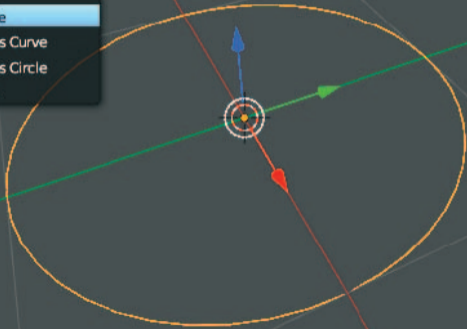


Site Plan (to indicate scale only)

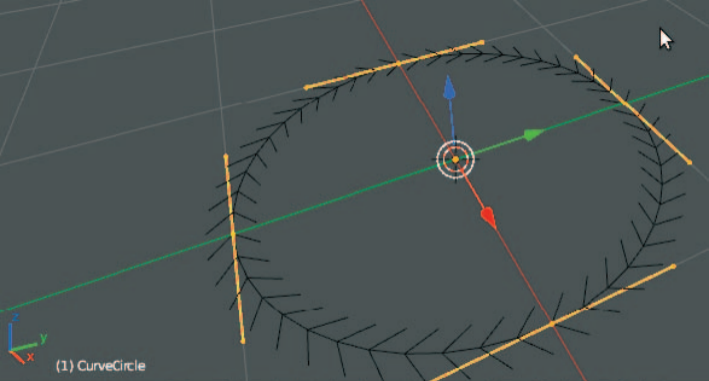
Perspective view

- Add
- Mesh
- Curve
- Surface
- Metaball
- F Text
- Armature
- Lattice
- Empty
- Camera
- Lamp
- Force Field
- Group Instance

- Bezier
- Circle
- Nurbs Curve
- Nurbs Circle
- Path








(1) CurveCircle



(1) CurveCircle



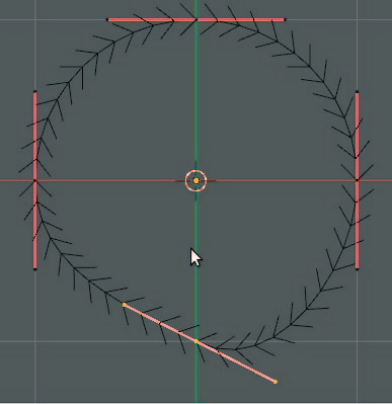
Pivot Point

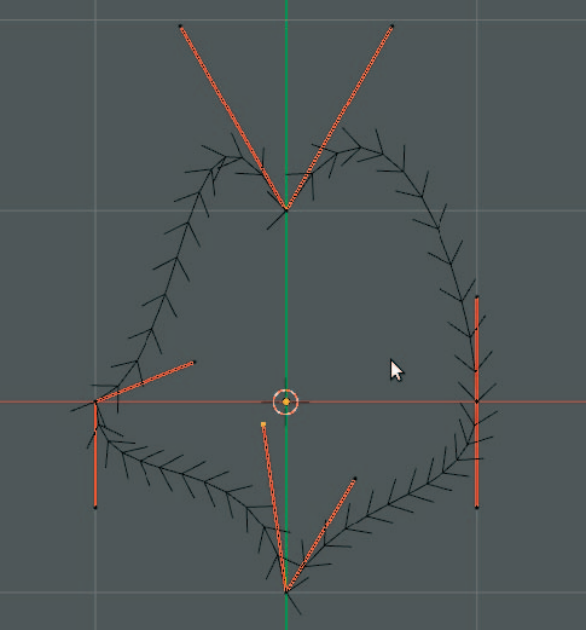
-  Active Element
-  Median Point
-  Individual Origins
-  3D Cursor
-  Bounding Box Center

