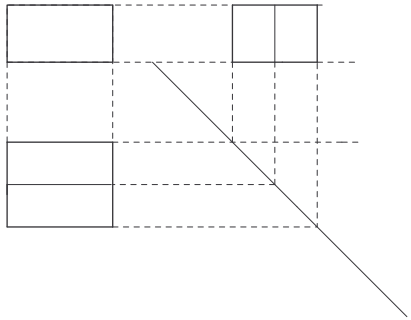
RADIUS POINT OR PIVOT POINT
Rebecca B. Bennett

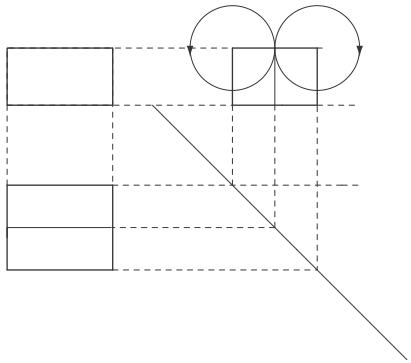
LVP CV H/EL RVP



step 1
Establish an orthographic view of the box.

RADIUS POINT OR PIVOT POINT
Rebecca B. Bennett

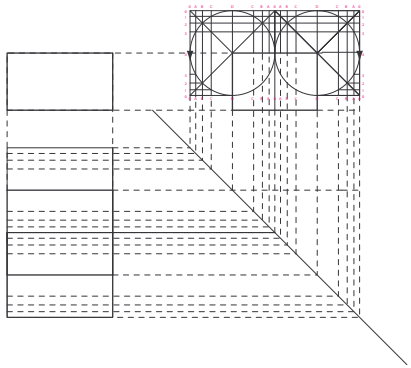
LVP CV H/EL RVP



step 2
Establish the location of the box flaps. Using a compass, establish the "travel" of each box flap.

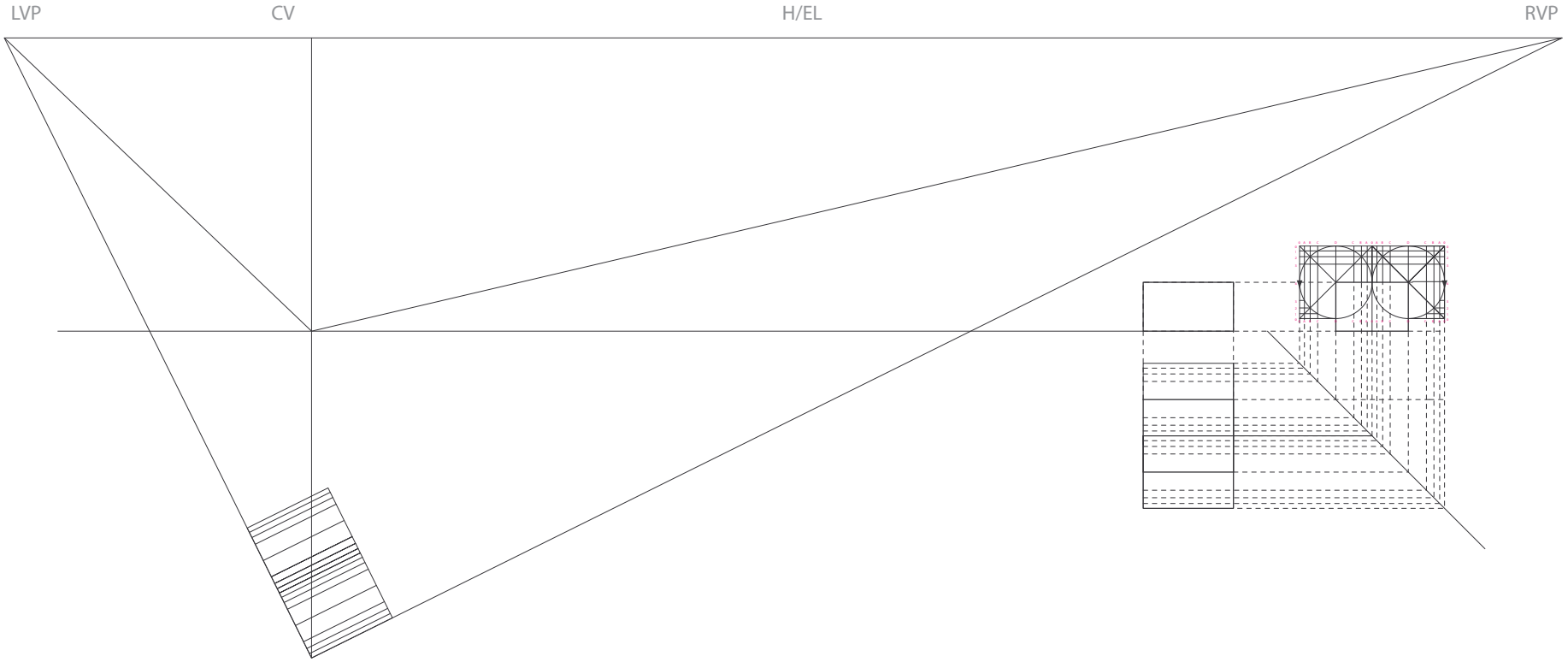
RADIUS POINT OR PIVOT POINT
Rebecca B. Bennett

