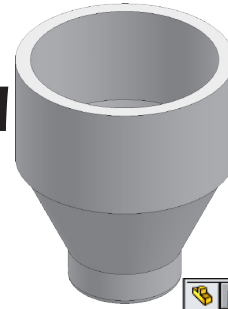




Delta IV Heavy Engine Shield



A. Sketch Lines.

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

Step 2. Click **Front Plane**  in the Feature Manager and click **Sketch**  on the Context toolbar, **Fig. 1**.

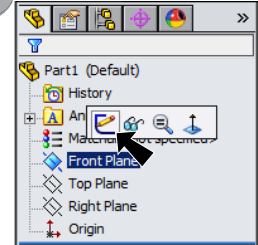
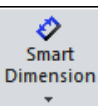


Fig. 1

Step 3. Click **Line**  (L) on the Sketch toolbar.

Step 4. Draw 7 lines starting at Origin , **Fig. 2**.

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

Step 6. Add dimensions **Fig. 3**.

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

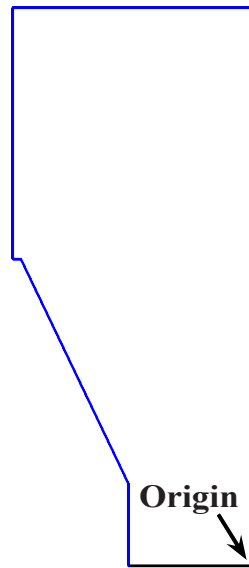


Fig. 2

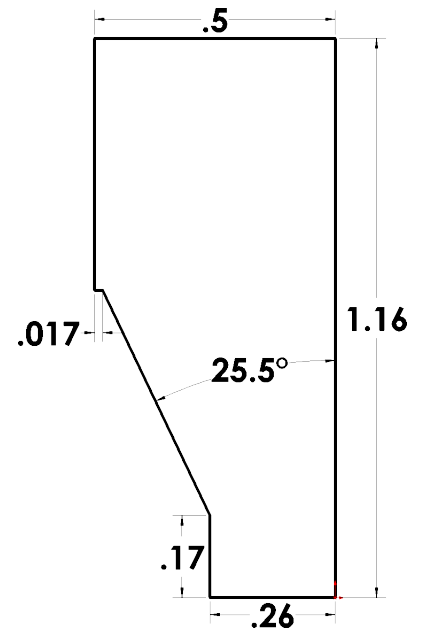


Fig. 3


B. Save as "ENGINE SHIELD".


Step 1. Click File Menu > Save As.

Step 2. Key-in **ENGINE SHIELD** for the file-name and press ENTER.

C. Revolve.

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

Step 2. Click **Revolved Boss/Base**  on the Features toolbar.

Step 3. In the Revolve Property Manger,
 Axis of Revolution
 click **vertical line on right side of sketch**, **Fig. 5**
 click OK .

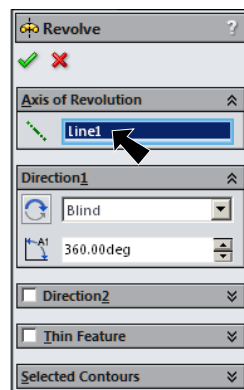


Fig. 4

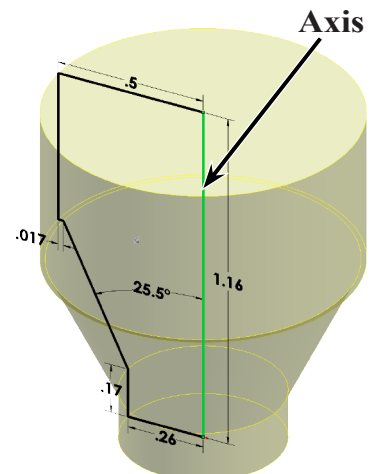
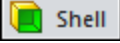


Fig. 5

D. Shell.

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

Step 2. In the Shell Property Manager set:
under Parameters, **Fig. 6**

Distance  **.07**

check **Show preview**

in the face to remove box

click **top face**, **Fig. 7**

rotate view to view **bottom face of**

Engine, **Fig. 8**. To rotate view, hold down
middle mouse button (wheel) and drag

click **bottom face**, **Fig. 8**

click OK .

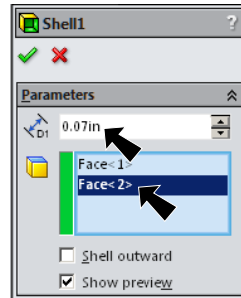


Fig. 6

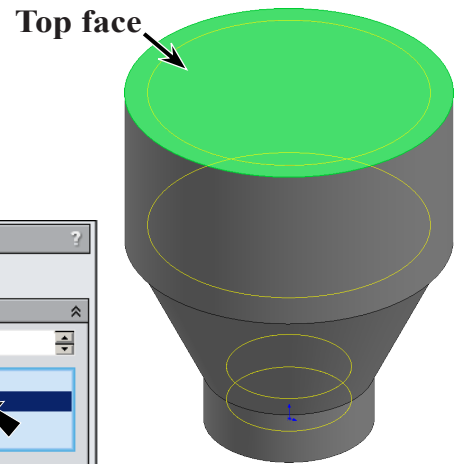


Fig. 7

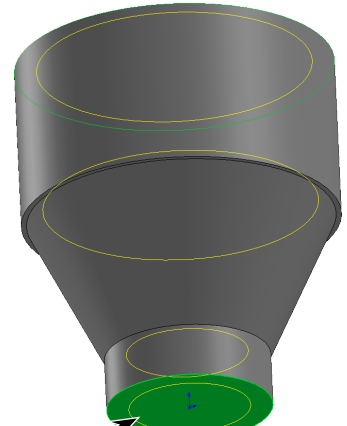
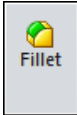


Fig. 8

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

E. Fillet Edge.

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

Step 2. In the Fillet Property Manager:
select FilletXpert, **Fig. 9**

Radius  **.03**

click **outer edge at bottom**, **Fig. 10**

click OK .

