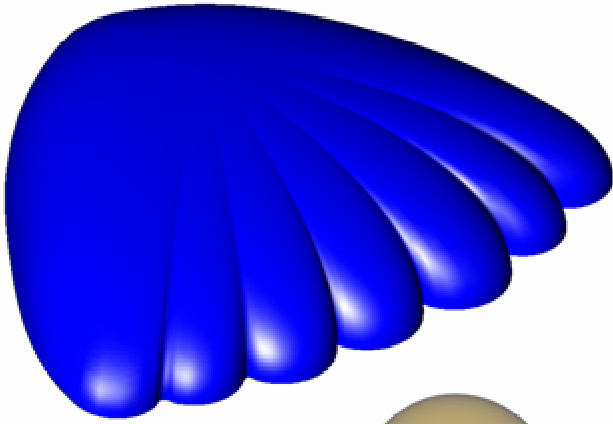

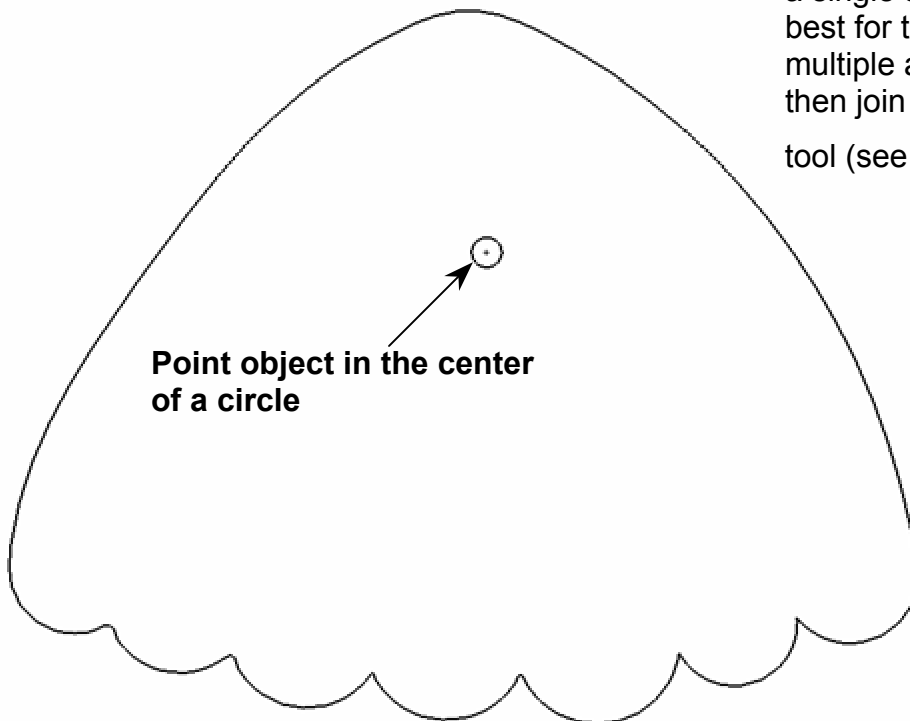


## Creating Complex Domed Shapes – An Easy Method



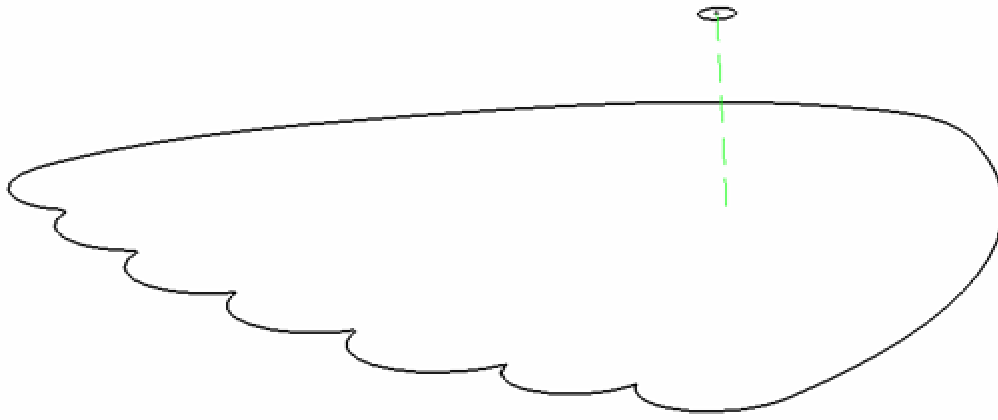
*Often there is a need to create smooth, domed shapes that are not just simple round shapes. Household goods, jewelry and details on consumer electronic products are just a few instances where these types of shapes are used.*

First, draw the shape in the Top view. The key thing is that the shape should be a single spline. (This seems to work the best for this technique.) Start with multiple arcs, circles and/or splines and then join them with the **Connect Curve** tool (see Message Line). 



**Point object in the center of a circle**

Next, place a point object and a circle near the middle of the shape.



