

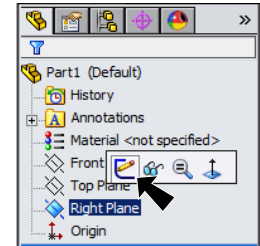


**A. Construction Geometry.**



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

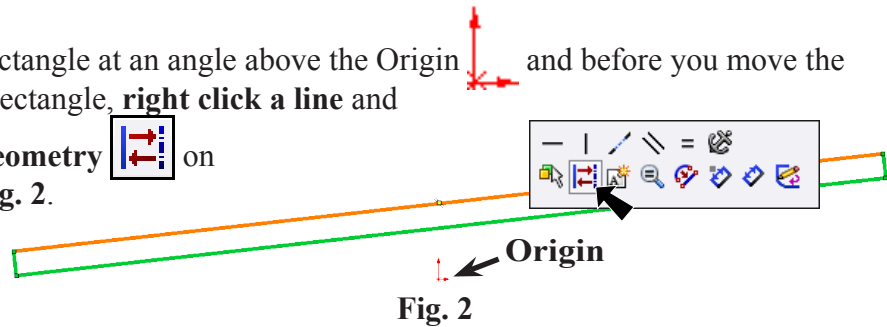
Step 2. Click **Right Plane**  in the Feature Manager and click **Sketch**  on the Context toolbar, **Fig. 1**.




**Fig. 1**

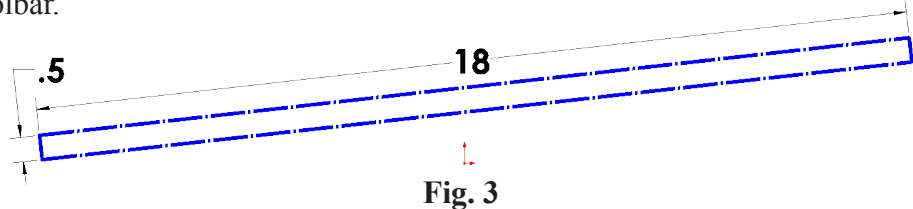
Step 3. Click **3 Point Corner Rectangle**  (S) in the **Rectangle** flyout  on the Sketch toolbar.

Step 4. Draw a long narrow rectangle at an angle above the Origin  and before you move the cursor away from the rectangle, **right click a line** and click **Construction Geometry**  on the Context toolbar, **Fig. 2**.




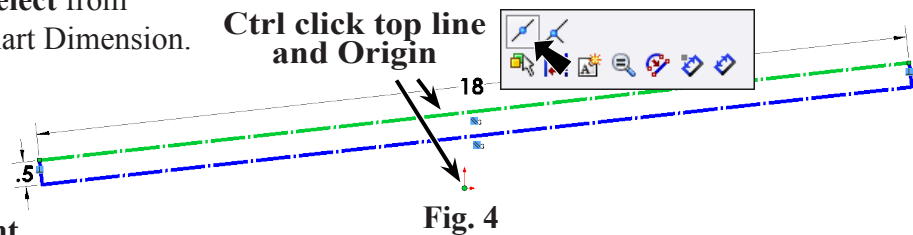
Step 5. Click **Smart Dimension**  (S) on the Sketch toolbar.



Step 6. Dimension **.5** by **18**, **Fig. 3**.



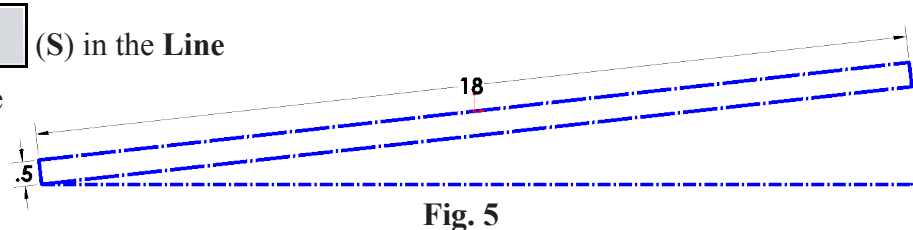
Step 7. **Right click graphics area** and click **Select** from menu to unselect Smart Dimension.

Step 8. **Ctrl click top line** and **Origin**. Release Ctrl key and click **Make Midpoint**  on the Context toolbar, **Fig. 4**.



Step 9. Click **Centerline**  (S) in the **Line** flyout  on the Sketch toolbar.

Step 10. Draw a **horizontal construction line** across from the **bottom left corner** of rectangle, **Fig. 5**.




## B. Save as "LEG".

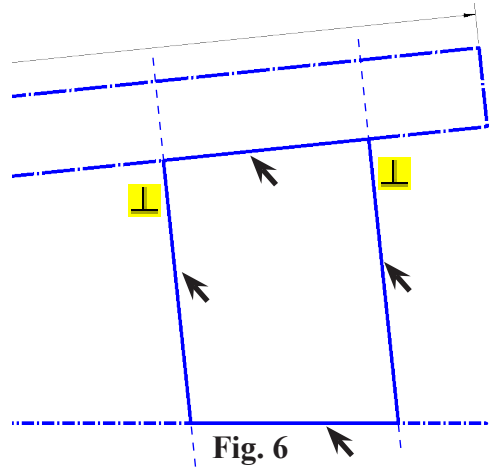
Step 1. Click File Menu > Save As.

