

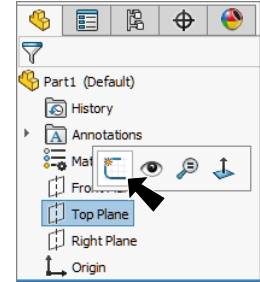




**A. Circle.**


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**.



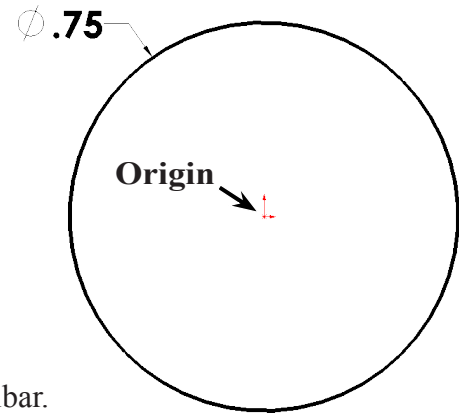
**Fig. 1**

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


Step 4. Sketch a circle starting at Origin , **Fig. 2**.

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

Step 6. Dimension circle **diameter .75**, **Fig. 2**.



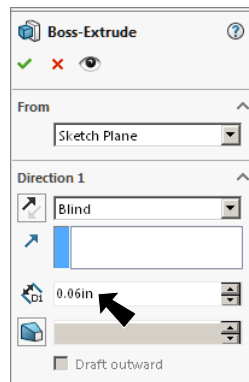
**Fig. 2**

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

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

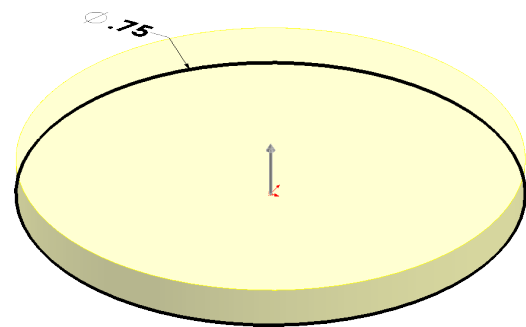
Step 9. In the Boss-Extrude Property Manager set:  
under Direction 1, **Fig. 3**

**Depth**  **.06**  
click **OK** .



**Fig. 3**

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



**Fig. 4**

**B. Save as "PENNY".**



Step 1. Click File Menu > Save As.

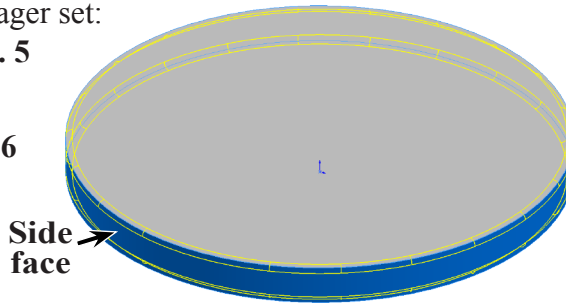
Step 2. Key-in **PENNY** for the filename and press ENTER.

### C. Fillet.

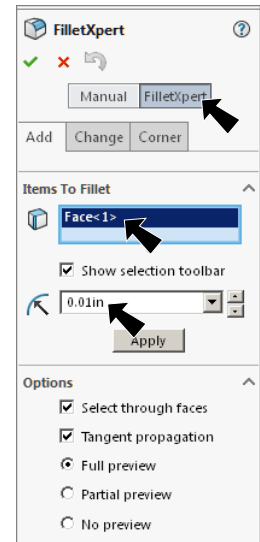
Step 1. Click **Fillet**  on the Features toolbar.

Step 2. In the Fillet Property Manager set:  
select **FilletXpert**, **Fig. 5**

**Radius**  **.01**  
click **side face**, **Fig. 6**  
click **OK** .




**Fig. 6**



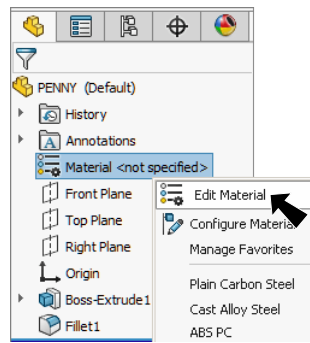
**Fig. 5**

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

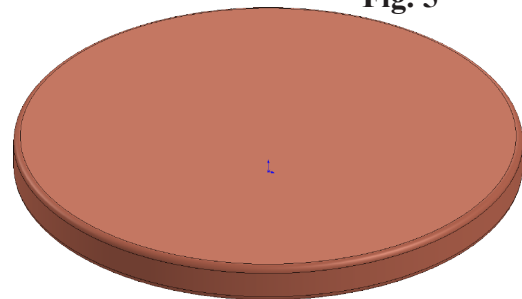
### D. Material Copper.