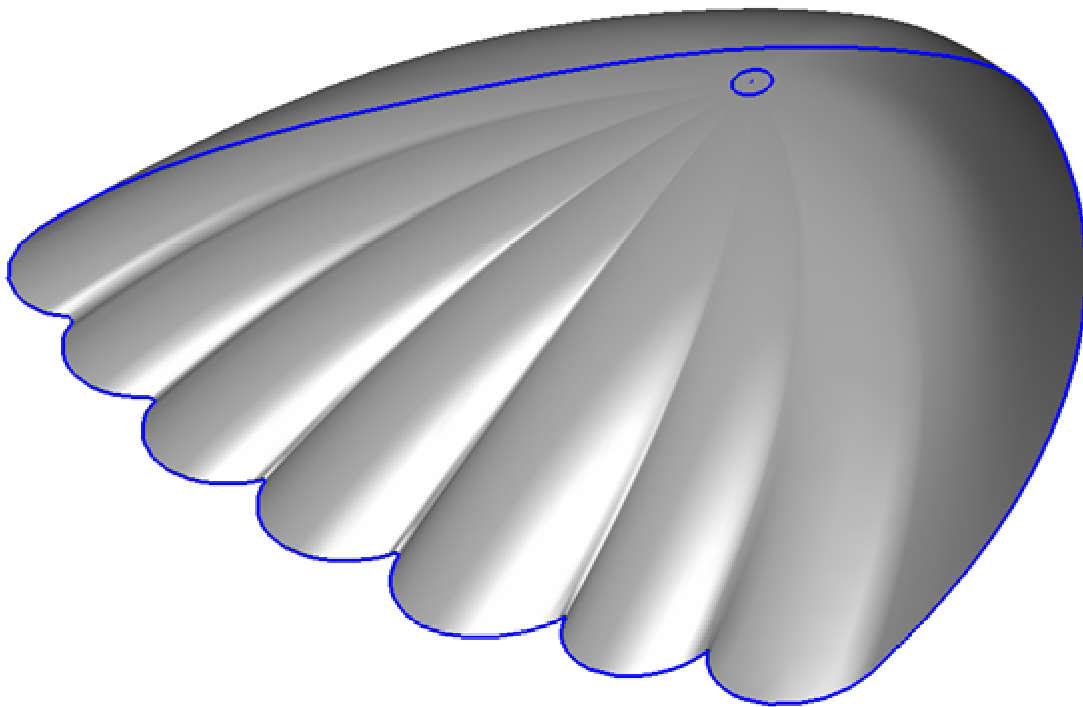
Change the view to Trimetric, then drag the circle and the point up in the z direction, any distance. This is the top of the dome shape.

Circle

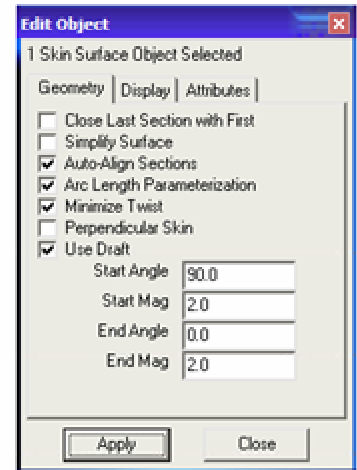
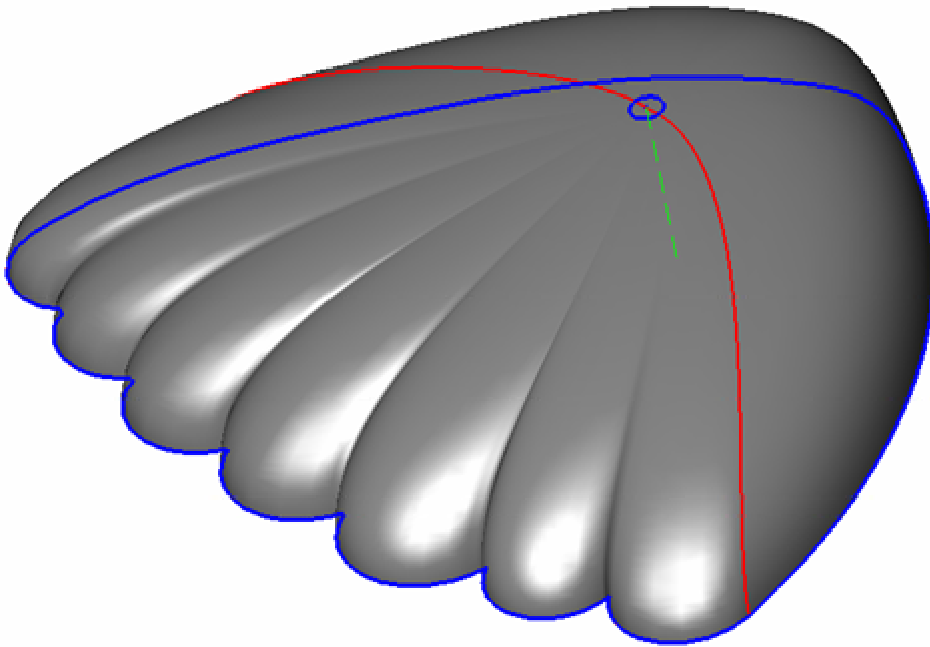
Point  
Object

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This close-up, edge-on view of the circle shows that the point object is placed just slightly higher in space.



Using the **Skin Surface** tool, create a surface by holding the Shift key and selecting all three objects, the profile, the circle and the point. This will create a nice shape except that the leading edges are sharper than they should be. The next step shows how to quickly round the perimeter.



After creating the surface, select it and open the Edit Objects box. On the geometry tab there are several powerful options. Click the box next to the **Use Draft** option. Then set the values to match what is in the Edit Object box above.

Play around with these settings to get an interesting variety of results. Options in the dialog boxes are an excellent place to experiment and learn more about the various functions.

Congratulations, you have created a seemingly complex shape without much trouble.