## Exercise 10-10

In this exercise, you will convert a lofted surface into a NURBS surface and edit the control vertices. You will also edit the surfaces of a game pad controller using the **3DEDITBAR** command.

1. Open the drawing EX10_10A.dwg available on the companion website.
2. Using the **CONVTONURBS** command, convert the lofted surface into a NURBS surface.
3. Using the **CVSHOW** command, display the control vertices. See the illustration below.
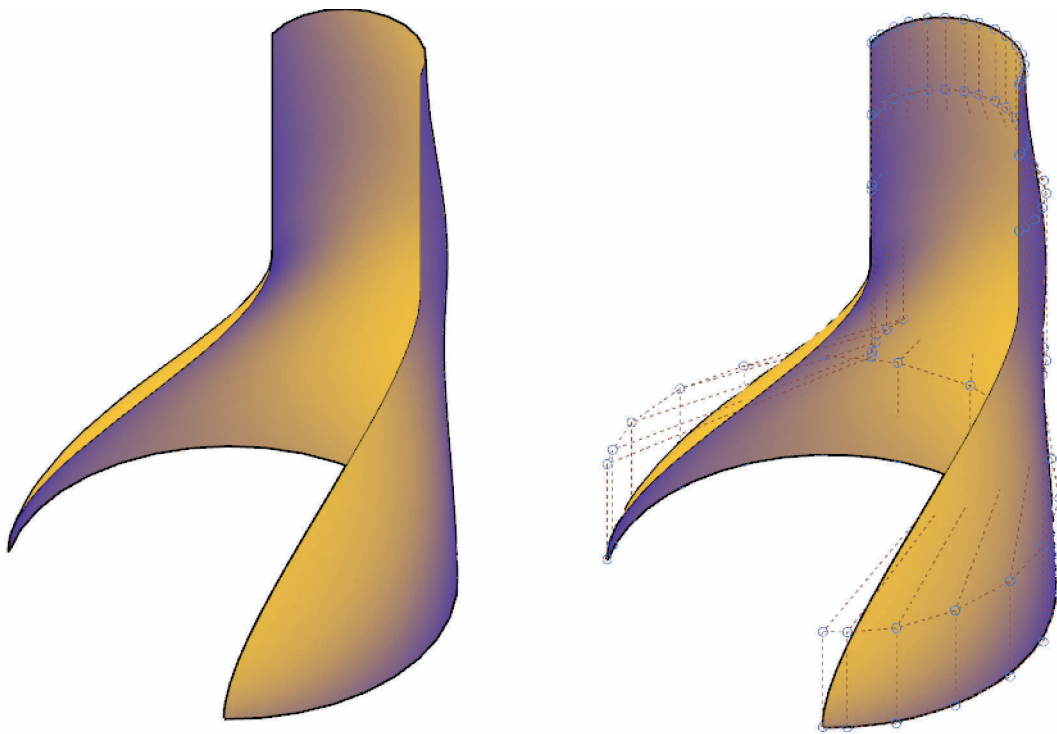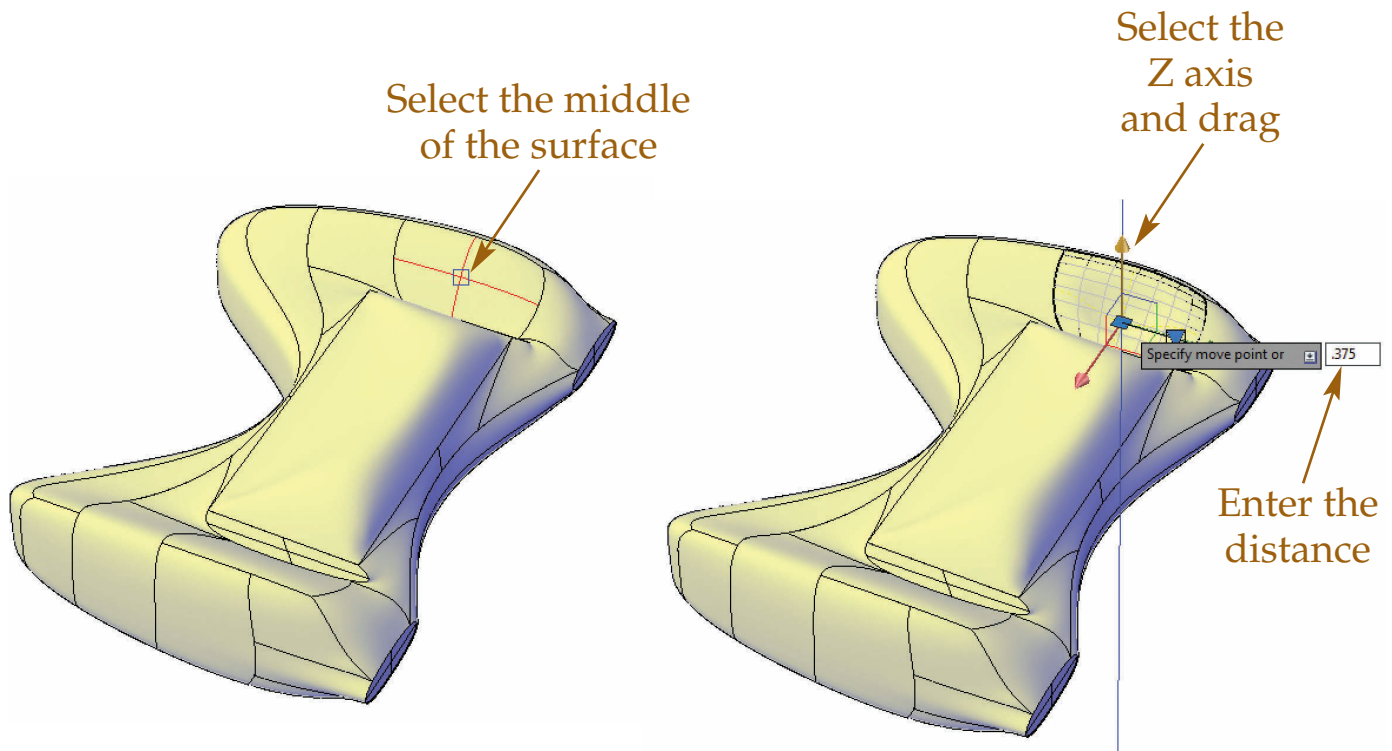

