



# Rocket 3D Print Engine Casing

## A. Tube.

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

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

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

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

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

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**  **2.75**  
click OK .

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

## B. Save as "ENGINE CASING".

Step 1. Click File Menu > Save As.

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

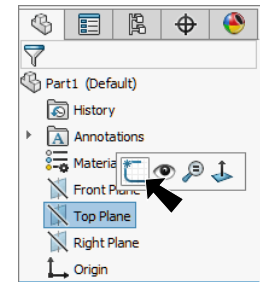


Fig. 1

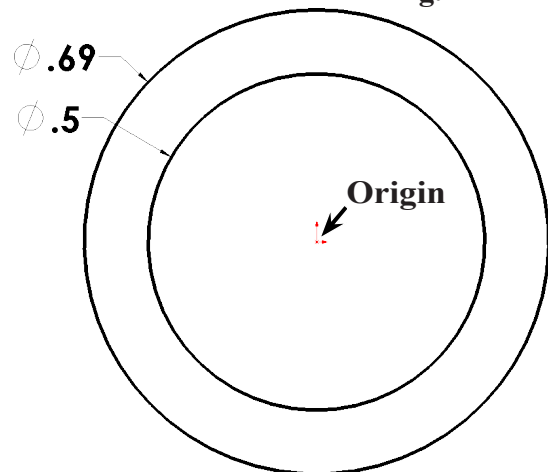


Fig. 2

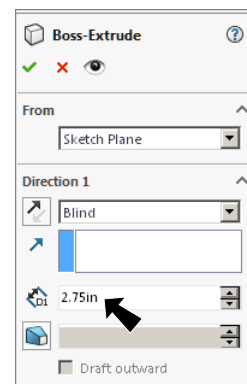


Fig. 3

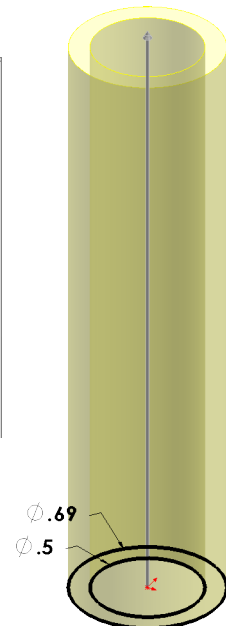
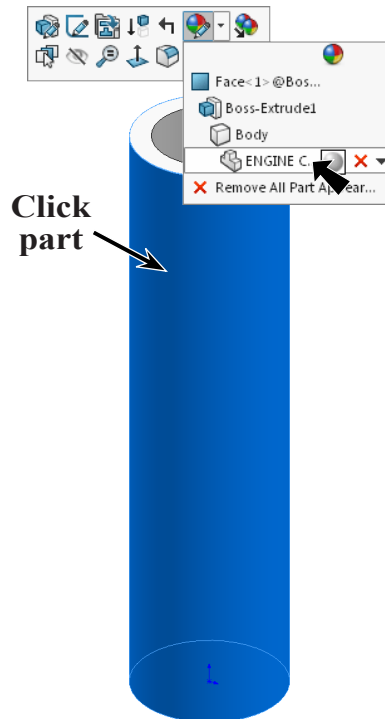


Fig. 4

## C. Appearance.

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

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



**Fig. 5**

Step 2. In the Appearances Property Manager, under **Color**, **Fig. 6**

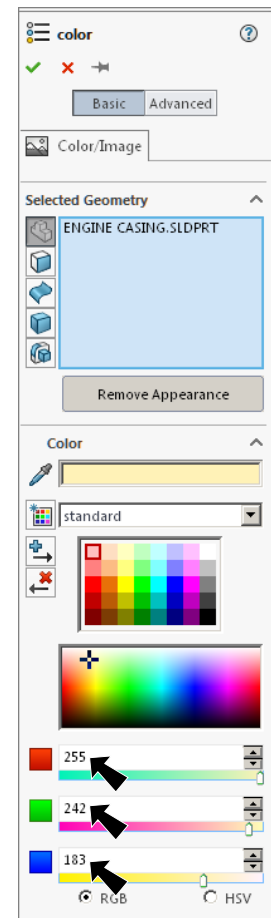
set **RGB values**

**R 255**

**G 242**

**B 183**

click **OK** .



**Fig. 6**

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



**Fig. 7**