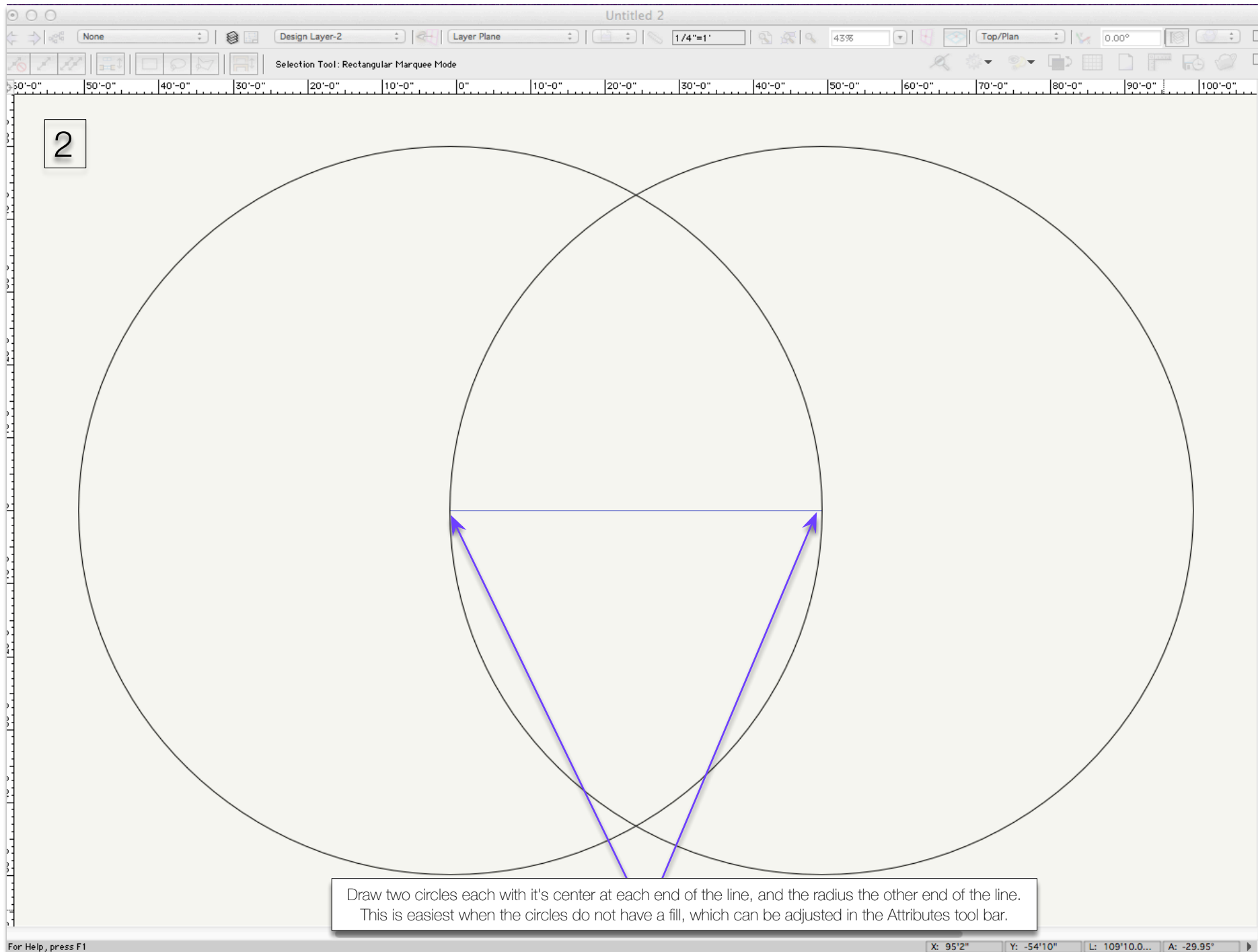
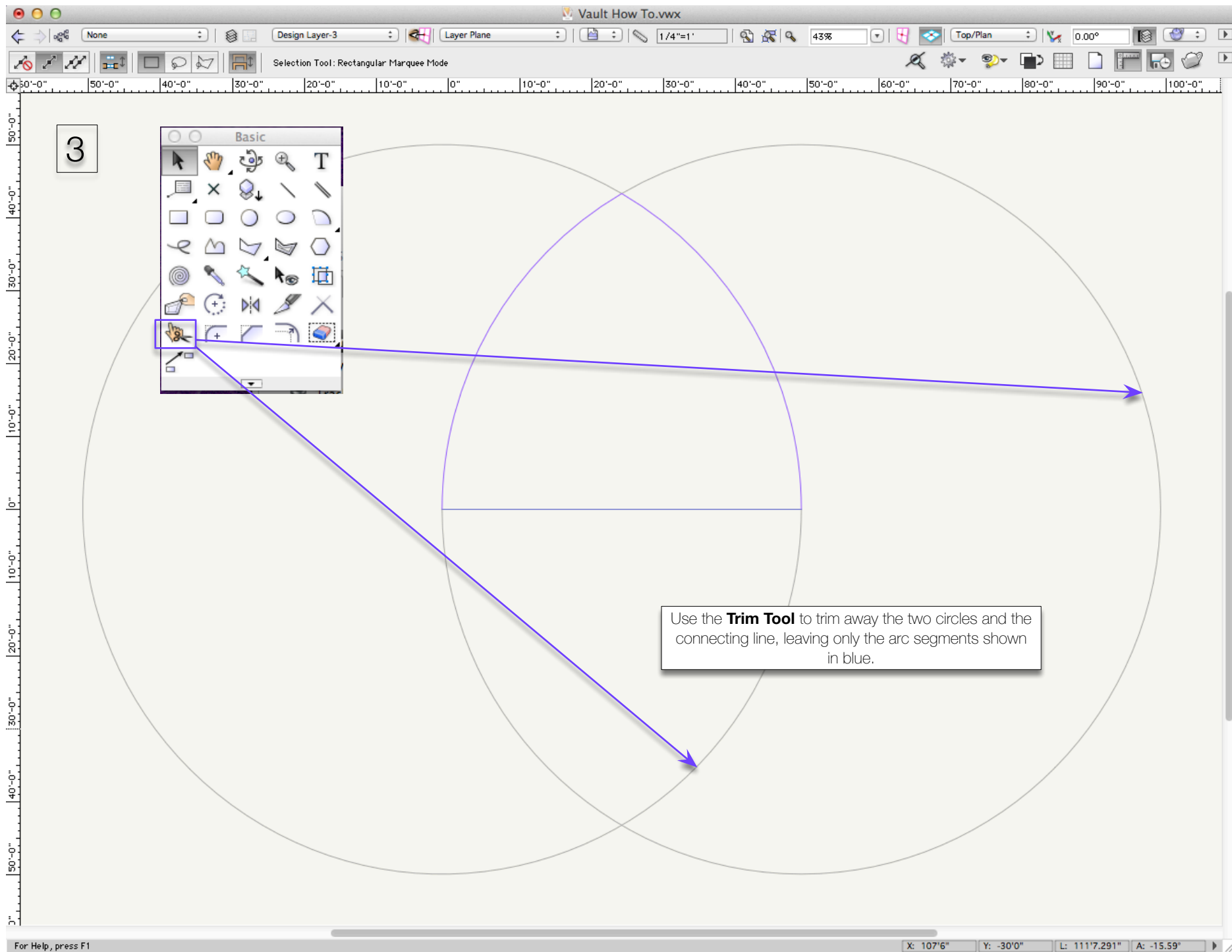
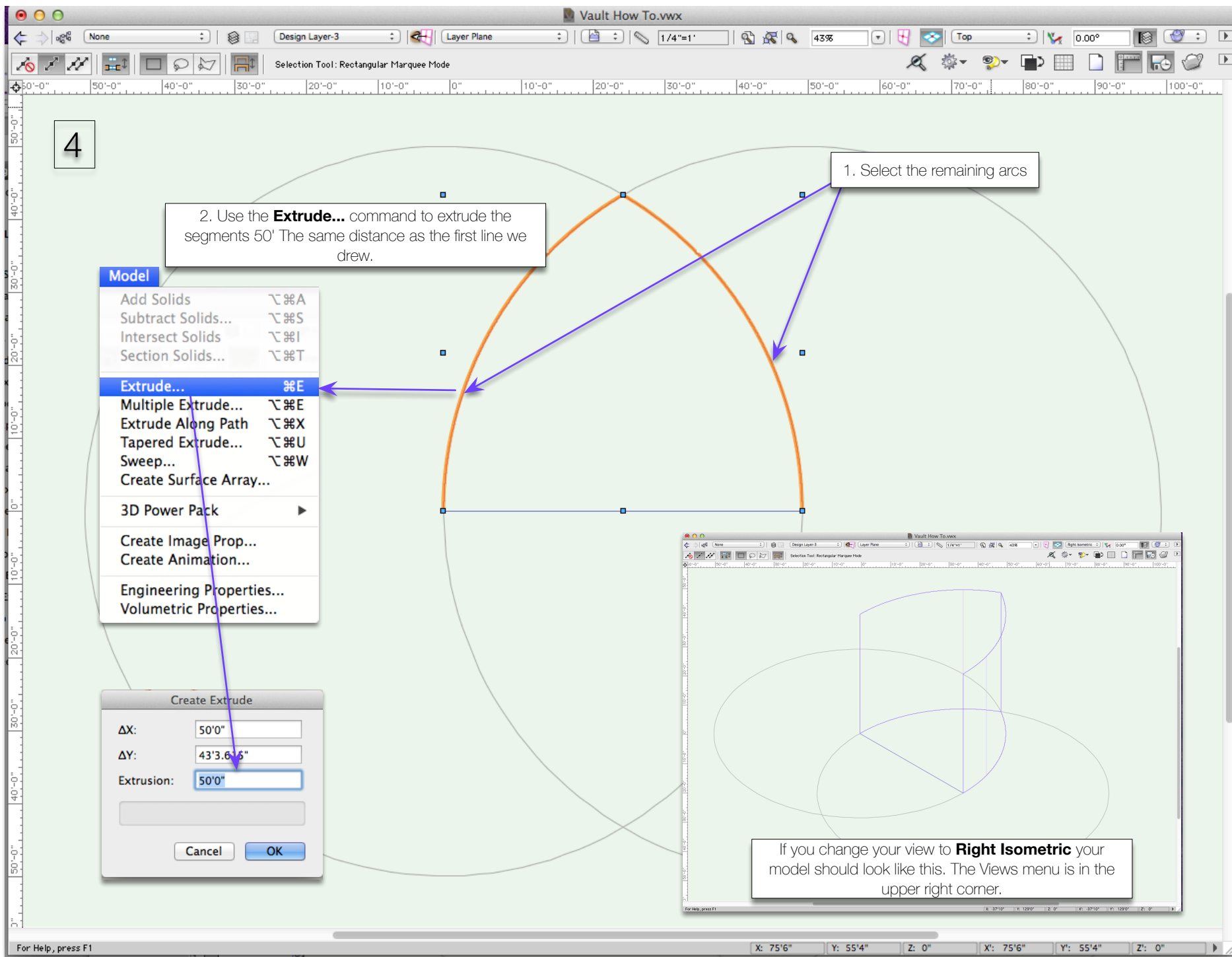


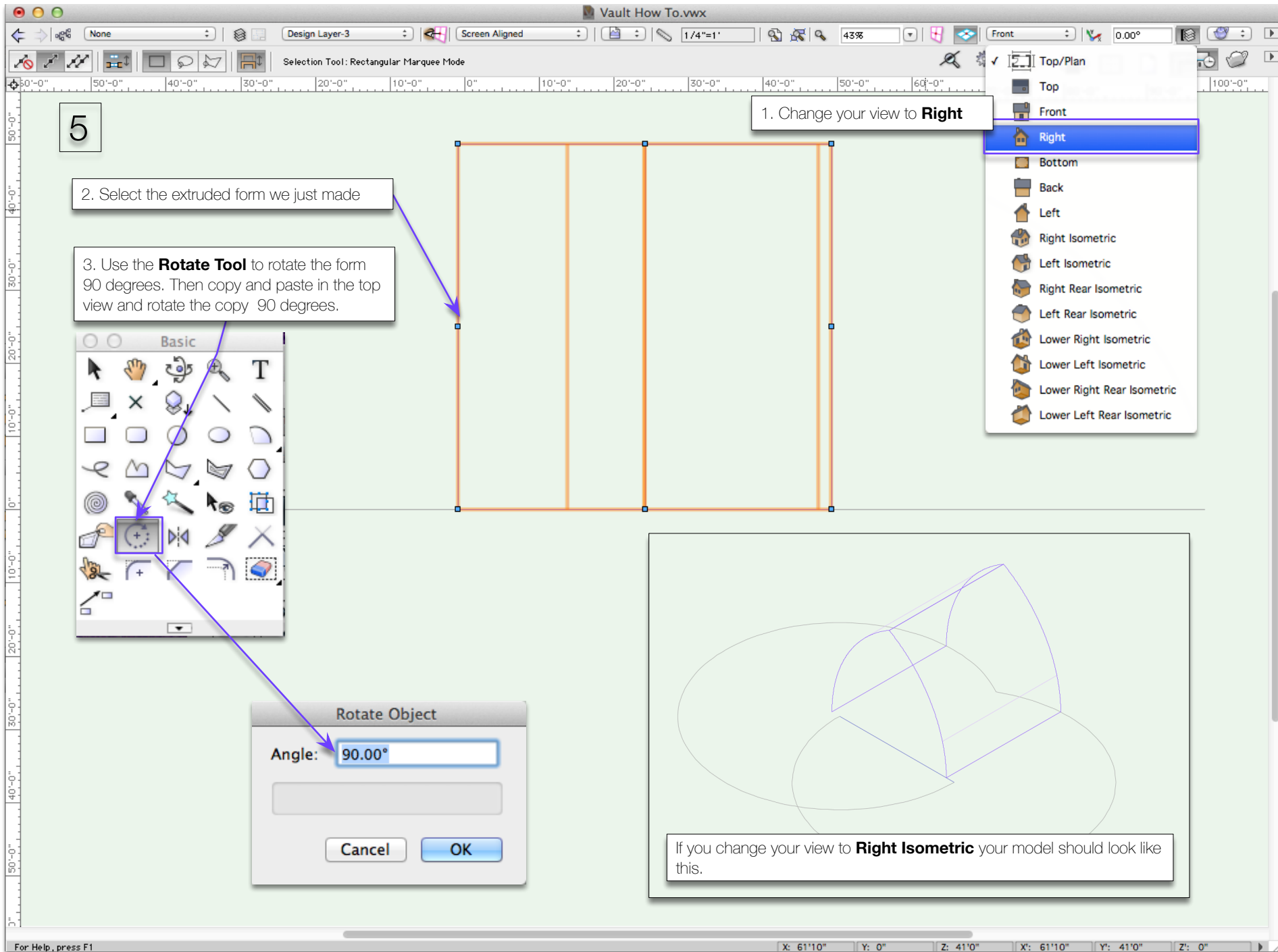
Open Vectorworks and start a new drawing. Ideally, open the template file. Otherwise, set the scale to 1/48 and start in top plan view.

