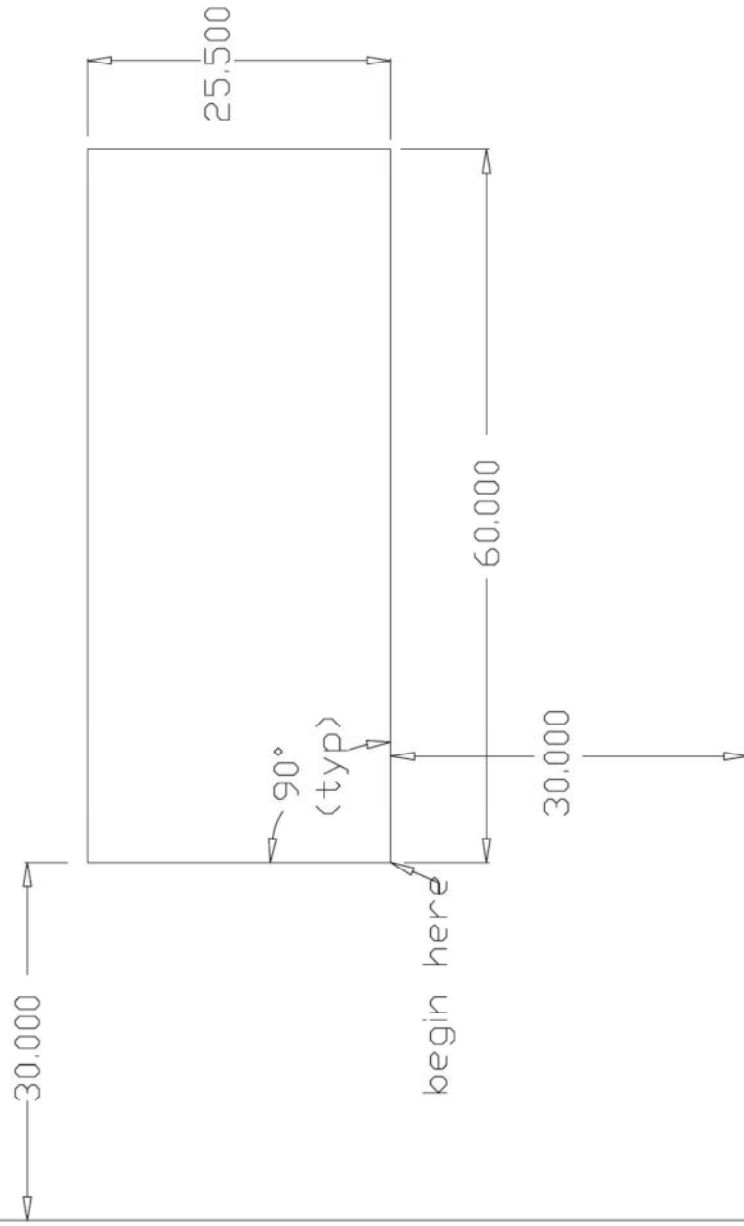


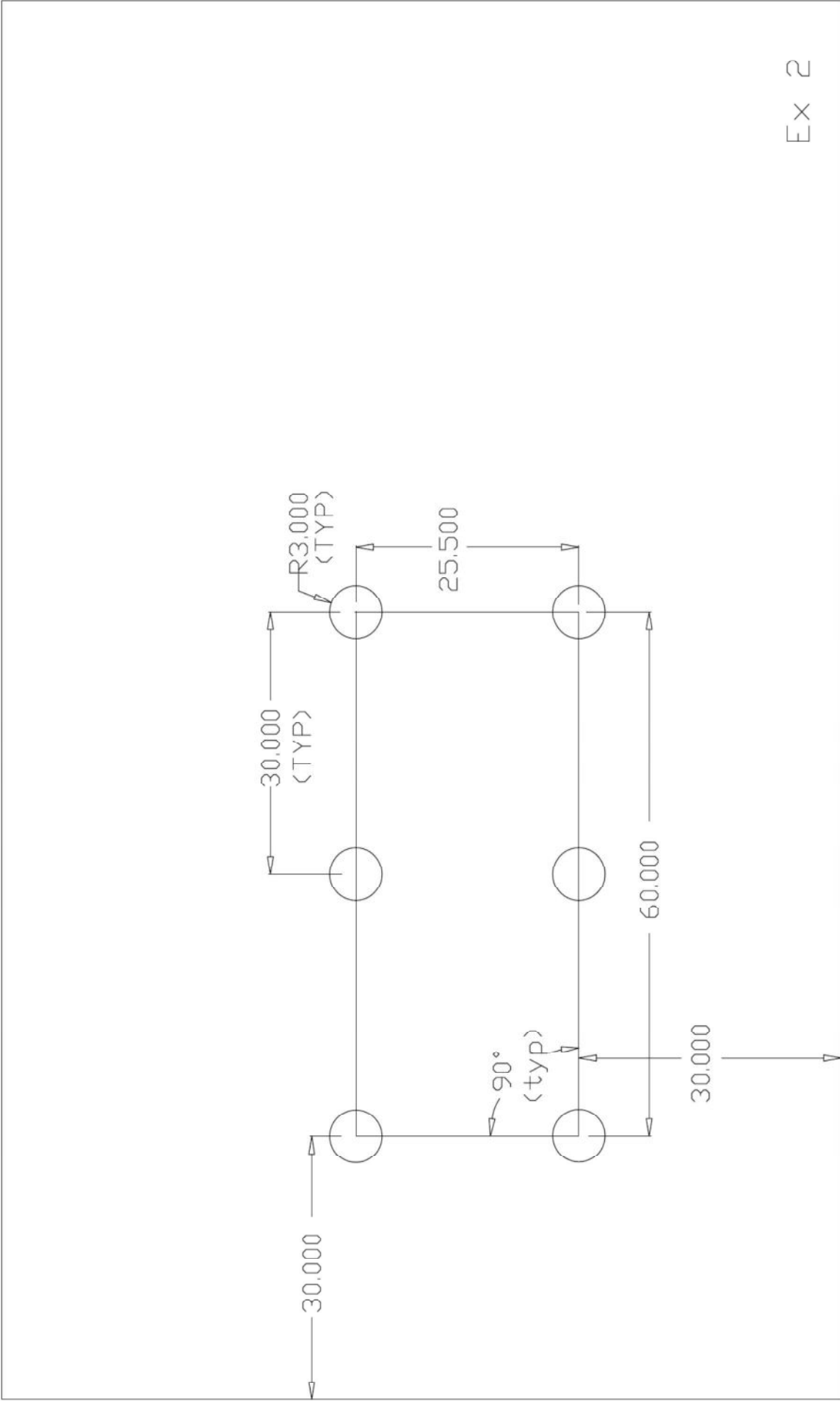


Line/Rectangle



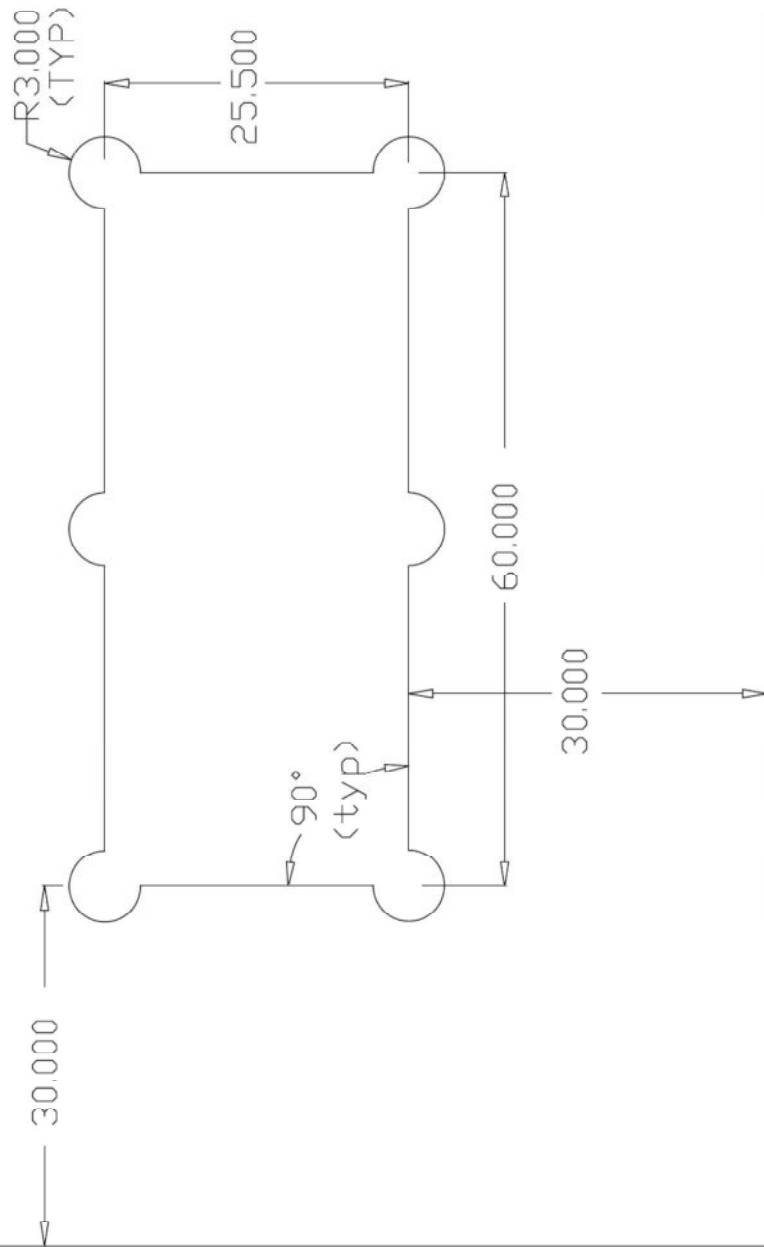
Ex 1

 Circle+Rad/Dia





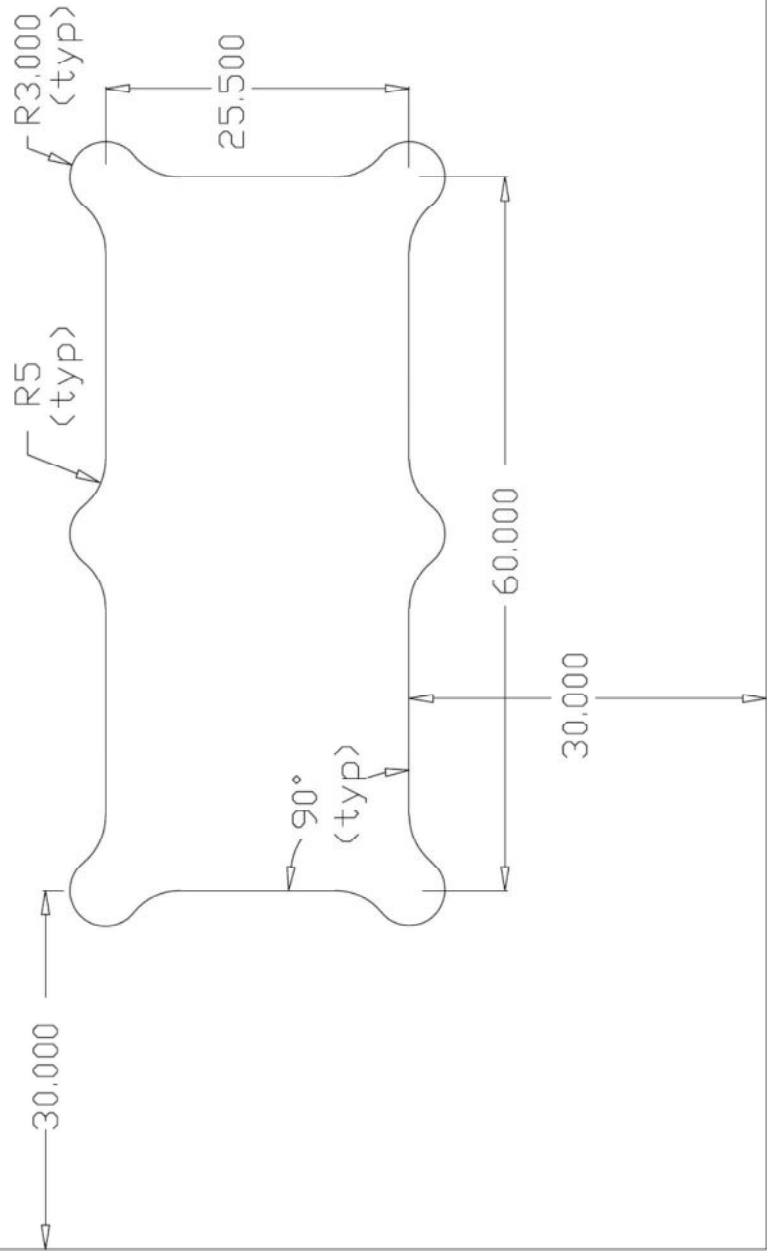
Trim



EX 3



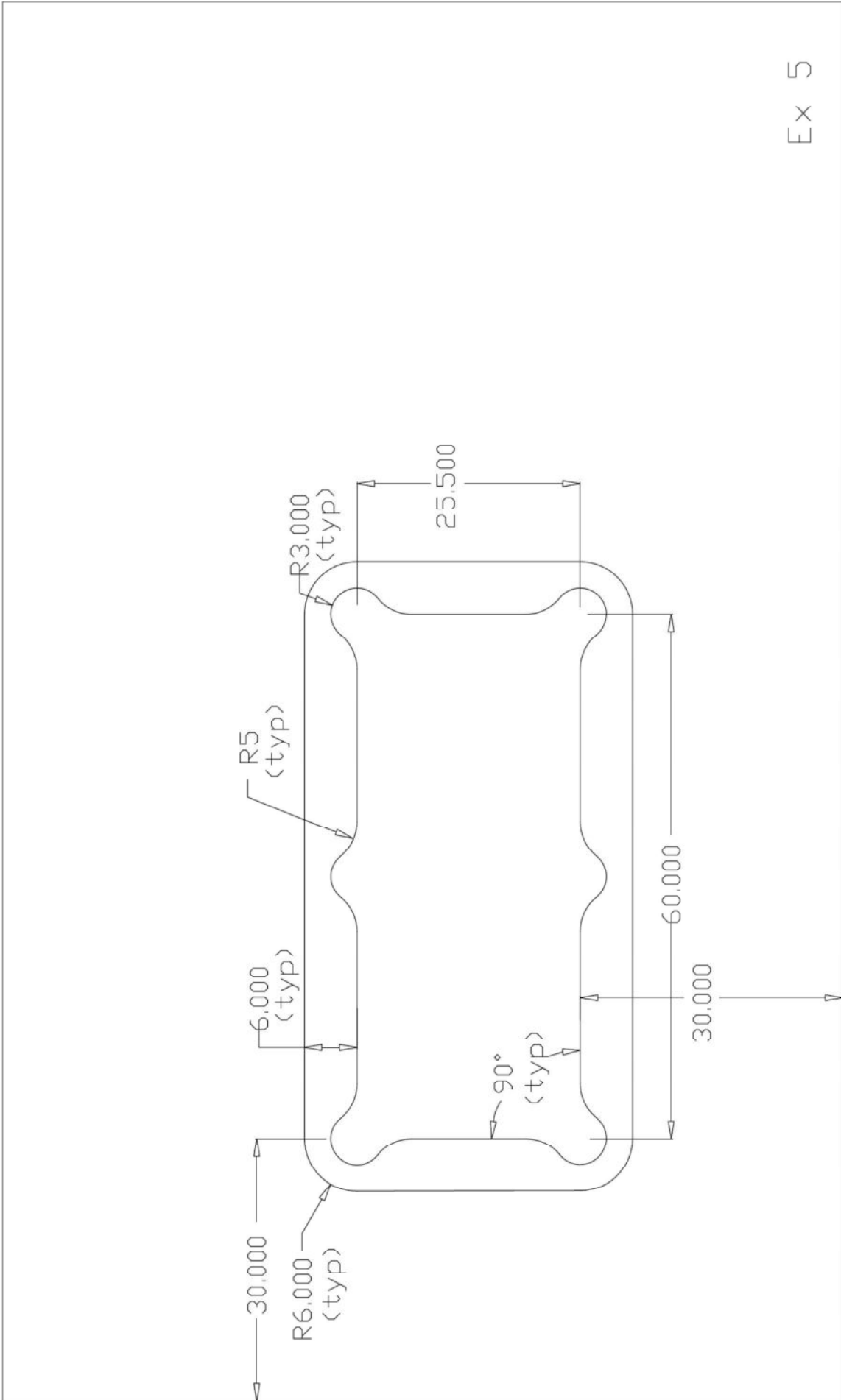
Fillet



Ex 4



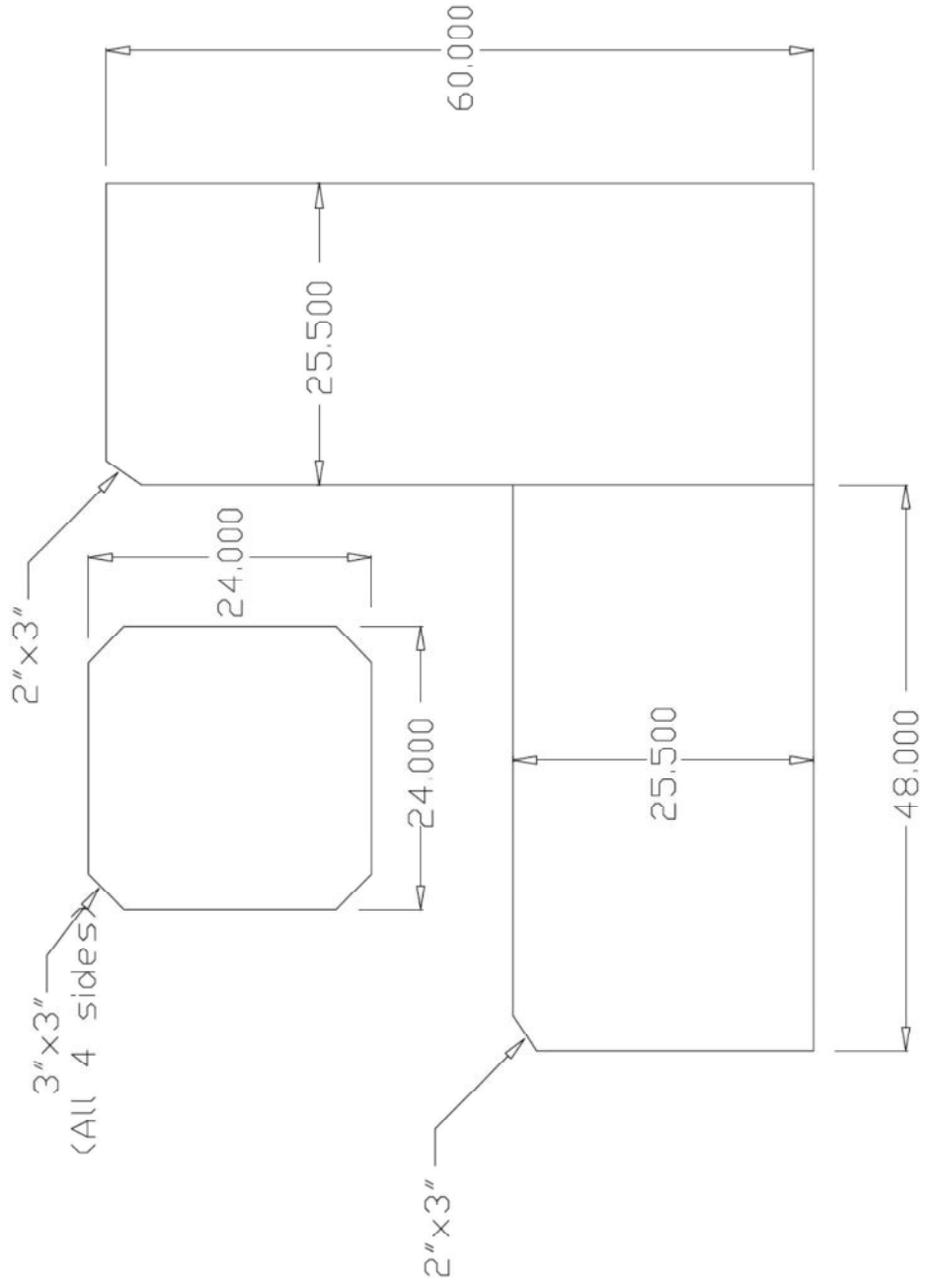
