

1. Define Staircase Parameters

- a. Define Staircase variables
- b. Click Apply
- c. Calculated data is at bottom of dialog box in grey (scroll down)

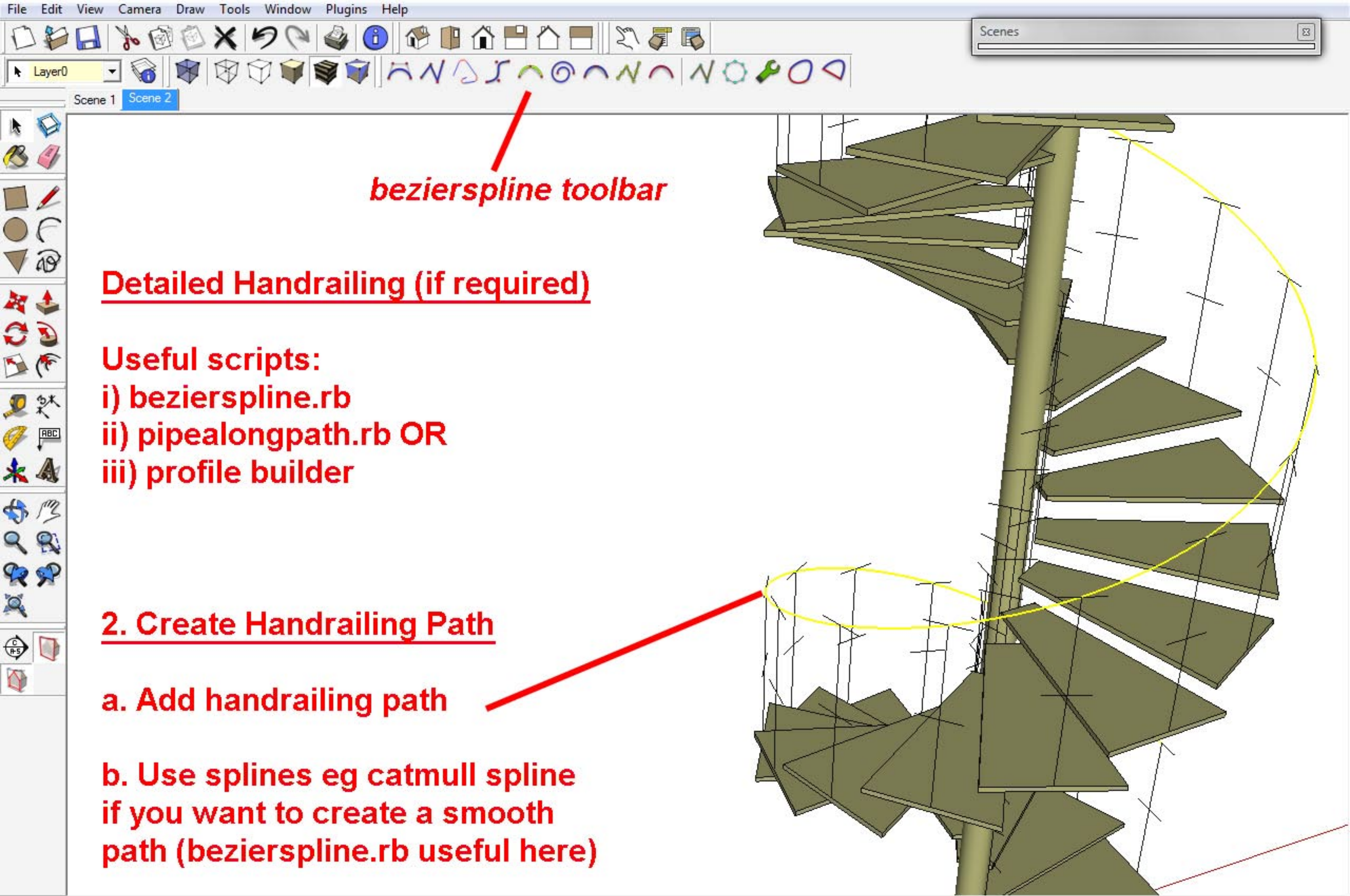
To Users Model Units (eg mm / feet & inches)
Turn layers on / off as required. To reverse the way the stairs turn (clockwise / anti-clockwise), you can use the scale handles and pull them out until the measurement box (vcb) reads -1. Keep the [ctrl] button pressed down to keep the stairs in the same location.

