

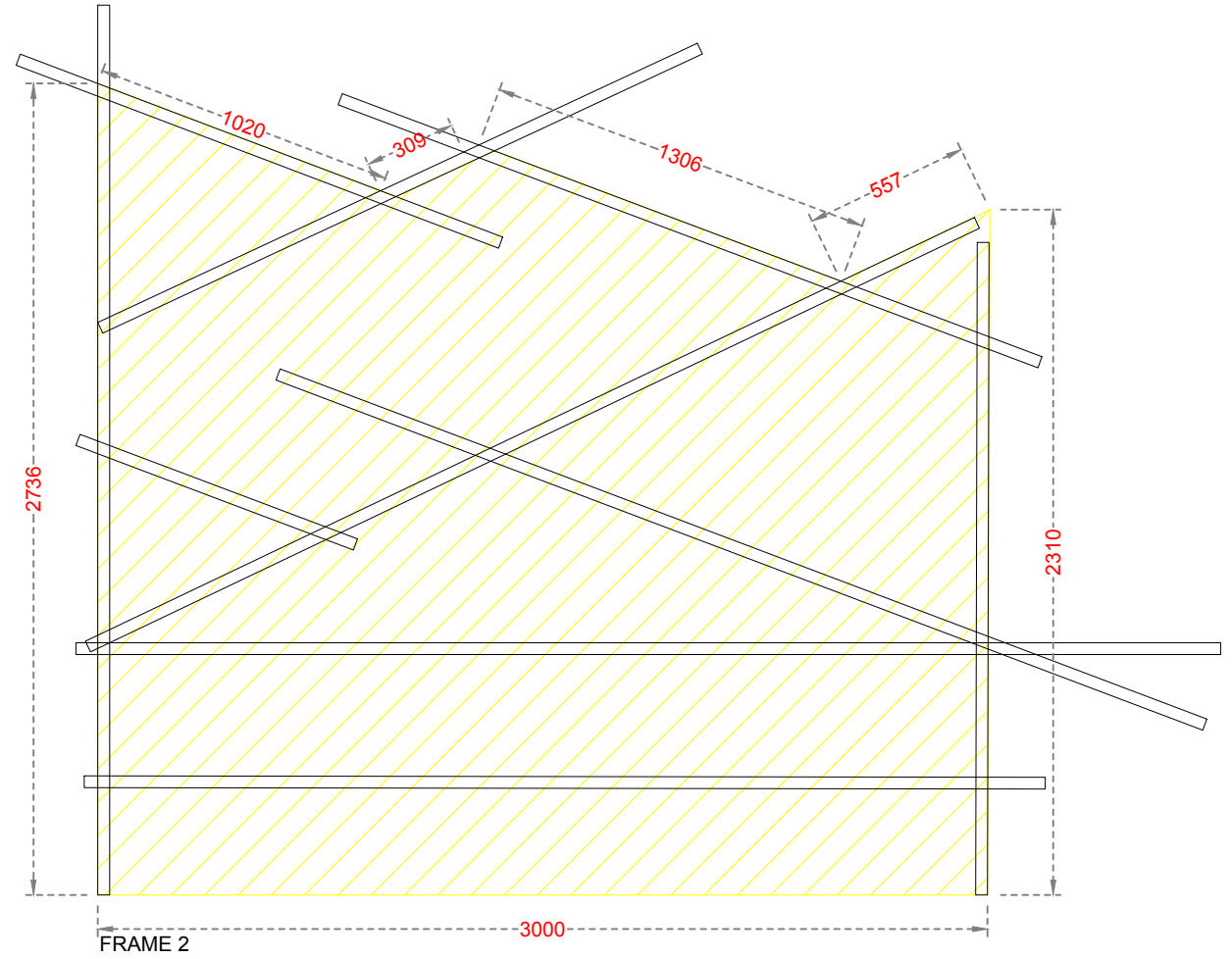
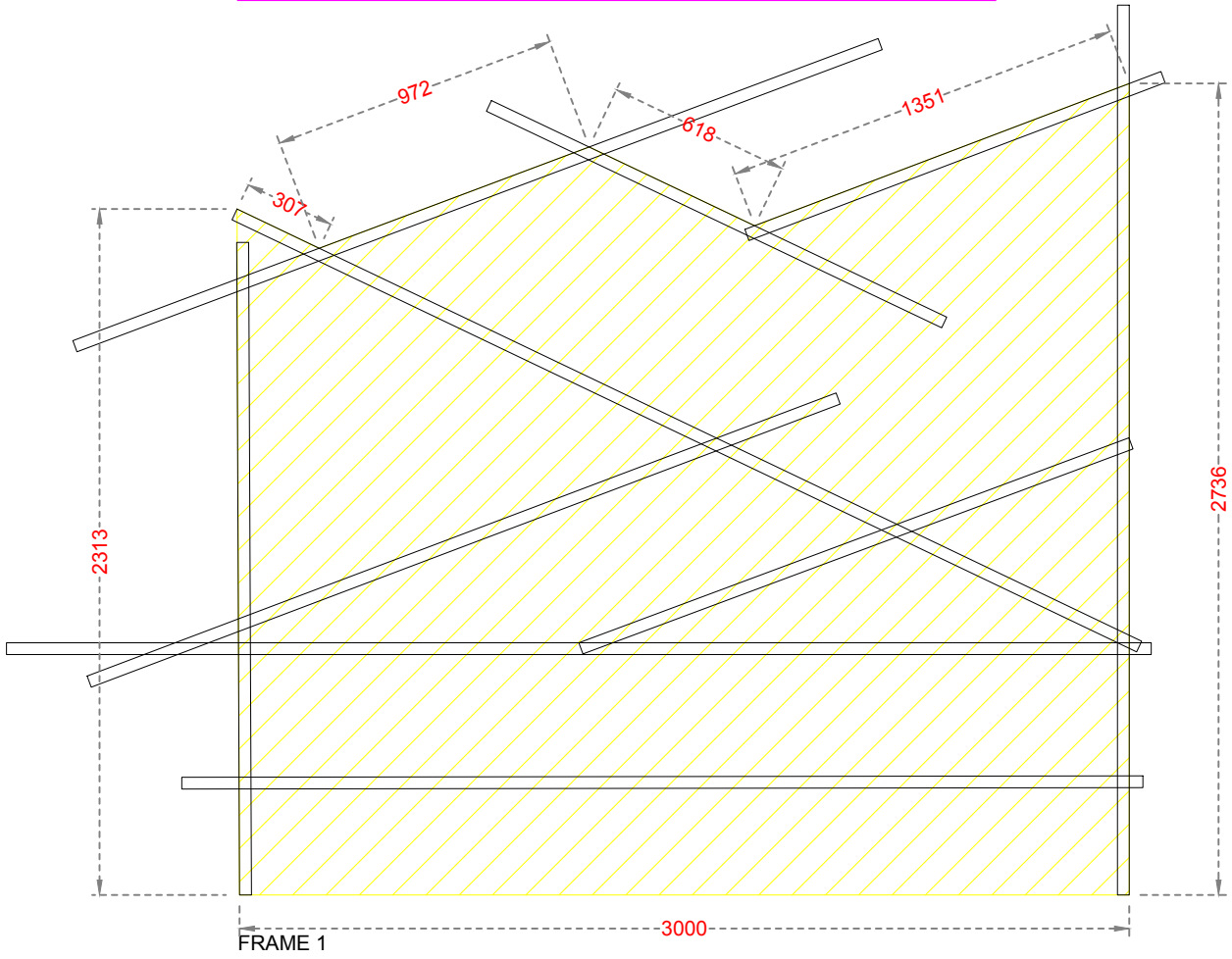


-  - EITHER 18MM FROSTED PERSPEX OR TWO OR THREE SHEETS OF 9MM SO THAT IT'S LESS CLEAR TO SEE ANYTHING BEHIND.
-  - METAL FRAME WORK 40mm BOX STEEL OR ALUMINUM WHAT EVER IS CHEAPEST OR LIGHTEST OPTION TO BE DISCUSSED.
- FOR TRAVEL PURPOSES PERSPEX WOULD NEED TO BE CUT WHERE LINES OF STEEL FRAME IS. THEN BOLTED TO METAL FRAME.
- KEEP TO BIGGER PANELS PREFERABLE POSSIBLE



