



A. Sketch Center Rectangle.

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**.

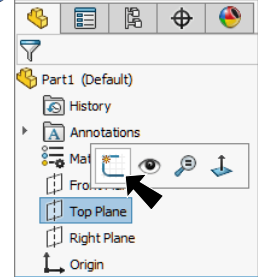


Fig. 1

Step 3. Click **Center Rectangle**  in the **Rectangle flyout**  on the Sketch toolbar.

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

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

Step 6. Add dimensions, **Fig. 2**.

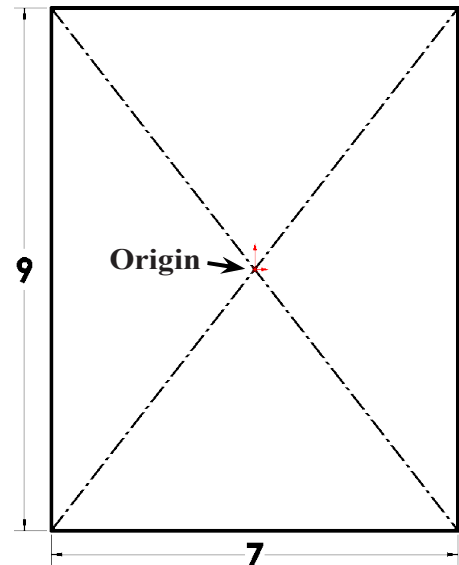


Fig. 2

B. Save as "BOX".


Step 1. Click File Menu > Save As.

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

C. Offset Entities.

Step 1. Click **Offset Entities**  on the Sketch toolbar.

Step 2. In the Offset Entities Property Manager set: under Parameters, **Fig. 3**

Distance  **.2**
 check **Reverse**
 check **Select chain**
 click **line of rectangle**,
Fig. 4

The yellow offset should be inside original rectangle, **Fig. 4**.
 If it is not, uncheck Reverse.

Click OK .

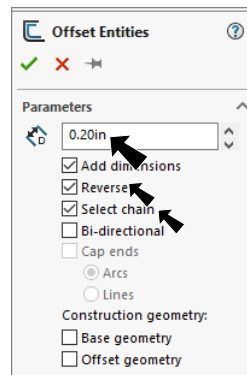


Fig. 3

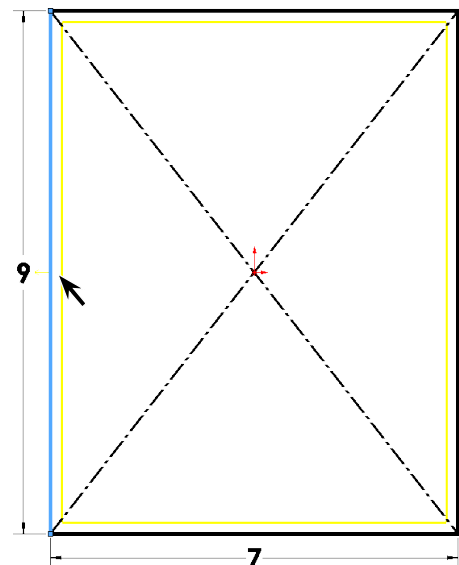


Fig. 4

D. Extrude Box Bottom.

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

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

Step 3. In the Boss-Extrude Property Manager set:
under Direction 1, **Fig. 5**

Depth  **.2**

under Selected Contours

click **Line of original rectangle** to select outside rectangle, **Fig. 6**

click **OK** .

