

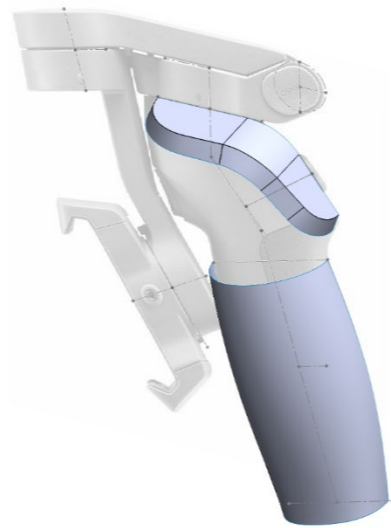
01 REFERENCE GEOMETRY



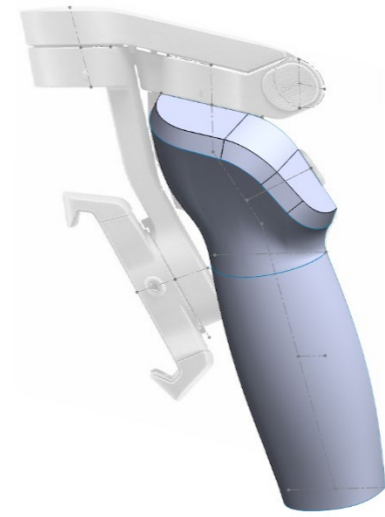
02 HANDLE CAP



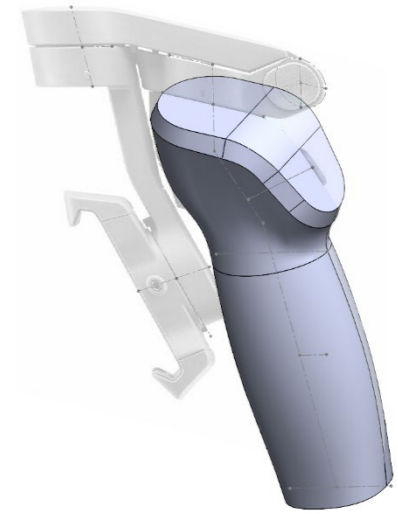
03 HANDLE STEM



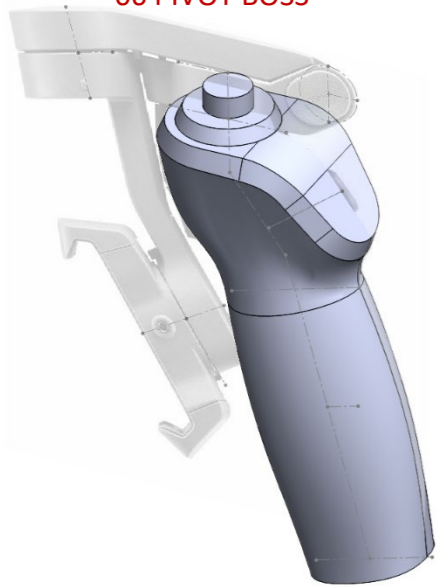
04 HANDLE TRANSITION



