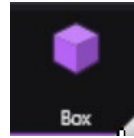


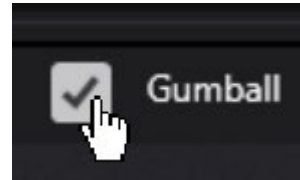
1. Create a simple object

- Solid Ribbon
BOX
- Command Line:
 - Check for Instructions!
 - Click 2 corners and a height



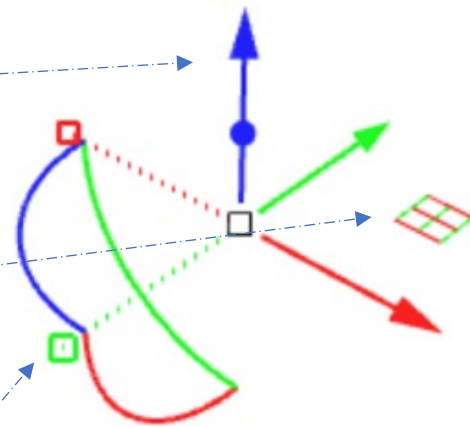
2. Turn ON the Gumball

- Status Bar (Bottom of Screen)
CHECK the Gumball option



3. Try the Translation Manipulators

- Select the box
- Translate along a SINGLE AXIS by **dragging** the manipulators
- Translate along a SINGLE AXIS by **clicking** on a manipulator and typing in a millimetre measurement.
- Translate through a PLANE by using the planar translation panel.

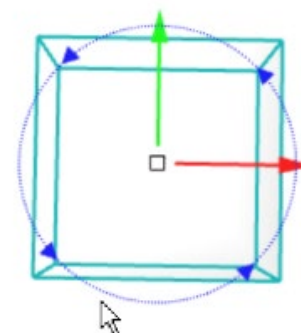


4. Try the Scale Manipulators

- Select the box
- Scale along a SINGLE AXIS by **dragging** the scale manipulators
- Scale PROPORTIONALLY along all axes by **dragging** the scale manipulators while **holding SHIFT**

5. Try the Rotation Manipulators

- Select the box
- Rotate the viewport to **look down the axis you intend to rotate around**
- Rotate the object by **dragging** the rotate manipulator
- Rotate the object by **clicking** on the rotate manipulator and typing in an angle



1. Add a Gem

- Gems Ribbon
GEM
- Dynamic Control Panel:
 - Cut: Diamond
 - Shape: Round
 - Size: 7x7x4.34mm (Use the size list selector)
 - **Enter**



2. Add another Gem

- Gems Ribbon
GEM
- Dynamic Control Panel:
 - Cut: Diamond
 - Shape: Trilliant Rounded
 - Size: Visually match to round gem width
 - Placement: below round gem (use gumball)
 - **Enter**

3. Add another Gem

- Gems Ribbon
GEM
- Dynamic Control Panel:
 - Cut: Diamond
 - Shape: Cushion
 - Size: Visually match to round gem width
 - Placement: above round gem (use gumball)
 - **Enter**

4. Apply Bezel

- Settings ribbon
Bezel
- Look in the command line for instructions!
(Select all 3 gemstones)
- Try ALL adjustments EXCEPT:
 - Girdle Offset DO NOT USE
 - Position DO NOT USE
 - Seat Angle DO NOT USE
 - Seat Length DO NOT USE
- **Enter**



5. Edit Gem

- Select a gem and **edit** in the dynamic command panel
- Change gem shape, size, position
- **Enter**

6. Edit Bezel

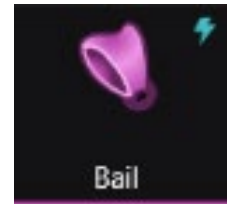
- Ensure bezel height covers culet of all gemstones!
- Be Careful not to adjust the 'dangerous' settings.