Use Handrailing Construction Guides along with Plug-ins eg PipeAlongPath, Bezier Spline and Profile Builder to help model handrailing.

***** Steps / Goings *****	
Degrees of Rotation (eg 360 or 450 etc)	720°
Inner Radius (eg 0 or 200mm / 8" etc)	100 mm
Step Depth - Outer Edge (eg 600mm 24")	600 mm
Step Thickness Req'd (eg 25 mm / 1")	25 mm
Step Width Req'd (eg 750 mm / 30")	1000 mm
***** Risers *****	
Total Rise (Floor to Floor Ht eg 2750 mm / 9' / 108")	5500 mm
Rise (Step to Step Ht) - Max Value (eg 190 mm / 7.5")	190 mm
***** Central Column *****	
Column Height (eg Same as Total Rise)	5500 mm
Column Diameter (eg 300mm / 12")	150 mm
***** Handrailing Construction Guides *****	
Stanchion Height (eg 900 mm / 36")	900 mm
Handrail 1 Height (eg 900 mm / 36")	900 mm
Handrail 2 Height (eg 450 mm / 18")	450 mm

Apply

Measurements



bezierspline toolbar

Detailed Handrailing (if required)

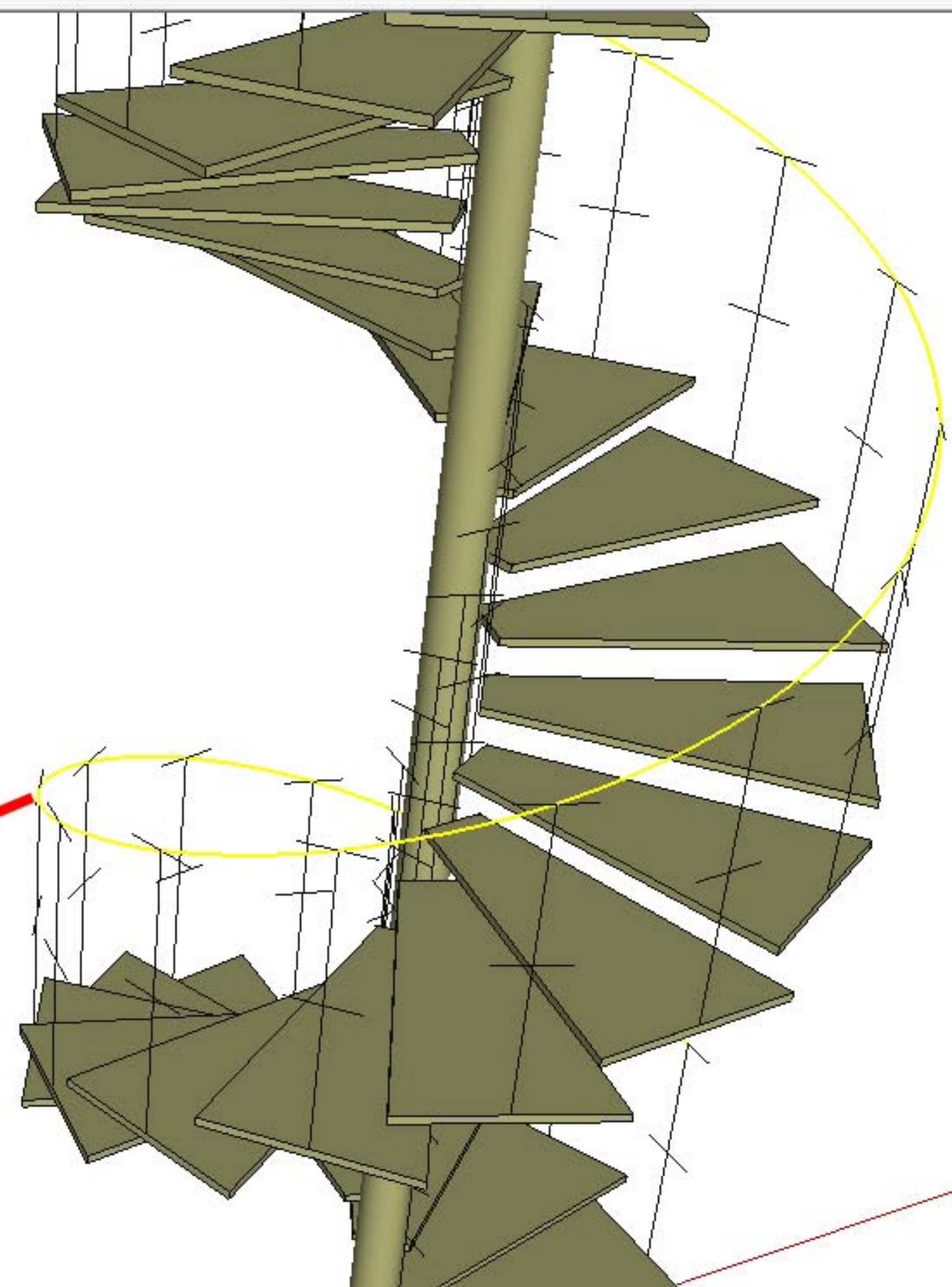
Useful scripts:

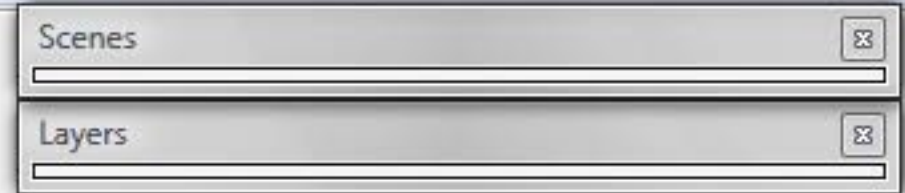
- i) bezierspline.rb**
- ii) pipealongpath.rb OR**
- iii) profile builder**

2. Create Handrailing Path

a. Add handrailing path

b. Use splines eg catmull spline if you want to create a smooth path (bezierspline.rb useful here)



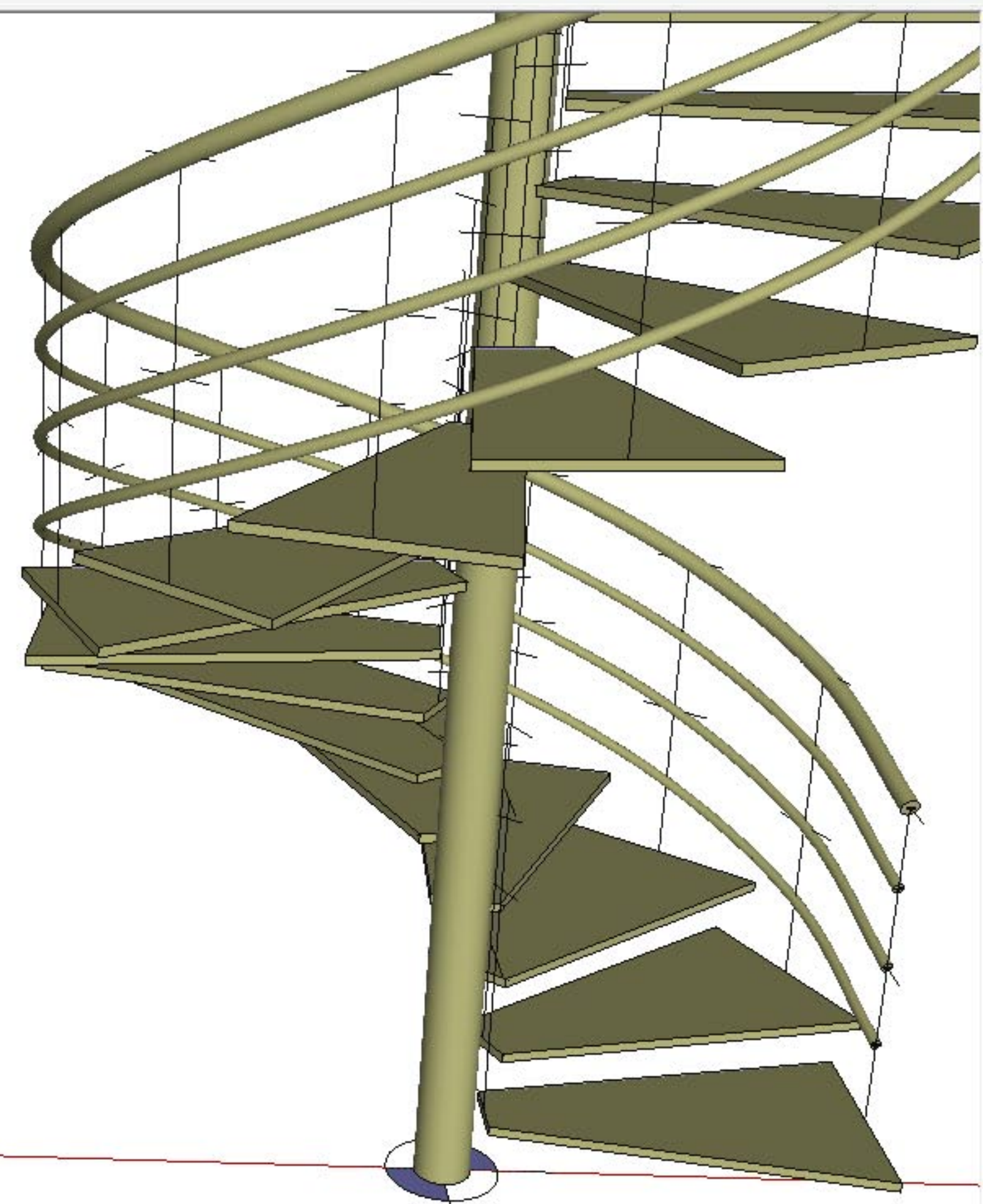


