

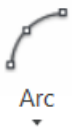


Longboard

Remember we will be using this as a pattern for your actual longboard so all measurements must be accurate and all corners need to be smooth.

Procedure:

1. To start the Longboard, **Open** the Longboard Template file and **Save As** a new file called *Longboard* in your student folder. (See CAD Tutorial if you forgot how)
2. **The requirements for this project are:**
 - Your longboard must fit inside of the grid, both horizontal and vertical.
 - It needs to be a realistic shape that can be accomplished in our shop. Remember the best boards have symmetry and are created using the proper tool.
 - Trucks must be mounted to the bottom of the board, no drop-in trucks.
 - Your design needs to have your logo printed somewhere on your board. (**Copy** and **Paste** from your other file)
 - You must place the hole pattern template in the center of your board, one on each end. This will be the location of your trucks, so make sure you plan for wheel bite.
 - The final shape of your longboard needs to be Magenta.
3. By now you should have done plenty of research on longboards and should know what you want your board to look like. I have set up the template file with a grid and hole template for better accuracy. Each grid block measures 1" tall x 3" wide. Make sure that your board is symmetrical. That means there should be a line down the middle and both sides should be a mirror image of each other. For your convenience the yellow centerline has been added as part of the grid to determine the center of your board. The easiest way to design your board is to draw half of it and use the **Mirror** command to complete the other half.
4. Start laying out the size of your board with some blue construction lines. This will help you stay within the size you want for your board. Remember that the grid that is set up in the template file is where all of your drawing should take place. If it doesn't fit on the grid then it will not fit on the actual board.
5. Next, start using some curves, arcs, or angles to shape your board. Here are some commands that you can use:
6. **Arc:** an arc is simply part of a circle. To use an arc click the starting point of the arc and the end point. The third click will bow the line for you. Remember that you can adjust how the arc looks after you have clicked the third time by adjusting the different grips on the arc. Move your arc into place and make it look the way you want.
7. **Polyline:** a polyline is a continuous group of lines that are connected as one line. To make a polyline click the polyline button and draw as though you would with a regular line. When you are finished type **Enter** and the line will finish. You will notice that when you select this polyline it will be a connected set of lines separated by grips. You may adjust some of them to make it look the way you would like.
8. **Spline:** the spline tool is almost the same as the polyline tool except that it is a continuous set of arcs instead of lines. The closer that you click your points together the more control you will have of the curve, but the choppier the curve will be. To use this tool click the spline tool located in the drop-down portion of the draw ribbon. The spline tool needs points and directions for the curve, so click as many as you need. Remember that you can always adjust each grip when you complete the command. When you have your points type **Enter** to finish the spline.



Arc



Polyline



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