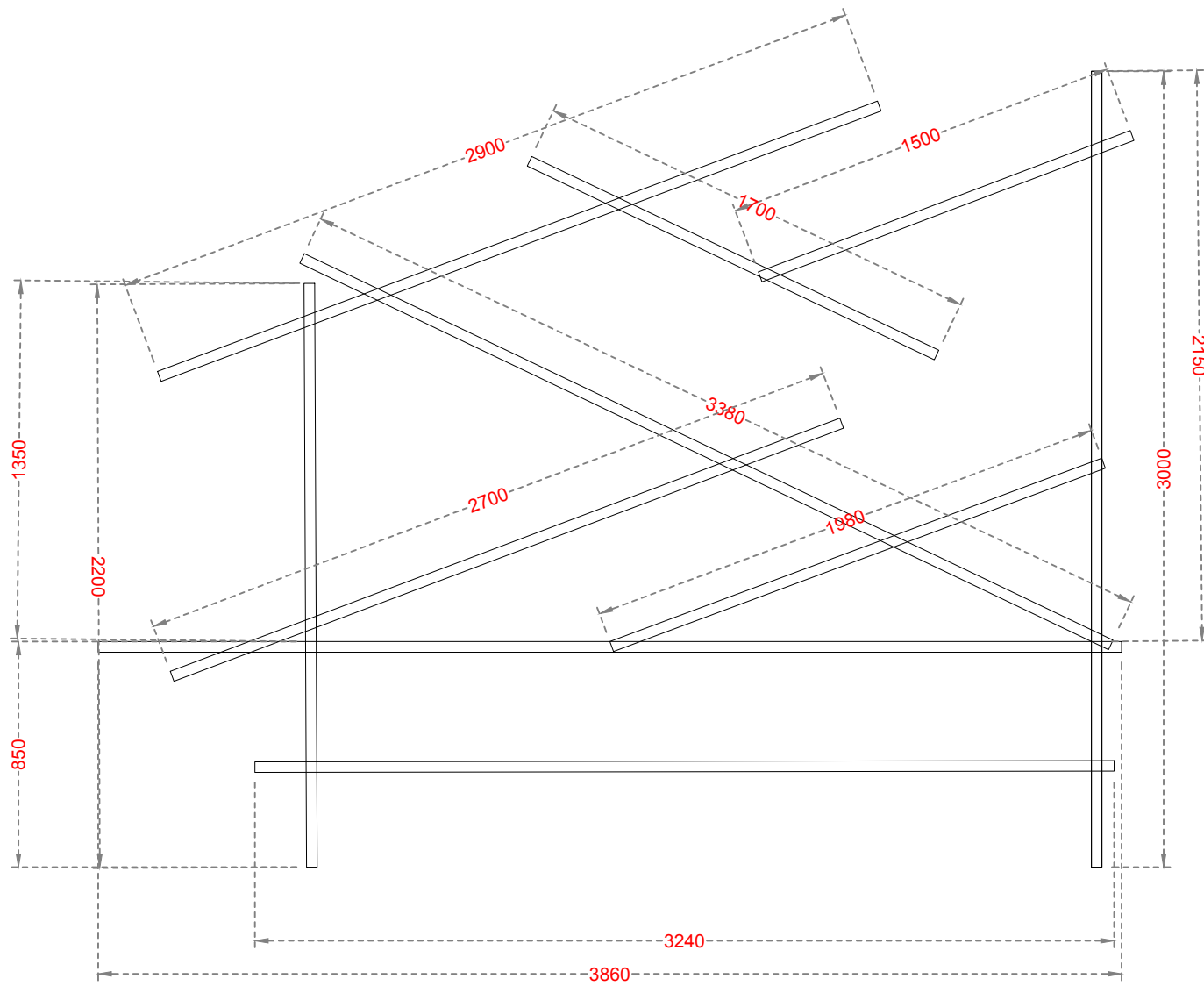
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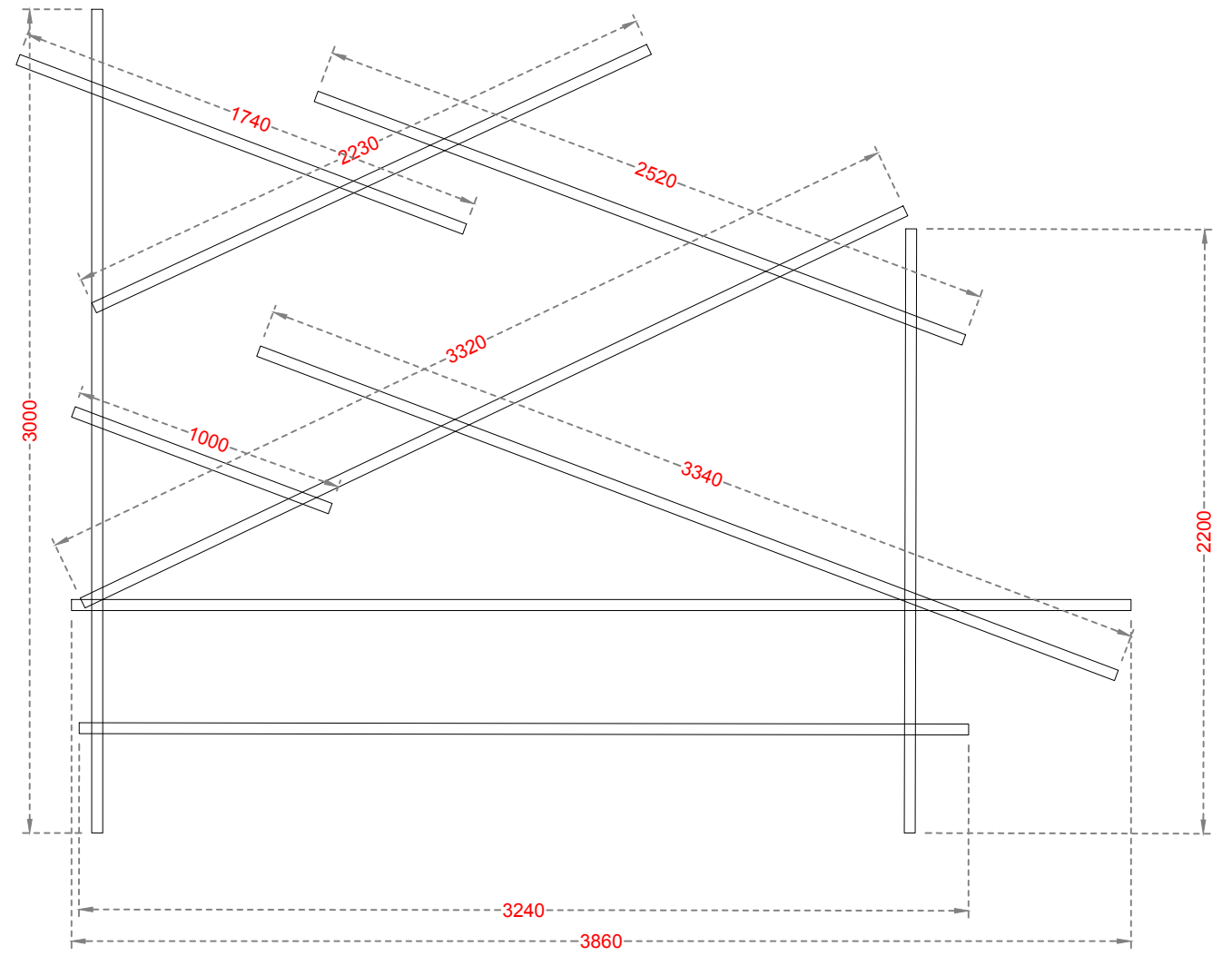
ALL DIMENSIONS IN MM UNLESS STATED OTHERWISE. DO NOT SCALE FROM THIS DRAWING AND VERIFY ALL DIMENSIONS ON SITE.

<b>#DEPT</b>	PROJECT: <b>#PROJECT HOLLTI</b>		VENUE: <b>#VENUE YSGOL BODED</b>		<b>PROVISIONAL</b>
	SHEET TITLE: <b>g</b>		DATE: <b>03/07/17</b>		
07877646571	DIRECTOR: <b>#DIRSARAH BICKERTO</b>	LIGHTING DESIGNER: <b>#LX</b>	PRODUCTION MANAGER: <b>#PM G BONT</b>	DRAWN BY: <b>LUNED</b>	REF. NUMBER: <b>3D BO/EDE/N.d.## /9</b>
LUNED_GWAWR@HOTMAIL.COM	DESIGNER: <b>#DES LUNED GE</b>	SOUND DESIGNER: <b>#SND</b>	3D OFFICE CONTACT: <b>#3DOFFICE X####</b>	APPROVED BY: <b>NOT CHECKED</b>	

- STEEL FRAMES MUST FIT THROUGH DOOR HEIGHT OF 1800MM. NEEDS TO BE DISASSEMBLED FOR TOURING PURPOSES.
- TO BE SPLIT INTO 3 SECTIONS?
- CUT  
1 @ 850MM  
2 @ 1350MM



FRAME 1



FRAME 2

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PROJECT:  
#PROJECT HOLLTI

VENUE:  
#VENUE YSGOL BODED

**PROVISIONAL**

#DEPT

g  
####

DATE:  
03/07/17

SCALE:  
1:25

@A3L

07877646571

LUNED\_GWAWR@HOTMAIL.COM

DIRECTOR:  
#DIRSARAH BICKERTO  
DESIGNER:  
#DES LUNED GE

LIGHTING DESIGNER:  
#LX  
SOUND DESIGNER:  
#SND

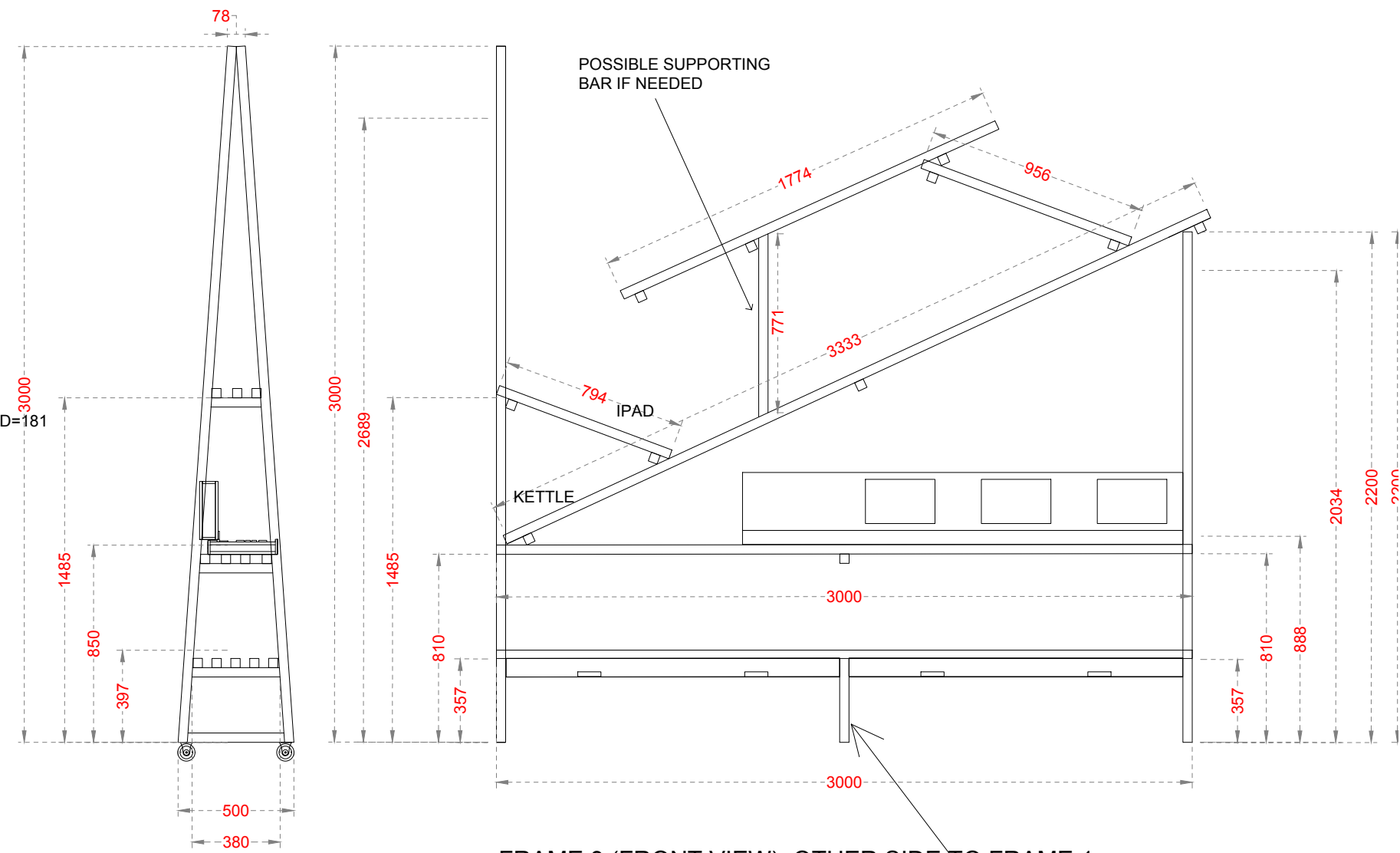
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#PM G BONT  
3D OFFICE CONTACT:  
#3DOFFICE X####

