



A. Circle.

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**.

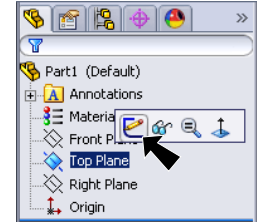


Fig. 1

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

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

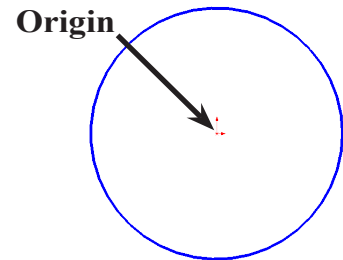


Fig. 2

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

Step 6. Dimension circle **diameter .75**, **Fig. 3**.

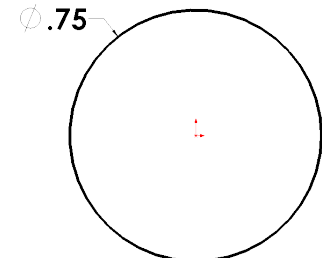
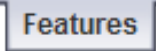
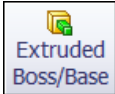


Fig. 3

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

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

Step 9. In the Property Manager set:
under Direction 1, **Fig. 4**

Depth  **D1** **.06**
click OK , **Fig. 5**.

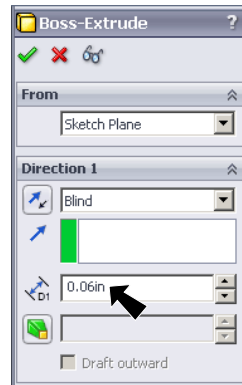



Fig. 4

Step 10. Click **Zoom to Fit**  (F) on the View toolbar.

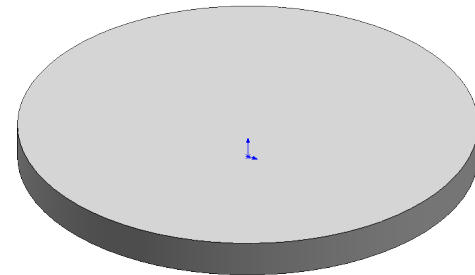


Fig. 5

B. Save as "PENNY".

Step 1. Click File Menu > Save As.

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

C. Fillet.

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

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

Radius  **.01**
select **Full preview**

click **side face**, **Fig. 7**

click **OK** .

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

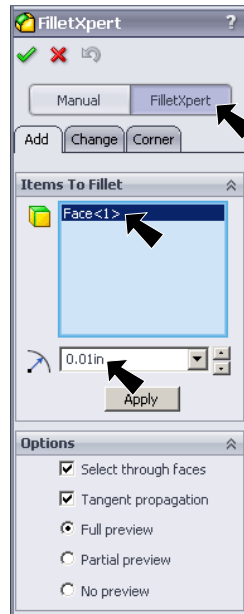
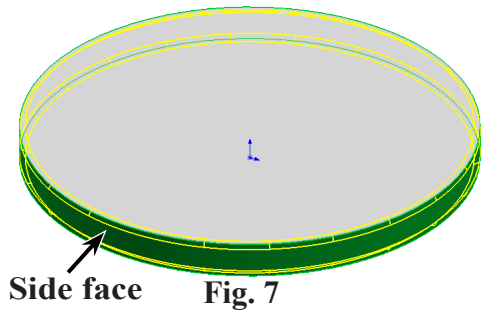


Fig. 6



Side face Fig. 7

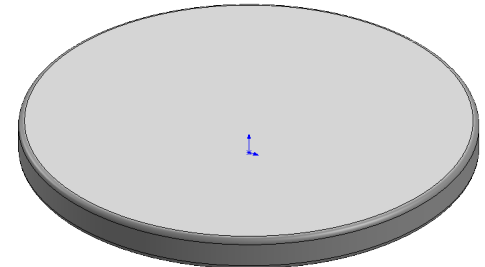



Fig. 8

D. Material Copper.

Step 1. **Right click Material**  in the Feature Manager and click **Edit Material**, **Fig. 9**.

Step 2. **Expand Copper Alloys** in the material tree and click **Copper**. Click **Apply** and **Close**, **Fig. 10**.

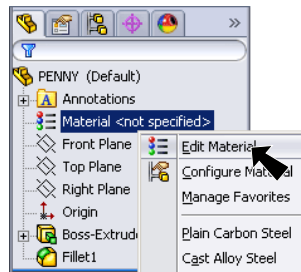


Fig. 9

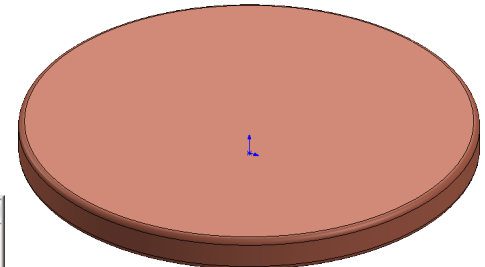




Fig. 10

E. Appearance Color.

Step 1. Click the Part, click **Appearance Callout**  on the Content toolbar and click **PENNY** , **Fig. 11**.

