

Smoke And Steel

Assembly



**Shot_SmokeStack
1_SAS**



**Shot_SmokeStack
2_SAS**



**Shot_SmokeStack
3_SAS**



**Shot_SmokeStack
4_SAS**



**Shot_SmokeStack
C_SAS**



Shot_SmokeStack_SAS



**Ossuary
Emblem_SAS**



**Ossuary
Platform_1_SAS**



**Ossuary
Platform_2_SAS**



**Ossuary
Platform_3_SAS**



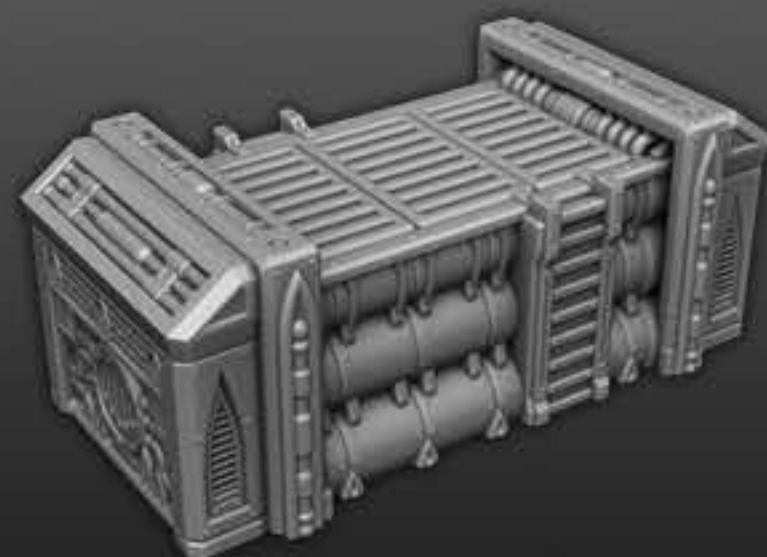
**o1_Ossuary
Platform_4_SAS**



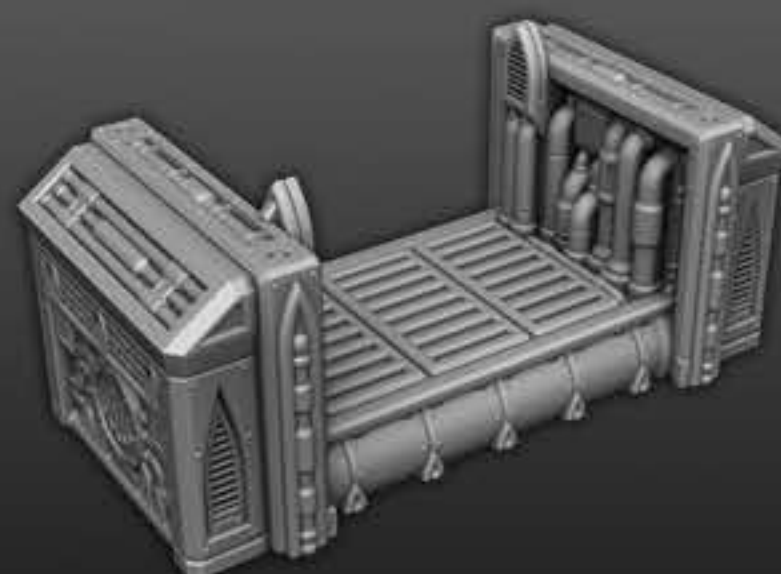
**o1_Cooling
Pipes_SAS**



**o2_Cooling
Pipes_2_SAS**



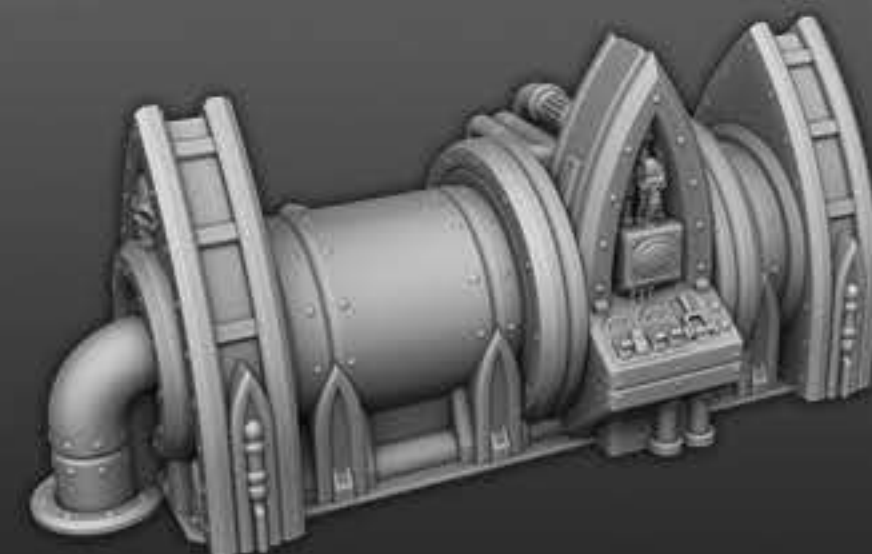
**o2_Cooling
Pipes_SAS**



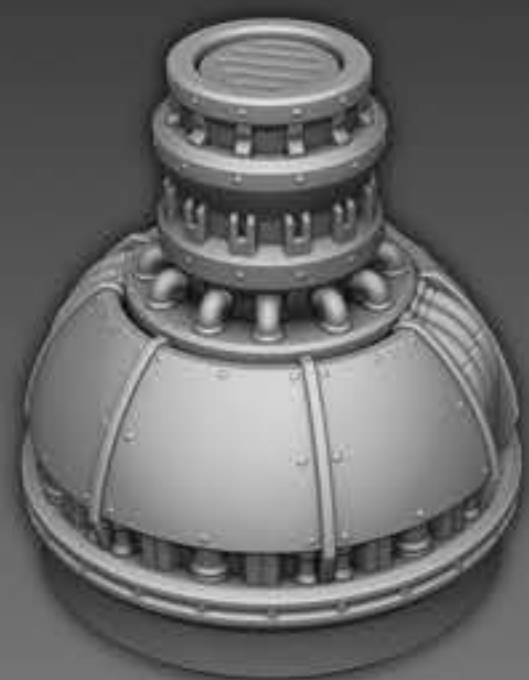
o1_Short_Pipes_SAS



Ossuary_Regulator_SAS



SmokeStack Top_2_SAS



SmokeStack Top_1_SAS



i1_SmokeStack Base_SAS



i2_SmokeStack Base_SAS



i3_SmokeStack Base_SAS



i4_SmokeStack Base_SAS



ci_SmokeStack Base_SAS



SmokeStack Base_SAS



i1_SmokeStack Base_2_SAS



SmokeStack Base_2_SASR



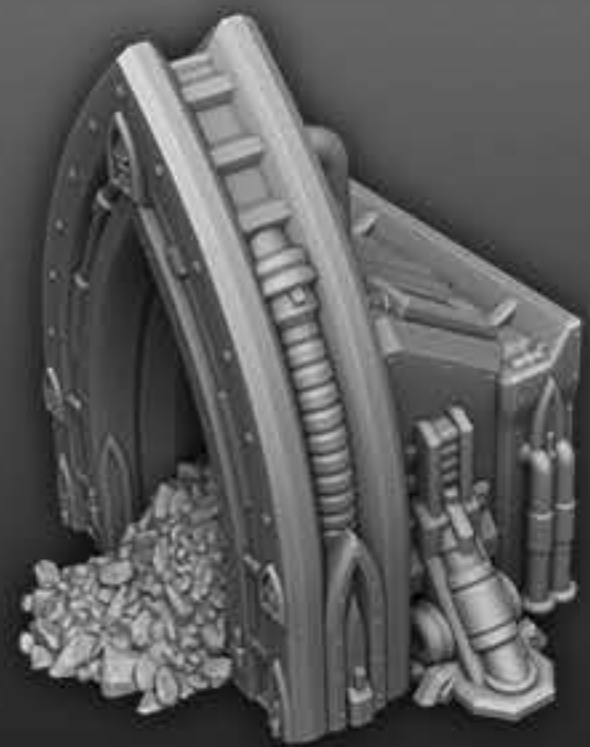
**i1_Shot
SmokeStack_SAS**



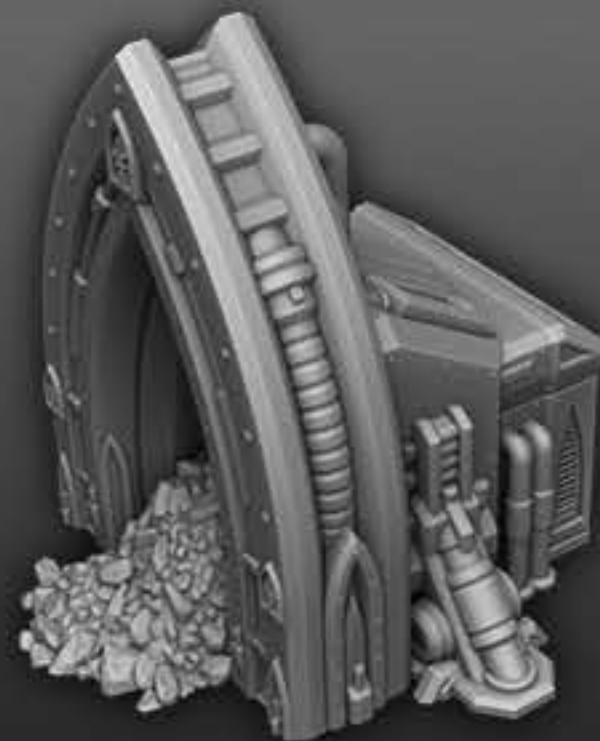
**o1_Shot
SmokeStack_SAS**



i1_Coal_Furnace_SAS



o1_Coal_Furnace_SAS



Inlink_SAS

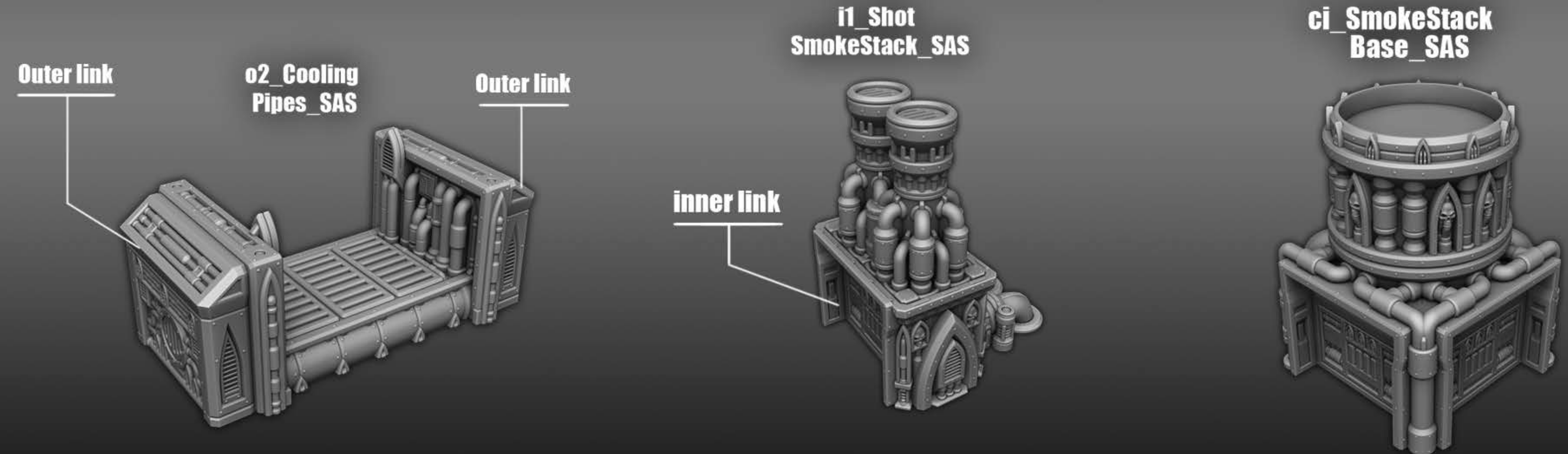


Outlink_SAS



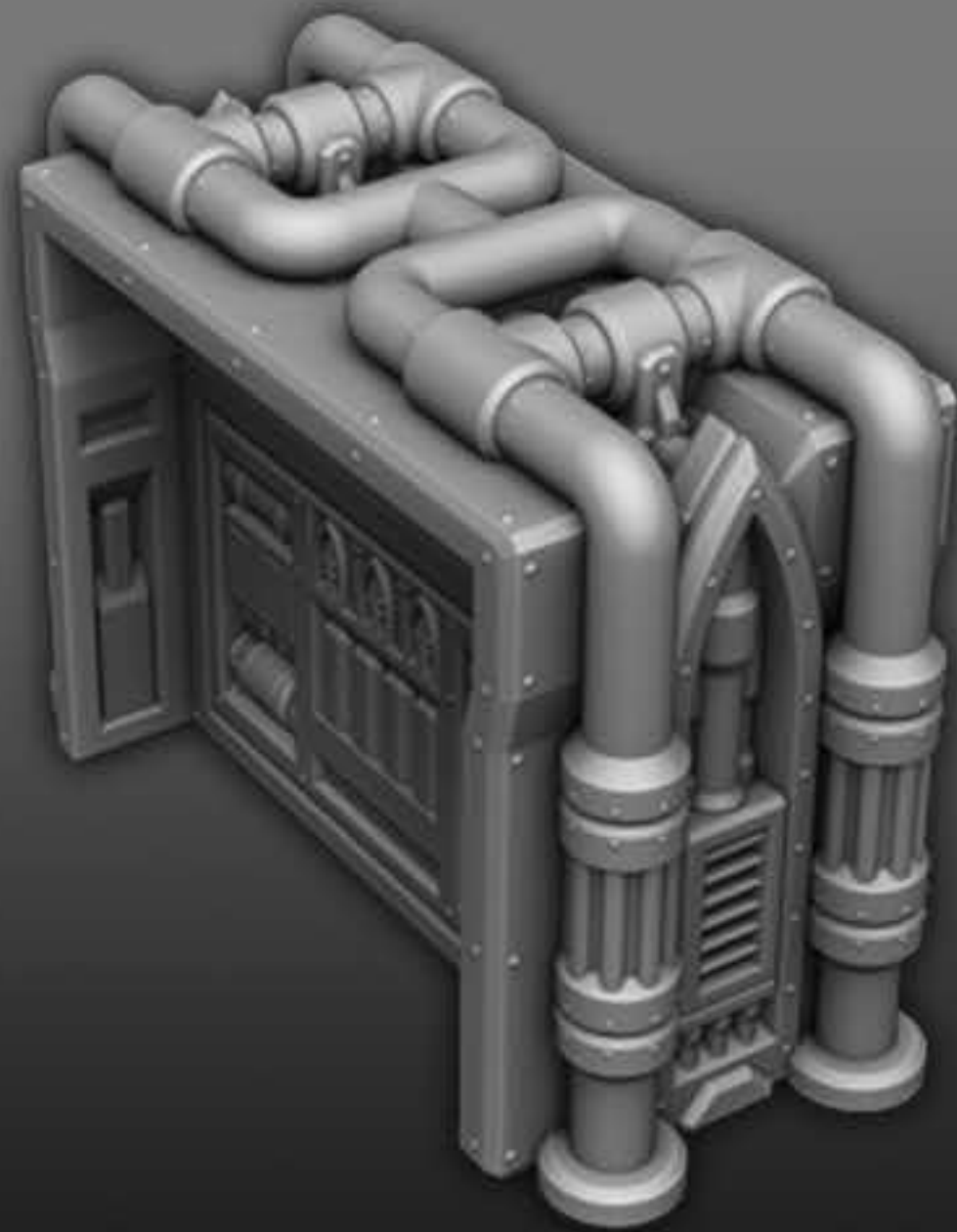
**You'll notice that some models names have i1 or o1 in front of it.
The " i " signifies that the model has a inner link and the " o " signifies that the model is a outer link.
The number after the letter " i " or " o " signifies how many components you can link up.
If you see the letter " c " in front " i " or " o " that model is a corner piece.**

Example



If you want to link up two model but both models have outlinks you can use Inlink_SAS to combine them together. And if you have two models with inner link you can use Outlink_SAS.