Offset-Fillet



EX 5



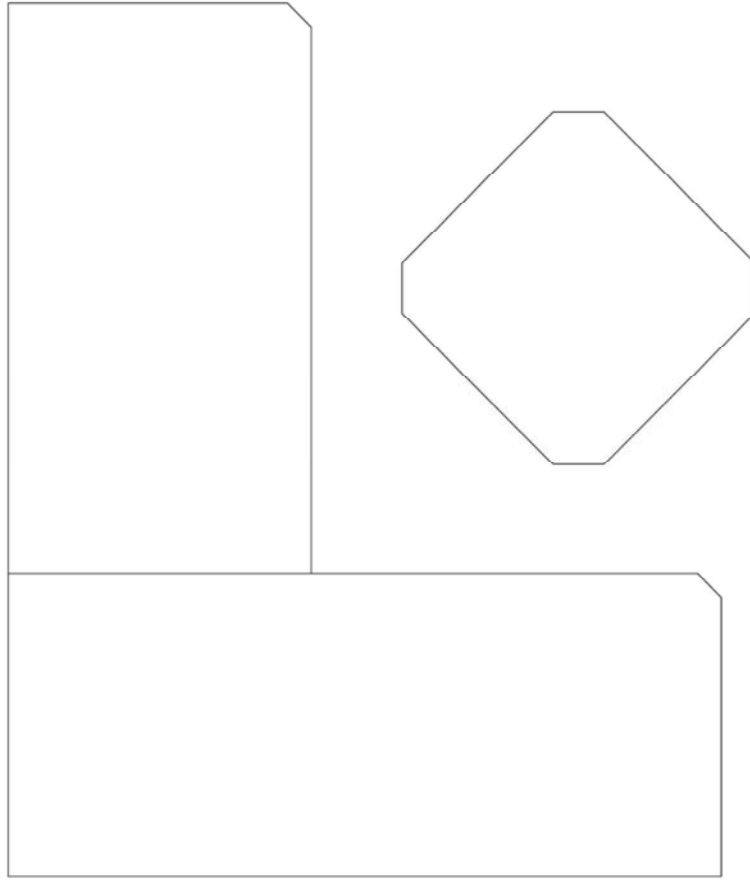
# Chamfer



Ex 6



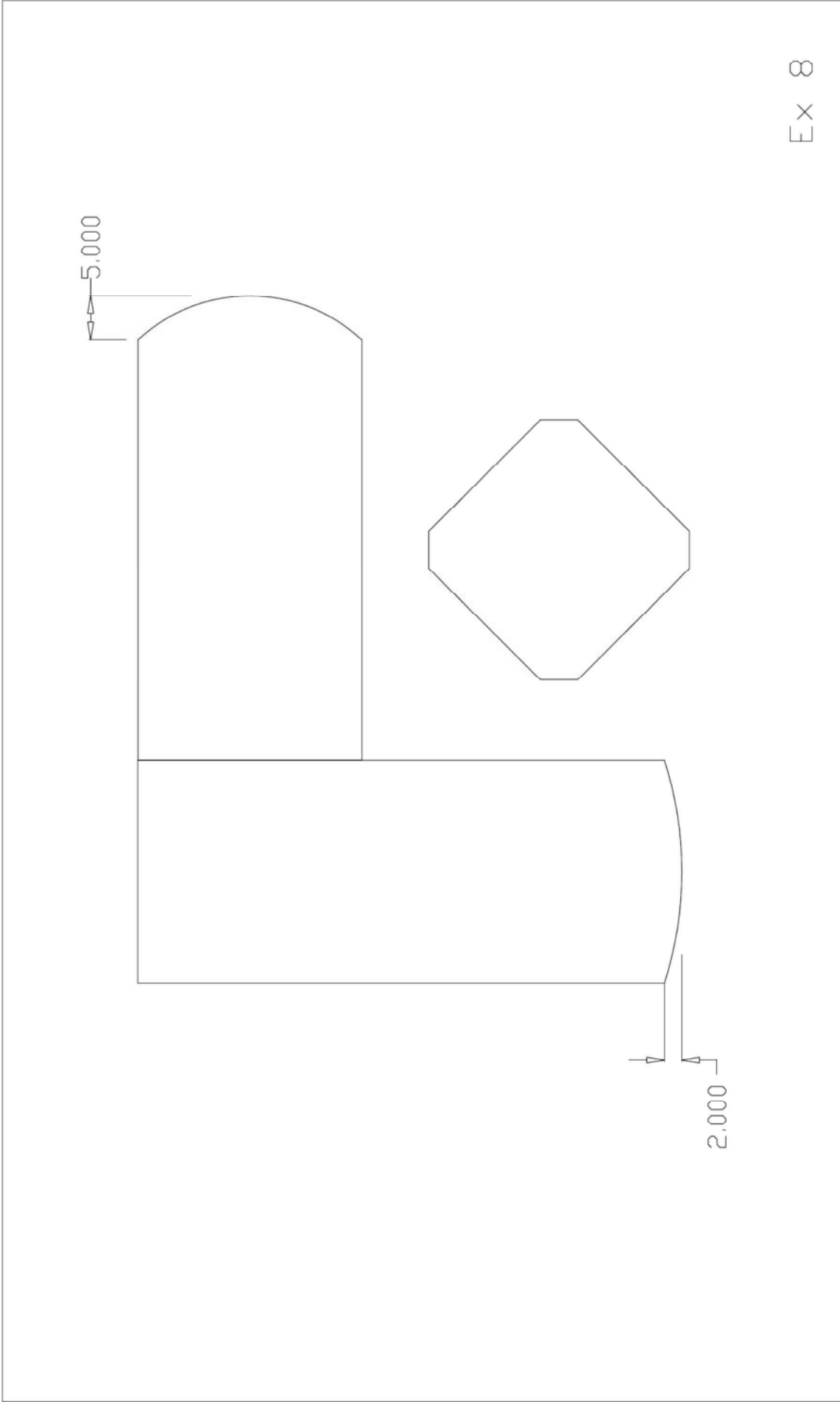
Rotate



Ex 7



Offset+Arc

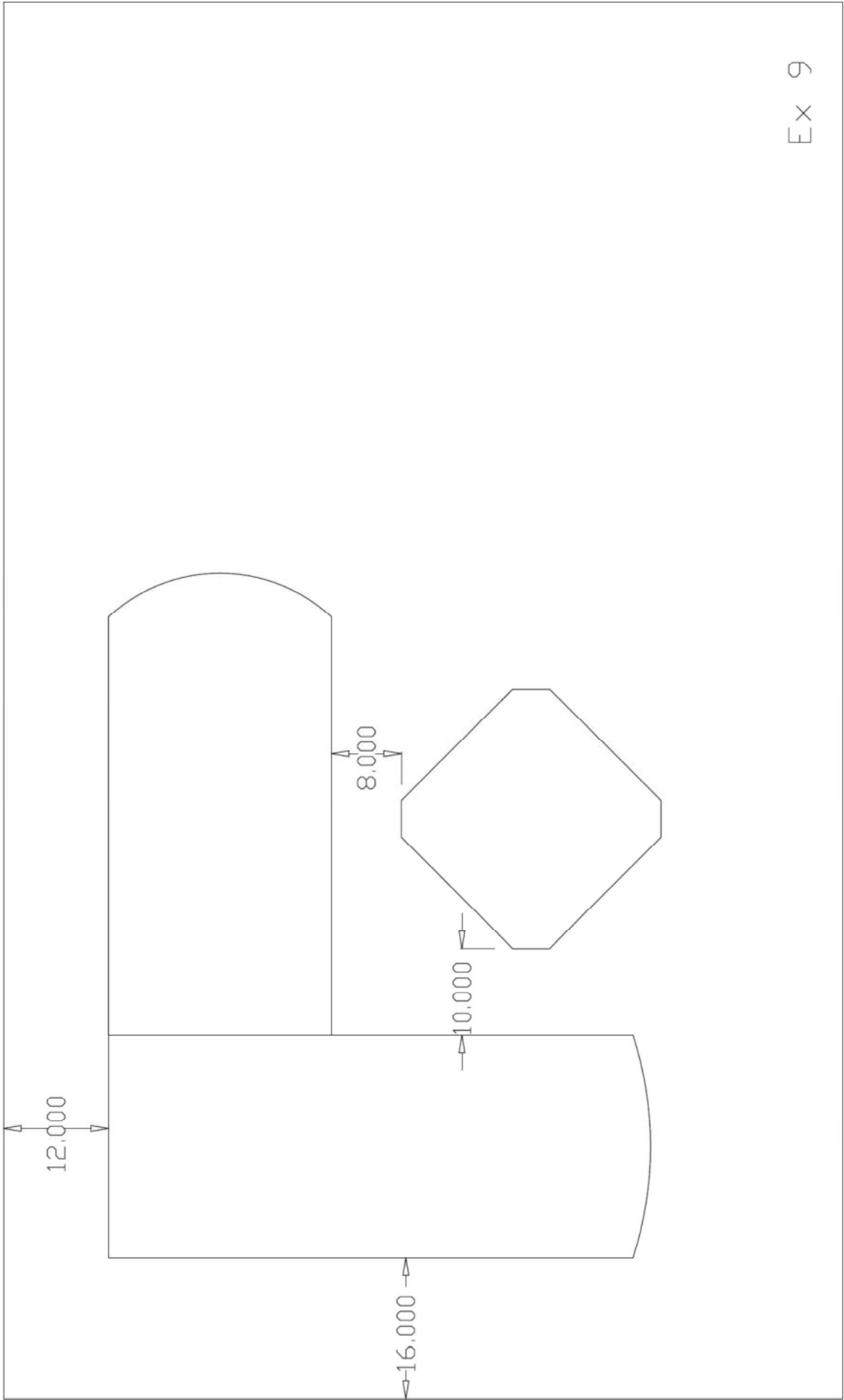


EX 8





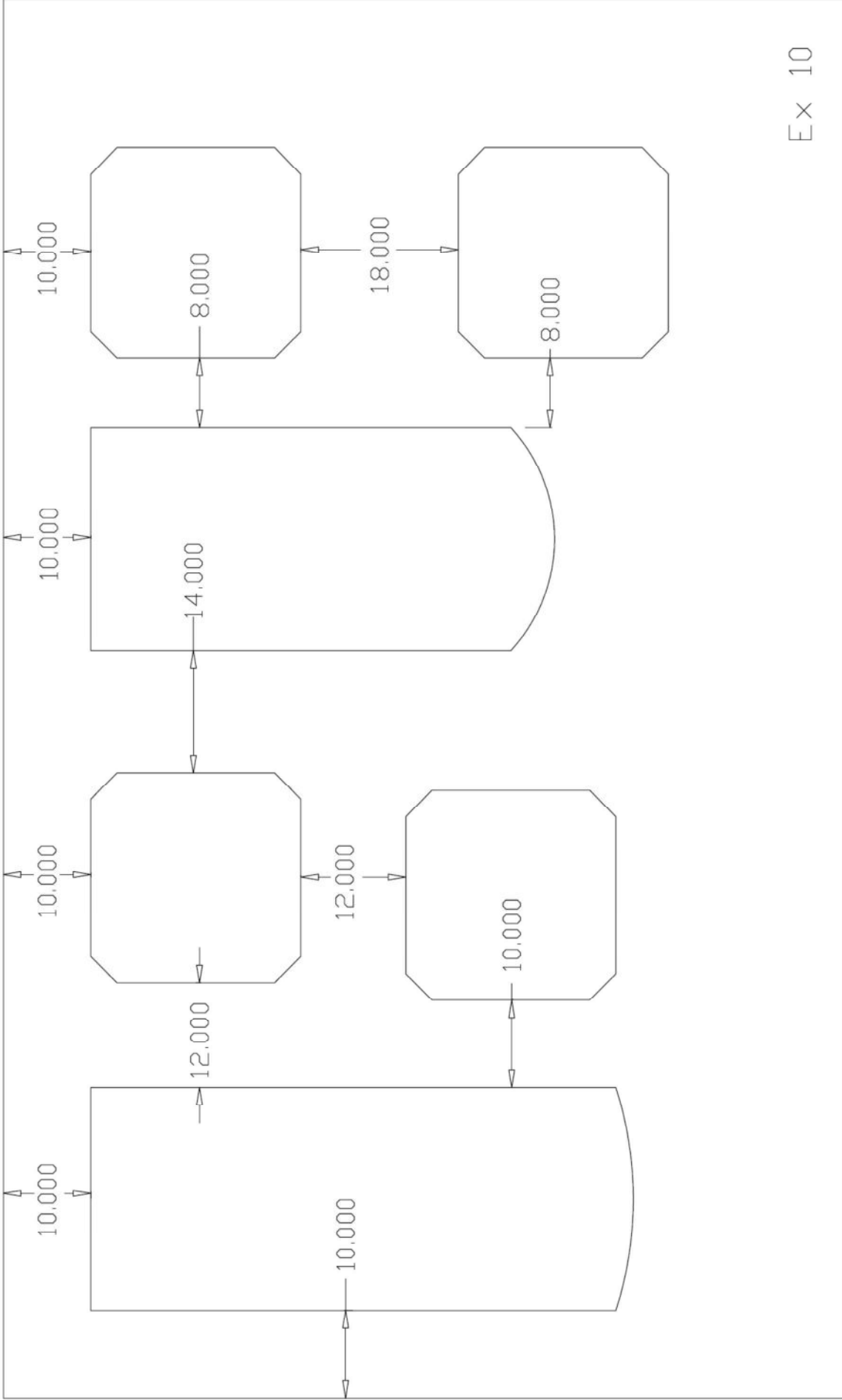
Offset+Move



Ex 9



