



A. Sketch.

Step 1. Click File Menu > New, click **Part** and OK.

Step 2. Click **Top Plane**  in the Feature Manager and click **Sketch**  from the Content toolbar, **Fig. 1**.

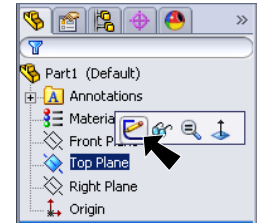


Fig. 1

Step 3. Click **Center Rectangle**  (S) in the **Rectangle flyout**  on the Sketch toolbar.

Step 4. Draw a rectangle starting at Origin , **Fig. 2**.

Step 5. Click **Smart Dimension**  (S) on the Sketch toolbar.

Step 6. Add dimensions as shown in **Fig. 2**.

Step 7. Click Zoom to Fit  (F) on the View toolbar.

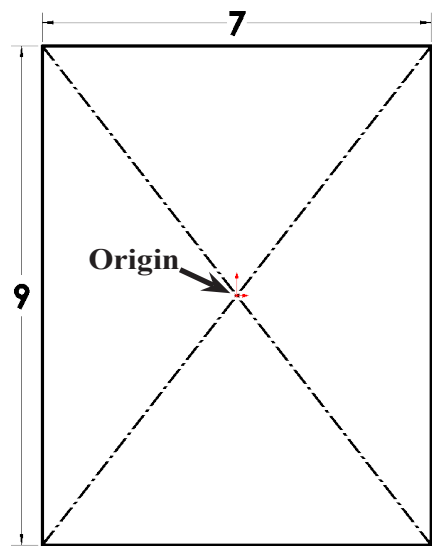


Fig. 2

B. Save as "BOX".



Step 1. Click File Menu > Save As.

Step 2. Key-in **BOX** for filename and press ENTER.

C. Offset Entities.

Step 1. Click **Offset Entities**  on the Sketch toolbar.

Step 2. In the Offset Entities Property Manager set:

- Distance  **.2** **Fig. 3**
- check **Reverse**
- check **Select chain**
- click **Line of rectangle**, **Fig. 4**
- The yellow offset should be inside original rectangle, **Fig. 4**.
- If it is not, uncheck Reverse.
- Click OK .

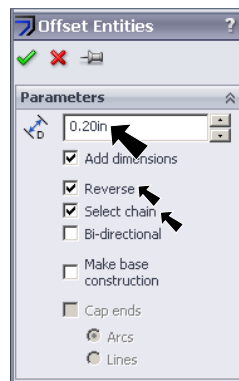


Fig. 3

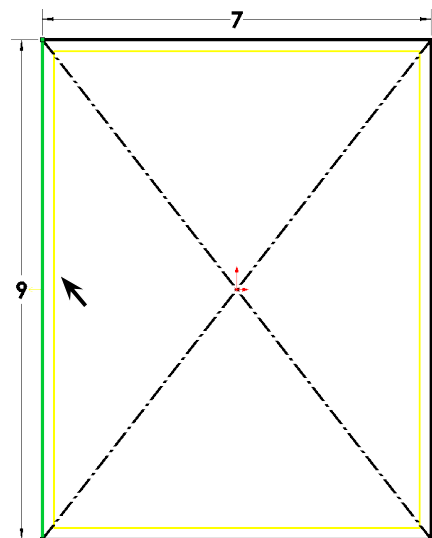
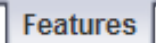
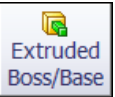


Fig. 4

D. Extrude Box Bottom.

Step 1. Click **Features**  on the Command Manager toolbar.

Step 2. Click **Extruded Boss/Base**  on the Features toolbar.

