

Rocket 1 Body Tube

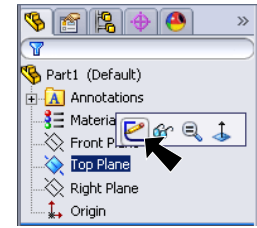






Fig. 1

A. Tube.

- Step 1. Click File Menu > New, click **Part** and OK.
- Step 2. Click **Top Plane**  in the Feature Manager and click **Sketch**  from the Content toolbar, **Fig. 1**.
- Step 3. Click **Circle**  (S) on the Sketch toolbar.

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

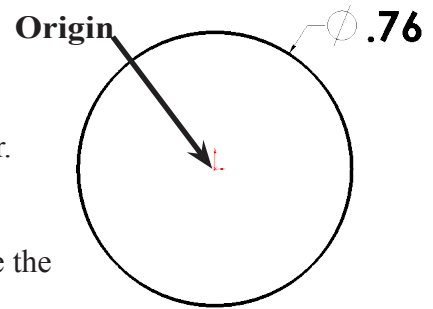


Fig. 2

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

Step 6. Dimension the circle **diameter .76** as shown in **Fig. 2**. To dimension a circle, click the circle, move the cursor outside the circle and click. Key-in diameter and press ENTER.

Step 7. Click **Zoom to Fit**  (F) on the View toolbar.

Step 8. Click **Offset Entities**  on the Sketch toolbar.

Step 9. In the Offset Entities Property Manager set:
Distance to .02, **Fig. 3**
Uncheck **Bi-directional**

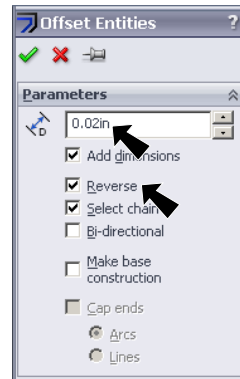



Fig. 3

If the circle is not selected, **click circle**

The yellow offset circle should be inside the initial green circle, **Fig. 4**. If it is not, **check Reverse**. Click OK .

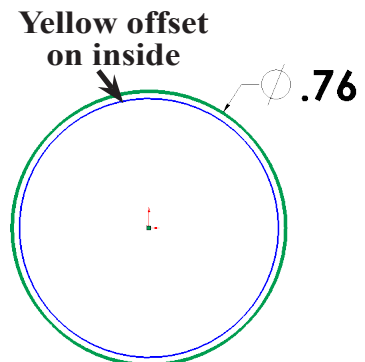


Fig. 4

B. Save as "BODY TUBE".

- Step 1. Click File Menu > Save As.
- Step 2. Key-in **BODY TUBE** for the filename and press ENTER.

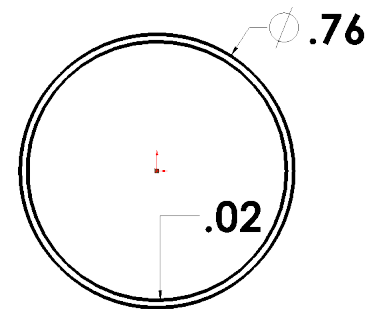
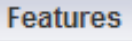
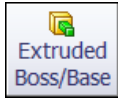


Fig. 5

C. Extrude.

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

Step 2. Click **Extruded Boss/Base**



on the Features toolbar.

Step 3. In the Property Manager set:

Depth  to **6**

click **OK** ,

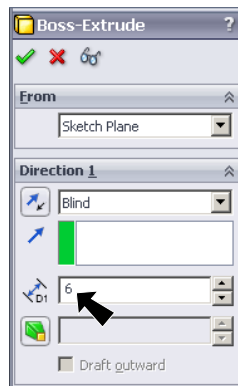


Fig. 6



Fig. 7

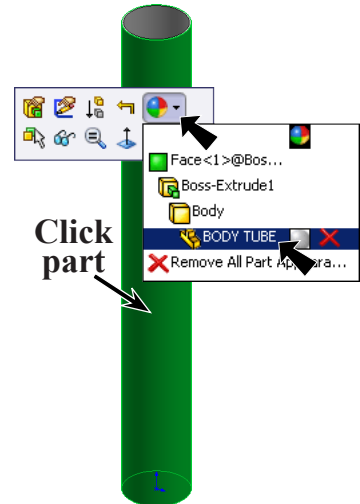




Fig. 8

D. Appearance.

Step 1. Click the Body Tube, click **Appearance Callout**  on the Content toolbar and click **BODY TUBE** , Fig. 8.

Step 2. In the Appearances Task pane, expand **Metal**, click **Titanium** and in the lower pane select **burnished titanium**, Fig. 9.

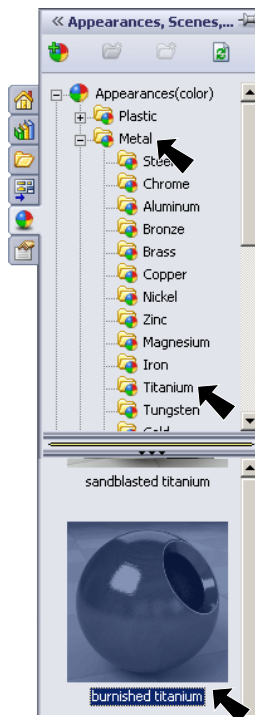


Fig. 9

Step 3. Back over in the Appearances Property Manager, Fig. 10 click **Advanced** button under Color: set **RGB values** to:
R 191
G 222
B 255

click **Mapping** tab ,

under Mapping set **Mapping Type** **Cylindrical**

set **Axis direction:** **ZX**

under **Size/Orientation**:

set **Width**  to **2.3**

click **OK** .

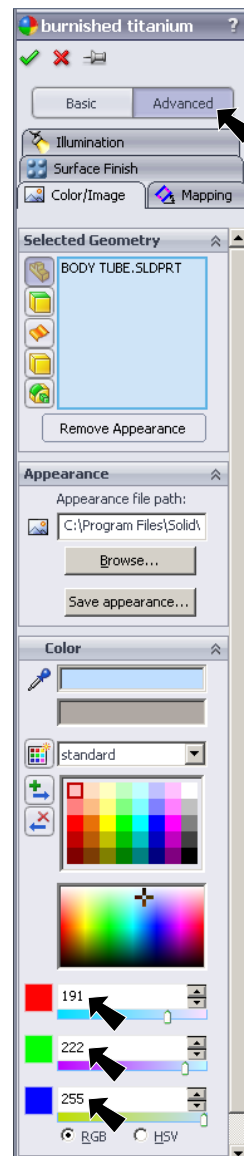


Fig. 10

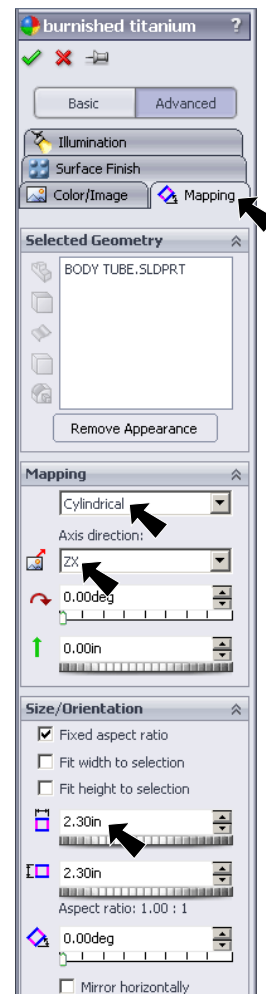


Fig. 11

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



Fig. 12