DRAWN BY:  
LUNED  
APPROVED BY:  
NOT CHECKED

REF. NUMBER:

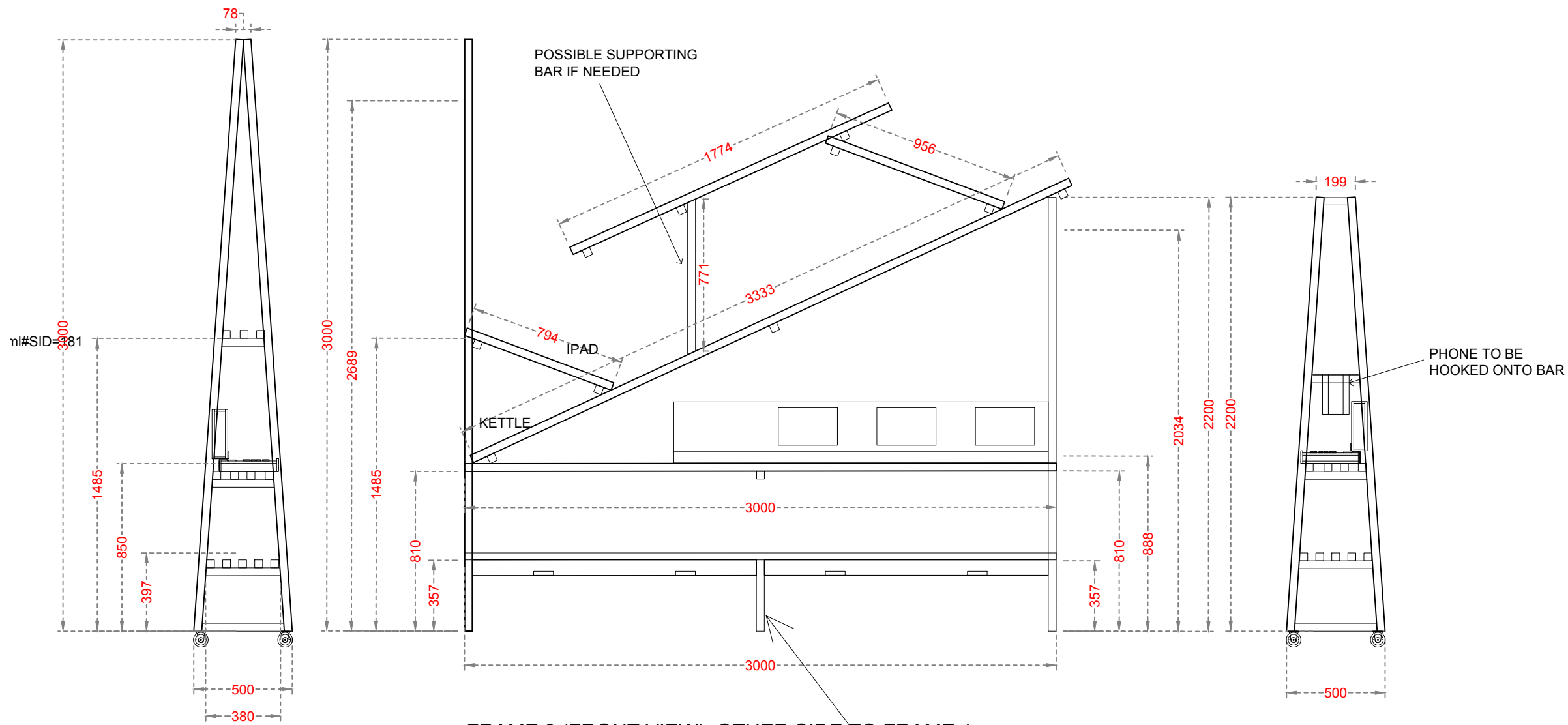
3D BO/EDE/N.d.## /9

- STEEL FRAMES MUST FIT THROUGH DOOR HEIGHT OF 1800MM. NEEDS TO BE DISASSEMBLED FOR TOURING PURPOSES.
  - TO BE SPLIT INTO 3 SECTIONS?
  - CUT
    - 1 @ 850MM
    - 2 @ 1350MM
- SHELVES**
- EACH SHELF WILL HAVE VARIOUS PROPS PLACED IN THEM
  - DOES NOT NEED TO BE HEAVY WEIGHT BARING
  - EACH SHELF WILL NEED A THIN LIP (2MX40MM) OF STEEL BAR TO STOP PROPS FROM FALLING WHEN THE FRAMES ARE BEING MOVED AROUND.
- WHEELS**
- @75MM HEAVY DUTY SWIVEL CASTORS SEE LINK ATTACHED
  - 5/6 FOR EACH FRAME
- <http://www.castors-online.co.uk/acatalog/100mm-Heavy-Duty-Swivel-Castors-White-Nylon-Wheel--75HGD4NYBJ.html#SID=181>
- CONTROL DESK**
- TO BE MADE OF PLY PAINTED TO LOOK LIKE STEEL BARS ON EXTERNAL AND NUCLEAR POWER DESK ON INSIDE. (TO BE DISCUSSED)
  - WITH HOLES FOR SCREENS TO BE DISCUSSED AT NEXT PRODUCTION MEETING NEED EXACT MEASUREMENTS OF SCREENS BEFORE CUT.
  - MEASURED @ (WIDTH 1900MM TOTAL HEIGHT 300MM DEPTH 300MM.
  - HINGED AT BACK TO OPEN LIKE OLD STYLE VICTORIAN DESK. BACK TO STAY UPRIGHT FOR SCENE.
  - LIGHTS WILL BE OUT IN BUTTONS ACROSS THE BOTTOM AS KEYBOARDS.
- SOIL TRAP**
- TO BE MADE OF PLY WOOD PAINTED TO MATCH STEEL BARS
  - TO FUNNEL SOIL/BITS OF GRASS SLOWLY ACROSS STAGE
  - HINGED INSIDE SO THAT HINGES ARENT SEEN. DROP TO CERTAIN POINT SO THAT THE SOIL CAN BE FUNNELED OUT.
  - HINGES - 65MMX35MM. AS SMALL AS POSSIBLE
  - THE MECHANISM AT WILL NEED TO BE DISCUSSED AT THE NEXT PRODUCTION MEETING



FRAME 3 (FRONT VIEW) OTHER SIDE TO FRAME 1

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		<p>07877646571</p>	<p>SHEET TITLE: wg #####</p>		<p>DATE: ----</p>	<p>SCALE: 1:25 @A3L</p>
<p>ALL DIMENSIONS IN MM UNLESS STATED OTHERWISE. DO NOT SCALE FROM THIS DRAWING AND VERIFY ALL DIMENSIONS ON SITE.</p>	<p>LUNED_GWAWR@HOTMAIL.COM</p>	<p>DIRECTOR: #DIRSARAH BICKERTON</p>	<p>LIGHTING DESIGNER: #LX</p>	<p>PRODUCTION MANAGER: #PM G BONT</p>	<p>DRAWN BY: LUNED</p>	<p>REF. NUMBER: HOLLTI / FI / AL. ## / 9</p>
		<p>DESIGNER: #DES LUNED GE</p>	<p>SOUND DESIGNER: #SND</p>	<p>3D OFFICE CONTACT: #3DOFFICE X####</p>	<p>APPROVED BY: NOT CHECKED</p>	



