





A. Lines.

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**.

Step 3. Click **Line**  (L) on the Sketch toolbar.

Step 4. Start from Origin  and sketch line at angle and chain second short line perpendicular to line, **Fig. 2**. Use the inferred Perpendicular icon  when sketching second short line.

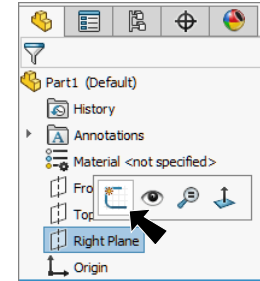
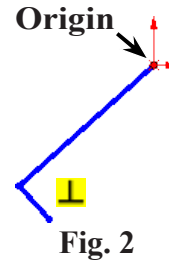



Fig. 1

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

Step 6. Add dimensions, **Fig. 3**. To Smart dimension angle, click **Top Plane**  in the Feature Manager, **Fig. 4**. Then, click the long line at Origin, move the cursor out to left and click. Key-in 42 and press ENTER. Add the .65 and .16 dimensions.

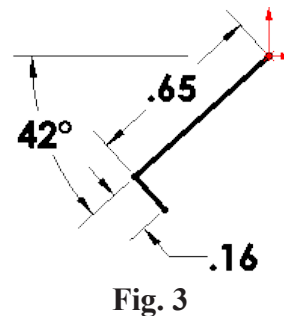


Fig. 3

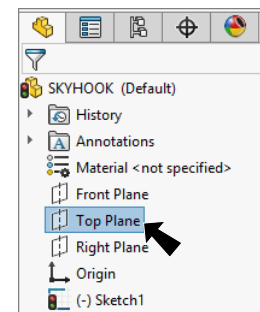


Fig. 4

Move the pointer pointer_mouse_dimension_unlock.png until the preview indicates the dimension type you want.



Tip: To lock dimension: Click the items to dimension. Move the cursor until the preview indicates the dimension type you want, right click to lock dimension type. Click to place dimension.

B. Save as "SKYHOOK".


Step 1. Click File Menu > Save As.


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

C. Style Spline 1.

Step 1. Click **Style Spline**  in the **Spline flyout**  on the Sketch toolbar.

Step 2. Sketch **7 control vertex point Spline** 

between Origin  and right side of graphics area, **Fig. 5**. Start at Ori-

gin  for 1st control vertex point. Sketch 2nd control vertex point above and to left of Origin. Continue place total of 7 vertex points. Press Escape to end spline.

Tip: To lock dimension: Click the items to dimension. Move the cursor until the preview indicates the dimension type you want, right click to lock dimension type. Click to place dimension.