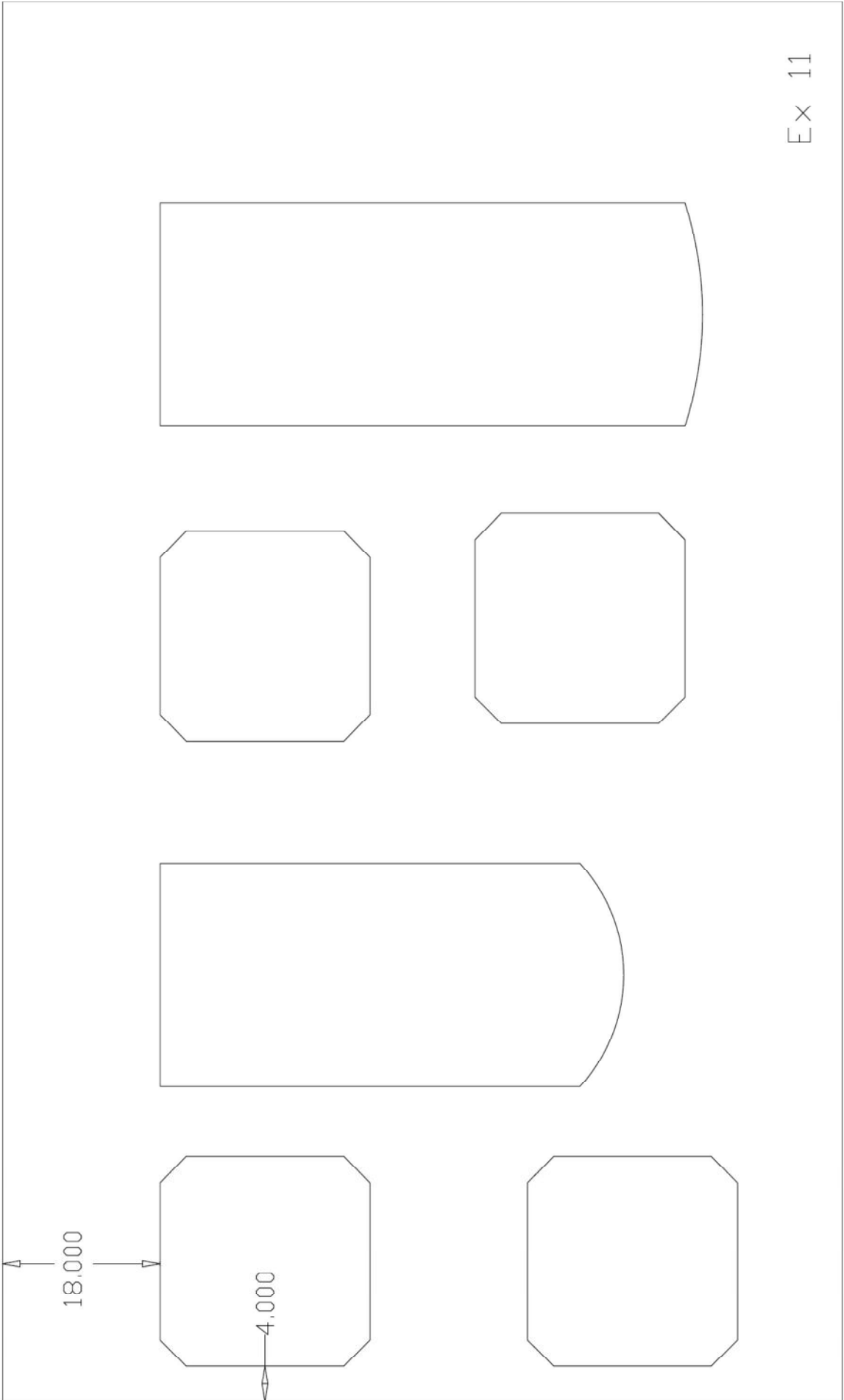
Offset+Copy+Move



Ex 10



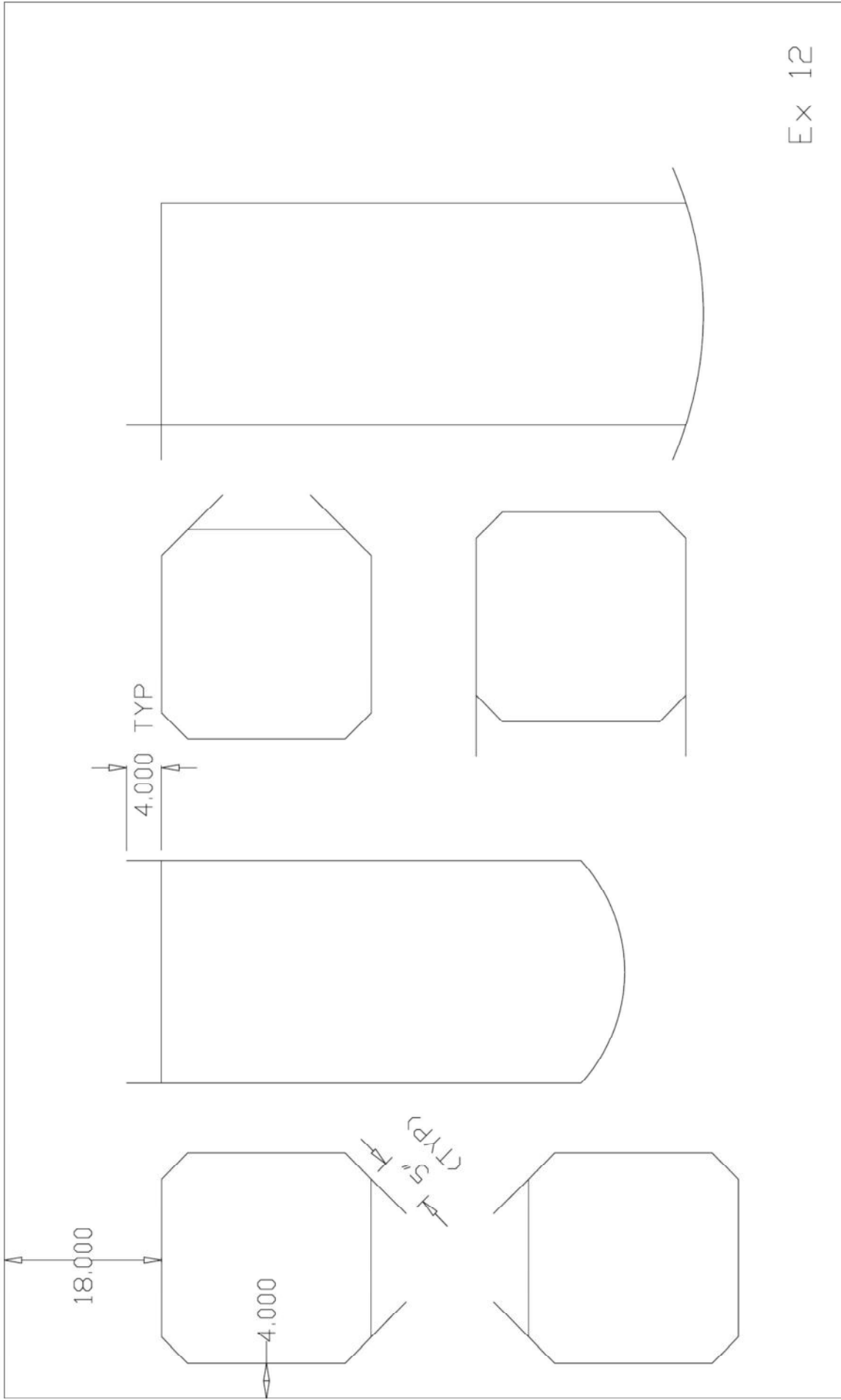
Mirror + Move

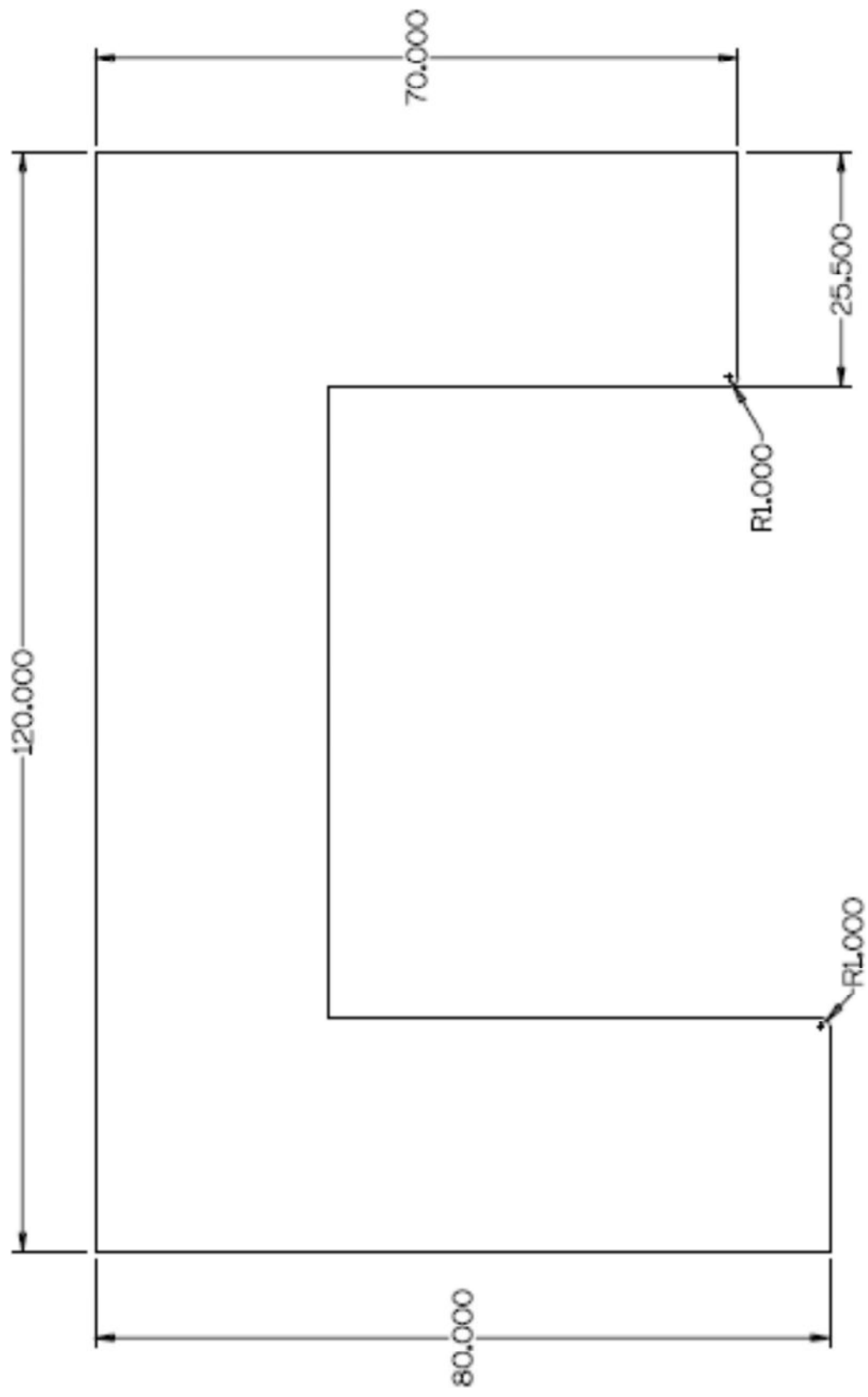


Ex 11



Offset + Extend/Extend by distance

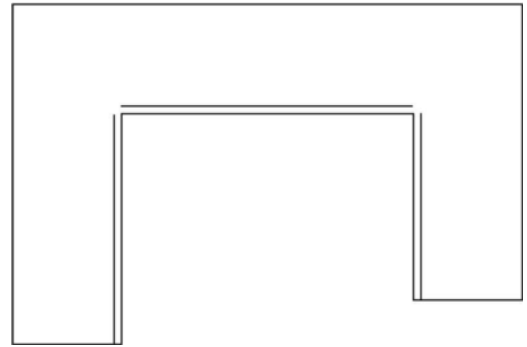




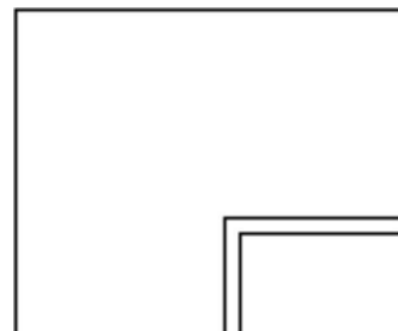
EX 13

# Drawing a Euro Seam on an inside corner

**Offset** interior edges to the inside of the top typically 1.75 inches.

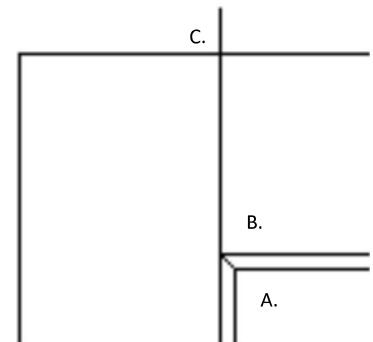


Use **Fillet** with the radius set to 0 to connect the corners of the offset lines.



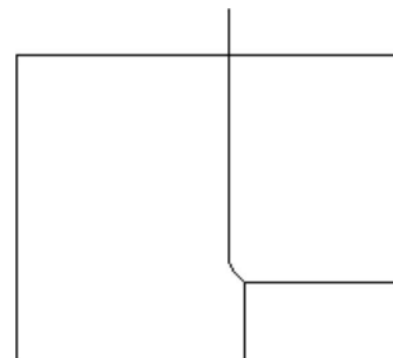
Draw a **Line** representing the seam.