Step 2. In the Appearances Property Manager, **Fig. 12**

under **Color**:
set **RGB values**
R 121
G 90
B 66

click **OK** .

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

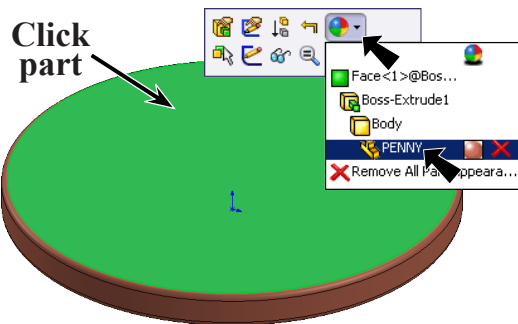


Fig. 11

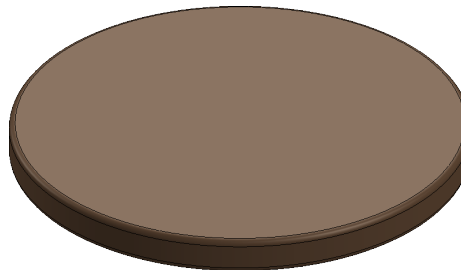


Fig. 13

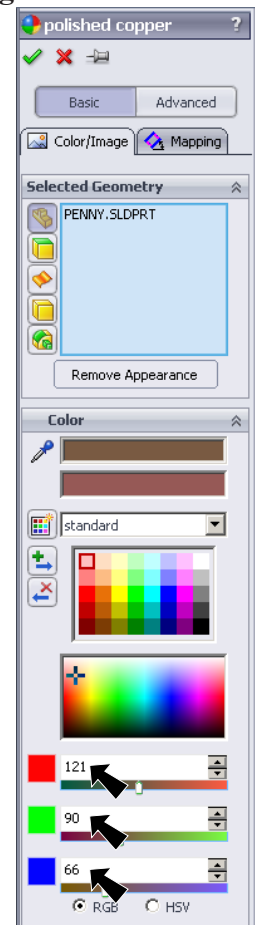


Fig. 12

F. Penny Decal.

Step 1. Click PhotoView 360 Menu > Edit Decal.

Step 2. In the Decals Property Manager Image tab:
under Decal Preview
click **Browse** and **My Documents** button
open **penny.png**, Fig. 14.

Step 3. Click the **Mapping** tab at the top of the Decals Manager, Fig. 15
under Selected Geometry

unselect all but Select Faces 

click the top face of the Penny, Fig. 16

click OK 

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

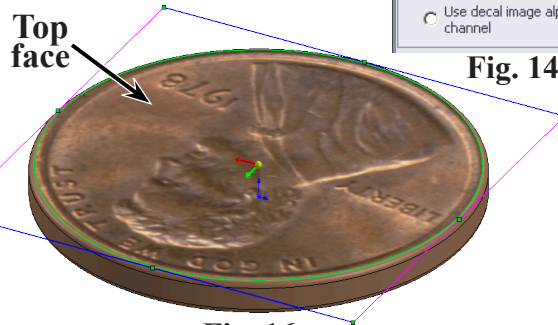
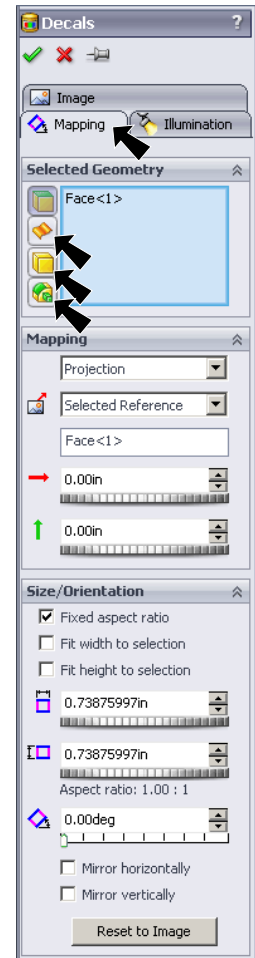
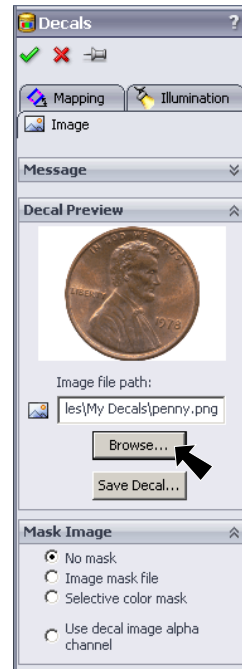


Fig. 16



Fig. 17