

MASTER MODEL



PART MODELS



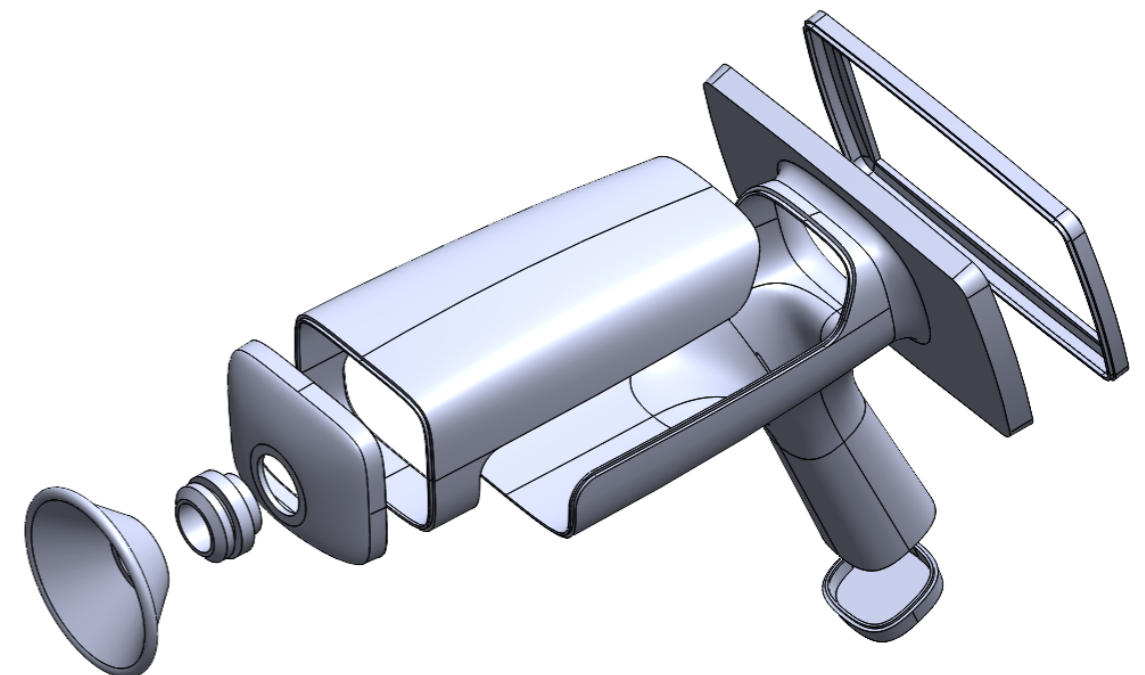
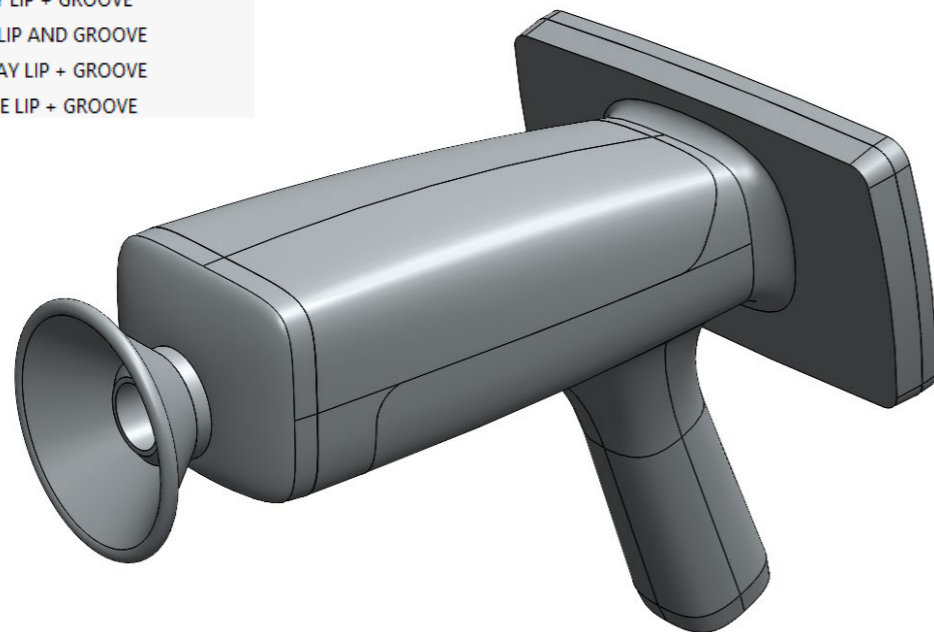
ASSEMBLY MODEL