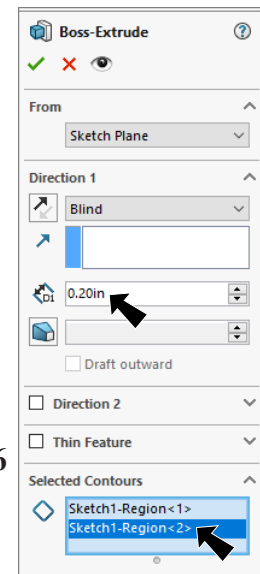


Fig. 5

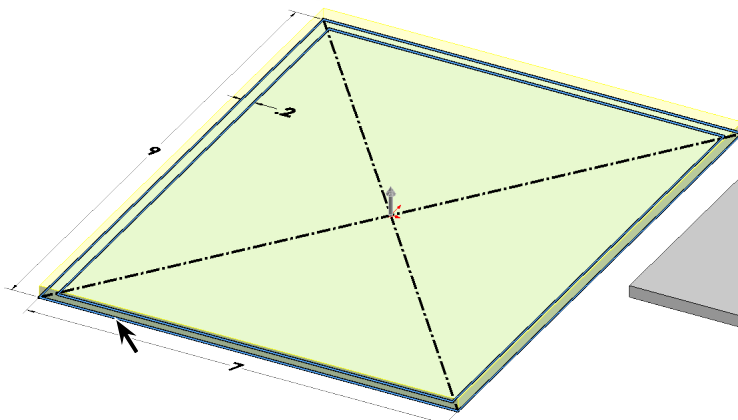


Fig. 6

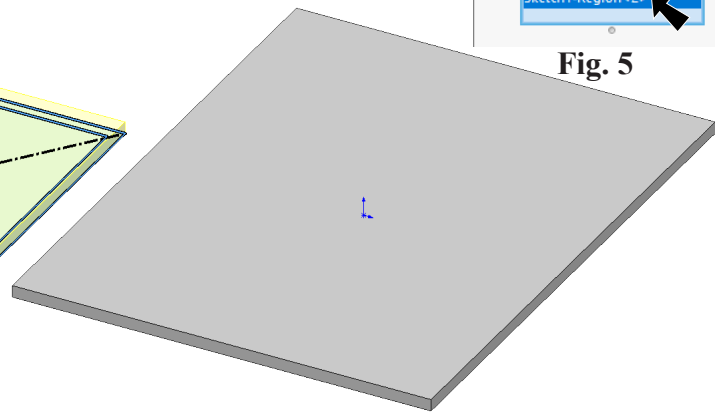


Fig. 7

E. Extrude Walls.

Step 1. Expand **Boss-Extrude1** in the Feature Manager and click **Sketch1** to select sketch, **Fig. 8**.

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

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

Depth  **1**

under Selected Contours

outside contour

should be selected, if not select it, **Fig. 10**

click **OK** .

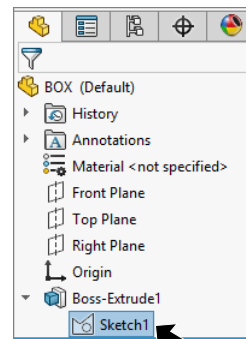


Fig. 8

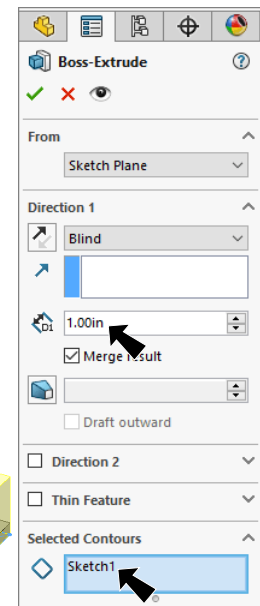


Fig. 9

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

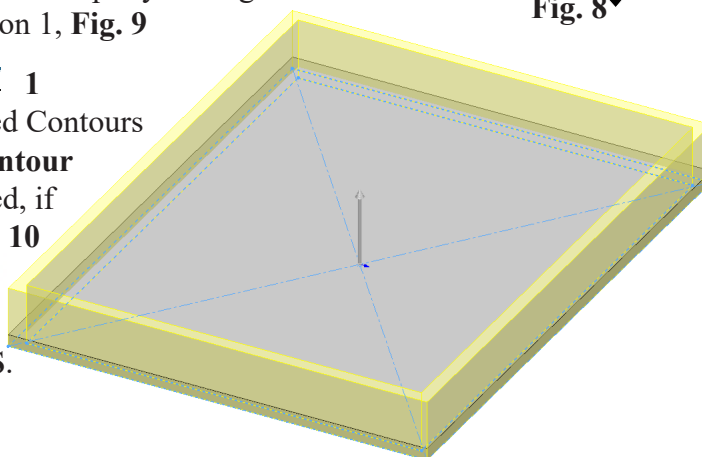



Fig. 10

F. Material ABS PC.

- Step 1. Right click **Material**  in the Feature Manager and click **Edit Material**, Fig. 11.
- Step 2. Expand **Plastics** in the material tree and click **ABS PC**. Click **Apply** and **Close**.
- Step 3. Save. Use **Ctrl-S**.

