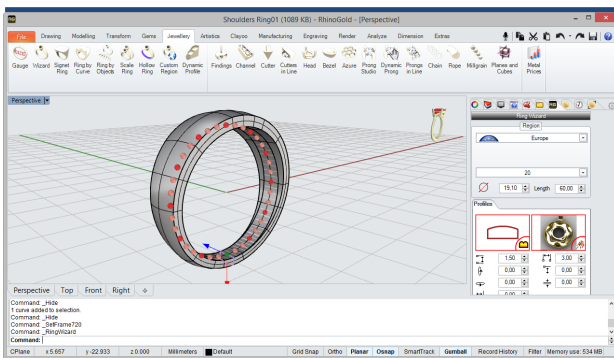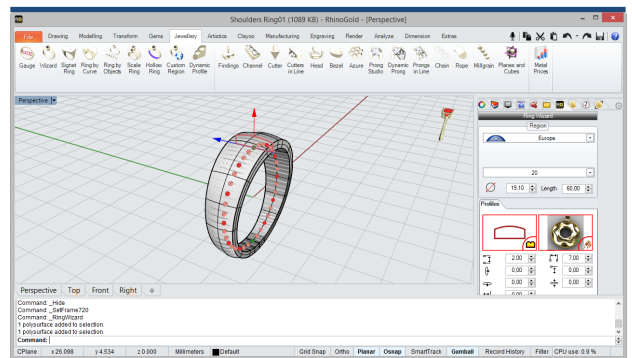# RhinoGold®

Shoulders Ring

In this tutorial we will use RhinoGold tools such as Ring Wizard, Gem Studio, Quadruple Symmetry, Offset curve on Surface, Interpolate on Surface, and Gems by 2 curves.
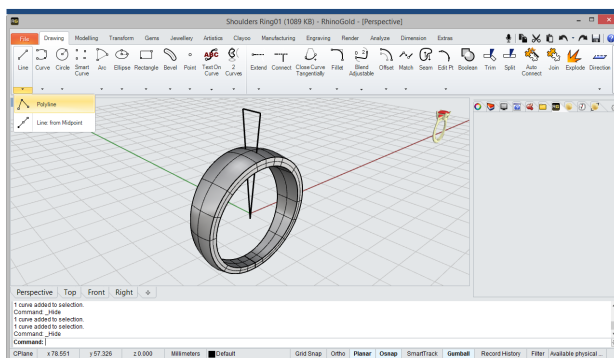

1 Ring Wizard

First, we'll select the Wizard Ring tool in Jewelry Tab and define a European ring with size 20, we will edit the bottom point with 1.5 mm thick and 3 mm wide.
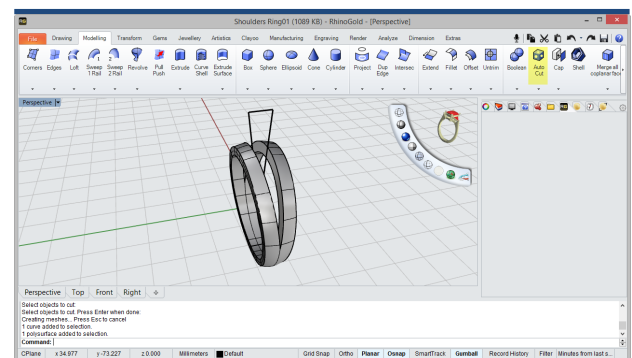

2 Ring Wizard

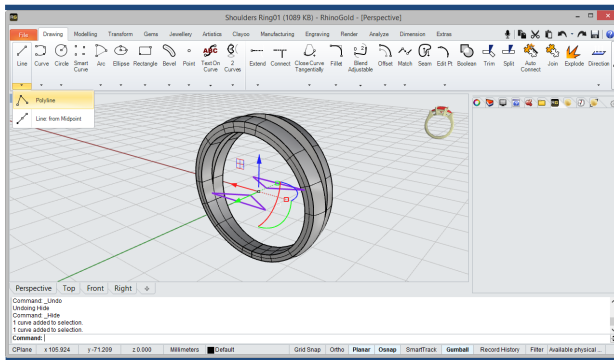Now, following in the Wizard tool we'll edit the top point with a thickness of 2 mm and a width of 7 mm.

