





A. Sketch.

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

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

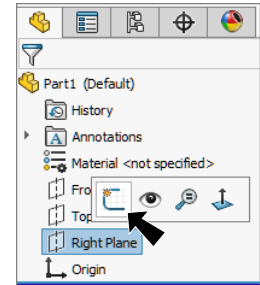


Fig. 1

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

Step 4. Starting from the Origin  sketch lines, **Fig. 2**.

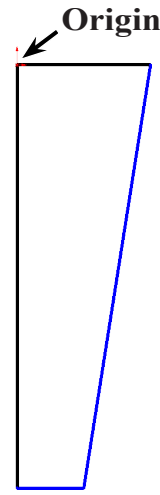


Fig. 2

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

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

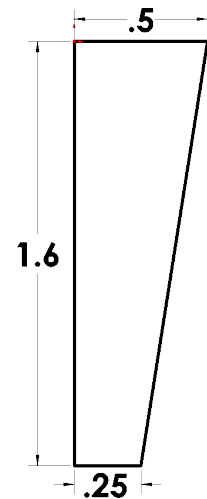



Fig. 3

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. 5**
End Condition **Mid Plane**

Depth  **.6**
click OK .

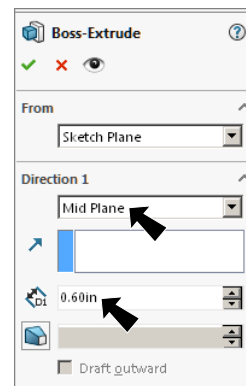


Fig. 4

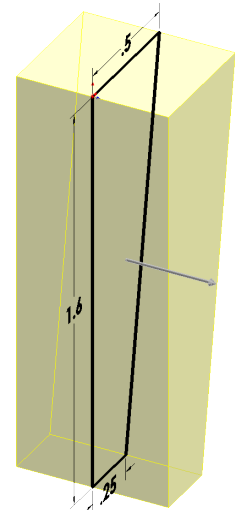


Fig. 5

B. Save as "WEDGE".

Step 1. Click File Menu > Save As.

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

C. Material Pine.

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

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

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