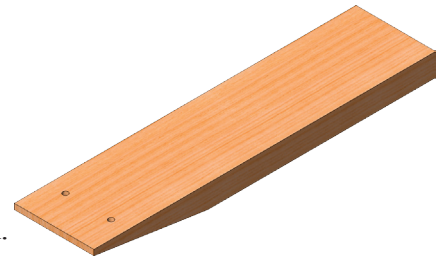




Chapter 3

Boat Base



A. Sketch.

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

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

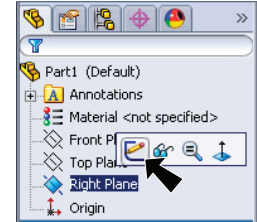


Fig. 1

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

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

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

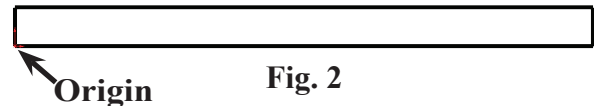
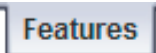


Fig. 2

Step 6. Dimensions as shown in **Fig. 3**.

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

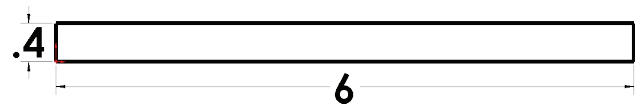
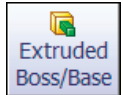


Fig. 3

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

Step 9. In the Property Manager set:
under **Direction 1**

End Condition to **Mid Plane**

Depth  to 1.4

and click OK , **Fig. 4** and **Fig. 5**.

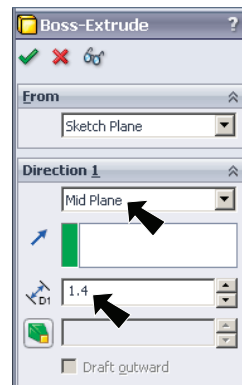


Fig. 4

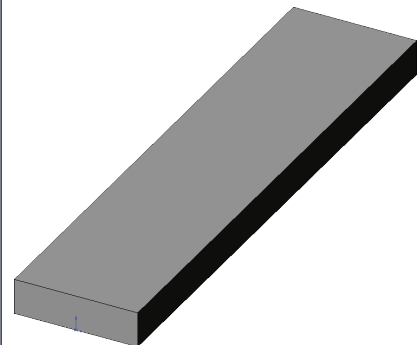


Fig. 5

B. Save as "BASE".

Step 1. Click File Menu > Save As.

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

C. Chamfer Bottom Edge.

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

Step 2. In the Chamfer Property Manager set:

Distance distance

Depth 1  to .3

Depth 2  to 2, Fig. 6

click **Full preview**

click **bottom front edge**, Fig. 7

click OK , Fig. 8.

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

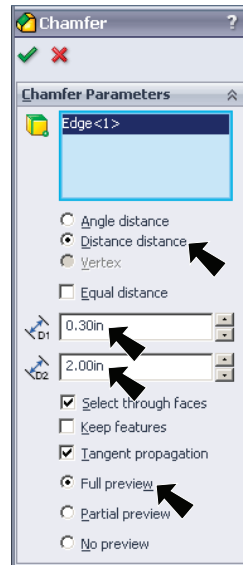


Fig. 6

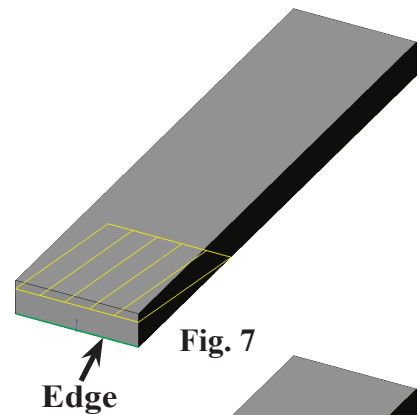


Fig. 7

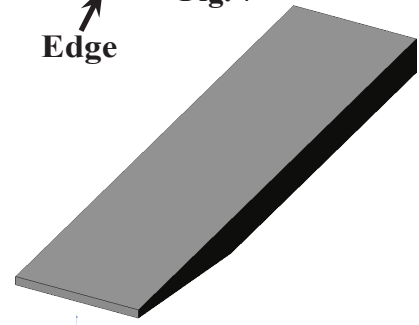


Fig. 8

D. Screw Holes.

Step 1. Click **Top**  on the Standard Views toolbar. (**Ctrl-5**)

Step 2. Click **Hole Wizard**  on the Features toolbar.