3 Polyline

Then we'll trace a curve with the Polyline tool on the Drawing tab, similar to that shown in the image.
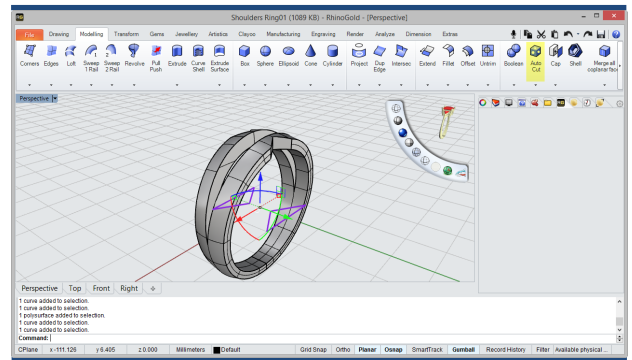

4 Auto Cut

Then, we'll select the Auto Cut tool and apply it between the polyline and ring.

TDM Solutions
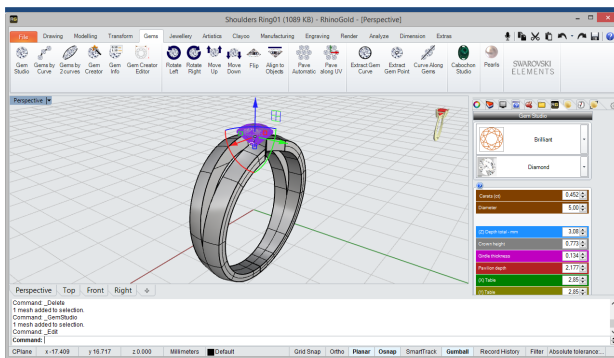
RhinoGold®

5 Polyline

Now, with the Polyline tool will trace two planar curves at the same height, similar to the image.
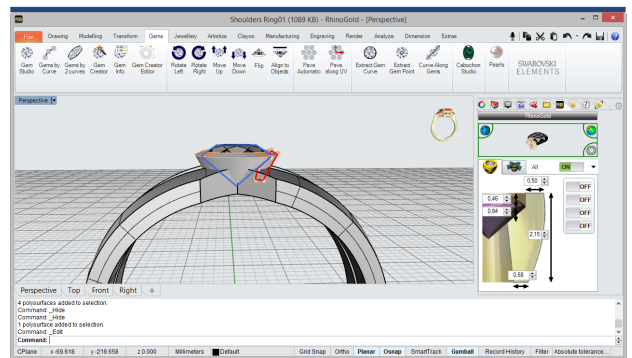

6 Auto Cut

Next, select the Auto Cut tool and apply it between the two curves and the ring.
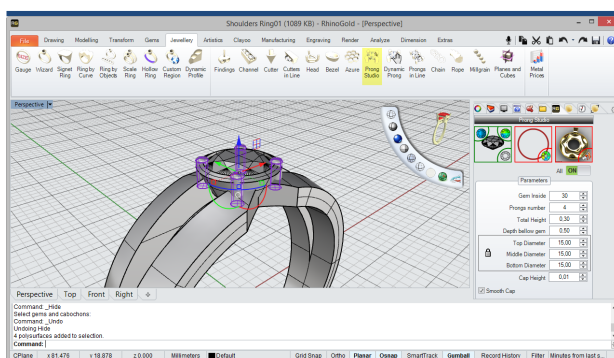

7 Gem Studio

Then, select the Gem Studio tool in the Gems tab and define a gem of 5 mm in diameter and we'll position as shown in the image.
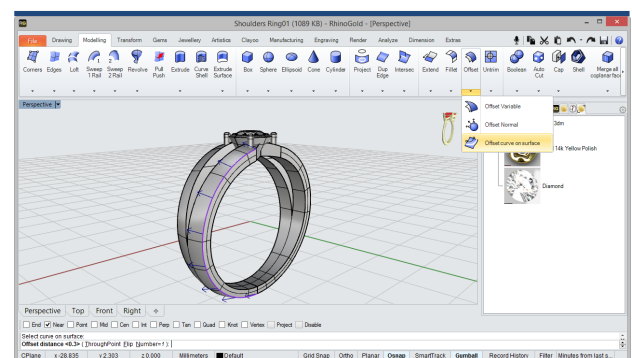