Inlink_SAS



Outlink_SAS

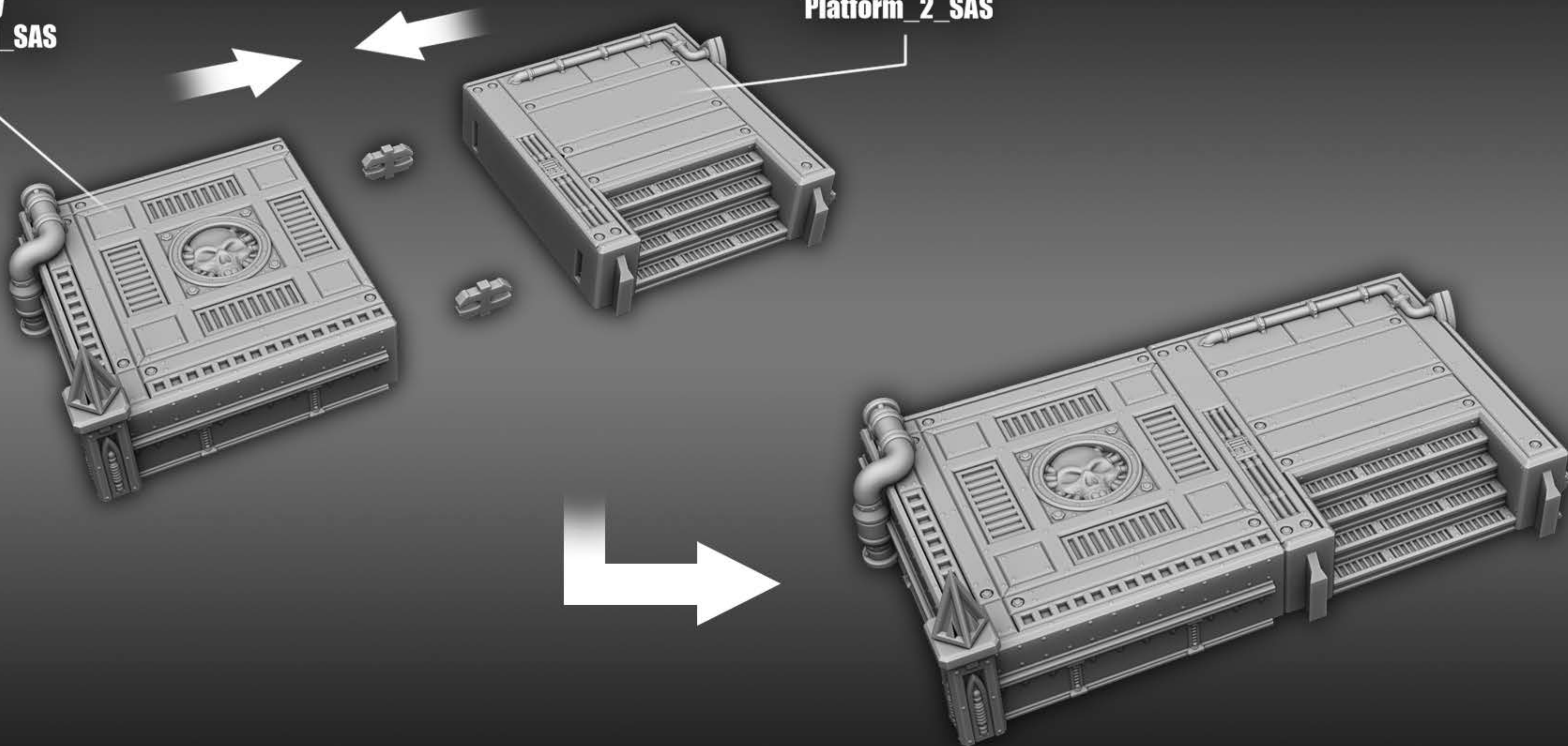


Ossuary Platform Assembly

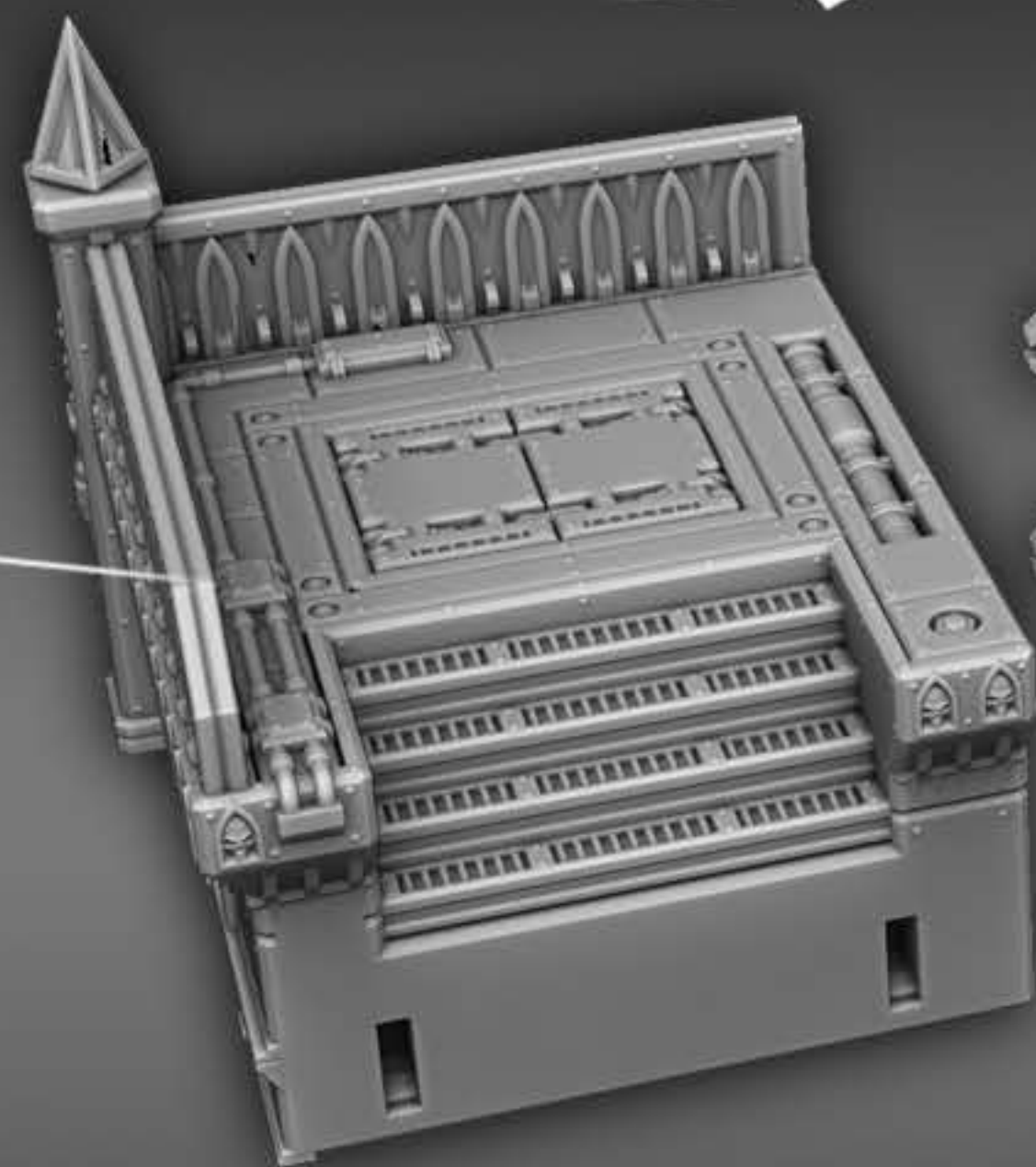


