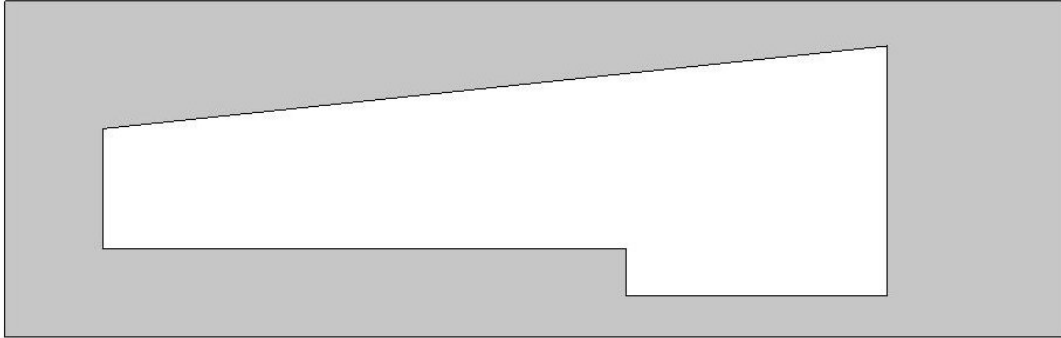


THINK OUTSIDE THE BEAM.

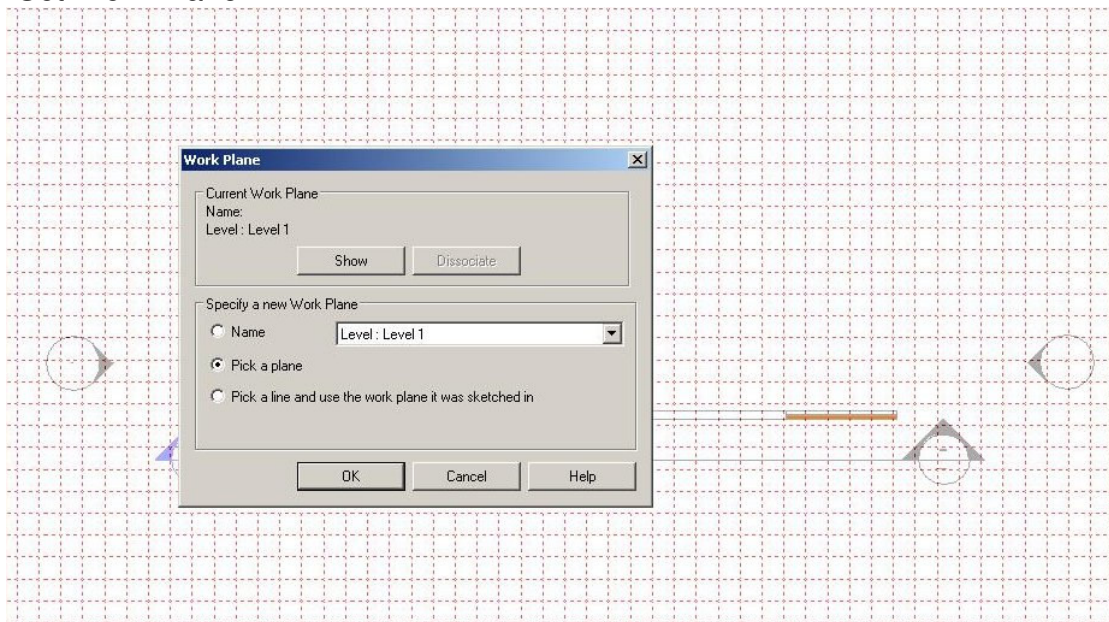
The purpose of this tutorial is to show you how to use the “Beam System” tool to create louvers into irregular shapes, though you will be able to apply it to many other things.

First I created a wall with a weird looking opening and put a section in front:



Go to plan view

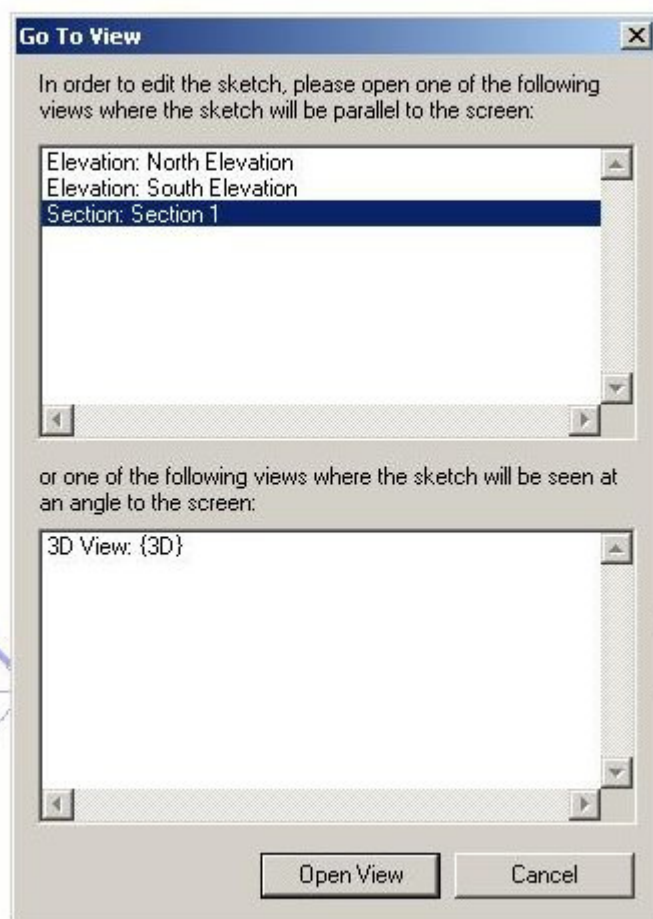
From the “Structural” tab on the left click on “Beam System” and then click on “Set Work Plane”



