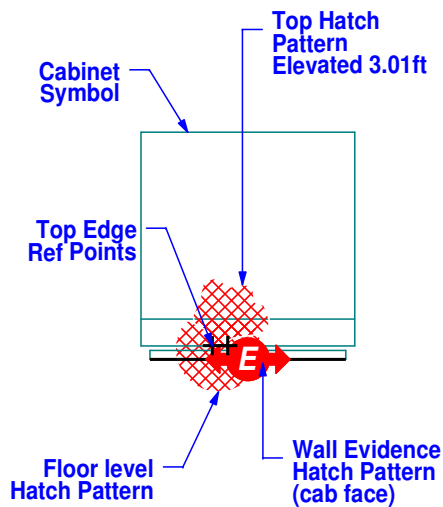
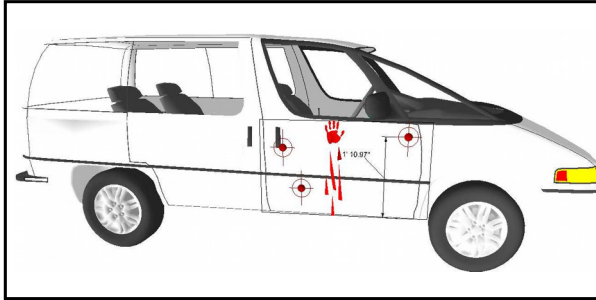
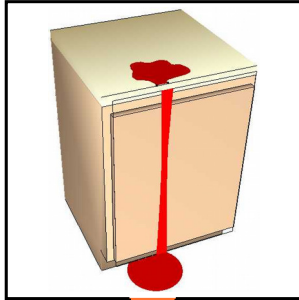


Wall Evidence (WV) - Blood Spill on Cabinet



- 1) Elevate the hatch pattern slightly higher than the actual height of the symbol so the hatch displays clearly in 3D.
- 2) Select the symbol and determine its height by reading the 3DHt on the yellow command line at the bottom of the screen or opening up Object Info (OI). You can also view and change symbol height from the 3D Builder dialog.
- 3) Snap points to edge of the pattern where it runs over the top. Elevate the points the same height as the top pattern. You'll need the points to define the boundary of the pattern where it meets the front of the symbol.
- 4) Create a "dummy" wall on or in front of the symbol. Draw a line and use 3D Builder to apply a wall height. Un-check Wall Paint and Roof Paint so the wall is transparent.
- 5) Select the two points. Execute Wall Evidence command on the dummy wall with points selected. Add Wall Evidence to it. Finish.
- 6) NOTE : The wall is just a reference plane. It doesn't have to be the exact size of the symbol front. It can be any size. You can draw in or outside the boundary the Wall Evidence tool defines.