**Ossuary
Platform_1_SAS**

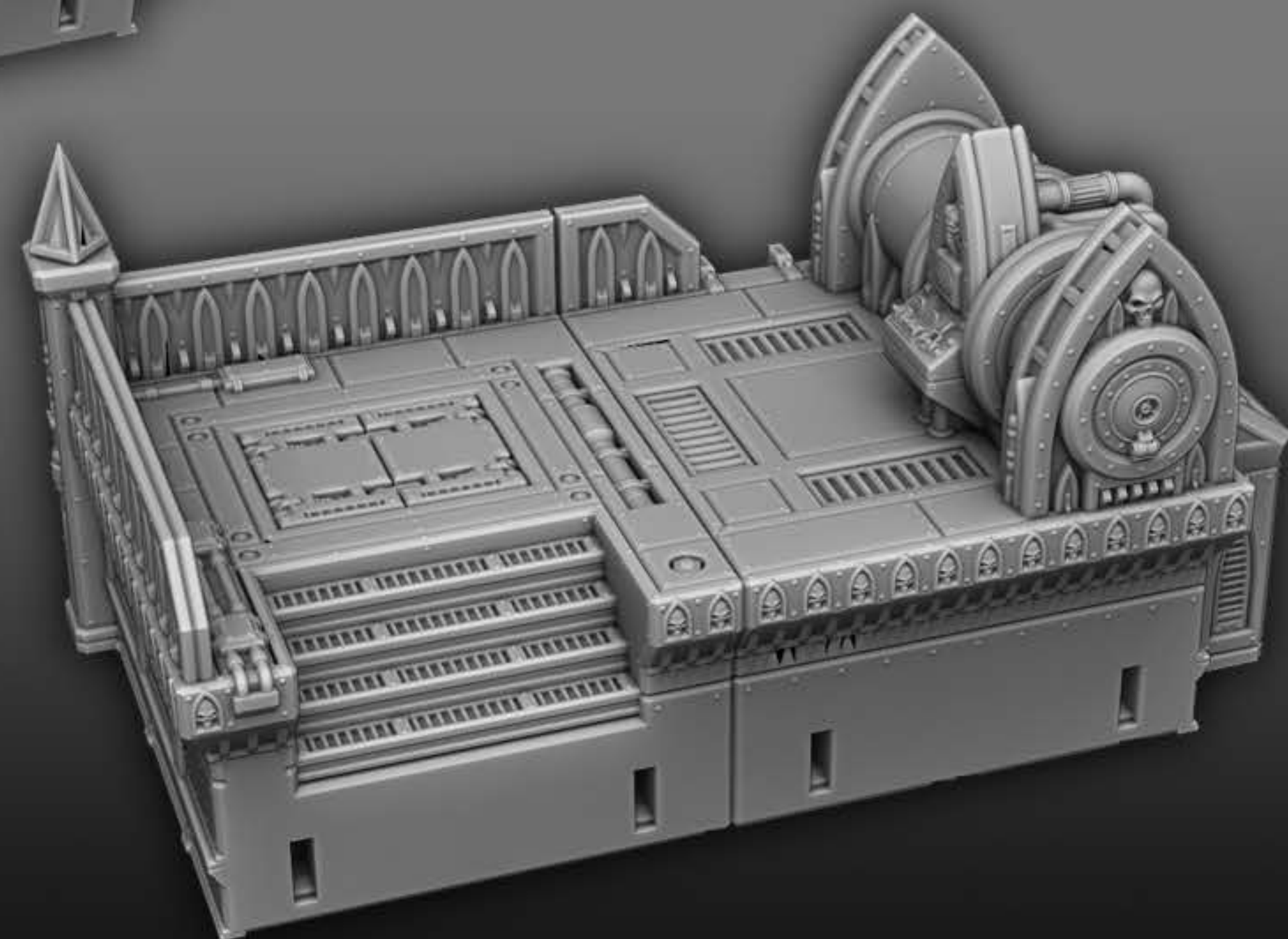
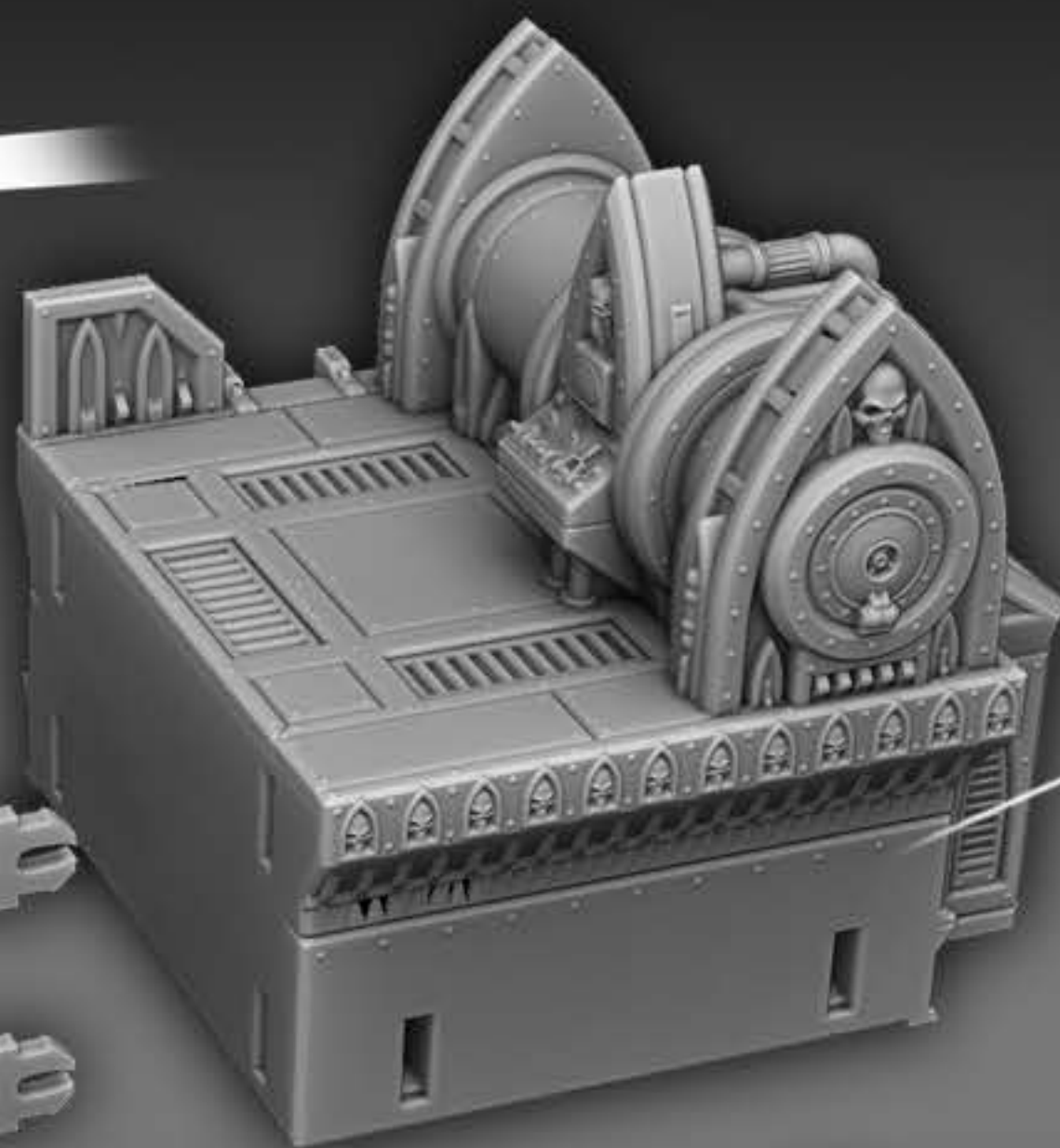
**Ossuary
Platform_2_SAS**



