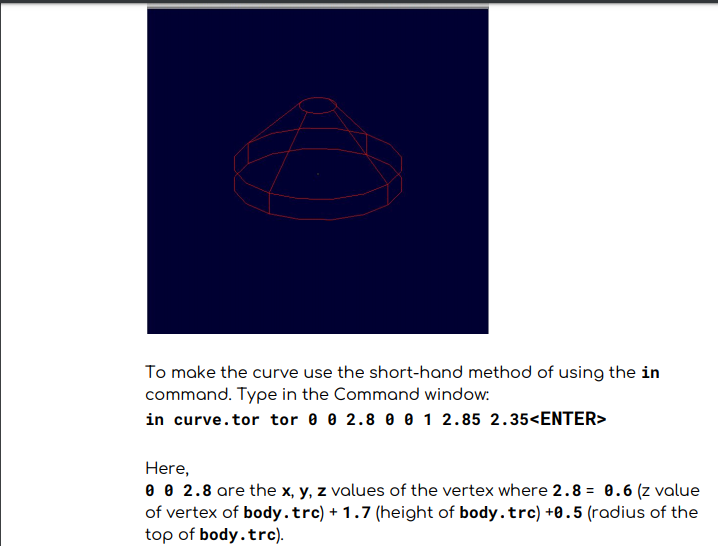
To be frank the instructions are very user friendly for a beginner like me as this is the first time I ever hear of GCI and first time of all the organizations listed on GCI including BRL-CAD ! Nevertheless I was stuck at some parts and so I would want to elaborate on those.

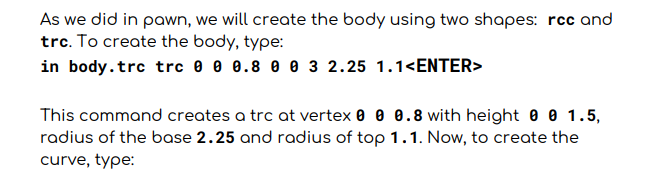
**Measurements**

The measurement are explained well in some parts but not at all in others. For e.g

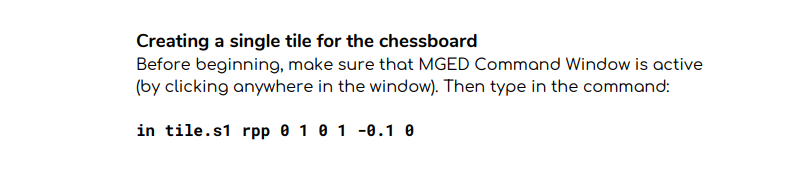
The following doesn't explain why the z vertex has to be the sum of body.trc, height of body.trc and radius of body.trc.



And on page 15/49 I think that there is an error or I am mistaken...



It clearly states 0 0 3 but after which it says height 1.5?? I also didn't fully understand the vertexes in the making a chessboard

tutorial as shown below...( the -0.1 part)

