



001 Solitarie Ring

This tutorial covers how to design a Solitaire ring entirely, and even rendering it, everything using 2Shapes for Rhino. The design resulting from this guide will be composed of a classic tapered ring with an strangle finish in which the solitaire basket will be set.

CLASSIC SHANK

GEMS CREATOR

BASKET GEMSET

RENDER AND ANIMATION

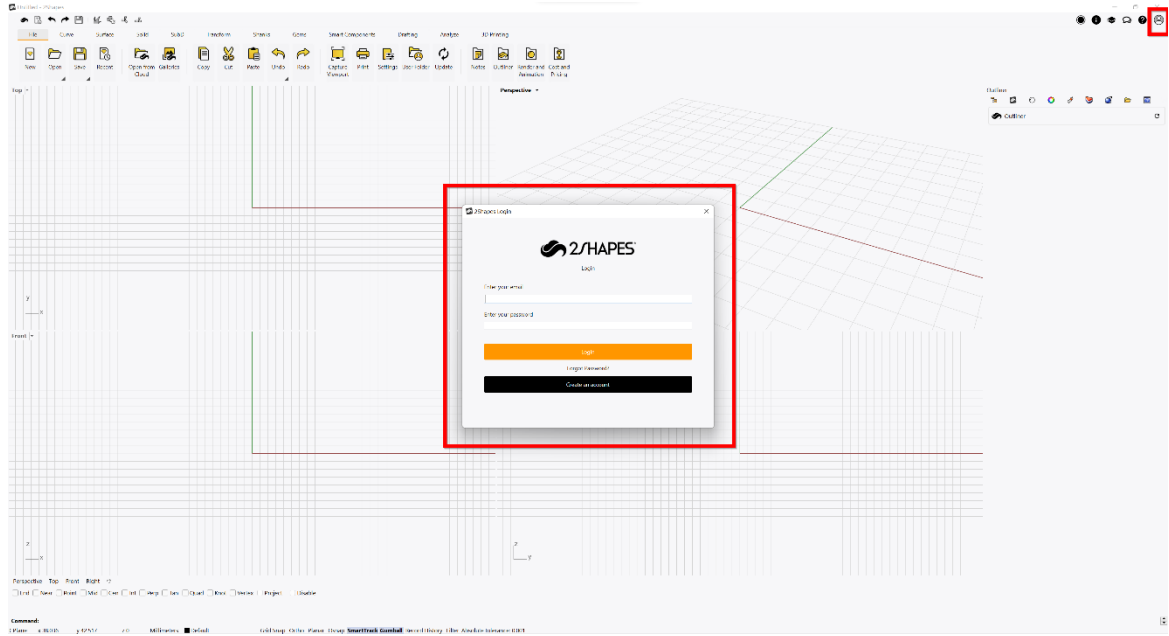
GUMBALL



1

Your 2Shapes account

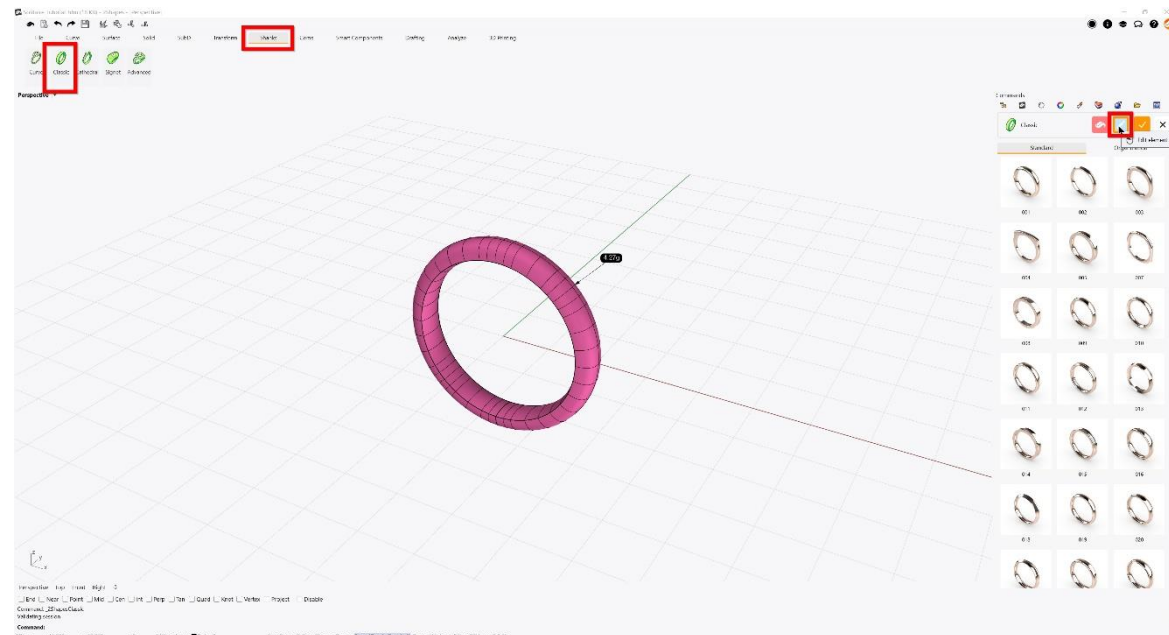
Make sure you have logged in your 2Shapes account, if you are not logged in, a grey icon should appear on the top-right corner. To log in, click on the **Login** icon. You can create your free account at app.2shapes.com.



2

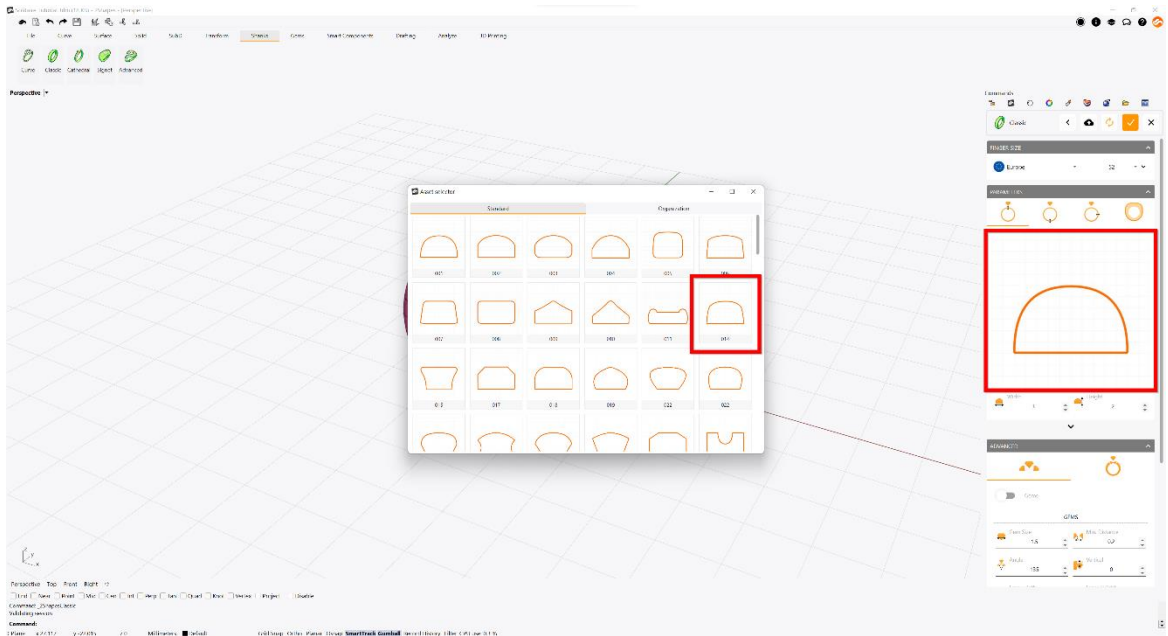
Classic Ring Builder

Under the **Shanks** tab, we will use the classic shank command for this tutorial, so click on the **Classic** icon. Most of the 2Shapes commands include presets organized on two groups: Standard (designs created by 2Shapes) and Your Organization's (the ones you and your team have created). Click on the **Pencil** button.