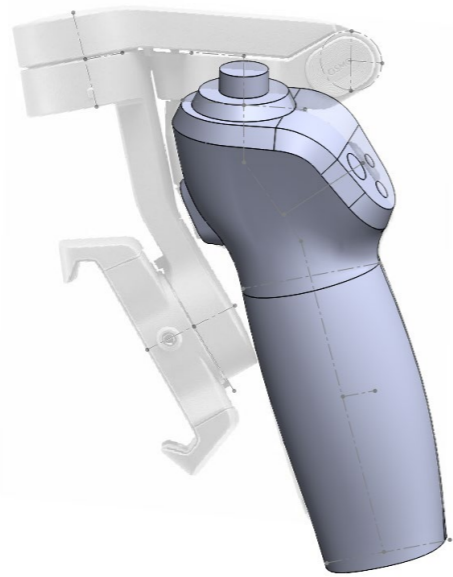
05 HANDLE KNIT



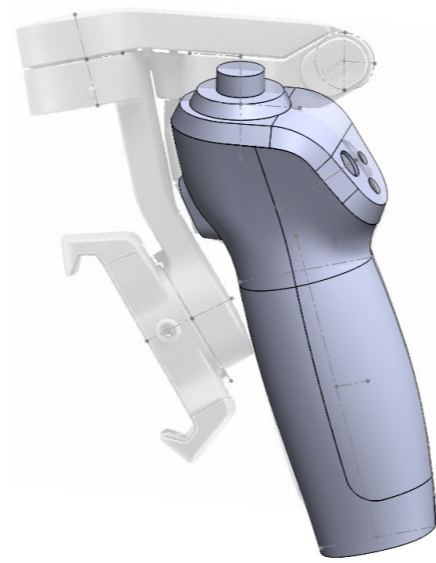
06 PIVOT BOSS



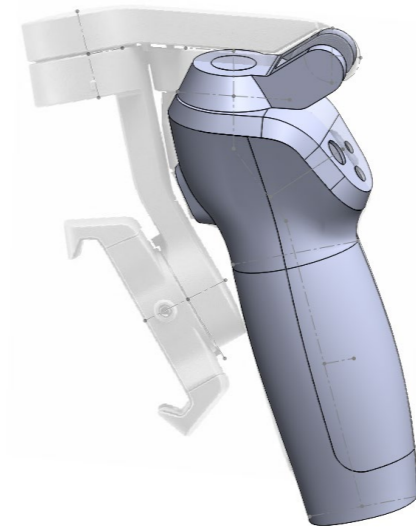
07 BUTTON ARRAY



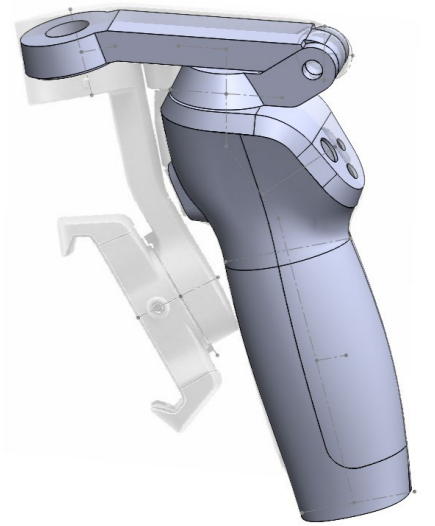
08 SHELL + SPLITS



