

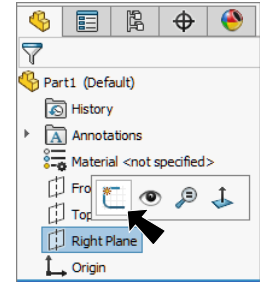


**A. Extrude.**

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

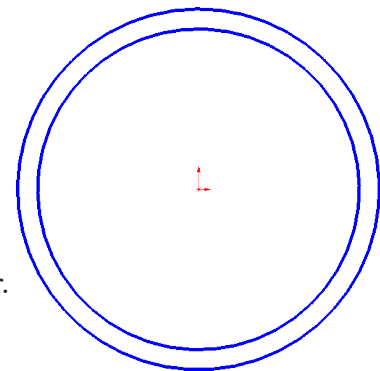
Step 2. Click **Right Plane**  in the Feature Manager and click **Sketch**  on the context toolbar, **Fig. 1**.



**Fig. 1**

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

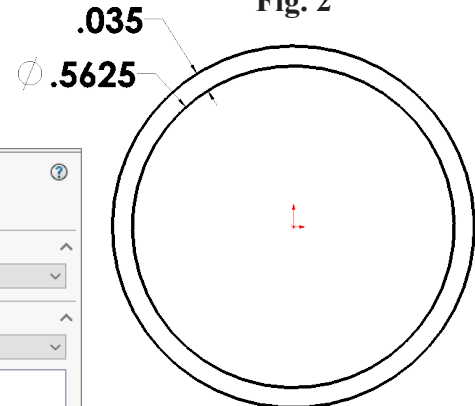
Step 4. Sketch **two circles** starting at Origin , **Fig. 2**.



**Fig. 2**

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



Step 6. Dimension **inter circle diameter** **.5625** and **.035** between circles, **Fig. 3**.

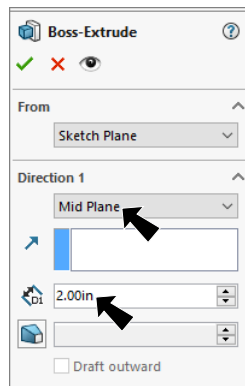


**Fig. 3**

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**  
 End Condition **Mid Plane**  
**Depth**  **2**  
 click OK .

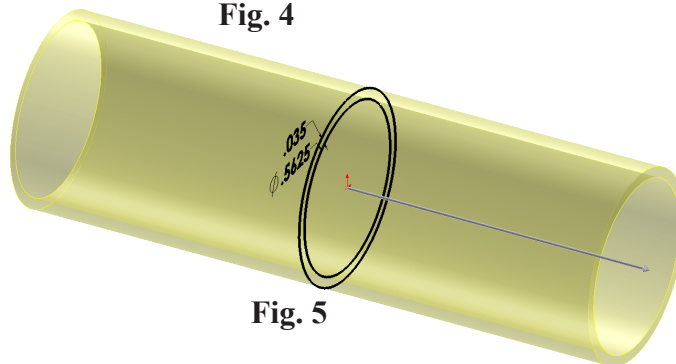


**Fig. 4**

**B. Save as "HANDLE GRIP".**

Step 1. Click File Menu > Save As.

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



**Fig. 5**

## C. Fillet Edges.

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

Step 2. In the Fillet Property Manager set:  
select **FilletXpert**, Fig. 6

Radius  .02

click **outside cylindrical edges at both ends**, Fig. 7

click OK .