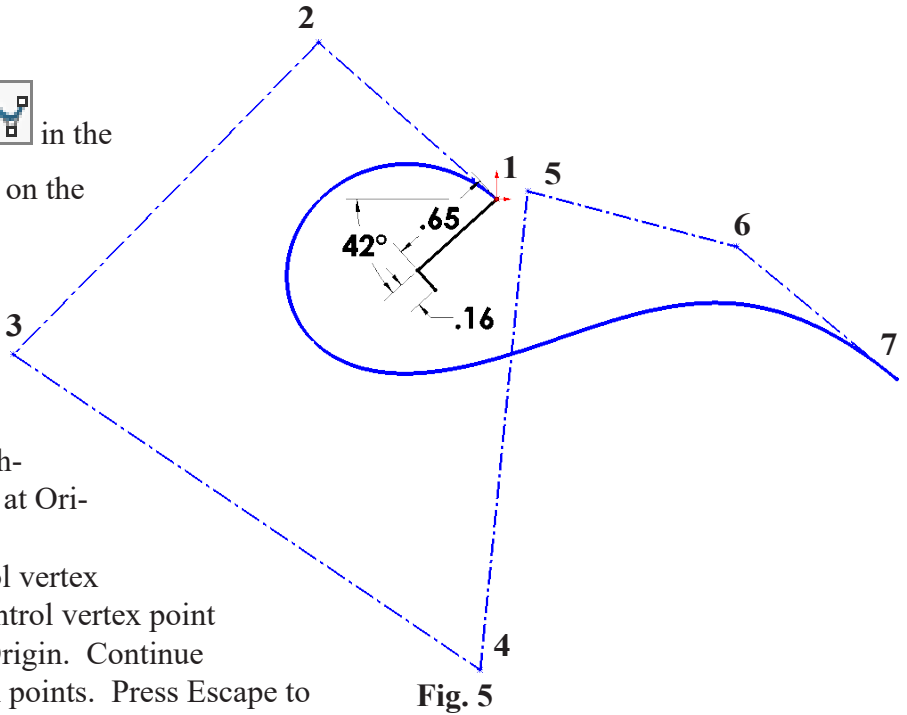


Fig. 5

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

Step 4. Dimension all control vertex points to Origin , **Fig. 6**.

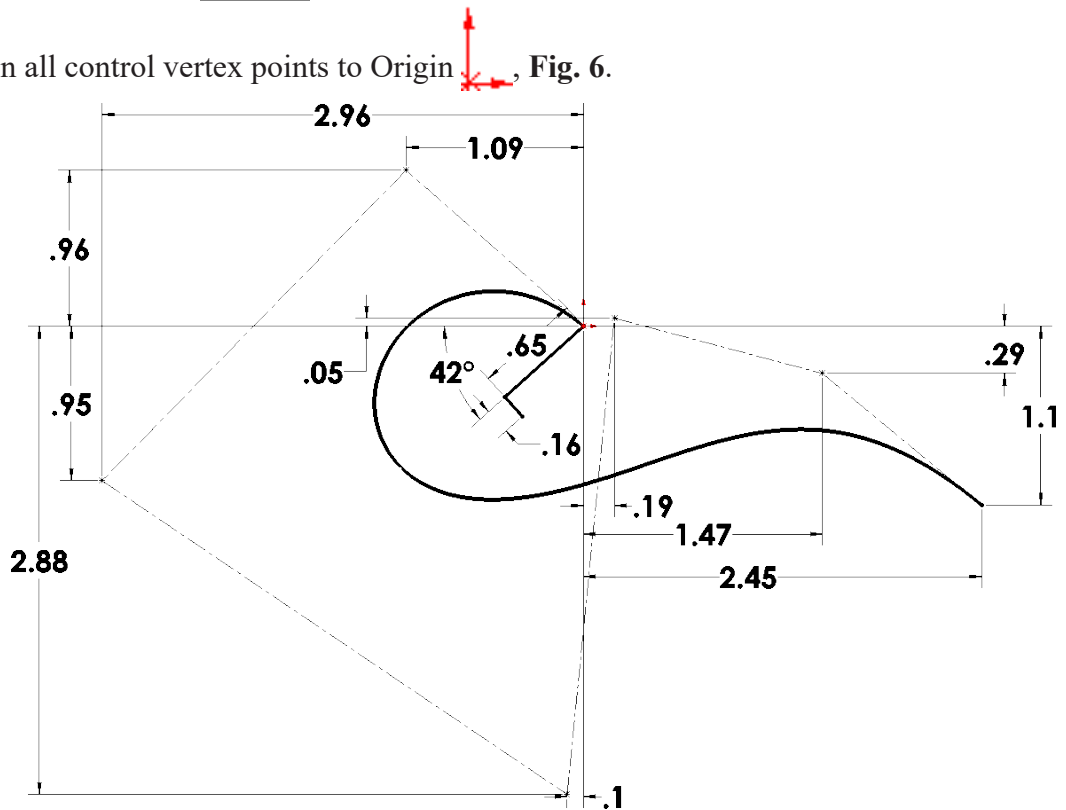


Fig. 6

D. Style Spline 2.

Step 1. Click **Style Spline**  in the **Spline flyout**  on the Sketch toolbar.