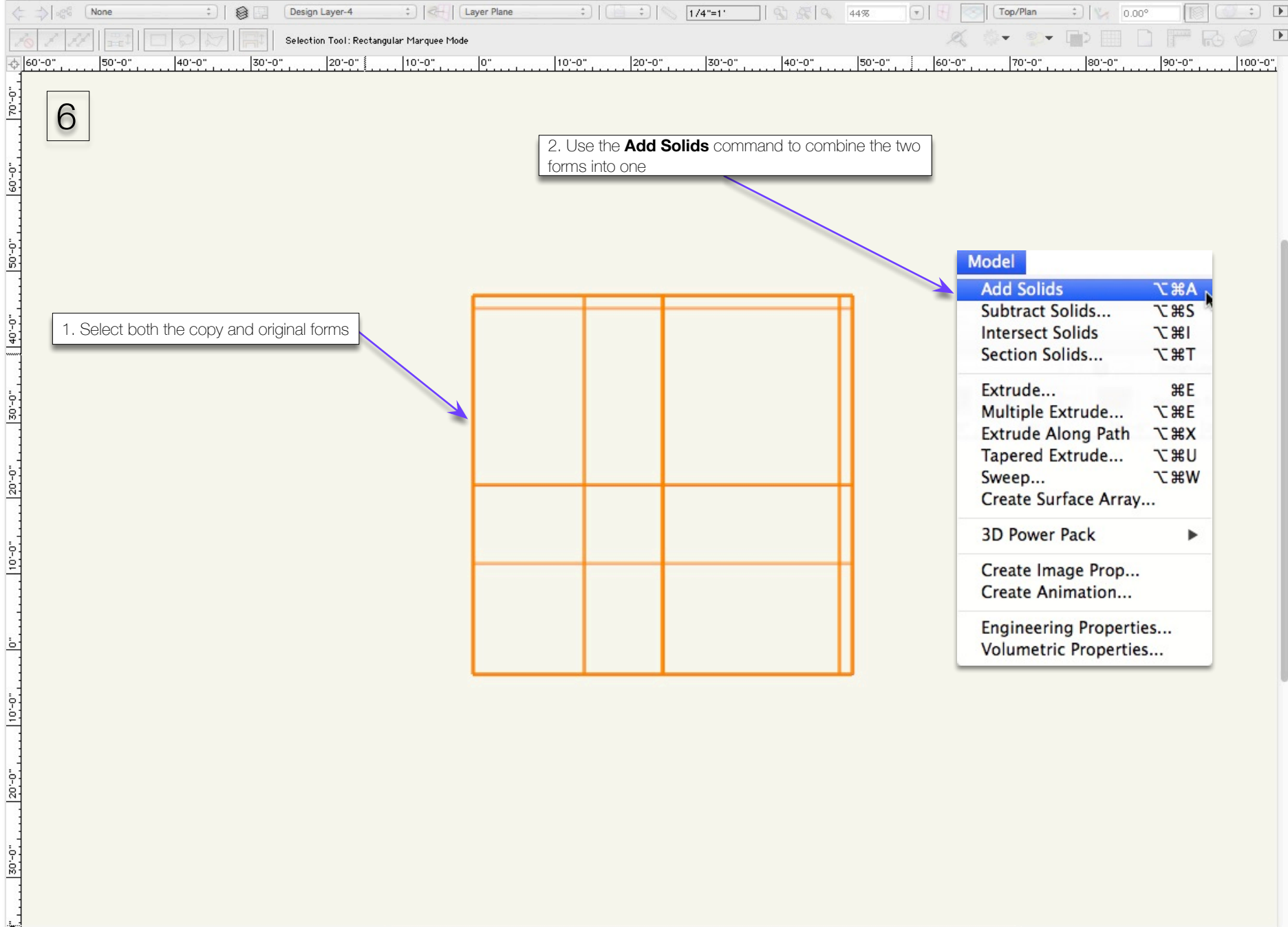
Draw a single line 50' in length, this will be the width of the Nave or span of the arch. Check your snap tools are turned before you do this.