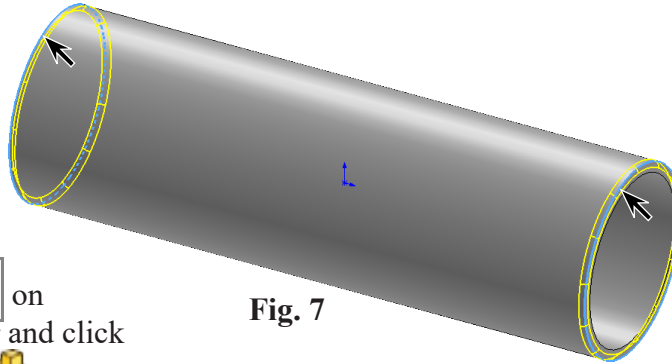


Fig. 7

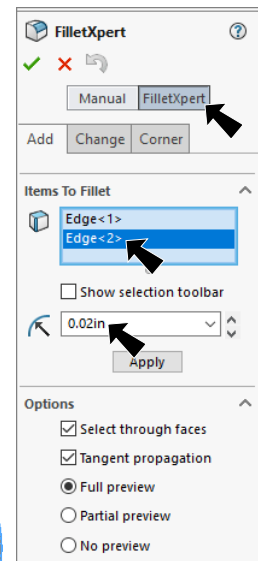



Fig. 6

## D. Appearance Rubber.

Step 1. Click the part,  
click **Appearance Callout**  on  
the context toolbar and click  
**HANDLE GRIP** , Fig. 8.

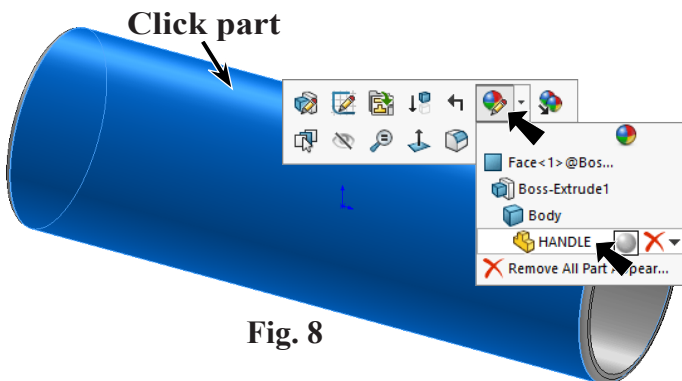


Fig. 8

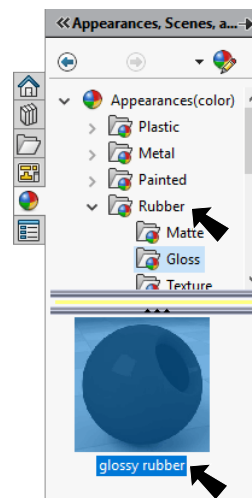


Fig. 9

Step 2. In the Appearances Task pane, expand **Rubber**,  
click **Gloss** and in the lower pane select **glossy rubber**, Fig. 9.

Step 3. Click OK  in the Property Manager.

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

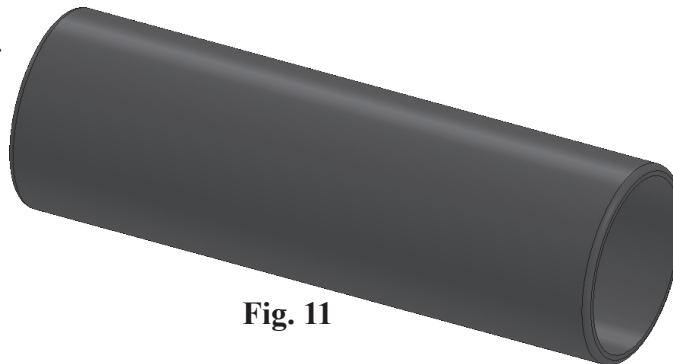


Fig. 11

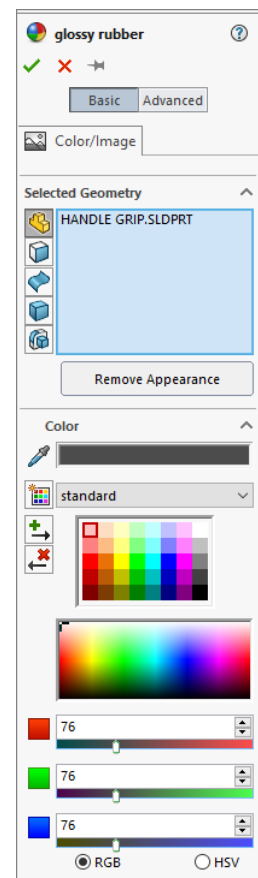


Fig. 10