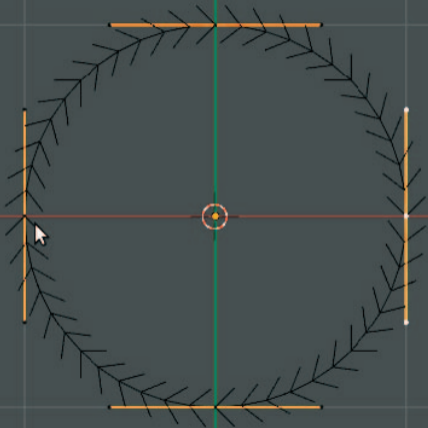


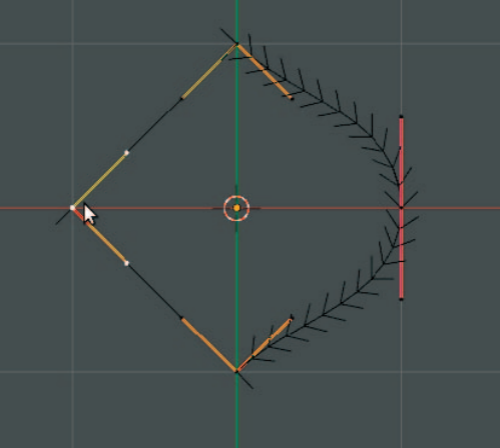
Global





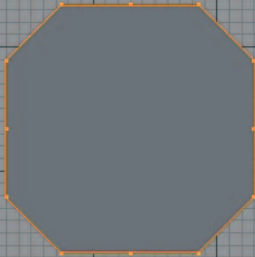
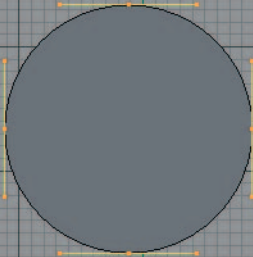


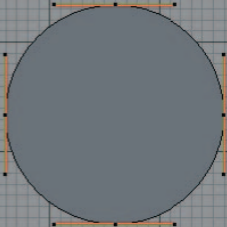
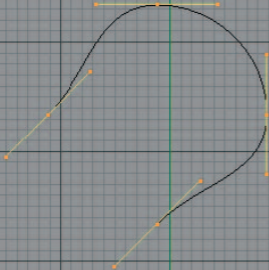




Handles:

Auto	Vector
Align	Free





Curve:

Duplicate

Delete

Toggle Cyclic

Switch Direction

Set Spline Type

Handles:

Auto

Vector

Align

Free

Modeling:

Extrude

Subdivide

Subdivide

Number of cuts

1

Specials

Subdivide

Switch Direction

Set Curve Weight

Set Curve Radius

Smooth

Smooth Curve Radius

(1) CurveCircle.001



View

Select

Curve

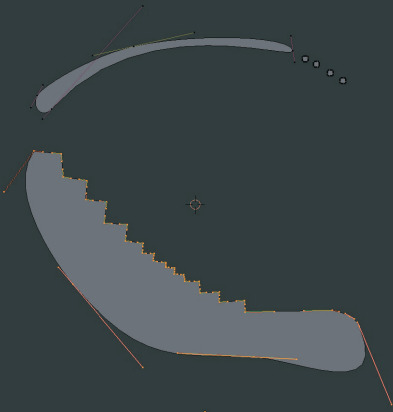


Edit Mode



Global





Snap

Selection to Grid

Selection to Cursor

Cursor to Selected

Cursor to Center

Cursor to Grid

Cursor to Active

(1) CurveCircle.002

ve



Edit Mode



Global





CurveCi



CurveCi



CurveCircle



▼ Shape

2D

3D

Resolution:

◀ Preview U: 1 ▶

◀ Render U: 0 ▶

Twisting:

Minimum

◀ Smooth: 0.00 ▶

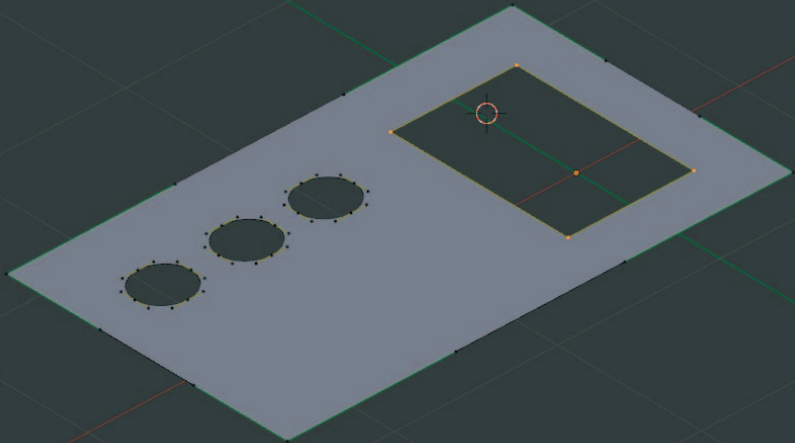
Caps:

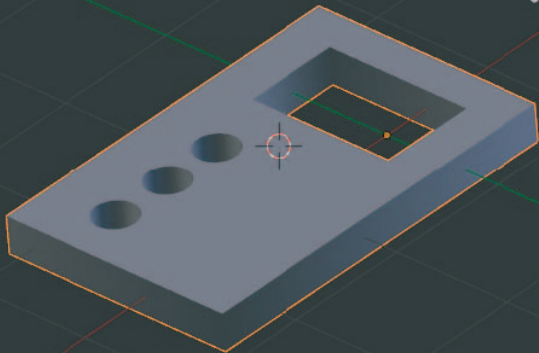
Front

Back

Textures:

Auto Texture S





SurfaceB ▶ Surfa

Surface F X

▶ Shape

▼ Geometry

Modification:

◀ Offset: 0.000 ▶

◀ Extrud: 0.150 ▶

Bevel:

◀ Depth: 0.000 ▶

◀ Resolution: 0 ▶

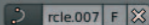
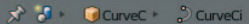
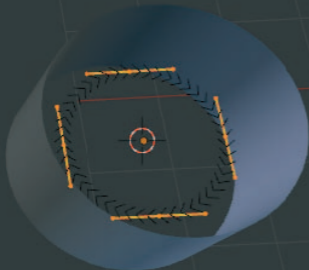
Taper Object:



Bevel Object:



▼ Path Animation



► Shape

▼ Geometry

Modification:

Bevel:

◀ Offset: 0.500 ▶

◀ Depth: 0.000 ▶

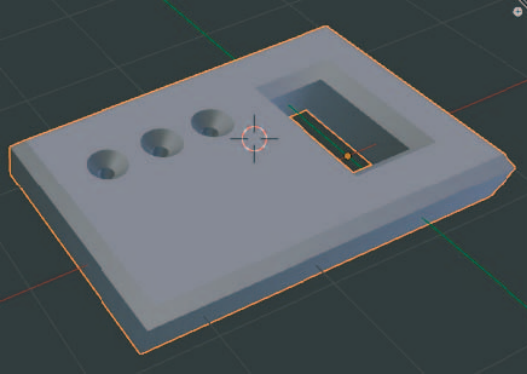
◀ Extrud: 0.600 ▶

◀ Resolution: 0 ▶

Taper Object:

Bevel Object:





SurfaceB Surfa

Surface F X

► Shape

▼ Geometry

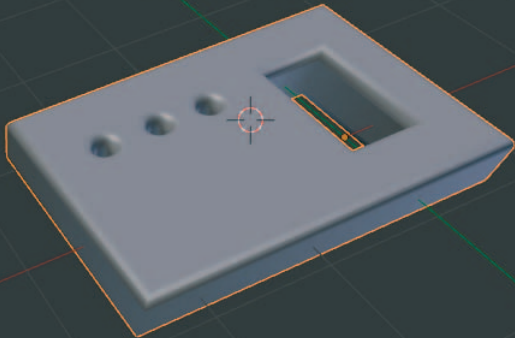
Modification: Bevel:

◀ Offset: 0.000 ▶ ◀ Depth: 0.100 ▶

◀ Extrud: 0.150 ▶ ◀ Resolution: 0 ▶

Taper Object: Bevel Object:

▼ Path Animation



Top toolbar icons: Home, View, Info, Environment, Properties, Constraints, Tools, Undo.

