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## TRIBON DRAFTING SYLLABUS

### **1 Syllabus**

- 1.16 Tribon Drafting module:
  - 1.16.1 Fundamentals of Tribon drafting
  - 1.16.2 Drafting Interface
  - 1.16.3 Toolbars
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    - 1.16.3.2 Controls Toolbar
    - 1.16.3.3 Geometry Toolbar
    - 1.16.3.4 2D Point Mode
    - 1.16.3.5 Transformation Toolbar
    - 1.16.3.6 Lock Toolbar
    - 1.16.3.7 Sub picture level Toolbar
    - 1.16.3.8 3D Request Toolbar
    - 1.16.3.9 Geometry 2 Toolbar
    - 1.16.3.10 Shading Toolbar
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    - 1.16.3.12 Equipment / Placed Volume Toolbar
    - 1.16.3.13 Vitesses Toolbar
    - 1.16.3.14 Sub Picture Toolbar
    - 1.16.3.15 Predefined Windows Toolbar
    - 1.16.3.16 Symbol Toolbar
    - 1.16.3.17 Text Toolbar
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  - 1.16.5 Project Selection
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  - 1.16.7 Opening a drawing
    - 1.16.7.1 Starting a new drawing
    - 1.16.7.2 Saving a drawing
      - 1.16.7.2.1 Save As
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  - 1.16.11 How to modify drawing properties
  
  - 1.16.12 Viewing Objects in the Ship Model
    - 1.16.12.1 Adding a new model projection to the drawing
      - 1.16.12.1.1 Insert model projection dialogue
      - 1.16.12.1.2 How to handle the model objects as a group
        - 1.16.12.1.2.1 How to delete the subpicture

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- 1.16.12.2 Inserting Model objects to an existing view
- 1.16.12.3 Changing and existing view
- 1.16.12.4 Copy model objects from a view to a view
- 1.16.12.5 Model draw codes
- 1.16.12.6 Exchange model view
- 1.16.12.7 Model information
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- 1.16.12.8 Annotating the drawing
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