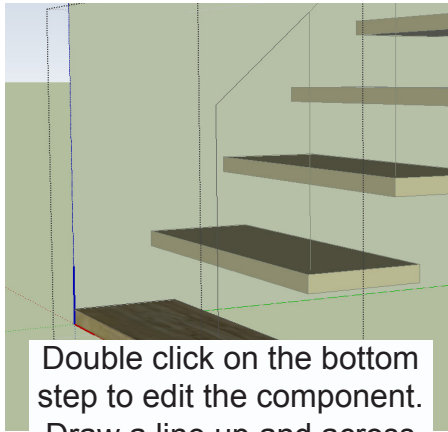
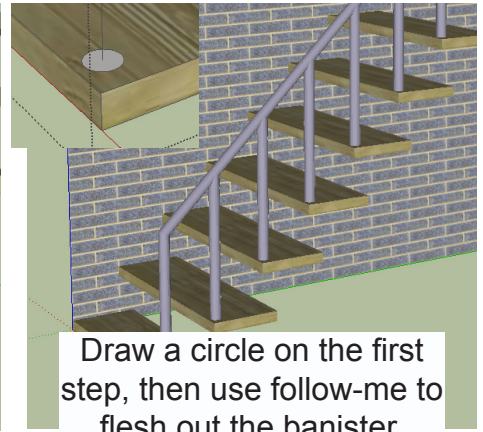


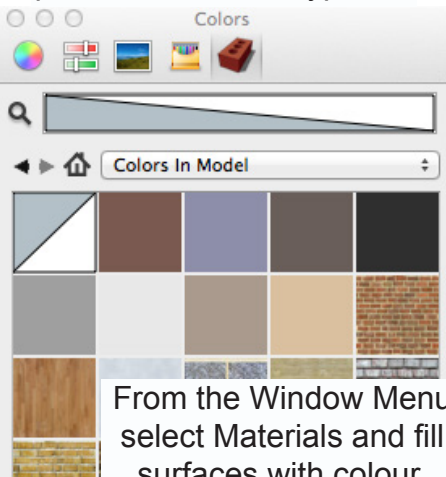
Draw the bottom step, make it a component, move the step to the top, press alt and then type 12/



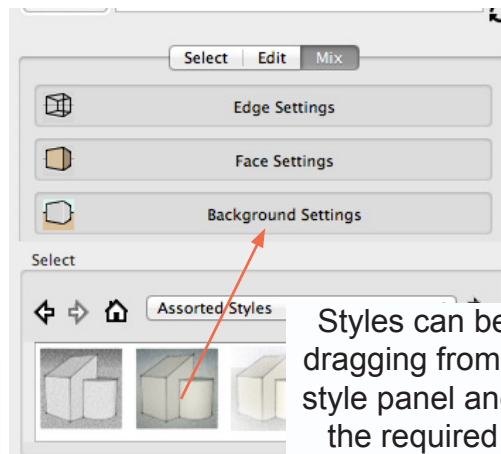
Double click on the bottom step to edit the component. Draw a line up and across to form a banister.