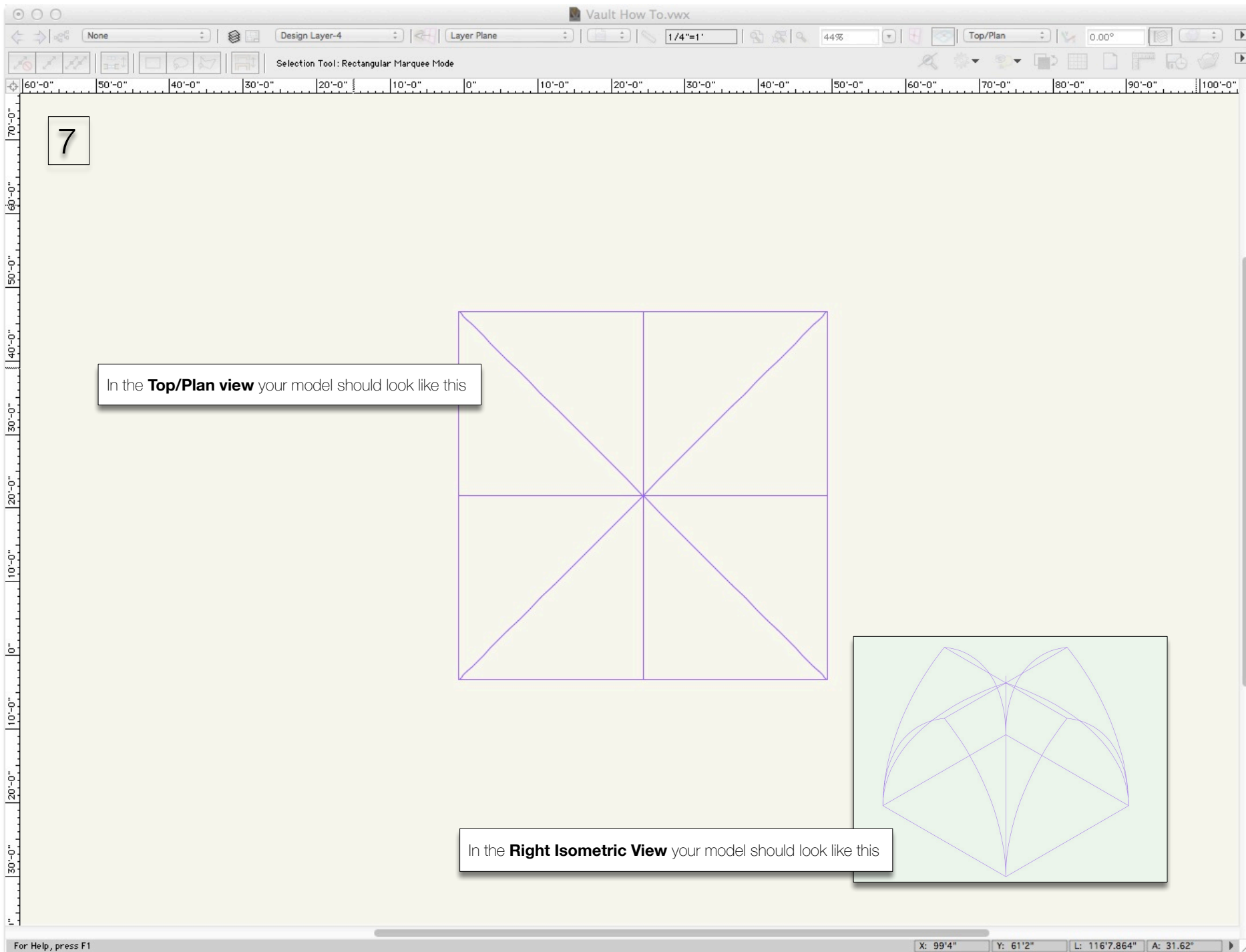


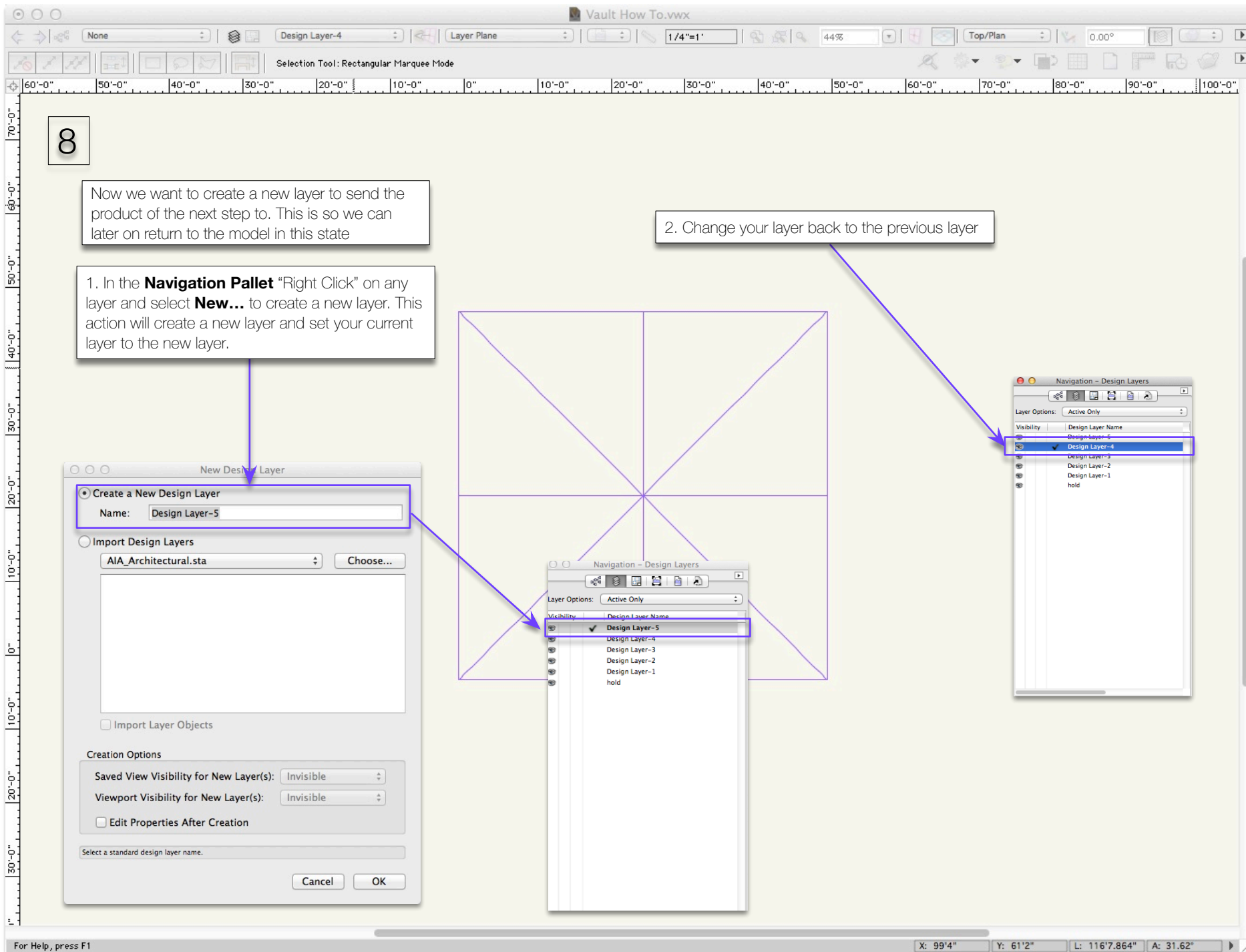


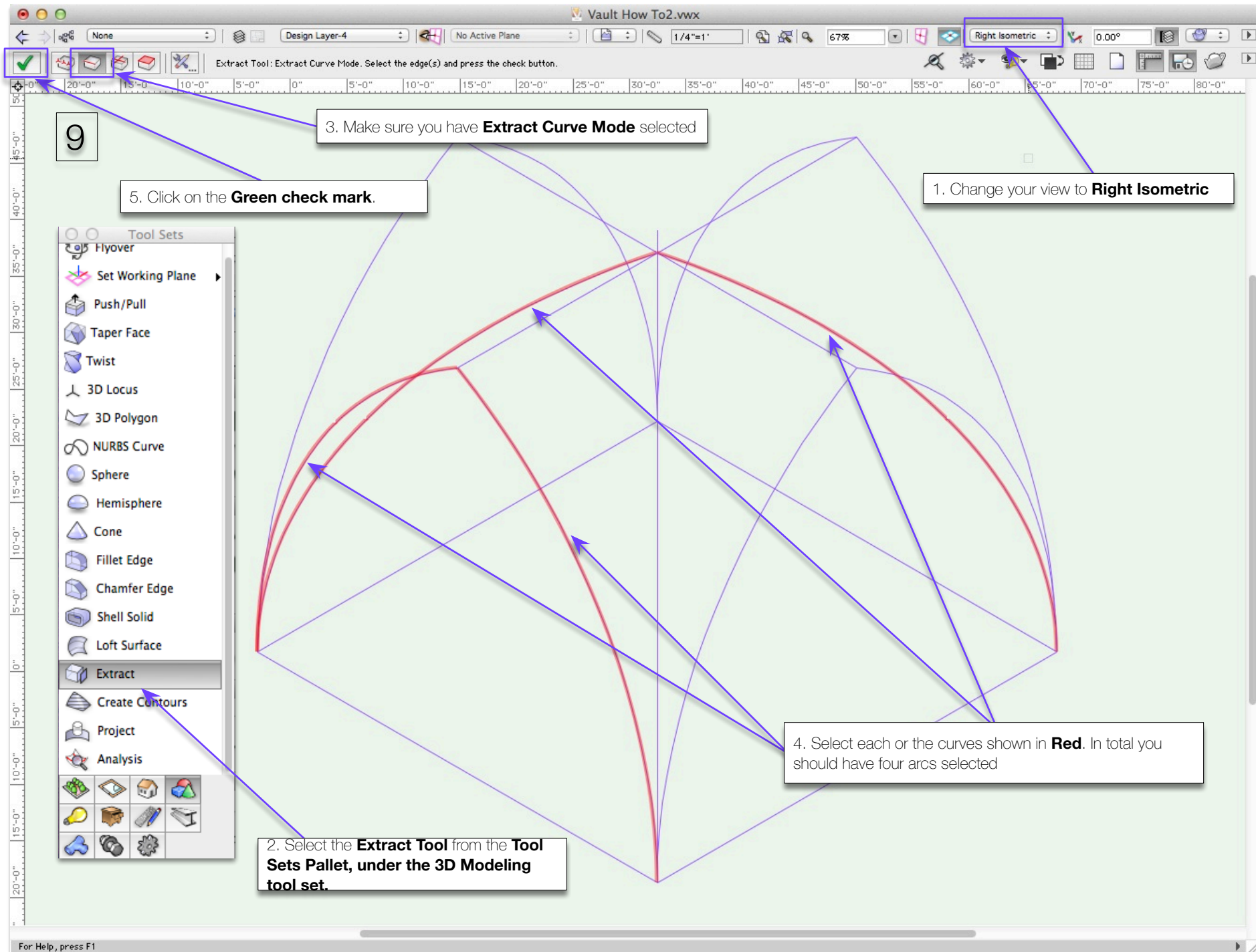


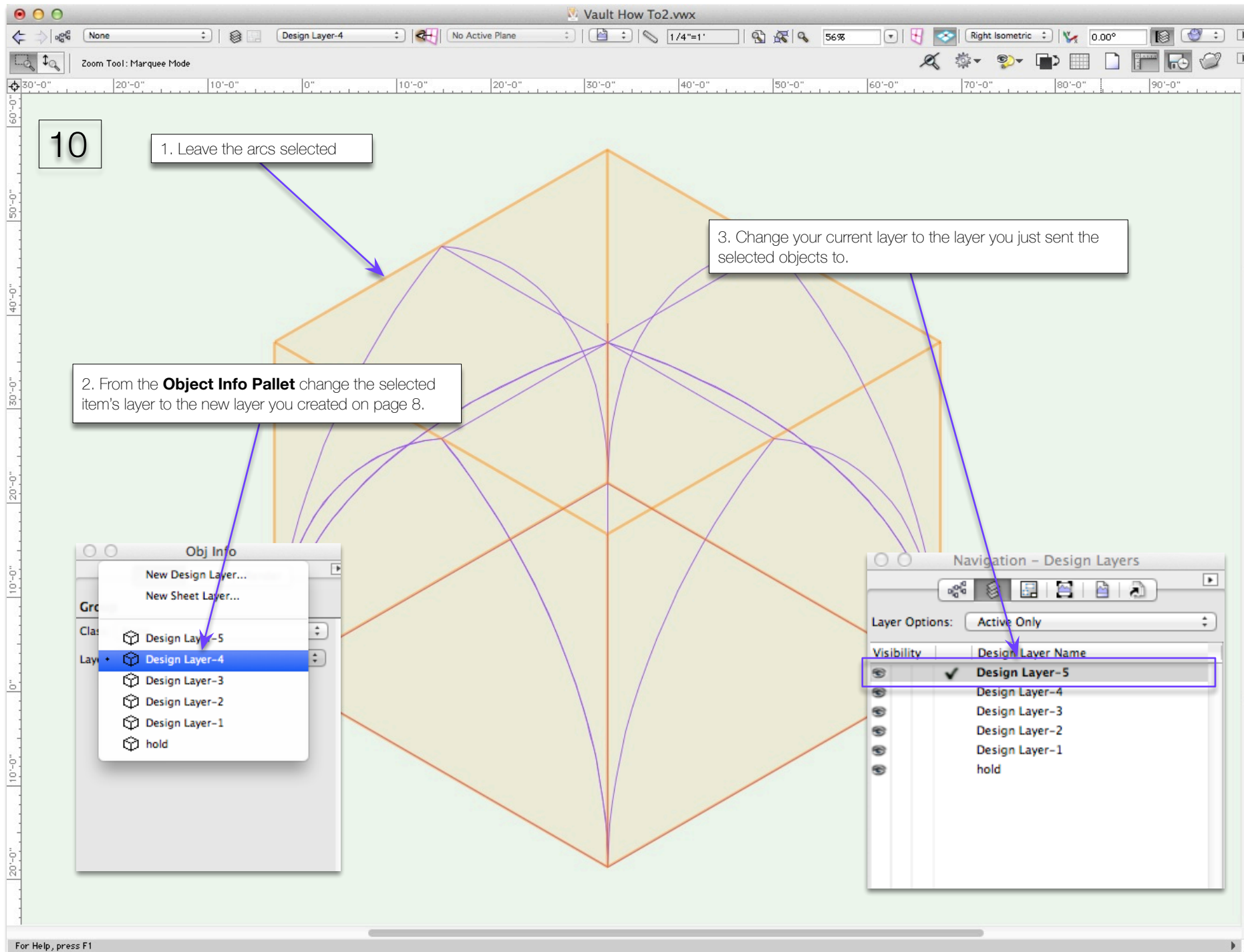


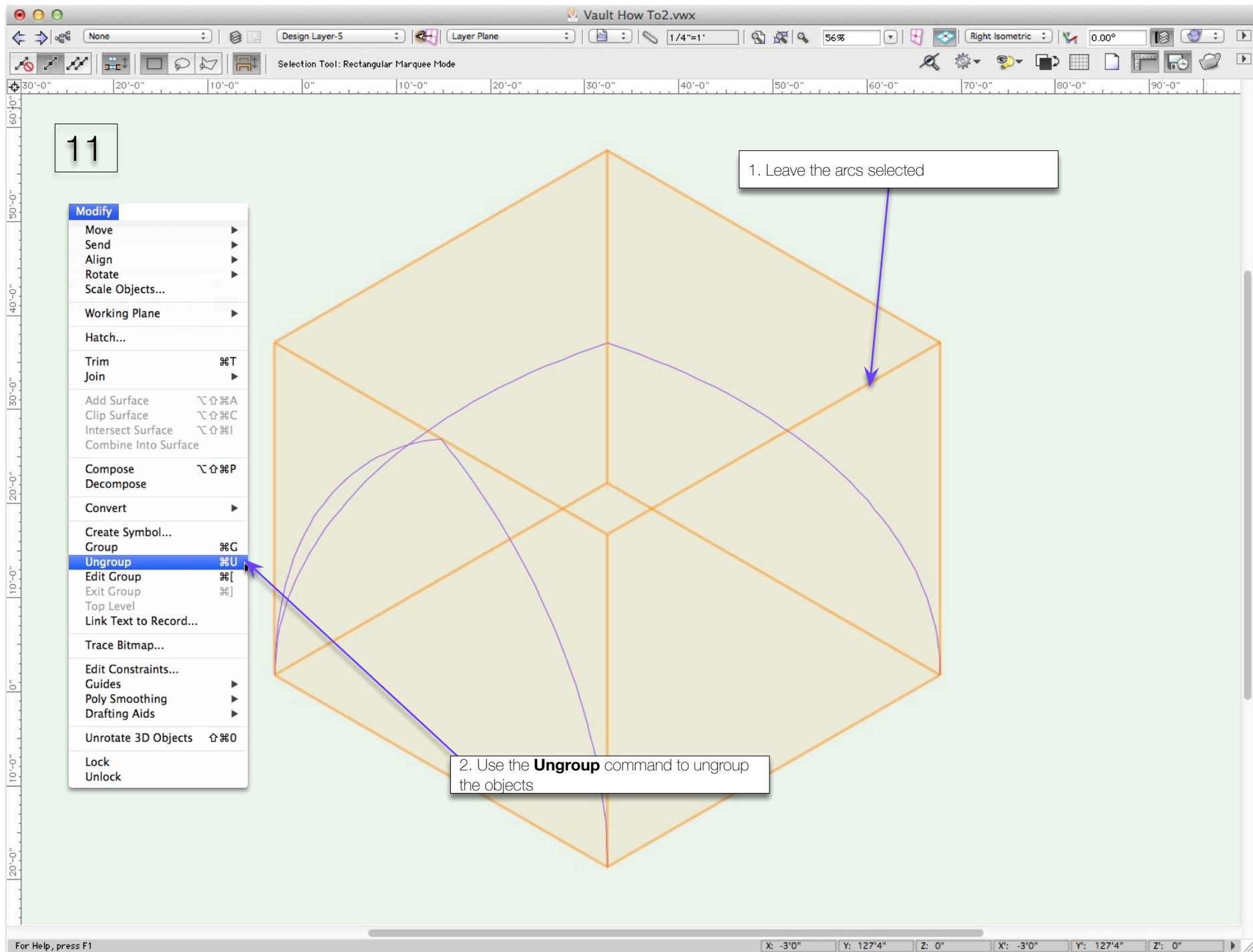


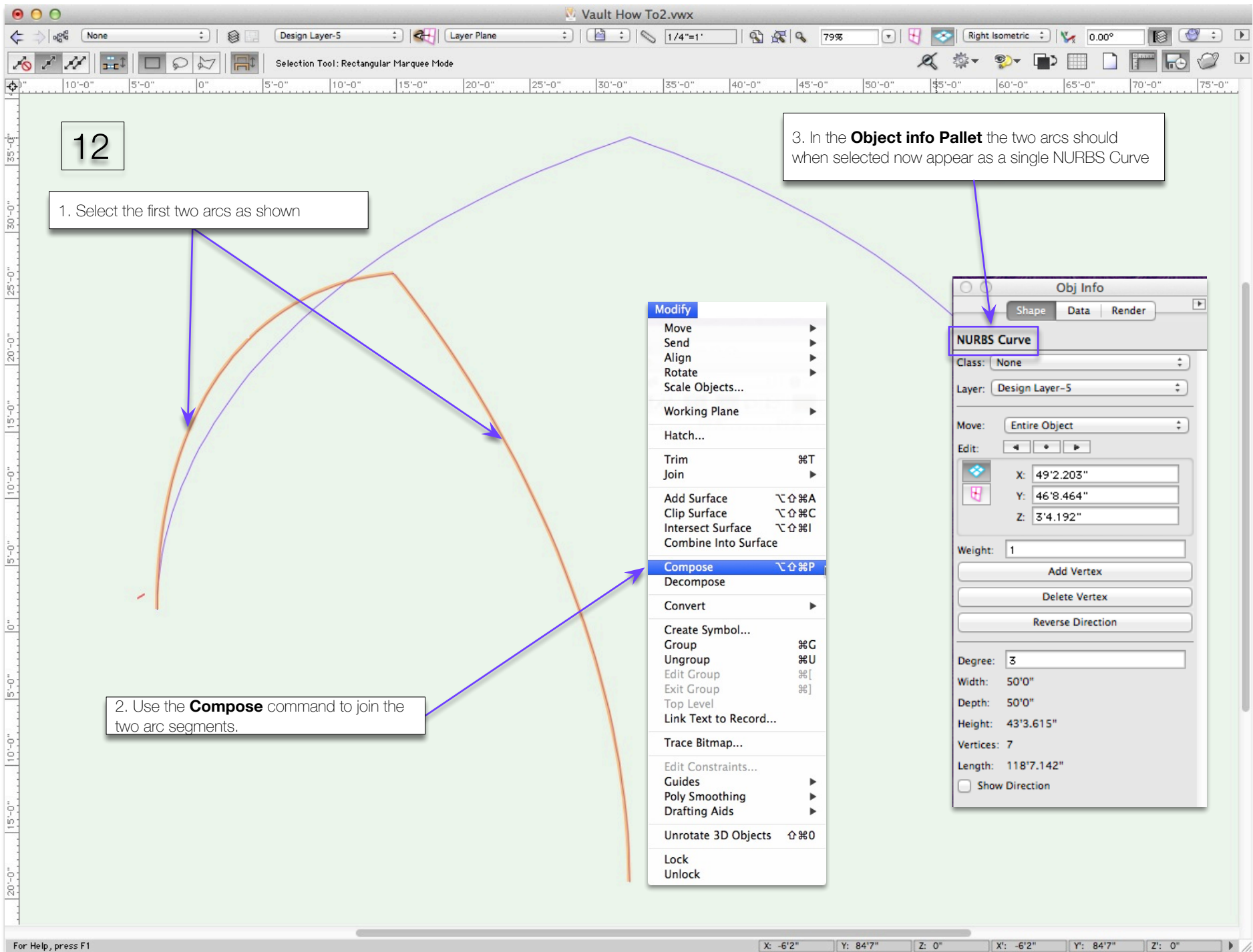


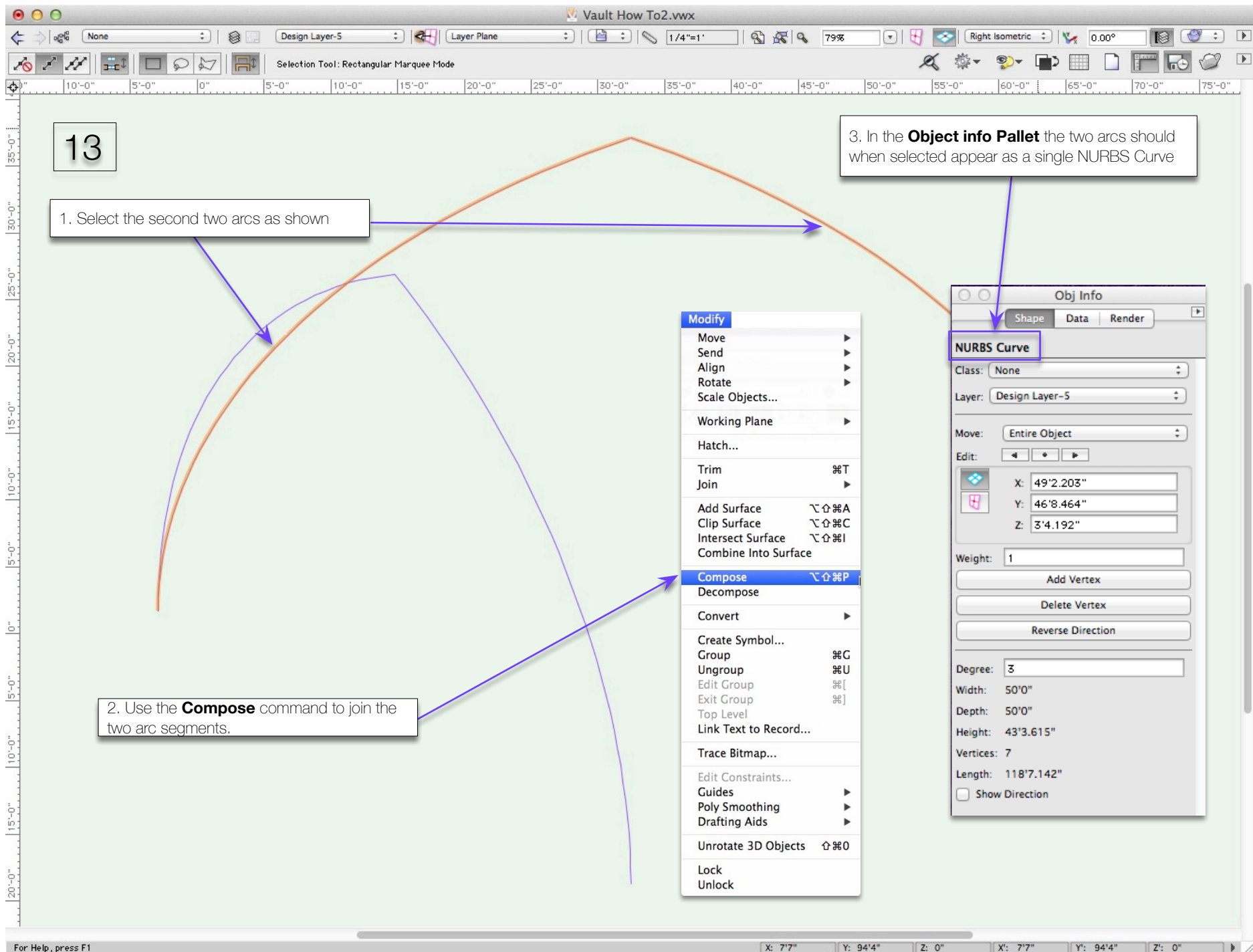


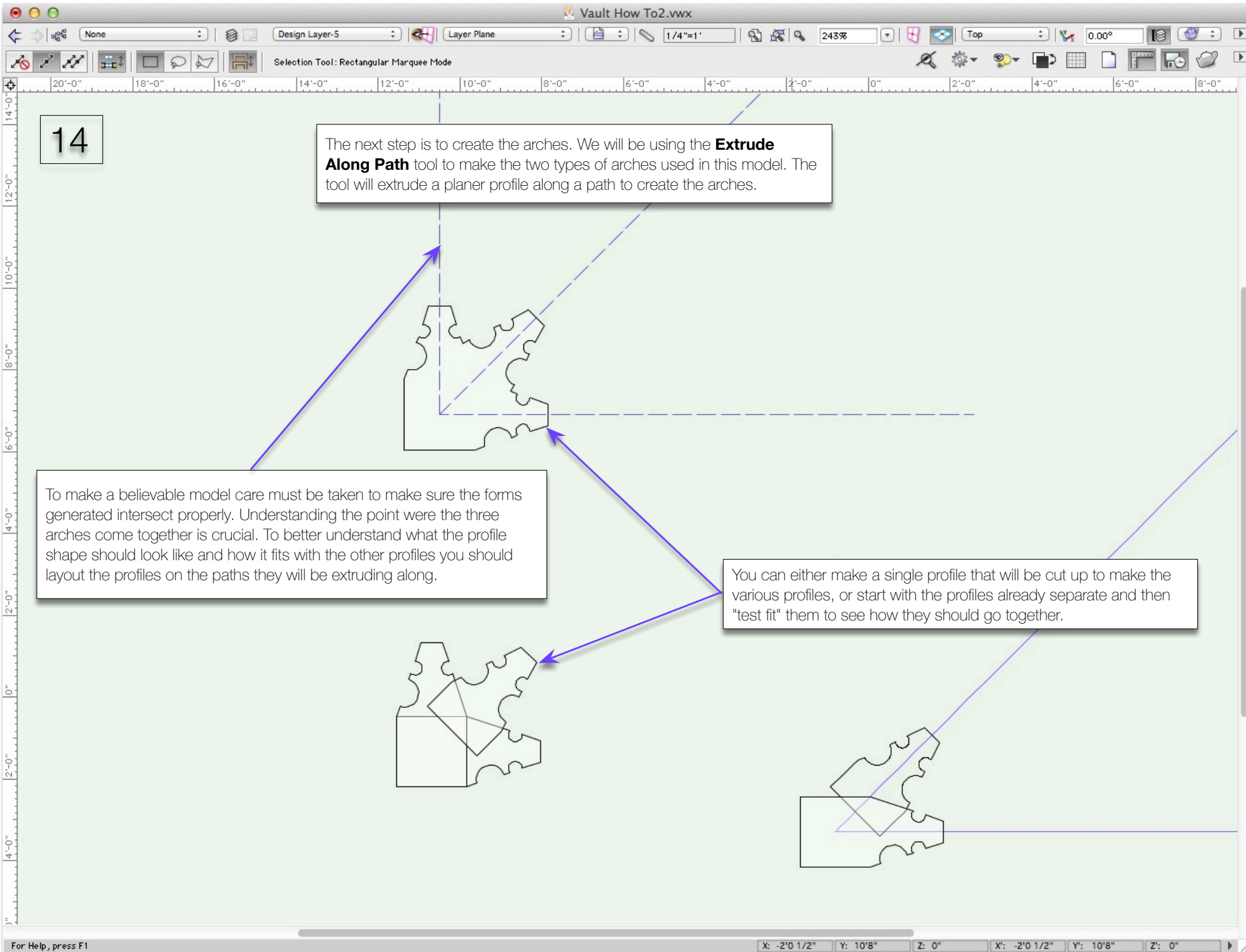


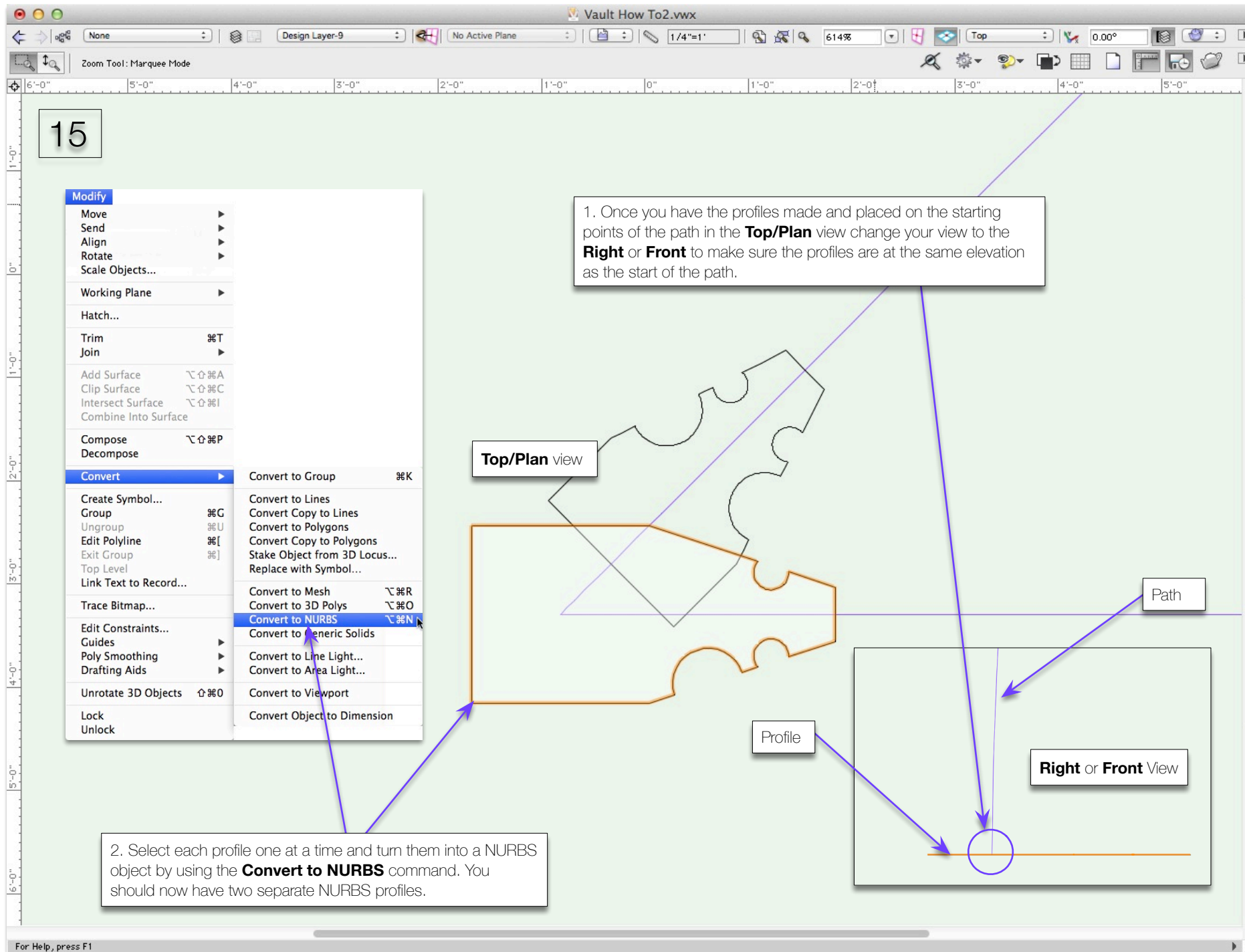


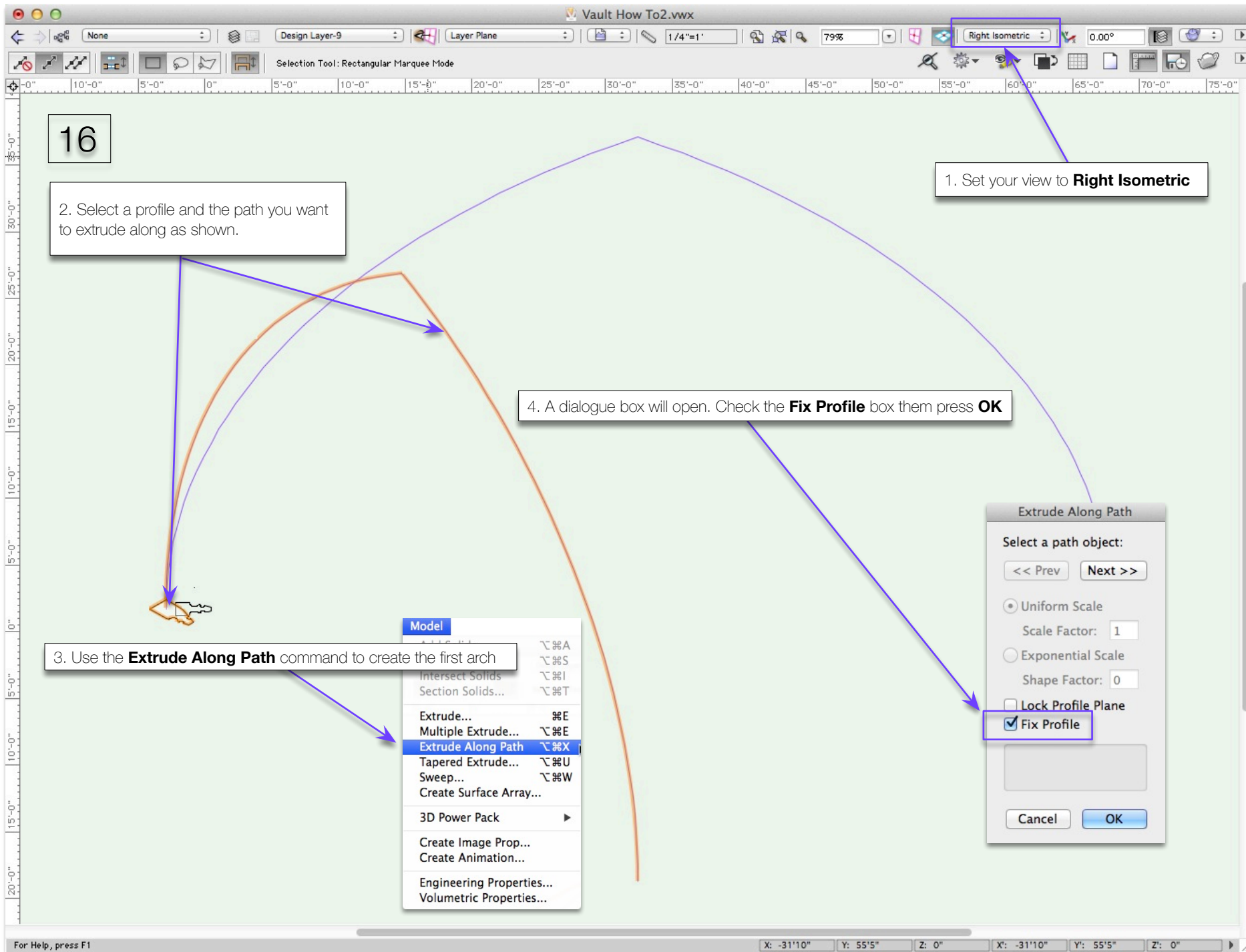