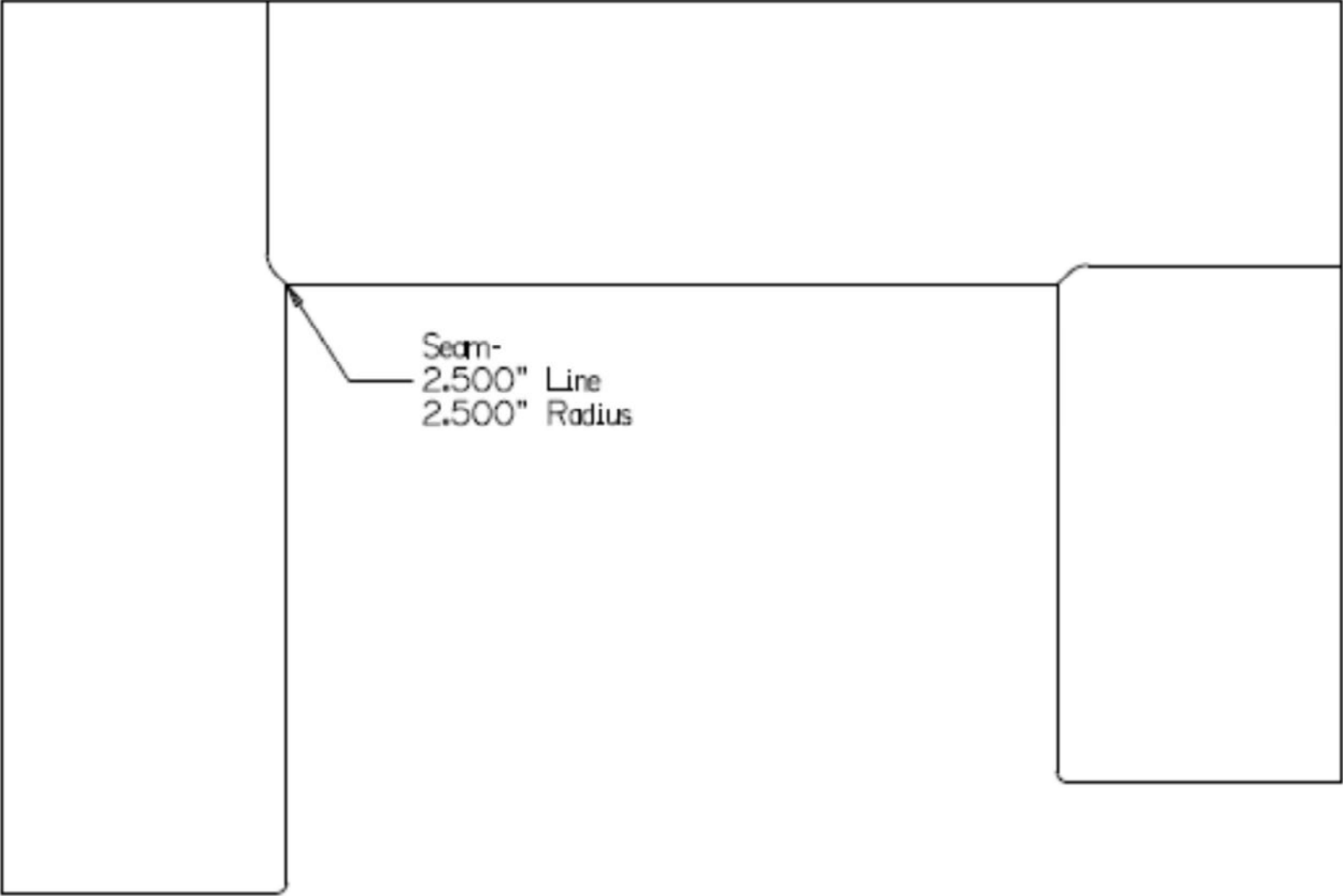
- A. Start at the inside corner (End of)
- B. Go to the (End of) the offset corners
- C. Then bring the line (Parallel to) the front edge and drag it past the back edge



**Delete** the offset lines.

**Fillet** (commonly 2.5 radius) the angle on the seam.





Save into your folder as Kitchen1

EX 14

# Separating a Countertop into parts

Using the **Fabricate Cut** feature in AlphaCam is an easy way to separate countertops into manageable pieces.

1. Draw and/or fix the countertop layout.
2. **Join** the entire perimeter of the countertop. Do not window everything (seams and countertops) or they may all get joined together.
3. Draw and/or ensure that all seams are fully extended to (or past) the edges.
4. Ensure that all lines and arcs making up the seams are **Joined**. Do not window everything (seams and countertops) or they may all get joined together.
5. Choose **Cut** from the **Edit** tab.
6. When prompted to "select cutting geometries", pick all of the seams, and then finish.
7. When prompted to "select geometries to cut", pick the perimeters of all counters, and then finish.
8. **Delete** the original seam geometry.

If the seam was not trimmed you can easily select it.

If the seam was trimmed flush to the edge, you will have to:

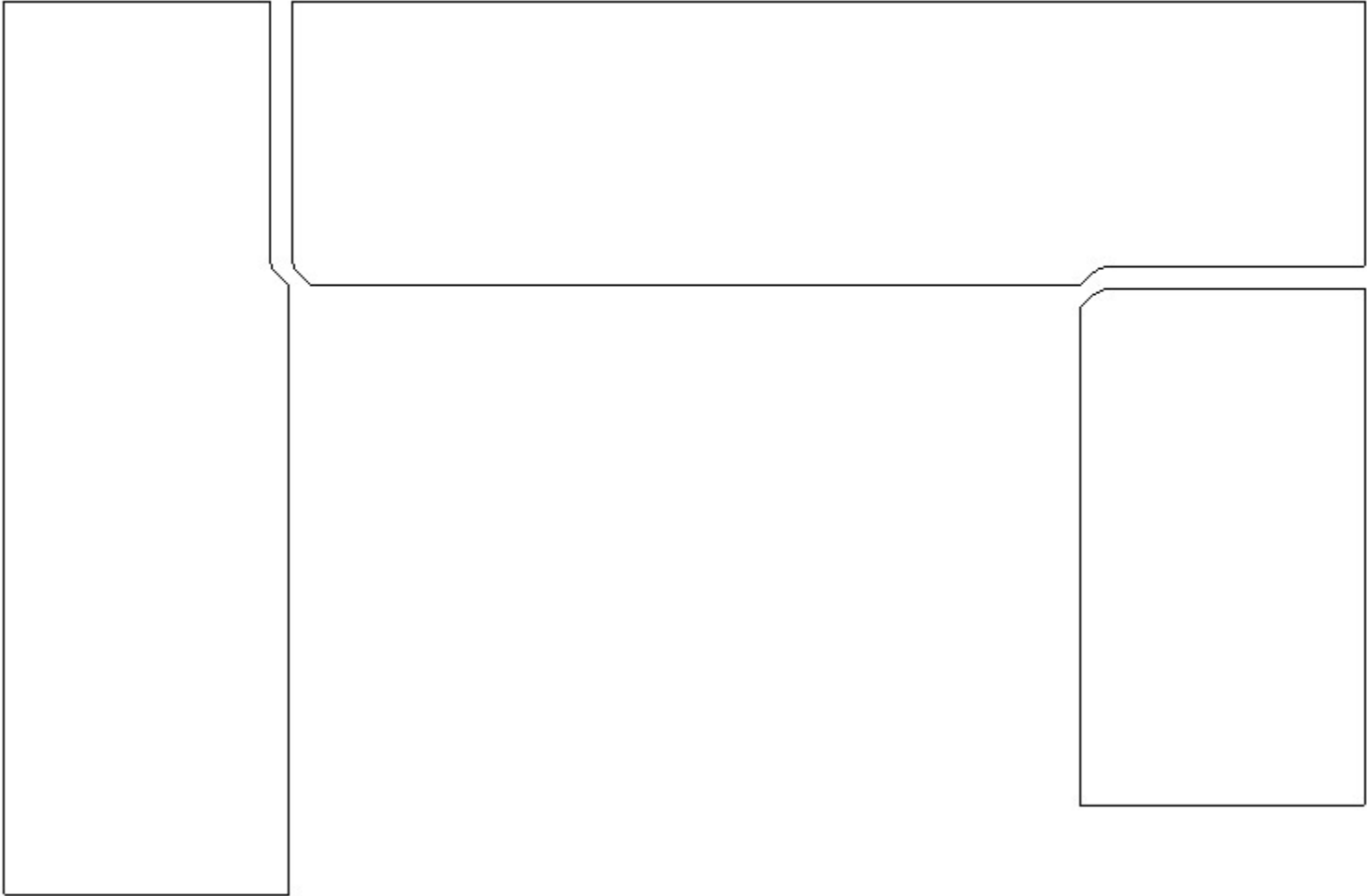
**Move** all parts away from each other to see and **Delete** the (original) seam lines. When selecting the object to **move** DO NOT window it or the seam will be selected and move with the part.

Or

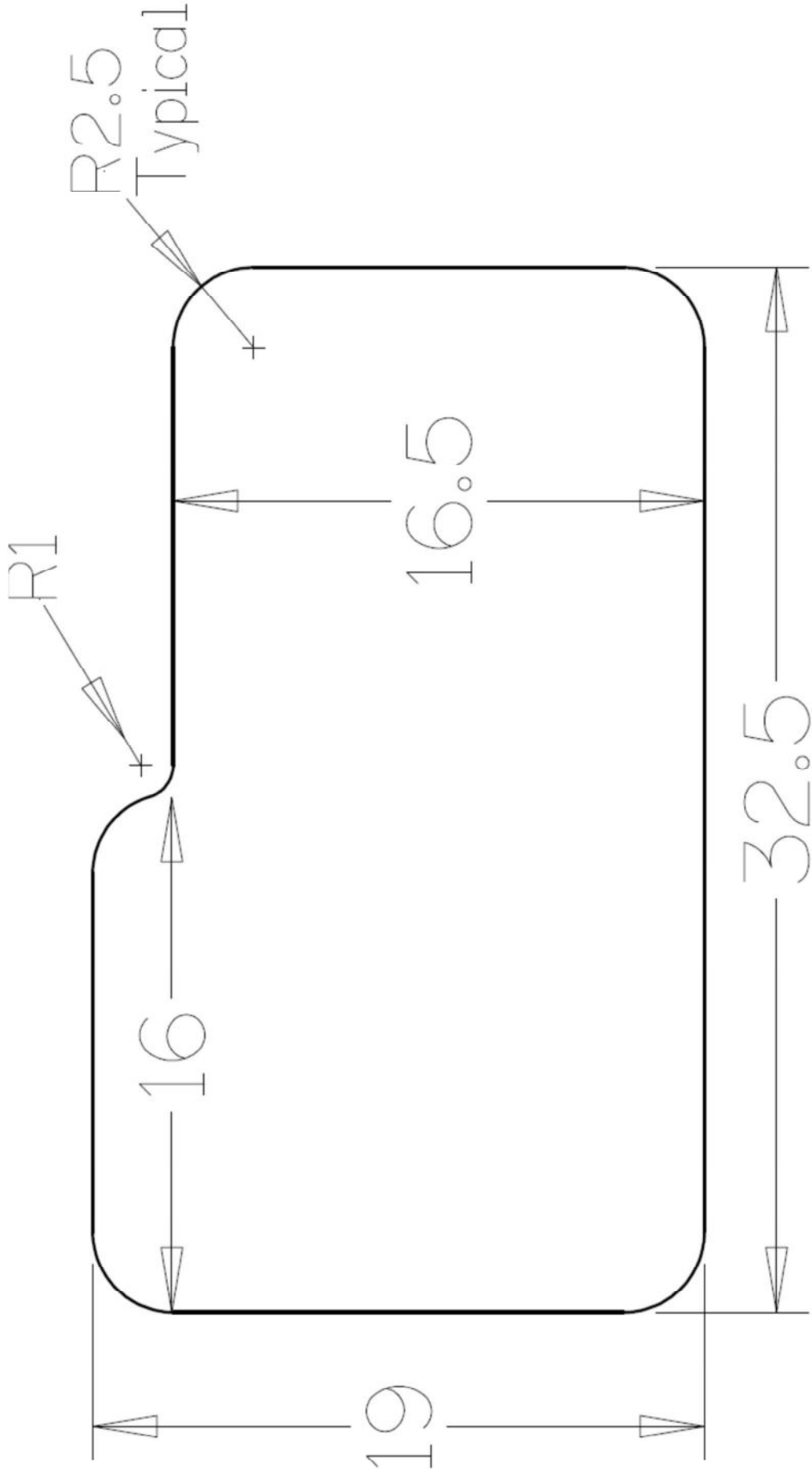
Window **ONLY** around the seam during the **Delete** selection process.