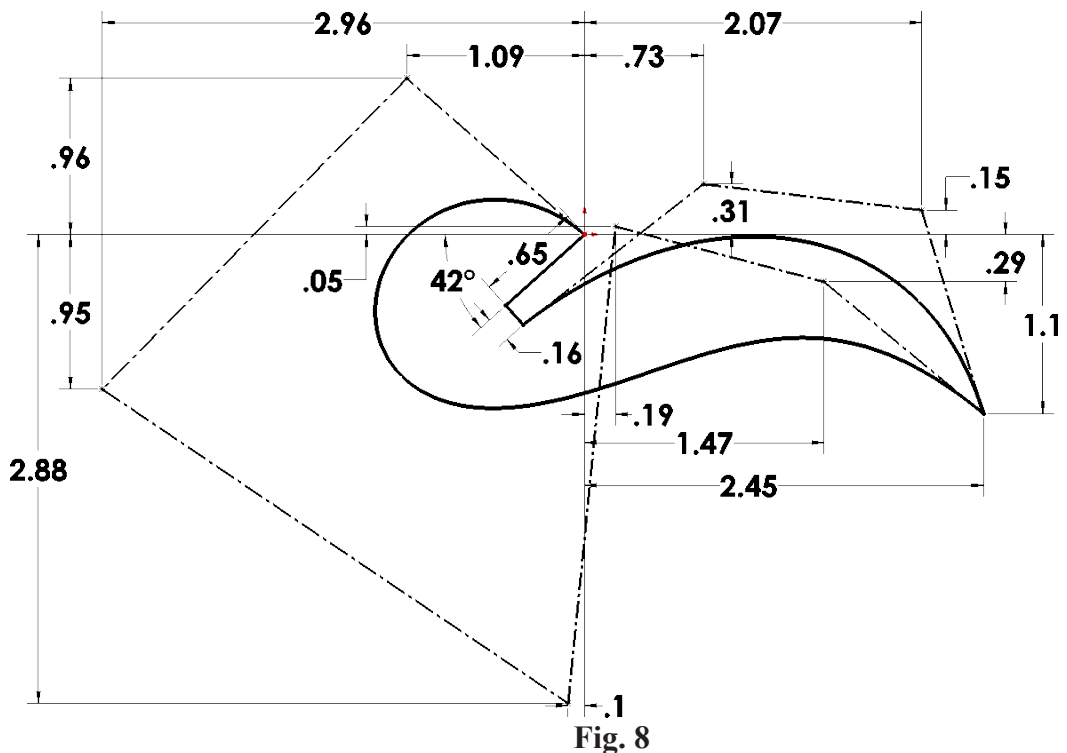
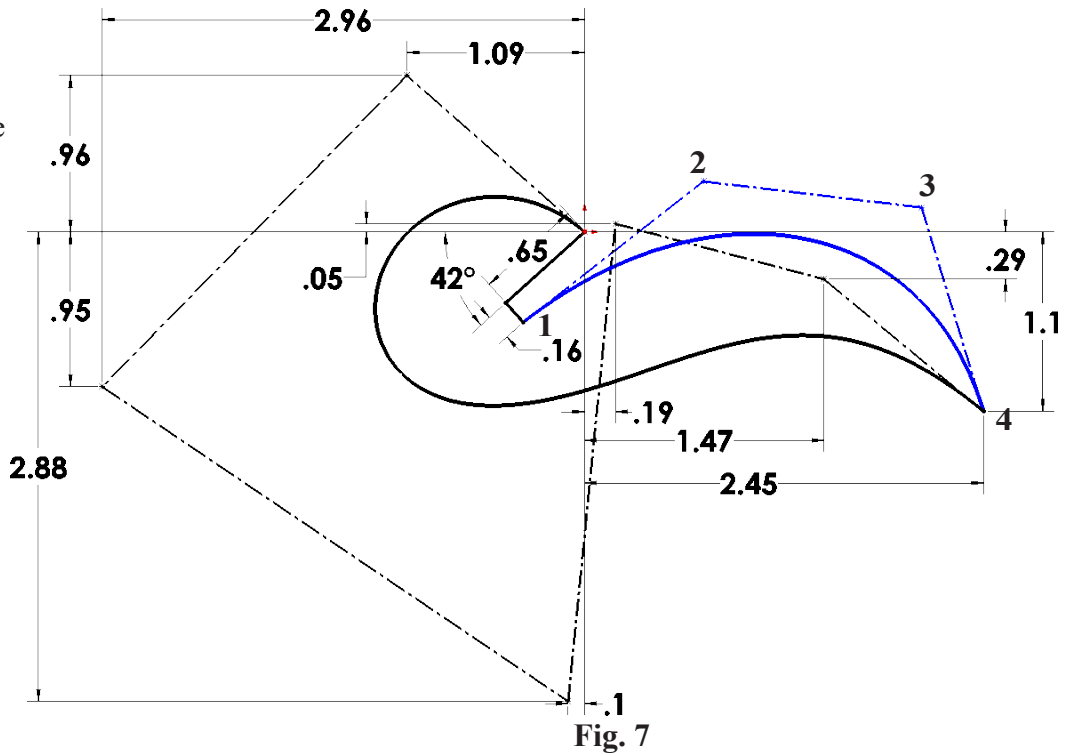
Step 2. Sketch **4 control vertex point Spline** between top endpoint of short line and endpoint of Spline 1, **Fig. 7**. Press Escape to end spline.