- HANDLE FORM
 - HANDLE
 - HANDLE TRANSITION
- SCREEN BODY
 - SCREEN PLANE
 - CAMERA FRAME PROFILE EXTRUDE
 - SCREEN TRANSITION
 - SCREEN FACIA ARRAY
- LENS ARRAY
 - LENS HOUSING BASE EXTRUDE
 - LENS HOUSING PLANE
 - LENS FACIA PLANAR SURFACE
 - LENS HOUSING TRANSIATIONAL LOFT
 - LENS INNER PROFILE SPLIT
 - LENS FRAME
 - EYE SHROUD
- KNIT + SHELL + SPLITS
 - FULL BODY KNIT
 - FULL BODY SHELL
 - Surface-Offset1
 - (-) SPLIT PROFILE
 - Surface-Trim1
 - Thicken1
 - Thicken2
 - Body-Move/Copy1
 - CASING SPLIT
- LIP AND GROOVE
 - LENS ARRAY LIP + GROOVE
 - MAIN BODY LIP AND GROOVE
 - SCREEN ARRAY LIP + GROOVE
 - HANDLE BASE LIP + GROOVE

- REFERENCE GEOMETRY
- BODY FORM
- HANDLE FORM
- SCREEN BODY
- LENS ARRAY
- KNIT + SHELL + SPLITS
- LIP AND GROOVE



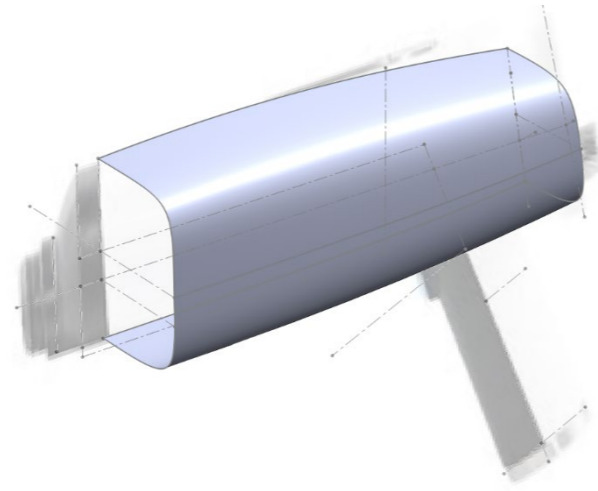
- (f) 01 FUNDUS CAMERA - MASTER MODEL-PART A CASING<1> -> (Default<<Default>_Display State 1>)
- (-) 02 FUNDUS CAMERA - MASTER MODEL-PART B CASING<1> -> (Default<<Default>_Display State 1>)
- (-) 03 FUNDUS CAMERA - MASTER MODEL-SCREEN FACIA<1> -> (Default<<Default>_Display State 1>)
- (-) 04 FUNDUS CAMERA - MASTER MODEL-HANDLE END CAP<1> -> (Default<<Default>_Display State 1>)
- (-) 05 FUNDUS CAMERA - MASTER MODEL-LENS ARRAY COVER<1> -> (Default<<Default>_Display State 1>)
- (-) 06 FUNDUS CAMERA - MASTER MODEL-LENS FRAME<1> -> (Default<<Default>_Display State 1>)
- (-) 07 FUNDUS CAMERA - MASTER MODEL-EYE SHROUD<1> -> (Default<<Default>_Display State 1>)