Scene 1 | Scene 2 | **Scene 3**



3. Create Handrails

a. Add handrails - PipeAlongPath.rb script or Profile Builder useful here



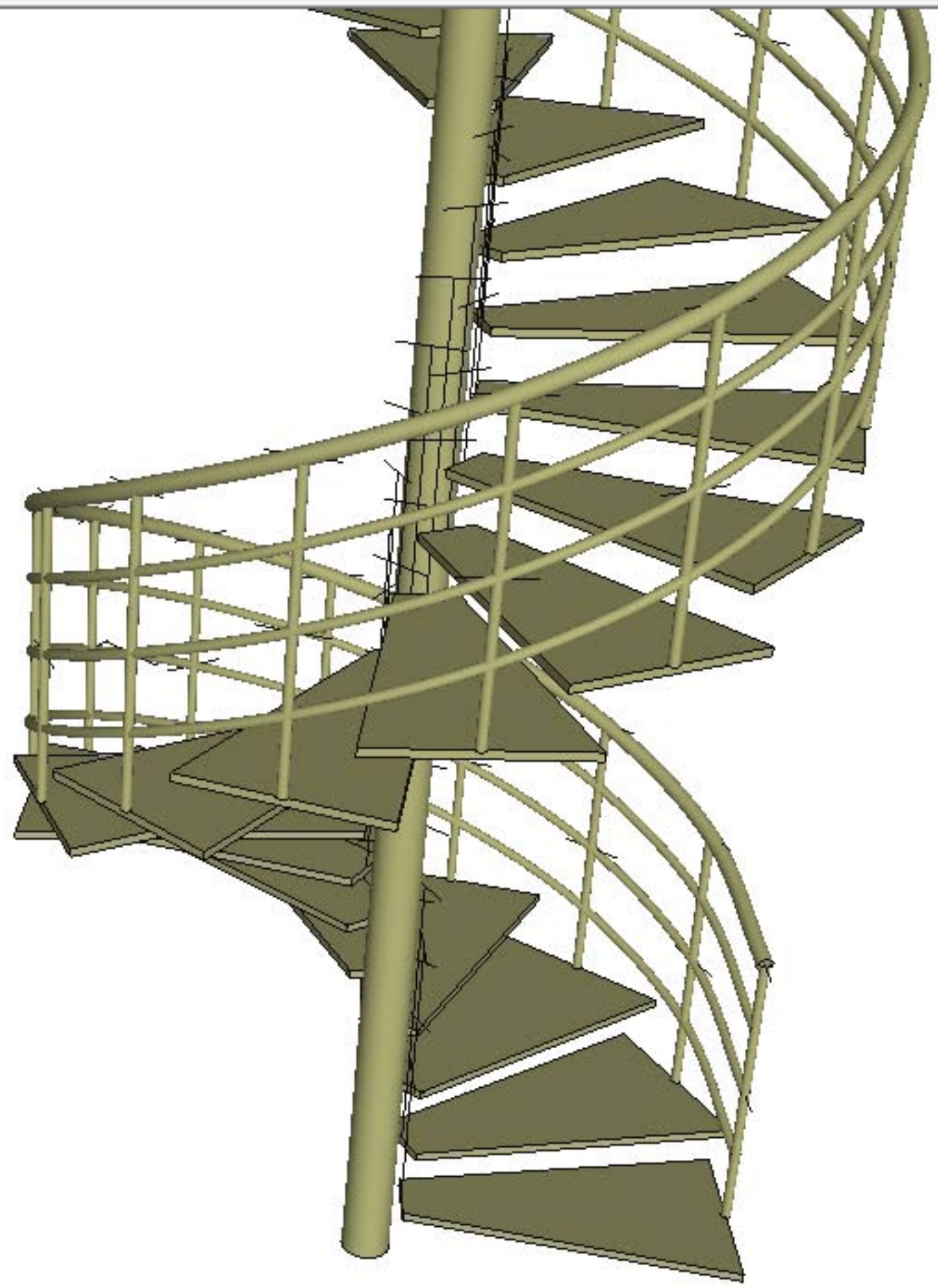


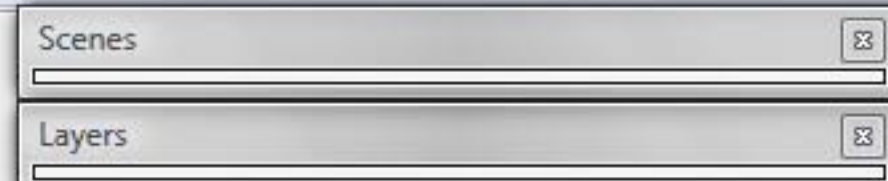
4. Create Balustrades (Verticals)

a. Create verticals (PipeAlongPath or Profile Builder scripts useful here)

b. Top Tip - edit the bottom step component by adding 1 modelled vertical (group) to the step component. The vertical will then be copied onto all steps.

Only do this when you've finished adjusting the stairs using SpiralStairCaseBuilder





Scene 1 | Scene 2 | Scene 3 | Scene 4 | **Scene 5**



5. Add Materials

Add Materials - Finished !!!