Navigation: Pin, Info, SurfaceB, Surfa

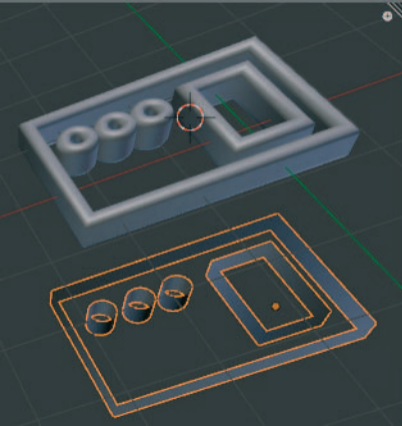
Surface F X

▶ Shape

▼ Geometry

Modification:	Bevel:
◀ Offset: 0.000 ▶	◀ Depth: 0.100 ▶
◀ Extrud: 0.150 ▶	◀ Resolution: 6 ▶
Taper Object:	Bevel Object:

▼ Path Animation



Top toolbar icons: Camera, Rotate, Scale, BezierCircle, Link, Edit, Undo, Redo, Viewport, and others.

Object Hierarchy: BezierCircle > BezierCircle

Selected Object: BezierCircle

Fill Mode: Both

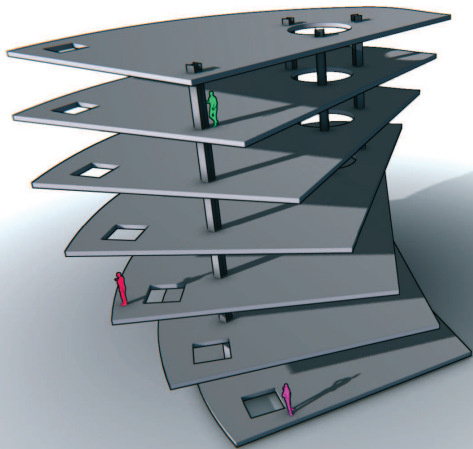
Shape: 2D

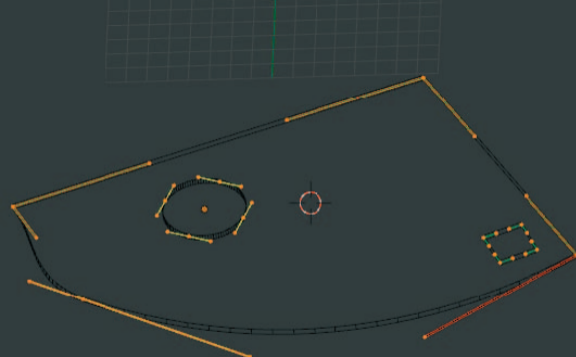
Resolution: Preview U: 12, Render U: 0

Twisting: Minimum

Smooth: 0.00

Fill Deformed:





▼ Shape

2D

3D

Resolution:

◀ Preview : 24 ▶

◀ Render U: 0 ▶

Caps:

Front

Back

Twisting:

Minimum

◀ Smoot: 0.00 ▶

Fill deformed

Textures:

Map Along Le

Auto Texture

▼ Geometry

Modification:

◀ Offset: 0.000 ▶

◀ Extru: 0.150 ▶

Bevel:

◀ Depth: 0.000 ▶

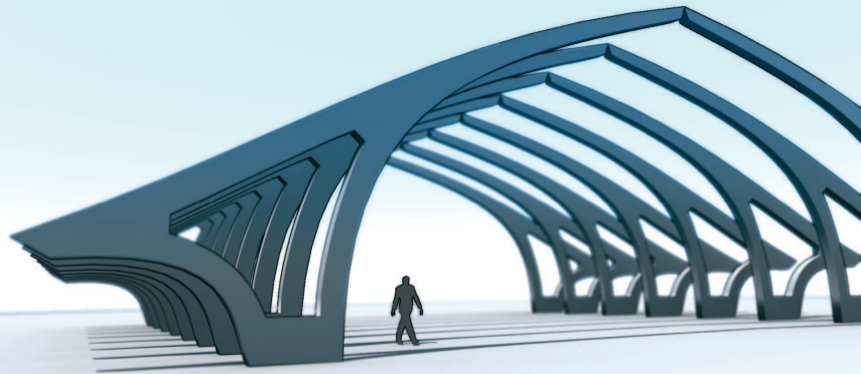
◀ Resolution: 0 ▶

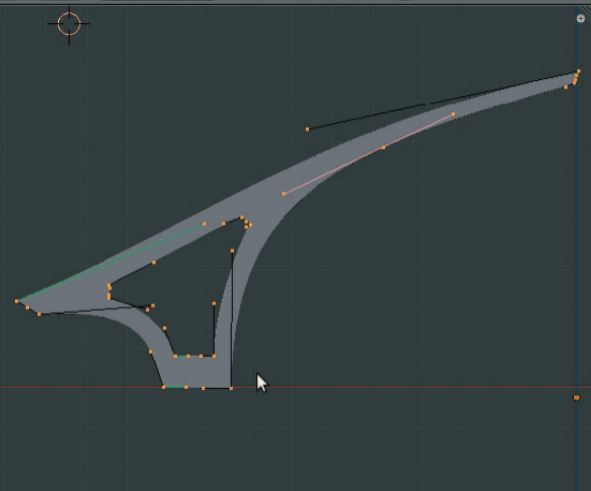
Taper Object:



Bevel Object:







lamelle



Shape

2D

3D

Resolution:

Preview : 12

Render U: 0

Caps:

 Front Back

Twisting:

Z-Up

Smoot: 0.00

Textures:

 Auto Texture

Geometry

Modification:

Width: 1.00

Extrud: 0.09

Bevel:

Depth: 0.01

Resolution: 3

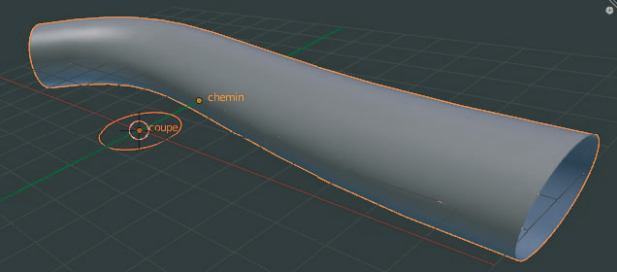
Taper Object:



Bevel Object:







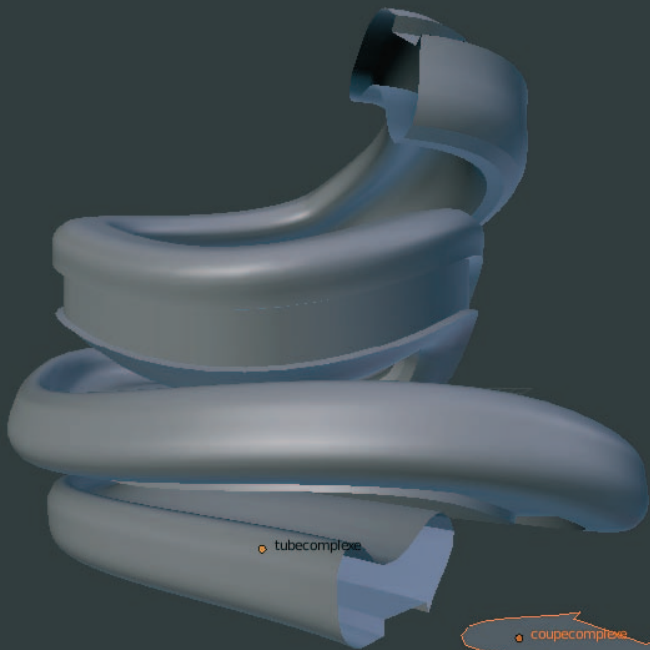
Navigation icons: Home, View, Rotate, Pan, Zoom, etc.