Step 3. Click **Smart Dimension**



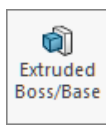
(S) on the Sketch toolbar.



Step 4. Dimension the two control vertex points to Origin



E. Extrude.

Step 1. Click **Features**  on the Command Manager toolbar.

Step 2. Click **Extruded Boss/Base**  on the Features toolbar.

Step 3. In the Boss-Extrude Property Manager set:
 under Direction 1, **Fig. 9**
 End Condition **Mid Plane**
 Depth  **.3125**
 click OK .

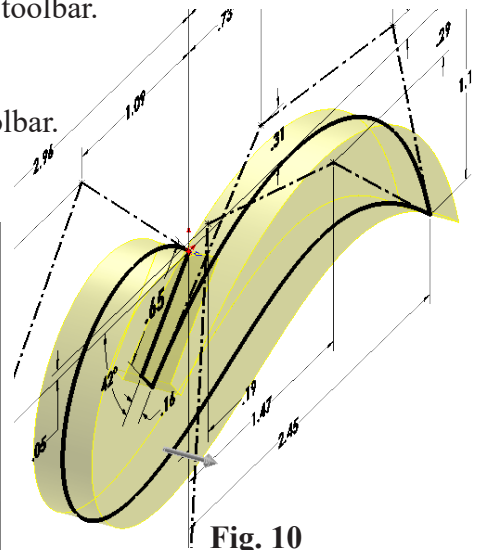
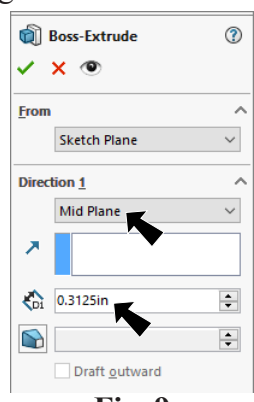




Fig. 10

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

F. Fillets.

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

Step 2. In the Fillet Property Manager set:
 select **FilletXpert**, **Fig. 11**
 Radius  **.04**
 click edge at **Spline**, **Fig. 12**
 click **All convex**  on the Fillet pop-up toolbar

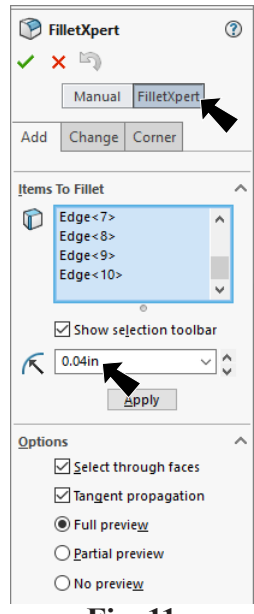


Fig. 11

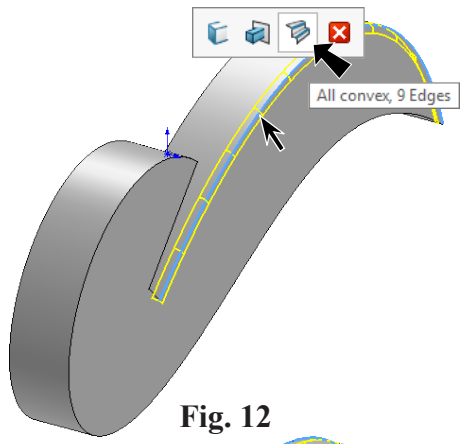



Fig. 12

rotate view to view **rear edge at tip**, hold down middle mouse button (wheel) and drag to rotate view, **Fig. 14**

click **rear edge (tip)** to **unselect** edge
 click OK .