FRAME 3 (FRONT VIEW) OTHER SIDE TO FRAME 1

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#DEPT

07877646571

LUNED\_GWAWR@HOTMAIL.COM

PROJECT: #PROJECT HOLLTI

SHEET TITLE: .dwg ####

DIRECTOR: #DIRSARAH BICKERTO  
DESIGNER: #DES LUNED GE

LIGHTING DESIGNER: #LX  
SOUND DESIGNER: #SND

VENUE: #VENUE YSGOL BODED

PRODUCTION MANAGER: #PM G BONT  
3D OFFICE CONTACT: #3DOFFICE X####

DRAWN BY: LUNED  
APPROVED BY: NOT CHECKED

**PROVISIONAL**

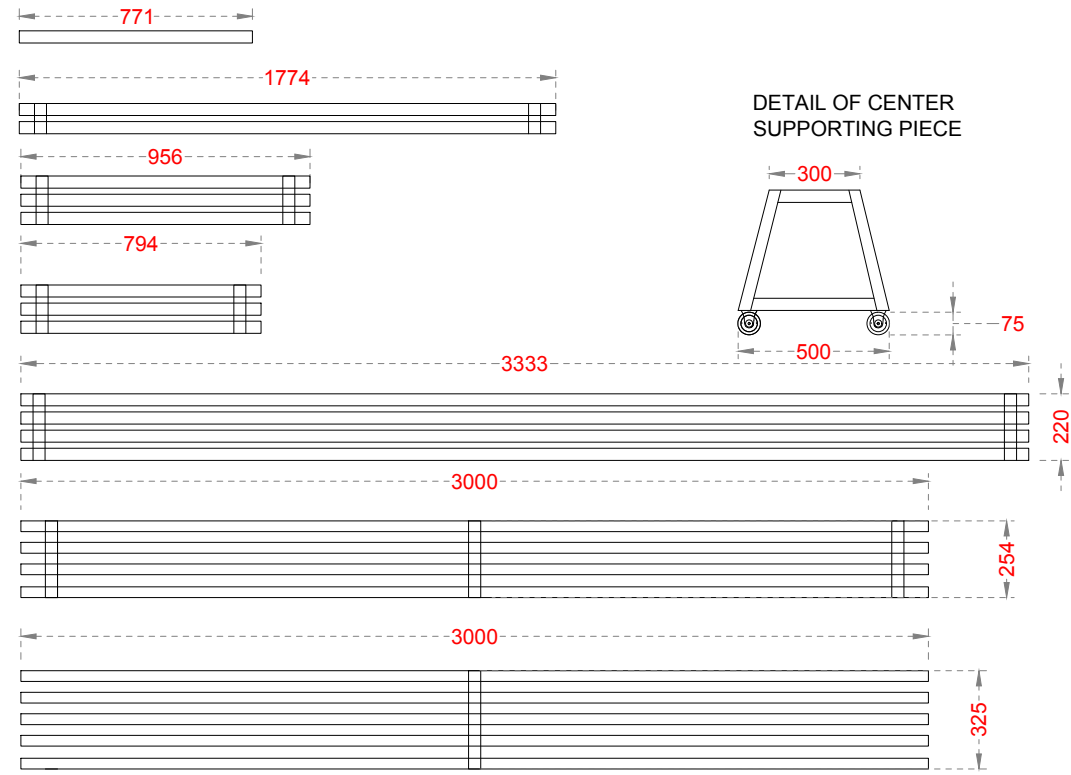
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SCALE: 1:25

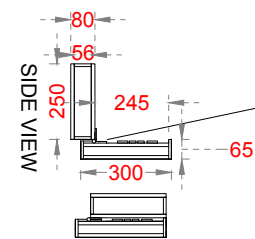
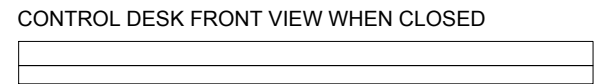
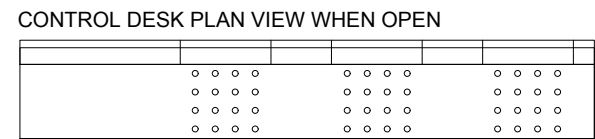
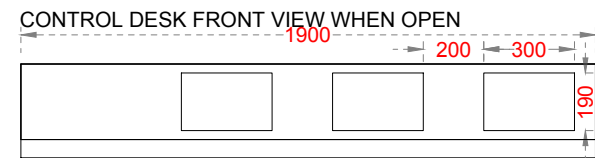
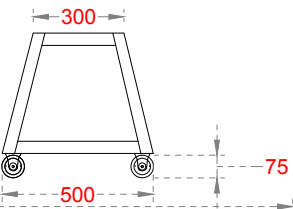
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REF. NUMBER: HOLLTI / FI / AL .## / 9

FRAME 3 (FRONT VIEW) OTHER SIDE TO FRAME 1

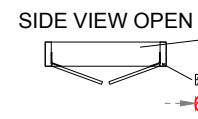
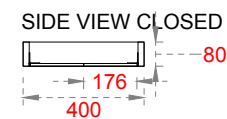
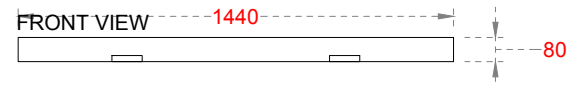
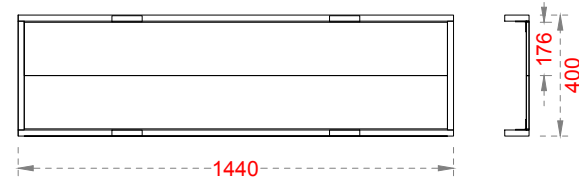


DETAIL OF CENTER SUPPORTING PIECE



- CUT HOLE AT 190MMX300MM
- 9MM PERSPEX BEHIND THE HOLE
- LED LIGHT BEHIND PERSPEX SCREENS
- CONTROL KEYBOARD SWITCHES WITH LIGHTS INSIDE
- BUTTONS INSET TO DESK SO THAT THE TOP CAN SIT FLUSH
- HINGES - 65MMX35MM
- HINGED ON OUTSIDE SO THAT BACK CAN SIT AT 90 DEGREES

SOIL BOX WITH MECHANISED DROP VIEW FROM UNDERNEATH



\*NOTE\* THERE IS NO TOP PIECE. LEAVE HOLLOW SO THAT IT CAN BE FILLED FROM TOP WITH SOIL FOR EACH SHOW

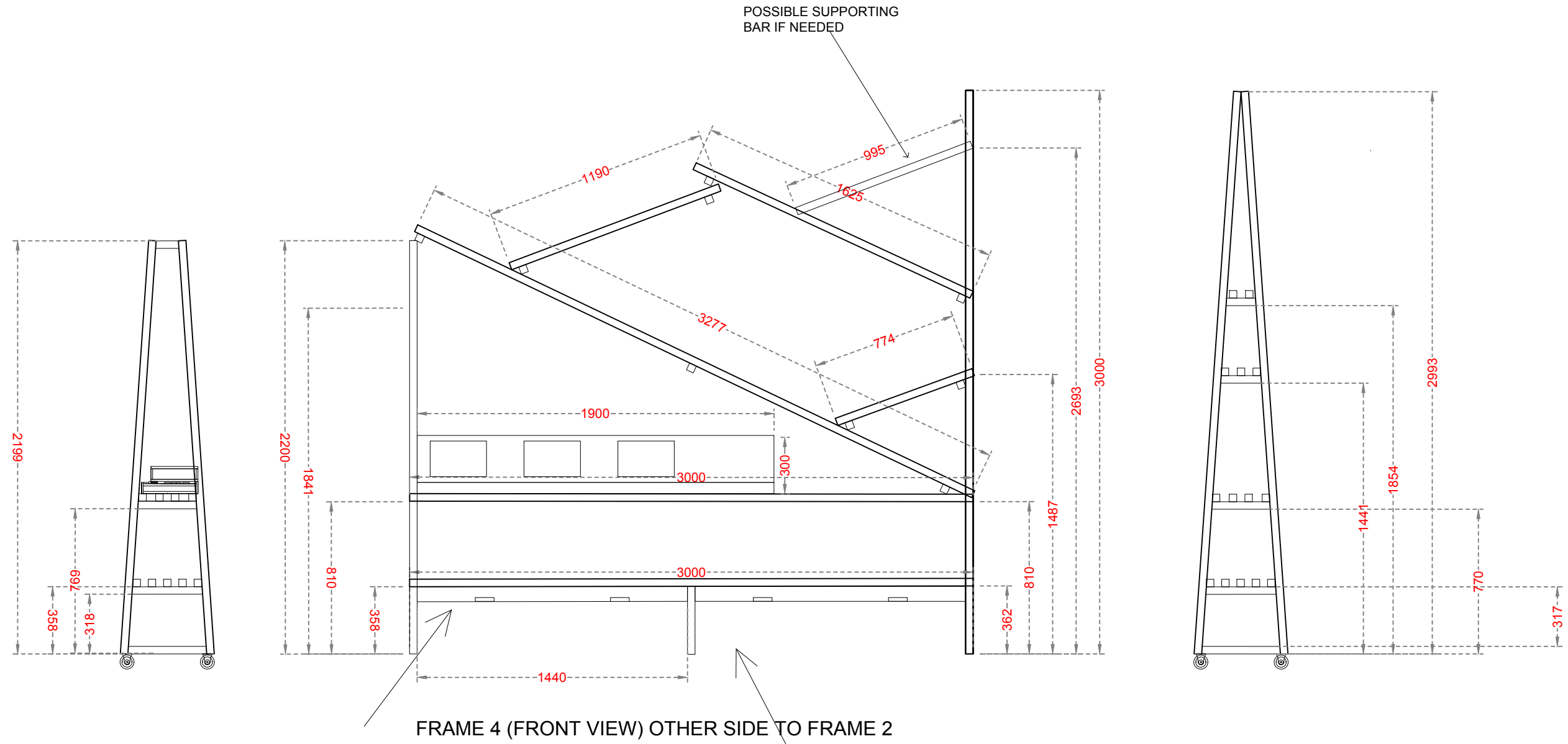
HINGES - 65MMX35MM

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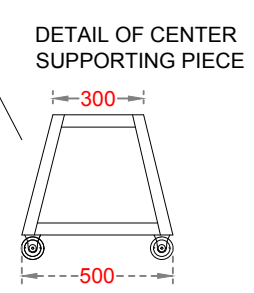
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SHEET TITLE: wg #####		DATE: 03/07/17	SCALE: 1:25	
#DEPT	07877646571	DIRECTOR: #DIRSARAH BICKERTO	LIGHTING DESIGNER: #LX	PRODUCTION MANAGER: #PM G BONT
LUNED_GWAWR@HOTMAIL.COM	LUNED_GWAWR@HOTMAIL.COM	DESIGNER: #DES LUNED GE	SOUND DESIGNER: #SND	3D OFFICE CONTACT: #3DOFFICE X####
		DRAWN BY: LUNED	APPROVED BY: NOT CHECKED	REF. NUMBER: HOLLT/ FI /AL. ## /9