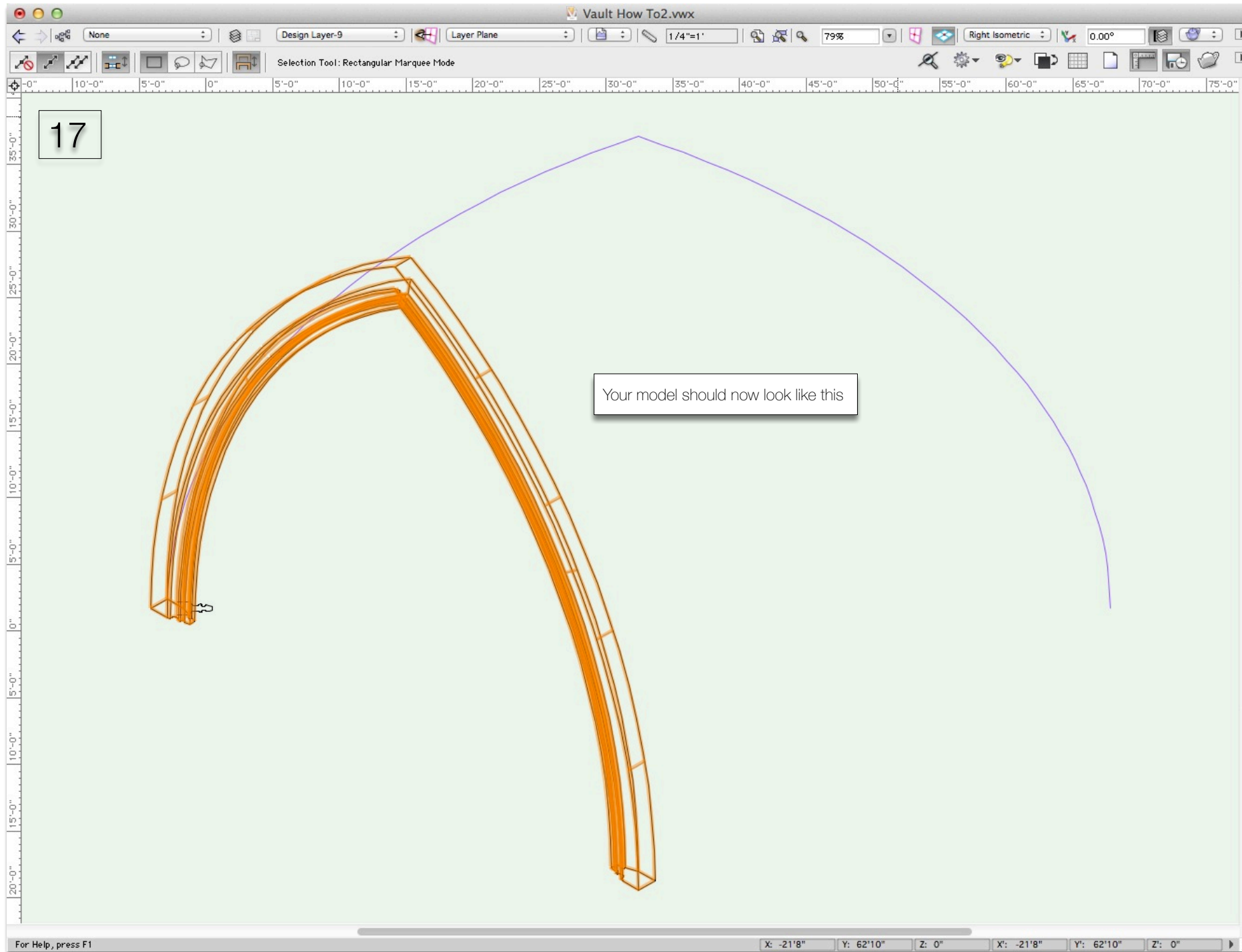


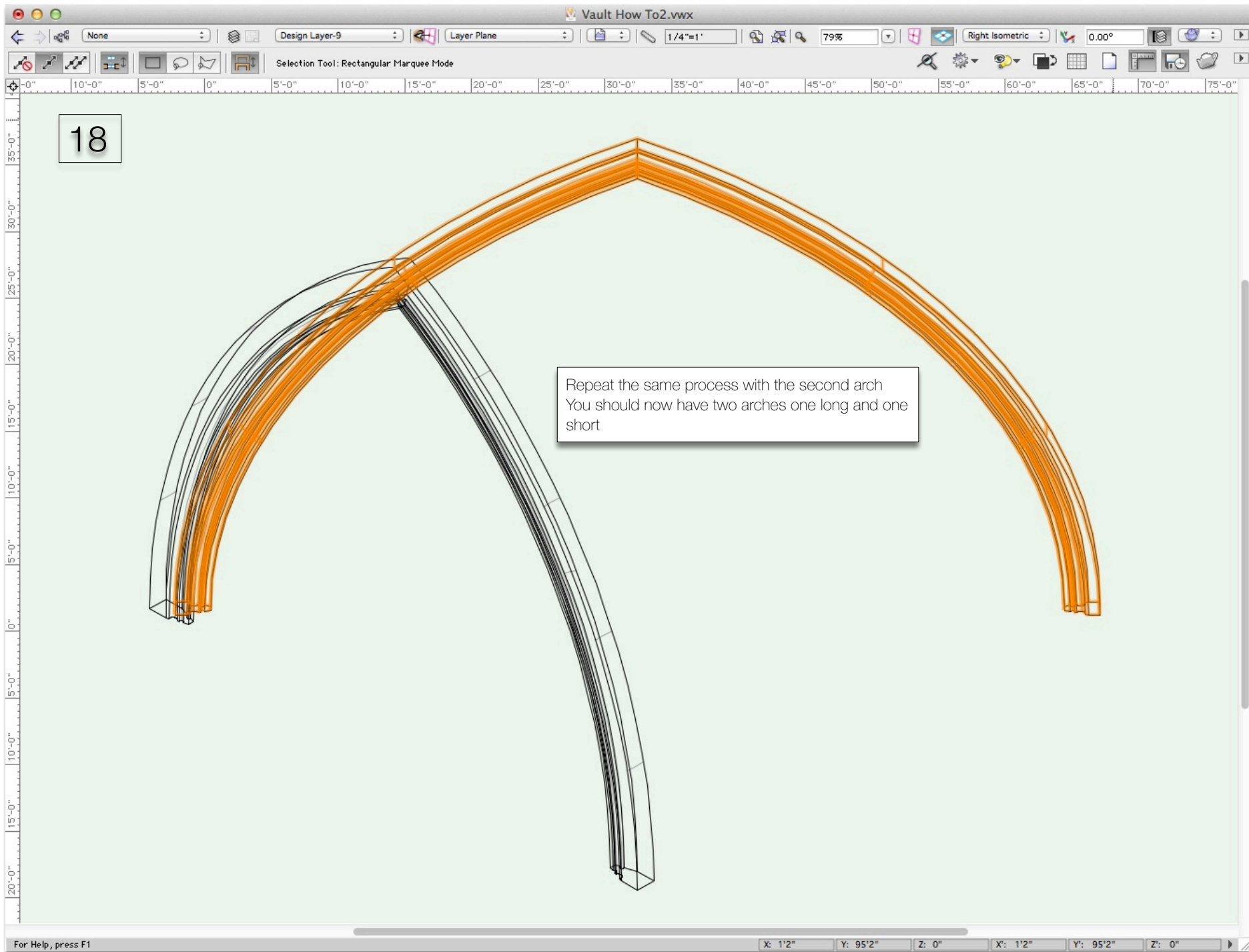


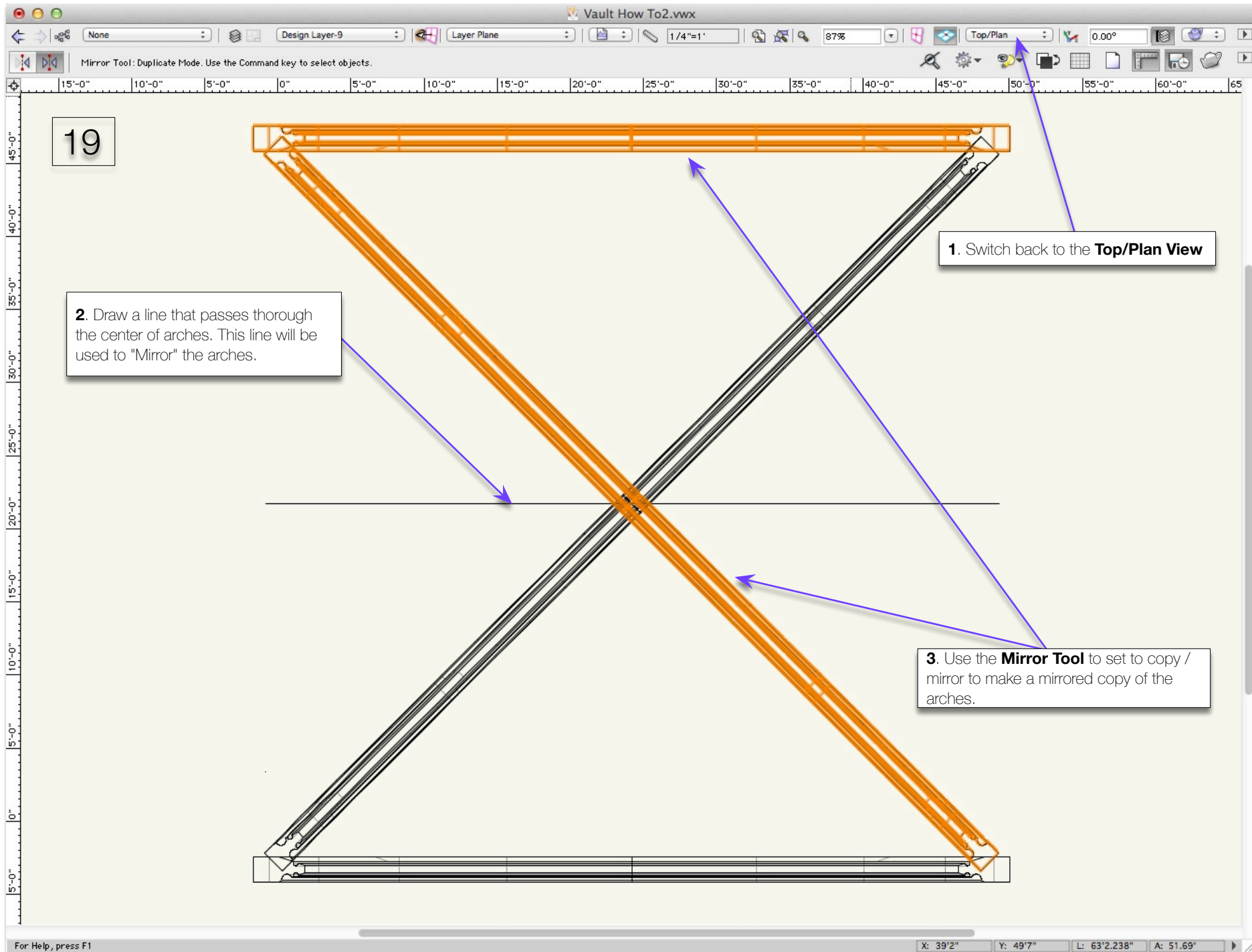


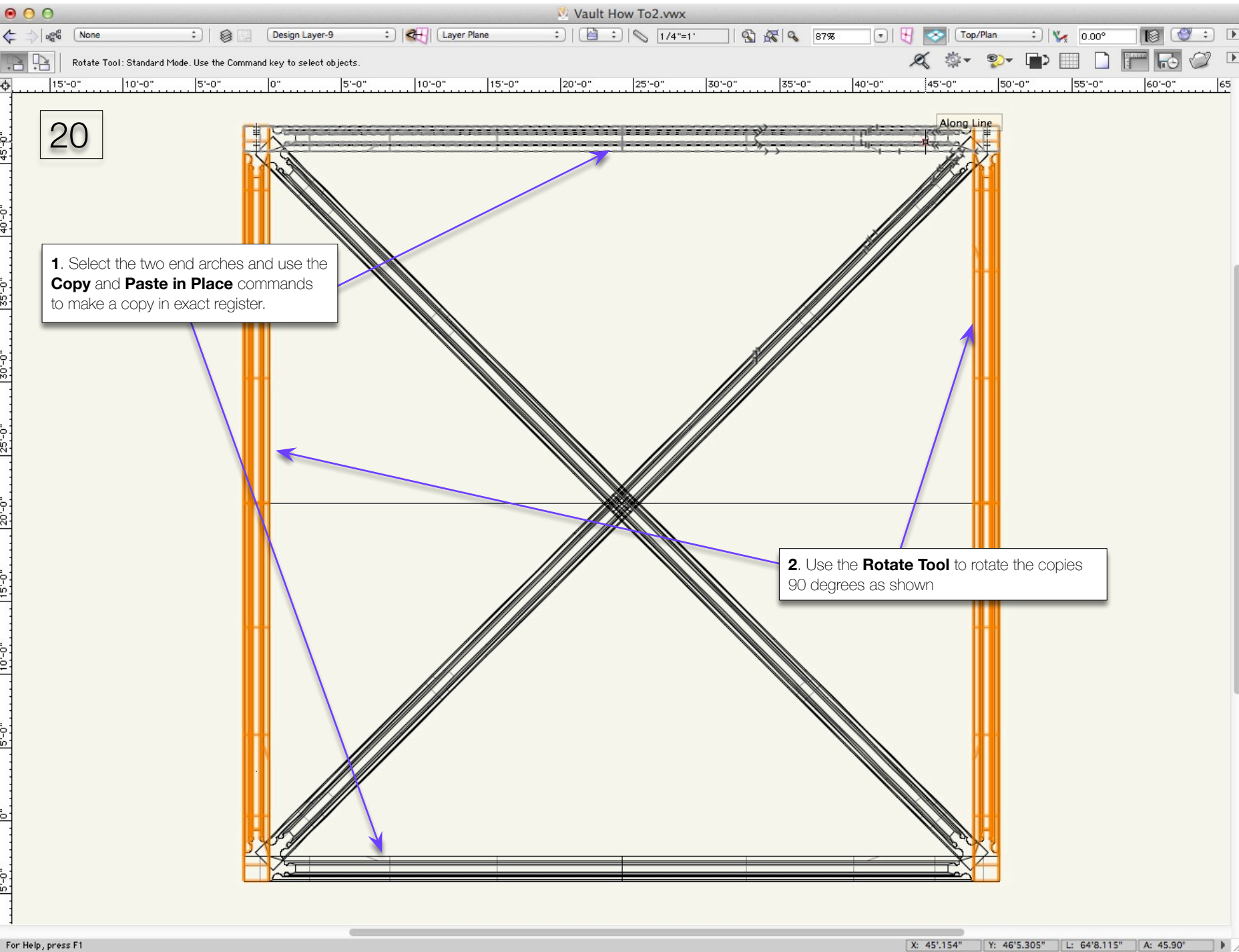












Now we need to build the last part of the model - the Webbing.

1 Return to the Layer that contains the original intersected model (see page 8)

3. In the **Navigation Pallet** use the **Duplicate Layer** command to make a copy of the current layer. This will also change your view to that new layer

2. Change your view to Right Isometric

Navigation - Design Layers

Layer Options: Active Only

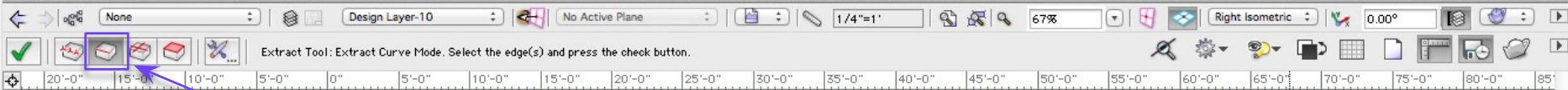
Visibility	Design Layer Name
	Design Layer-7b
	Design Layer-7
	Design Layer-6
	Design Layer-8
	Design Layer-9
	Design Layer-5
	Design Layer-4
	Design Layer-3
	Design Layer-2
	Design Layer-1
	hold

Right-click context menu for 'Design Layer-5':

- New...
- Edit...
- Duplicate**
- Delete...