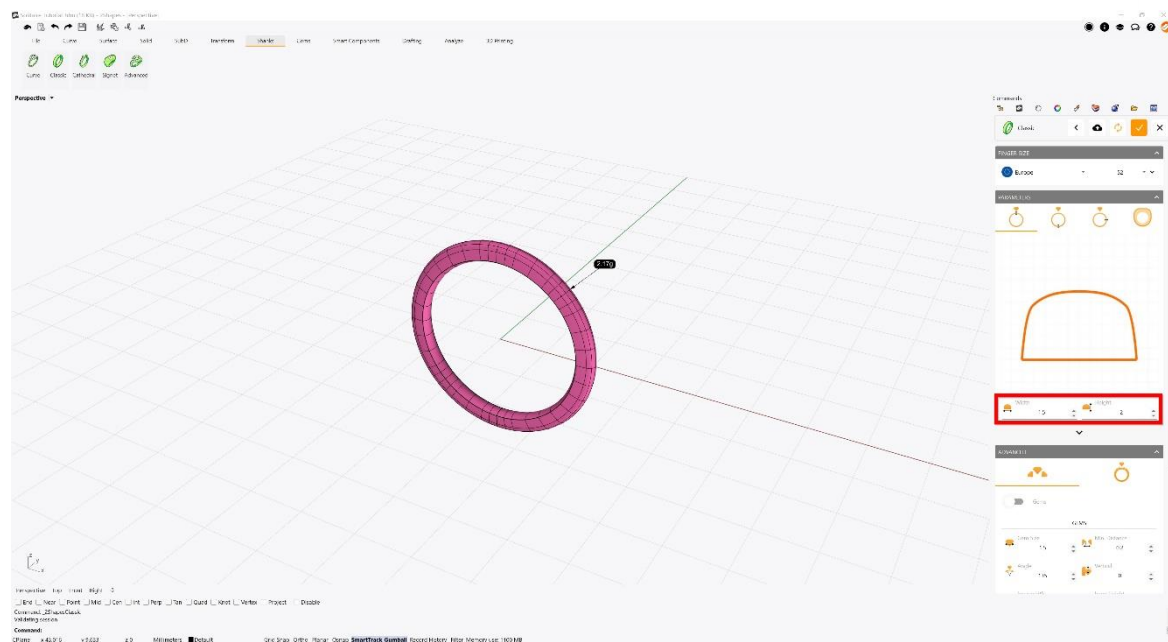
3 Change the curve profile

Let's change the profile this ring, click on the **Profile preview**, and in the Asset Selector dialog, select the **014**.



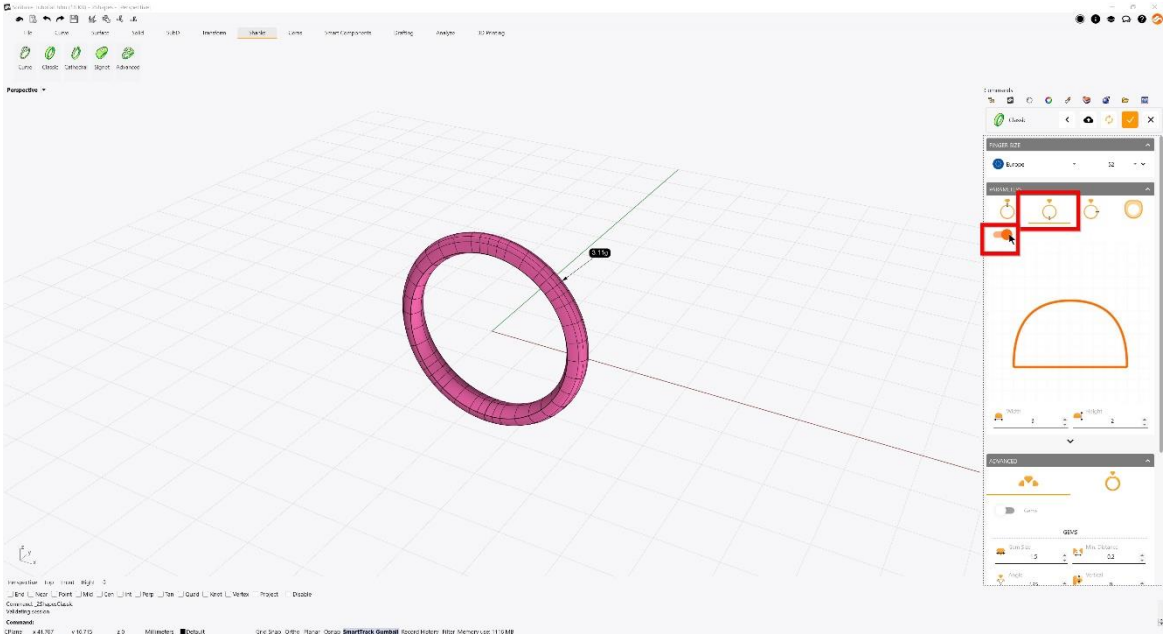
4 Profile's measurements

We will also edit some parameters like the width to **1.5mm** and height to **2.0mm**.



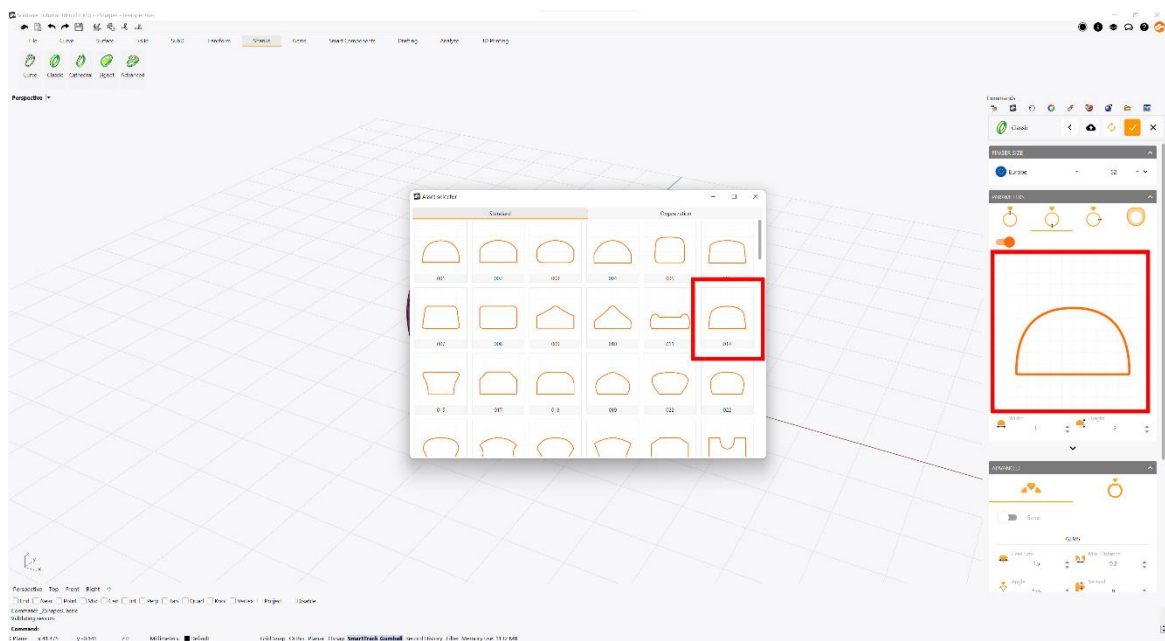
5 Active the bottom curve profile

Click on the **Bottom Profile** tab and click on the **Switch**.