LVP CV H/EL RVP



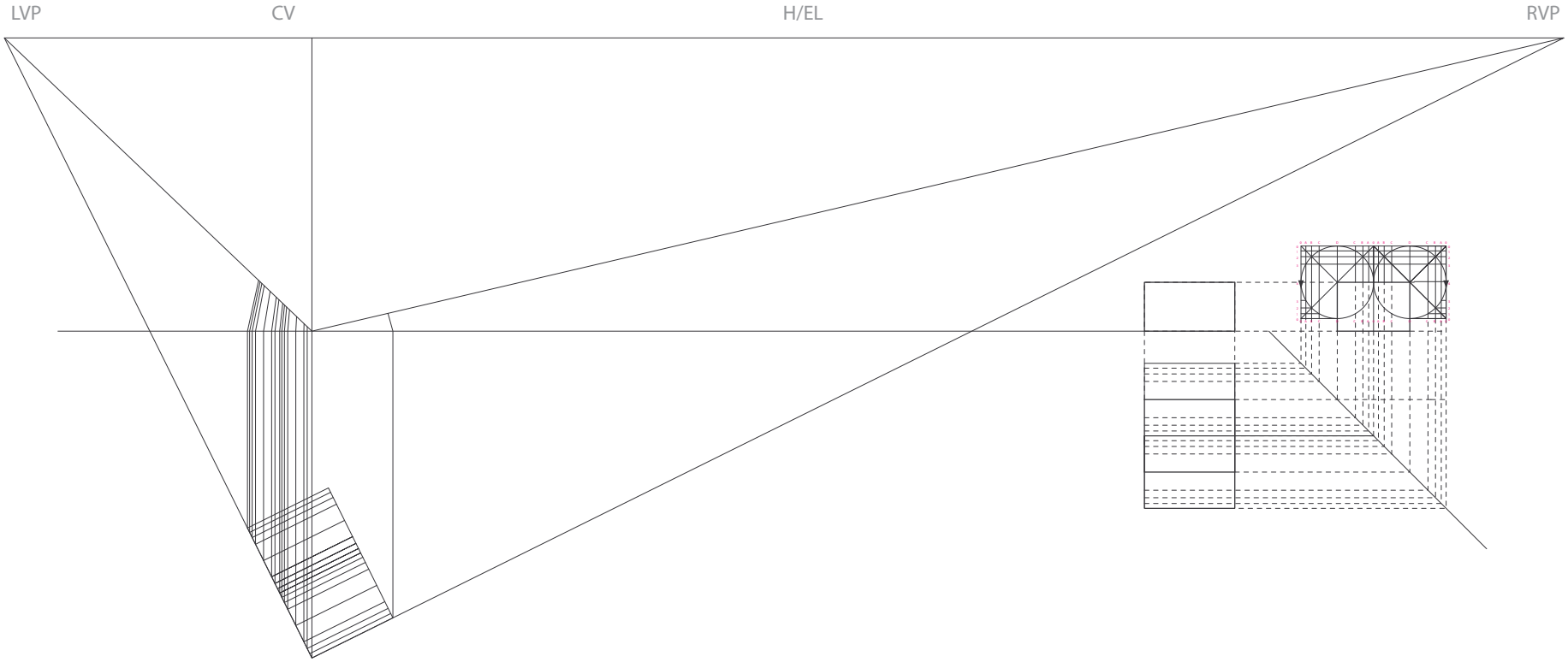
step 3
Using the same method for creating the rolled cylinder, create the grid on the orthographic view.

