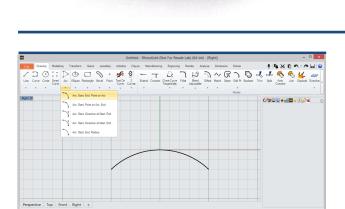
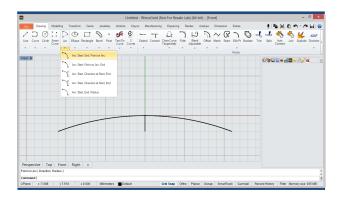


Gems Earrings

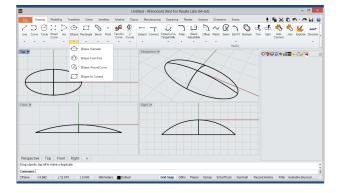
In this tutorial we will try out a few more powerful commands in RhinoGold. Very useful tools such as Pave UV, Boolean Operations and Bezel Studio.



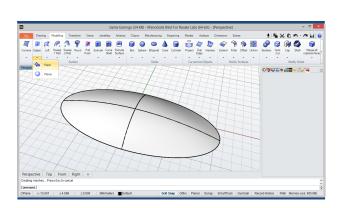
Arc: Start, Point on Arc, End Under the Drawing tab we can choose the tool Arc: Start, Point on Arc, End and in the right view define it with the Snap option activated. In this case with a length of 10mm and a height of 2mm.



Arc: Start, Point on Arc, End Now, in the front view repeat the same process as in the first step but this time with a bigger length and the same height, 22mm length and 2mm height.

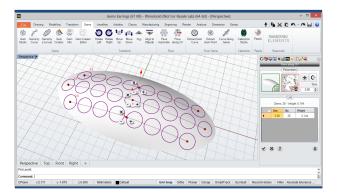


Still in the Drawing tab, run the Ellipse tool and making connect both Arcs created in the previous steps.



Patch Surface Select both arcs and the ellipse created previously and under the Modelling tab choose the Patch tool to create a surface that will be used as a support for the next steps.

RhinoGold



Pave UV

Now, under the Gems tab, with the Pave UV tool define the parameters to place the gems as needed, in this case we will use 2mm gems.



Bezel Studio

Now, under the Jewellery tab we will use the Bezel Studio. We just need to select the gems, adjust all the parameters to get a desirable result and it will create a bezel for each gem.

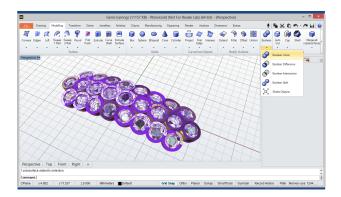


In this step we will use the original surface created to support the Pave. Under the Transform tab we will choose the Move tool to place it down 0.8mm under the original position.

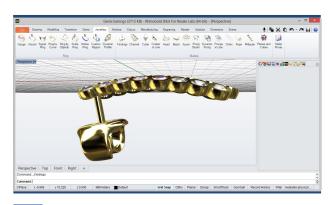


Boolean Split

Now use the surface moved in the previous step to define the back of the earrings. Under the Modeling tab choose the Boolean Split tool and use the surface to cut all the bezels that exceeds the surface.



Boolean Union Now it's time to unite all of these bezels into a single object. For that, choose the Boolean Union tool under the Modeling Tab, selecting all the bezels.



Findings

Finally, under the Jewelry tab with the Findings tool choose the earring findings.