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

## C. Lines.

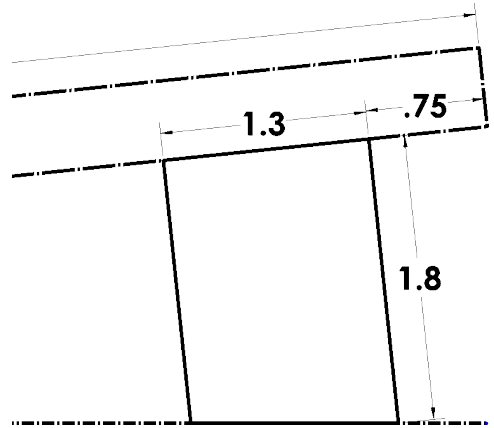
Step 1. Click **Line**  (L) on the Sketch toolbar.

Step 2. Draw **4 lines**, **Fig. 6**. Keep the lines coming off the bottom of the construction rectangle perpendicular  to rectangle.

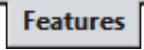


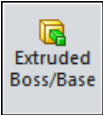
Step 3. Click **Smart Dimension**  (S) on the Sketch toolbar.

Step 4. Add dimensions, **Fig. 7**. Keep dimension parallel to line. Try locking the dimension into parallel position. To lock, first click items to dimension, more cursor in parallel position and right click to lock. Click and key-in dimension.



## D. Extrude.

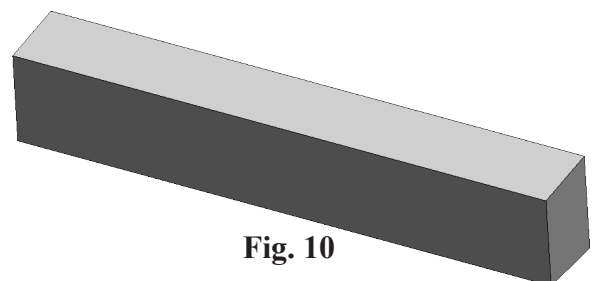
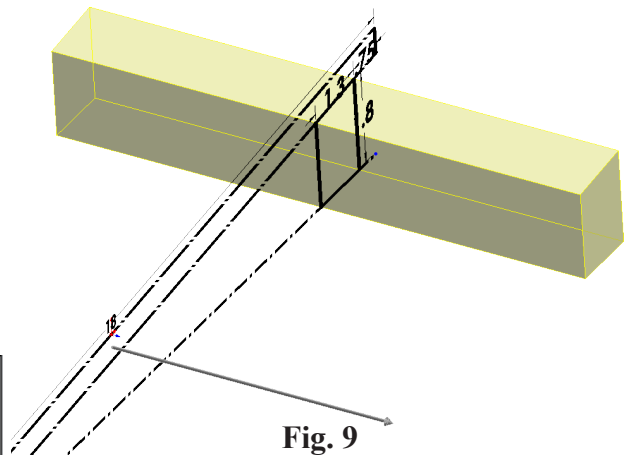
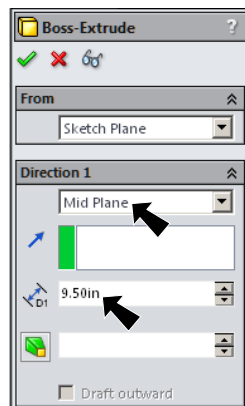
Step 1. Click **Features**  on the Command Manager toolbar.

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


Step 3. In the Property Manager set:  
under Direction 1, **Fig. 8**  
End Condition **Mid Plane**

**Depth**  **D1** 9.5  
click OK 

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



## E. Material Pine.

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

Step 2. **Expand Woods** in the material tree and click **Pine**. Click **Apply** and **Close**.

Step 3. Save. Use **Ctrl-S**.

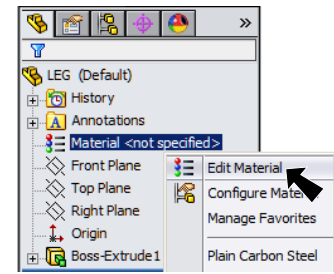


Fig. 11

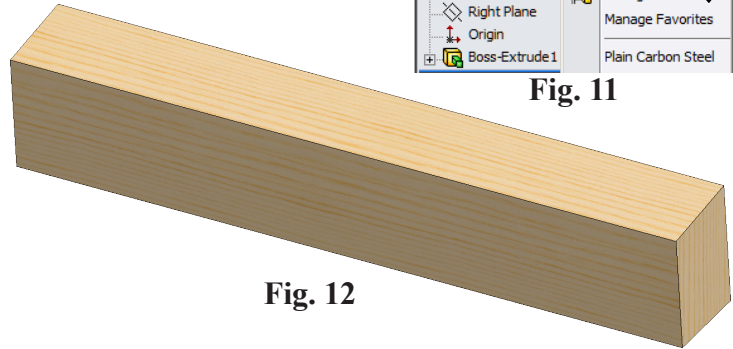


Fig. 12