Outline for Thermal Desktop Workshop

1. Using Github
   1. Download Github Desktop
   2. Sign up
   3. Pull main repository
2. Thermal Desktop UI
   1. RCRESETTOOLBARS
   2. Nodes
      1. Increase model detail
      2. Double click surface to edit
3. Creating Surfaces
   1. Punch in first coordinate (#,#,# ENTER)
   2. Next two coordinates to create rest of surface
      1. Using @ after setting first coordinate uses relative dimensioning from initial coordinate [First Coordinate is (1,1,1), then using (@ 1,1,0) creates second point at (2,2,1)
      2. Top/Out is determined from righthand rule with the first two vectors as the two lines coming out of origin