Separate into parts Edit – Fabricate - Cut

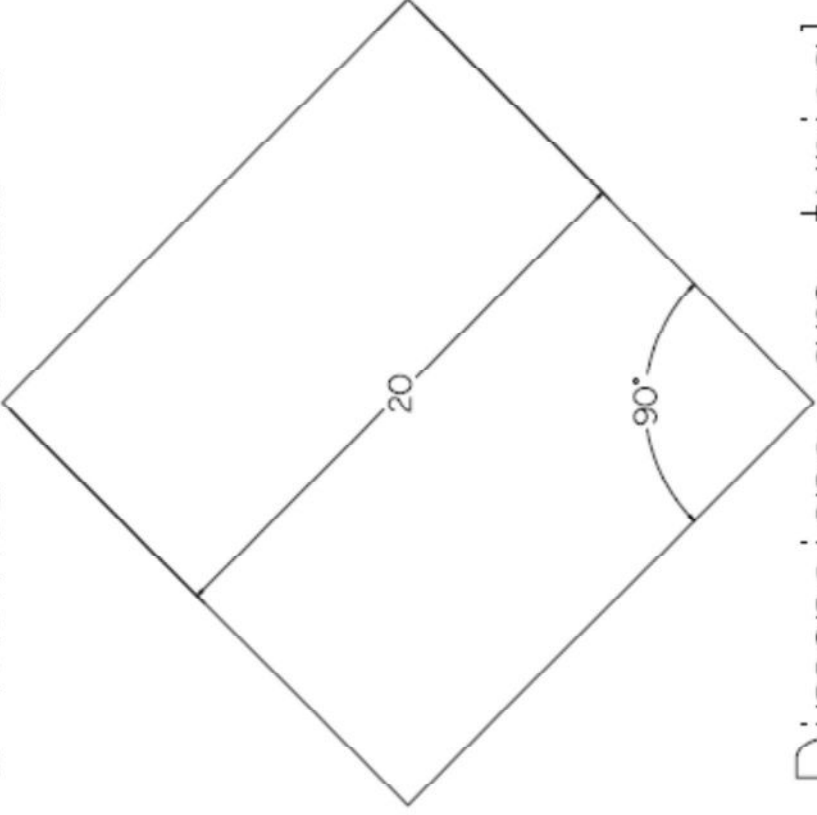
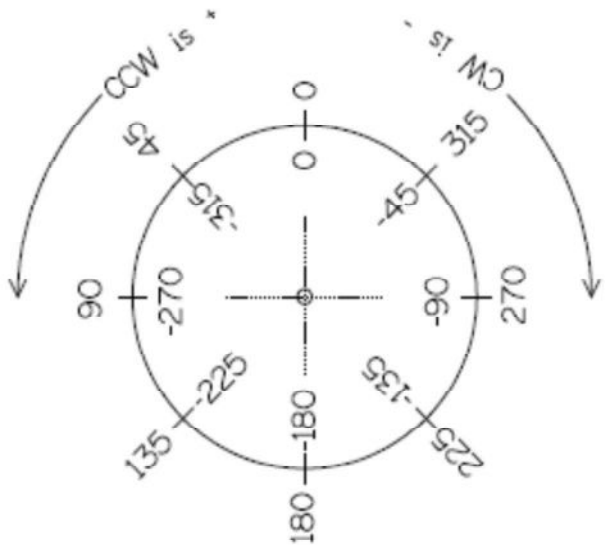


Save into your folder as Kitchen1



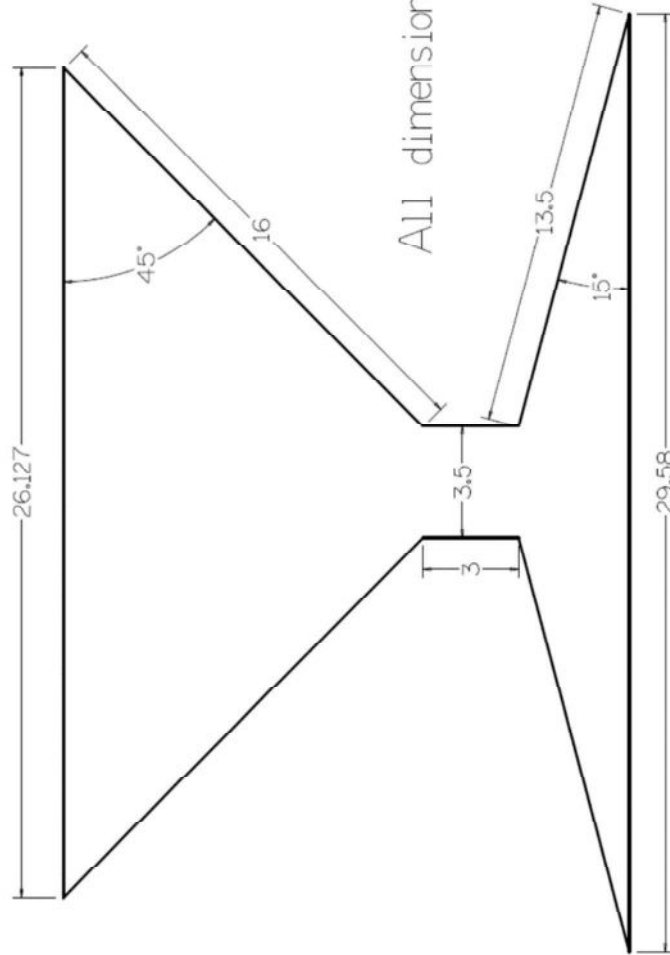
Save completed sink in your folder as SinkDraw.