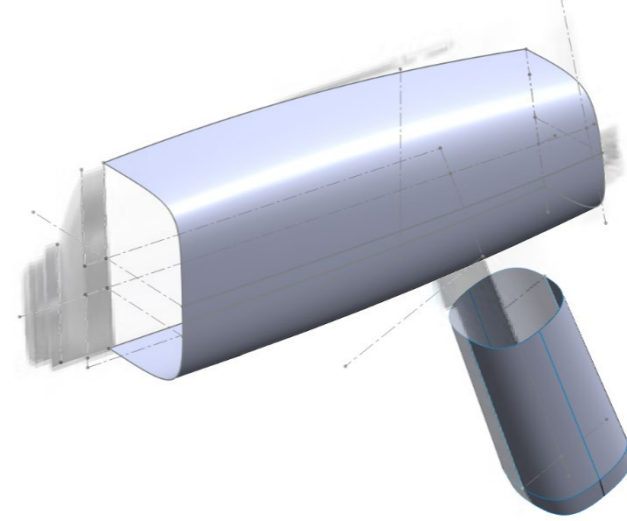
00 REFERENCE GEOMETRY



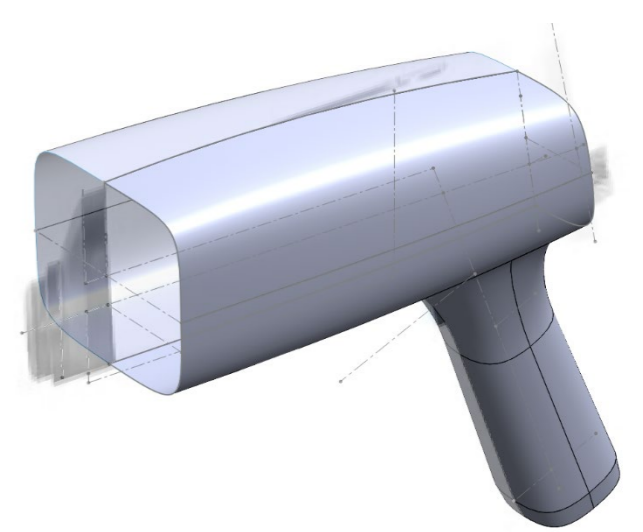
01 BODY FORM LOFT



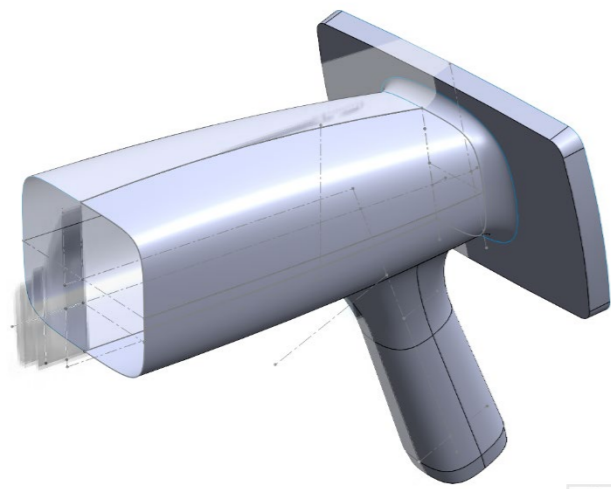
02a HANDLE STEM + HANDLE BASE



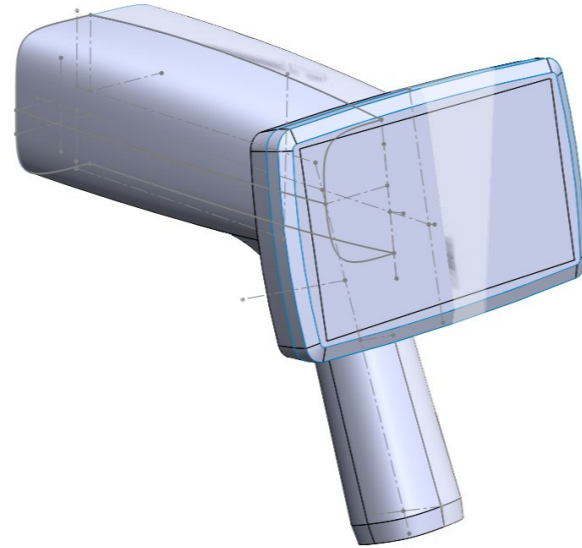
02b HANDLE STEM CAP



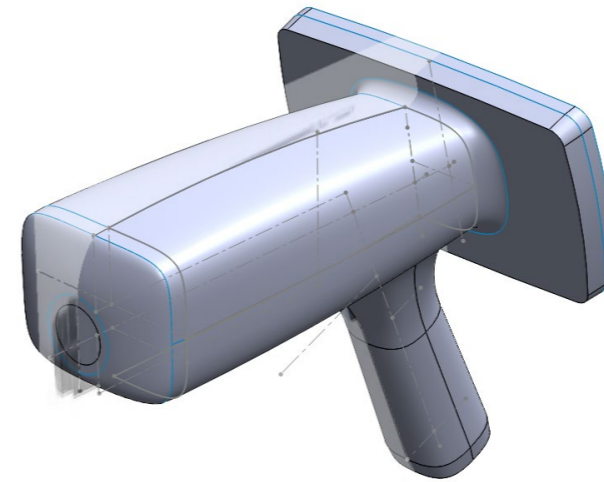
04a BODY – SCREEN BODY + TRANSITION



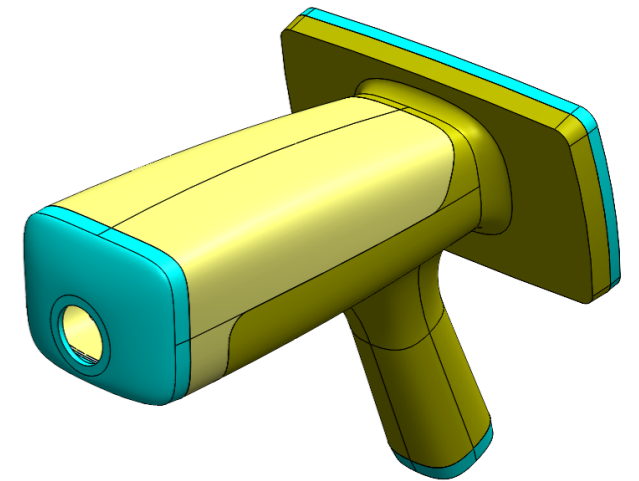
04b SCREEN FACIA ARRAY



05 LENSE HOUSING BODY



06 KNIT-SPLIT-SHELL



07 LIP + GROOVE

