

## Useful tips for making your model in Tech Soft.

If you're making organic shapes like these then a good way is to take a photo of your model and File>import that photo to trace round.

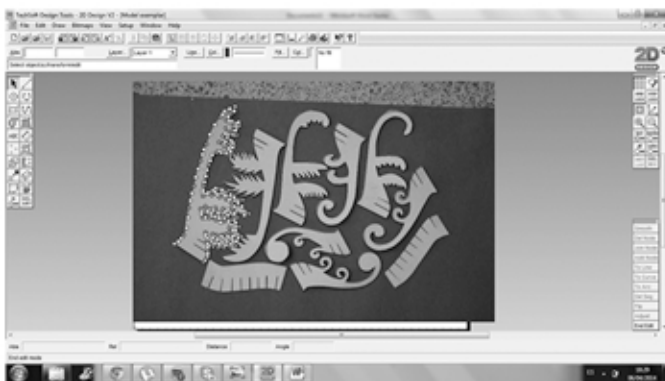
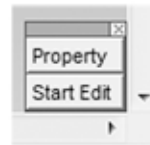


Once you've made the photo the right size use the free line drawing tool to draw round your shapes. Don't worry if it's not perfect, we can fix it.



Once you've roughly drawn your lines, select the lines and press 'start edit' in the bottom right hand corner.

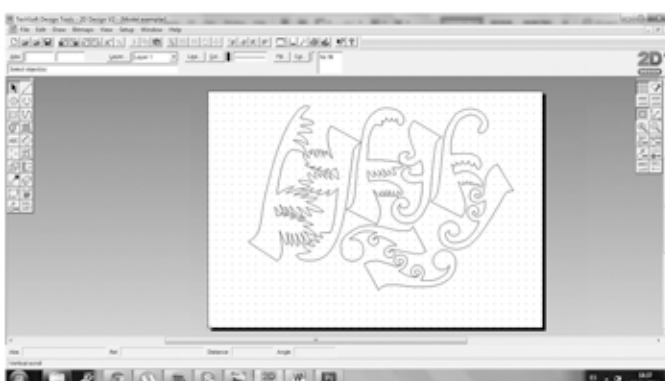
It should look like this.



Now that you have press 'start edit' you should be able to move the lines around.



The orange dots move the lines and the yellow dots act like anchors changing the curve of the line.

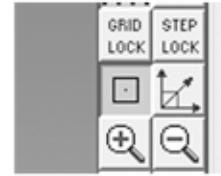


After drawing around the shapes, you can delete your photo. You should be left with something like this

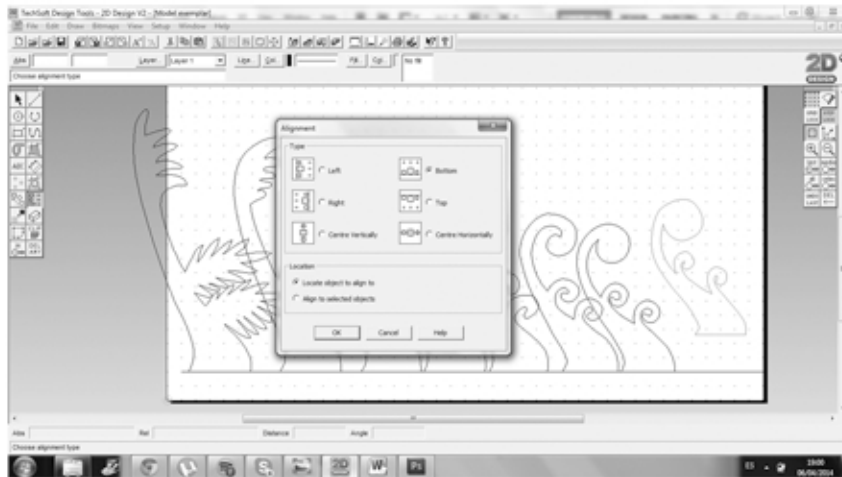
Remember:

If you have a lot of the same shape, it is a good idea to simply copy that shape rather than redrawing it. If the shape is the same, but bigger; copy it and then resize it.

Make sure you stick the lines together using the join tool.

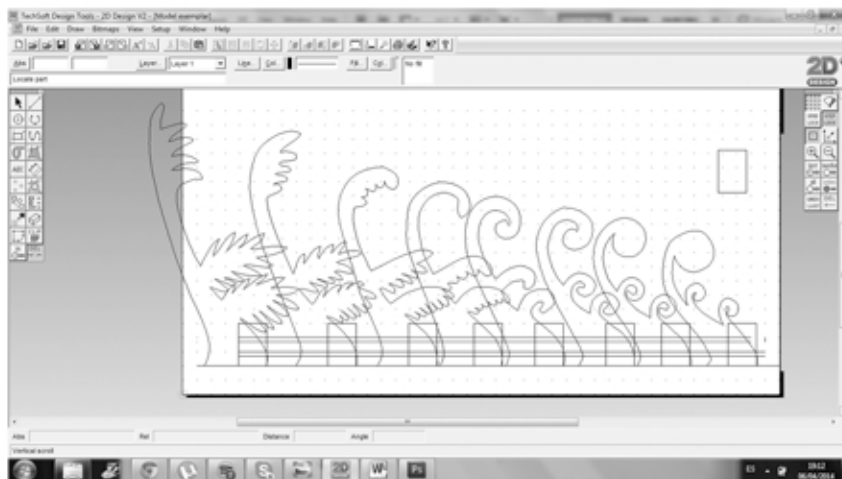


The last thing you do, after deciding all your shapes and sizes, is the slots. If you draw the slots and then resize your objects they'll all be the wrong width.



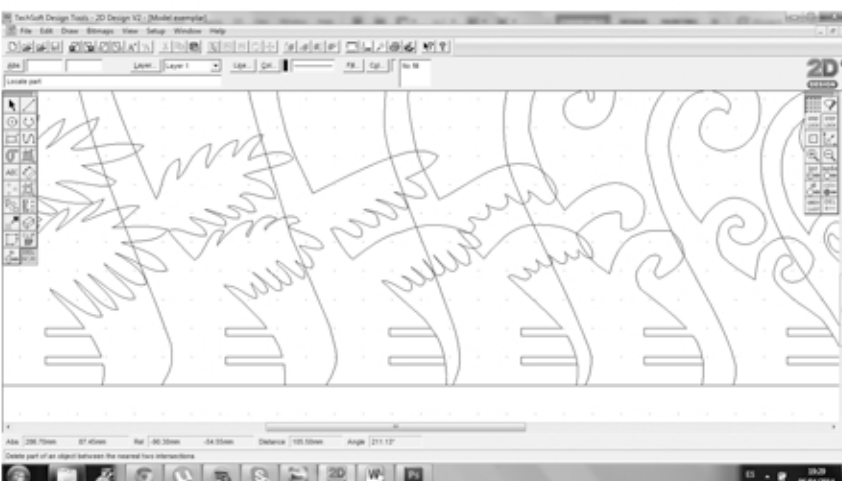
Because all of mine are in a row, I have to make sure that all the slots are at the same level.

I can do this by drawing a straight line at the bottom and use the alignment tool to snap all the objects to that line, like this.



Next, I worked out the lengths and thicknesses of the slots I want. We are using 3mm mdf so use a slot thickness just less than this.

You can delete lines using the 'DEL ANY' tool in the toolbar.



Your drawing should start looking like this.

Remember to rearrange your objects at the end to use less material. To make moving your objects easier, try and stick the lines together by going to edit>group.