7. Try to BREAK History

- Drag and move a Gem (notice History updates bezel)
- Drag and move a Bezel (notice History is broken!)
- Observe the Dynamic Command Panel changes – the bezel command is now gone!
- Press UNDO to return to state before you tested breaking history

8. Add A Bail

- Settings ribbon
Bail
- Drag the bail gumball from the centre of the screen to the top of the pendant until it is visible.
- Manipulate the 3 Bail tabs:
 - RAIL
 - Internal With 3mm Minimum
 - Internal Height 4mm Minimum
 - Select a rail shape as desired
 - PROFILES
 - Top and Bottom Profile Widths: 1mm Minimum
 - Top and Bottom Profile Heights: 0.8mm Minimum
 - Select profile shapes as desired
 - JUMP RING
 - Diameter: 0.8mm Minimum
 - Internal Diameter: 0.6mm Minimum
 - Use SMALL GUMBALL to move Jump ring into position
- **Enter**



9. Save

- Projects Panel
Full Save

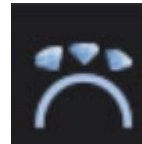
1. Ring Rail

- Tools Ribbon
Ring Rail
- Dynamic Command Panel:
 - **US Size 7**
 - **Enter**



2. Gem on Ring Rail

- Gems Ribbon
Gem on Ring Rail
(You may be asked to select the ring rail on complex projects)
- Dynamic Control Panel:
 - Cut: Diamond
 - Shape: You Choice
 - Size: ~1ct
 - Placement: MUST be above ring rail (no intrusion)
 - **Enter**



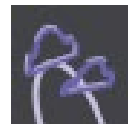
3. Apply Bezel

- Settings ribbon
Bezel
- Look in the command line for instructions!
(Select your Gem)
- Ensure Bezel **Intrudes into Finger Space** (Bezel Height)
- Try ALL adjustments EXCEPT:
 - Girdle Offset DO NOT USE
 - Position DO NOT USE
 - Seat Angle DO NOT USE
 - Seat Length DO NOT USE
- Ensure Bezel walls do not overlap!
- **Enter**



4. Add Profiles

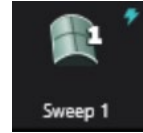
- Tools Ribbon
Profile Placer
- Dynamic Command Panel:
 - **Profile Position = Embedded in Bezel Wal**
 - **Profile Mirror ON**
 - **Profile** (Left-click on shape to change)
 - Select profile of your choice
 - Left click "Select"
 - **Width & Height use your judgement & references**



- Viewport:
 - Left-click on 6 o'clock position of the Ring Rail
- Dynamic Control Panel:
 - **Profile Position = 0.5**
 - **Width = 2.0mm**
 - **Height to 1.5mm**
 - **Enter**

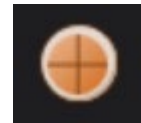
5. Sweep Profiles

- Surface Ribbon
Sweep 1 (Dynamic)
- Command Line:
 - Check for Instructions!
 - Select RAIL
 - Select each profile
 - **Enter**
- Dynamic Command Panel:
 - **Closed = OFF**
 - **Enable Start Dome= ON**
 - **Dome Thickness: as desired**
 - **Enter**



6. Cut Bezel to Ring Rail

- Cutters Ribbon
Cut to Ring Rail
- Look at the Command Line for Instructions!
Select the Bezel surface to cut
- **Enter** to preview the cut
- **Enter** to confirm the cut



7. Shade & Render

- Display Modes Panel:
 - Right Click 'Shaded' mode, Left Click 'Rendered' mode for Perspective View
- Render Ribbon
Render Studio
- Render using your preferred settings

8. Edit Model & Save

- Dynamic Control Panel:
 - Locate the Ring Rail: **EDIT**
 - **Change Ring Size**
 - **Enter**
- Dynamic Control Panel:
 - Locate the Gem: **EDIT**
 - **Change Gem Shape and Size**
 - **Enter**
- Projects Panel:
 - **Full Save**