Object hierarchy: chemin > chemin

Selected object: chemin

Properties:

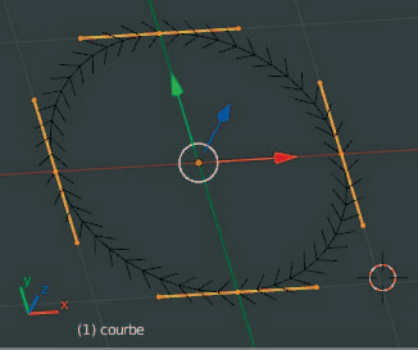
- Shape
- Geometry
 - Modification:
 - Offset: 0.000
 - Extrud: 0.000
 - Level:
 - Depth: 0.000
 - Resolution: 0
 - Taper Object: [Empty]
 - Bevel Object: coupe



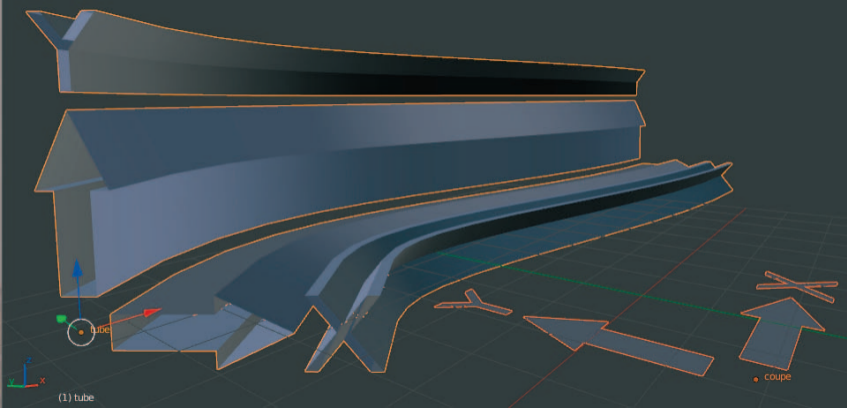
tubecomplex

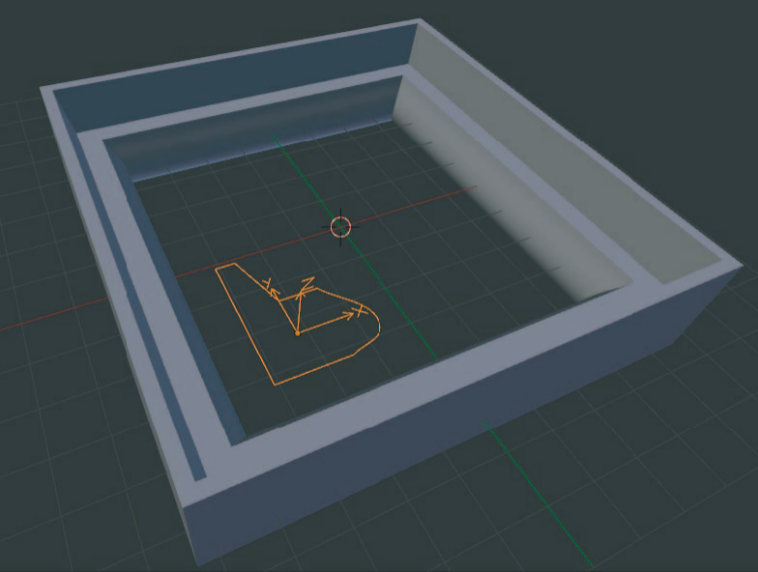
coupecomplex





(1) courbe



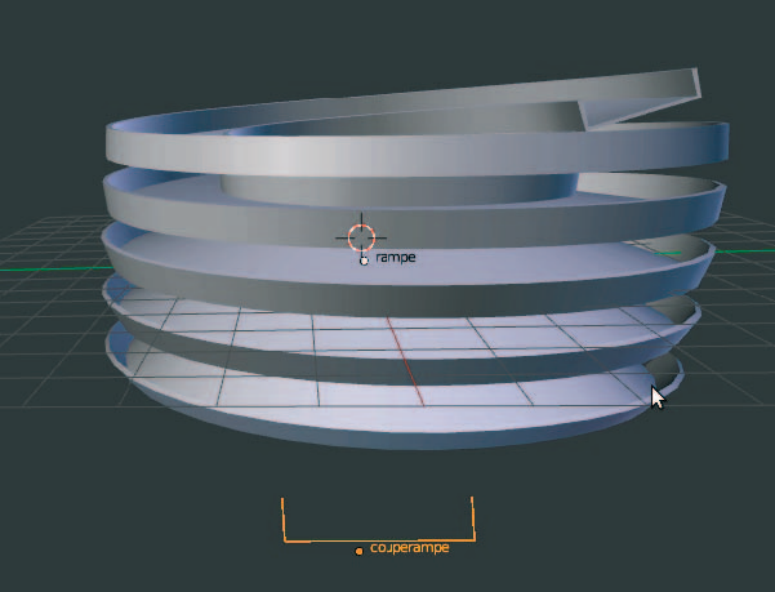




courbetilt

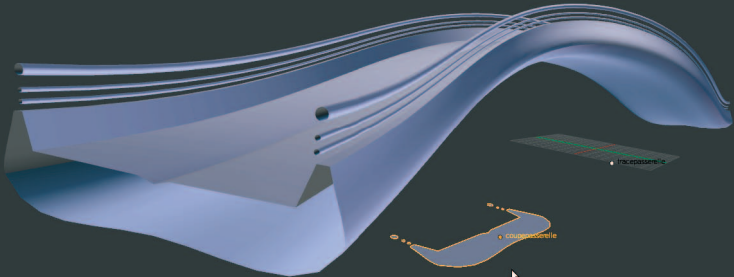