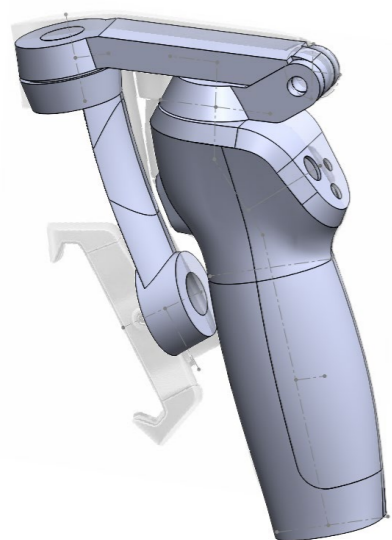
09 PIVOT ARMATURE



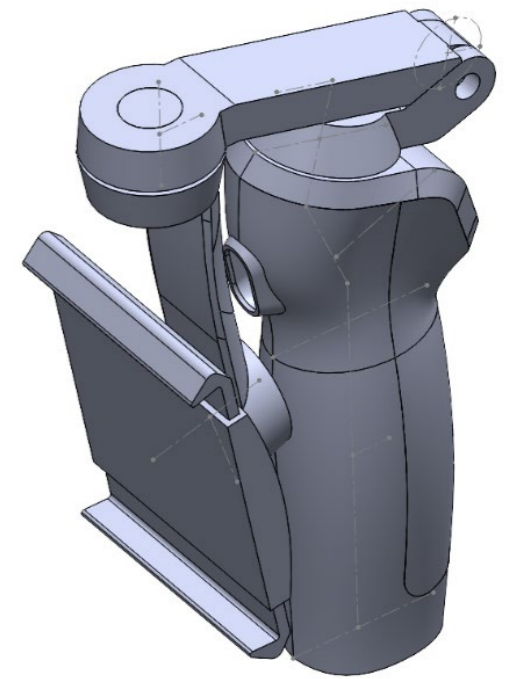
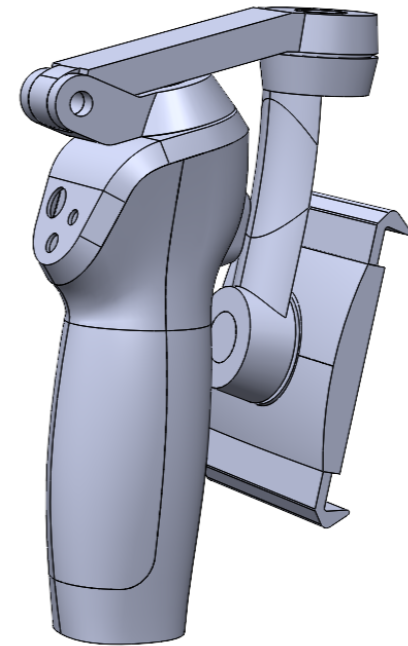
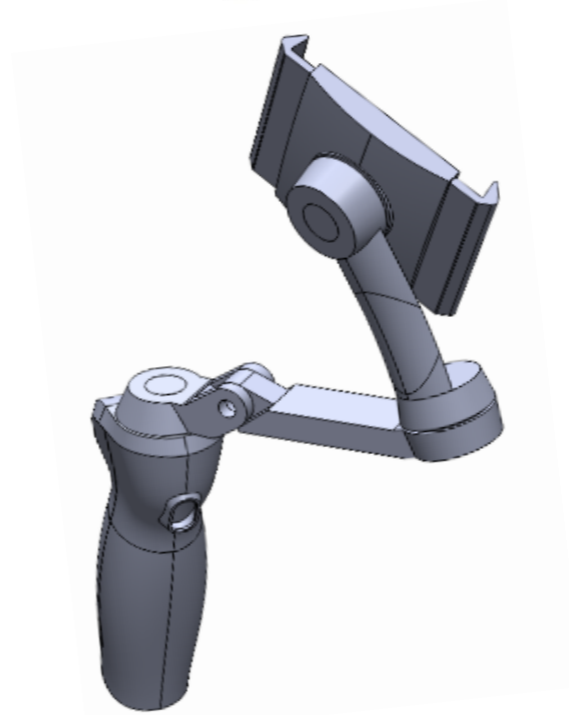
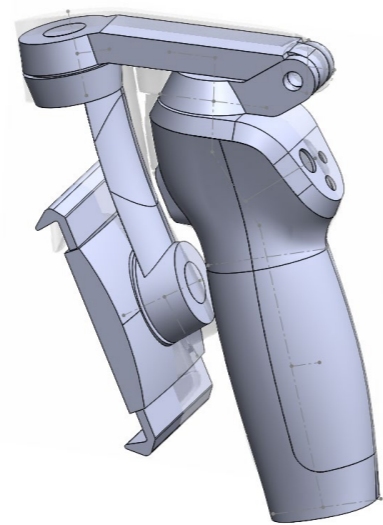
10 BOOM



11 CAMERA ARMATURE



12 CAMERA GRIP



MASTER MODEL

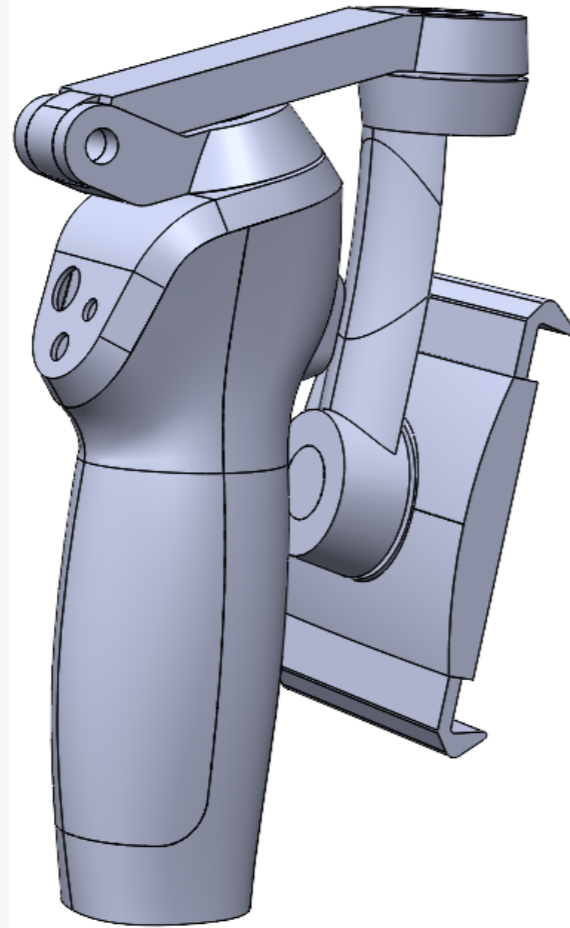


PART MODELS

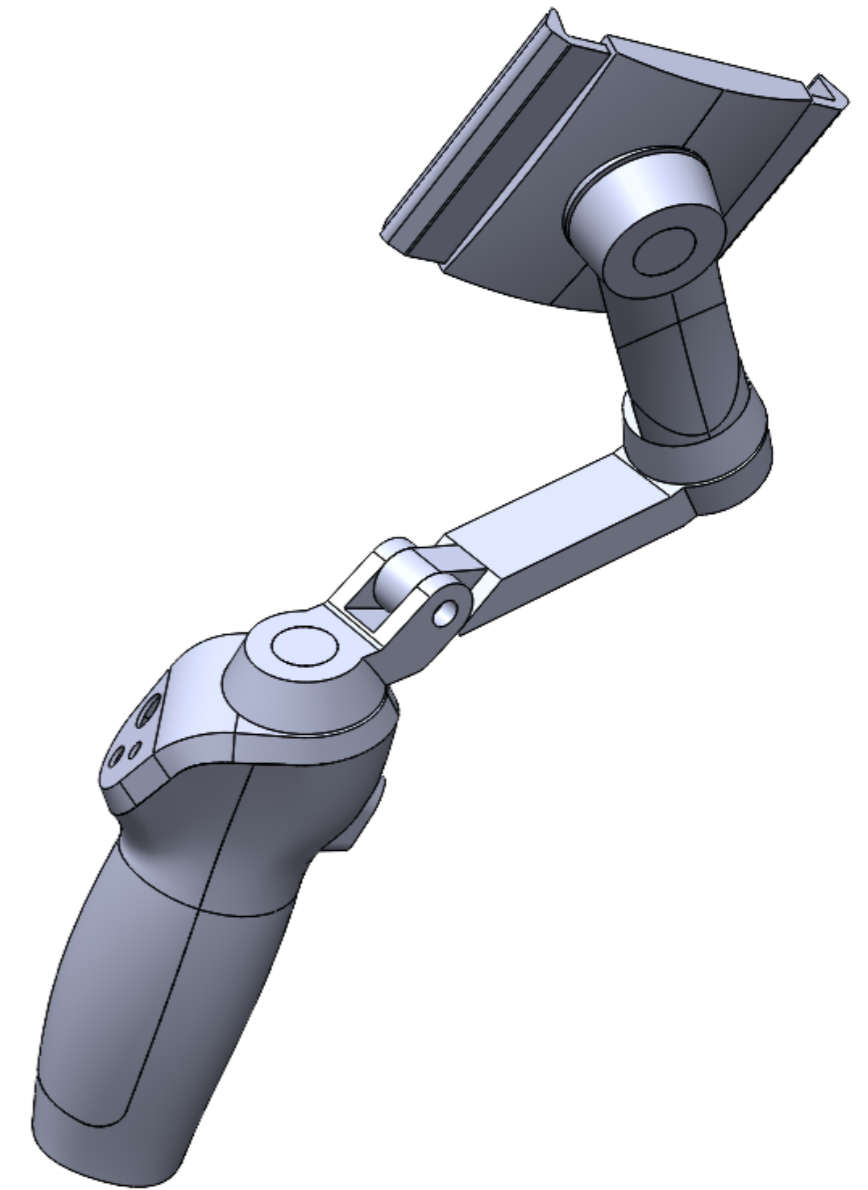


ASSEMBLY MODEL

- ▶ REFEERENCE GEOMETRY
- ▶ HANDLE
- ▶ PIVOT BOSS ARRAY
 - ▶ PIVOT MOUNTING BOSS
 - ▶ HEAD CAP PIVOT
- ▶ BUTTON ARRAY
 - ▶ INDEX FINGER BUTTON
 - ▶ CONTROL BUTTONS ARRAY
- ▶ SHELL + SPLIT
 - ▶ (-) BODY SPLIT PROFILE
 - ▶ Shell2
 - ▶ BODY SPLIT
- ▶ BASE ARMATURE
 - ▶ ARMATURE PIVOT BOSS
 - ▶ ARMATURE BRACKET
 - ▶ ARMATURE BRACKET JOINT RECESS
- ▶ BOOM
 - ▶ BOOM EXTRUDE
 - ▶ BOOM JOINT EXTRUDE CUT
 - ▶ PIVOT HEAD BOOM SOCKET
 - ▶ PIVOT BOOM JOINT CUT EXTRUDE
 - ▶ BOOM HEAD REVOLVE
 - ▶ Combine1
 - ▶ BOOM HEAD SOCKET
 - ▶ BOOM - PIVOT HEAD SOCKET
- ▶ CAMERA ARMATURE
 - ▶ Revolve4
 - ▶ (-) BOOM REFERENCE GEOMETRY
 - ▶ CAMERA ARMATURE BOOM
 - ▶ CAMERA ARMATURE HEAD PIVOT