RADIUS POINT OR PIVOT POINT
Rebecca B. Bennett



step 4
Set up the system and transfer the plan and elevations over.

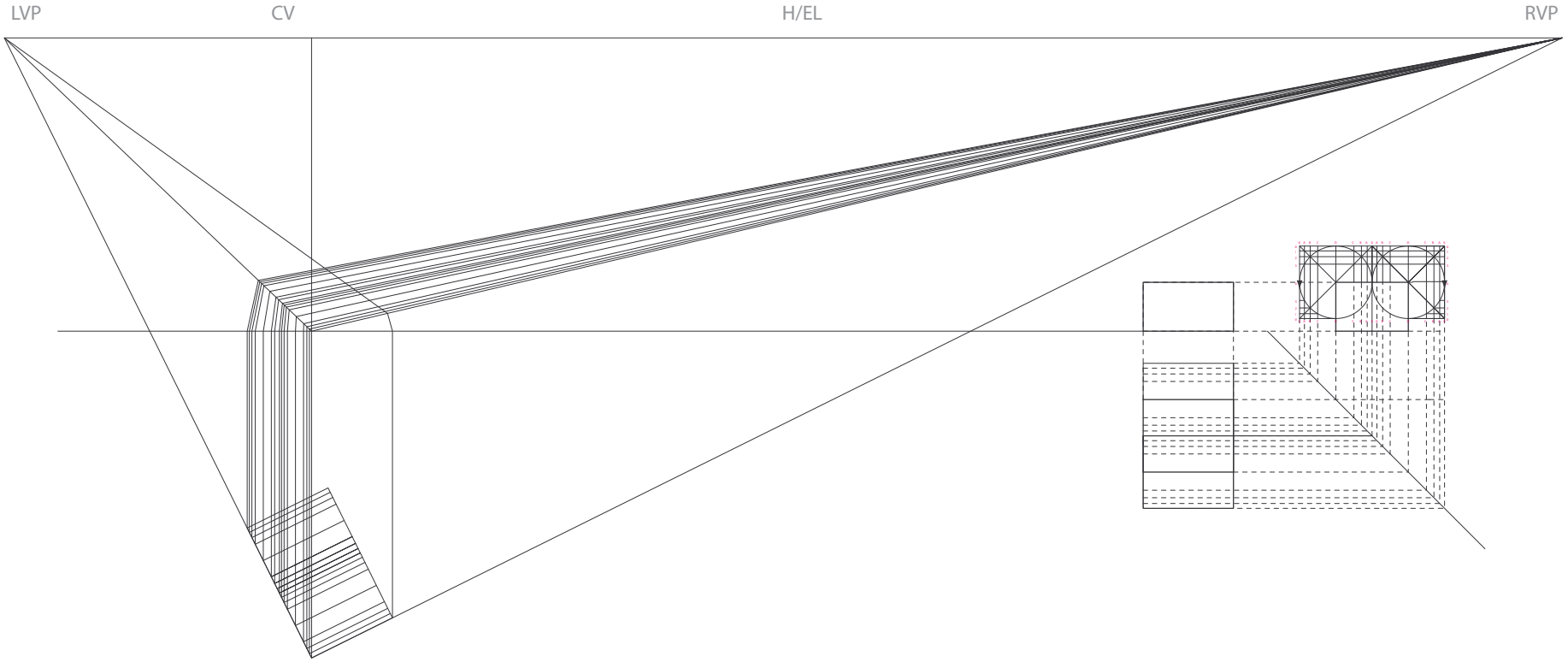
RADIUS POINT OR PIVOT POINT
Rebecca B. Bennett