coupetilt

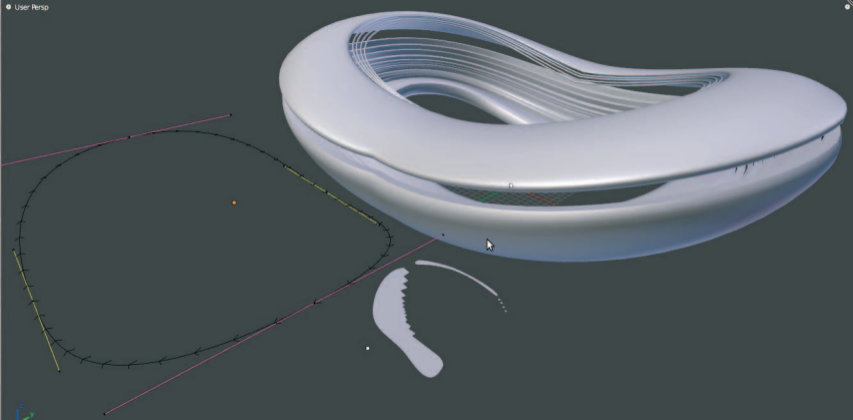
.001



rampe

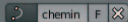
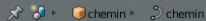
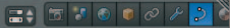
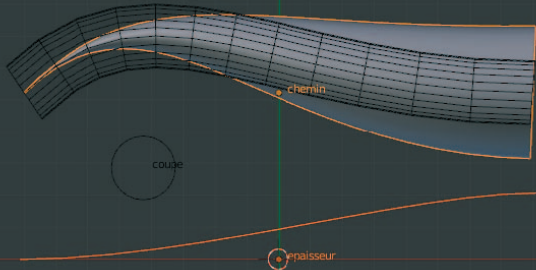
corperampe







(1) profil.poutre



► Shape

▼ Geometry

Modification:

◀ Offset: 0.000 ▶

◀ Extrud: 0.000 ▶

Bevel:

◀ Depth: 0.000 ▶

◀ Resolution: 0 ▶

Taper Object:

◀ epaisseur ▶

Bevel Object:

◀ coupe ▶

▼ Path Animation