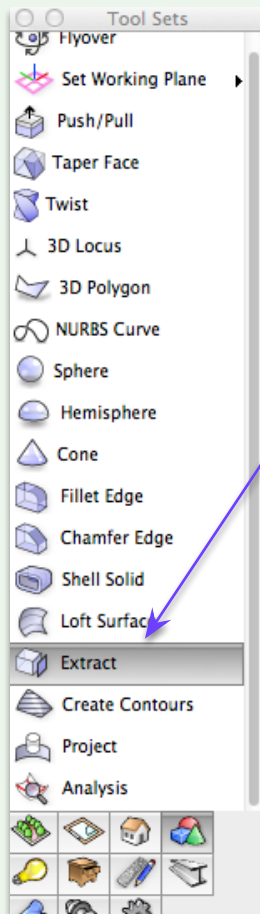
Buttons below the menu:

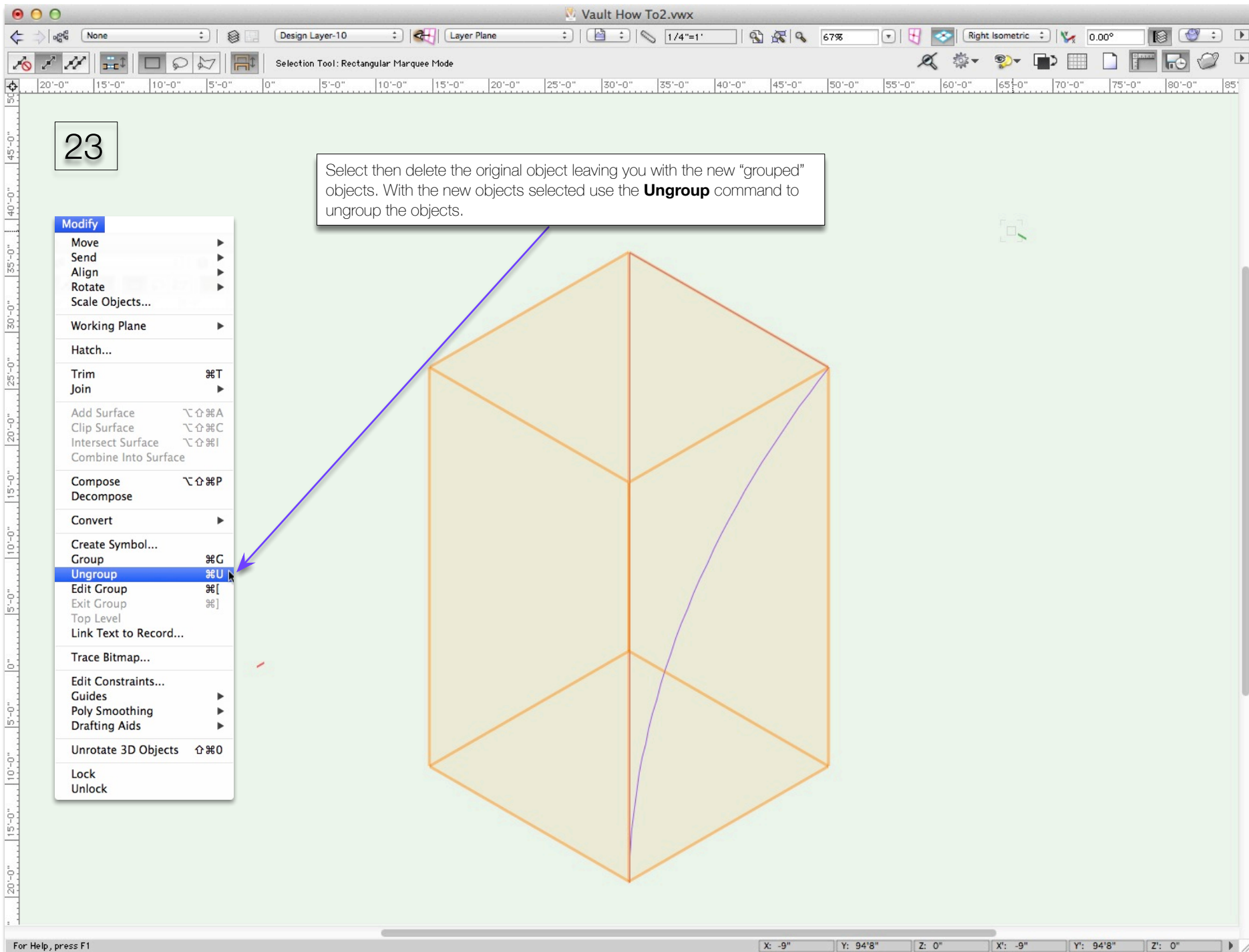
- Activate
- Update Reference
- Details...
- Visibilities...
- Select All

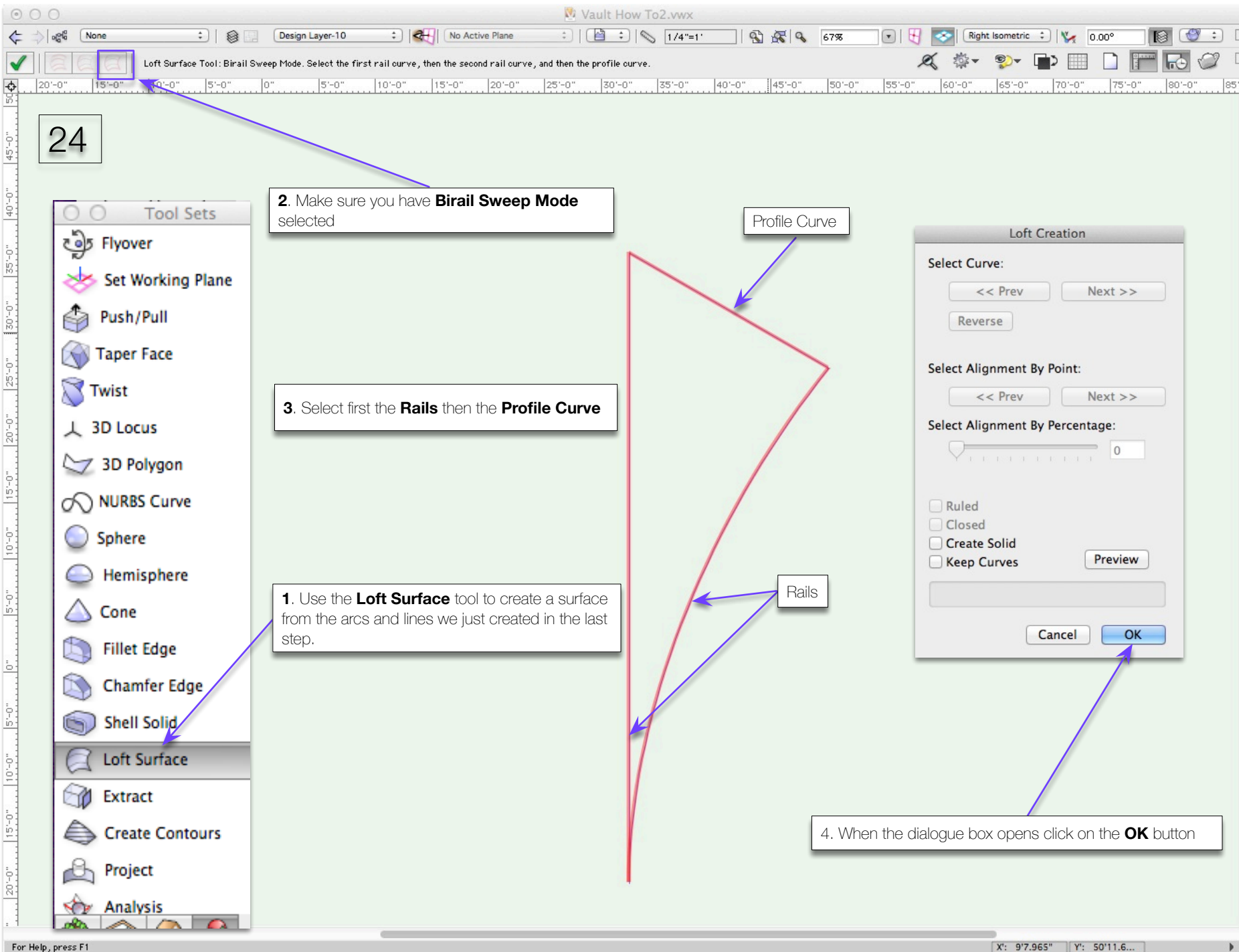


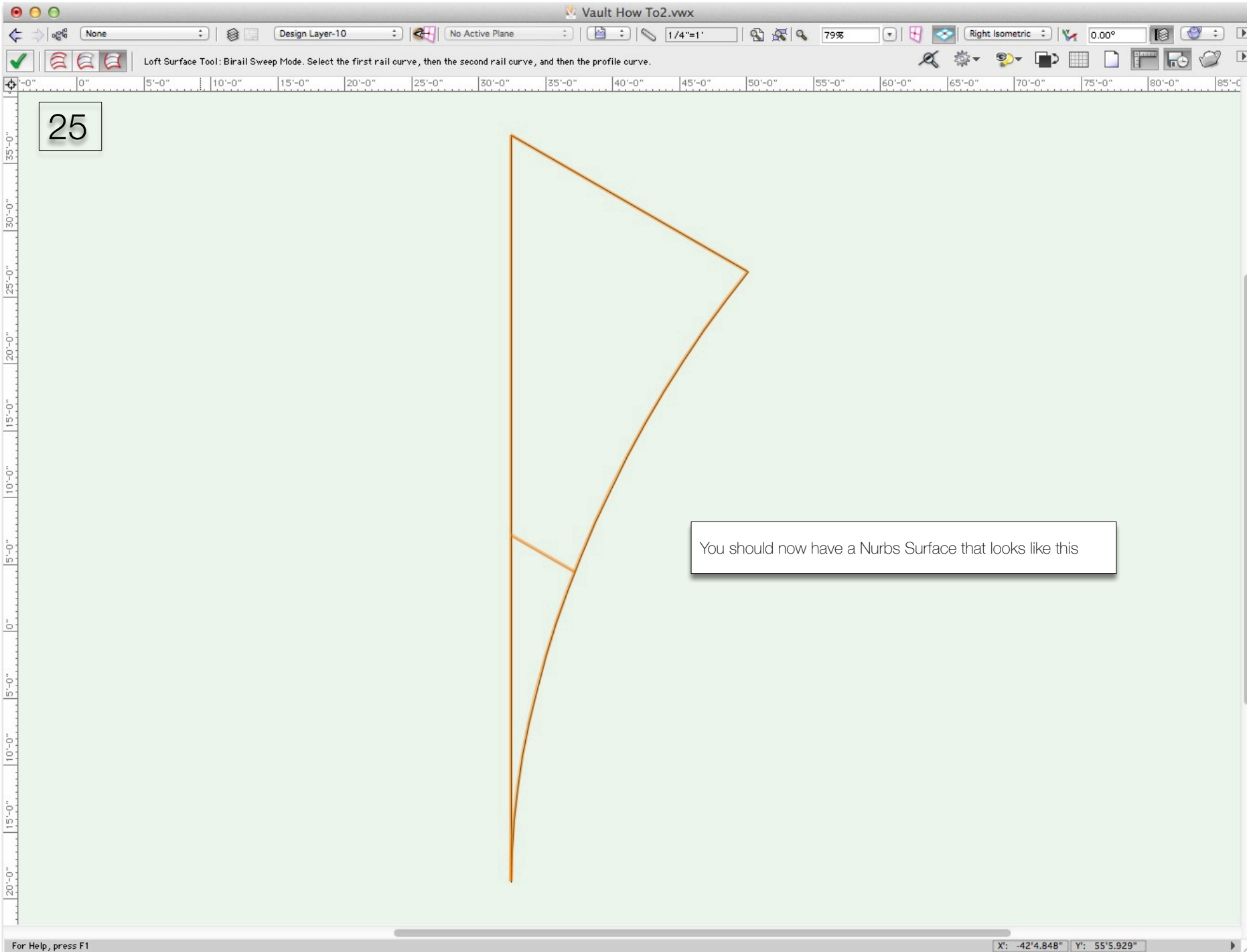
22

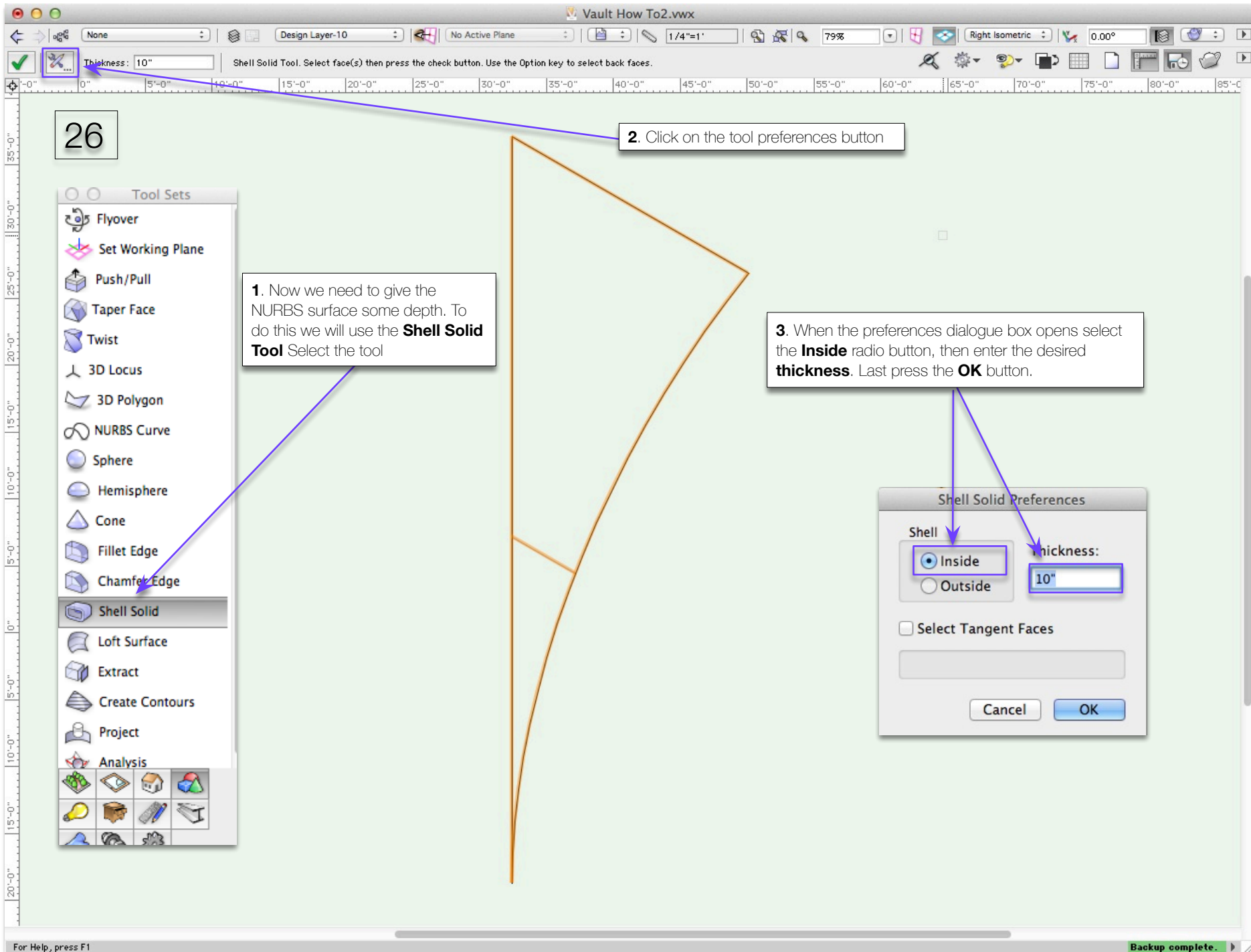
Use the **Extract Tool** as we did on page 9 to extract the arcs and lines as shown in **Red**.

