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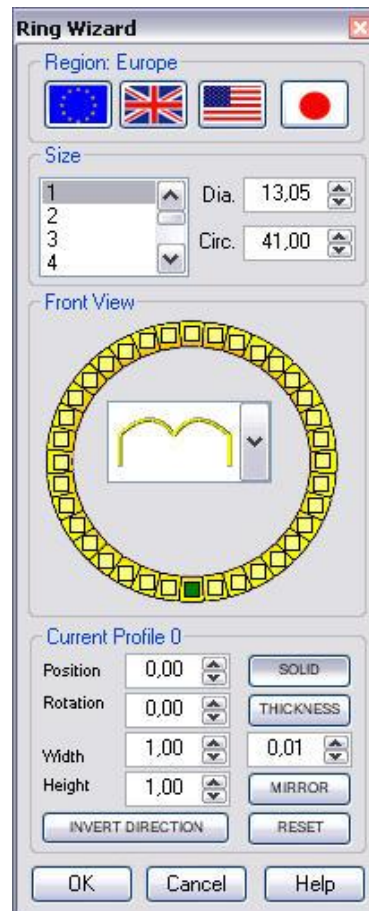
Tutorial – Solitary Ring

Solitary Ring

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

Solitary Ring

Click on the TDM icon and save as **Solitary Ring**.

1. In order to begin, we will open the **Jewellery tab** and execute the command **Wizard**
2. By pressing the button, the following menu will appear:

Wizard

Ring Wizard

Region: Europe

Size

1	Dia.	13,05
2		
3	Circ.	41,00
4		

Front View

Current Profile 0

Position 0,00 SOLID

Rotation 0,00 THICKNESS

Width 1,00 0,01

Height 1,00 MIRROR

INVERT DIRECTION RESET

OK Cancel Help

First we are going to select the type of numeration we want.

Afterwards we'll introduce the size, whether this is by sizing stick or by diameter.
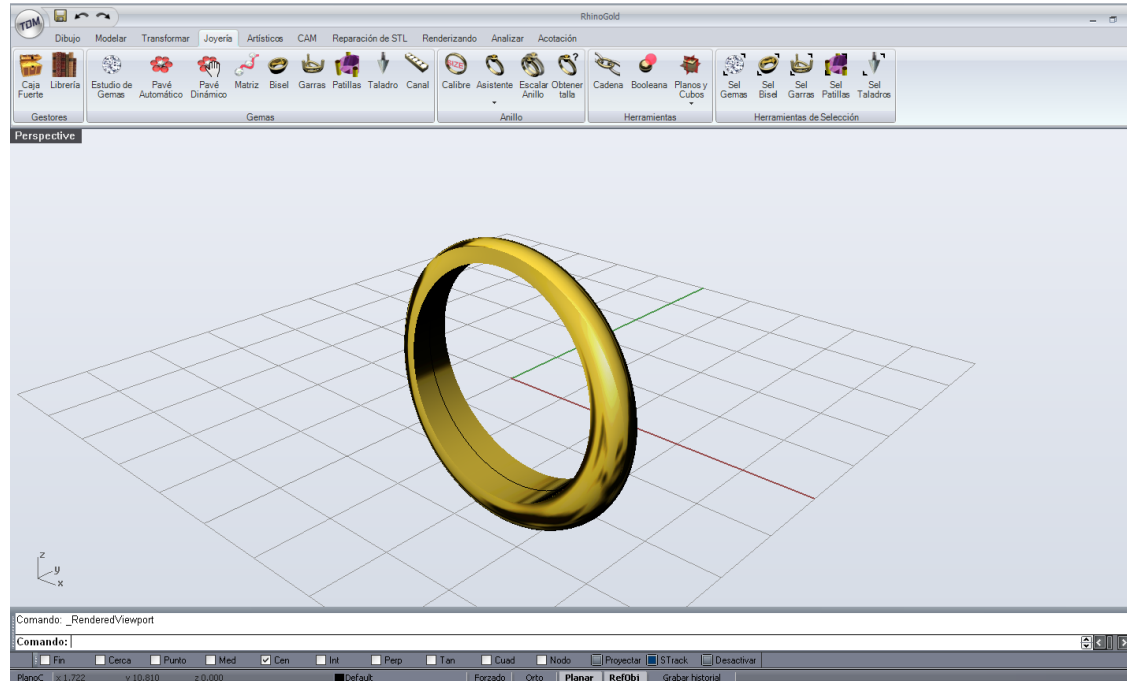
This graphic allows us to attribute a different section to each one of the small squares.

