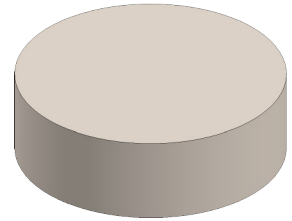




Rocket 3D Print Engine Retainer Cap



A. Sketch.

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 **circle** starting at the Origin , **Fig. 2**.

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

Step 6. Dimension diameter **.5**, **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 Boss-Extrude Property Manager set:
under Direction 1, **Fig. 3**

Depth  **.16**
click OK .

B. Save as "ENGINE RETAINER CAP".

Step 1. Click File Menu > Save As.

Step 2. Key-in **ENGINE RETAINER CAP** for the filename and press ENTER.

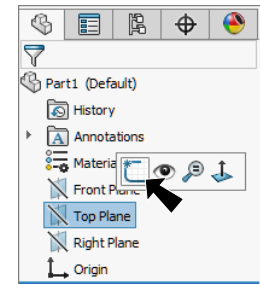


Fig. 1

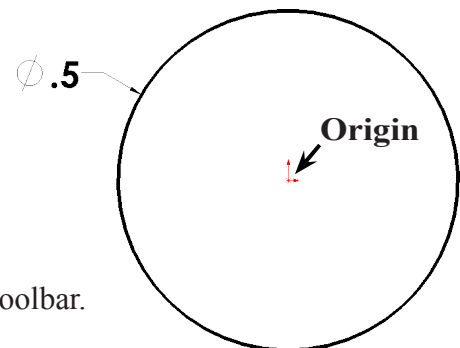


Fig. 2

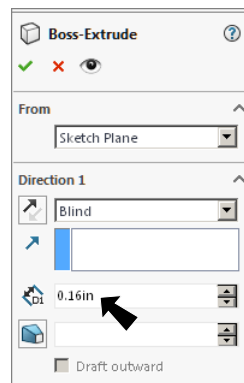


Fig. 3

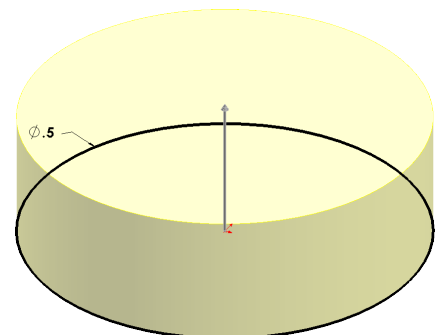


Fig. 4

C. Appearance.

Step 1. Click the part to select, click **Appearance Callout**  on the content toolbar and click **ENGINE R..** . **Fig. 5.**

Step 2. In the Appearances Task pane, expand **Organic**, click **Stoneware** and in the lower pane select **ceramic**, **Fig. 6.**

Step 3. Click OK  in the Property Manager.

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

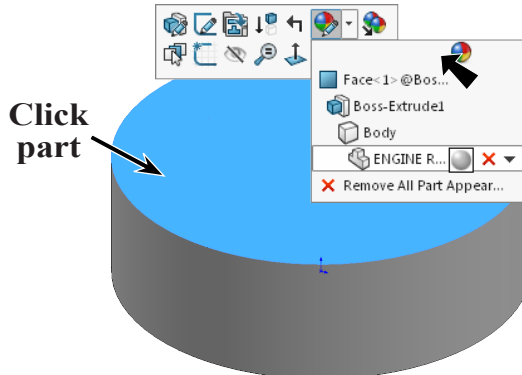


Fig. 5

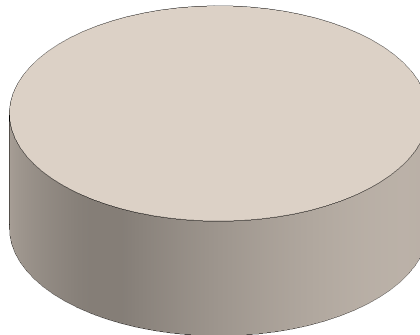


Fig. 7

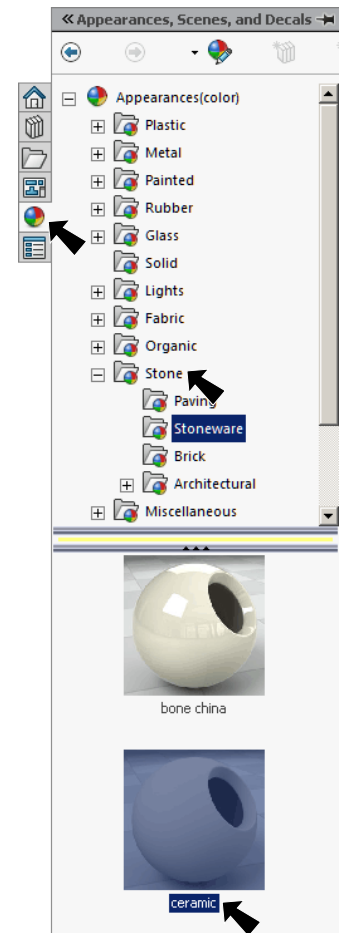


Fig. 6