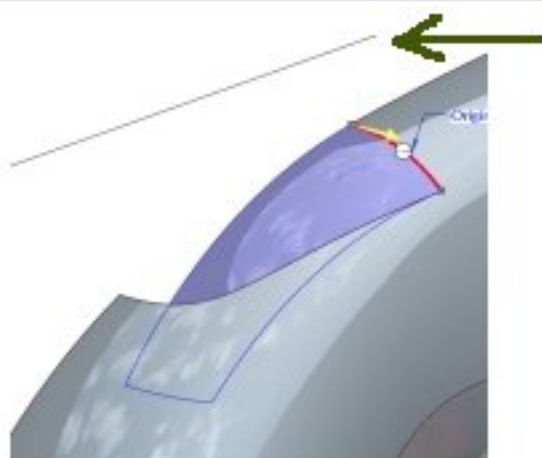
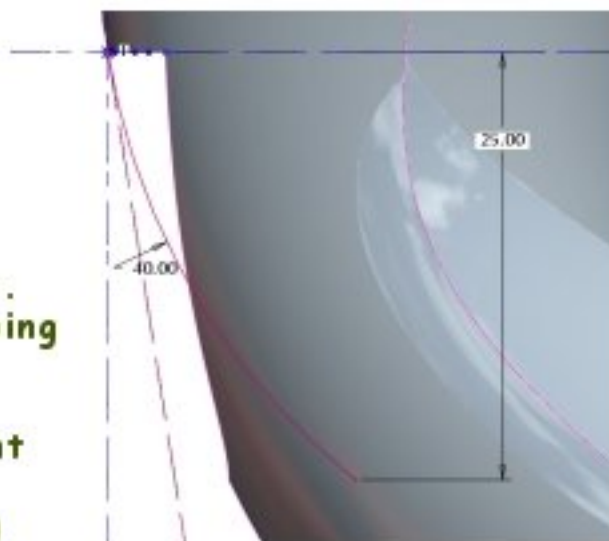


Welcome in the next chapter. This time we focus on smaller surfaces than before.

First, we crack at finger holder visible on the picture to the left.



Notice - for better control of swept section it smart to use extra trajectory for Normal direction.

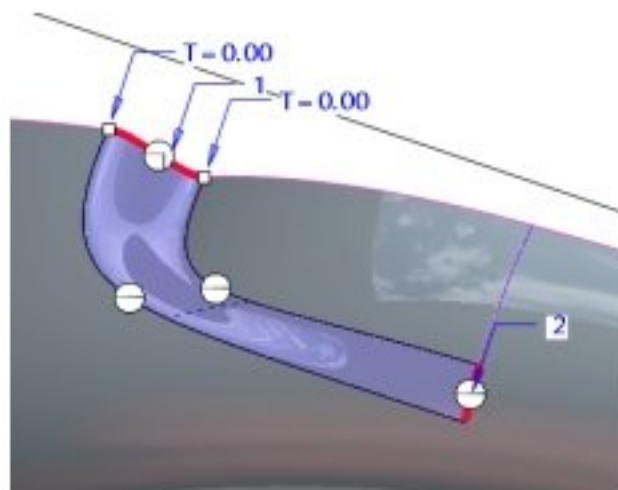


There is major surface to be done first. Among of many ways to do it, we are going to use VSS tool.

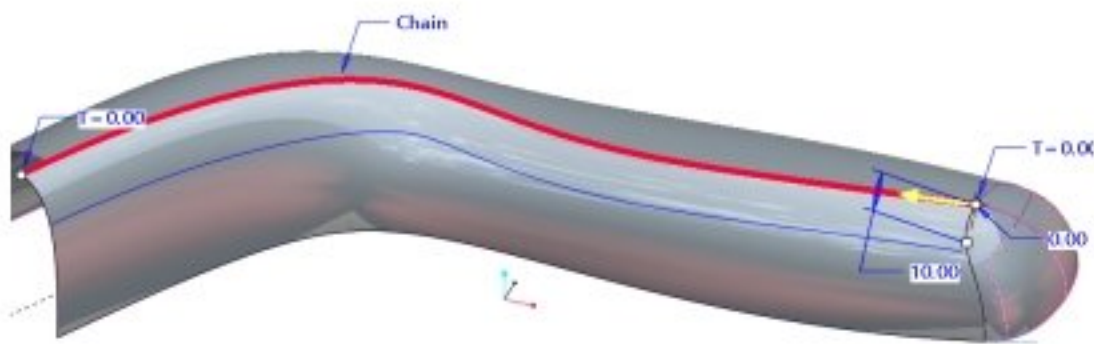
Create trajectory and make VSS tangent to the surface of laser reader body (the surface trajectory is projected on)



When this is done, sketch a curve and project it on just created surface to trim it as visible above.



