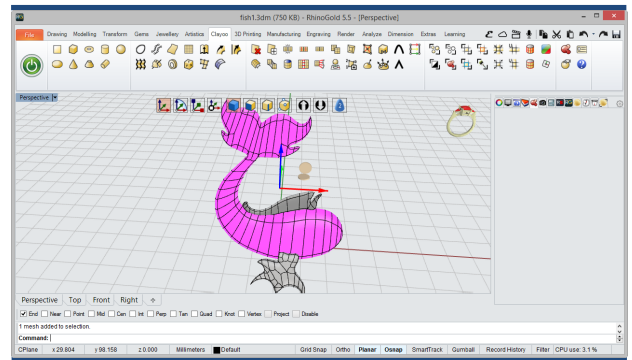


- 10** Clayoo: Edit by Points / Extrude, Divide
Now, we'll select the last curve and edit points and adjust faces.



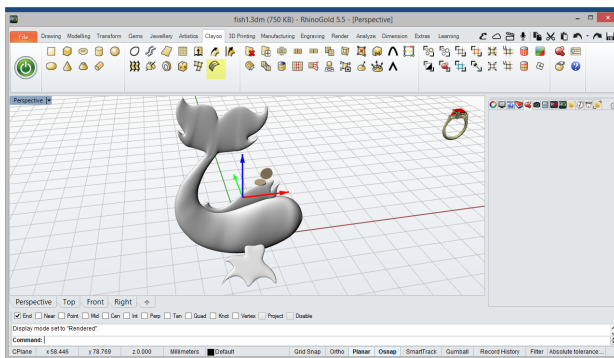
11 Clayoo: Shell

Then, we'll select the Shell tool and extrude the faces 5 mm.



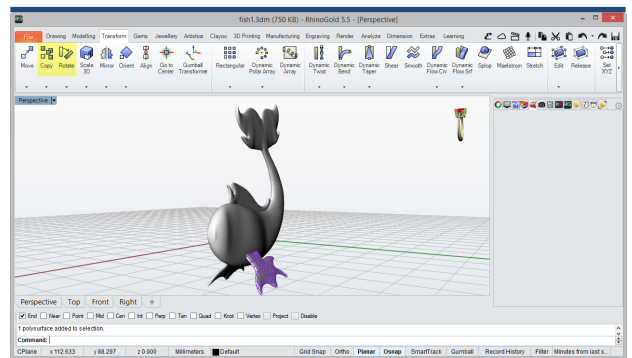
12 Move

In this step, we'll select the Gumball tool and adjust the different objects between them.



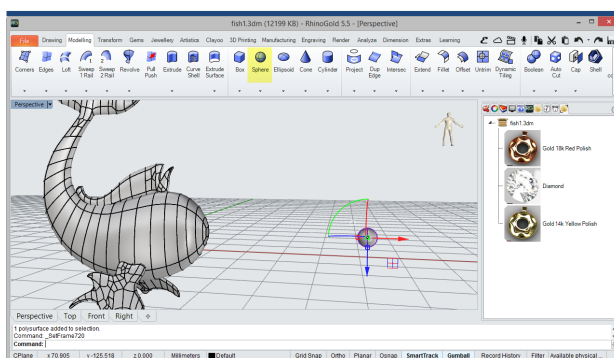
13 Transform To Nurbs

Now, we'll apply the To NURBS tool and transform the different Clayoo meshes to NURBS.



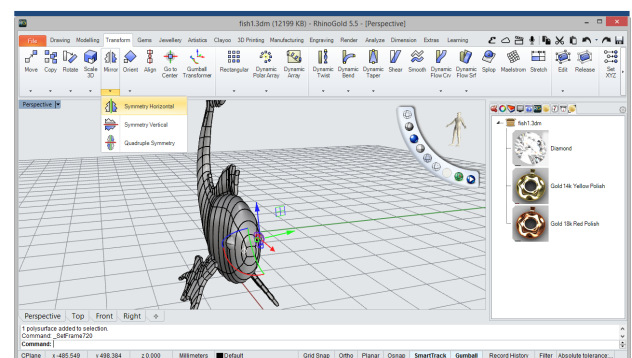
14 Copy / Rotate

Then, We'll select the object shown in the image and apply a Copy, we'll position it the same way as shown in the image, with the Rotate tool in the Transform tab.