SOIL BOX WITH MECHANISED DROP

FRAME 4 (FRONT VIEW) OTHER SIDE TO FRAME 2



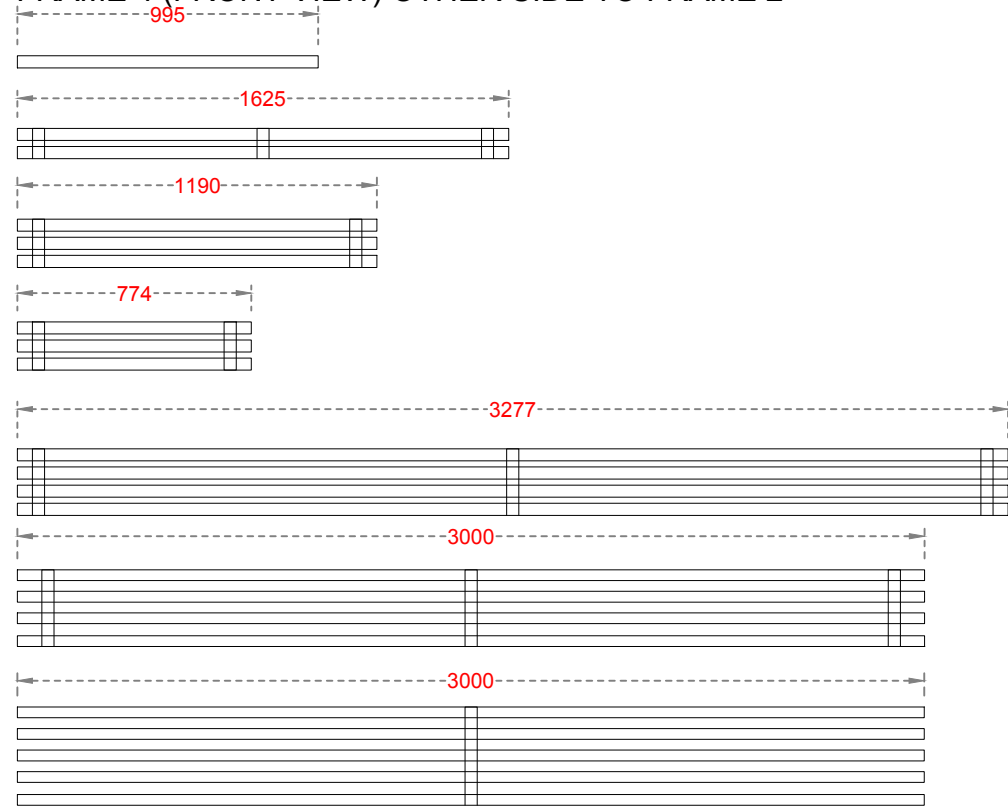
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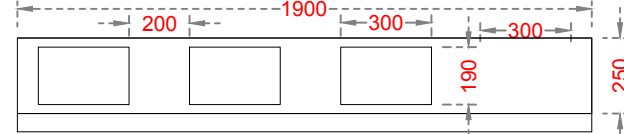
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SHEET TITLE: #DEPT		DATE: ----		
#DIRSARAH BICKERTO		SCALE: 1:25		@A3L
#DES LUNED GE		REF. NUMBER: HOLLT/ FI /AL .## /9		
07877646571	LUNED_GWAWR@HOTMAIL.COM	LIGHTING DESIGNER: #LX	PRODUCTION MANAGER: #PM G BONT	DESIGNER: #DES LUNED GE
		SOUND DESIGNER: #SND	3D OFFICE CONTACT: #3DOFFICE X####	DRAWN BY: LUNED
				APPROVED BY: NOT CHECKED

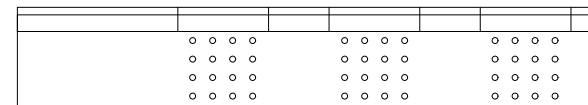
FRAME 4 (FRONT VIEW) OTHER SIDE TO FRAME 2



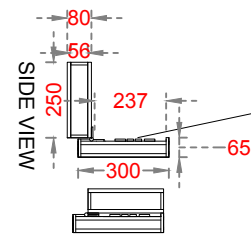
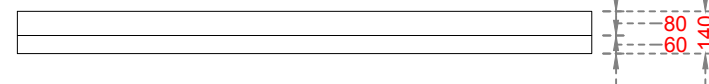
CONTROL DESK FRONT VIEW WHEN OPEN



CONTROL DESK PLAN VIEW WHEN OPEN



CONTROL DESK FRONT VIEW WHEN CLOSED

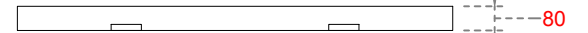


- CUT HOLE AT 190MMX300MM
- 9MM PERSPEX BEHIND THE HOLE
- BIRDIE LIGHT BEHIND PERSPEX SCREENS
- CONTROL KEYBOARD SWITCHES WITH LIGHTS INSIDE
- BUTTONS INSET TO DESK SO THAT THE TOP CAN SIT FLUSH
- HINGES - 65MMX35MM
- HINGED ON OUTSIDE SO THAT BACK CAN SIT AT 90 DEGREES

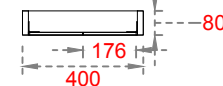
SOIL BOX WITH MECHANISED DROP. VIEW FROM UNDERNEATH



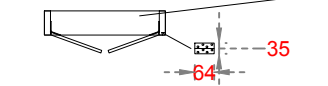
FRONT VIEW



SIDE VIEW CLOSED



SIDE VIEW OPEN



\*NOTE\* THERE IS NO TOP PIECE. LEAVE HOLLOW SO THAT IT CAN BE FILLED FROM TOP WITH SOIL FOR EACH SHOW

HINGES - 65MMX35MM

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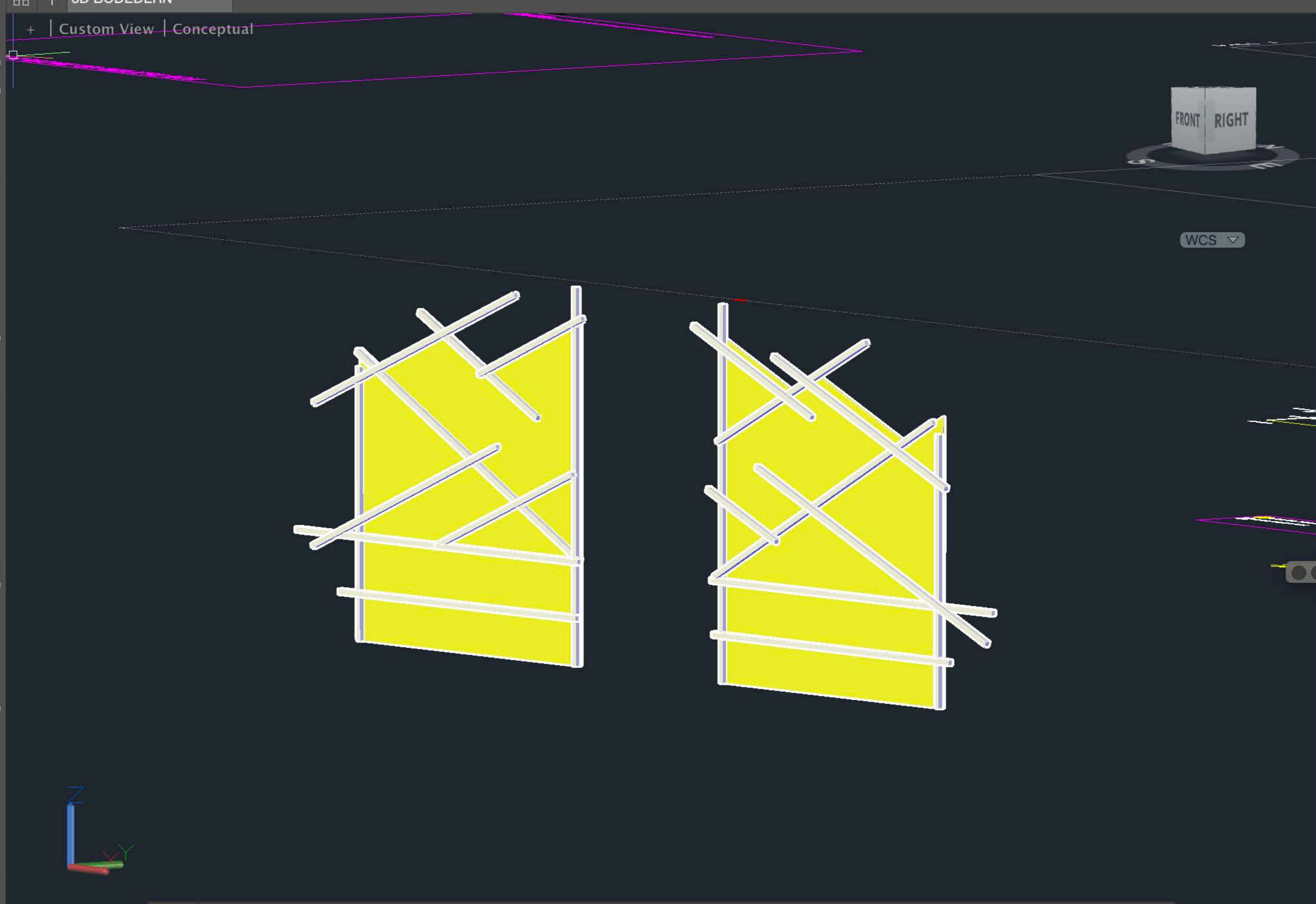
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SHEET TITLE: .dwg #####		DATE: ----	SCALE: 1:25		
#DEPT	07877646571	DIRECTOR: #DIRSARAH BICKERTO	LIGHTING DESIGNER: #LX	PRODUCTION MANAGER: #PM G BONT	DRAWN BY: LUNED
LUNED_GWAWR@HOTMAIL.COM	LUNED_GWAWR@HOTMAIL.COM	DESIGNER: #DES LUNED GE	SOUND DESIGNER: #SND	3D OFFICE CONTACT: #3DOFFICE X####	APPROVED BY: NOT CHECKED
REF. NUMBER: HOLLT/ FI /AL .## /9					