**Other Problems and things to improve**

In the beginning after typing in the first command i.e

"mged>in base.rcc rc

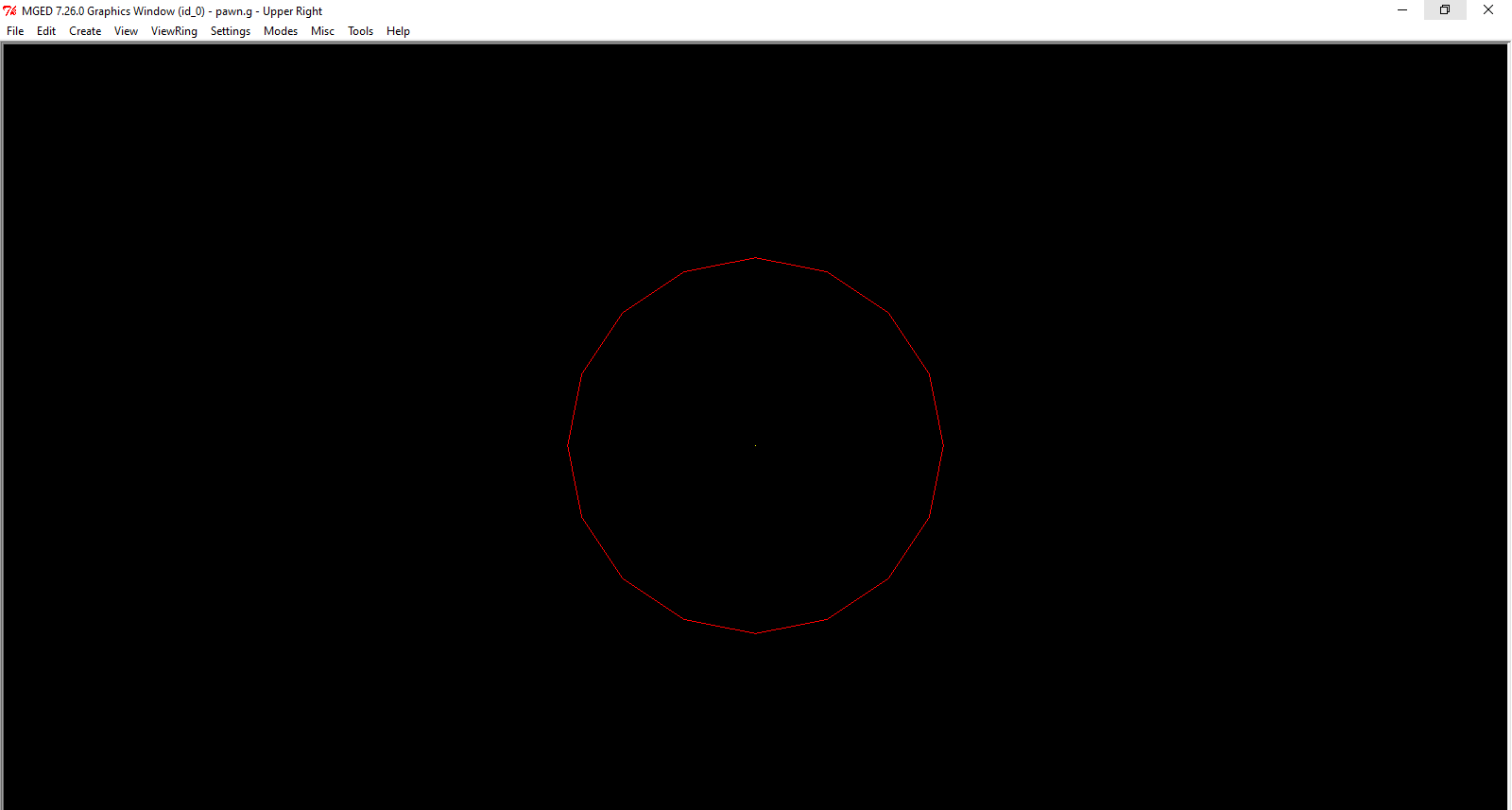
Enter X, Y, Z of vertex: 0 0 0

Enter X, Y, Z of height (H) vector: 0 0 0.6

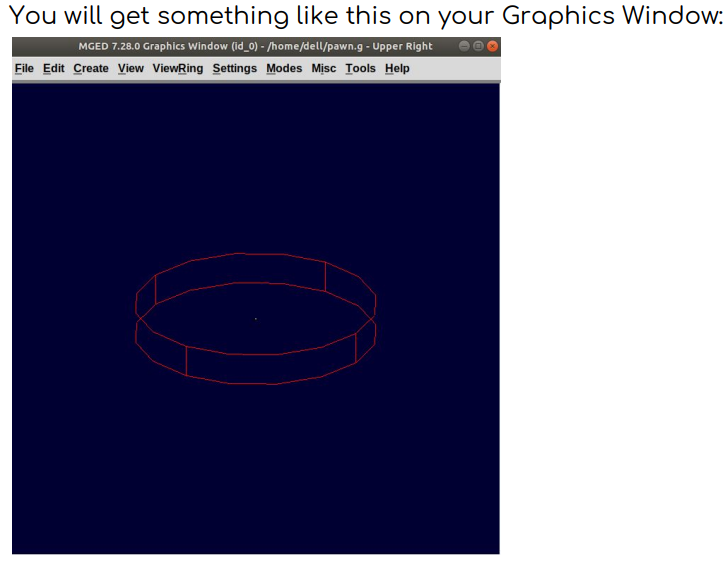
Enter radius: 2.25

Base.rcc"

I think the person should be told that you have to change the view in the graphics window to see what the tutorial shows because when I was starting out this what I got after typing the above command and I got the following



**instead of...**



and I was confused for a while after which I played around and found out I was in a wrong view! and only then I got it.

And I think its also worth mention you can play around with the model with the arrow keys!

I think the command were explained fairly well but one thing I found that could have been elaborated and talked about more is the intersection boolean operator even though it was not used in making the chess tutorial.

Other than all this I encountered no other problem with BRL-CAD :)