step 5
Bring the lines up to the GL and "pitch the tent."

Zoom in to see detail.

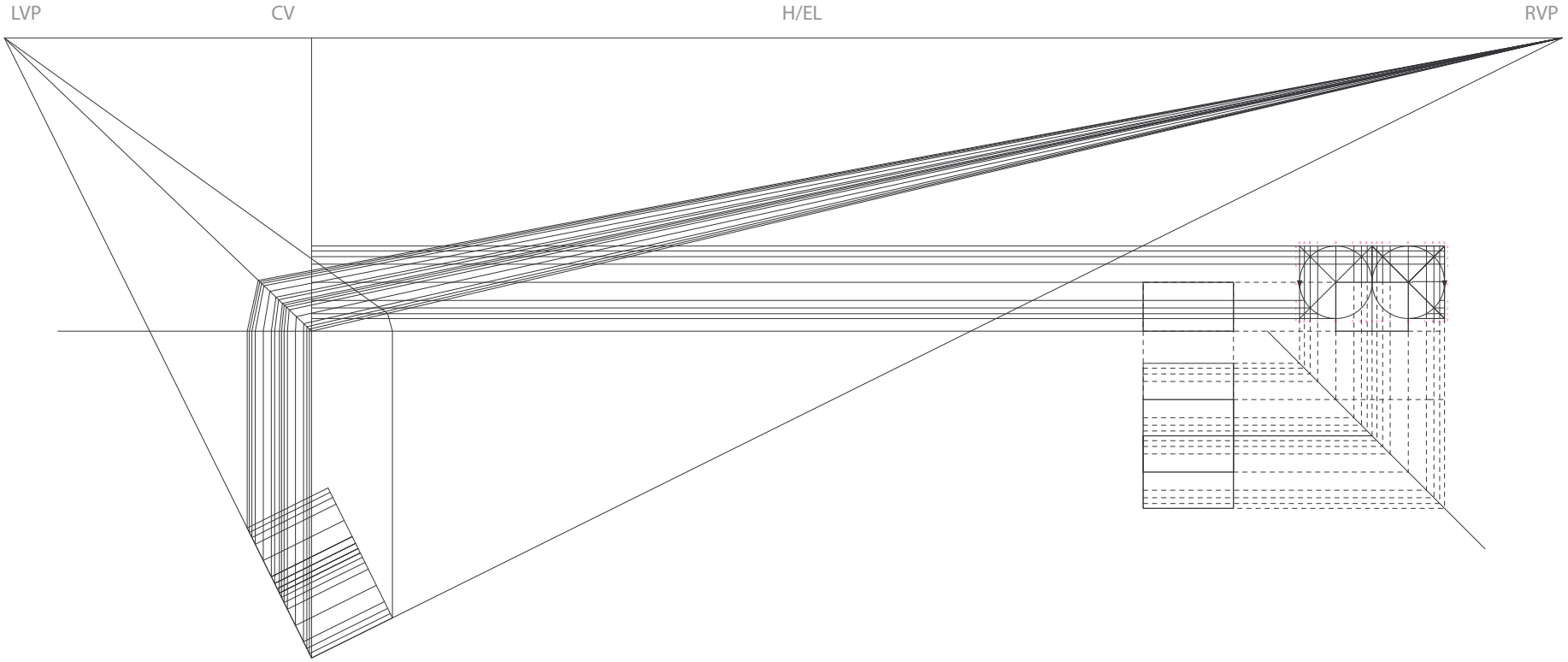
RADIUS POINT OR PIVOT POINT
Rebecca B. Bennett



step 6
Solve the plan in 3D.

