In this exercise, you will create a conceptual design of a party tent using the **EDGESURF** command. You will edit the mesh form by adding mesh smoothness. You will also change the tent shape by using the move gizmo with the vertex subobject filter.

1. Open the drawing `EX03_11.dwg` available on the companion website.
2. Set the `DELOBJ` system variable to zero (0).
3. Set the `MESHTYPE` system variable to one (1).
4. Set the `SURFTAB1` system variable to four (4) and the `SURFTAB2` system variable to four (4).
5. Set the Mesh layer current.
6. Enter the **EDGESURF** command.
7. Select, in order, the first, second, third, and fourth defining curves for the shape of the tent, as shown in the following illustration.

(Continued on the next page)
8. Display the **Properties** palette for the mesh form and ensure the **Smoothness** setting is **None**.

9. Select the vertex in the middle of the mesh form. Use the vertex subobject filter to help with selection. Hint: Set the visual style to **Wireframe**.

10. Using snaps, attach the vertex to the top of the middle pole, as shown in the following illustration.
11. Use the **MESHSMOOTHMORE** command or the **Properties** palette to smooth the mesh to level 4.

12. Select the middle vertex again and move the vertex up about 200 units, as shown in the following illustration.

(Continued on the next page)
13. Set the visual style to Realistic.
14. Continue editing the tent shape by moving vertices. Use the vertex subobject filter as needed. See the illustration below.
15. Save the drawing.