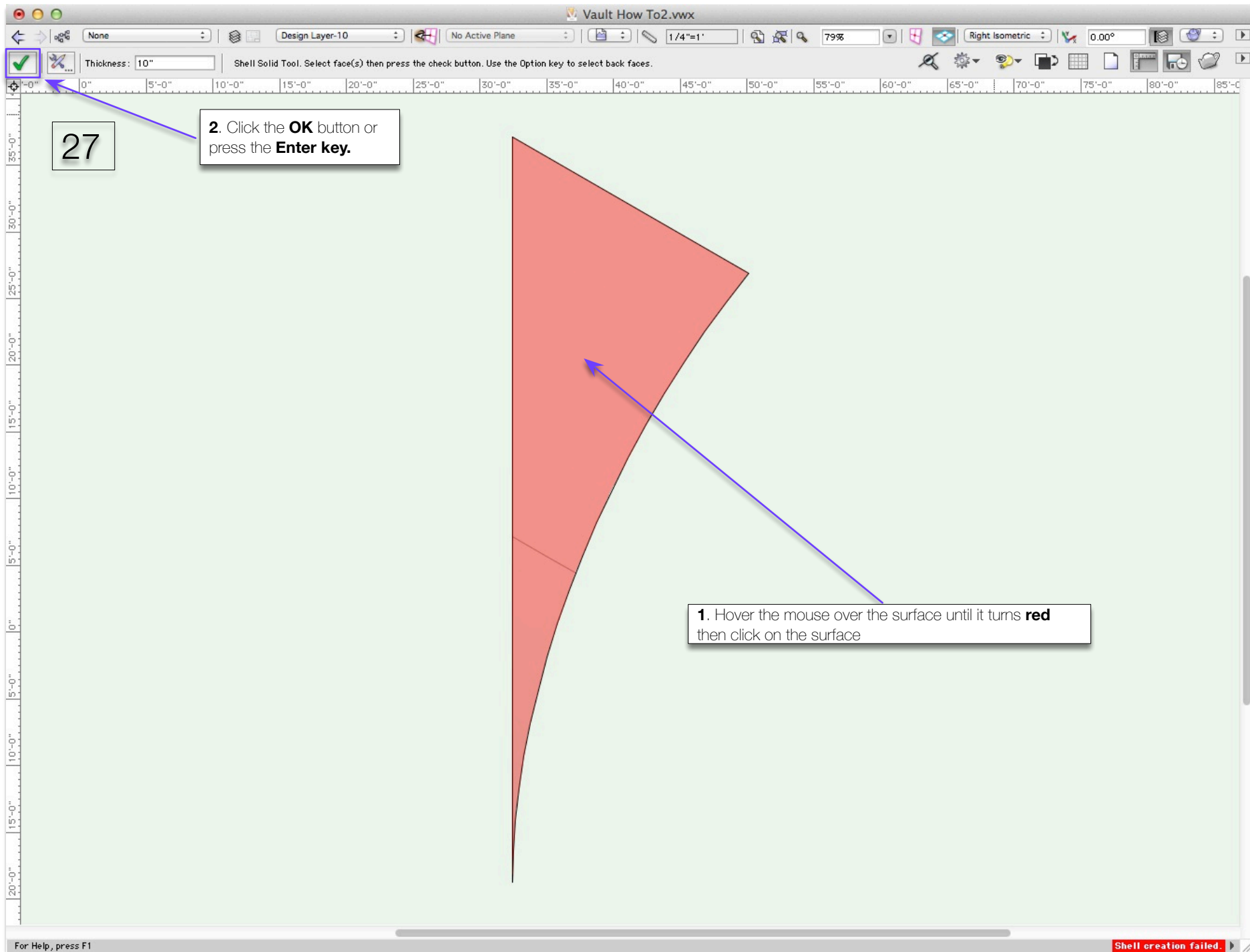


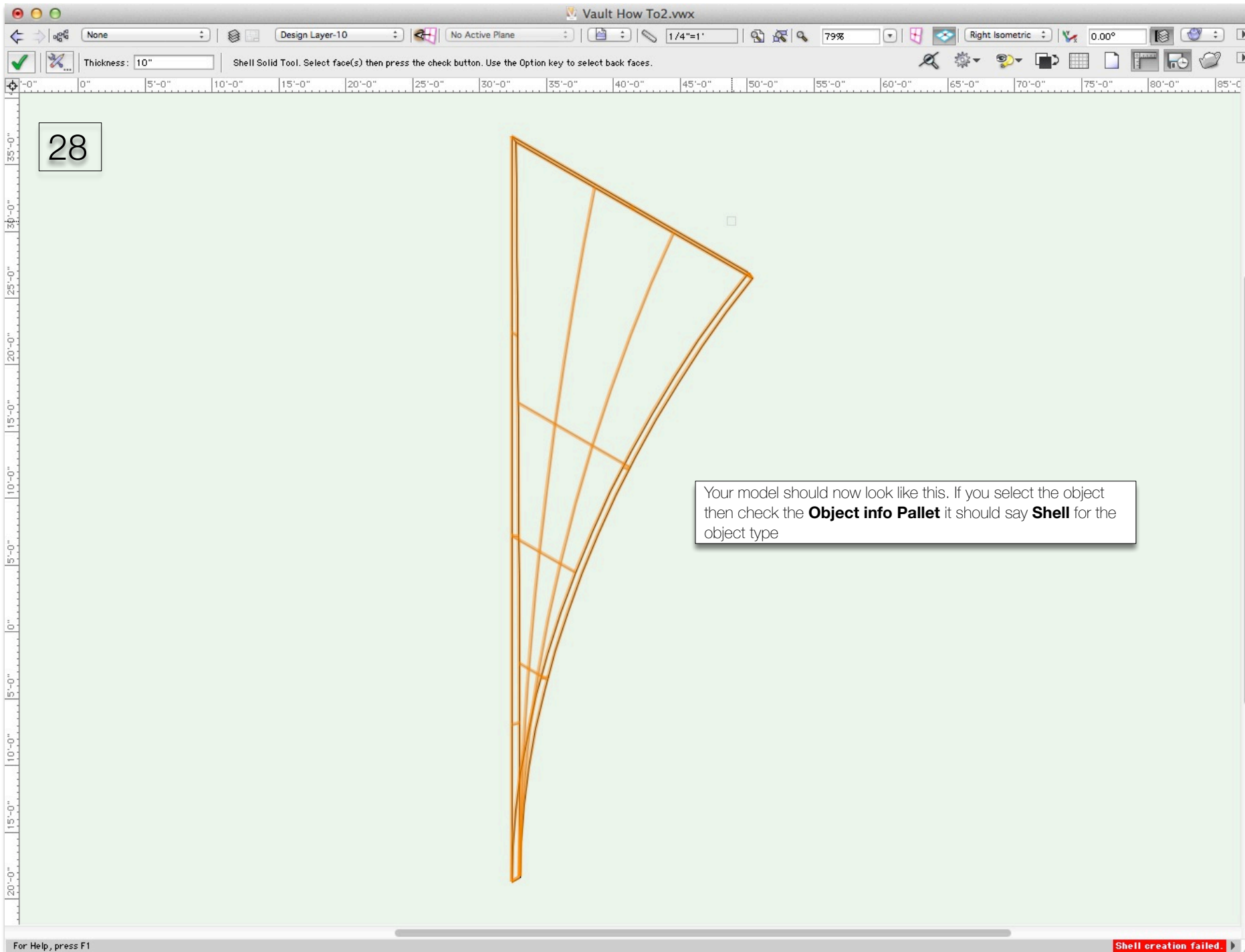


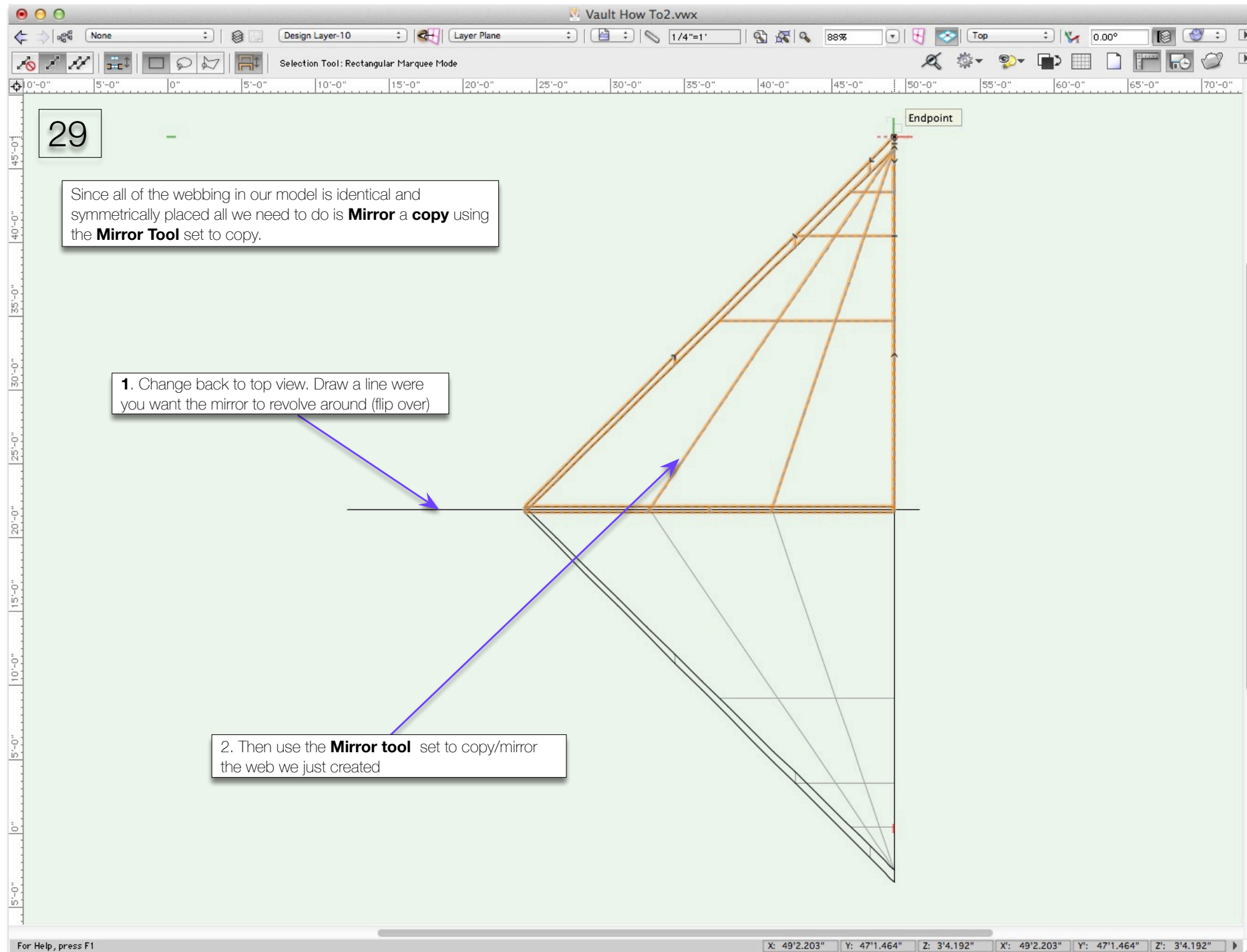






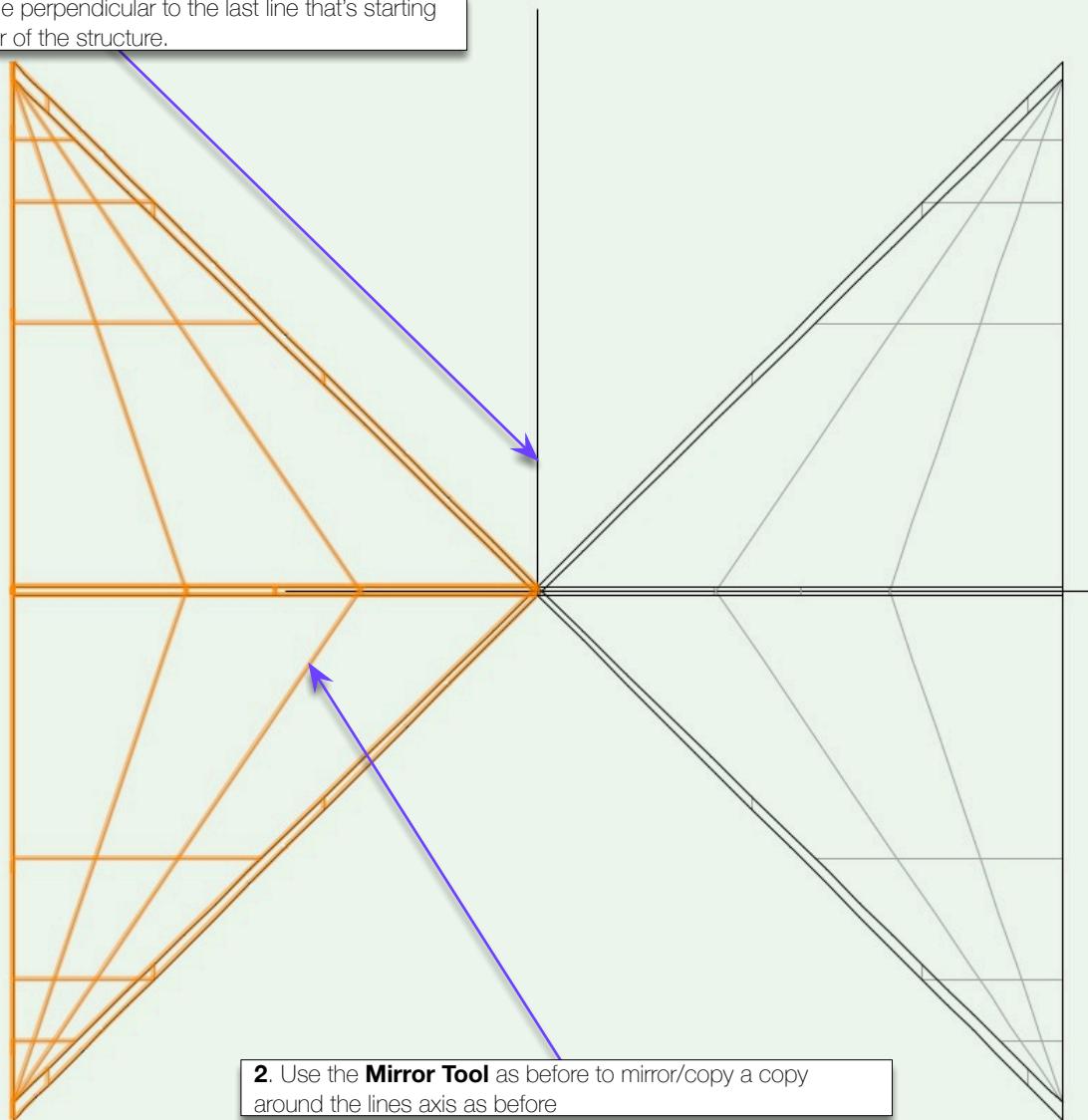




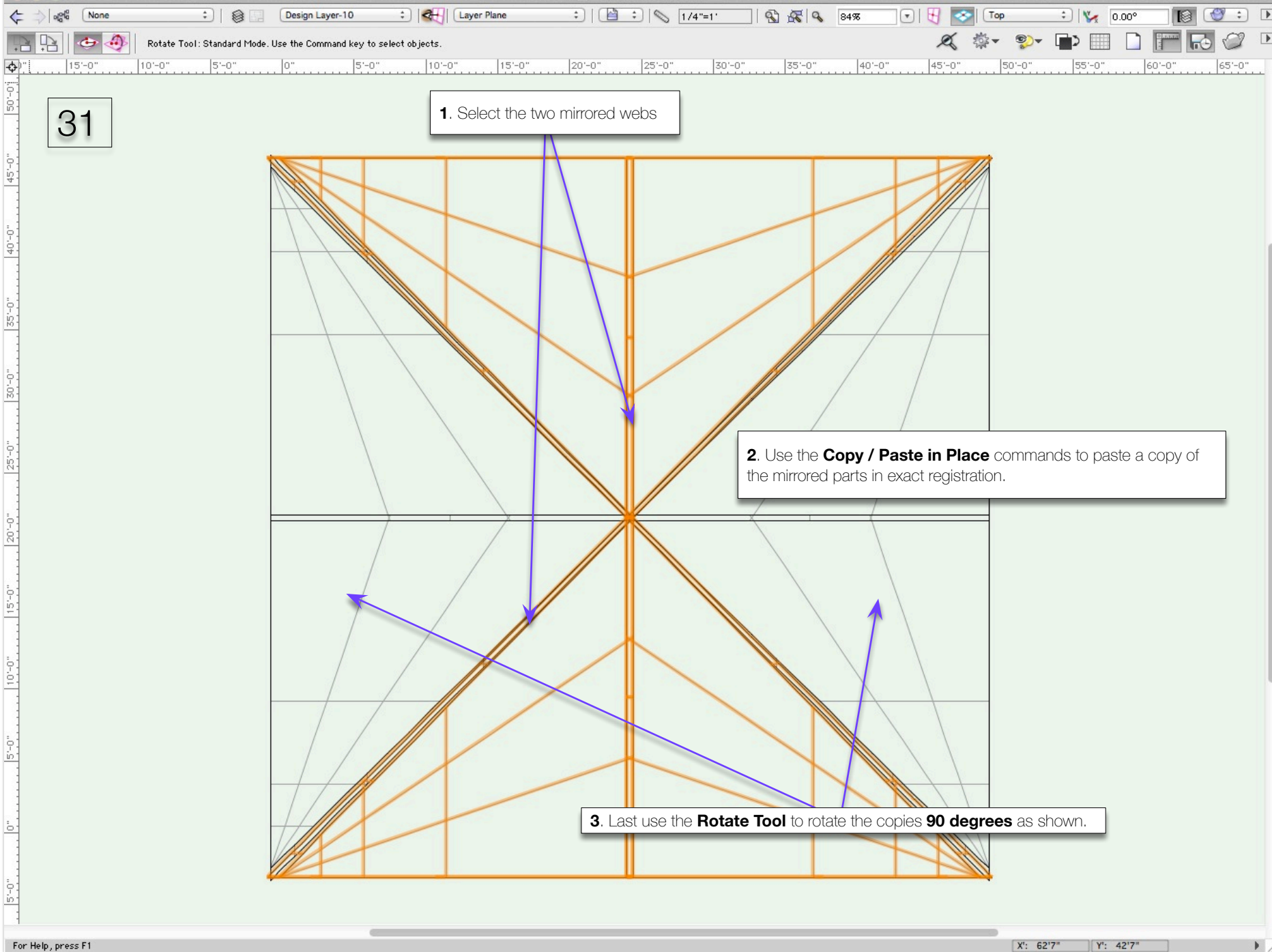


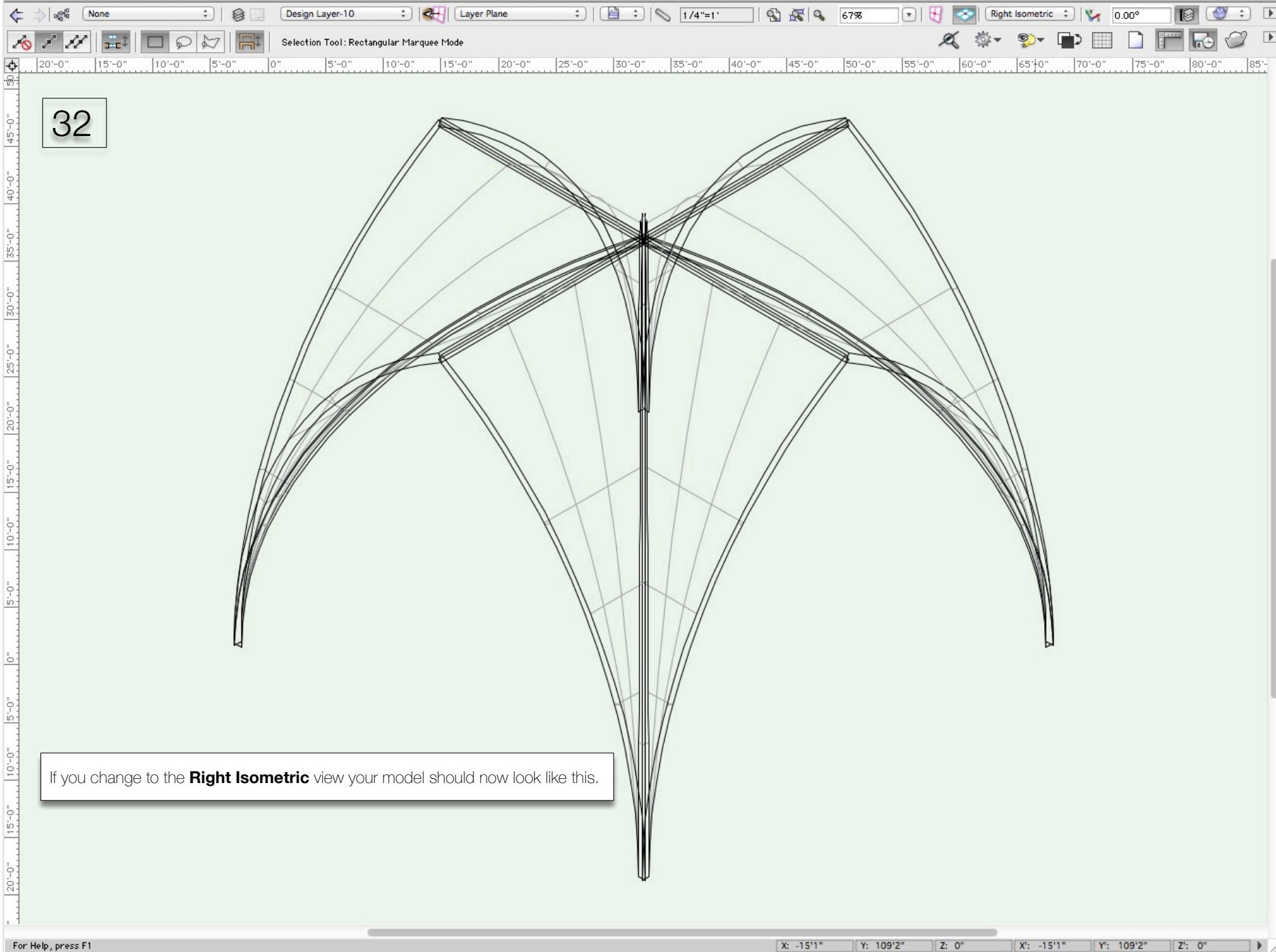
30

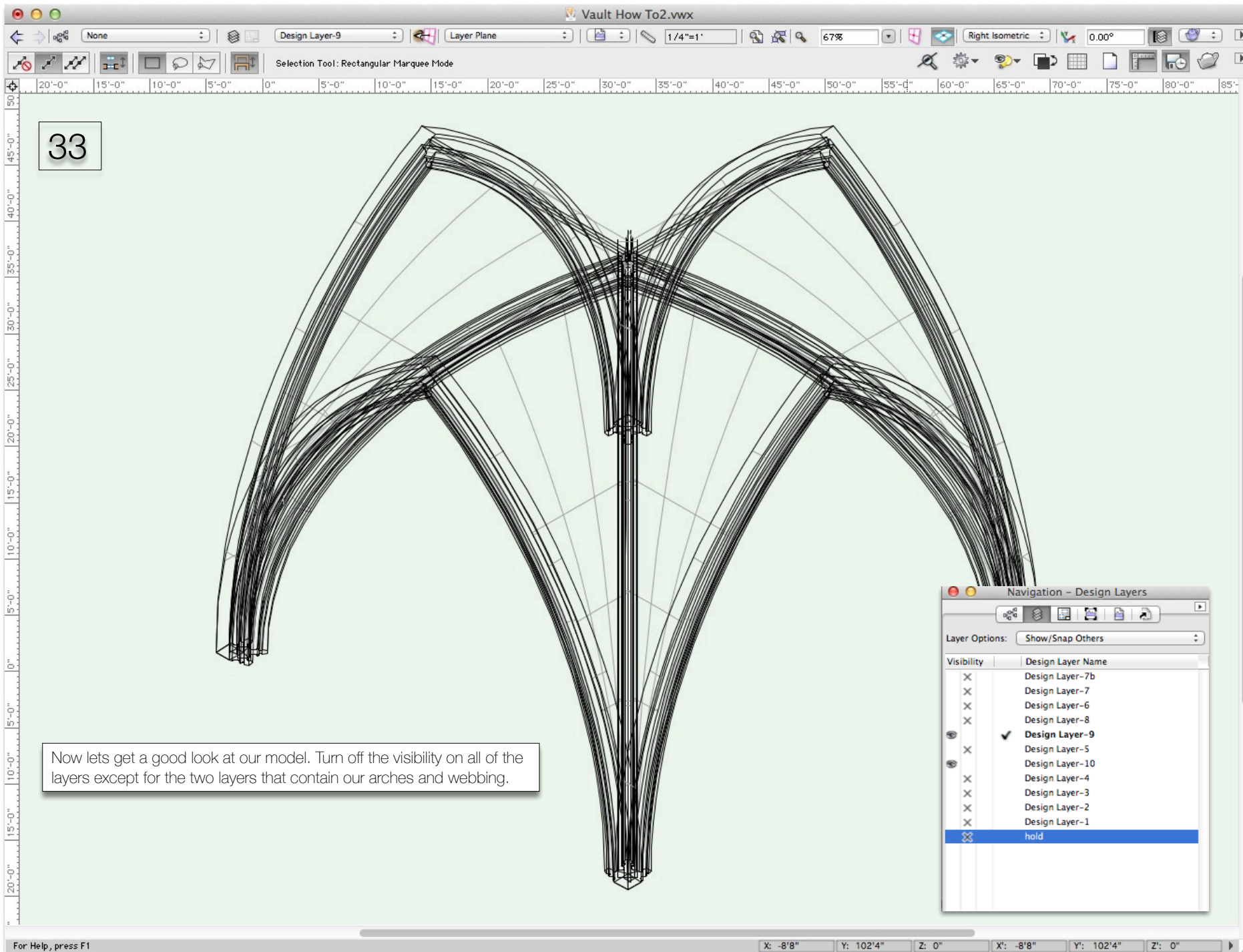
1. Next draw a line perpendicular to the last line that's starting point is the center of the structure.