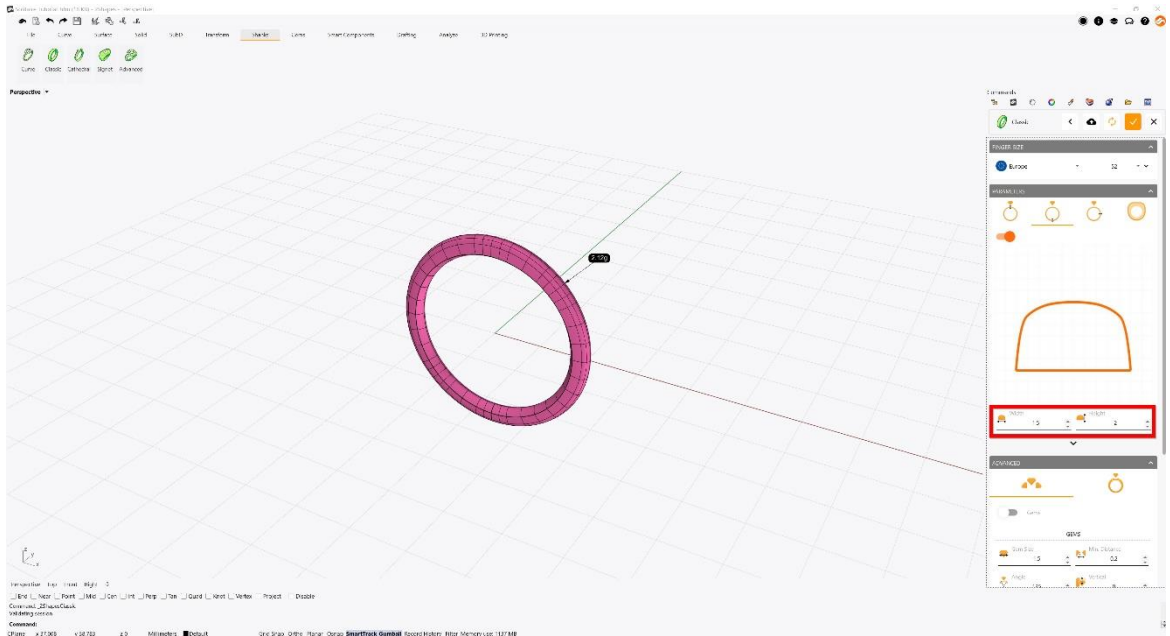
6 Change the bottom curve profile

Let's change the profile this ring, click on the **Profile preview**, and in the Asset Selector dialog, select the **014**.



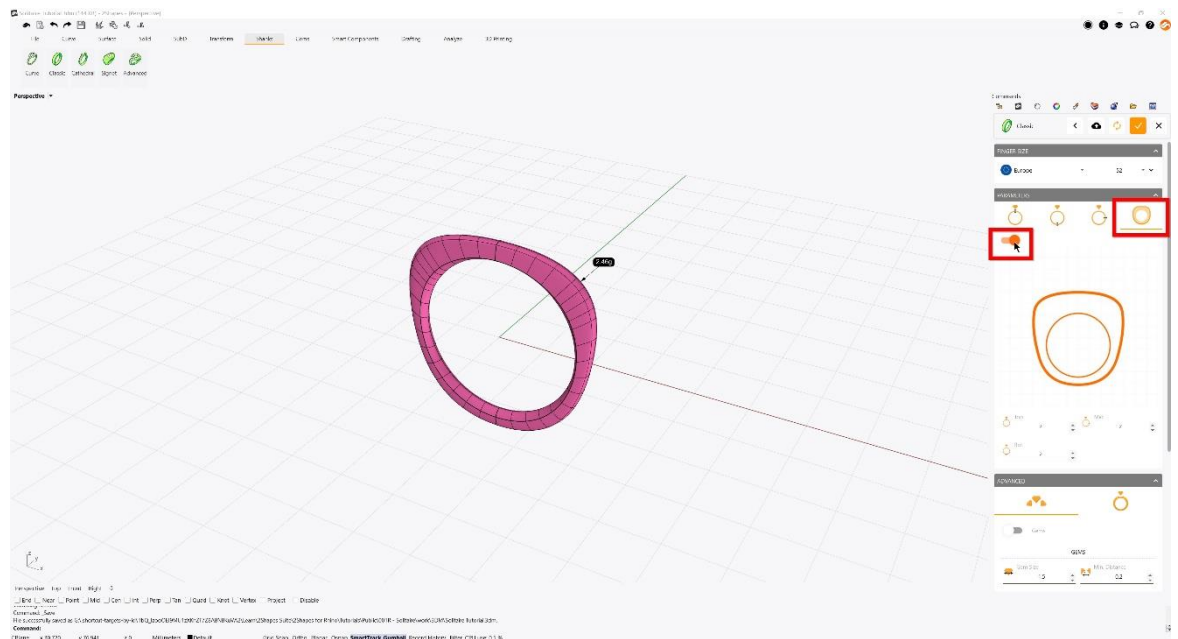
7 Bottom Profile's measurements

We will also edit some parameters like the width to **2.5mm** and height to **2.0mm**.



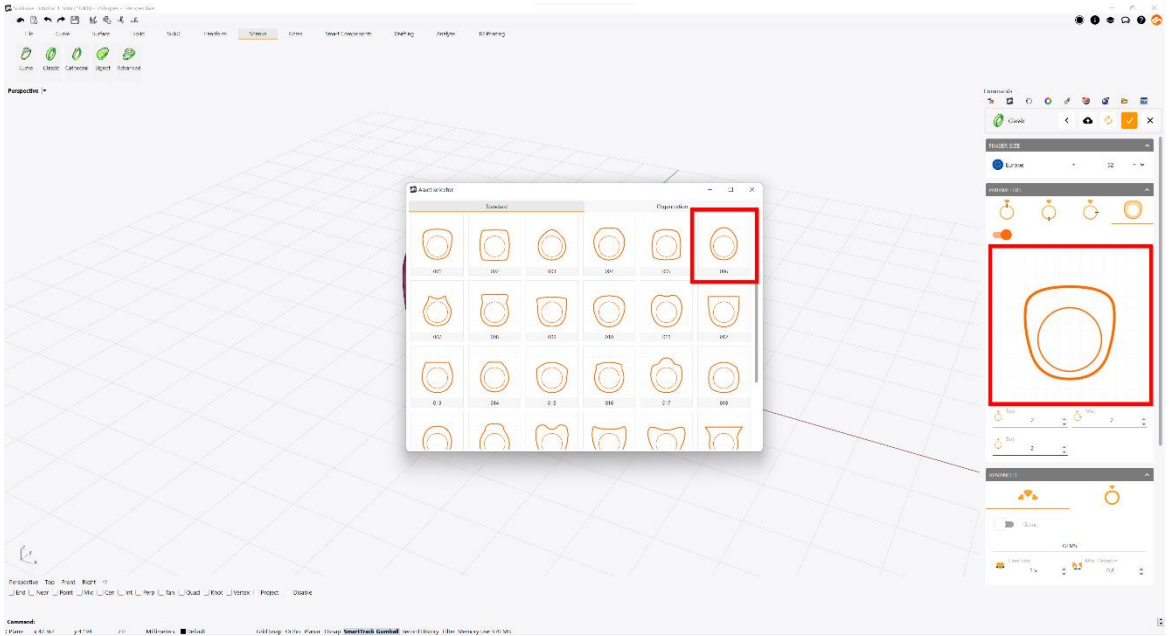
8 Active the external Curve

Click on the **External Profile tab** and click on the **Switch**.