Step 3. In the Property Manager on the Type tab set:
under Hole Specification:

Click **Hole** , Fig. 9

under Standard:

select **Ansi Inch**

under Type:

Fractional Drill Sizes

under Size:

select **3/32**

under End Condition:

set **Blind Depth**

Hole  to .1

Click **Positions** tab  at top of Property Manager.

Click top face twice to place two Points, Fig. 10.

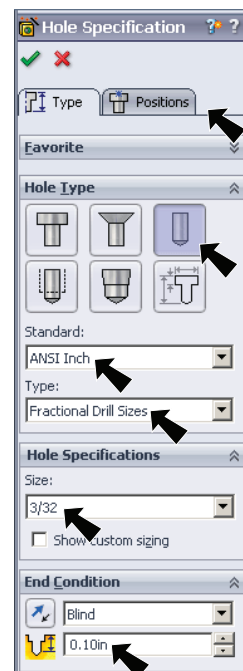


Fig. 9

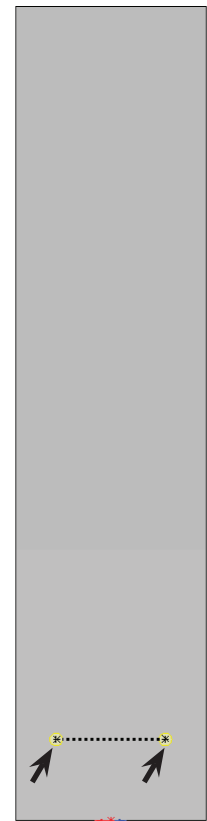


Fig. 10

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

Dimension as shown in **Fig. 11**.

Click OK  in the Hole Wizard Property Manager.

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

E. Material Cedar.

Step 1. Right click **Material**  in the Feature Manager and click **Edit Material** , Fig. 12.

Step 2. **Expand Woods** (click the +) in the material tree and select **Cedar**, **Fig. 13**. Click **Apply** and **Close**, **Fig. 14**.

