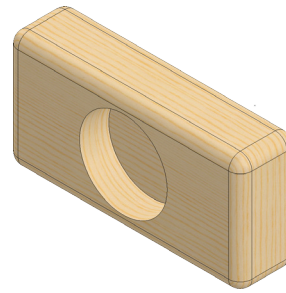




Big Shot Plate



A. Sketch.

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

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

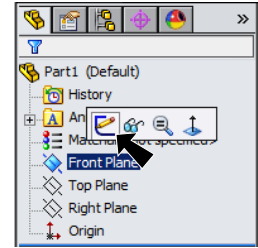


Fig. 1

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

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

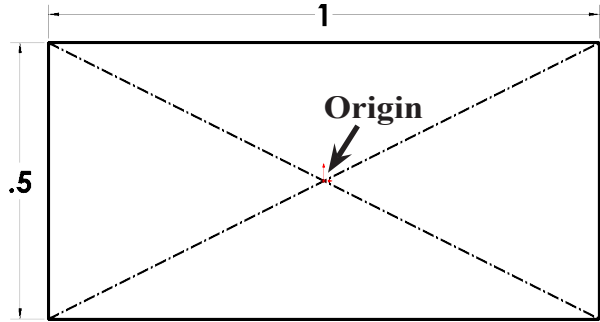
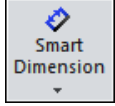
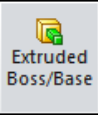


Fig. 2

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

Step 6. Dimension **.5** by **1**, **Fig. 2**.

Step 7. Click **Features**  on the Command Manager toolbar.

Step 8. Click **Extruded Boss/Base**  on the Features toolbar.

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

Depth  **.25**
click OK , **Fig. 4**.

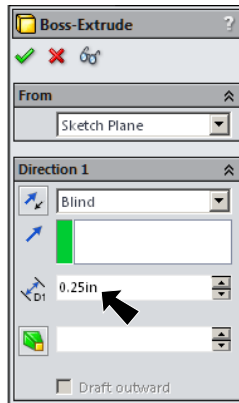


Fig. 3

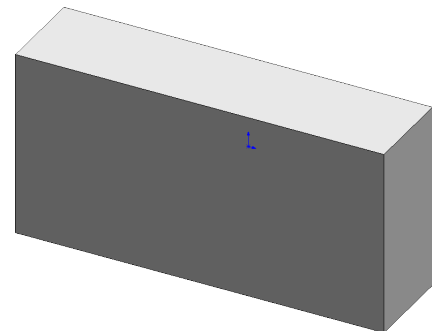



Fig. 4

B. Save as "PLATE".

Step 1. Click File Menu > Save As.

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

C. Hole.

Step 1. Click the **front face** and click **Sketch**  on the Context toolbar, **Fig. 5**.

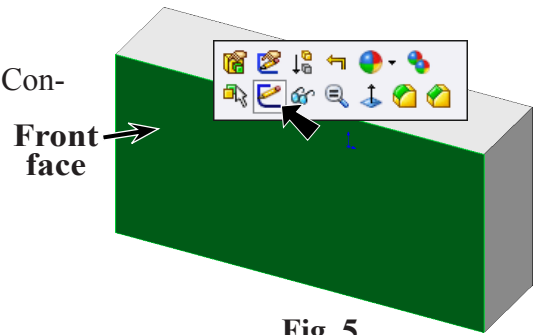


Fig. 5

Step 2. Click **Circle**  (S) on the Sketch toolbar.

Step 3. Draw a **circle** at Origin , **Fig. 6**.

Step 4. Click **Smart Dimension**  (S) on the Sketch toolbar.

Step 5. Dimension diameter **.375**, **Fig. 6**.

Step 6. Click **Features**  on the Command Manager toolbar.