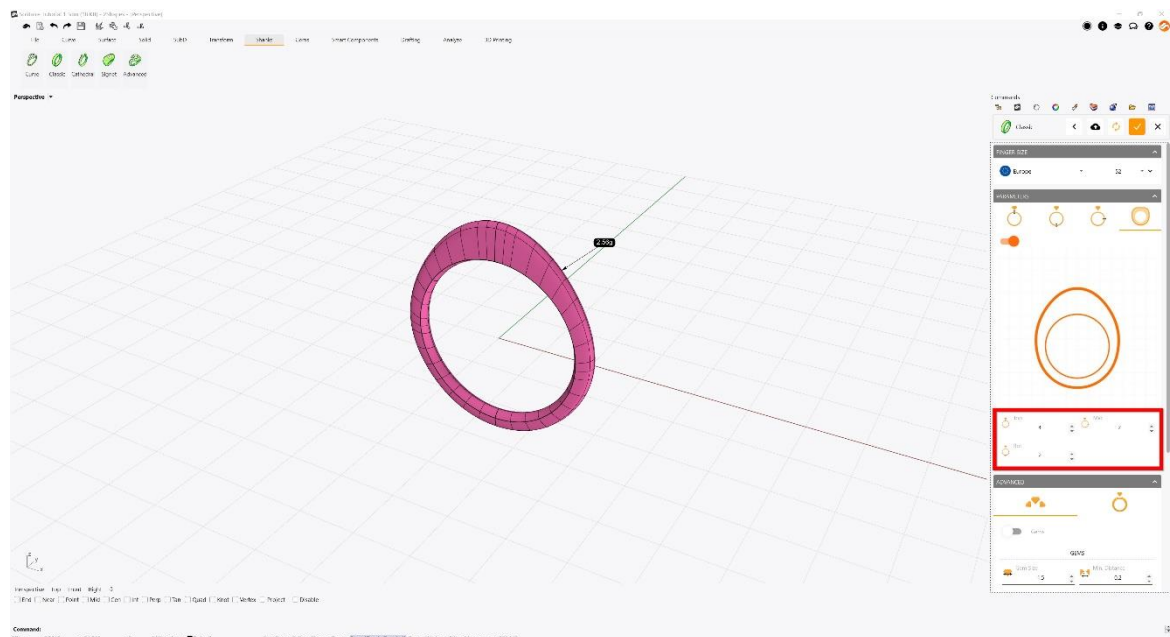
9 Change the external curve

Let's change the profile this ring, click on the **Profile preview**, and in the Asset Selector dialog, select the **006**.



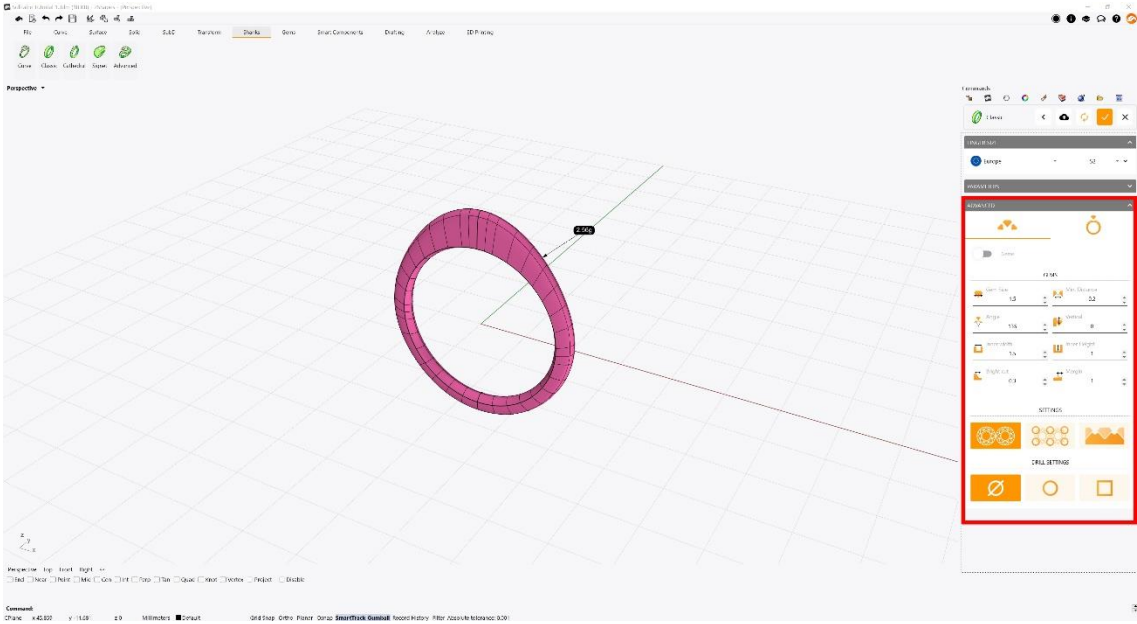
10 External Profile's measurements

We will modify the **Top** parameter to **4.0mm**. We will set to **2.0mm** the **Middle** and **Bottom** parameters.



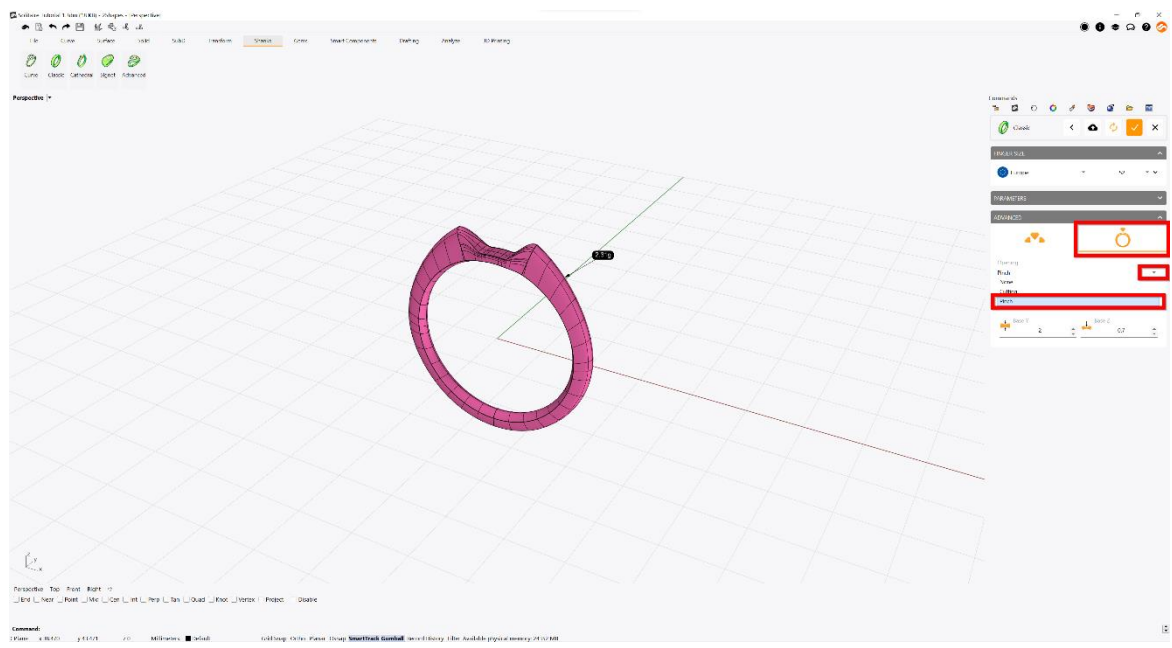
11 Advanced Settings

Next, on the lower part, you will find the **Advanced area**, with the Gems and Finishing parameters.