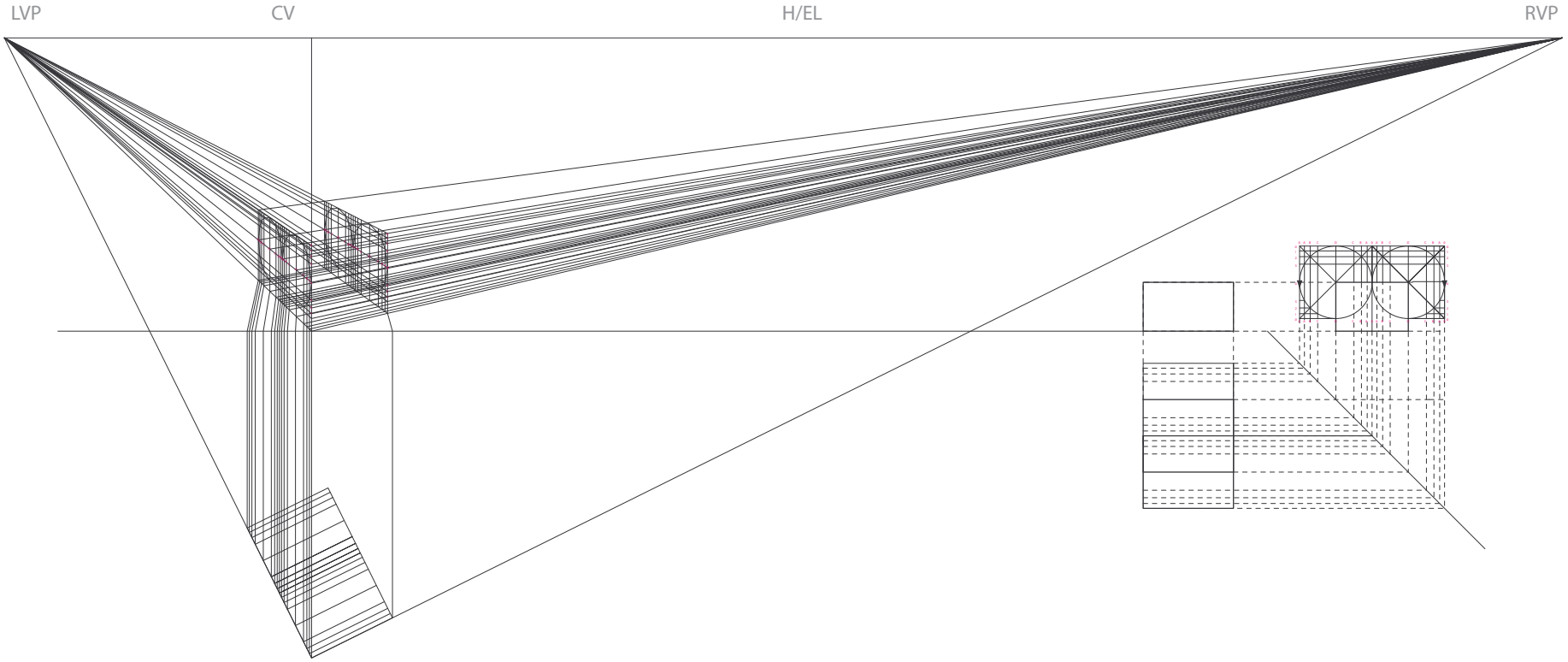
Zoom in to see detail.

RADIUS POINT OR PIVOT POINT
Rebecca B. Bennett



step 7
Use the elevation to bring over the travel of the box lids.

RADIUS POINT OR PIVOT POINT
Rebecca B. Bennett

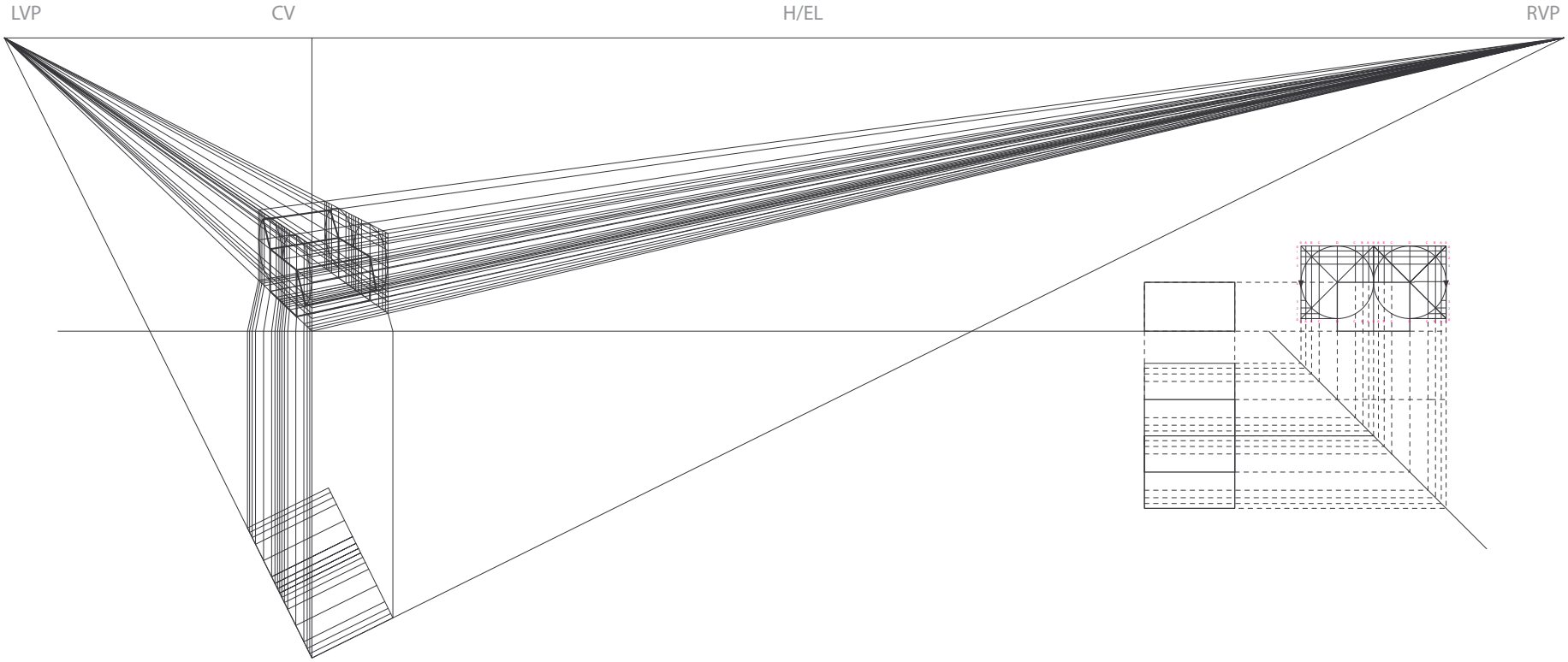


step 8
Establish a point (up to you) along the travel as being where the lid is. Using the VP, draft the lid.

Zoom in to see detail.

RADIUS POINT OR PIVOT POINT

Rebecca B. Bennett



step 9

Choose where along the path of travel you wish to make the box flaps and draft lines back the VP. Adjust line weight.

Zoom in to see detail.