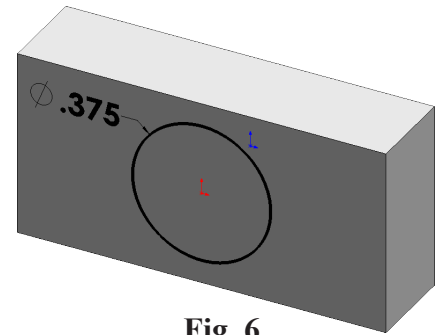


Fig. 6

Step 7. Click **Extruded Cut**  on the Features toolbar.

Step 8. In the Cut-Extrude Property Manager set:
under Direction1, **Fig. 7**

Depth  **.125**
and click **OK** .

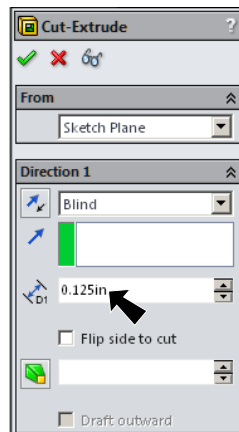


Fig. 7

Step 9. Save. Use **Ctrl-S**.

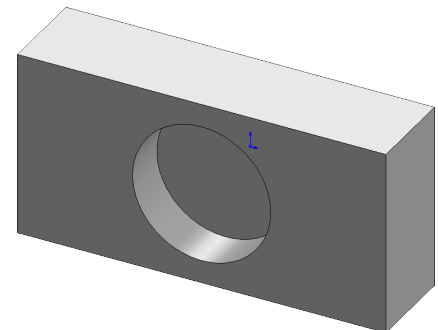


Fig. 8


D. Fillet.

Step 1. Click **Fillet**  on the Features toolbar.

Step 2. In the Fillet Property Manager:
select **FilletXpert**, Fig. 9

Radius  **.05**

click **edge of Plate**, Fig. 10

click **Internal to feature** 
on Fillet pop-up toolbar, Fig. 10
and Fig. 11

click OK .

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

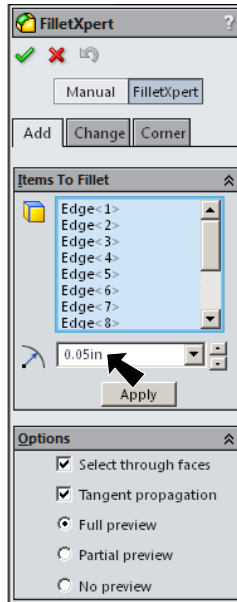


Fig. 9

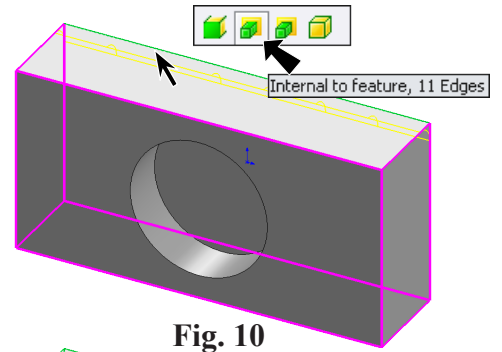


Fig. 10

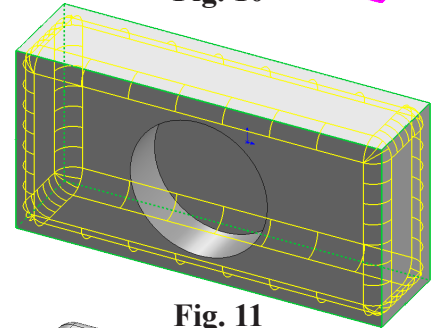


Fig. 11

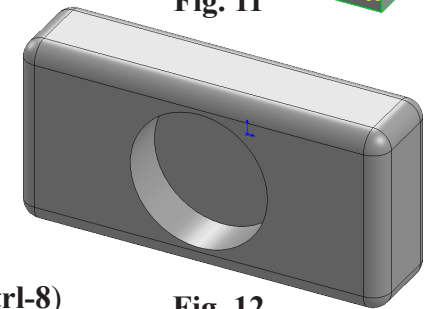




Fig. 12

E. Point for Mate.

Step 1. Click **Right Plane**  in the Feature Manager and click **Sketch**  on the Context toolbar, Fig. 13.