Here we can define the parameters of the section we have selected (in green in the previous graphic).

Notes:

Solitary Ring

3. An option could be something like this:

4. Now that we have the ring, we will proceed to make the mounting for the gem. For this, we will begin to create the gem from.

5. which is found inside the (Jewellery) tab.**Gem Studio**.
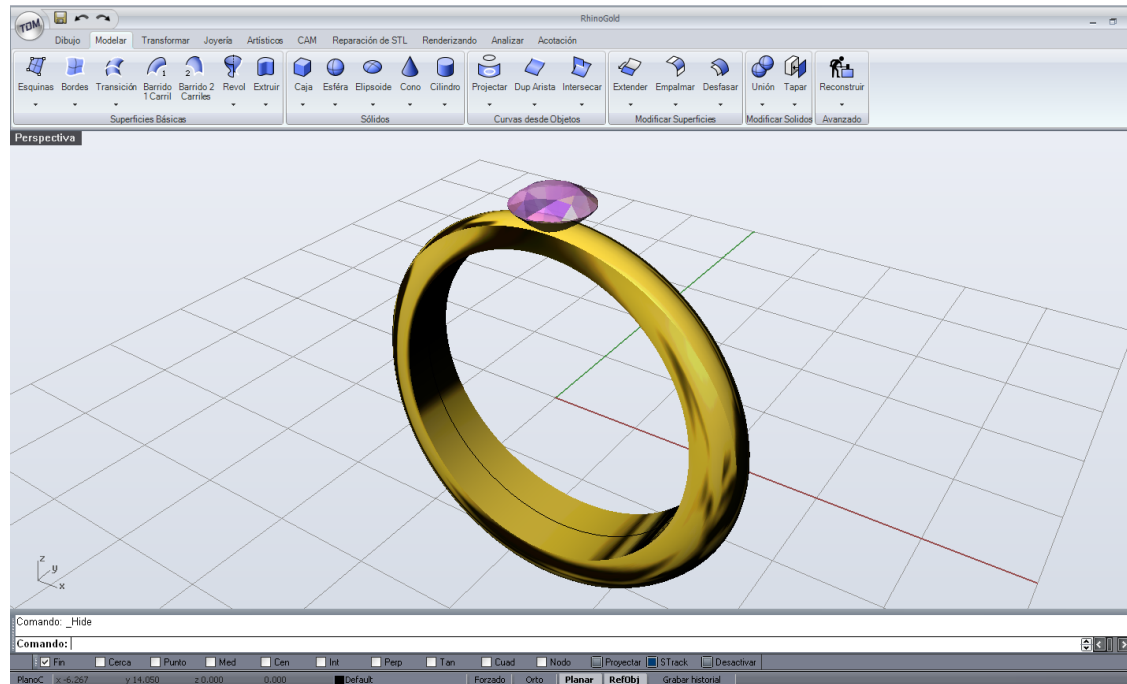
6. When we open it, the following menu appears:

In this part we can choose the type of cut we want

In this one we'll determine the size of the gem by carats or mm of its diameter.

Estudio de Gemas

Tipo de Gemas

Comp. de Gema

-> Diamond
-> Emerald
-> Ruby
-> Sapphire
Agate
Alabaster
Alexandrite
Almandine
Amazonite
Amber
Amblygonite
Amethyst
Anatase
Andalusite
Andalusite
Anhydrite
Apatite
Apophyllite

Medidas

Quilate (Qt)   0,300

Diámetro   4,35

(Z) Profundidad total   2,65

Altura corona   0,68

Grosor del filetín   0,04

Profundidad Pabellón   1,91

Rotación   0,00

Selección

FLIP

OK   Cancelar   Ayuda   ...