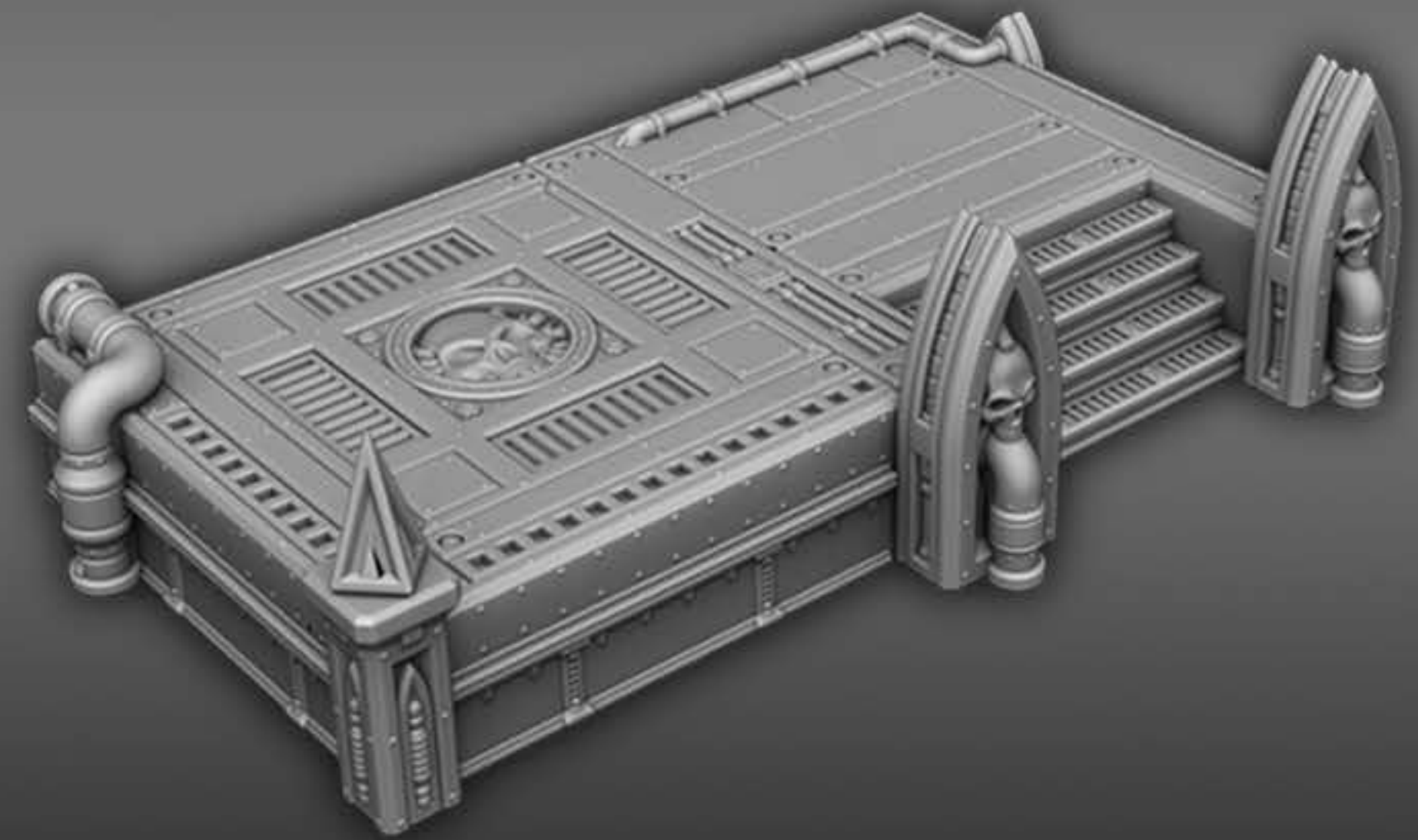
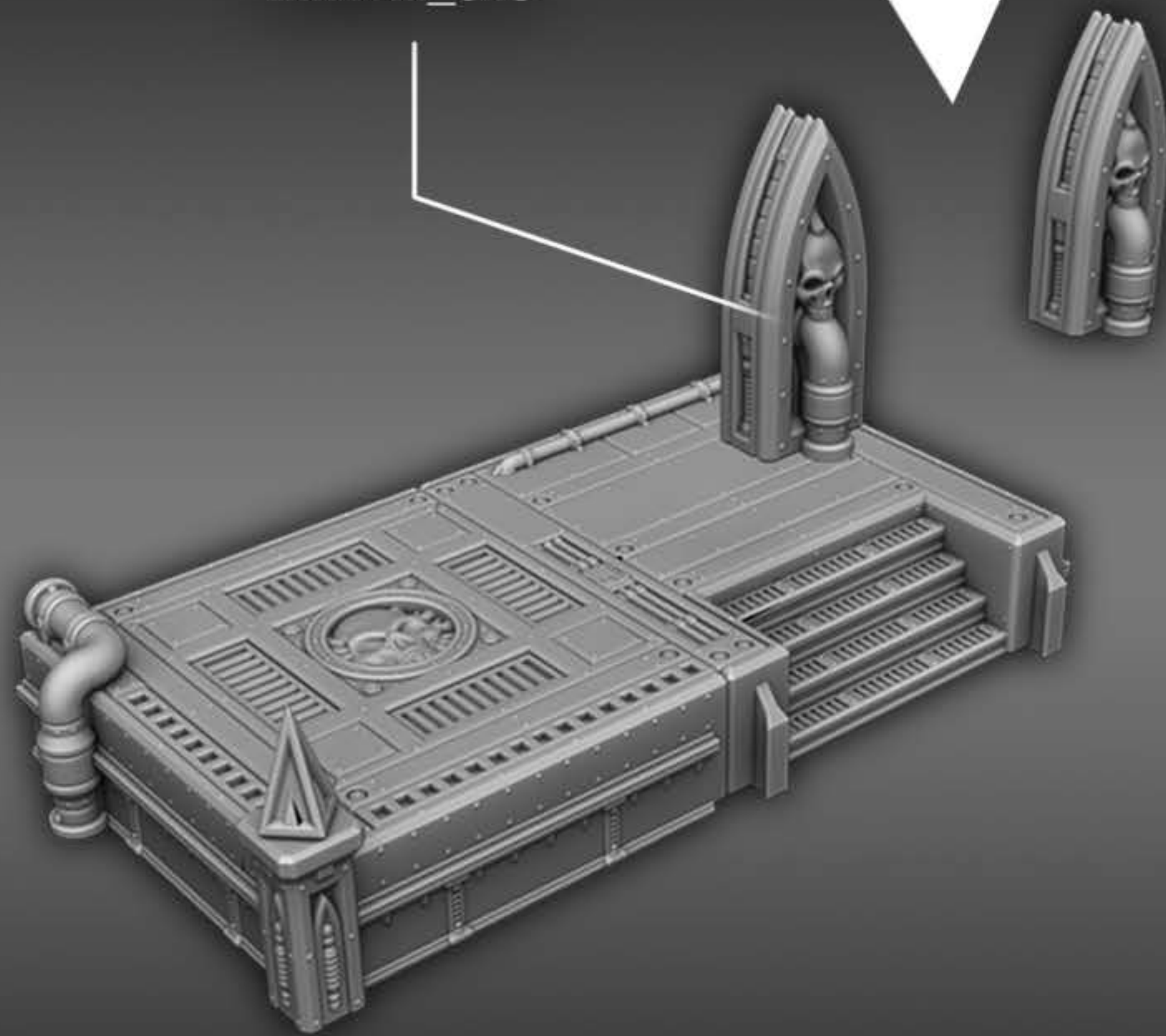
**Ossuary
Platform_3_SAS**

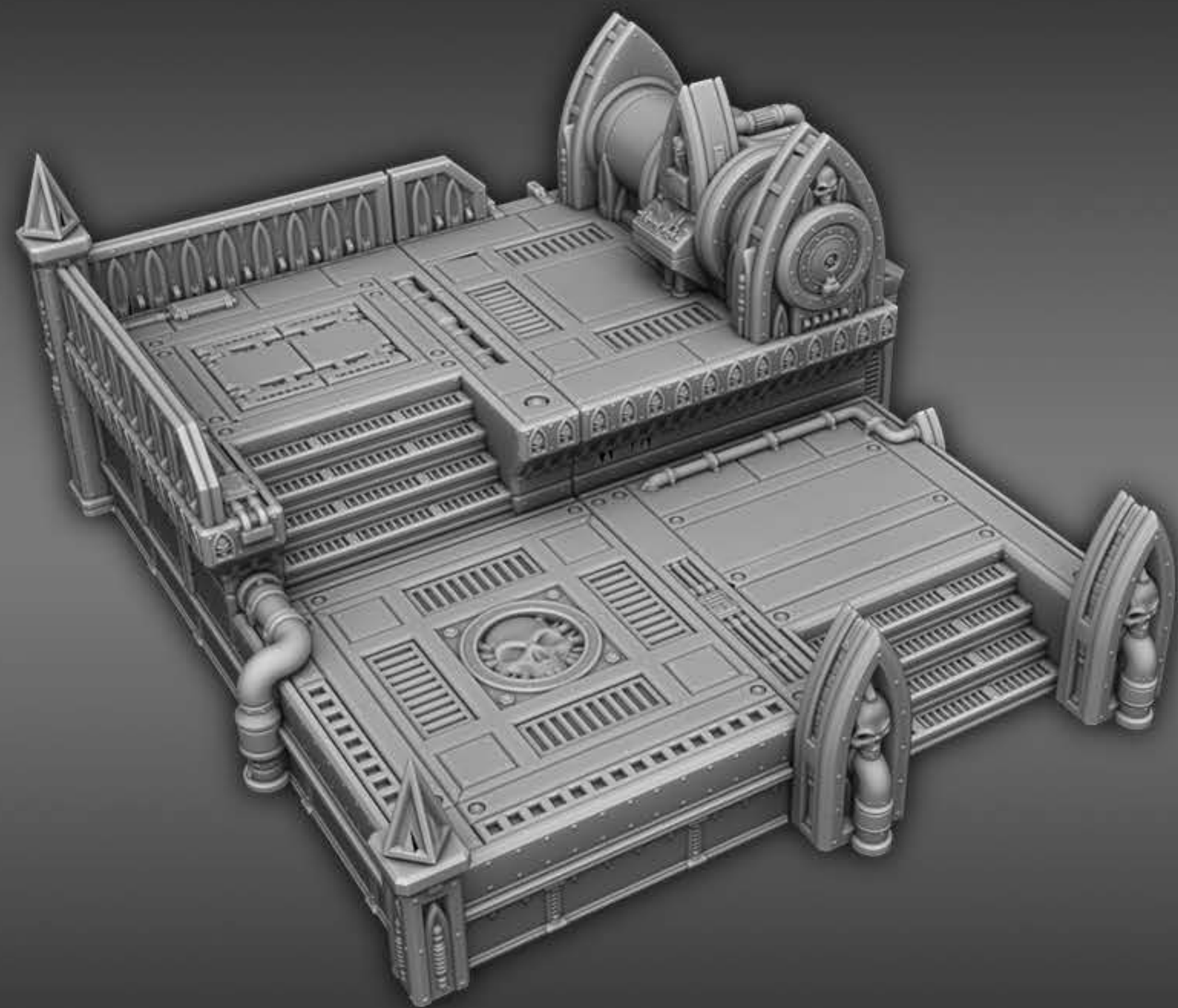
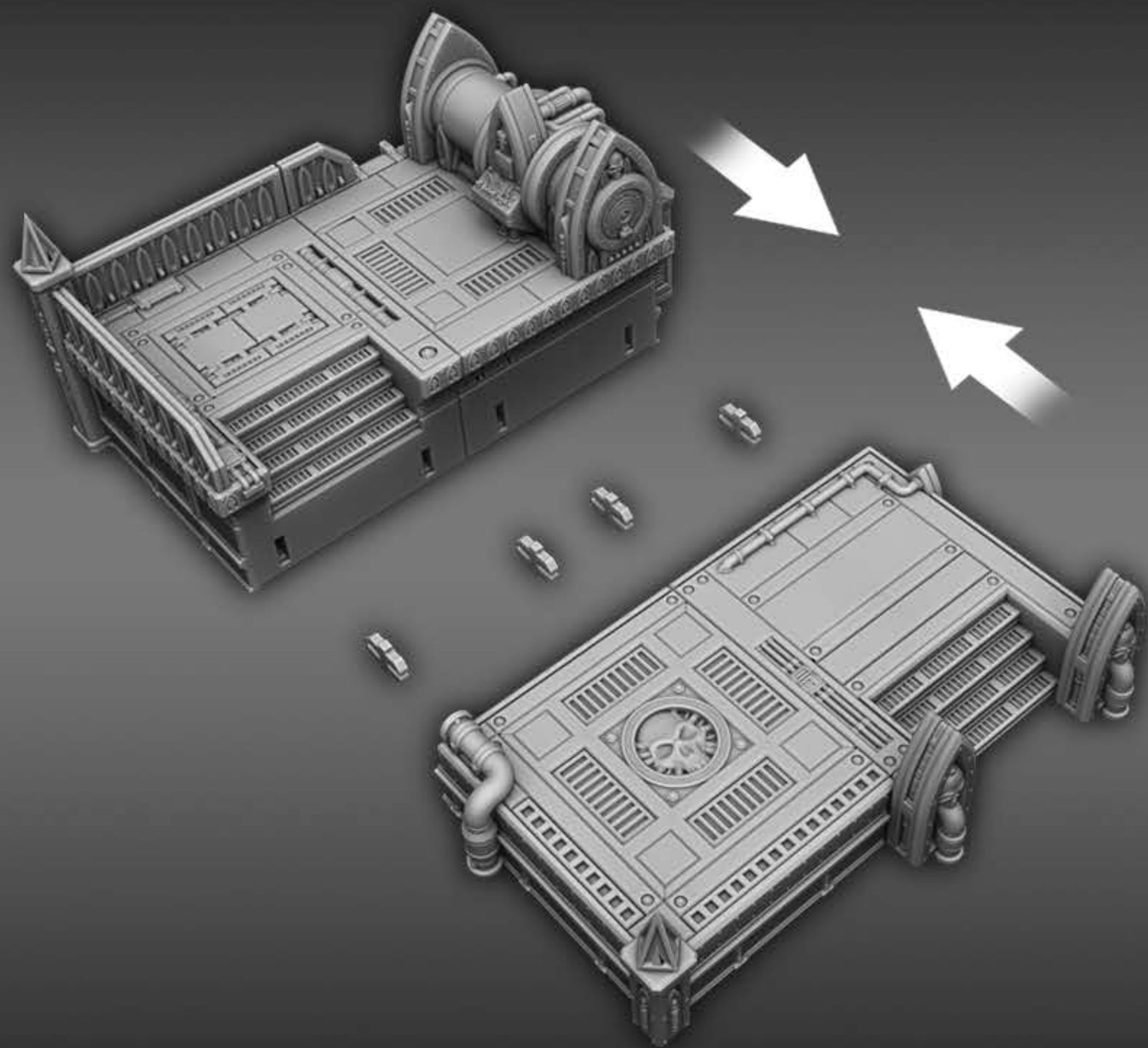