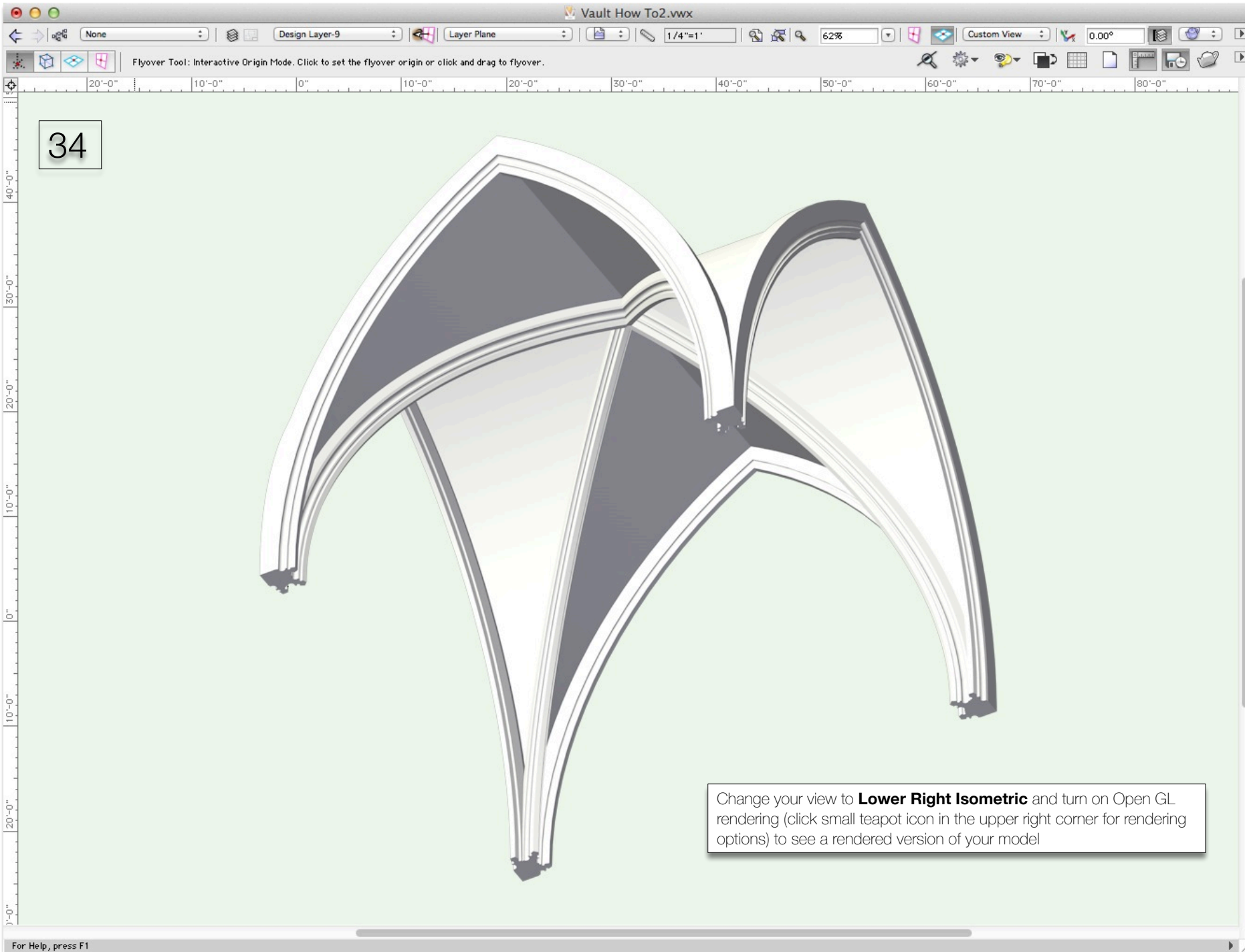


2. Use the **Mirror Tool** as before to mirror/copy a copy around the lines axis as before









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Change your view to **Lower Right Isometric** and turn on Open GL rendering (click small teapot icon in the upper right corner for rendering options) to see a rendered version of your model