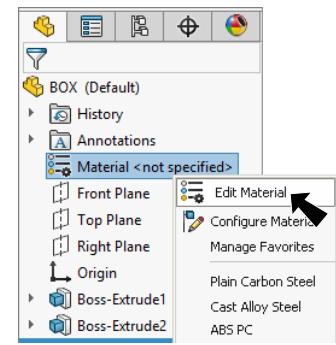




Fig. 11

G. Appearance.

- Step 1. Click the Box to select the part, click **Appearances Callout**  on the Content toolbar and click **BOX** , Fig. 12.
- Step 2. In the Appearances Task pane, expand **Plastic**, click **High Gloss** and in the lower pane select **blue high gloss plastic**, Fig. 13.

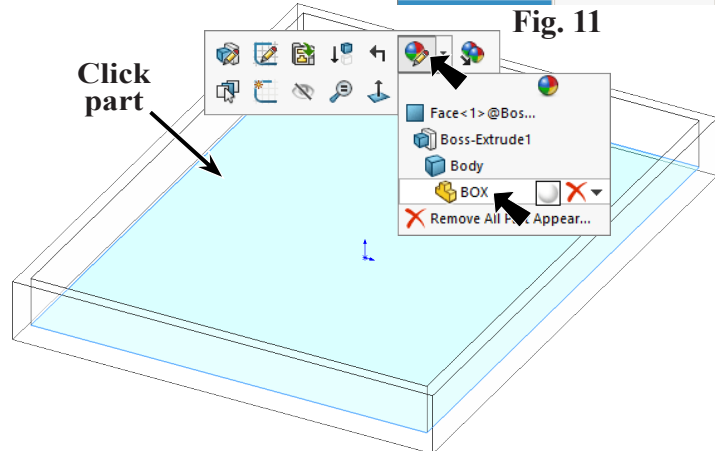



Fig. 12

- Step 3. Back over in the Appearances Property Manager, under **Color**, Fig. 14 set **RGB values**
R 119
G 172
B 255
 click **OK** .

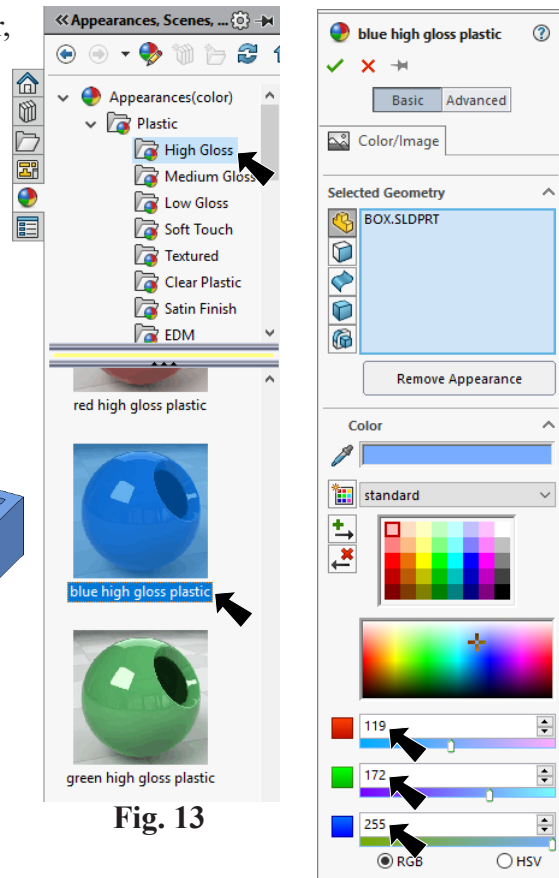


Fig. 13

Fig. 14

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

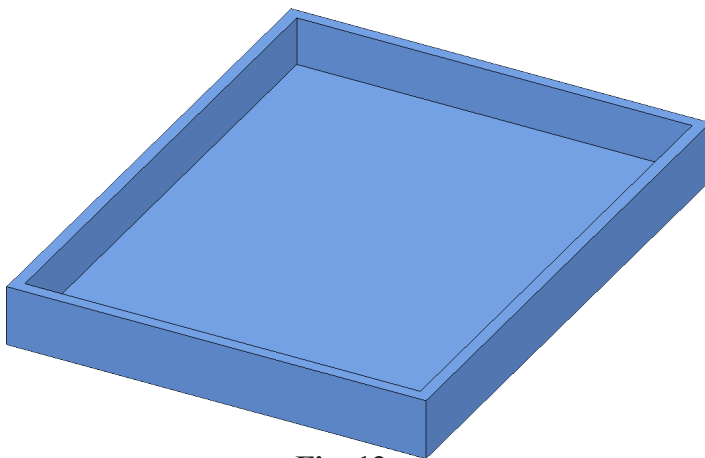


Fig. 12