When we have done the two previous steps, we'll press here in order to place the gem in a determined manner.
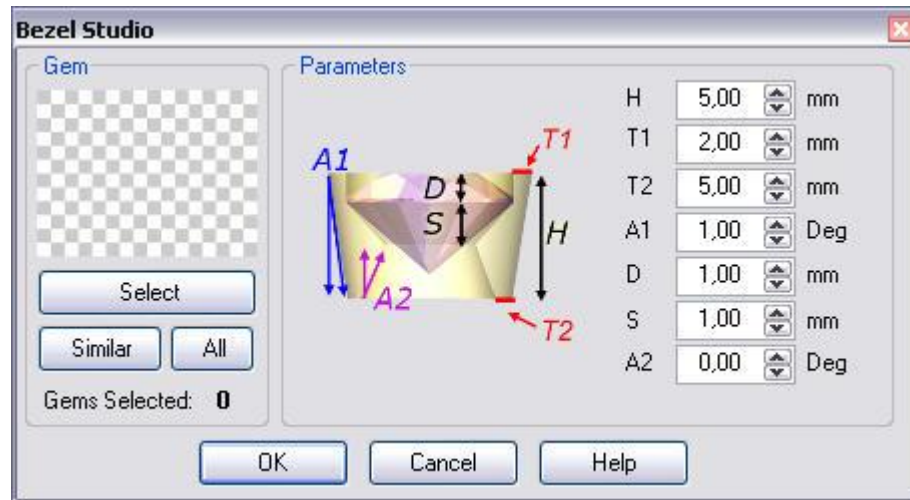
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7. When the gem is well placed, we can then go to the **Jewellery tab** and use the **Welding Edge** command. When we open it, the following menu that will help us to make our mounting will appear.

Bezel

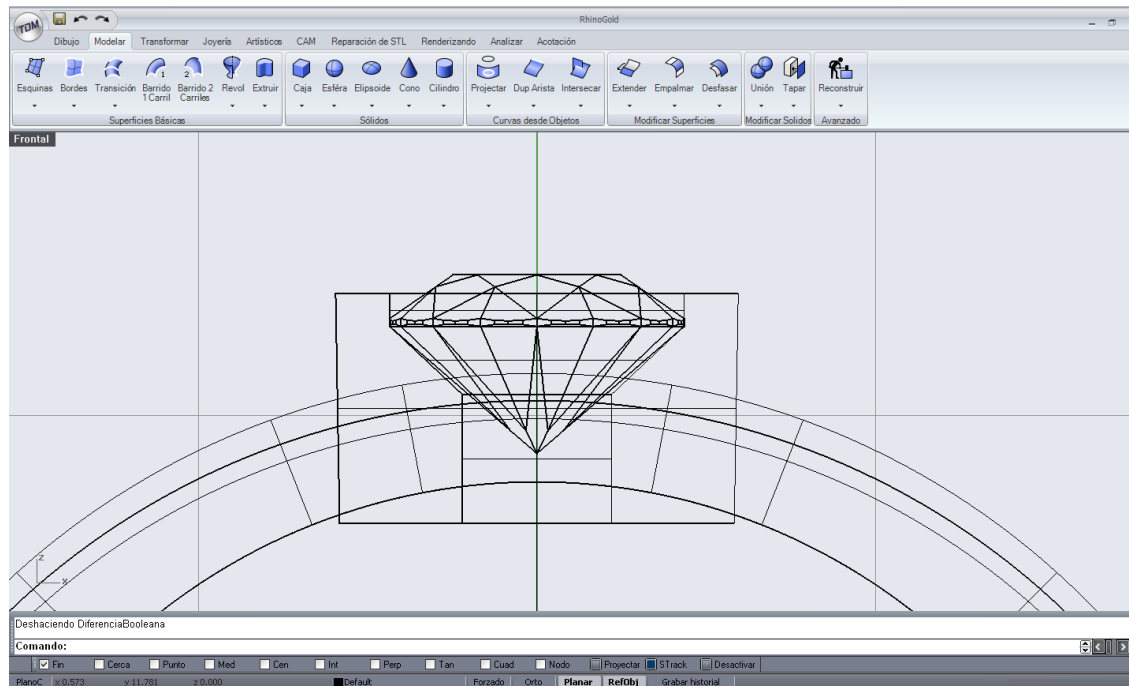# RhinoGold®
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If we press **Select**, this will allow us to **Select** the gem according to which we want to make the mounting.