**o1_Ossuary
Platform_4_SAS**

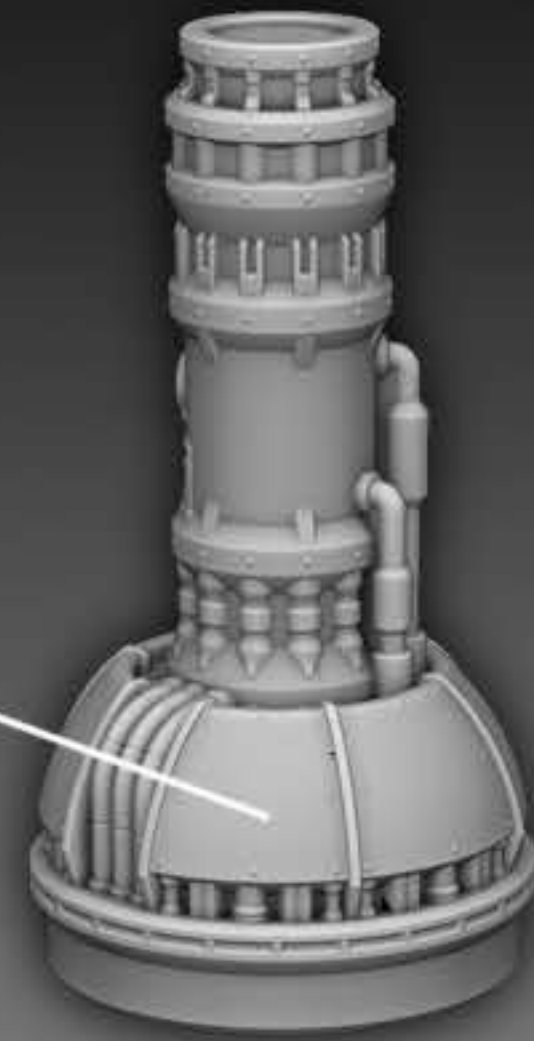


**Ossuary
Emblem_SAS**

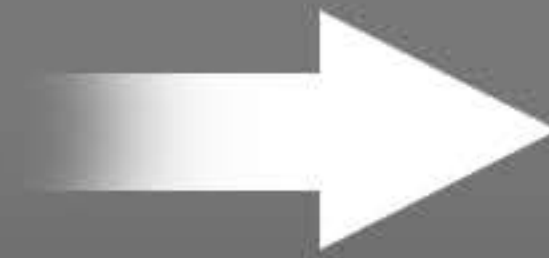
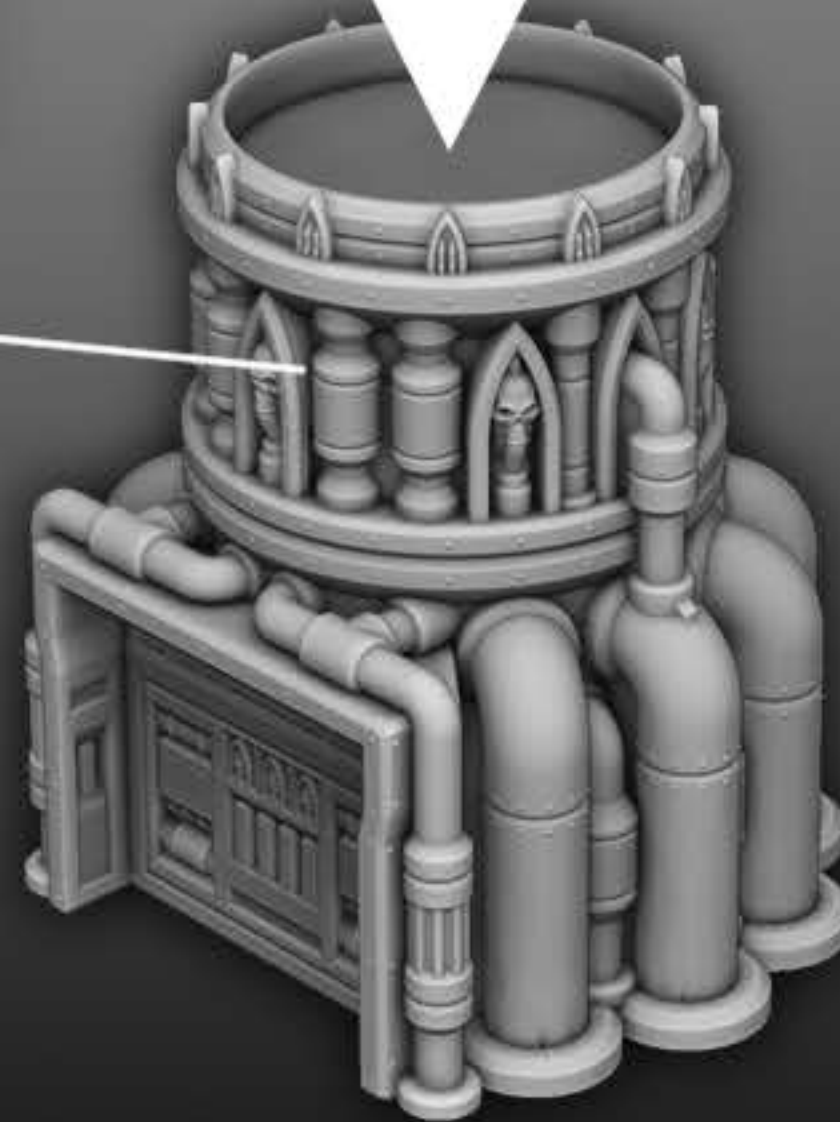