Step 1. **Right click Mate-**  
**rial**  in the Feature  
Manager and click **Edit**  
**Material**, **Fig. 7**.

Step 2. **Expand Copper Alloys**  
in the material tree and  
click **Copper**. Click **Ap-**  
**ply** and **Close**.





**Fig. 7**



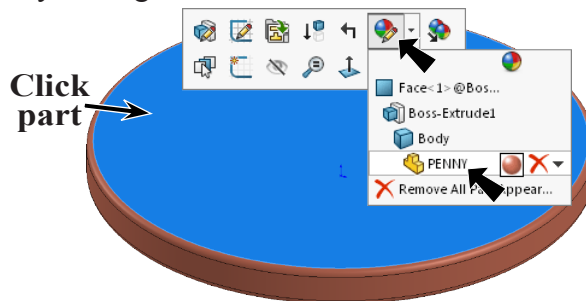
**Fig. 8**

### E. Appearance Color.

Step 1. Click the Part, click **Appearance Callout**  on the context toolbar  
and click **PENNY** , **Fig. 9**.

Step 2. In the Appearances Property Manager:  
under **Color**, **Fig. 10**

set **RGB values**:  
**R 121**  
**G 90**  
**B 66**  
click **OK** .

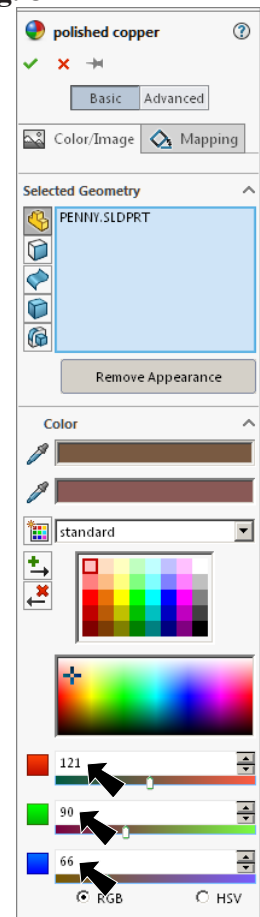


**Fig. 9**

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



**Fig. 11**



**Fig. 10**

## F. Penny Decal.

Step 1. Click PhotoView 360 Menu > Edit Decal.

Step 2. In the Decals Property Manager Image tab:  
under Decal Preview  
click **Browse** and **My Documents** button  
open **penny.png**, Fig. 12.

Step 3. Click the **Mapping** tab at the top of the Decals Manager, Fig. 13  
under Selected Geometry

**unselect all but Select Faces**   
click **top face** of Penny, Fig. 14

click OK .

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

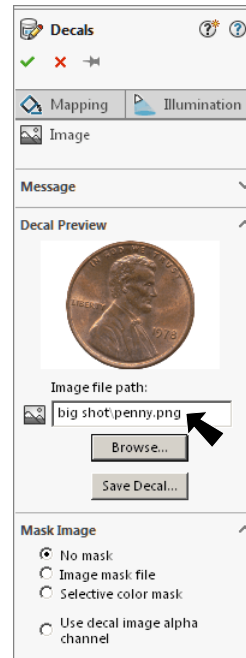


Fig. 12

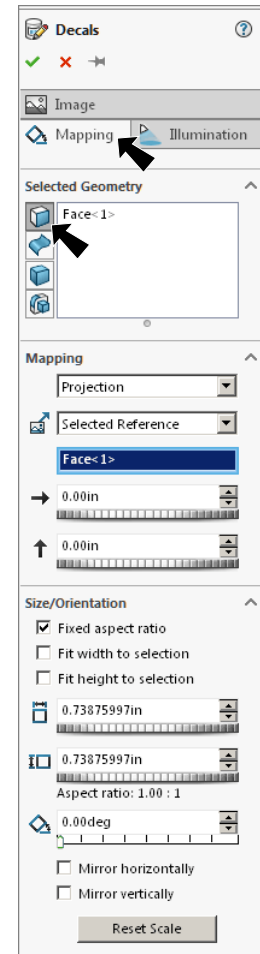


Fig. 13



Fig. 14



Fig. 15