




Airplane V Stab

A. Sketch.

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

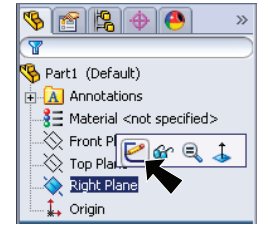



Fig. 1

- Step 4. Starting at the Origin  draw the V stab. Keep **top and bottom lines horizontal** and **right side vertical**, **Fig. 2**.

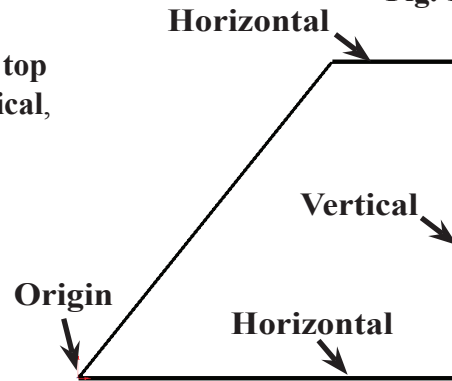


Fig. 2

- Step 5. Click **Smart Dimension**  on the Sketch toolbar.

- Step 6. Add dimensions as shown in **Fig. 3**.

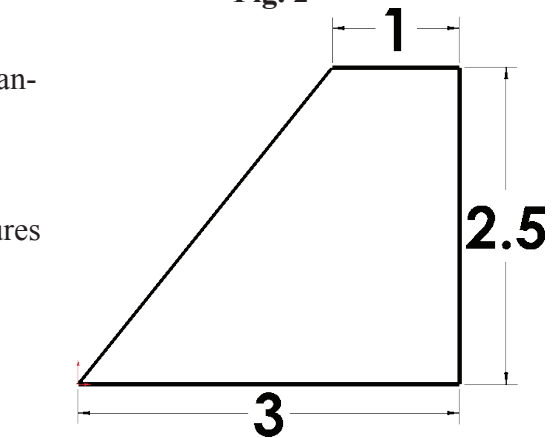
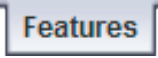
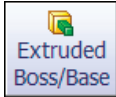




Fig. 3

B. 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:
 under **Direction 1**
 End Condition to **Mid Plane**
Depth  to **.1**
 click OK , **Fig. 4** and **Fig. 5**.

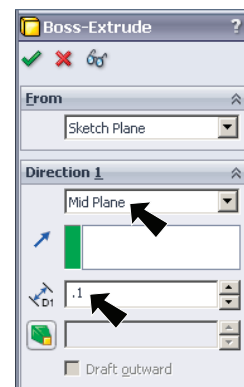


Fig. 4

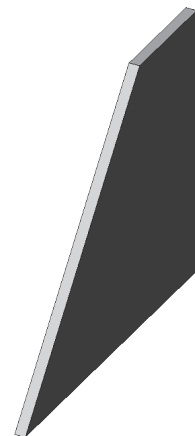


Fig. 5


C. Save as "V STAB".

- Step 1. Click File Menu > Save As.
- Step 2. Key-in **V STAB** for filename and press ENTER.

D. Fillet Leading Edge.

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

Step 2. In the Fillet Property Manager:

set **Radius**  to **.045**, Fig. 6

click the **two edges** of the leading edge as shown in Fig. 7

click **OK** , Fig. 8.

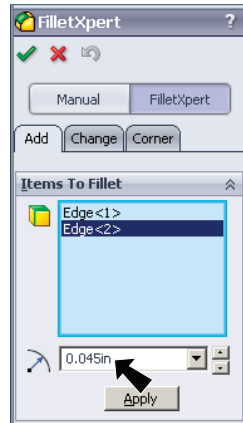


Fig. 6

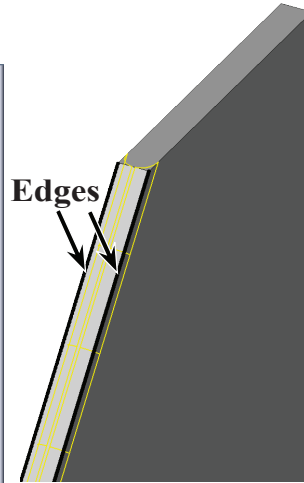


Fig. 7

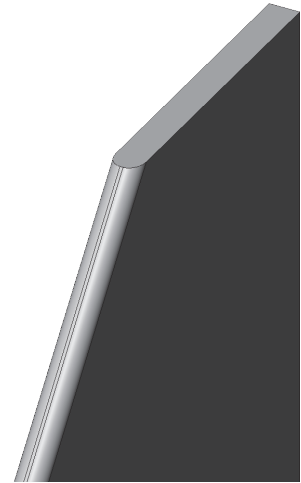


Fig. 8

E. Material PS HI (Polystyrene).

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

Step 2. **Expand Plastics** in the material tree and select **PS HI**. Click **Apply** and **Close**.

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