



Rocket 3D Print Body Tube

A. Tube.

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


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

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

Step 4. Sketch **two circles** starting at the Origin , **Fig. 2**.

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

Step 6. Add dimensions, **Fig. 3**.

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

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

Step 9. In the Boss-Extrude Property Manager set:
under Direction 1, **Fig. 4**

Depth  **6.85**
click OK .

Step 10. Click **Zoom to Fit**  (F) on the View toolbar.

B. Save as "BODY TUBE".

Step 1. Click File Menu > Save As.

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

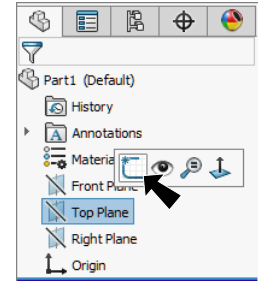


Fig. 1

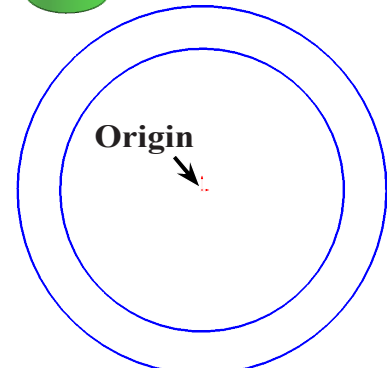


Fig. 2

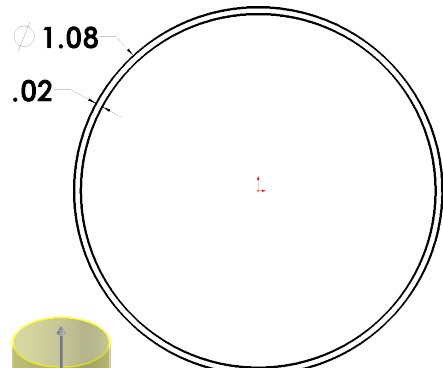


Fig. 3

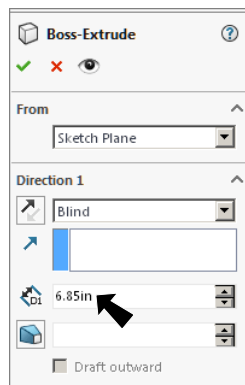


Fig. 4

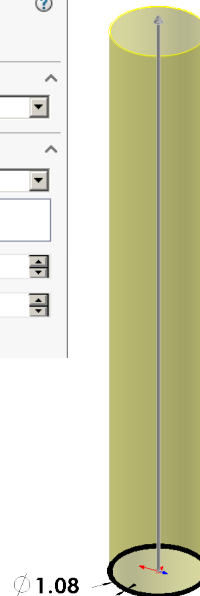


Fig. 5

C. Appearance.

Step 1. Click the Body Tube to select the part, click **Appearance**

Callout  on the content toolbar and click **BODY TUBE**  **Fig. 6.**



Fig. 6

Step 2. In the Appearances Property Manager,

under Color, **Fig. 7**

set **RGB values**

R 43

G 255

B 23

click **Advanced** button, **Fig. 8**

click **Illumination** tab 

under Illumination

Transparent amount .5

click **OK** .

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

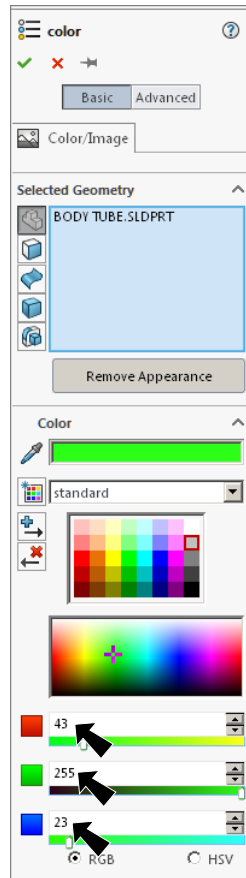


Fig. 7

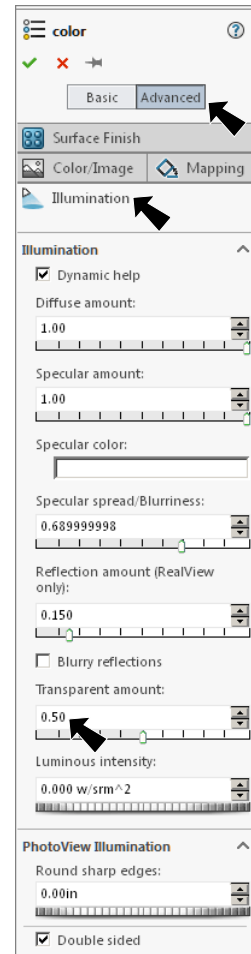


Fig. 8

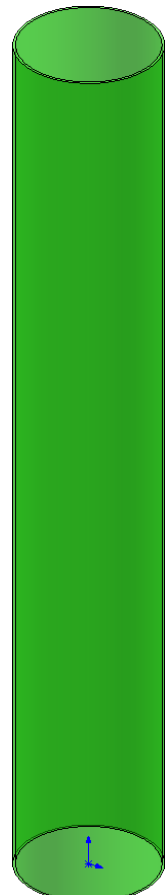


Fig. 9