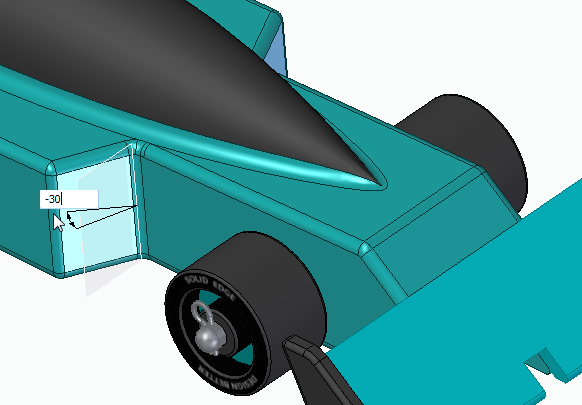
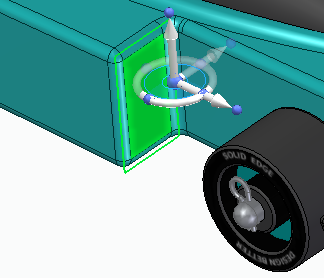
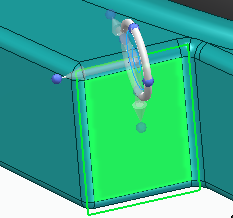
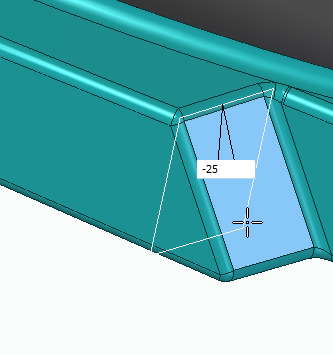
**F1 in Schools Tutorial Script - 05 Style with Sync**

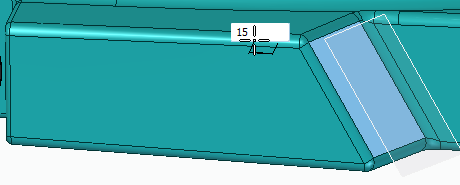
* Start by opening the previously made F1 Body design assembly. (My\_F1\_Car\_Assembly.asm)
* To enter the face priority selection mode while working in the assembly:
  + Press and hold the Ctrl key, then press the spacebar to enter editing mode.
* Select the lateral face at the front of the car as indicated in the picture.
  + Click and drag the steering wheel to the vertical edge to pivot the face.
  + Click on the torus of the steering wheel to initiate rotation.
  + Rotate the face -30 degrees.

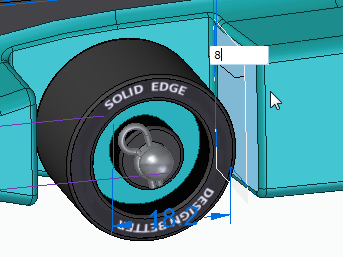


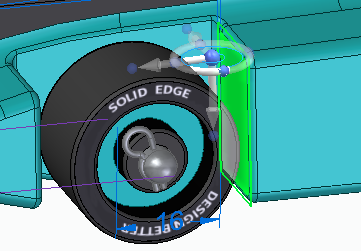
* Relocate the steering wheel to the top edge of the same face.
  + Click the middle of the steering wheel and drag to desired location.
  + Rotate the face -25 degrees.

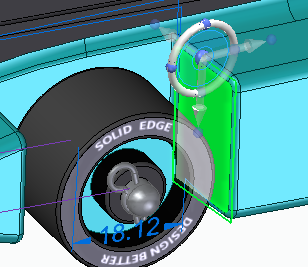
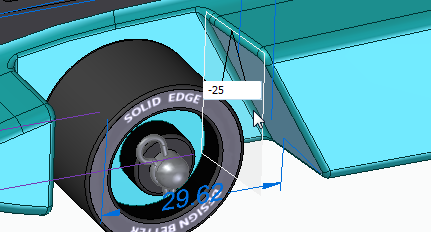


* Notice the changes made to one side is applied to the other side automatically.
* Move the steering wheel to lateral edge of the side of the car.
  + Click and drag the arrow along the same axis to shorten the length as shown in the picture.
  + Change the length to 15mm.

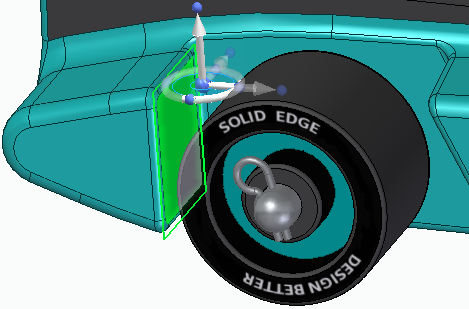
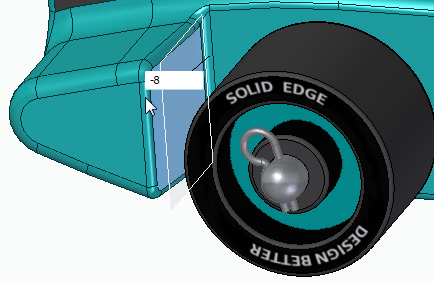


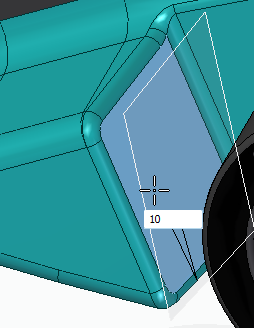
* Click on the back face of the same structure.
  + Click and drag the steering wheel to the vertical edge.
  + Rotate the face 8 degrees to add more clearance for the wheel.