8 Bezel

Now, in the Jewelry tab select the Bevel tool and apply it to the gem, defining a bezel.
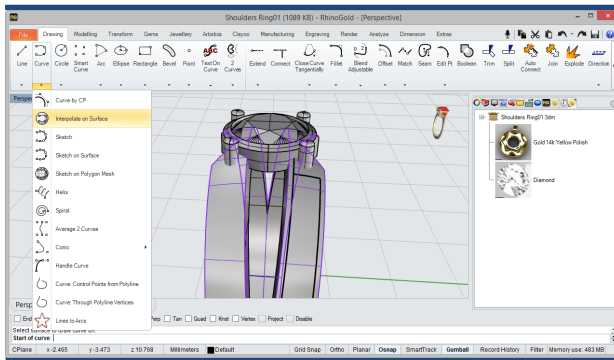

9 Prong Studio

Next, we define some prongs to Bezel with Prong Studio tool, within the Jewelry tab.


10 Offset Curve on Surface

Now, we go to the Modeling tab and We will select the Offset Curve on Surface tool and apply it to the Edge ring, defining a line on the surface of the ring with a distance of 0.3 mm. Repeat the operation with inside Arista.
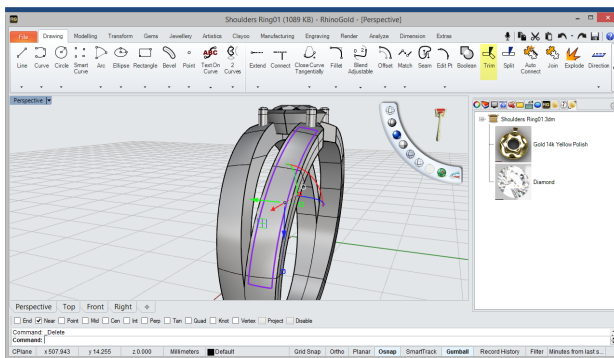
TDM Solutions;

11 Interpolate on Surface

Then, We will select the Interpolate on Surface tool within the Curve submenu, on the Drawing tab. Define a perpendicular line to the two curves of phase above, as shown in the image.
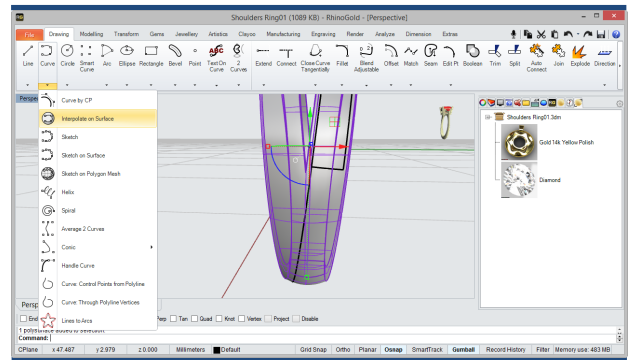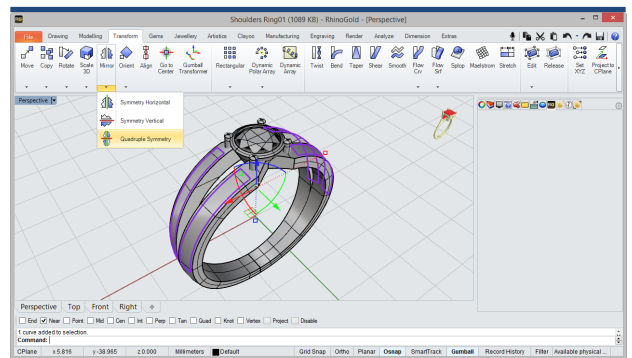