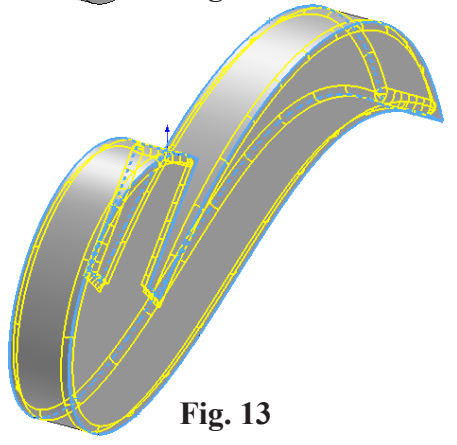


Fig. 13

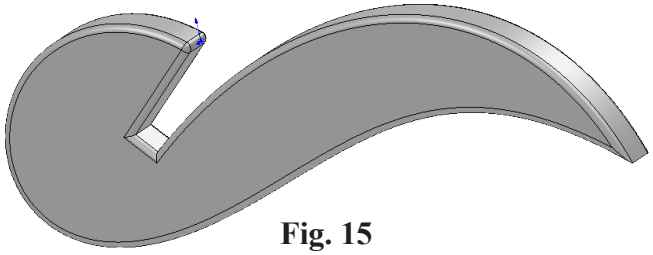


Fig. 15

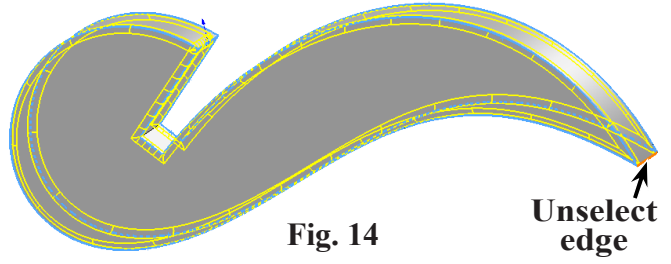





Fig. 14

Unselect edge

G. 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. 16.
- Step 3. Expand **Woods** (click ) in the material tree and click **Pine**. Click **Apply** and **Close**, Fig. 17.

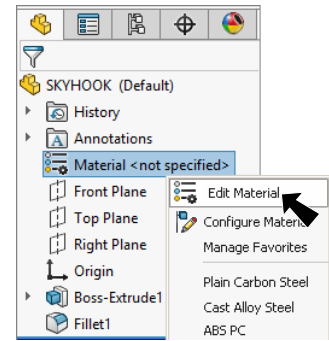



Fig. 16

H. Enable PhotoView 360.

- Step 1. If necessary, turn on PhotoView 360, click the **flyout of Options**  on the Standard toolbar and click **Add-Ins**.
- Step 2. In the dialog box find **PhotoView 360** and place a check in the check box under **Active Add-Ins** and **Start-Up**. Click **OK**, Fig. 19.