 - ▶ CAMERA ARMATURE BOOM FILLET
 - ▶ CAMERA ARMATURE HEAD PIVOT SOCKET
 - ▶ CAMERA ARMATURE TRANSITION PIVOT
- ▶ CAMERA GRIP
 - ▶ Revolve6
 - ▶ Boss-Extrude5



- ▶ REFEERENCE GEOMETRY
- ▶ HANDLE
- ▶ PIVOT BOSS ARRAY
- ▶ BUTTON ARRAY
- ▶ SHELL + SPLIT
- ▶ BASE ARMATURE
- ▶ BOOM
- ▶ CAMERA ARMATURE
- ▶ CAMERA GRIP



- ▶ (f) BODY CAP<2> -> (Default<<Default>_Display State 1>)
- ▶ (-) BOOM<2> -> (Default<<Default>_Display State 1>)
- ▶ (-) CAMERA ARMATURE<2> -> (Default<<Default>_Display State 1>)
- ▶ (-) CAMERA GRIP<2> -> (Default<<Default>_Display State 1>)
- ▶ FRONT BODY<2> -> (Default<<Default>_Display State 1>)
- ▶ (-) PIVOT ARAMATURE<2> -> (Default<<Default>_Display State 1>)
- ▶ REAR BODY<2> -> (Default<<Default>_Display State 1>)
- ▶ (-) GRIP FEATURES<1> -> (Default<<Default>_Display State 1>)
- ▶ Mates