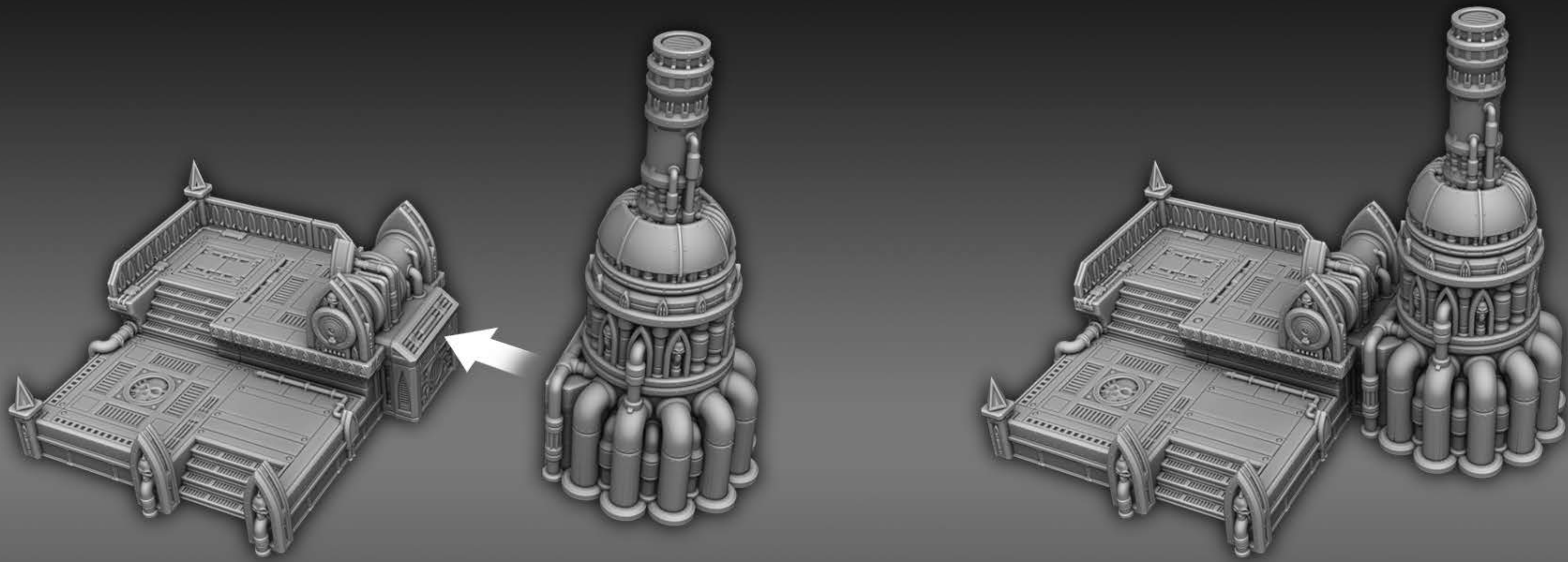


**i1_SmokeStack
Base_SAS**



**SmokeStack
Top_1_SAS**



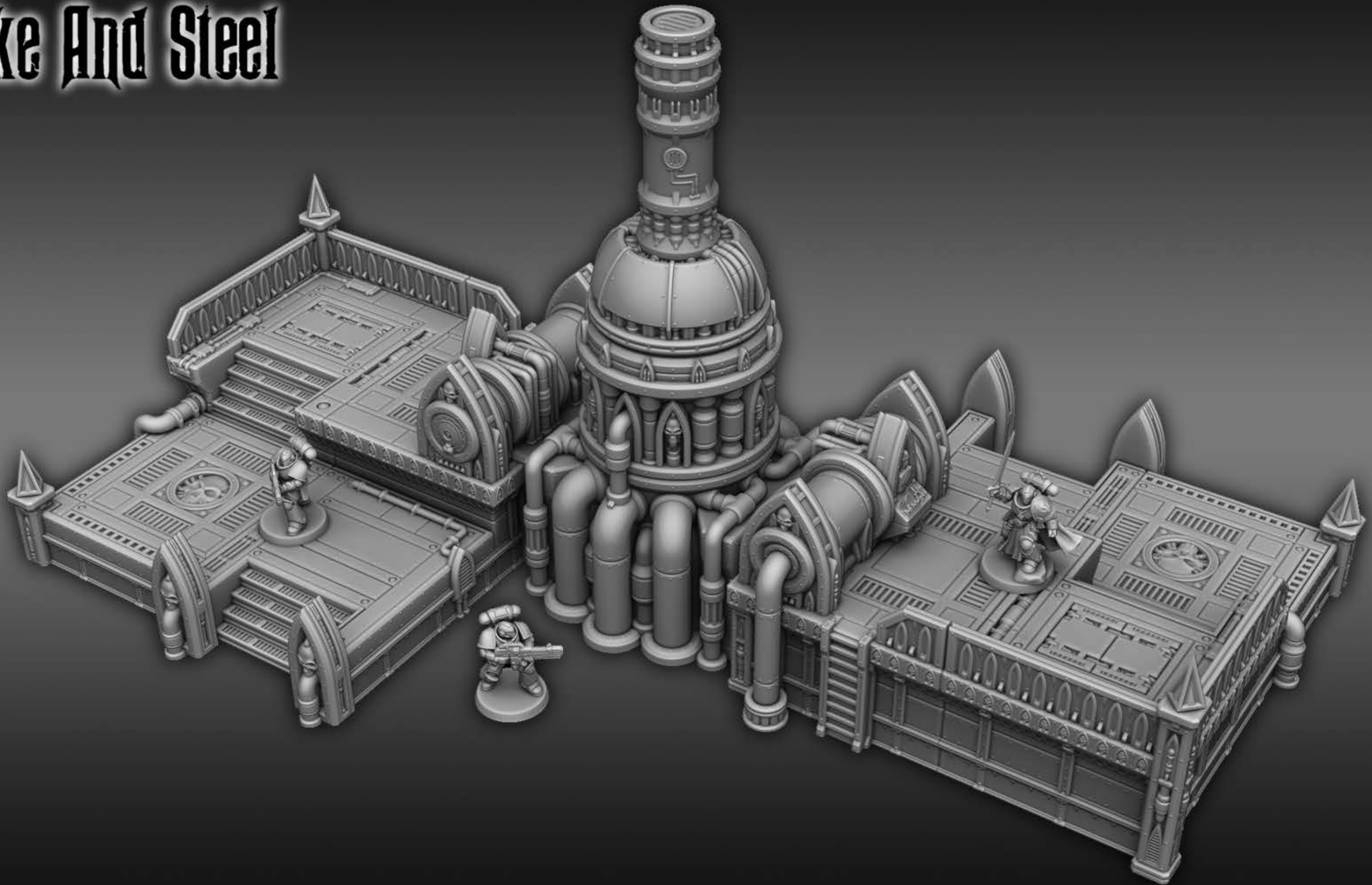


**Now we're going to take a look of what else you could create with
Smoke and Steel.**

Smoke And Steel

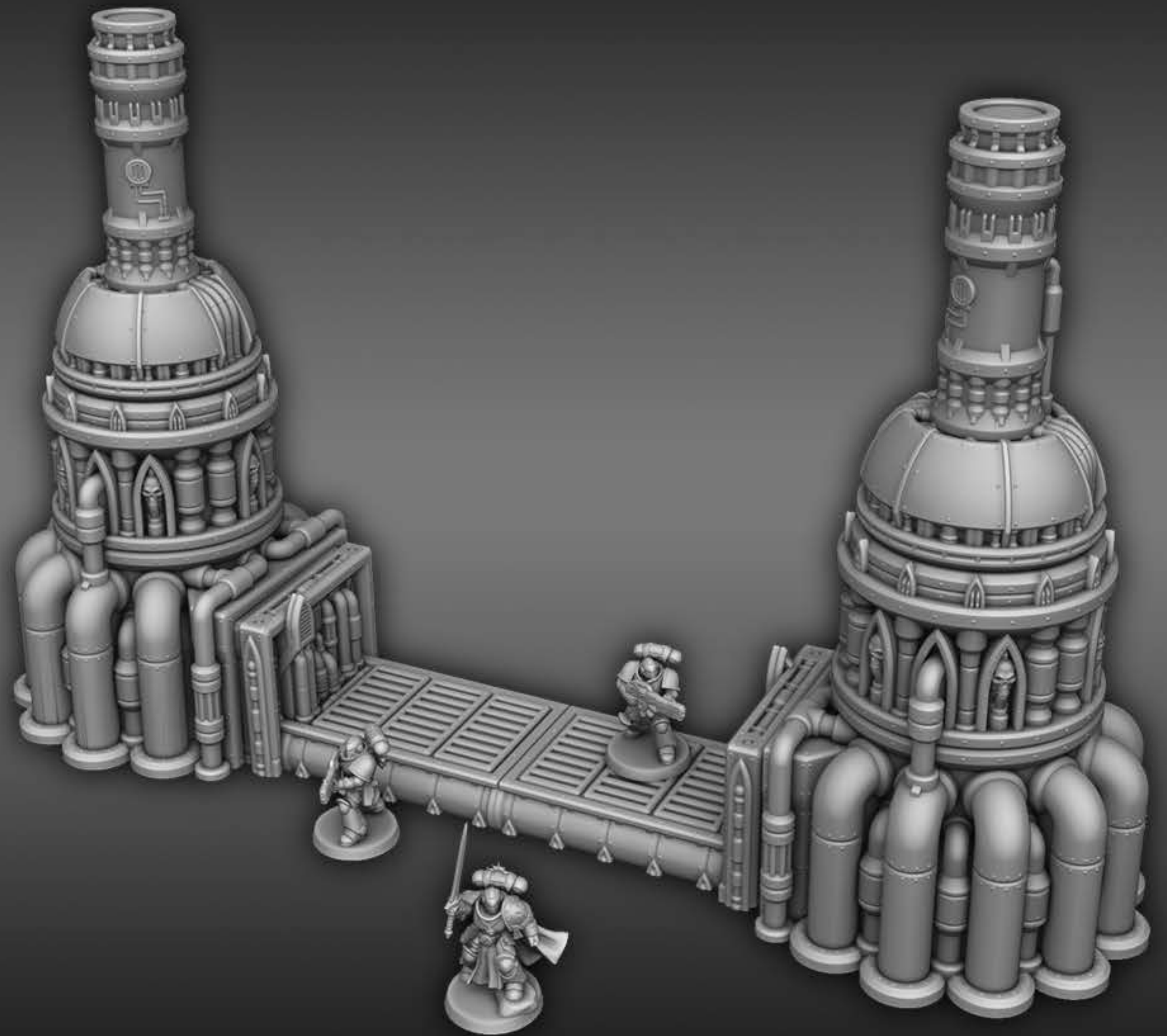