Having such solid references there is not much left to do than creating final surface by Boundary Blend.



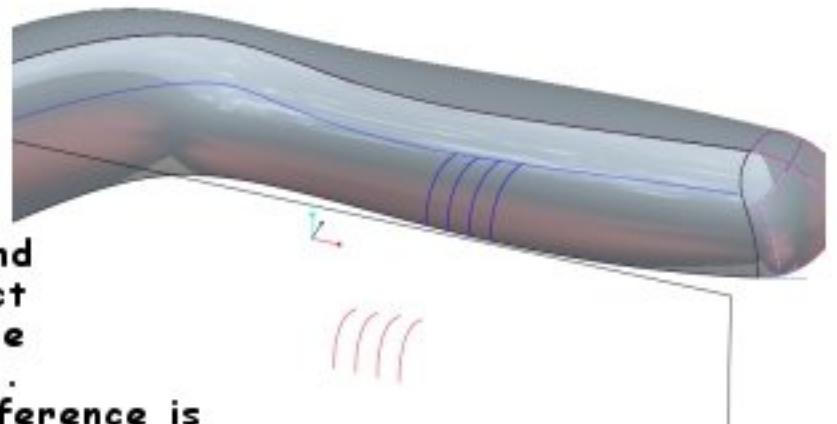
Ok, that concaved shape is behind us.

Now it is time to handle bottom grip. First, we are going to take advantage of existing edge of bottom surface. The edge should be offsetted in the direction visible above. The value of offset depends on personal "taste".

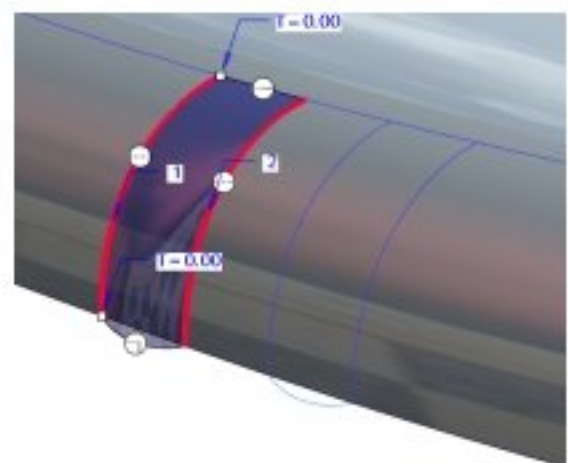
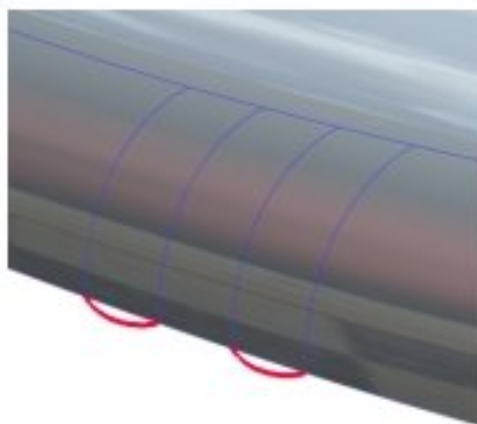
Second - create layout of grip referenced to offsetted edge. Use picture below to drive You through.

At the end project this sketch on bottom surface by Edit > Project.

There is smart trick regarding Project tool. Usually projected sketch is hidid after this operation.



To avoid it, select sketch, and next, select it again to collect curve entities - sketch will be displayed with thick red lines. Now make a Project. The difference is You use sketch no more, instead projectin its curve entities.



Every required geometry is ready so let`s finalize it with Boundary Blend.