**Drafting**   **Modeling**   <<   +   3D BODEDERN\*

+ | Custom View | Conceptual

- Solid**
  - Box, Sphere, Cylinder, Cone, Torus, Wedge, Prism, Pyramid, Polyhedron, Revolve, Sweep, Loft, Mesh, Surface
- Surface**
  - Surface, Surface From Mesh, Surface From Mesh Region, Surface From Mesh Region (New), Surface From Mesh Region (New), Surface From Mesh Region (New)
- Mesh**
  - Mesh, Mesh From Solid, Mesh From Solid Region, Mesh From Solid Region (New), Mesh From Solid Region (New), Mesh From Solid Region (New)
- UCS**
  - UCS, UCS From Object, UCS From Object (New), UCS From Object (New), UCS From Object (New)
- Draw**
  - Line, Circle, Arc, Ellipse, Polygon, Polyline, Spline, Hatch, Region, Region (New), Region (New), Region (New)
- Modify**
  - Move, Copy, Paste, Rotate, Scale, Stretch, Trim, Extend, Fillet, Chamfer, Fillet Chamfer, Fillet Chamfer (New), Fillet Chamfer (New), Fillet Chamfer (New)
- Render**
  - Render, Render To Image, Render To Image (New), Render To Image (New), Render To Image (New)



**Layers**

- Layer 1: METAL FRAMES WIT...
- Layer 2: Unsaved Layer State

Show Layer List

**Properties**

Model Space

- Color: ByLayer
- Layer: METAL FRAME...
- Linetype: ByLayer
- Linetype sc...: 1
- Lineweight: ByLayer
- Transpare...: 0
- Text style: Notes1to 2
- Dimension...: 1to25
- Multileader...: 1to25
- Table style: NTStandard
- Annotation: 1:1
- Text height: 4
- Plot style: ByColor
- Plot style a...: Model
- Plot table t...: Not available

**Reference Manager**

- Text height: 4

Type a command

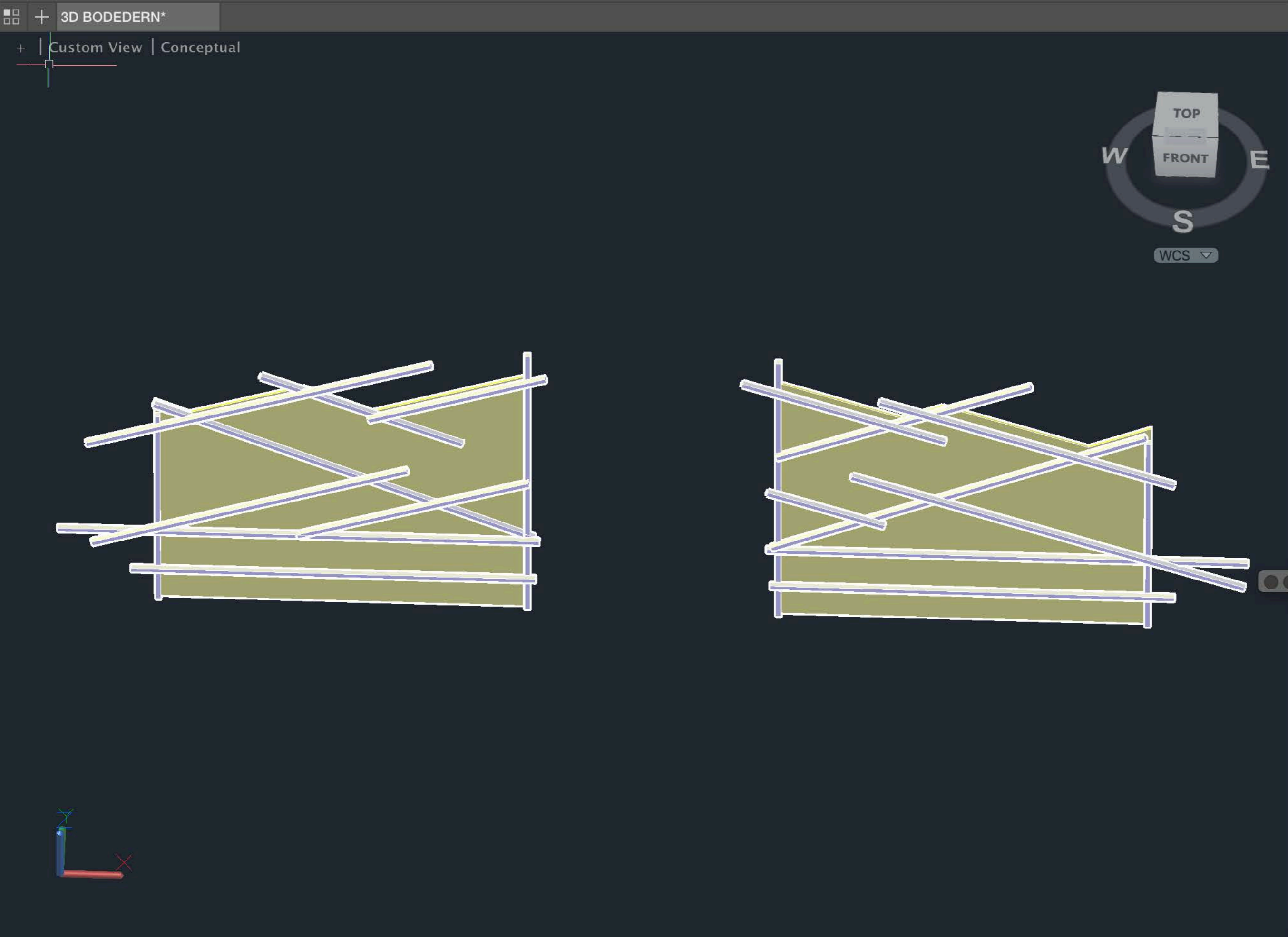
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**Drafting** | **Modeling**