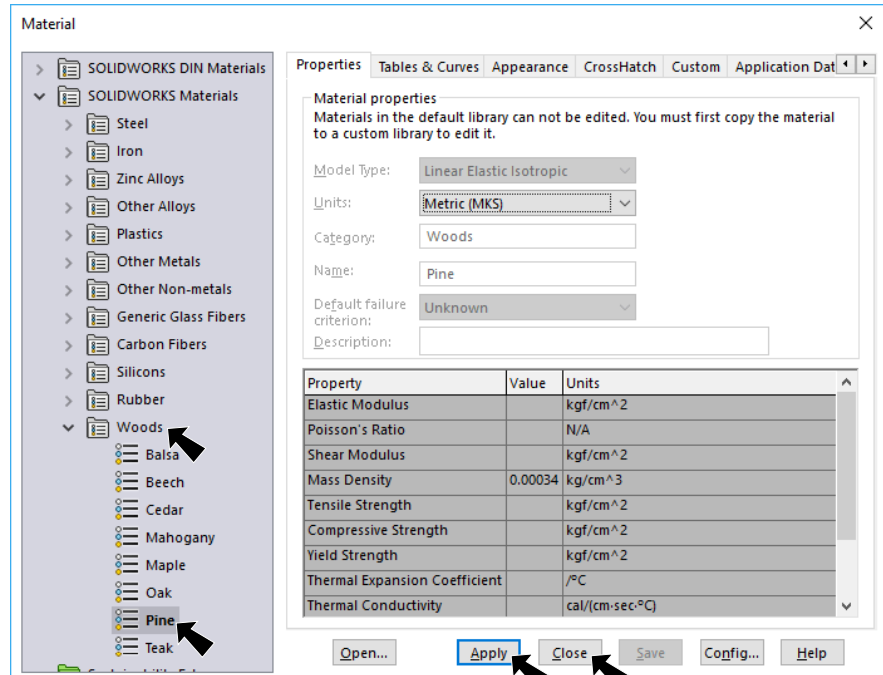


Fig. 17

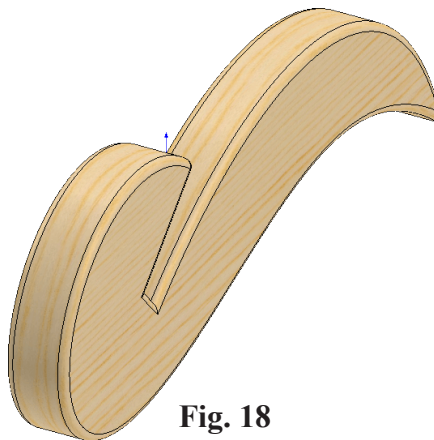


Fig. 18

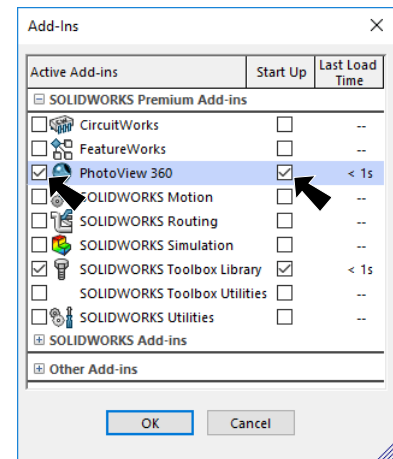


Fig. 19

I. Rotate Mapping.

Step 1. Click PhotoView 360 Menu > Edit Appearance.

Step 2. In Appearances:

click **Mapping tab**  **Mapping**, **Fig. 20**

Rotation 90

click OK .

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

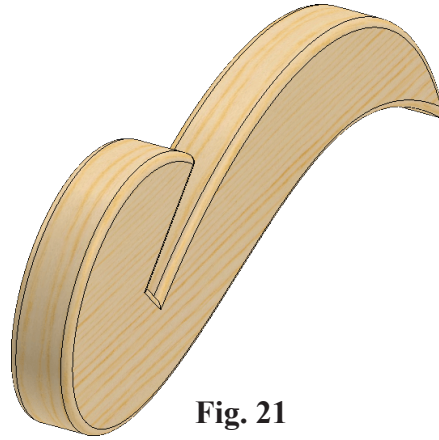


Fig. 21

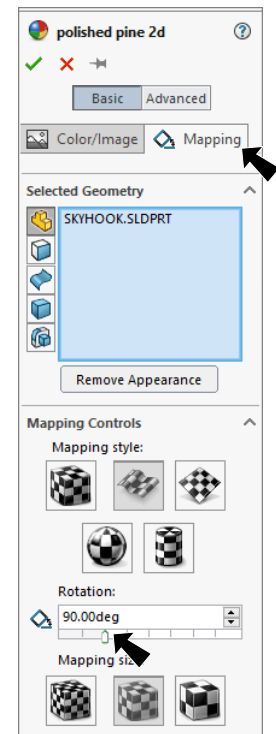


Fig. 20