Step 3. In the Property Manager set:
under Direction 1, **Fig. 5**

Depth  **.2**

under Selected Contours

click **Line of original rectangle** to select outside rectangle,
Fig. 6

click **OK** , **Fig. 7.**

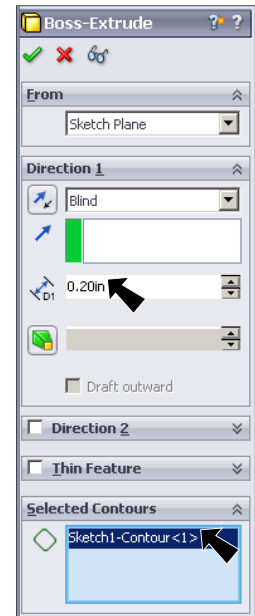


Fig. 5

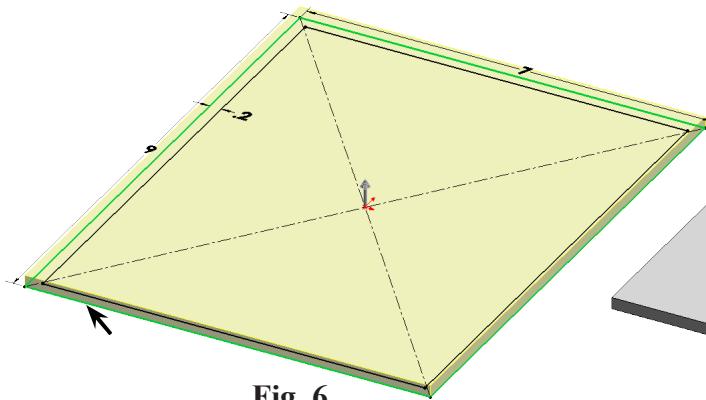


Fig. 6

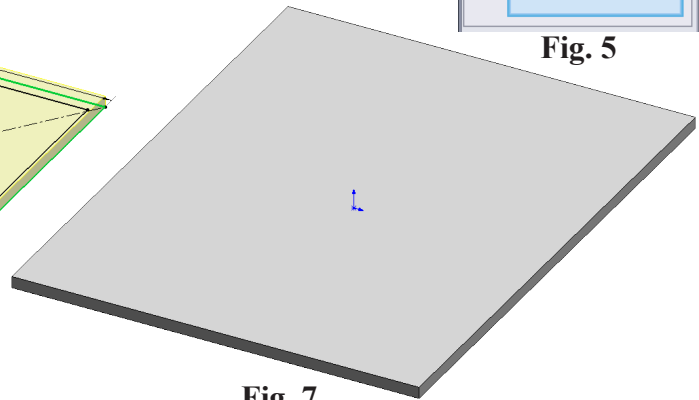


Fig. 7

E. Extrude Walls.

Step 1. Expand **Boss-Extrude1** in the Feature Manager and click **Sketch1** to select sketch, **Fig. 8.**

Step 2. Click **Extruded Boss/Base**  on the Features toolbar.

Step 3. In the Property Manager set:
under Direction 1, **Fig. 9**

Depth  **1**

under Selected Contours

outside contour
should be selected,
if not select it,
Fig. 10

click **OK** .

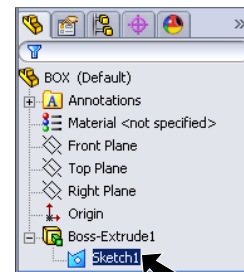


Fig. 8

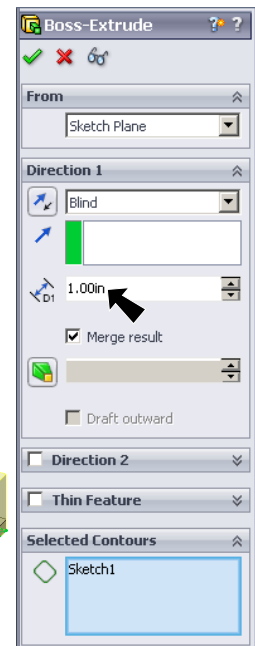


Fig. 9

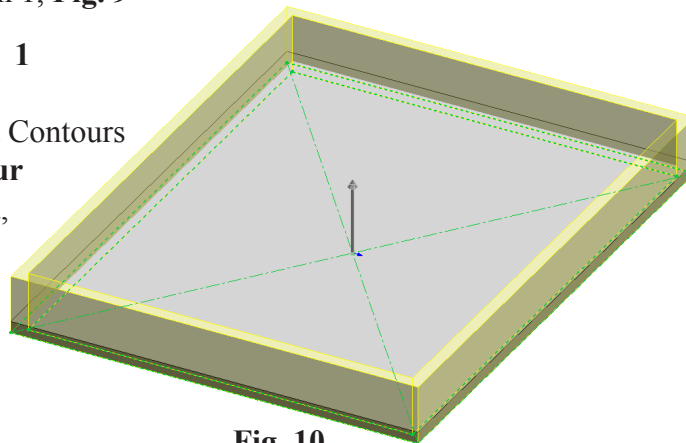



Fig. 10

Step 4. Save. Use **Ctrl-S.**

F. Material ABS PC.

Step 1. Right click Material  in the Feature Manager and click Edit Material, Fig. 11.

Step 2. Expand Plastics in the material tree and click ABS PC. Click Apply and Close.