- Solid**
  - Box, Sphere, Cylinder, Cone, Torus, Wedge, Prism, Pyramid, Polycone, Polyhedron, Revolve, Sweep, Loft, Mesh, MeshEdit, MeshIntersect, MeshIntersect2, MeshIntersect3, MeshIntersect4, MeshIntersect5, MeshIntersect6, MeshIntersect7, MeshIntersect8, MeshIntersect9, MeshIntersect10, MeshIntersect11, MeshIntersect12, MeshIntersect13, MeshIntersect14, MeshIntersect15, MeshIntersect16, MeshIntersect17, MeshIntersect18, MeshIntersect19, MeshIntersect20, MeshIntersect21, MeshIntersect22, MeshIntersect23, MeshIntersect24, MeshIntersect25, MeshIntersect26, MeshIntersect27, MeshIntersect28, MeshIntersect29, MeshIntersect30, MeshIntersect31, MeshIntersect32, MeshIntersect33, MeshIntersect34, MeshIntersect35, MeshIntersect36, MeshIntersect37, MeshIntersect38, MeshIntersect39, MeshIntersect40, MeshIntersect41, MeshIntersect42, MeshIntersect43, MeshIntersect44, MeshIntersect45, MeshIntersect46, MeshIntersect47, MeshIntersect48, MeshIntersect49, MeshIntersect50, MeshIntersect51, MeshIntersect52, MeshIntersect53, MeshIntersect54, MeshIntersect55, MeshIntersect56, MeshIntersect57, MeshIntersect58, MeshIntersect59, MeshIntersect60, MeshIntersect61, MeshIntersect62, MeshIntersect63, MeshIntersect64, MeshIntersect65, MeshIntersect66, MeshIntersect67, MeshIntersect68, MeshIntersect69, MeshIntersect70, MeshIntersect71, MeshIntersect72, MeshIntersect73, MeshIntersect74, MeshIntersect75, MeshIntersect76, MeshIntersect77, MeshIntersect78, MeshIntersect79, MeshIntersect80, MeshIntersect81, MeshIntersect82, MeshIntersect83, MeshIntersect84, MeshIntersect85, MeshIntersect86, MeshIntersect87, MeshIntersect88, MeshIntersect89, MeshIntersect90, MeshIntersect91, MeshIntersect92, MeshIntersect93, MeshIntersect94, MeshIntersect95, MeshIntersect96, MeshIntersect97, MeshIntersect98, MeshIntersect99, MeshIntersect100
- Surface**
  - Surface, SurfaceFromEdges, SurfaceFromMesh, SurfaceFromMesh2, SurfaceFromMesh3, SurfaceFromMesh4, SurfaceFromMesh5, SurfaceFromMesh6, SurfaceFromMesh7, SurfaceFromMesh8, SurfaceFromMesh9, SurfaceFromMesh10, SurfaceFromMesh11, SurfaceFromMesh12, SurfaceFromMesh13, SurfaceFromMesh14, SurfaceFromMesh15, SurfaceFromMesh16, SurfaceFromMesh17, SurfaceFromMesh18, SurfaceFromMesh19, SurfaceFromMesh20, SurfaceFromMesh21, SurfaceFromMesh22, SurfaceFromMesh23, SurfaceFromMesh24, SurfaceFromMesh25, SurfaceFromMesh26, SurfaceFromMesh27, SurfaceFromMesh28, SurfaceFromMesh29, SurfaceFromMesh30, SurfaceFromMesh31, SurfaceFromMesh32, SurfaceFromMesh33, SurfaceFromMesh34, SurfaceFromMesh35, SurfaceFromMesh36, SurfaceFromMesh37, SurfaceFromMesh38, SurfaceFromMesh39, SurfaceFromMesh40, SurfaceFromMesh41, SurfaceFromMesh42, SurfaceFromMesh43, SurfaceFromMesh44, SurfaceFromMesh45, SurfaceFromMesh46, SurfaceFromMesh47, SurfaceFromMesh48, SurfaceFromMesh49, SurfaceFromMesh50, SurfaceFromMesh51, SurfaceFromMesh52, SurfaceFromMesh53, SurfaceFromMesh54, SurfaceFromMesh55, SurfaceFromMesh56, SurfaceFromMesh57, SurfaceFromMesh58, SurfaceFromMesh59, SurfaceFromMesh60, SurfaceFromMesh61, SurfaceFromMesh62, SurfaceFromMesh63, SurfaceFromMesh64, SurfaceFromMesh65, SurfaceFromMesh66, SurfaceFromMesh67, SurfaceFromMesh68, SurfaceFromMesh69, SurfaceFromMesh70, SurfaceFromMesh71, SurfaceFromMesh72, SurfaceFromMesh73, SurfaceFromMesh74, SurfaceFromMesh75, SurfaceFromMesh76, SurfaceFromMesh77, SurfaceFromMesh78, SurfaceFromMesh79, SurfaceFromMesh80, SurfaceFromMesh81, SurfaceFromMesh82, SurfaceFromMesh83, SurfaceFromMesh84, SurfaceFromMesh85, SurfaceFromMesh86, SurfaceFromMesh87, SurfaceFromMesh88, SurfaceFromMesh89, SurfaceFromMesh90, SurfaceFromMesh91, SurfaceFromMesh92, SurfaceFromMesh93, SurfaceFromMesh94, SurfaceFromMesh95, SurfaceFromMesh96, SurfaceFromMesh97, SurfaceFromMesh98, SurfaceFromMesh99, SurfaceFromMesh100
- Mesh**
  - Mesh, MeshEdit, MeshIntersect, MeshIntersect2, MeshIntersect3, MeshIntersect4, MeshIntersect5, MeshIntersect6, MeshIntersect7, MeshIntersect8, MeshIntersect9, MeshIntersect10, MeshIntersect11, MeshIntersect12, MeshIntersect13, MeshIntersect14, MeshIntersect15, MeshIntersect16, MeshIntersect17, MeshIntersect18, MeshIntersect19, MeshIntersect20, MeshIntersect21, MeshIntersect22, MeshIntersect23, MeshIntersect24, MeshIntersect25, MeshIntersect26, MeshIntersect27, MeshIntersect28, MeshIntersect29, MeshIntersect30, MeshIntersect31, MeshIntersect32, MeshIntersect33, MeshIntersect34, MeshIntersect35, MeshIntersect36, MeshIntersect37, MeshIntersect38, MeshIntersect39, MeshIntersect40, MeshIntersect41, MeshIntersect42, MeshIntersect43, MeshIntersect44, MeshIntersect45, MeshIntersect46, MeshIntersect47, MeshIntersect48, MeshIntersect49, MeshIntersect50, MeshIntersect51, MeshIntersect52, MeshIntersect53, MeshIntersect54, MeshIntersect55, MeshIntersect56, MeshIntersect57, MeshIntersect58, MeshIntersect59, MeshIntersect60, MeshIntersect61, MeshIntersect62, MeshIntersect63, MeshIntersect64, MeshIntersect65, MeshIntersect66, MeshIntersect67, MeshIntersect68, MeshIntersect69, MeshIntersect70, MeshIntersect71, MeshIntersect72, MeshIntersect73, MeshIntersect74, MeshIntersect75, MeshIntersect76, MeshIntersect77, MeshIntersect78, MeshIntersect79, MeshIntersect80, MeshIntersect81, MeshIntersect82, MeshIntersect83, MeshIntersect84, MeshIntersect85, MeshIntersect86, MeshIntersect87, MeshIntersect88, MeshIntersect89, MeshIntersect90, MeshIntersect91, MeshIntersect92, MeshIntersect93, MeshIntersect94, MeshIntersect95, MeshIntersect96, MeshIntersect97, MeshIntersect98, MeshIntersect99, MeshIntersect100
- UCS**
  - UCS, UCSFromObject, UCSFromObject2, UCSFromObject3, UCSFromObject4, UCSFromObject5, UCSFromObject6, UCSFromObject7, UCSFromObject8, UCSFromObject9, UCSFromObject10, UCSFromObject11, UCSFromObject12, UCSFromObject13, UCSFromObject14, UCSFromObject15, UCSFromObject16, UCSFromObject17, UCSFromObject18, UCSFromObject19, UCSFromObject20, UCSFromObject21, UCSFromObject22, UCSFromObject23, UCSFromObject24, UCSFromObject25, UCSFromObject26, UCSFromObject27, UCSFromObject28, UCSFromObject29, UCSFromObject30, UCSFromObject31, UCSFromObject32, UCSFromObject33, UCSFromObject34, UCSFromObject35, UCSFromObject36, UCSFromObject37, UCSFromObject38, UCSFromObject39, UCSFromObject40, UCSFromObject41, UCSFromObject42, UCSFromObject43, UCSFromObject44, UCSFromObject45, UCSFromObject46, UCSFromObject47, UCSFromObject48, UCSFromObject49, UCSFromObject50, UCSFromObject51, UCSFromObject52, UCSFromObject53, UCSFromObject54, UCSFromObject55, UCSFromObject56, UCSFromObject57, UCSFromObject58, UCSFromObject59, UCSFromObject60, UCSFromObject61, UCSFromObject62, UCSFromObject63, UCSFromObject64, UCSFromObject65, UCSFromObject66, UCSFromObject67, UCSFromObject68, UCSFromObject69, UCSFromObject70, UCSFromObject71, UCSFromObject72, UCSFromObject73, UCSFromObject74, UCSFromObject75, UCSFromObject76, UCSFromObject77, UCSFromObject78, UCSFromObject79, UCSFromObject80, UCSFromObject81, UCSFromObject82, UCSFromObject83, UCSFromObject84, UCSFromObject85, UCSFromObject86, UCSFromObject87, UCSFromObject88, UCSFromObject89, UCSFromObject90, UCSFromObject91, UCSFromObject92, UCSFromObject93, UCSFromObject94, UCSFromObject95, UCSFromObject96, UCSFromObject97, UCSFromObject98, UCSFromObject99, UCSFromObject100
- Draw**
  - Line, Circle, Arc, Ellipse, Polygon, Polyline, Spline, Hatch, Region, RegionFromMesh, RegionFromMesh2, RegionFromMesh3, RegionFromMesh4, RegionFromMesh5, RegionFromMesh6, RegionFromMesh7, RegionFromMesh8, RegionFromMesh9, RegionFromMesh10, RegionFromMesh11, RegionFromMesh12, RegionFromMesh13, RegionFromMesh14, RegionFromMesh15, RegionFromMesh16, RegionFromMesh17, RegionFromMesh18, RegionFromMesh19, RegionFromMesh20, RegionFromMesh21, RegionFromMesh22, RegionFromMesh23, RegionFromMesh24, RegionFromMesh25, RegionFromMesh26, RegionFromMesh27, RegionFromMesh28, RegionFromMesh29, RegionFromMesh30, RegionFromMesh31, RegionFromMesh32, RegionFromMesh33, RegionFromMesh34, RegionFromMesh35, RegionFromMesh36, RegionFromMesh37, RegionFromMesh38, RegionFromMesh39, RegionFromMesh40, RegionFromMesh41, RegionFromMesh42, RegionFromMesh43, RegionFromMesh44, RegionFromMesh45, RegionFromMesh46, RegionFromMesh47, RegionFromMesh48, RegionFromMesh49, RegionFromMesh50, RegionFromMesh51, RegionFromMesh52, RegionFromMesh53, RegionFromMesh54, RegionFromMesh55, RegionFromMesh56, RegionFromMesh57, RegionFromMesh58, RegionFromMesh59, RegionFromMesh60, RegionFromMesh61, RegionFromMesh62, RegionFromMesh63, RegionFromMesh64, RegionFromMesh65, RegionFromMesh66, RegionFromMesh67, RegionFromMesh68, RegionFromMesh69, RegionFromMesh70, RegionFromMesh71, RegionFromMesh72, RegionFromMesh73, RegionFromMesh74, RegionFromMesh75, RegionFromMesh76, RegionFromMesh77, RegionFromMesh78, RegionFromMesh79, RegionFromMesh80, RegionFromMesh81, RegionFromMesh82, RegionFromMesh83, RegionFromMesh84, RegionFromMesh85, RegionFromMesh86, RegionFromMesh87, RegionFromMesh88, RegionFromMesh89, RegionFromMesh90, RegionFromMesh91, RegionFromMesh92, RegionFromMesh93, RegionFromMesh94, RegionFromMesh95, RegionFromMesh96, RegionFromMesh97, RegionFromMesh98, RegionFromMesh99, RegionFromMesh100
- Modify**
  - Move, Rotate, Scale, Stretch, Trim, Extend, Fillet, Chamfer, Fillet3D, Chamfer3D, Fillet3D2, Chamfer3D2, Fillet3D3, Chamfer3D3, Fillet3D4, Chamfer3D4, Fillet3D5, Chamfer3D5, Fillet3D6, Chamfer3D6, Fillet3D7, Chamfer3D7, Fillet3D8, Chamfer3D8, Fillet3D9, Chamfer3D9, Fillet3D10, Chamfer3D10, Fillet3D11, Chamfer3D11, Fillet3D12, Chamfer3D12, Fillet3D13, Chamfer3D13, Fillet3D14, Chamfer3D14, Fillet3D15, Chamfer3D15, Fillet3D16, Chamfer3D16, Fillet3D17, Chamfer3D17, Fillet3D18, Chamfer3D18, Fillet3D19, Chamfer3D19, Fillet3D20, Chamfer3D20, Fillet3D21, Chamfer3D21, Fillet3D22, Chamfer3D22, Fillet3D23, Chamfer3D23, Fillet3D24, Chamfer3D24, Fillet3D25, Chamfer3D25, Fillet3D26, Chamfer3D26, Fillet3D27, Chamfer3D27, Fillet3D28, Chamfer3D28, Fillet3D29, Chamfer3D29, Fillet3D30, Chamfer3D30, Fillet3D31, Chamfer3D31, Fillet3D32, Chamfer3D32, Fillet3D33, Chamfer3D33, Fillet3D34, Chamfer3D34, Fillet3D35, Chamfer3D35, Fillet3D36, Chamfer3D36, Fillet3D37, Chamfer3D37, Fillet3D38, Chamfer3D38, Fillet3D39, Chamfer3D39, Fillet3D40, Chamfer3D40, Fillet3D41, Chamfer3D41, Fillet3D42, Chamfer3D42, Fillet3D43, Chamfer3D43, Fillet3D44, Chamfer3D44, Fillet3D45, Chamfer3D45, Fillet3D46, Chamfer3D46, Fillet3D47, Chamfer3D47, Fillet3D48, Chamfer3D48, Fillet3D49, Chamfer3D49, Fillet3D50, Chamfer3D50, Fillet3D51, Chamfer3D51, Fillet3D52, Chamfer3D52, Fillet3D53, Chamfer3D53, Fillet3D54, Chamfer3D54, Fillet3D55, Chamfer3D55, Fillet3D56, Chamfer3D56, Fillet3D57, Chamfer3D57, Fillet3D58, Chamfer3D58, Fillet3D59, Chamfer3D59, Fillet3D60, Chamfer3D60, Fillet3D61, Chamfer3D61, Fillet3D62, Chamfer3D62, Fillet3D63, Chamfer3D63, Fillet3D64, Chamfer3D64, Fillet3D65, Chamfer3D65, Fillet3D66, Chamfer3D66, Fillet3D67, Chamfer3D67, Fillet3D68, Chamfer3D68, Fillet3D69, Chamfer3D69, Fillet3D70, Chamfer3D70, Fillet3D71, Chamfer3D71, Fillet3D72, Chamfer3D72, Fillet3D73, Chamfer3D73, Fillet3D74, Chamfer3D74, Fillet3D75, Chamfer3D75, Fillet3D76, Chamfer3D76, Fillet3D77, Chamfer3D77, Fillet3D78, Chamfer3D78, Fillet3D79, Chamfer3D79, Fillet3D80, Chamfer3D80, Fillet3D81, Chamfer3D81, Fillet3D82, Chamfer3D82, Fillet3D83, Chamfer3D83, Fillet3D84, Chamfer3D84, Fillet3D85, Chamfer3D85, Fillet3D86, Chamfer3D86, Fillet3D87, Chamfer3D87, Fillet3D88, Chamfer3D88, Fillet3D89, Chamfer3D89, Fillet3D90, Chamfer3D90, Fillet3D91, Chamfer3D91, Fillet3D92, Chamfer3D92, Fillet3D93, Chamfer3D93, Fillet3D94, Chamfer3D94, Fillet3D95, Chamfer3D95, Fillet3D96, Chamfer3D96, Fillet3D97, Chamfer3D97, Fillet3D98, Chamfer3D98, Fillet3D99, Chamfer3D99, Fillet3D100, Chamfer3D100
- Render**
  - Render, RenderToImage, RenderToImage2, RenderToImage3, RenderToImage4, RenderToImage5, RenderToImage6, RenderToImage7, RenderToImage8, RenderToImage9, RenderToImage10, RenderToImage11, RenderToImage12, RenderToImage13, RenderToImage14, RenderToImage15, RenderToImage16, RenderToImage17, RenderToImage18, RenderToImage19, RenderToImage20, RenderToImage21, RenderToImage22, RenderToImage23, RenderToImage24, RenderToImage25, RenderToImage26, RenderToImage27, RenderToImage28, RenderToImage29, RenderToImage30, RenderToImage31, RenderToImage32, RenderToImage33, RenderToImage34, RenderToImage35, RenderToImage36, RenderToImage37, RenderToImage38, RenderToImage39, RenderToImage40, RenderToImage41, RenderToImage42, RenderToImage43, RenderToImage44, RenderToImage45, RenderToImage46, RenderToImage47, RenderToImage48, RenderToImage49, RenderToImage50, RenderToImage51, RenderToImage52, RenderToImage53, RenderToImage54, RenderToImage55, RenderToImage56, RenderToImage57, RenderToImage58, RenderToImage59, RenderToImage60, RenderToImage61, RenderToImage62, RenderToImage63, RenderToImage64, RenderToImage65, RenderToImage66, RenderToImage67, RenderToImage68, RenderToImage69, RenderToImage70, RenderToImage71, RenderToImage72, RenderToImage73, RenderToImage74, RenderToImage75, RenderToImage76, RenderToImage77, RenderToImage78, RenderToImage79, RenderToImage80, RenderToImage81, RenderToImage82, RenderToImage83, RenderToImage84, RenderToImage85, RenderToImage86, RenderToImage87, RenderToImage88, RenderToImage89, RenderToImage90, RenderToImage91, RenderToImage92, RenderToImage93, RenderToImage94, RenderToImage95, RenderToImage96, RenderToImage97, RenderToImage98, RenderToImage99, RenderToImage100



