How to shape a mould

Once the sail geometry has been defined, you can open a mould to associate it with your geometry. A mould is a non-dimensional sail shape.

Modify the shape

To create a new mould you have to load a generic mould and reshape it.

At this stage you have your geometry and a sail shape.

Now you will do the shape sail adjustments.

Using Outline & Profiles

In the panels Outline and Profiles, the curves are determined as below:

C0 is the maximum camber, p0 the maximum camber position, Cf is the front camber (middle length between 0% and max camber) and Cb is the back camber (middle length between max camber and 100%)
The Outline Panel

- In the Actions toolbar, select Outline.

- Select the Auto apply tick, to instantly see the results of changes in the 3D view.

- Select the Leech button and the Roach button. **Note:** if you selected the leech or the luff, blue points will show the sail’s profile positions with their corresponding twist values.

- Increase or decrease the roach by moving the black points on the white curve or modifying values in the input fields validated by a blue tick. It is the same for the other curves and to modify the twist part of the sail outline curves.
The Profiles Panel

- Now we will see how to modify the profiles of sail sections. In the Actions toolbar, select Profiles and this window appears:

- Select the profile named N°1 in the dropdown list and the Max Camber button. To change the cambers, use the same method as in the Outlines window.

**Notes:** do the same for each profile and for each camber curve. If you change the vertical evolution curve, all profiles will be modified.
Check the shape using broadseams

- In the Action toolbar, select Broadseams.

1. Click on one broadseams value
2. Move this scale to increase the broadseams curve
3. Check the broadseams vertical repartition

4. Select the tab to see the repartition before broadseaming and after broadseaming