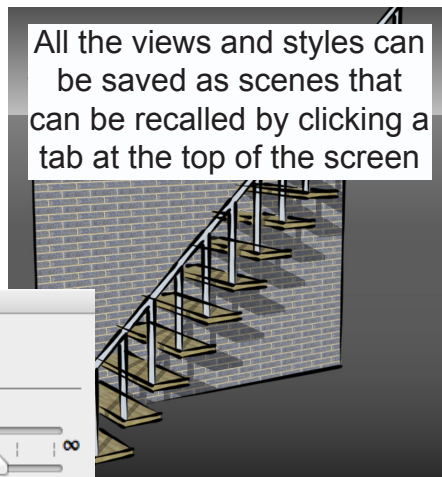
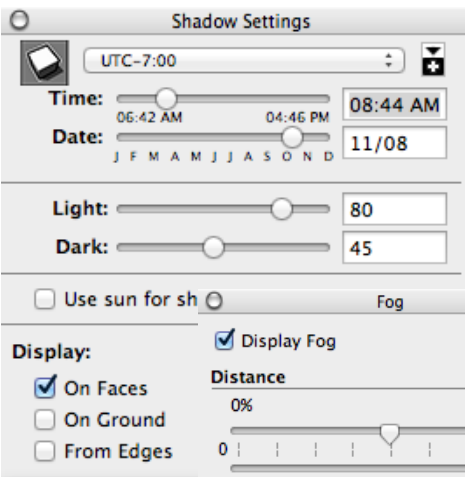
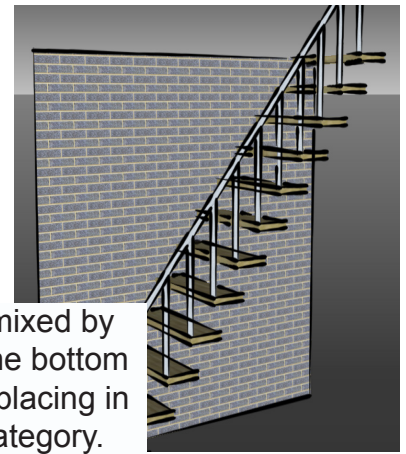
Draw a circle on the first step, then use follow-me to flesh out the banister. Space bar Click to end.



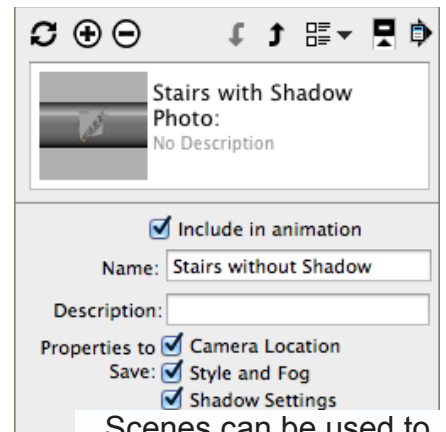
From the Window Menu select Materials and fill surfaces with colour.



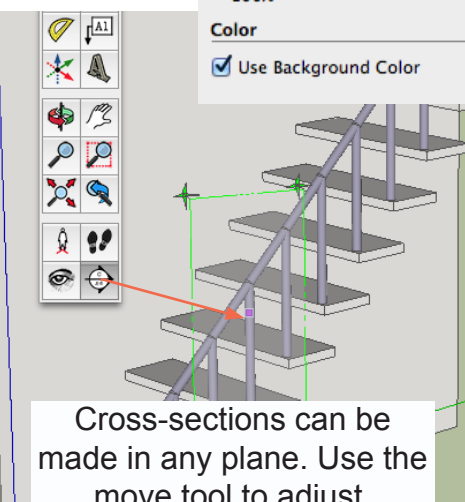
Styles can be mixed by dragging from the bottom style panel and placing in the required category.



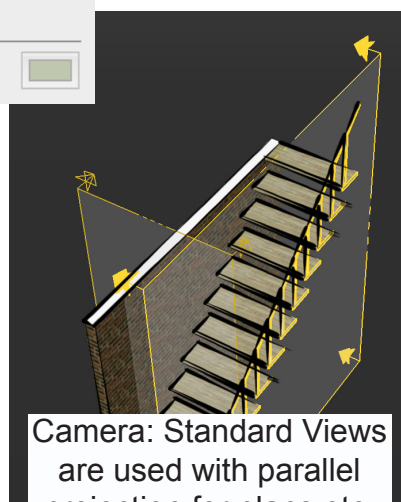
All the views and styles can be saved as scenes that can be recalled by clicking a tab at the top of the screen



Scenes can be used to produce a fly through. Export: Animation (.mp4)



Cross-sections can be made in any plane. Use the move tool to adjust.



Camera: Standard Views are used with parallel projection for plans etc.

