



Slot Wood Block



A. Block.

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**.

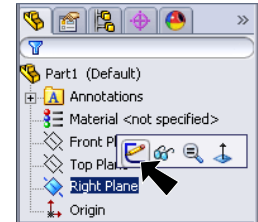


Fig. 1

Step 3. Click **Rectangle**  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.

Step 6. Set the dimensions as shown in **Fig. 2**.

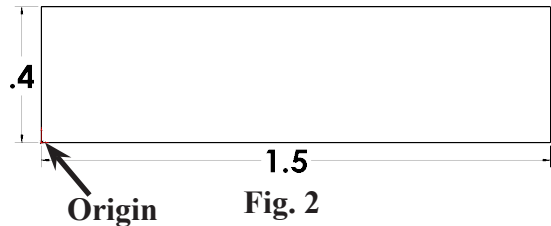
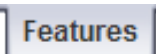
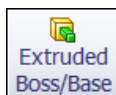


Fig. 2

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

Step 8. Click **Features**  on the Command Manager toolbar.

Step 9. Click **Extruded Boss/Base**  on the Features toolbar.

Step 10. In the Property Manager set, under Direction 1, **Fig. 3**
End Condition **Mid Plane**

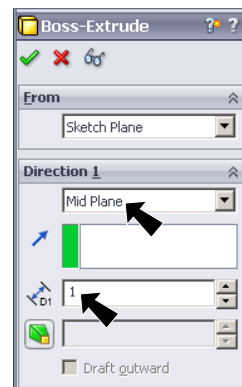


Fig. 3

Depth  **1**

click OK , **Fig. 4**.

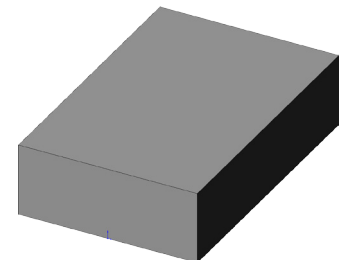



Fig. 4

B. Save as "SLOT WOOD BLOCK".

Step 1. Click File Menu > Save As.

Step 2. Key-in **SLOT WOOD BLOCK** for the filename and press ENTER.

C. Screw Hole on Side.

Step 1. Click the **side face** and click **Sketch**  on the Content toolbar, **Fig. 5**.

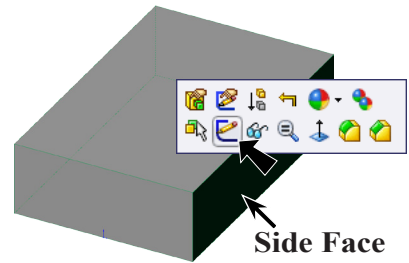


Fig. 5

Step 2. Click **Normal To**  on the Views toolbar.

Step 3. Click **Circle**  on the Sketch toolbar.

Step 4. Draw circle for the screw hole, **Fig. 6**.

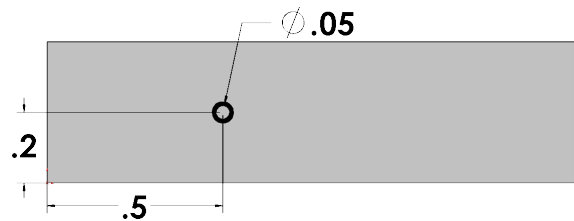


Fig. 6

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

Step 6. Set dimensions as shown in **Fig. 6**.

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

Step 8. Click **Extruded Cut**  on the Features toolbar.

Step 9. Click **Trimetric**  on the Standard Views toolbar.

Step 10. In the Property Manager set, under Direction 1, **Fig. 7**

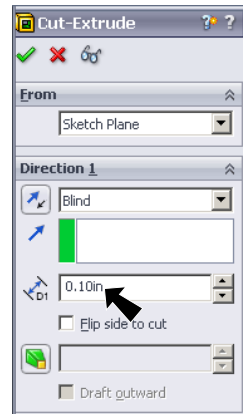




Fig. 7

Depth  D1 .1
click OK , **Fig. 8**.

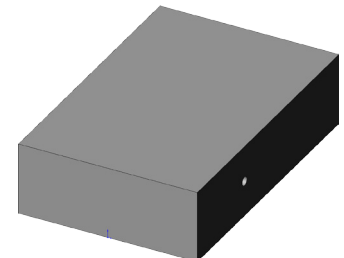



Fig. 8

Step 11. Save. Use **Ctrl-S**.

D. Screw Hole in Top.

Step 1. Click the **top face** and click **Sketch**  on the Content toolbar, **Fig. 9**.

