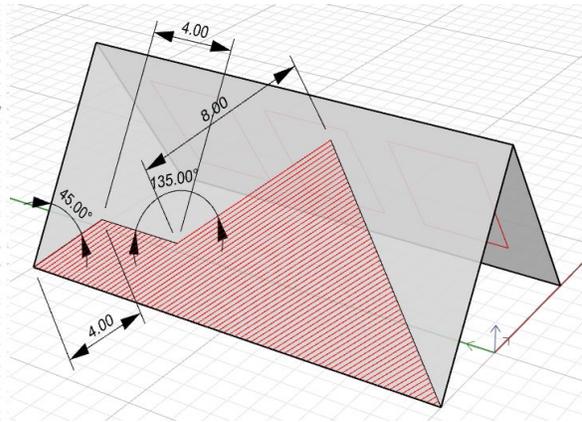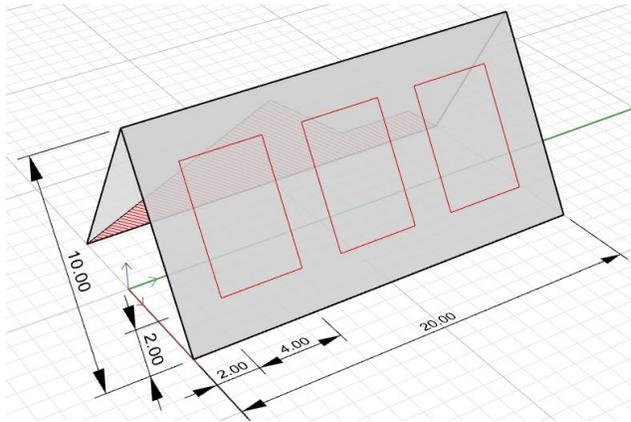# 1.5.3 Construction planes tutorial

| Create the following model with the accurate measures as indicated in the image |
|---|

Create the geometry:
- In **Front** viewport (xz plane) draw **Line** from any point on the x-axis to create 10 unit length line using relative coordinate at angle 60: r10<60
- Use **Mirror** to create the other line
- **Join** the 2 lines
- **ExtrudeCrv** by 20 units along the world y-axis
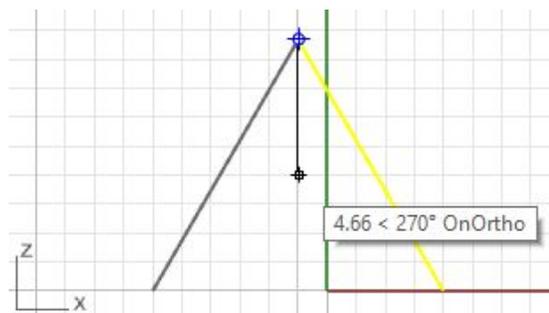
Draw the three rectangles on one side
- Align the CPlane to the side: **CPlane 3Point**
- **Rectangle**. From: 2,2, To: r4,6
- **Copy** to create the other 2 rectangles.
  From: 0 (since the new CPlane origin is located at the lower corner of the side)
  To: r6,0,
  To: r12,0.
- **Select** the rectangles and change their display color in the **Properties** panel to be red.
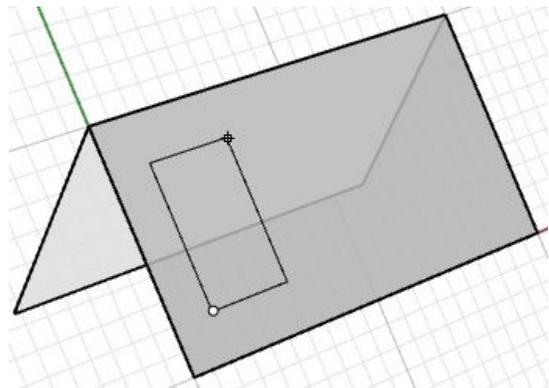
Note:
Dimensions are created within one plane, so they should be added while in the CPlane that aligns with the side.

Draw hatch border on the other side
- **CPlane 3Point** to align the CPlane
- Polyline. Specify the points using accurate coordinates as in the following:
  From: 0 (since the new CPlane origin is located at the lower corner of the side)
  To: r4<45 (or @4<45 using "@' instead of "r")
  To: r4<0
  To: r8<45
  To: snap to other lower end of the side
  To close, select the **Close** option
- **Hatch** to fill the boundary
- Select the hatch and change **Display Color** in **Properties**
- Reset CPlane: **Cplane World Top** options