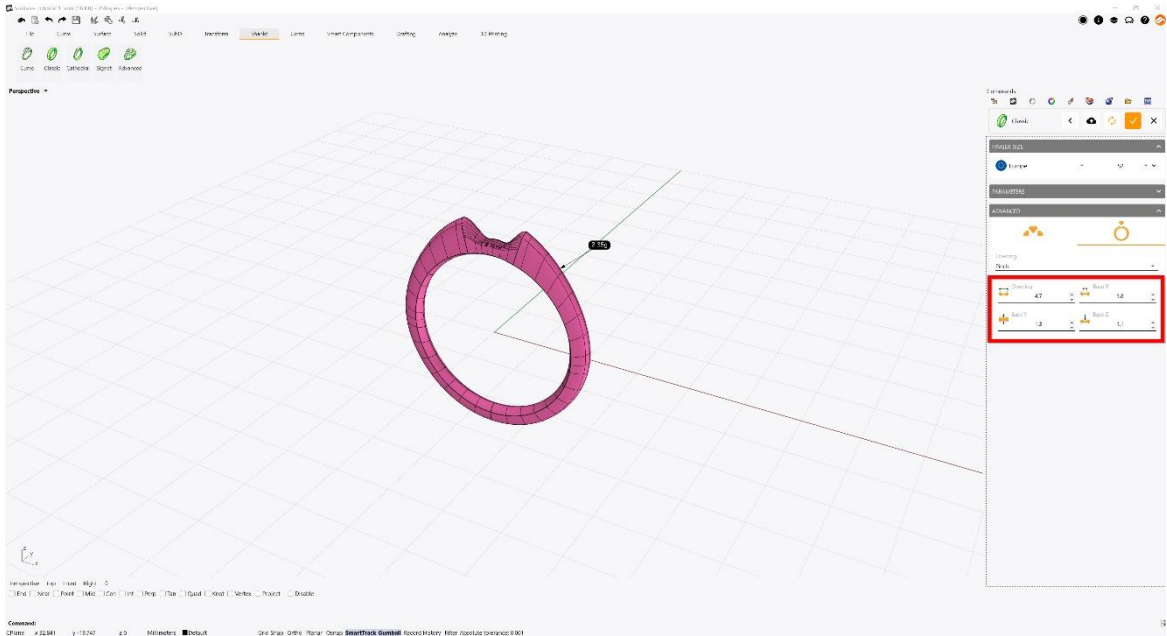
12 Pinch

Click on **Finishing tab** and select **Pinch**, you will get a narrowed part on the top section.



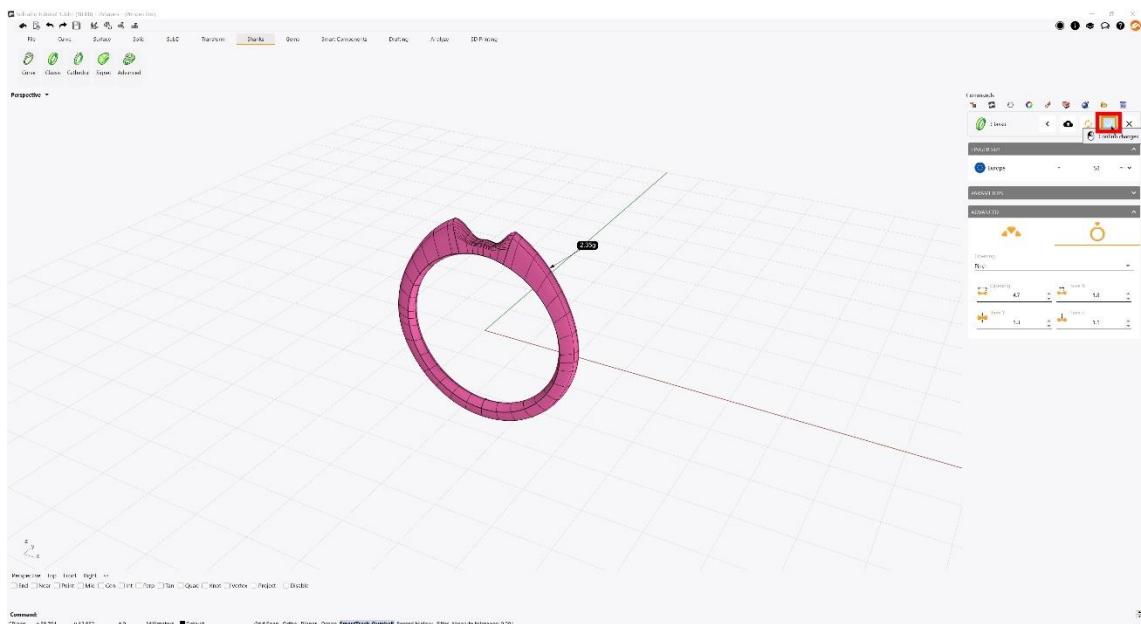
13 Pinch Parameters

Change the **Opening** to **4.7mm**, **BaseX** to **1.8mm**, **BaseY** to **1.3mm** and **BaseZ** to **1.1mm**.



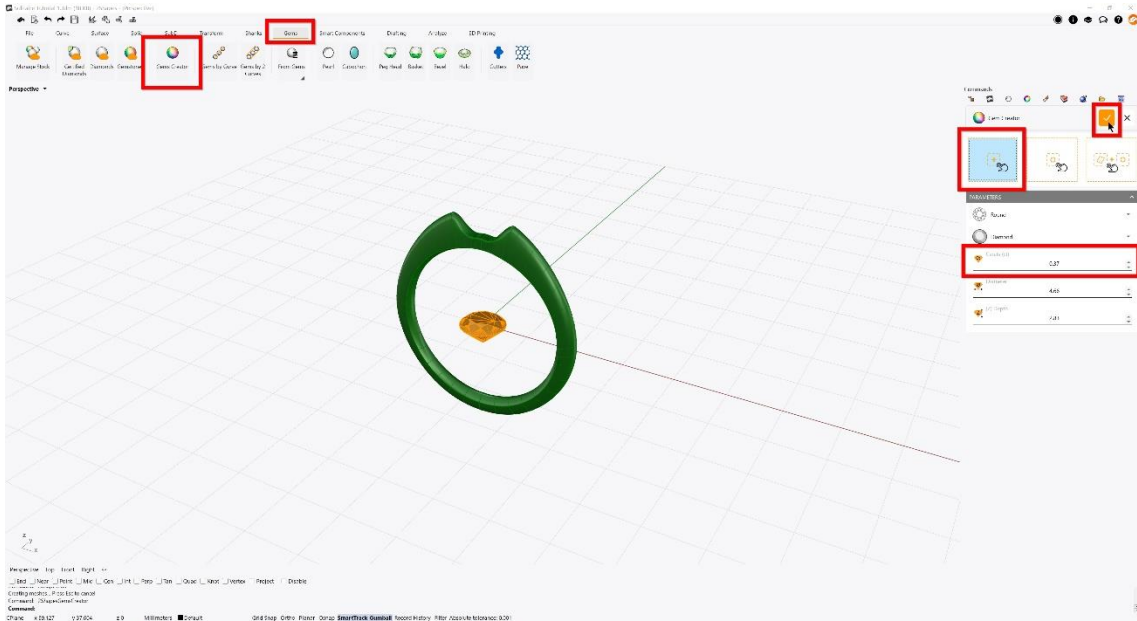
14 Apply changes

After making these modifications, it's an excellent time to apply the changes. Click on the **Accept** button on the top-right corner.