Step 2. Click **Normal To**  on the Standard Views toolbar. (**Ctrl-8**)

Step 3. Click **Point**  on the Sketch toolbar.

Step 4. Draw a Point out below the Origin , Fig. 14.

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

Step 6. Dimension from Origin to Point **.0625**
and **.3125**, Fig. 14.

Step 7. Click **Exit Sketch**  on the Sketch toolbar.

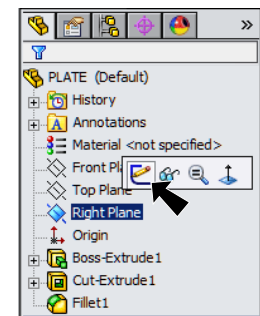


Fig. 13

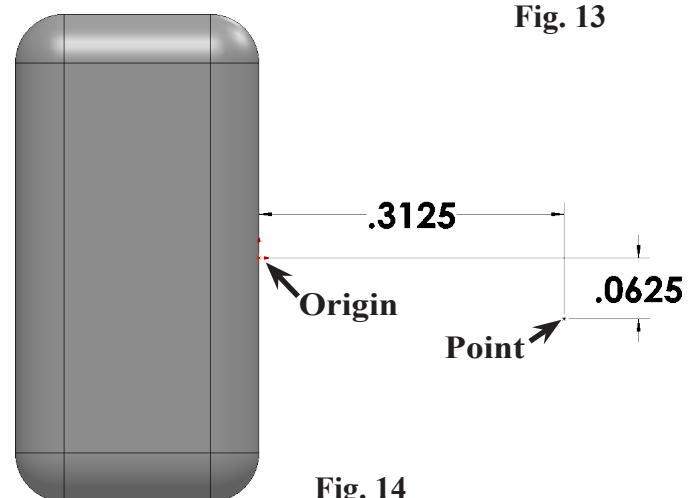



Fig. 14

F. Material Pine.

Step 1. Click **Trimetric**  on the Standard Views toolbar.

Step 2. **Right click** **Material**  in the Feature Manager and click **Edit Material**, **Fig. 15**.

Step 3. **Expand Woods** in the material tree and click **Pine**. Click **Apply** and **Close**, **Fig. 16**.

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

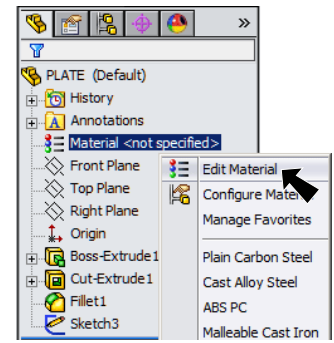


Fig. 15

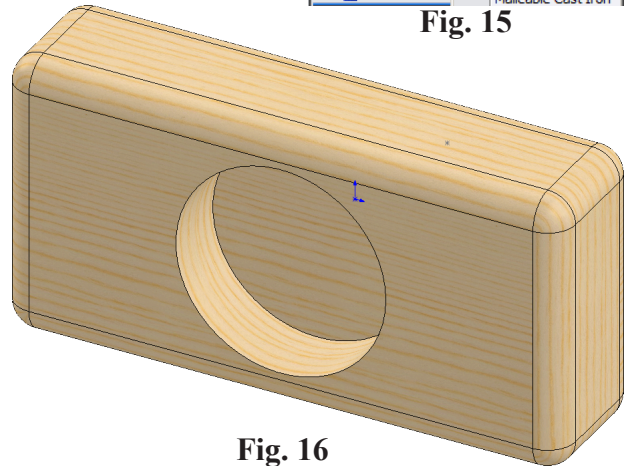


Fig. 16