12 Interpolate on Surface

Repeat the operation on the bottom, drawing a line perpendicular to the two curves of phase above, as shown in the image.
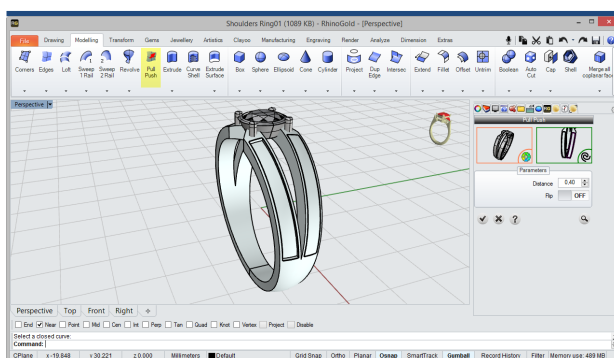

13 Trim

Then, We will select the Trim tool and apply it in the curve created in the previous steps, obtaining a curve, as shown in the picture
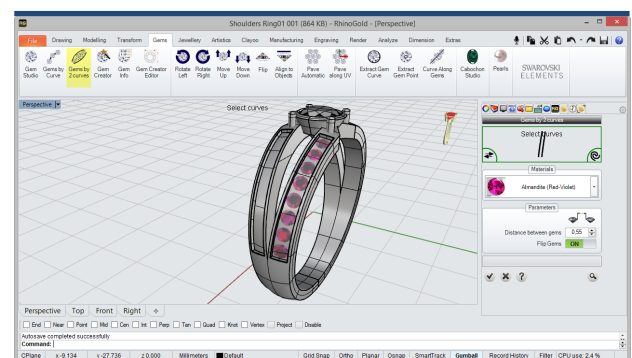

14 Join/Quadruple Symmetry

Now, will join the four curves with the Join tool in the Drawing tab and then apply a Symmetry with the Quadruple Symmetry tool, located in the submenu of Symmetry in the Transform tab.
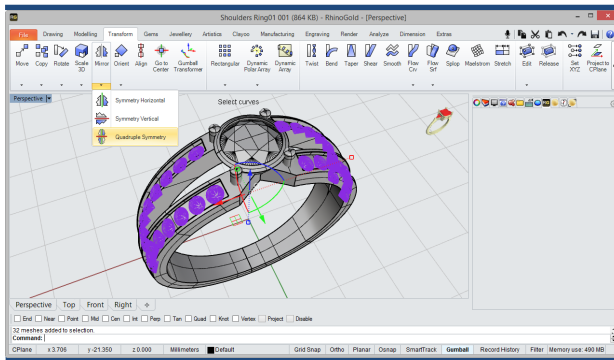

15 Pull Push

Then, We will select the Push Pull tool and apply it to the four symmetrical curves, give a depth of 0.4 mm.
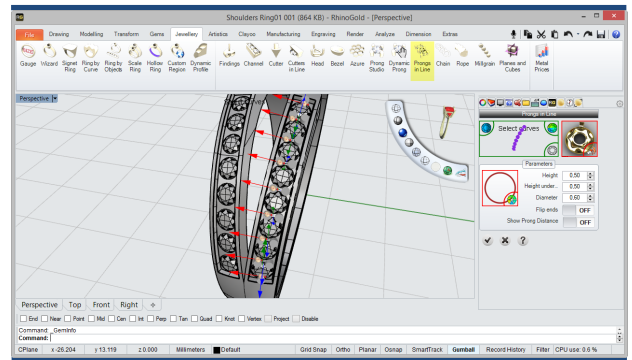

16 Gems by 2 Curves

Now, we define a gems using the Gems by 2 Curves tool, we'll select the two most deeply curved surface of the ring.
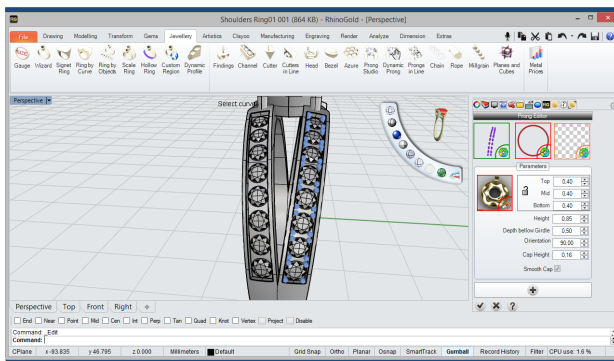
17 Quadruple Simmetry