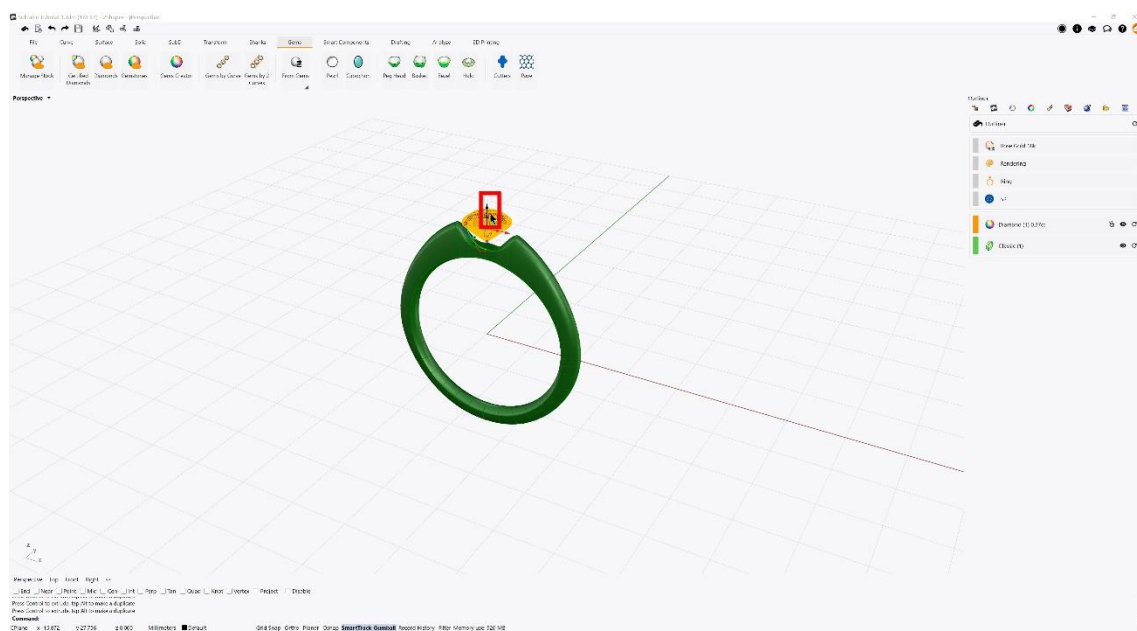
15 The Gems Creator command

Under **Gems** tab, click on the **Gems creator** command, type 0.37 on the carat field. Once the diamond is created, click on the **Add** button, and then on the **Confirm Changes** button.



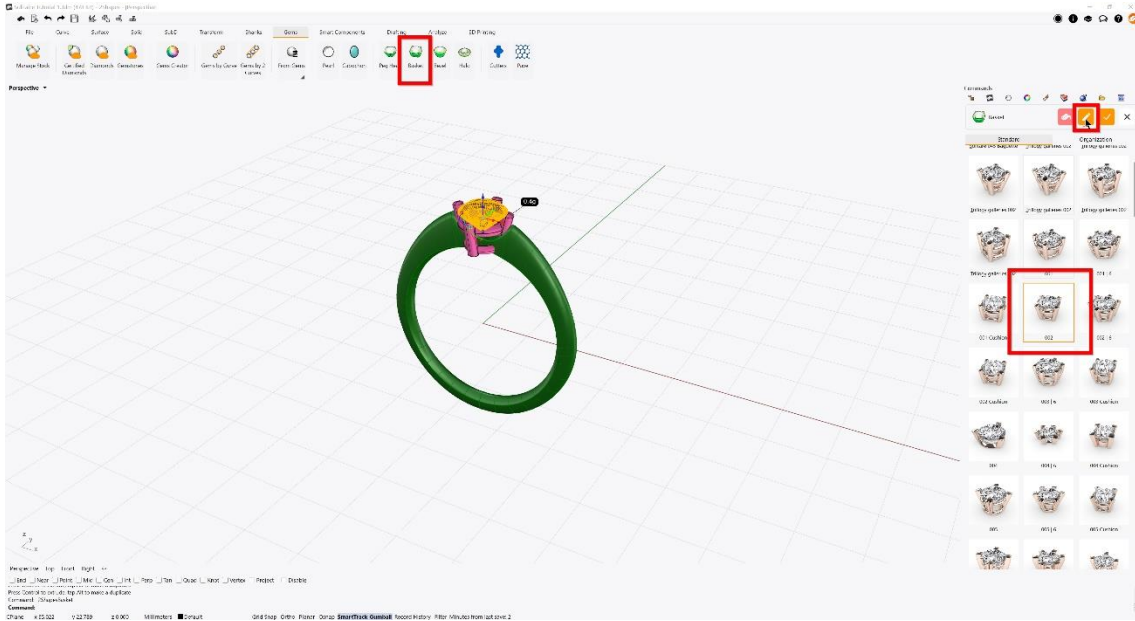
16 Move the diamond

Select the **diamond**, and using the **gumball**, drag the **blue arrow** upwards slightly above the **classic ring**.



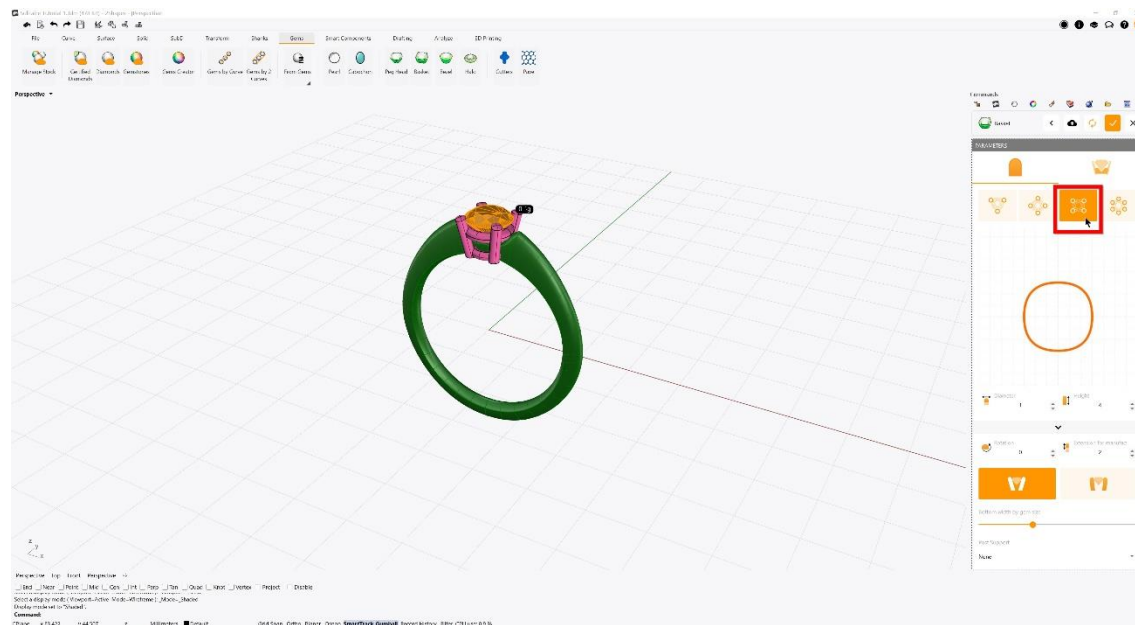
17 The Basket command

Click on the **Basket** command, select the standard element **002**, and click on the **pencil** button.



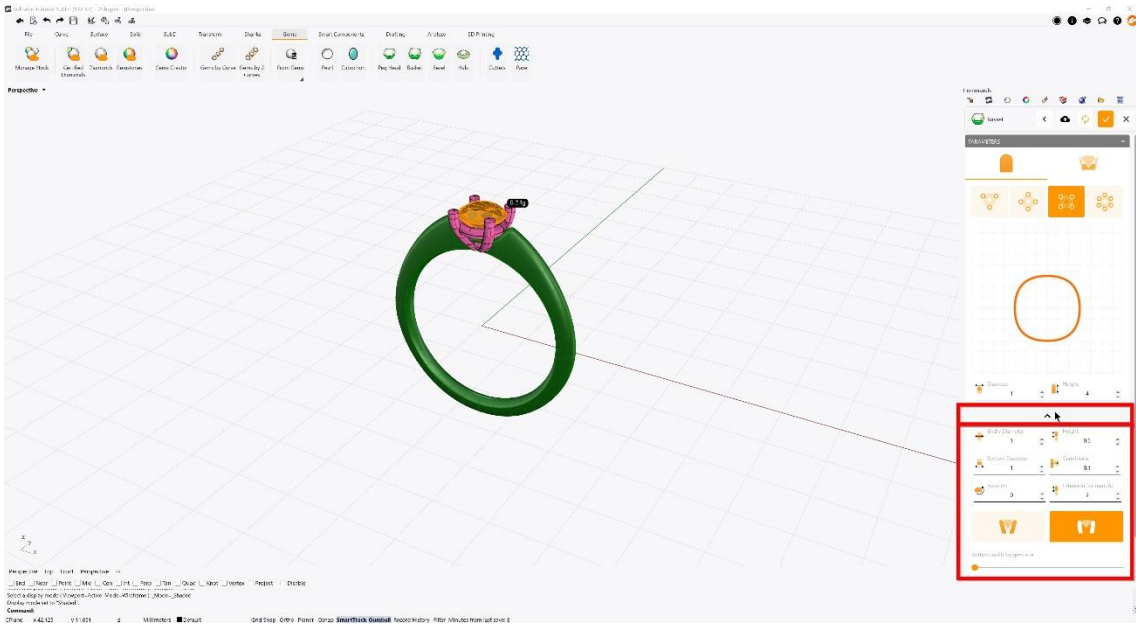
18 Prong disposition

Click on the **four-prongs straight** configuration.