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4. Select a control vertex and drag to form a new shape. See the illustration below. Continue editing control vertices to create a new design shape.
5. Save the drawing as EX10-10A.
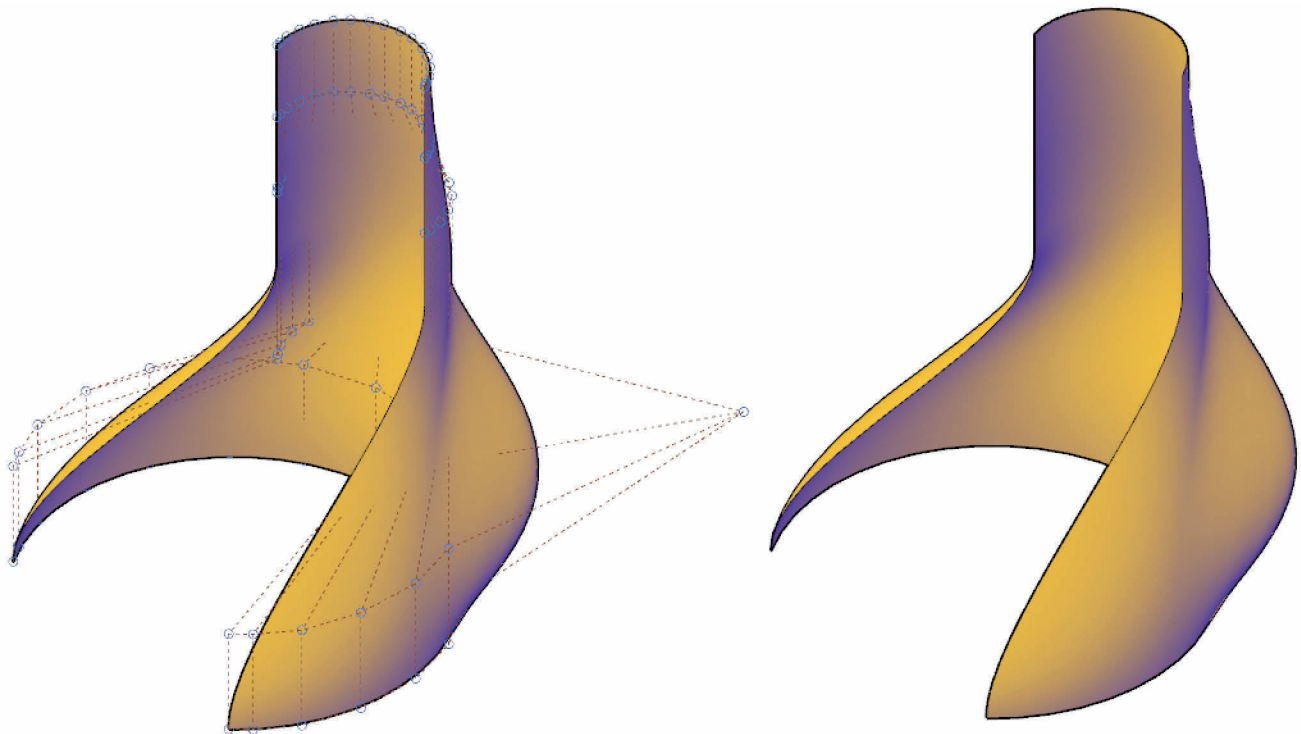
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6. Open the drawing EX10_10B.dwg available on the companion website.

7. Using the **3DEDITBAR** command, select the left side of the game pad controller to edit. Select the middle of the surface. See the illustration below.

8. Using the 3D edit bar gizmo and the default **Move Point** option, move the base point downward in the Z direction .375 units. This creates a small indentation in the side of the game pad controller.

Select the middle of the surface

Select the Z axis and drag

Specify move point or   .375

Enter the distance

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9. Repeat the previous editing procedure on the right side of the model. See the illustration below.

10. Using the 3D edit bar gizmo, continue editing surfaces by pulling or dragging control vertices until you have created a new design shape for the game pad controller.

11. Save the drawing as EX10-10B.