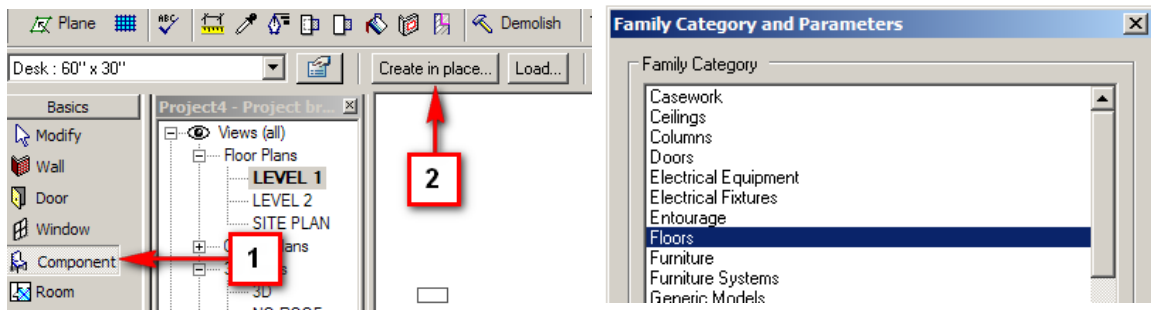
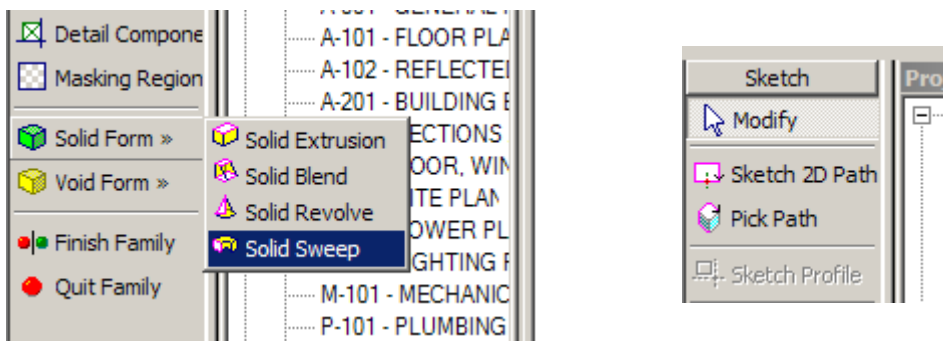


Modeling a Theater Floor

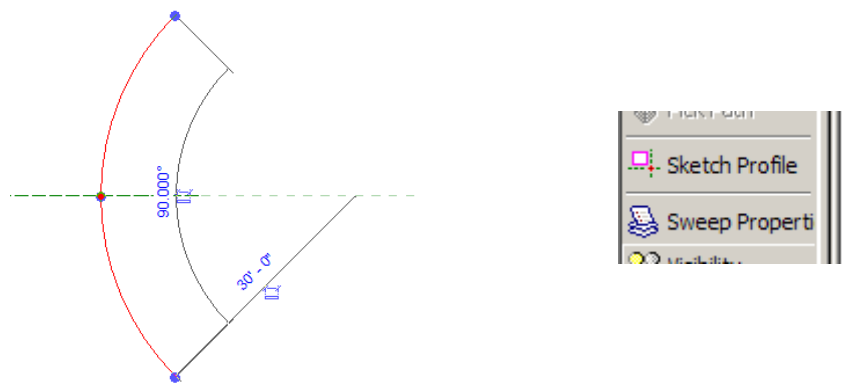
1. Select “Component” from the design bar and click the “Create in Place” button from the options bar. Select “Floors” from the Family Category and Parameters dialog box.



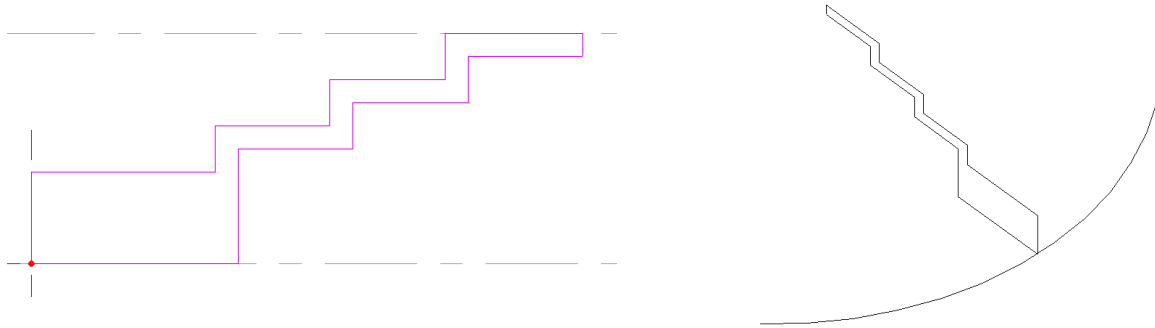
2. Select “Solid Sweep” from the “Solid Form” option in the design bar. Select “Sketch 2D Path” from the design bar.



3. Sketch the path of your steps, in this case, an arc, and hit finish sketch. Click “Sketch Profile” in the design bar, and switch to an appropriate view when prompted to. The origin of the profile sketch will be perpendicular to the arc sketched for the path.



4. Draw the profile. When the profile and path are completed, switch to a 3D view, and a skeleton of the structure will be displayed.



5. Click “Finish Sweep” in the design bar, and the sweep is complete. Select “Finish Family” from the design bar, and the floor is completed.