**Layers**

- METAL FRAMES WIT...
- Unsaved Layer State
- Show Layer List

**Properties**

Model Space

- Color: ByLayer
- Layer: METAL FRAME...
- Linetype: ByLayer
- Linetype sc...: 1
- Lineweight: ByLayer
- Transpare...: 0
- Text style: Notes1to 2
- Dimension...: 1to25
- Multileader...: 1to25
- Table style: NTStandard
- Annotation: 1:1
- Text height: 4
- Plot style: ByColor
- Plot style a...: Model
- Plot table t...: Not available



**Drafting** | **Modeling**

**Solid**

**Surface**

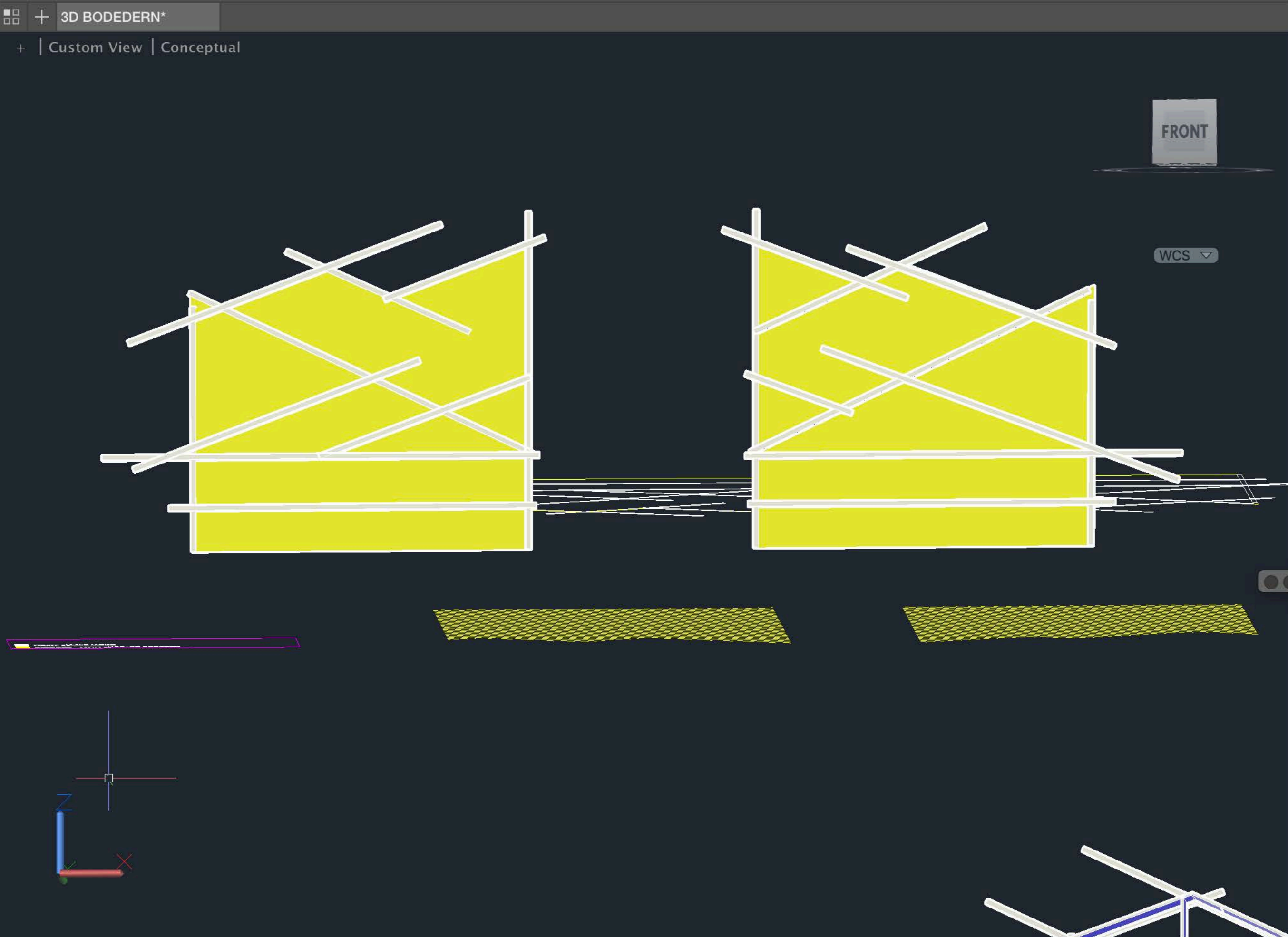
**Mesh**

**UCS**

**Draw**

**Modify**

**Render**



**Layers**

- METAL FRAMES WIT...
- Unsaved Layer State
- Show Layer List

**Properties**

Model Space

- Color: ByLayer
- Layer: METAL FRAME...
- Linetype: ByLayer
- Linetype sc...: 1
- Lineweight: ByLayer
- Transpare...: 0
- Text style: Notes1to 2
- Dimension...: 1to25
- Multileader...: 1to25
- Table style: NTStandard
- Annotation: 1:1
- Text height: 4
- Plot style: ByColor
- Plot style a...: Model
- Plot table t...: Not available

**Reference Manager**

- Text height: 4