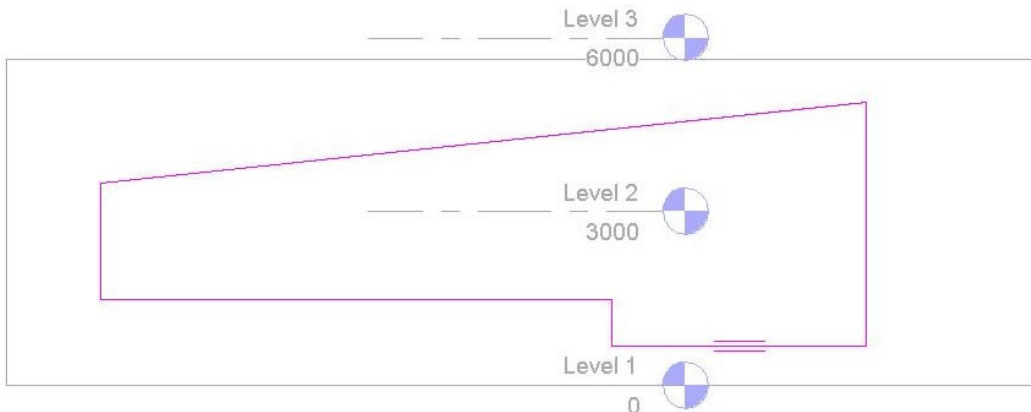
In the dialogue box pick “pick a plane” than click on your wall



It will ask you which view you want to open, pick the Section you created earlier.

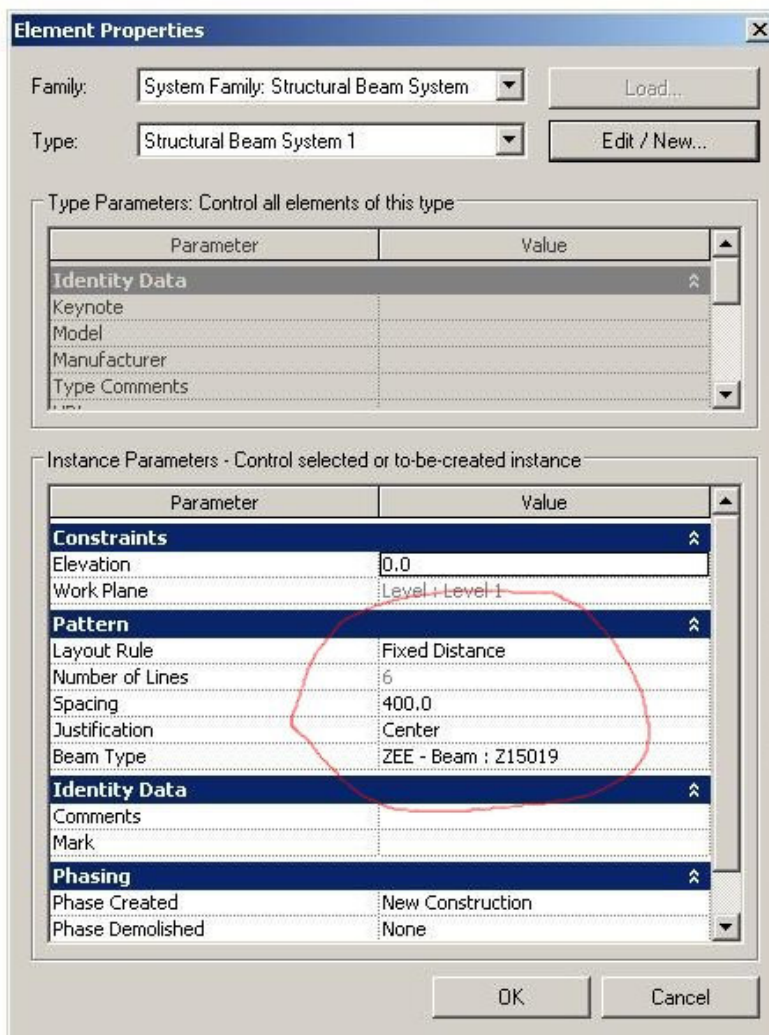


In the section view draw the outline shape picking the edges of your opening.



Click on “Beam Direction” (left pane) and click on the bottom line to say where you want the beams to start and in what direction.

Now, click on “structural Beam” and set your parameters, I’m going to use a ZEE purlin for my louvers, but you can easily create what ever beam you want using a new **Structural Framing** family.



Click ok and finish, you should have something like this:

