

# RhinoGold<sup>®</sup>

GoldSmith Studio for Rhino

## Tutorial – Three Stone Ring

powered by  
**TDM Solutions;**

[www.rhinogold.com](http://www.rhinogold.com)

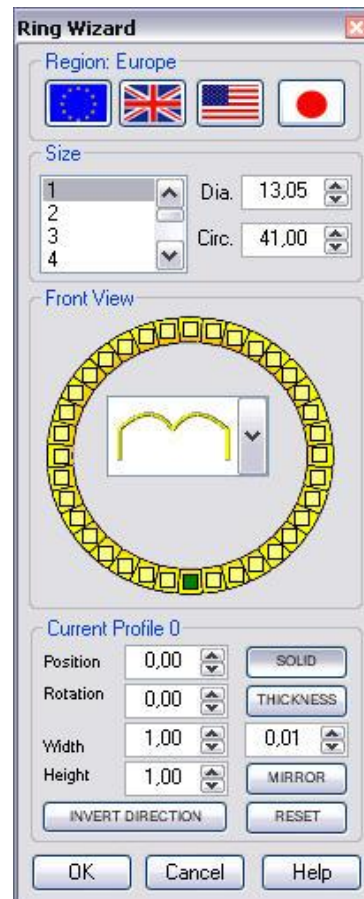
## Ring

In this tutorial, you'll see how to create a ring in just a few very simple steps.

## Ring

Click on the TDM icon and save the file as **Ring 1**.

1. The first step is to click on the Jewellery tab and run the Wizard command.
2. After clicking the Wizard icon, a window appears where you can create the basic ring.



First you select the type of numbering you want.

You then enter the measurement, either as the shaft size or the diameter.

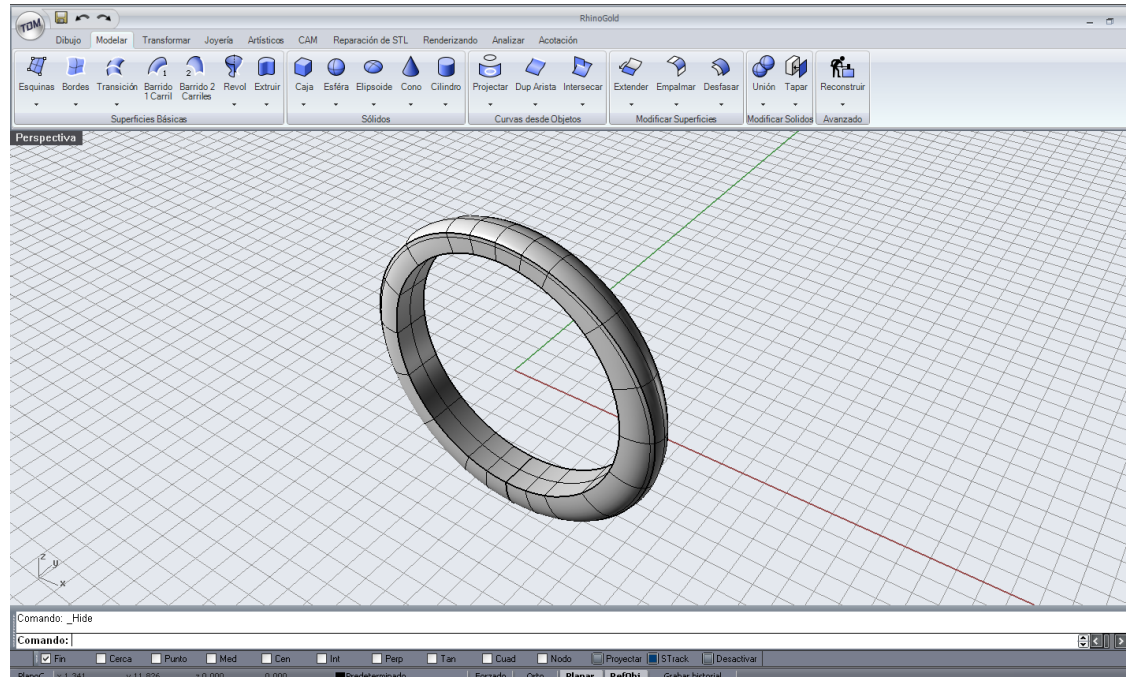
This graphic lets you allocate a different section to each of the small squares.

Here you can define the parameters of the section you've selected (shown in green in the graphic above).

Notes:

## Ring

3. This ring could be taken as an example.



4. Now you'll position a stone in the upper quadrant of the circle.

5. Now that you have the hoop, you can proceed to create the bezel that will hold the gem. To do so, you start by creating the gem on the Jewellery tab by clicking on the icon **Gem Studio**.



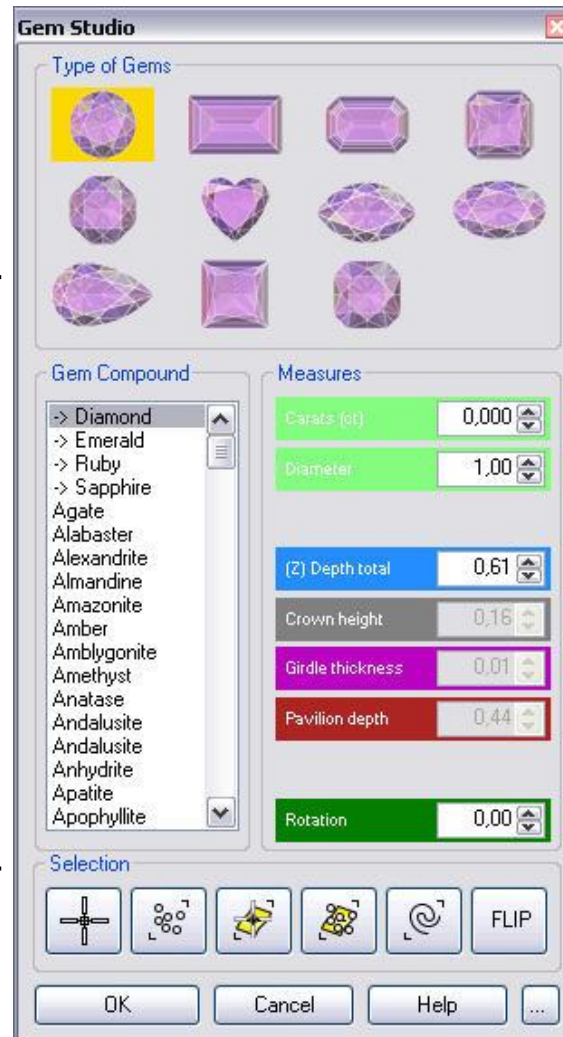
Notes:

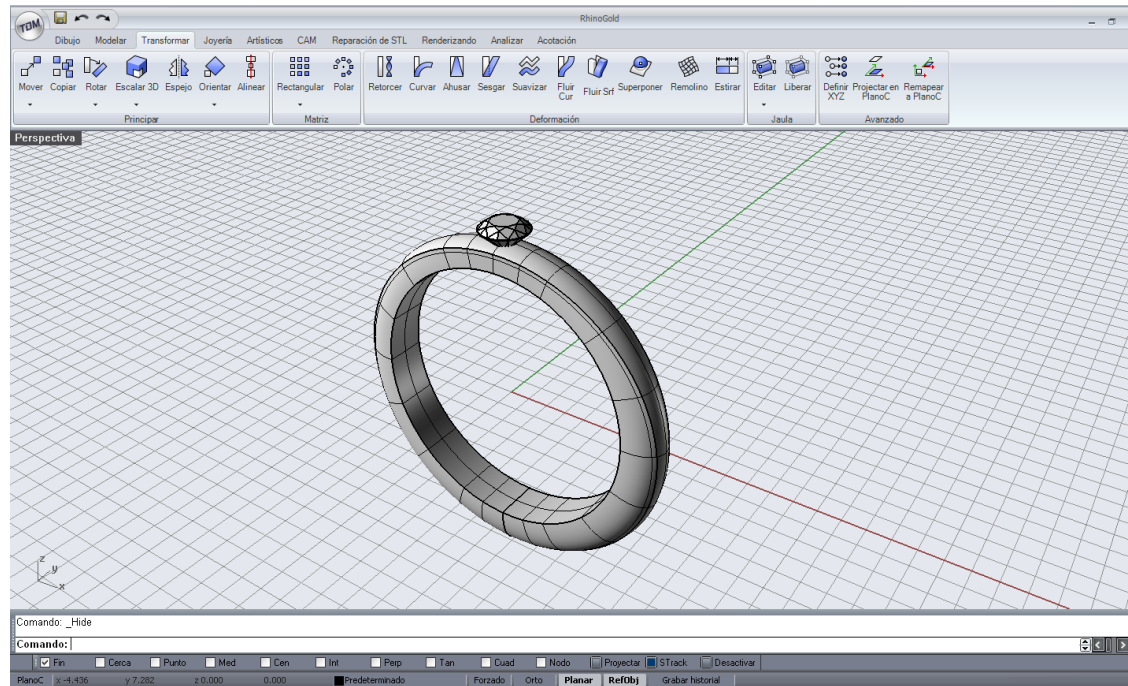
In this part, you can choose the type of cut you want.

Here you determine the size of the gem in carats or in its diameter (mm).

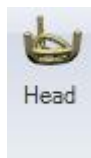
Notes:

Once you've completed the previous two steps, click here to position the gem in a particular way.





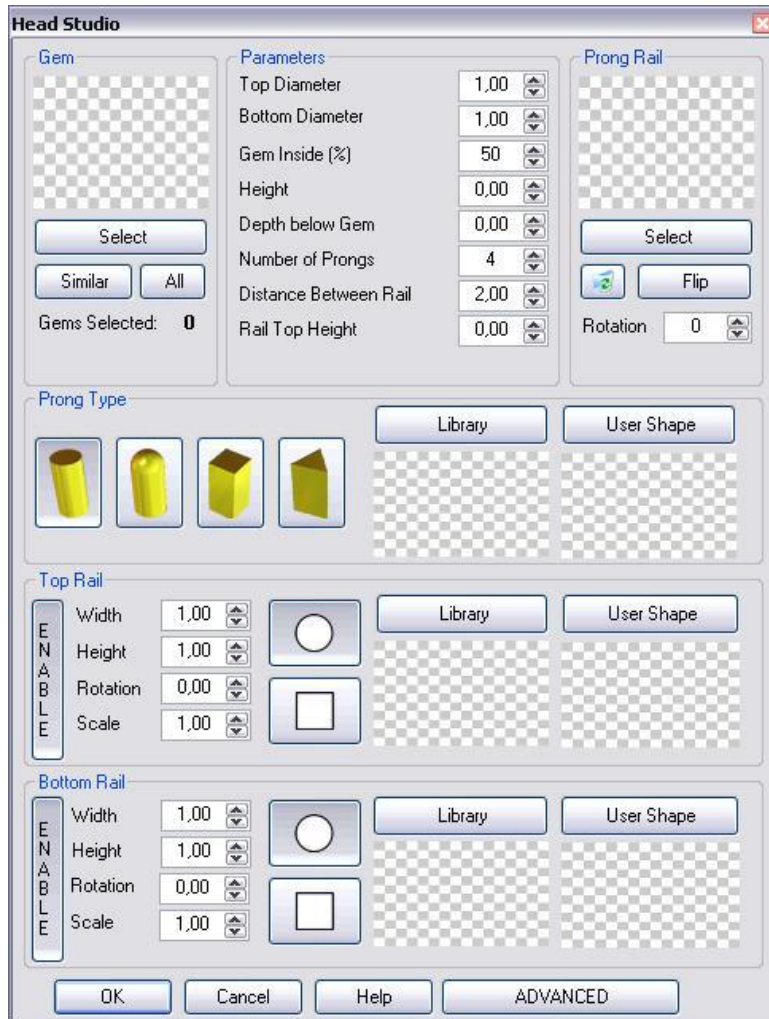
6. Now you need to create the heads for this gem, on the **Jewellery** tab, using the **Heads** command.



Notes:

If you click **Select**, you must select the gem on which you want to create the prong.

If you click on **All**, all of the existing gems are selected.



Here you define the type of bottom you want. Bottoms can also be made from your 2D drawings if you store them in a library.

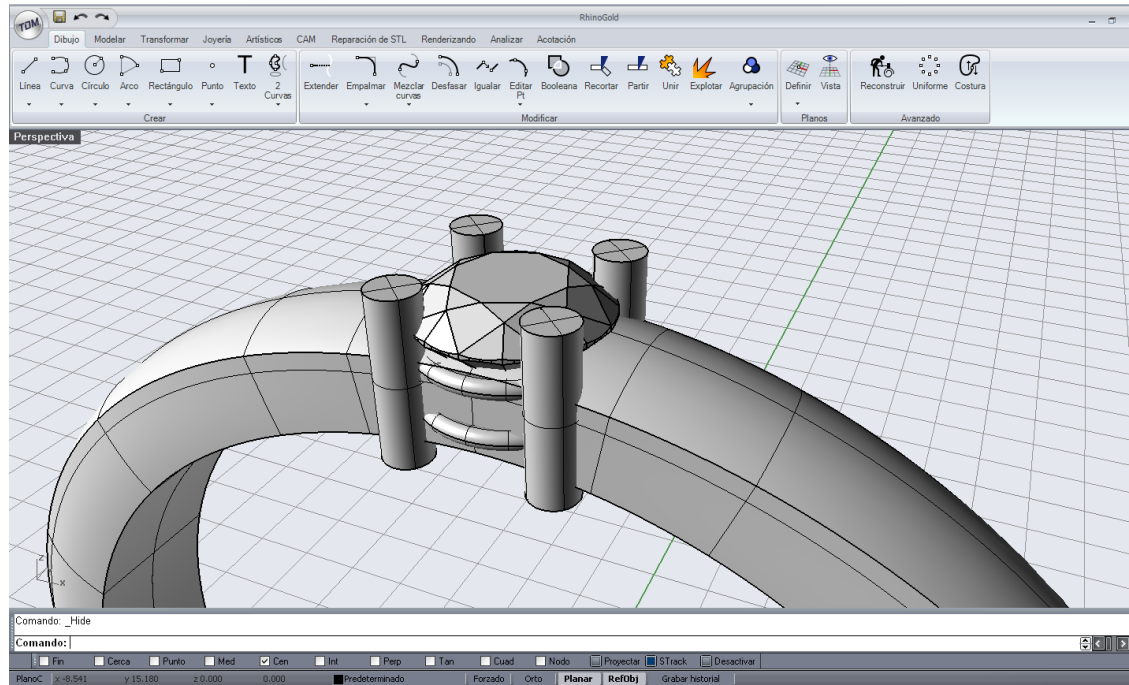
Notes:

In this section, you can select the rail curve used to define the direction of the prong.

This is where you can define the measurements and shapes of the two horizontal rails that will form part of the prong.



In this wizard, you enter the values to be used to define the claw. If you click on **Select**, you have the option of selecting one or more gems. If you click on **All**, all of the gems in the archive are selected.



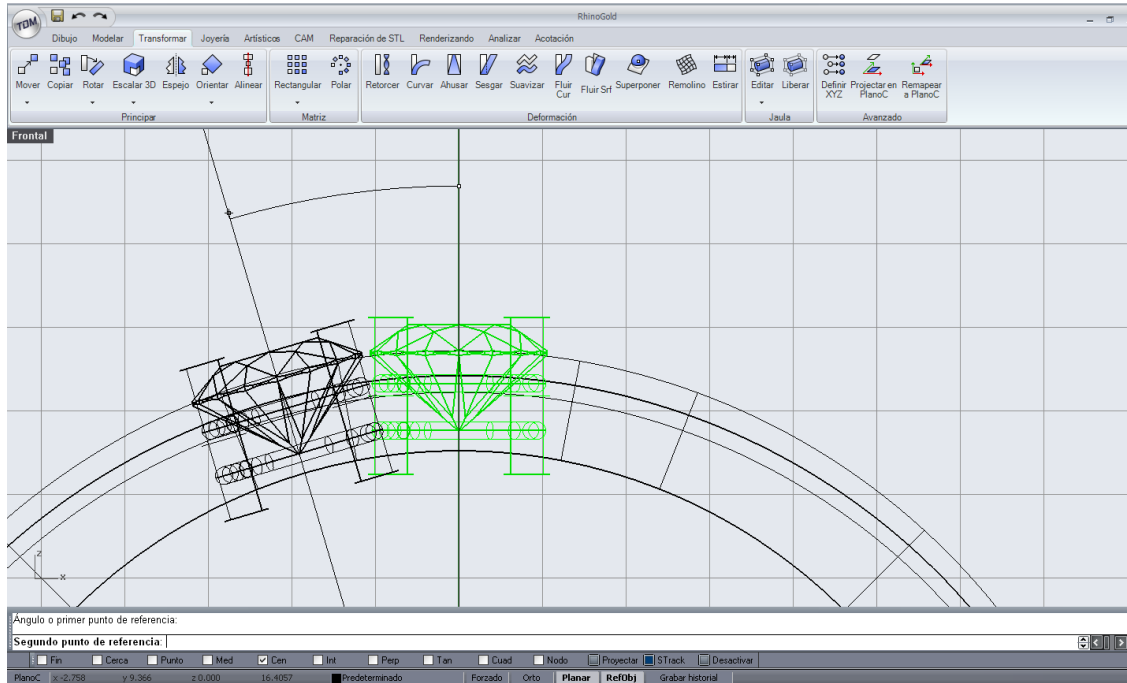
Notes:

7. On the Drawing tab, click to **group** the prong together with the gem before continuing.

8. This is where you can rotate the prong by 90 degrees so as to strengthen the joints with the prongs that are going to be adjacent to it.

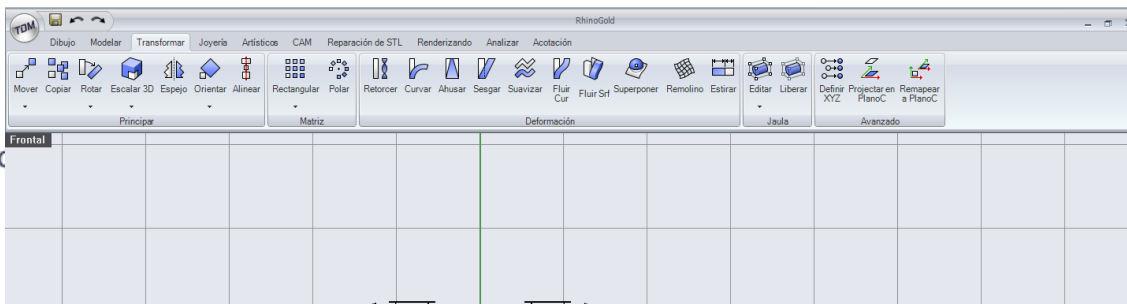


9. Then, on the **Transform** tab, click on **Rotate** with the Copy option of the command line activated.



Notes:

Once you have a copy, create a symmetry on the **Transform** tab by running **Mirror**.

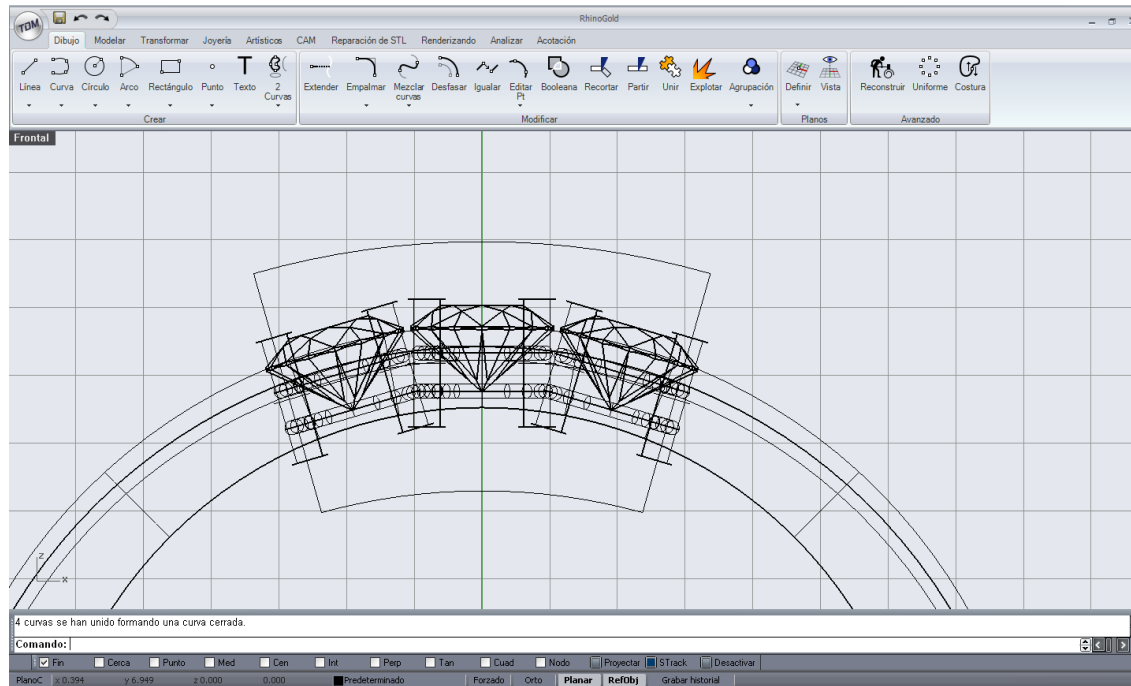




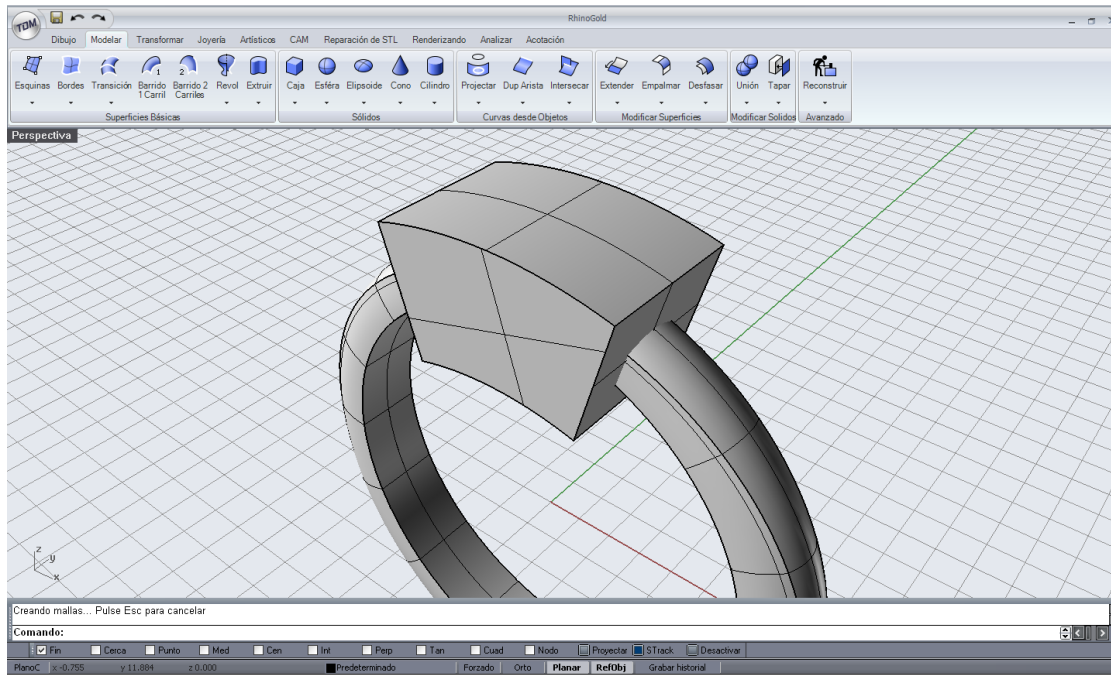
Notes:

Now you'll cut the ring to be able to put the prongs inside.

To do so, first select and **hide** the gems and prongs (using the popup menu that appears on clicking the middle mouse button).



Notes:

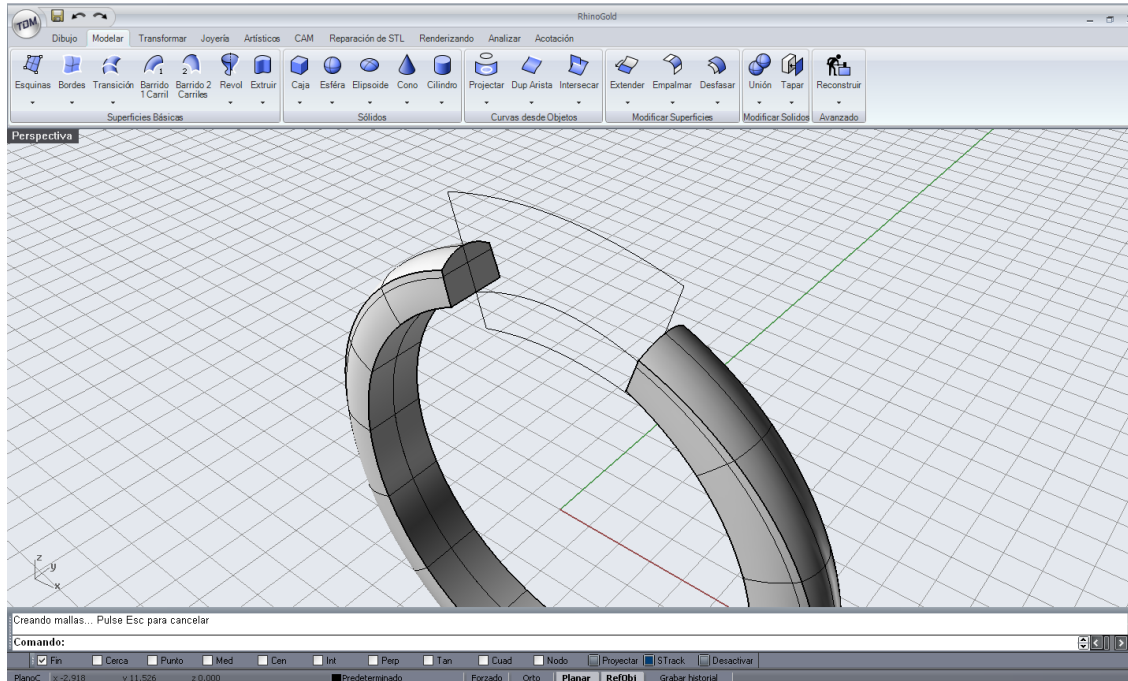


Then select the curve you've created and extrude it with **Extrude** (Model tab).



Notes:

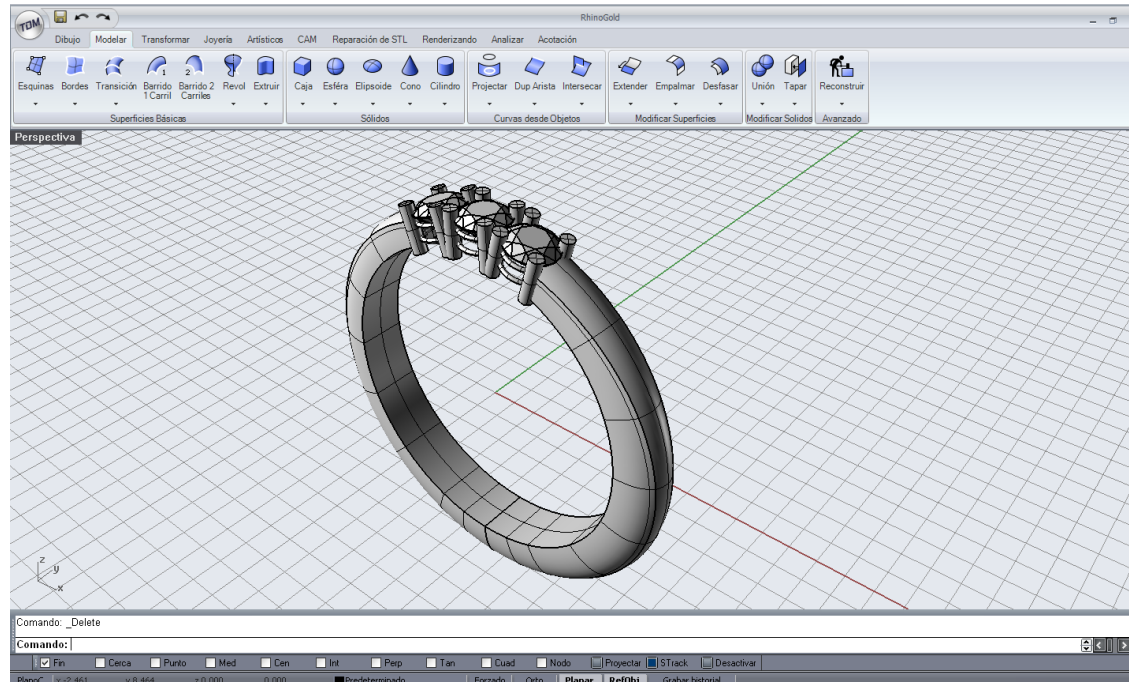
Then create a **Boolean Difference** (Model tab) to remove the recently created solid from the ring.



Notes:

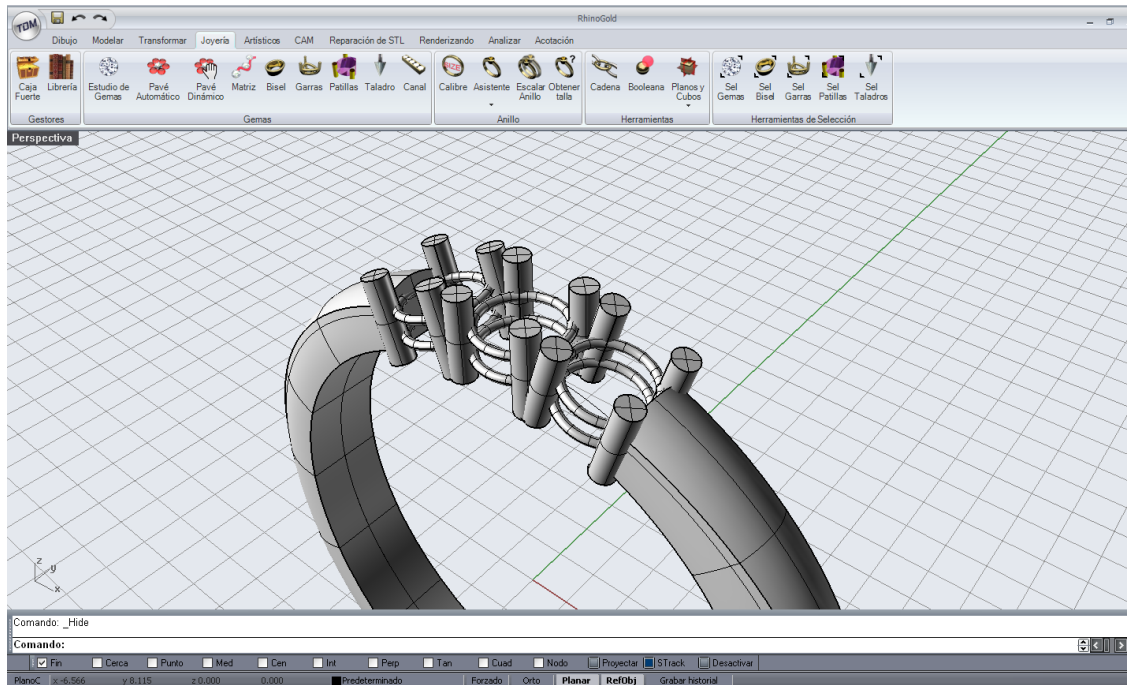
Then you **show** (using the popup menu that appears on clicking the middle mouse button) the three gems with their respective prongs which had previously been hidden.

Notes:



Then, on the Jewellery tab, run SelGems to select all the gems in the file and hide them.



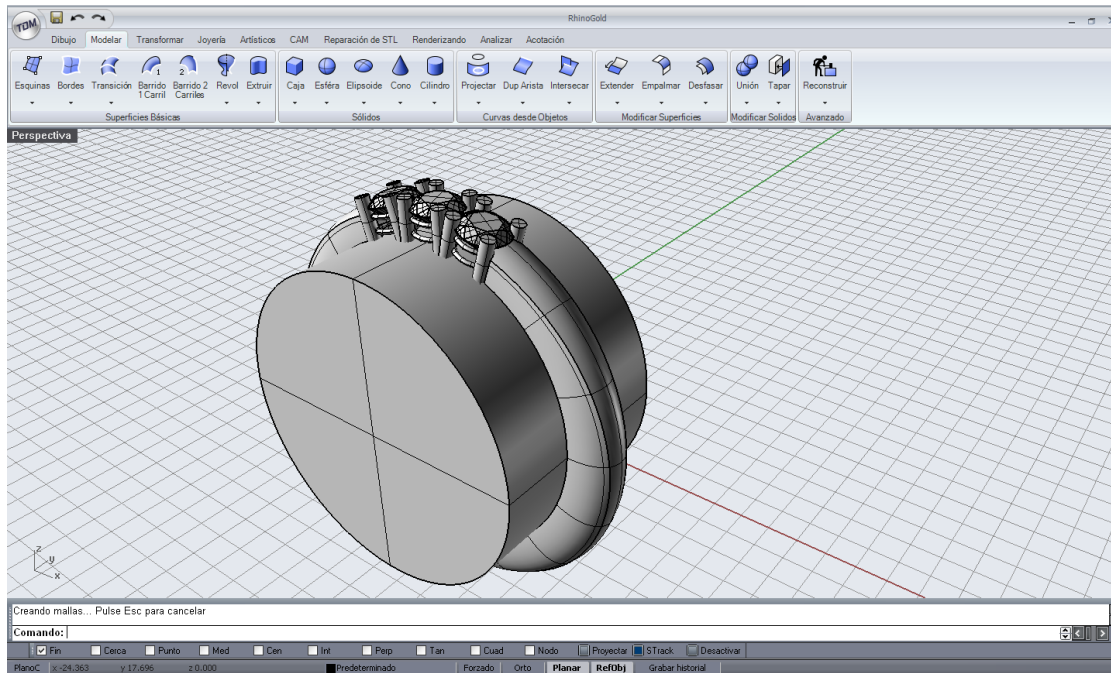


Then you perform a **Boolean union** (Model menu) of everything.



Notes:

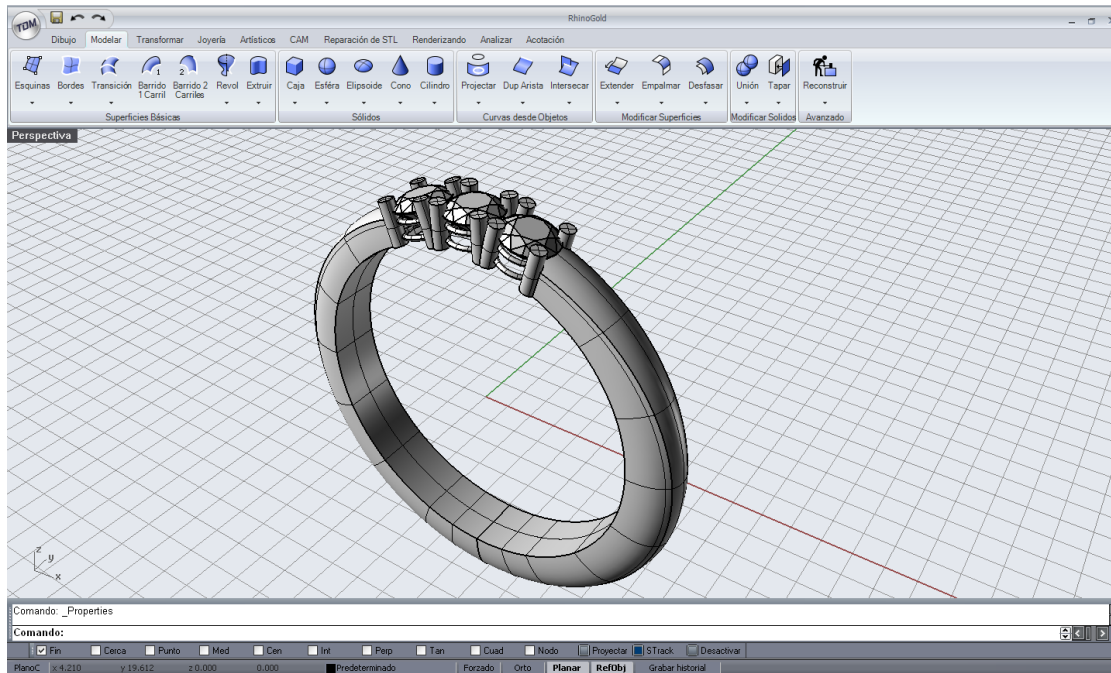




To finish, you select and **extrude** (Model menu) the closed curve that delimits the size of the ring. Then you create the Boolean Difference.



Notes:



Notes:

Tutorial created by Joan Codina.