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

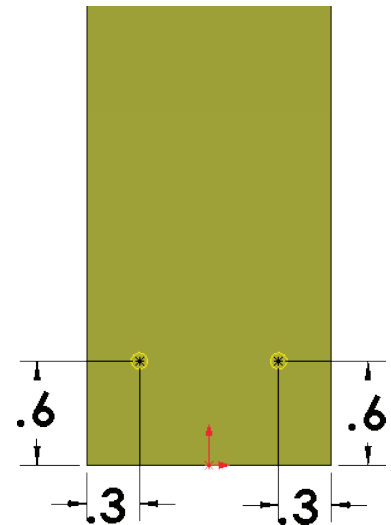


Fig. 11

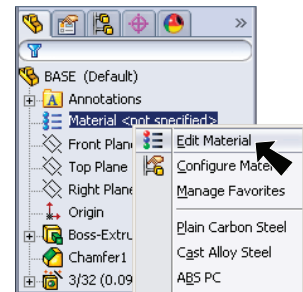


Fig. 12

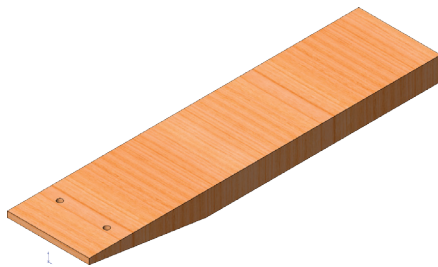


Fig. 14

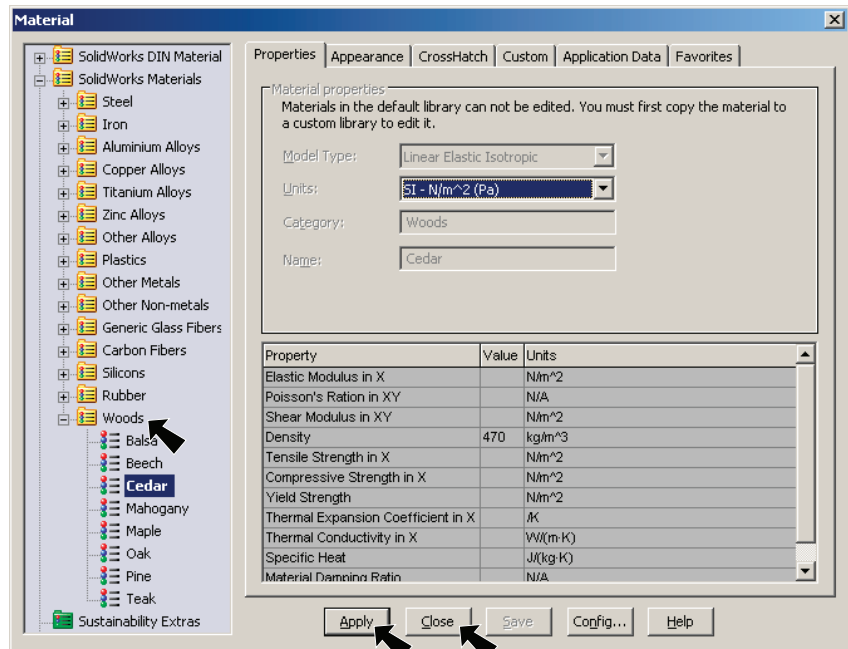


Fig. 13

F. Enable PhotoView 360.

Step 1. If necessary, turn on PhotoView 360: click Tools Menu > Add-Ins.

Step 2. In the dialog box scroll down to **PhotoView 360** and place a check in the check box under **Active Add-Ins** and **Start-Up**, **Fig. 15**. Click OK.

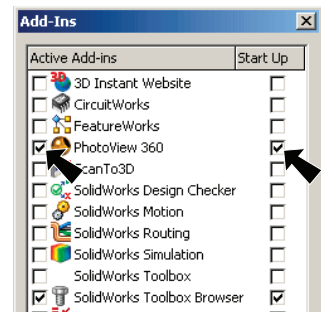


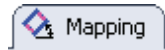
Fig. 15

G. Rotate Mapping.

Step 1. Click PhotoView 360 Menu > Appearance.

Step 2. In Appearances:

click **Mapping** tab



set **Rotation to 90**

click OK  , **Fig. 16**.

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

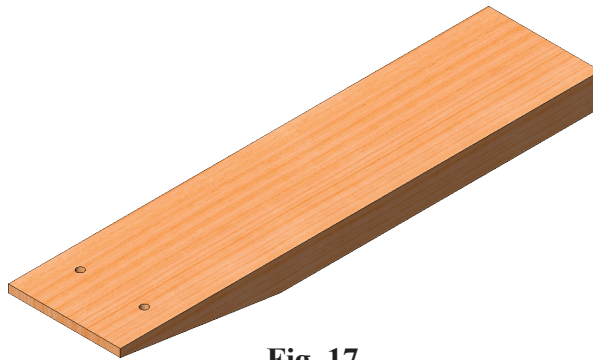


Fig. 17

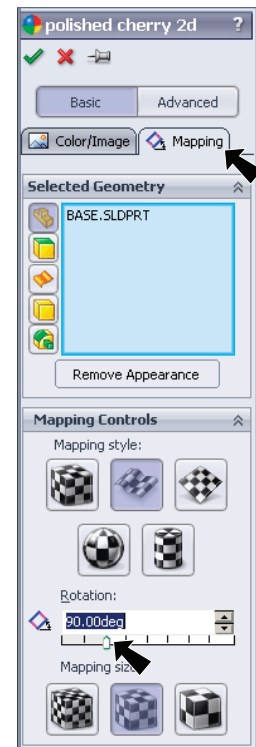


Fig. 16