Use F1 method to draw at angles



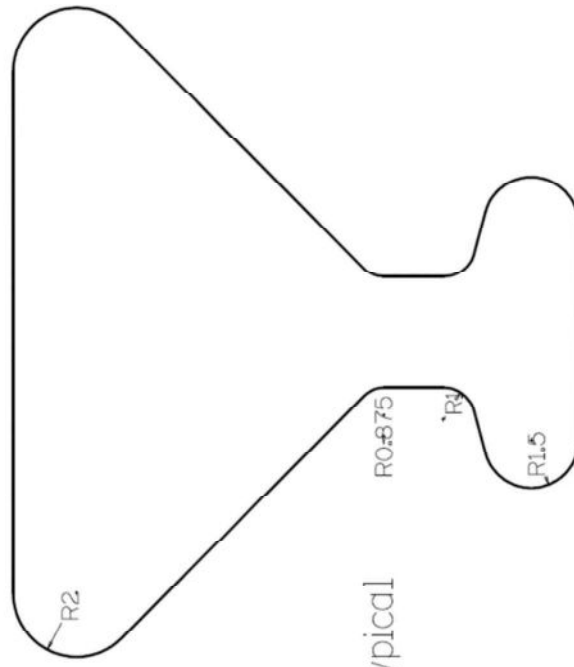
Dimensions are typical

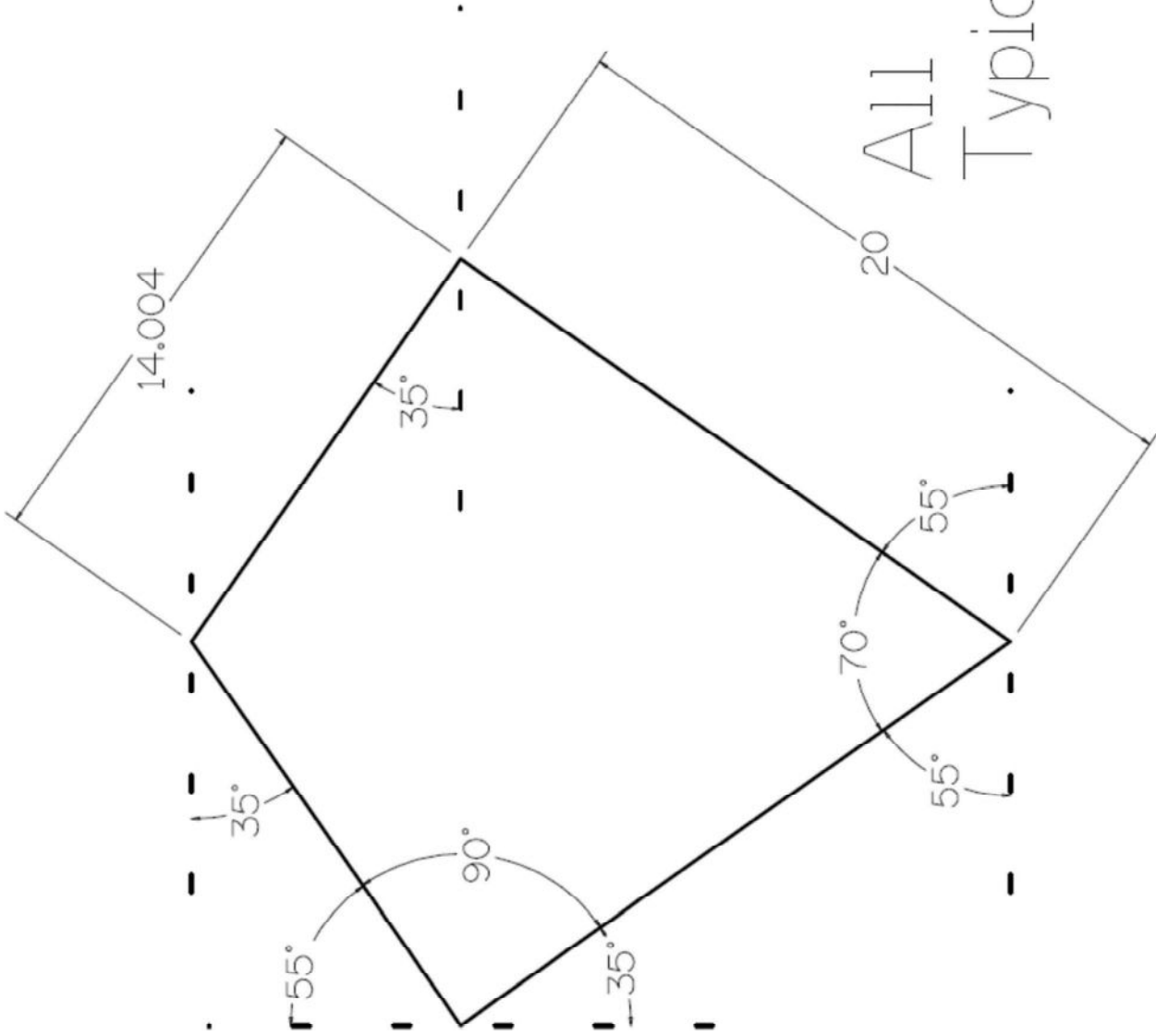
Draw lines using the (F1) angle method



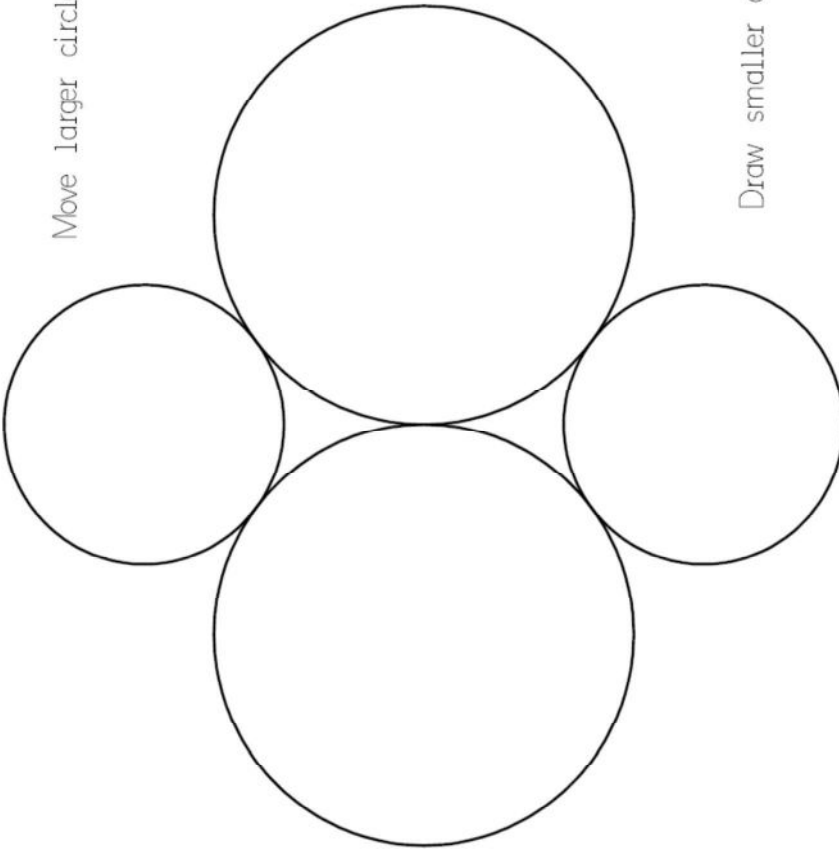
All dimensions are typical

Complete drawing using Fillet

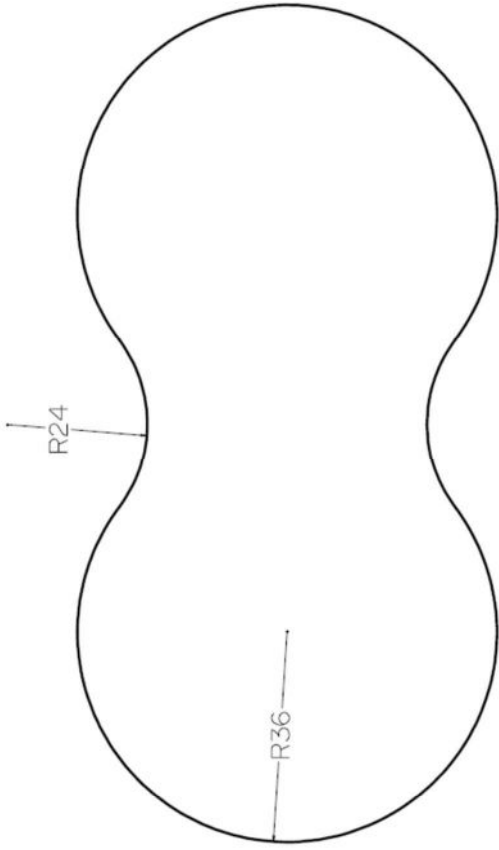




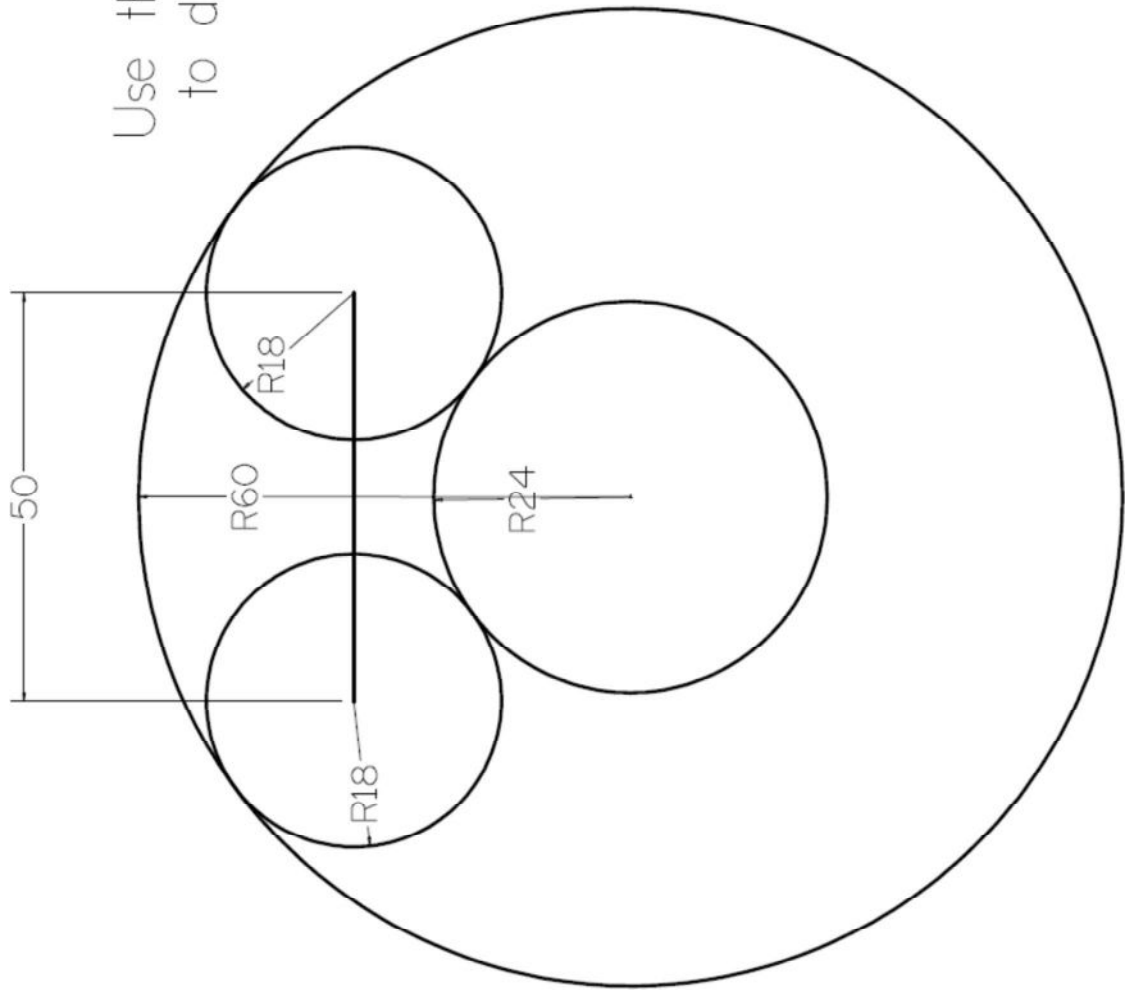
All dimensions are Typical.



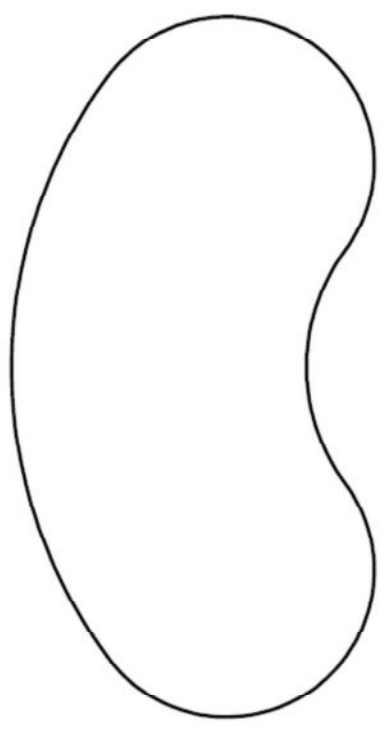
Move larger circles to each other with Quadrant snap

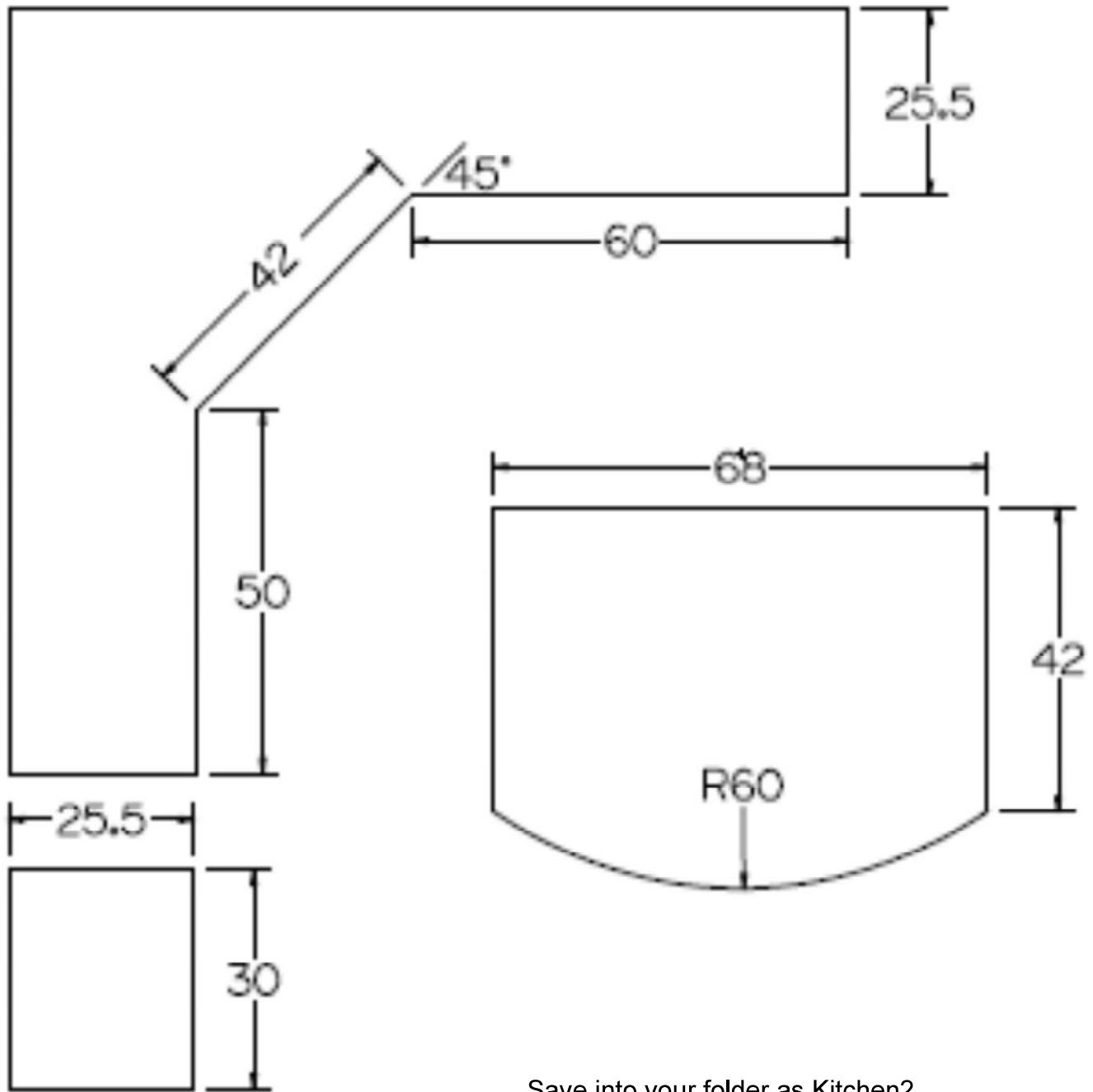


Draw smaller circles with tangent and known radius option



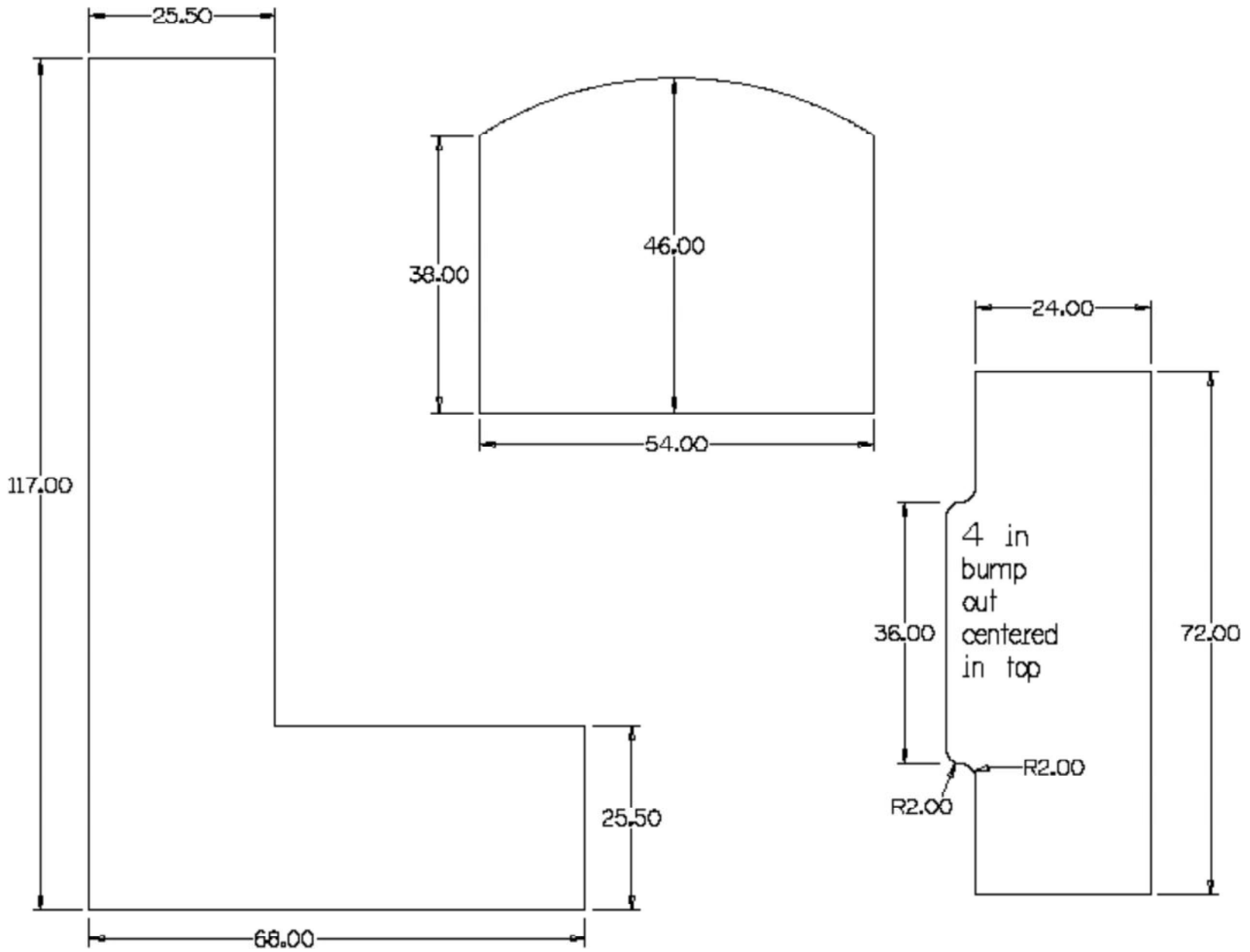
Use the Tangent and known radius option to draw the two larger circles.



