

## Word Snowflake

Create Variable ray number ▾ 6




Create Variable thickness ▾ 3

Create Variable length ▾ 60




Create Variable offset ▾ 32




Create Variable ray rotate ▾ 26

Create New Object center ▾



Add    < Sides ray number Radius 5 Inner Radius(%) 0.5 H thickness

Create New Object ray ▾

Add    < TEXT Sans Mono ▾ H thickness edge 0 Edge Steps 0 version 3

Add    < W length L 2 H thickness edge 0 Edge Steps 10

Move: X: -5 Y: 10.5 Z: 0

Create Group  

Rotate around Axis z ▾ by 70 Degrees from Pivot

Scale: X: 1.25 Y: .4 Z: 1

Rotate around Axis z ▾ by -43 Degrees from Pivot



Move: X: offset Y: 0 Z: 0

Rotate around Axis z ▾ by ray rotate Degrees from Pivot



Create New Object pattern ▾



Count with i ▾ from 0 to ray number by 1

Do

Add Copy of Object ray  

Rotate around Axis z ▾ by i \* ▾ 360 / ▾ ray number Degrees from Pivot X: 0 Y: 0 Z: 0

Add Copy of Object center  

Create Group  

Delete Object ray

Delete Object center

## Chevron Snowflake




Create Variable ray number ▾ 6

Create Variable length ▾ 35




Create Variable thickness ▾ 3


Create Variable distance ▾ 10




Create New Object center ▾


Add    < Sides ray number Radius 6 Inner Radius(%) 0.5 H thickness

Create New Object chevron ▾



Add    < W 12 L 12 H thickness edge 0 Edge Steps 10

Rotate around Axis z ▾ by 45 Degrees from Pivot 

Add    < W 12 L 12 H thickness edge 0 Edge Steps 10

Rotate around Axis z ▾ by 45 Degrees from Pivot 

Move: X: 3 Y: 0 Z: 0

Create Group  

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Create New Object ray
Add [red cube] [white circle] [grey sphere] < W length L 2 H thickness edge 0 Edge Steps 10
Move: X: length / 2 Y: 0 Z: 0
Repeat 3 Times
  Add [red cube] [white circle] [grey sphere] < W 6 L 6 H thickness edge 0 Edge Steps 10
  Rotate around Axis z by 45 Degrees from Pivot
  Move: X: distance Y: 0 Z: 0
  Change distance by 11
Set distance to 10
Repeat 3 Times
  Add [red cube] [white circle] [grey sphere] < W 2 L 2 H thickness edge 0 Edge Steps 10
  Rotate around Axis z by 45 Degrees from Pivot
  Move: X: distance Y: 0 Z: 0
  Change distance by 11
Add Copy of Object chevron
Move: X: length - 4 Y: 0 Z: 0
Add Copy of Object chevron
Move: X: length / 2 + 3 Y: 0 Z: 0
Create Group
Delete Object chevron

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Create New Object pattern
Count with i from 0 to ray number by 1
Do
  Add Copy of Object ray
  Rotate around Axis z by i * 360 / ray number Degrees from Pivot X: 0 Y: 0 Z: 0
Add Copy of Object center
Create Group
Delete Object ray
Delete Object center

```