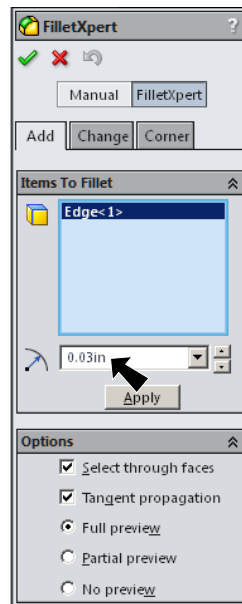


Fig. 9

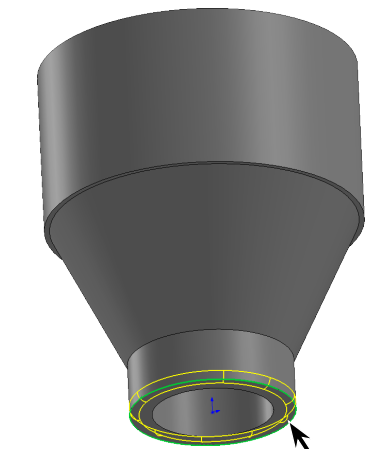


Fig. 10

F. Appearance Color.

Step 1. Click **Trimetric**  on the Standard Views toolbar.

Step 2. Click the part, expand **Appearance Callout**  on the Context toolbar and click **ENGINE SHIELD** , Fig. 11.

Step 3. In the Appearances Task pane, expand **Painted**, click **Car** and in the lower pane select **white**, Fig. 12.

Step 4. In the Appearances Property Manager click OK .

Step 5. Save. Use **Ctrl-S**.

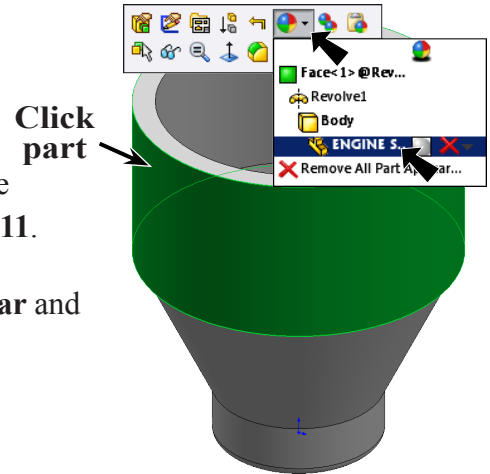


Fig. 11

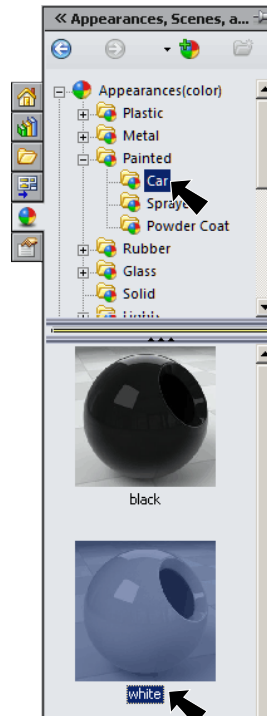


Fig. 12

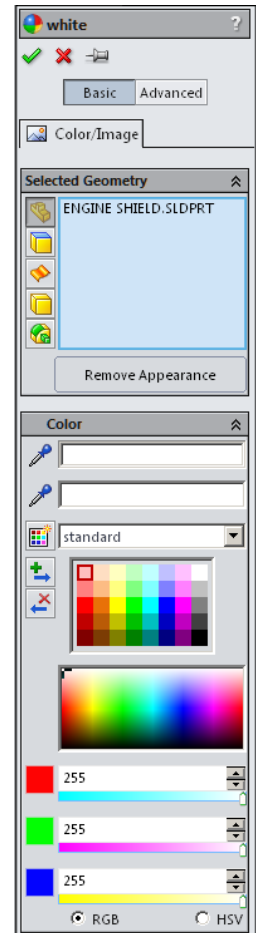


Fig. 13

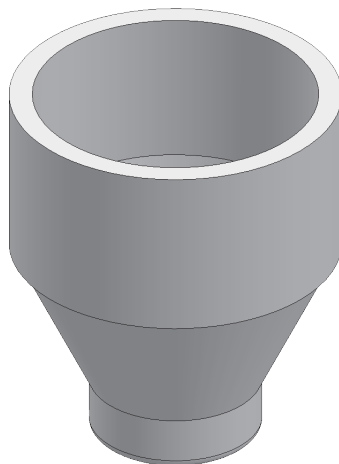


Fig. 14