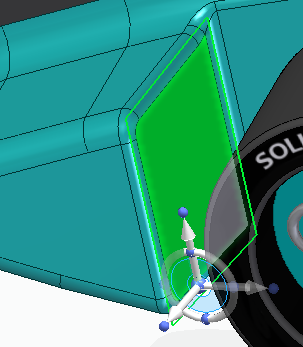


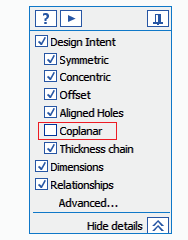
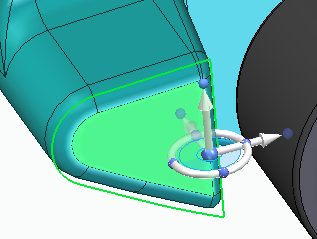
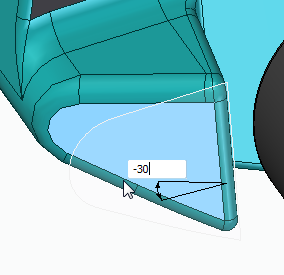
* Click and drag the steering wheel to the top edge of the face.
  + Rotate the face 25 degrees.

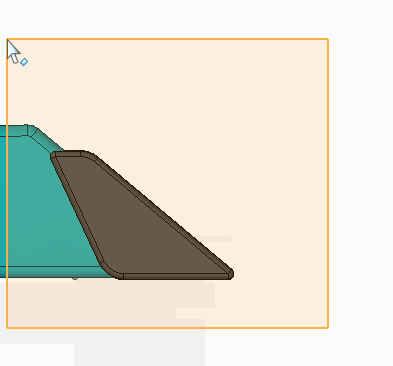
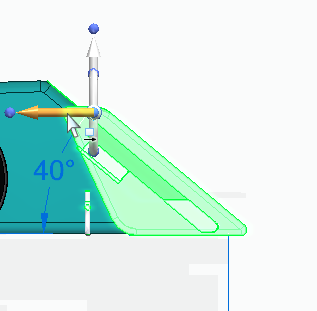
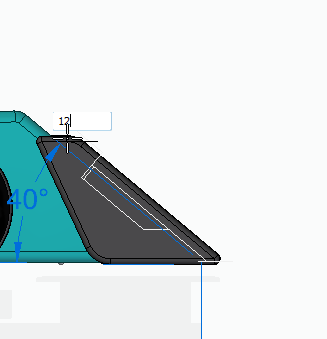
* Select the face behind the rear wheel.
  + Click and drag the steering wheel to the vertical edge of the face.
  + Rotate the face -8 degrees.

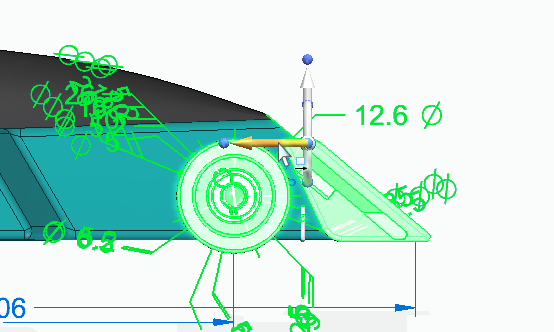
* Move the steering wheel to the bottom edge of the face.
  + Rotate the face 10 degrees.

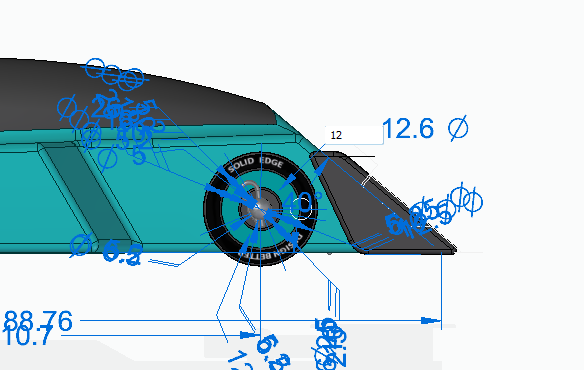


* Select lateral face at the end of the car body.
  + Click and drag the steering wheel to the vertical edge of the face.
  + Rotate the face -30 degrees.
  + Remember to uncheck coplanar option from the design intent box.
* Orient the model to a right side view by clicking the view box at the bottom right corner of the screen.
* Click and drag a box around the front of the car to select the front include the front wing.
  + Move the Steering wheel above the car.
  + Click the arrow on the steering wheel to shorten the length of the car.
  + Shorten the length to 12mm.



* Select the complete front of the car including the front wheel.
  + Click and drag a box around the desired features to select.
  + Shorten the length additional 12mm.





* You have now completed the F1 Car assembly.
  + KeyShot can be used to generate photo-realistic renderings of your car.