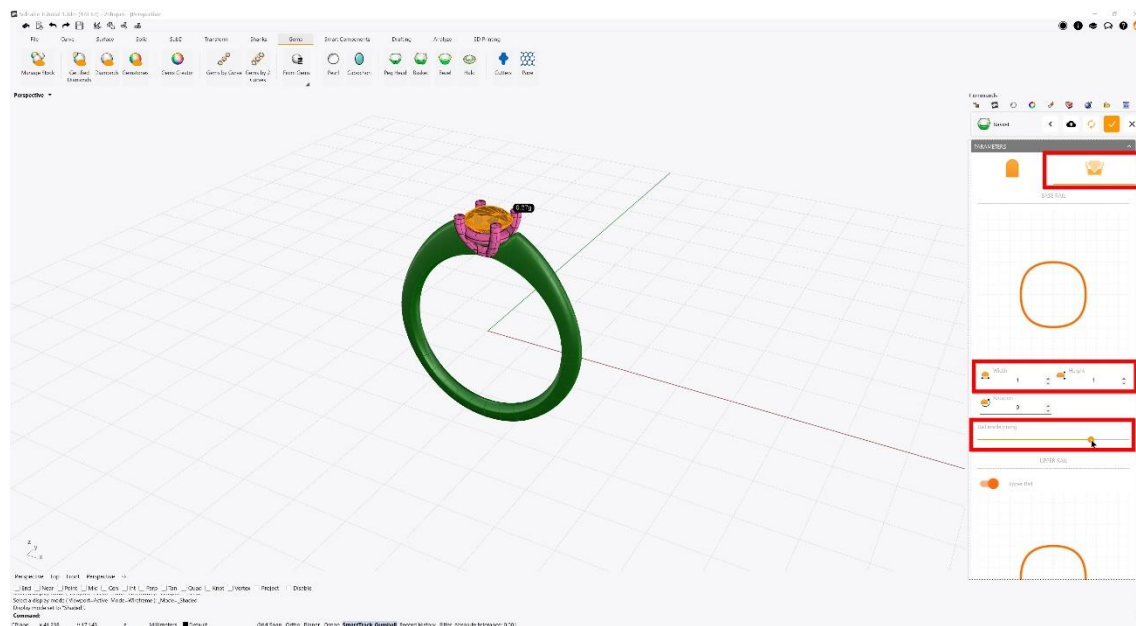
19 Prong settings

Expand the **advanced options** by clicking on the arrow bar, and match your parameters with the ones on the image example.



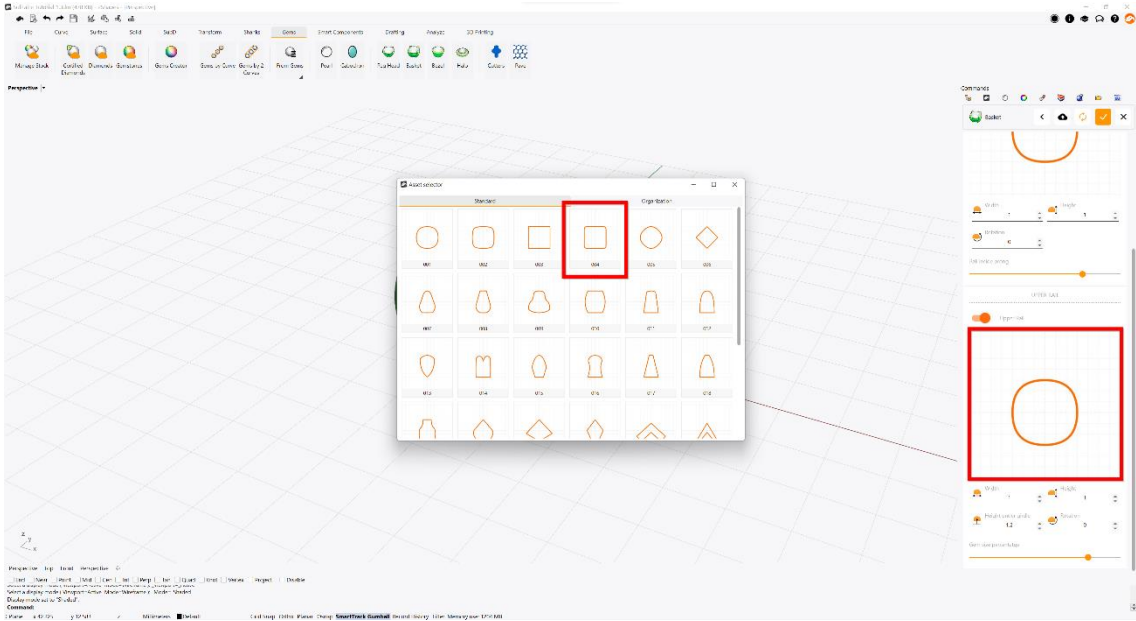
20 Base Rail parameters

Change the **Width** and **Height** to **1**, and drag the **Rail inside prong** slider to be about below the **Height** value.



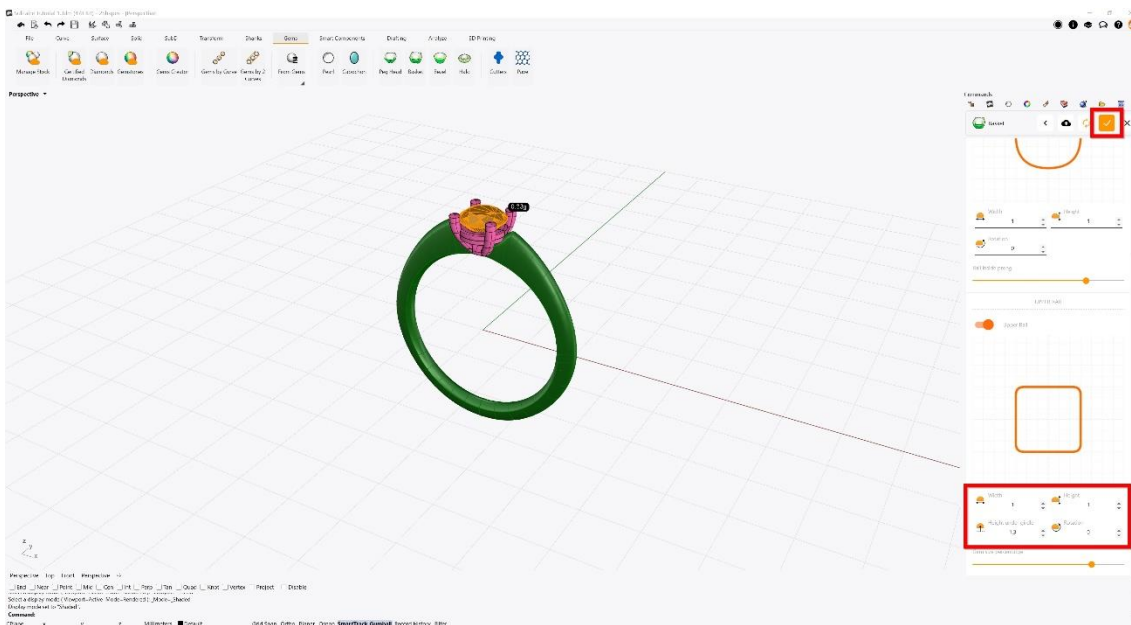
21 Upper Rail profile

Click on the **upper rail's profile**, and select the standard asset **004**.