Step 3. Save. Use Ctrl-S.

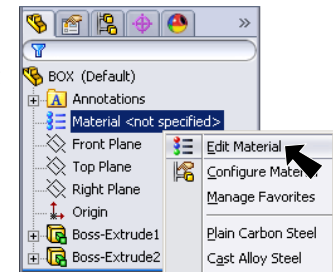




Fig. 11

G. Appearance.

Step 1. Click the Box to select the part, click Appearances Callout  on the Content toolbar and click BOX , Fig. 12.

Step 2. In the Appearances Task pane, expand Plastic, click High Gloss and in the lower pane select blue high gloss plastic, Fig. 13.

Step 3. Back over in the Appearances Property Manager, under Color Fig. 14 set RGB values

R 119

G 172

B 255

click OK , Fig. 15

Step 4. Save. Use Ctrl-S.

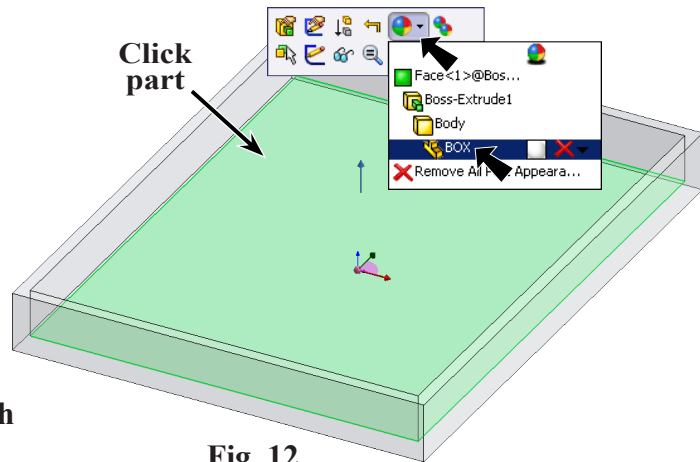


Fig. 12

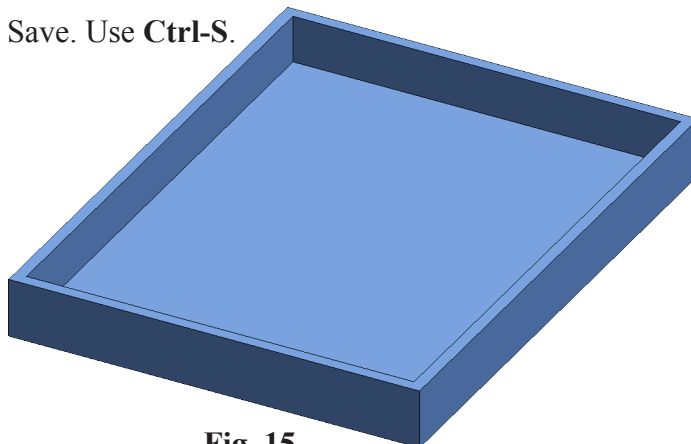


Fig. 15

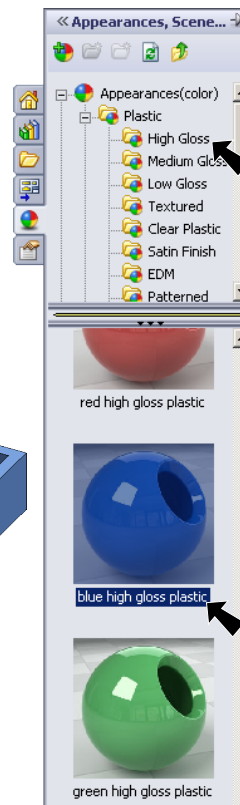


Fig. 13

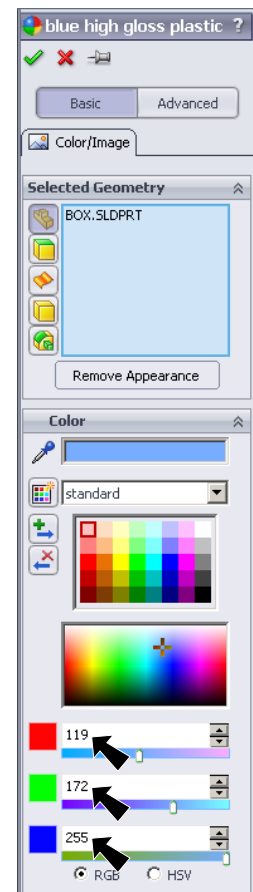


Fig. 14