Once defined the gems, apply a Quadruple Symmetry to the group of gems.
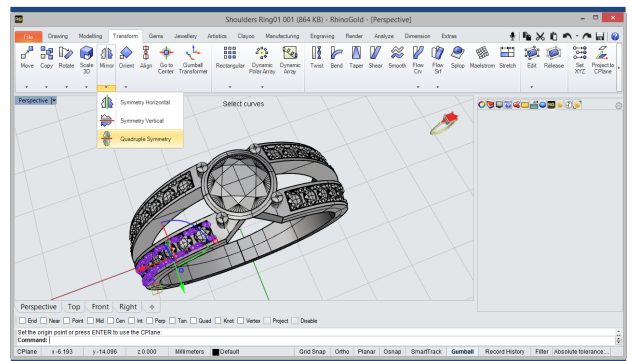

18 Prongs in Line

Then, define the prongs to a group of gems, use the Prongs in Line tool, in the Jewellery tab.
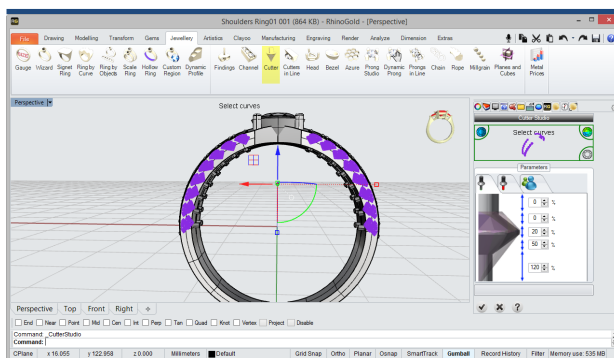

19 Prong Editor

Now, we'll select and edit the prongs with Prongs Editor option, this option will find by clicking the middle mouse button or the F2 key.
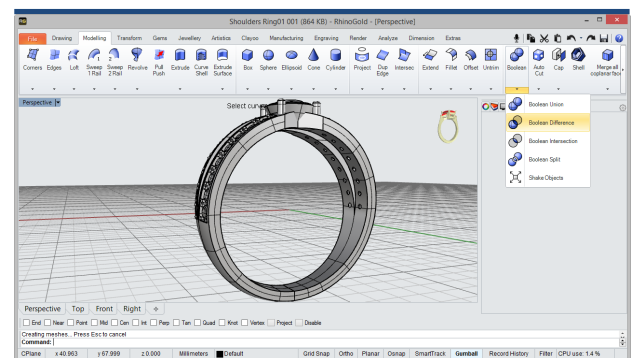

20 Quadruple Simmetry

Then, apply a Quadruple Symmetry to the group of prongs.
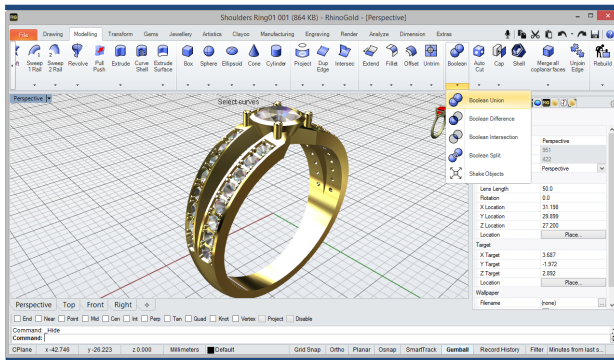

21 Cutter Studio

Then, we'll define the gems Cutters with Cutter tool, located in the Jewellery tab.

22 Boolean Difference

Now, We will select the Boolean Difference tool and apply it to the cutters to subtract the surface of the ring.

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![RhinoGold logo]

23   Boolean Union

Finally, we'll unify the ring applying a Boolean Union to all the solids.