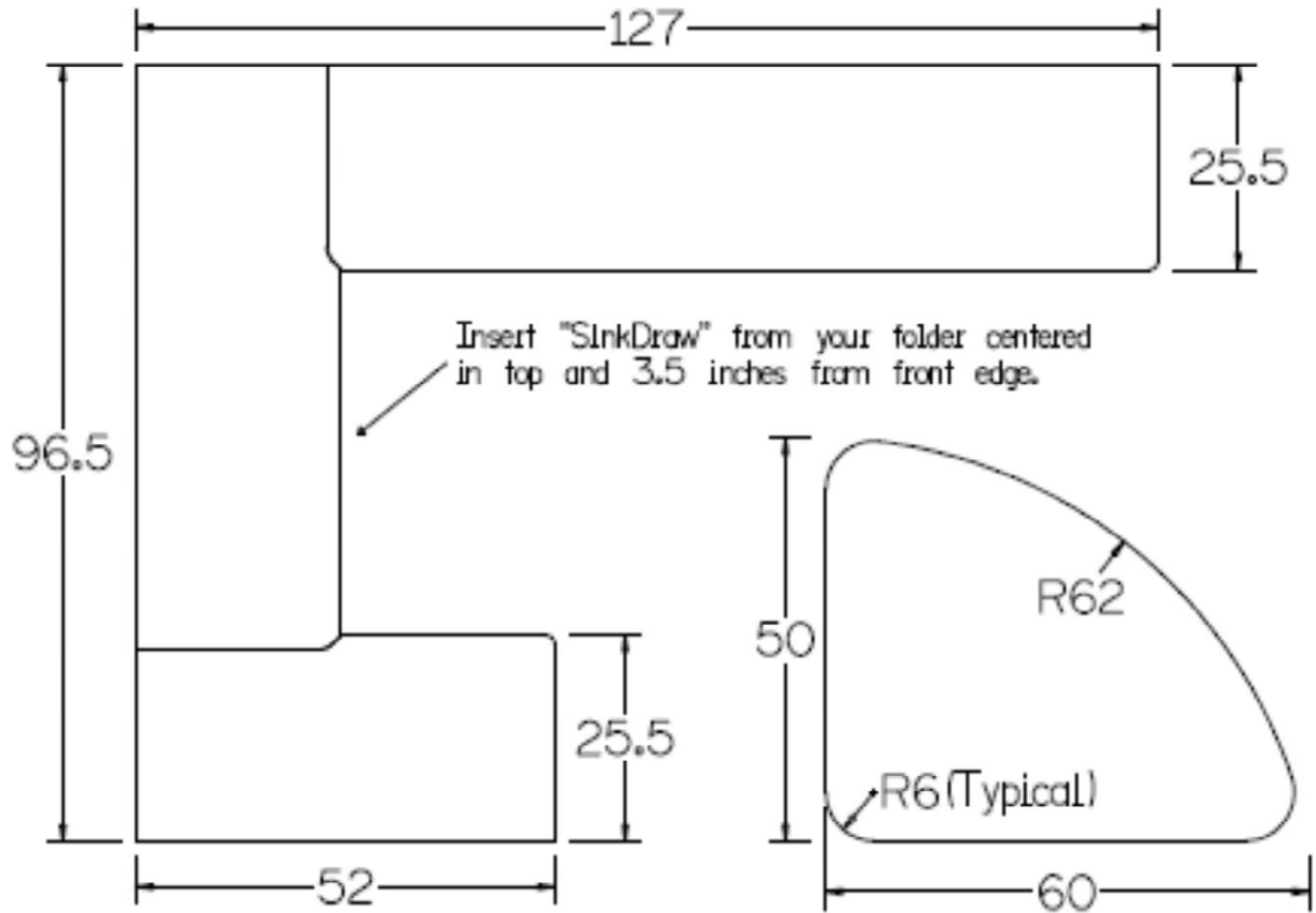


Save into your folder as Kitchen2

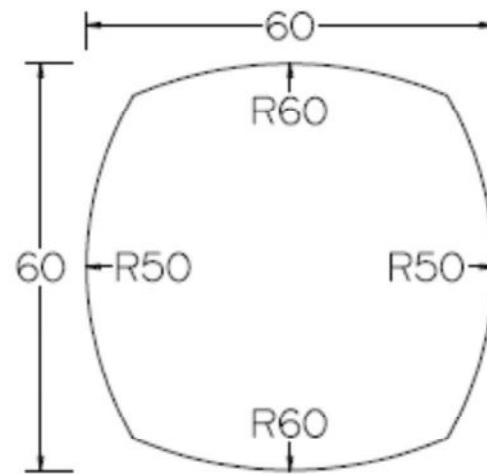
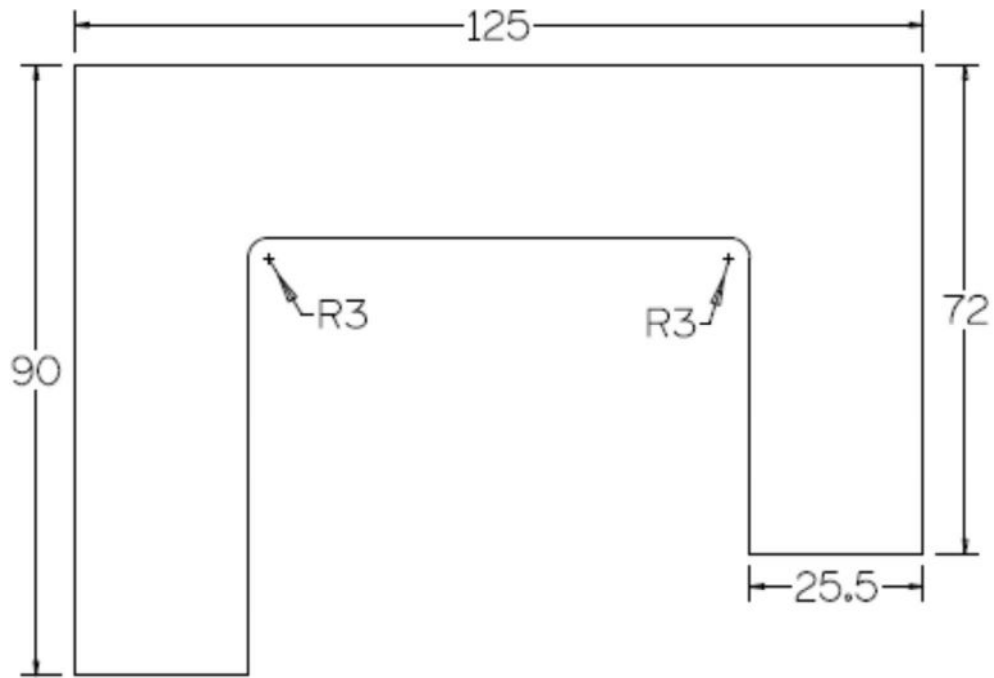




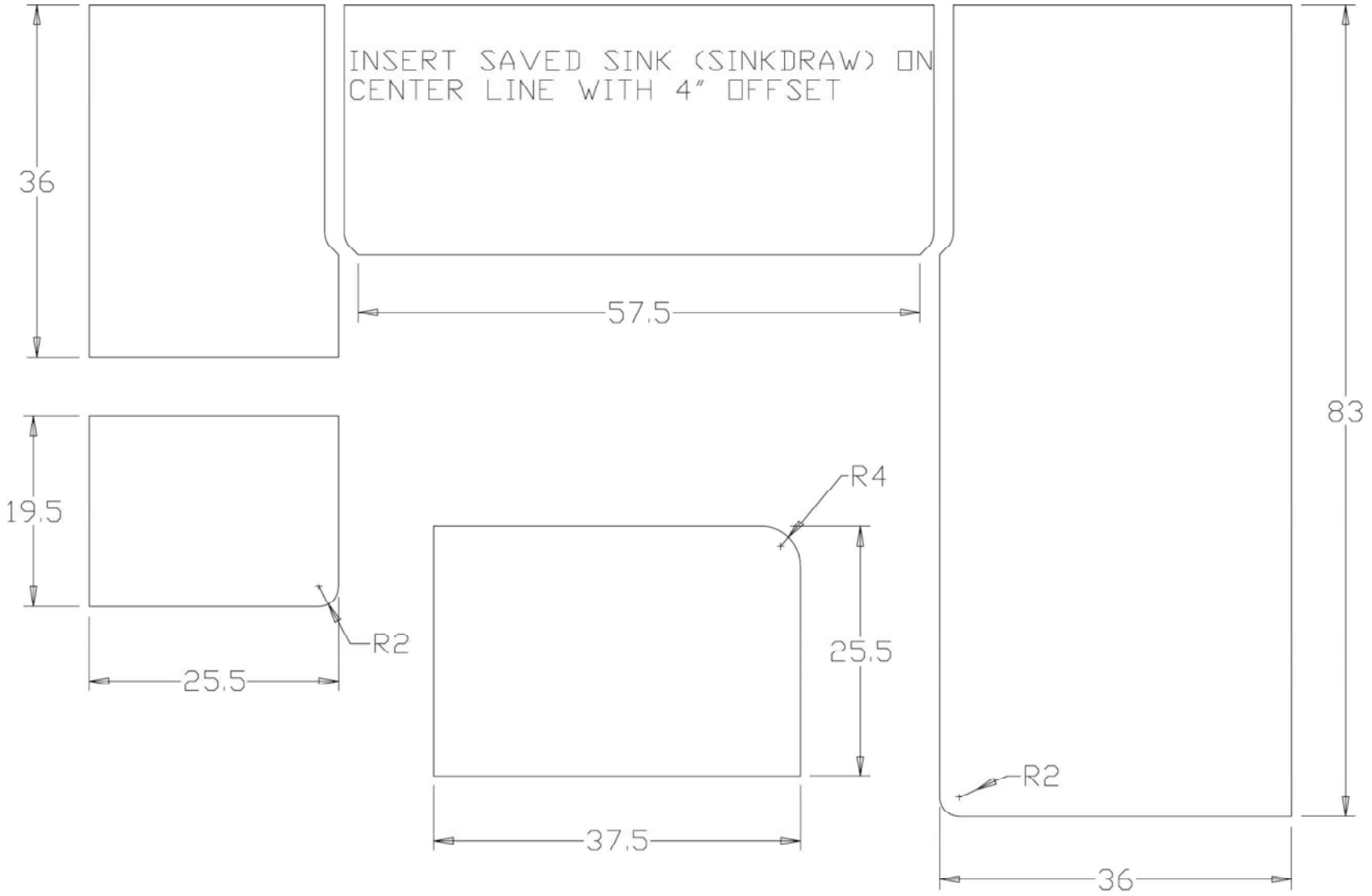
Save into your folder as Kitchen3



Save into your folder as Kitchen4



Save into your folder as Kitchen5



Save into your folder as Kitchen6