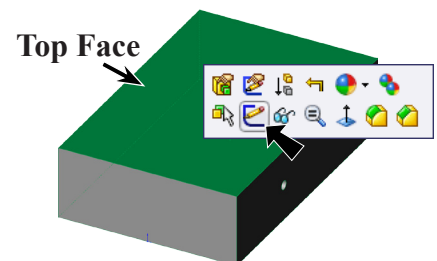


Fig. 9

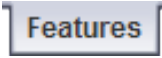
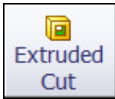
Step 2. Click **Normal To**  on the View toolbar. (**Ctrl-8**)


Step 3. Click **Circle**  on the Sketch toolbar.

Step 4. Draw circle for top screw hole, **Fig. 10**.

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

Step 6. Dimension as shown in **Fig. 10**.

Step 7. Click **Features**  on the Command Manager toolbar and **Extruded Cut**  on the Features toolbar.

Step 8. In the Property Manager set End Condition to **Through All** and click OK , **Fig. 11** and **Fig. 12**.

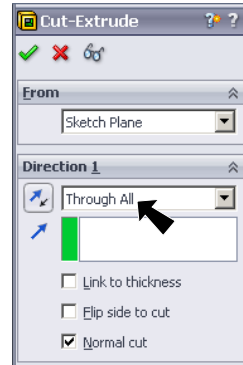


Fig. 11

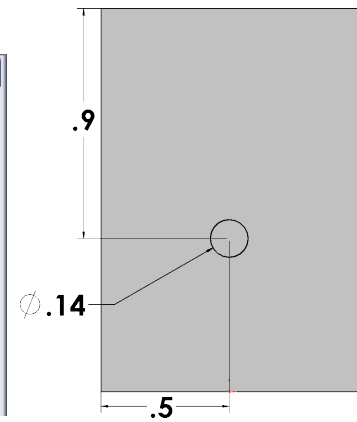


Fig. 10

E. Fillets.

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

Step 2. Set the **Radius**  .1 in the Fillet Property Manager, **Fig. 13**.

Step 3. Click the 3 edges shown in **Fig. 14** and click OK , **Fig. 15**.

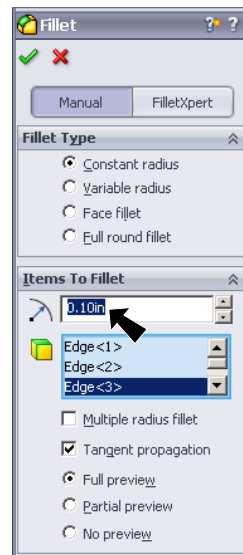


Fig. 13

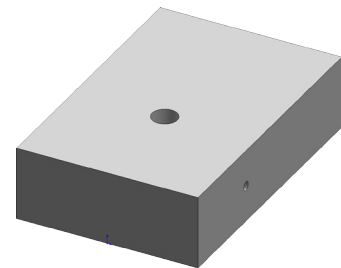


Fig. 15

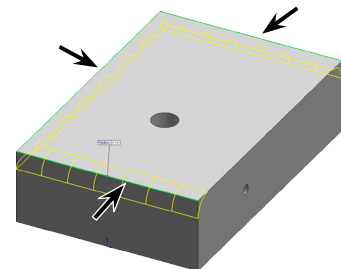


Fig. 14

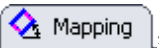

F. Material Cedar.

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

Step 2. **Expand Woods** in the material tree and click **Cedar**. Click **Apply** and **Close**.

G. Rotate Mapping.

Step 1. Click PhotoView 360 Menu > Edit Appearance.

Step 2. In the Property Manager set:
click **Mapping tab** , **Fig. 16**
under Mapping controls,
Rotation 90
click OK , **Fig. 17**.

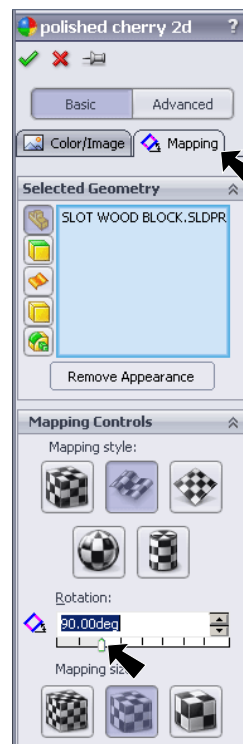


Fig. 16

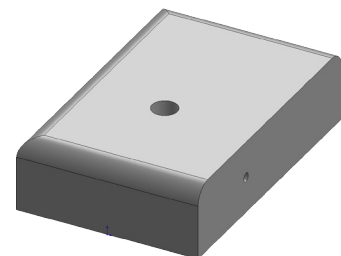


Fig. 15



Fig. 17

Step 3. Save. Use Ctrl-S.