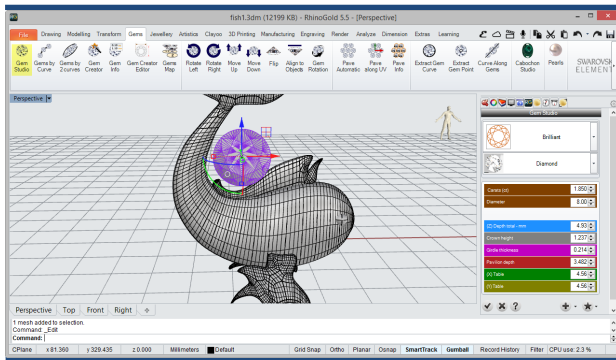
15 Sphere / Trim

In this step, we'll define a solid with the Sphere tool in the Modelling tab and remove half of the sphere with the Trim tool in the Drawing tab.



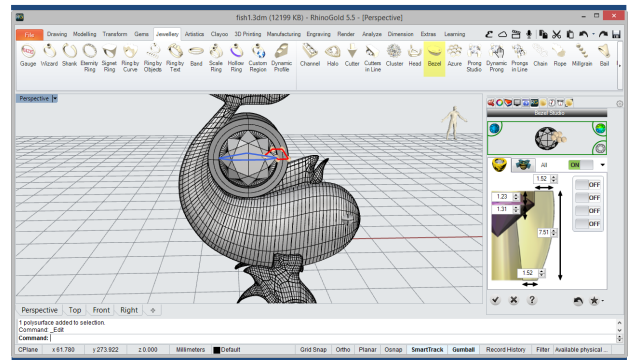
16 Symmetry Horizontal

Then, we'll apply a symmetry to the half sphere with the Symmetry Horizontal tool in the Transform tab.



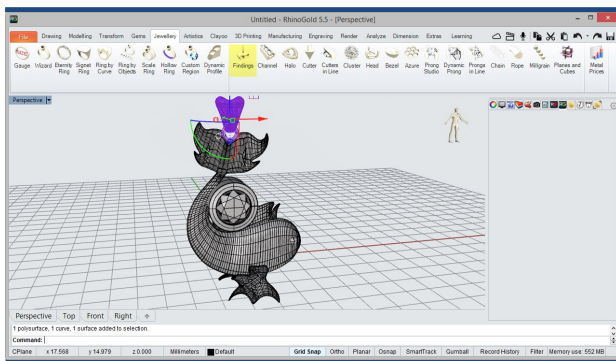
17 Gem Studio

In this step, we'll define a Gem of 8mm with Gem Studio tool and will position the same way as picture.



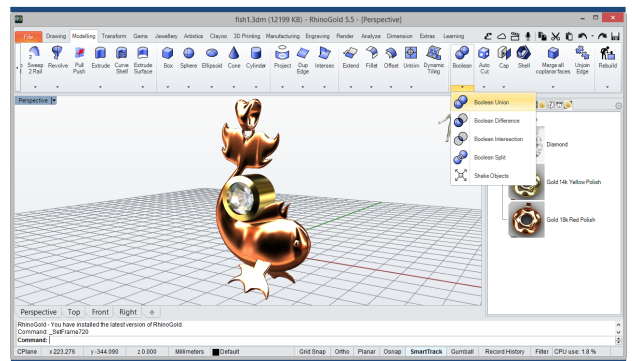
18 Bezel

Now, we'll select the Bezel tool in the Jewellery tab and define a bezel for the Gem.



19 Findings

Then, we'll define a pendant finding from the Library of the Findings tool in the Jewellery tab.



20 Boolean Union

Finally, we'll apply a Boolean Union between all solids to unify the objects.