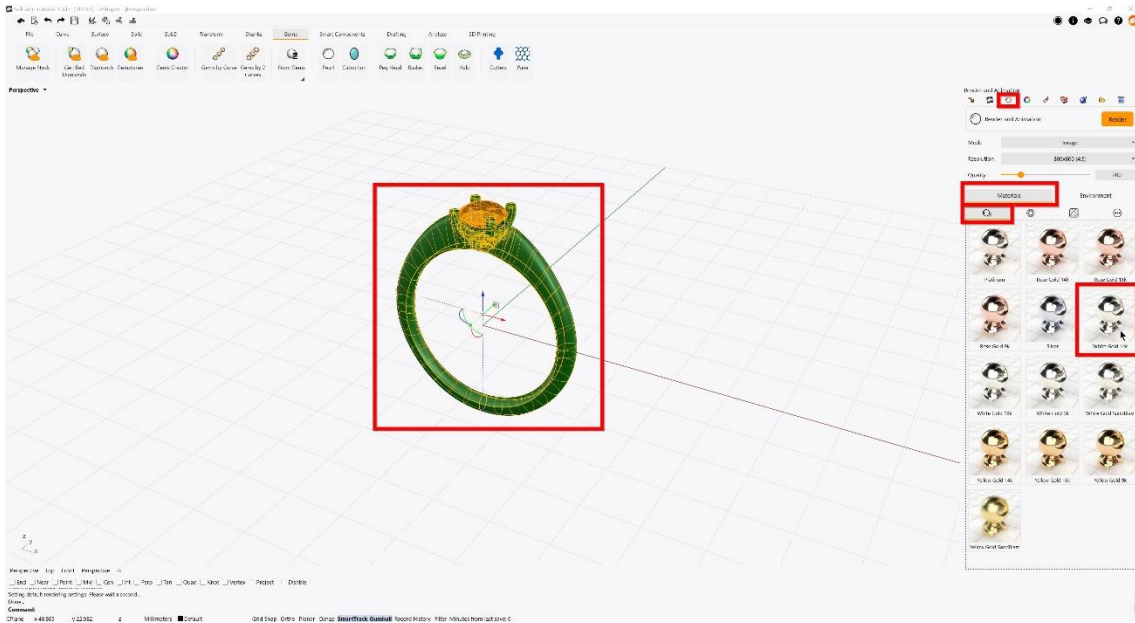
22 Upper rail parameters

Set **Width** and **Height** to **1**, and **Height under girdle** to **1.3**. Once done, click on the **Confirm changes** button.



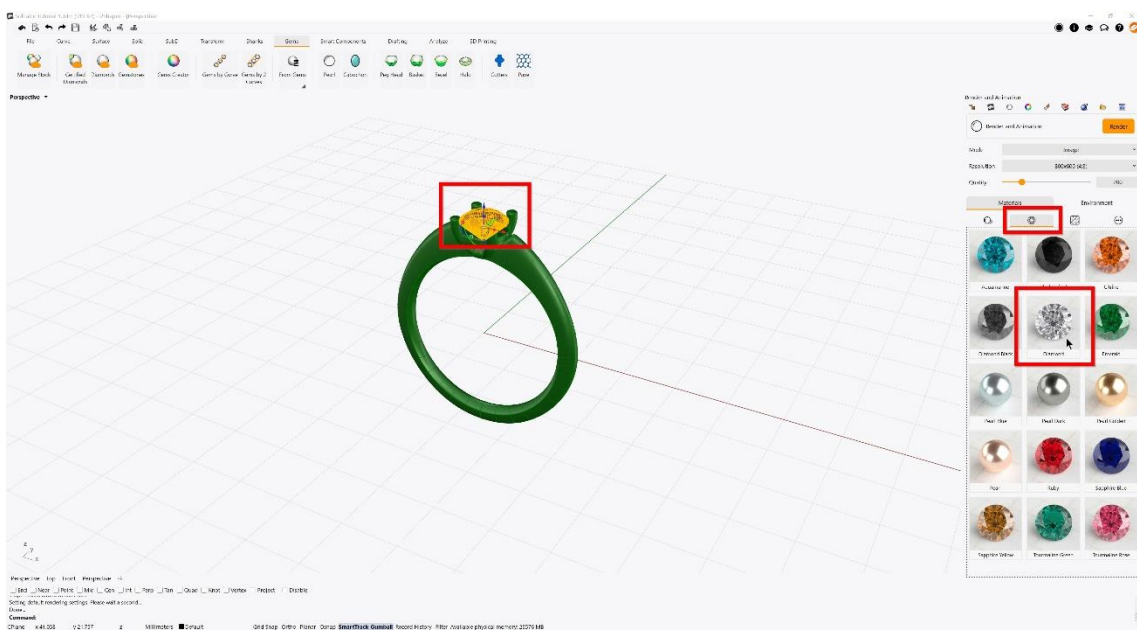
23 Apply the metal material

Select the **Classic ring** and the **Basket gemset**. Then, inside the **Render and Animation** toolbar, under the **Material** section and in the **Metal** category, click on the **White Gold 18k** material.



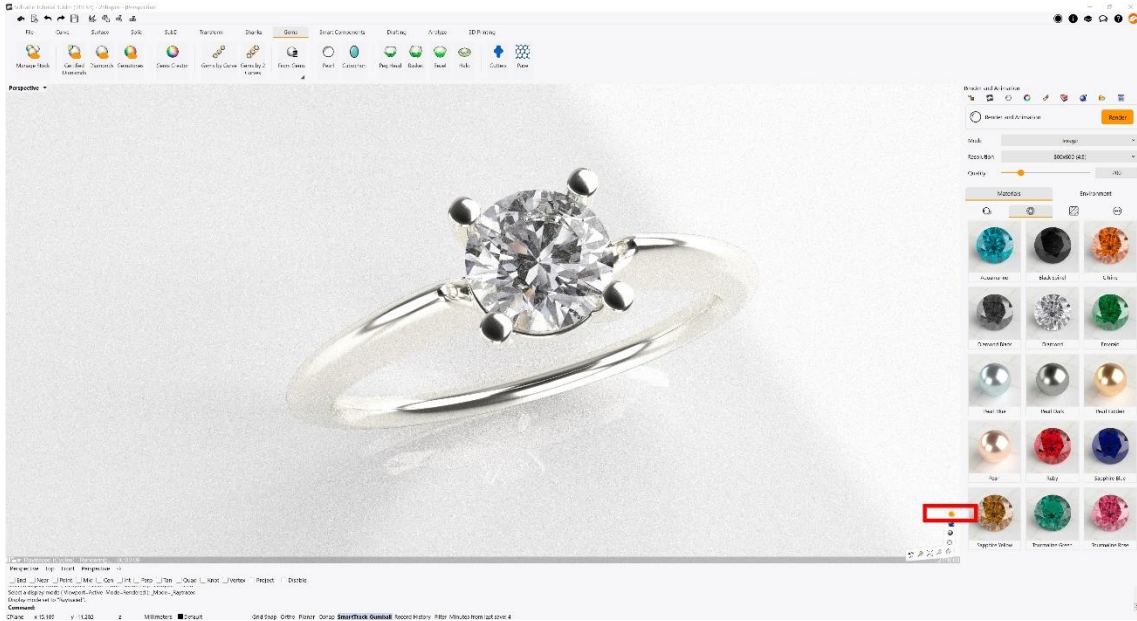
24 Apply the gem material

Next, unselect everything, select the **diamond**, and under the **Gem** category, click on the **Diamond** material.



25 Raytracing view mode

Set the perspective angle and distance you want your render to be. Then move your cursor over the lower-right corner of the viewport, and click on the **Raytracing** icon.



26 Generate the render

Finally, set your preferred **Resolution** and **Quality** parameters, and click on the **Render** button.

