

Rocket 1 Body Tube

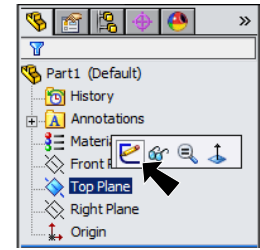





Fig. 1

A. Tube.

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**.

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

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

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

Step 6. Dimension the circle **diameter .76** as shown in **Fig. 2**. To dimension a circle, click the circle, move the cursor outside the circle and click. Key-in diameter and press ENTER.

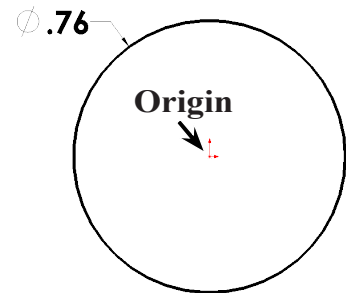



Fig. 2

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

Step 8. Click **Offset Entities**  on the Sketch toolbar.

Step 9. In the Offset Entities Property Manager set: under Parameters, **Fig. 3**

Distance  **.02**
check **Reverse**
click **circle**.

The yellow offset circle should be inside the original circle, **Fig. 4**. If it is not, uncheck Reverse.

Click OK .

Yellow offset on inside

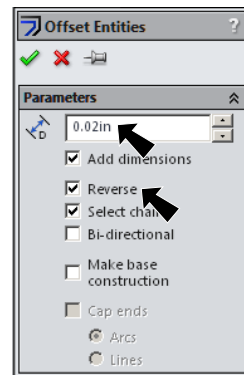


Fig. 3

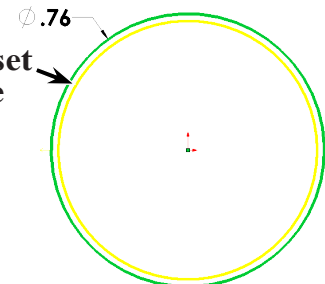


Fig. 4

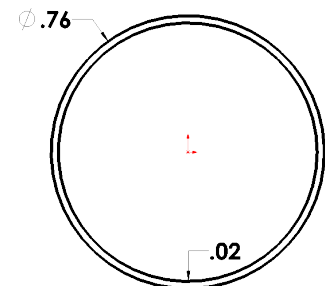


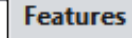
Fig. 5

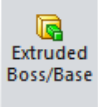
B. Save as "BODY TUBE".

Step 1. Click File Menu > Save As.

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

C. 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. 6**

Depth  **6**
click OK .

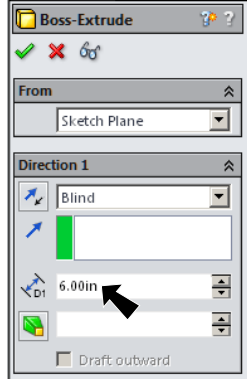


Fig. 6

Step 4. Click **Zoom to Fit**  (F) on the View toolbar.



Fig. 7

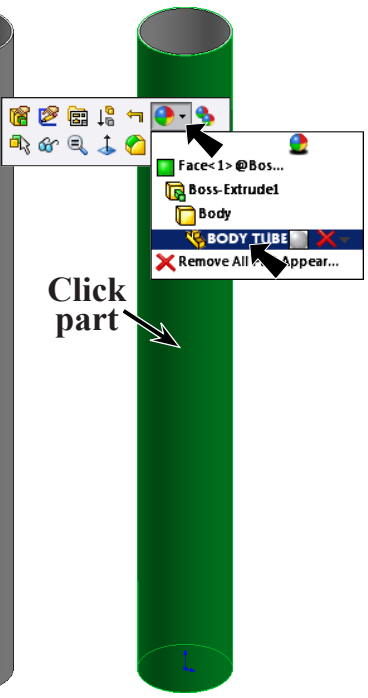





Fig. 8

D. Appearance.

Step 1. Click the Body Tube, click **Appearance Callout**  on the Content toolbar and click **BODY TUBE** , **Fig. 8**.

Step 2. In the Appearances Task pane , expand **Metal**, click **Aluminum** and in the lower pane select **polished aluminum**, **Fig. 9**.

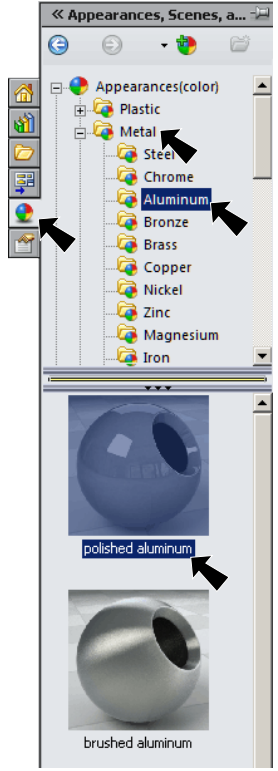



Fig. 9

Step 3. Back over in the Appearances Property Manager under Color, **Fig. 10**

set **RGB values** to:
R 233
G 233
B 233
click OK .

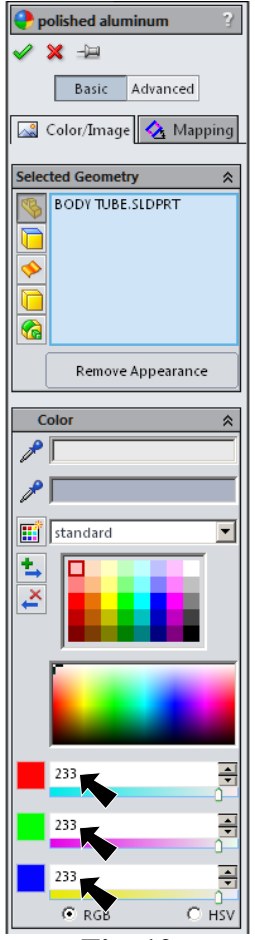


Fig. 10

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



Fig. 11