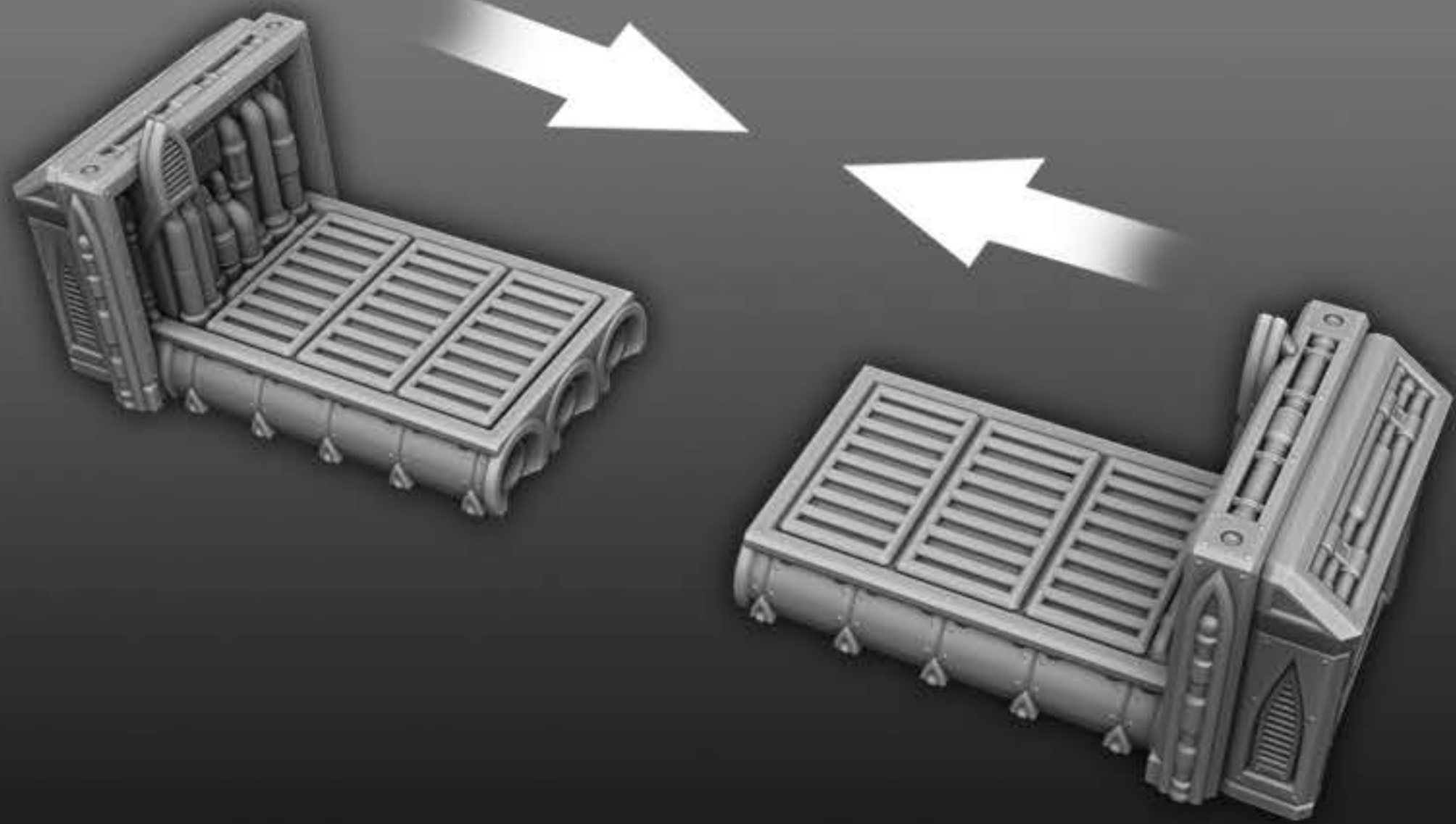


Smoke And Steel



Smoke And Steel

**If you print out two of
“o1_Cooling_Pipes_SAS”
you can combine
them together**



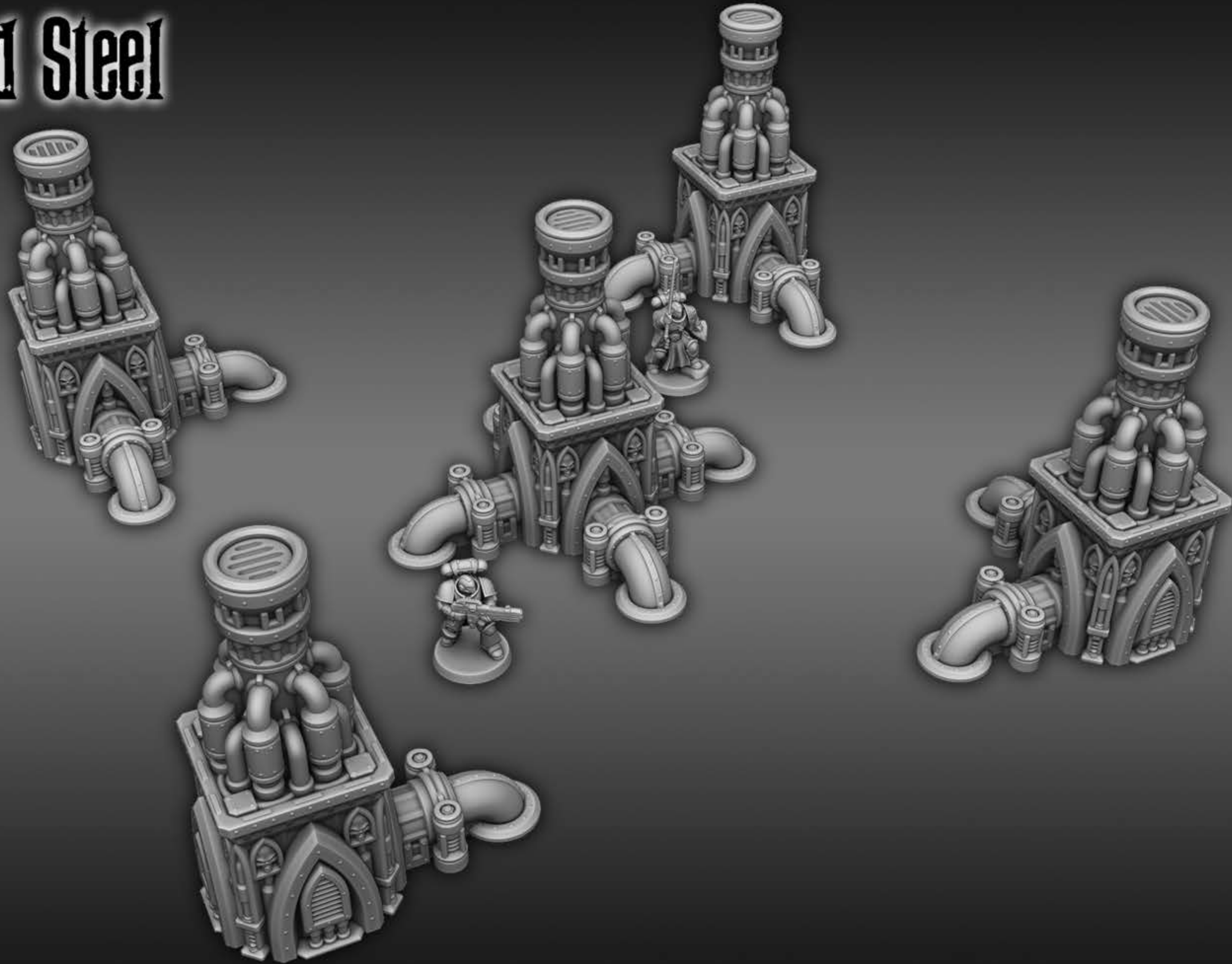
Smoke And Steel



Smoke And Steel



Smoke And Steel



Smoke And Steel



Smoke And Steel