And if we press **All**, it will select all of the gems

Bezel Studio

Gem

Select

Similar | All

Gems Selected: **0**

Parameters

H	5,00	mm
T1	2,00	mm
T2	5,00	mm
A1	1,00	Deg
D	1,00	mm
S	1,00	mm
A2	0,00	Deg

OK | Cancel | Help

The same as in all of the Rhinogold commands, this allows us to see the mounting in different viewing modes (Wireframe, Shade, etc…) and in different views (Perspective, Frontal, etc...)
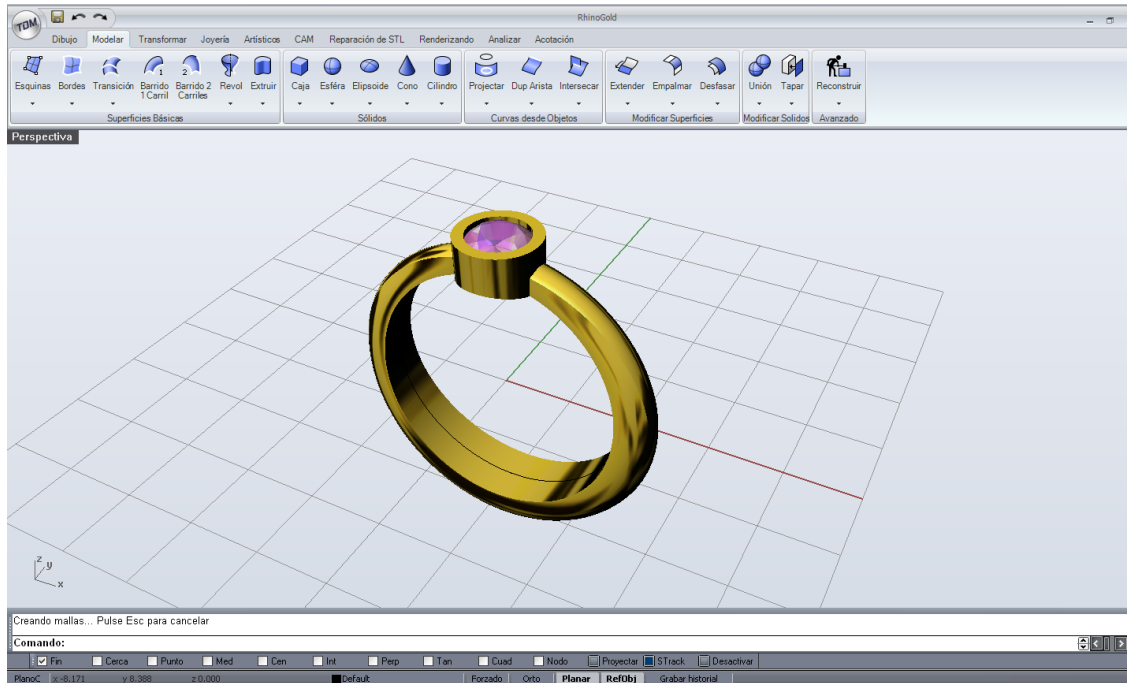
Notes:

8. Now we have the ring and the mounting, but we need to make the hole so the bottom of the gem can breathe. In order to do this, we will first have to joint the mounting and the ring through a **Boolean** Bond that is found within the **Modelling tab.**
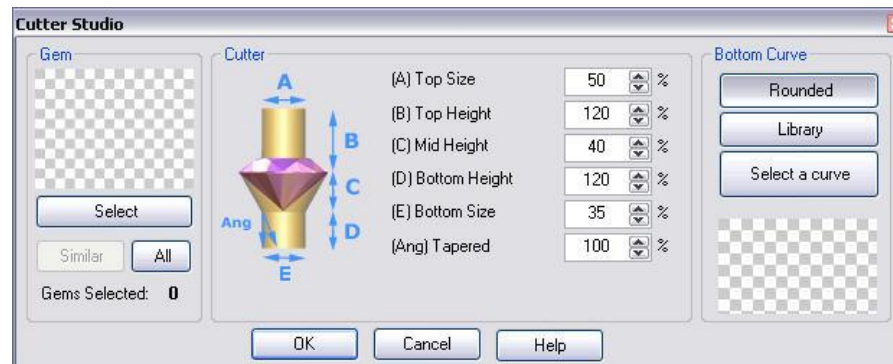
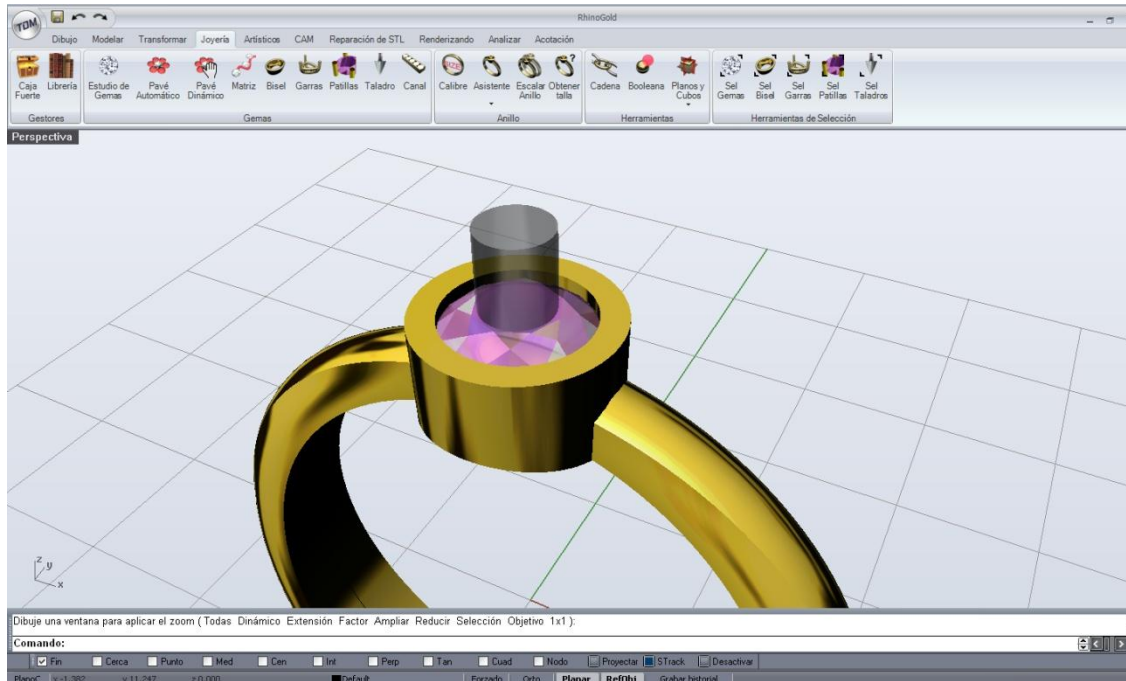9. When we have this, we should go to the **Jewellery** tab and select the command **Cuter**

This command functions in a way very similar to that of the mounting studio; we define one or various gems and it will make the holes for these gems, but it is always convenient to adjust the hole sizes manually.
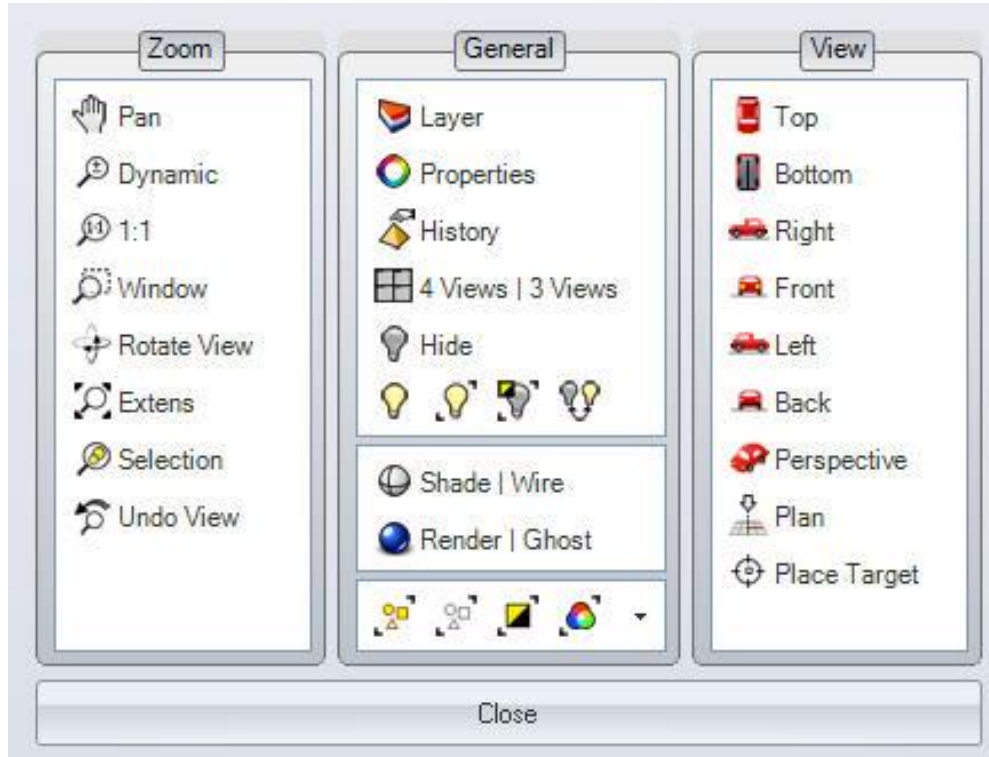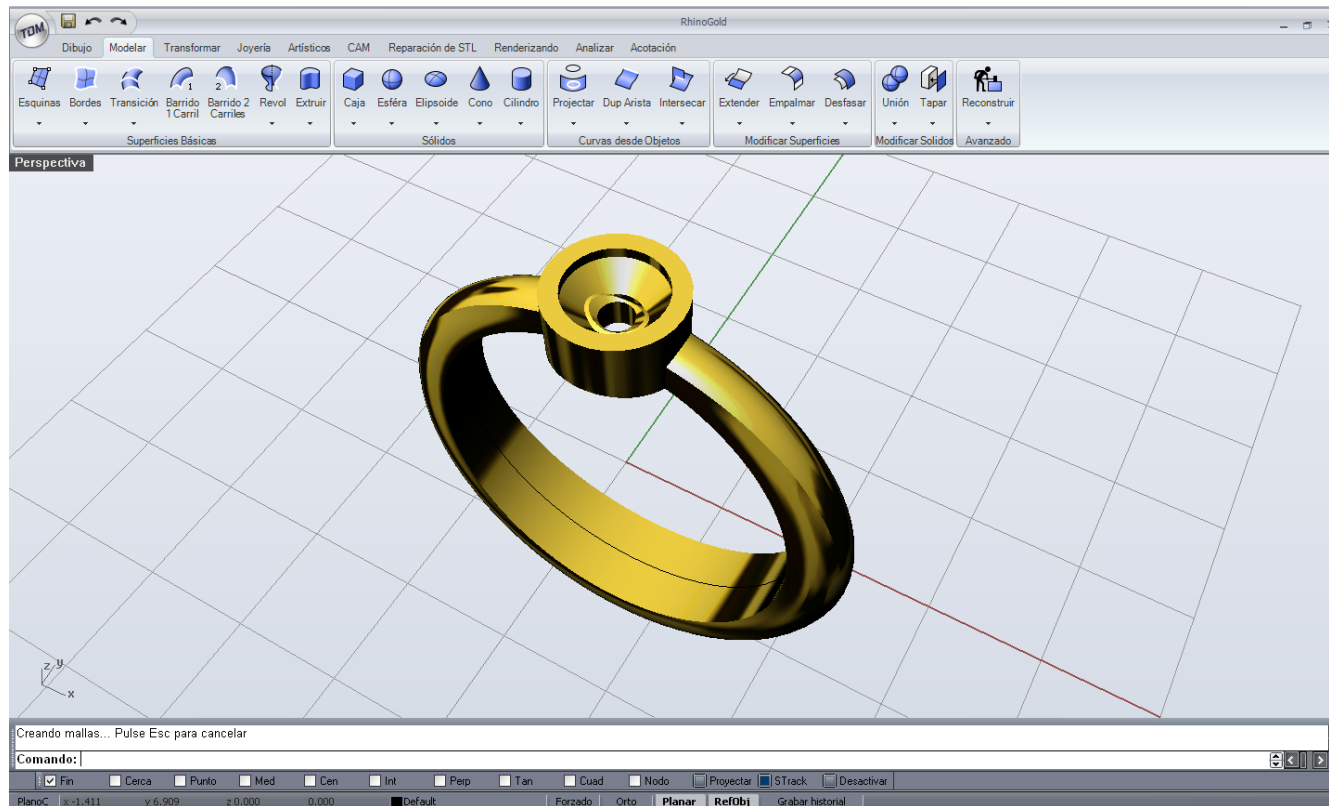
When we press OK, a hole appears over our gem.

11. Now we only have to make a Boolean difference of the hole and the ring, but the gem bothers us; we have to hide it. In order to see the menu where we will find the necessary command for hiding the gem, we will click on the central button or wheel of the mouse.

Notes:

Notes:

Hide

Zoom	General	View
Pan	Layer	Top
Dynamic	Properties	Bottom
1:1	History	Right
Window	4 Views | 3 Views	Front
Rotate View	Hide	Left
Extens		Back
Selection	Shade | Wire	Perspective
Undo View	Render | Ghost	Plan
		Place Target

Close

Afterwards we will figure out the Boolean difference and the ring will be finished.

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Lastly, it should be remembered that if we produce pieces with gems, it is necessary to eliminate them from the file before saving them in the .stl format, because if we only hide them, these will be in the final file and, consequently, will be produced.

Tutorial carried out by Joan Codina.