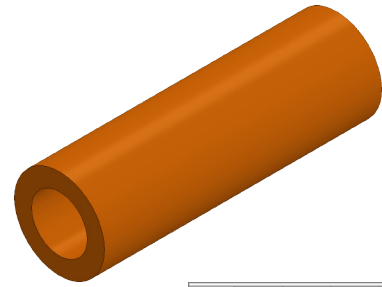




Boat Coupling



A. Tube.

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**.

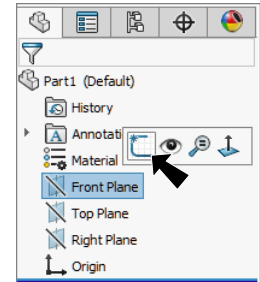



Fig. 1

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

Step 4. Draw **two circles** starting at the Origin , **Fig. 2**.

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

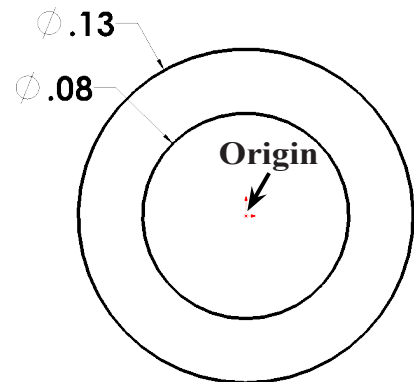

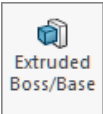


Fig. 2

Step 6. Dimension diameters, **Fig. 2**.

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

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

Step 9. In the Boss-Extrude Property Manager set:
under Direction 1, **Fig. 3**

Depth  **.4**
click OK .

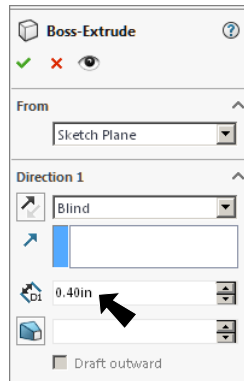


Fig. 3

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

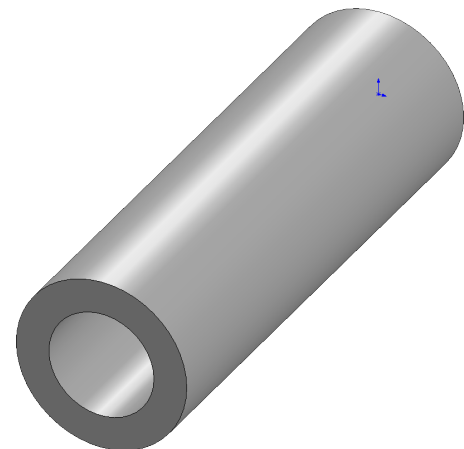


Fig. 4

B. Save as "COUPLING".

Step 1. Click File Menu > Save As.

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

C. Appearance.

Step 1. Click the Coupling to select the part, click **Appearance**

Callout  on the content toolbar and click **COUPLING** , Fig. 5.

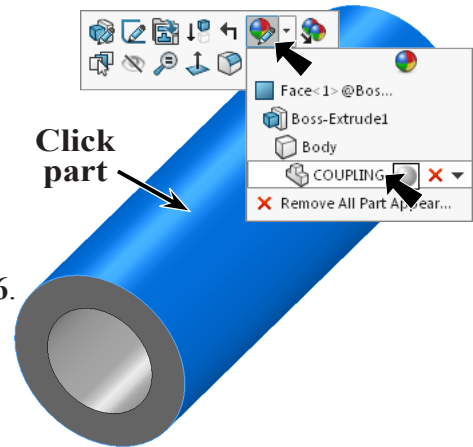


Fig. 5

Step 2. In the Appearances Task pane, expand **Rubber**, click **Gloss** and in the lower pane select **glossy rubber**, Fig. 6.

Step 3. Back over in the Appearances Property Manager, under Color:

click **Orange** swatch, Fig. 7

click **OK**  .

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

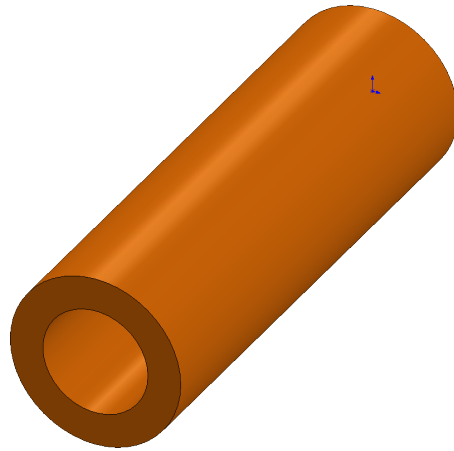


Fig. 8

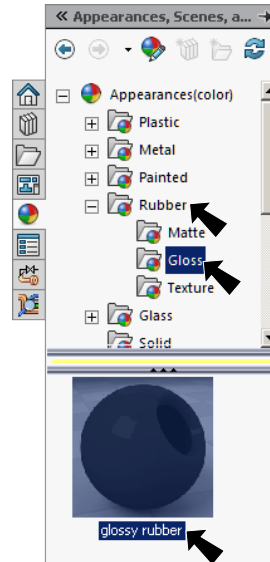


Fig. 6

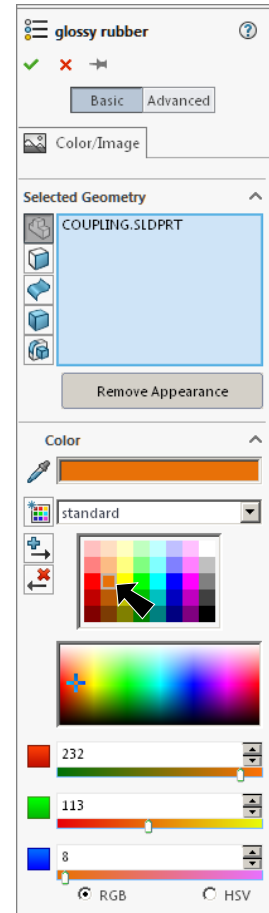


Fig. 7