

# Rocket 1 Body Tube

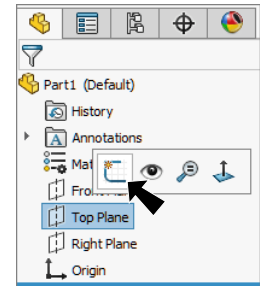




Fig. 1

## 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 a **circle** starting at the Origin , **Fig. 2**.

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

Step 6. Dimension the circle **diameter .76**, **Fig. 2**. To dimension a circle, click the circle, move the cursor outside the circle and click. Key-in diameter and press ENTER.

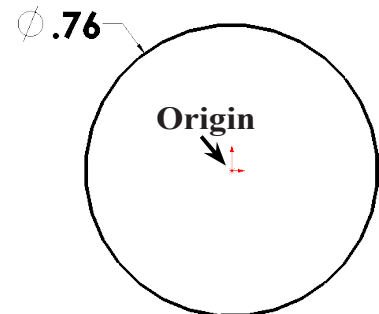



Fig. 2

Step 7. Click **Zoom to Fit**  (F) on the View toolbar.

Step 8. Click **Offset Entities**  on the Sketch toolbar.

Step 9. In the Offset Entities Property Manager set:  
 under Parameters, **Fig. 3**

**Distance**  **.02**  
 check **Reverse**  
 click **circle**.

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

Click OK .

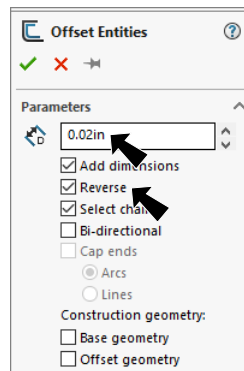


Fig. 3

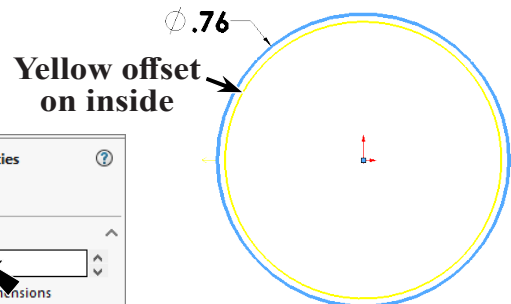


Fig. 4

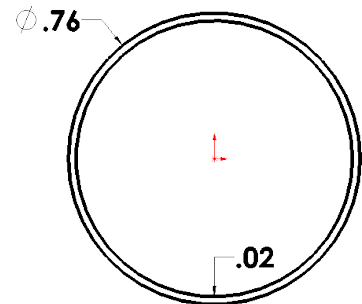


Fig. 5

## B. Save as "BODY TUBE".

Step 1. Click File Menu > Save As.

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

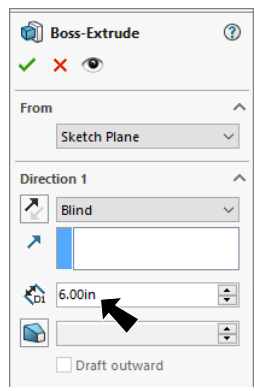
### C. Extrude.

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

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

Step 3. In the Property Manager set:  
under Direction 1, **Fig. 6**



**Depth**  **6**  
click **OK** .




**Fig. 6**

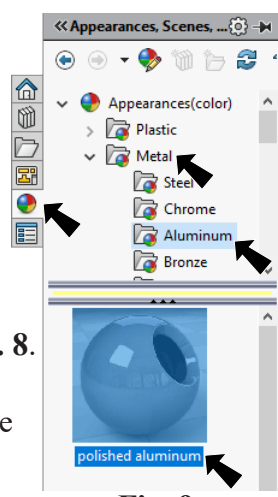
Step 4. Click **Zoom to Fit**  (F) on the View toolbar.

### D. Appearance.

Step 1. Click the Body Tube, click **Appearance Callout**  on the content toolbar and click **BODY TUBE** , **Fig. 8**.

Step 2. In the Appearances Task pane

, expand **Metal**, click **Aluminum** and in the lower pane select **polished aluminum**, **Fig. 9**.





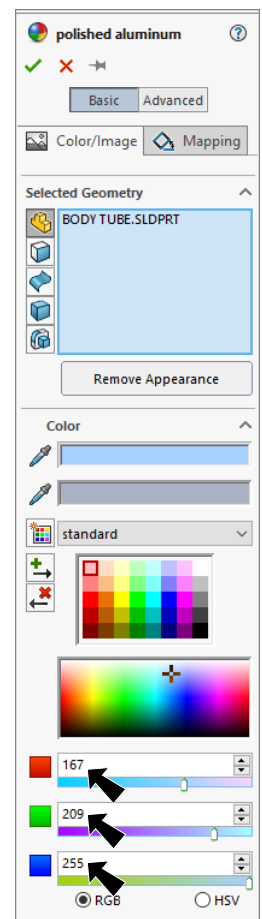
**Fig. 9**

Step 3. Back over in the Appearances Property Manager

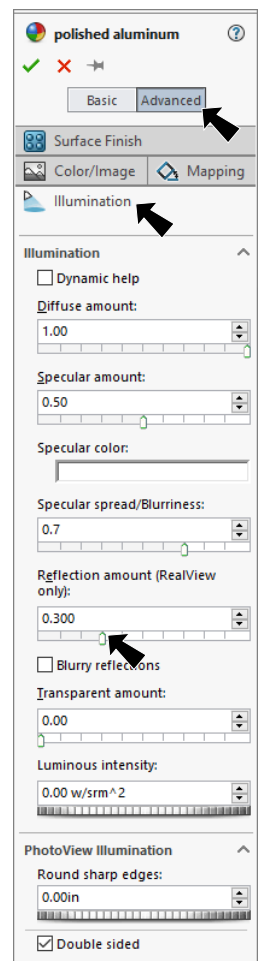
under **Color**, **Fig. 10**  
set **RGB values** to:  
**R 167**  
**G 209**  
**B 255**

Click **Advanced** button, **Fig. 11**

Click **Illumination** tab   
under **Reflection amount**  
**Reflectivity .3**  
click **OK** .

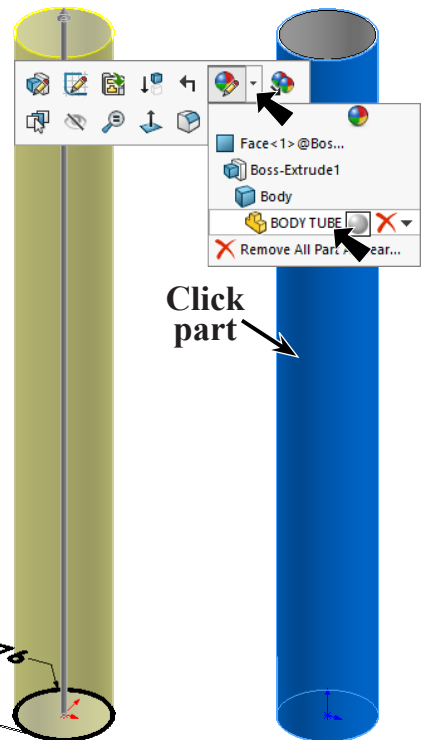


**Fig. 10**



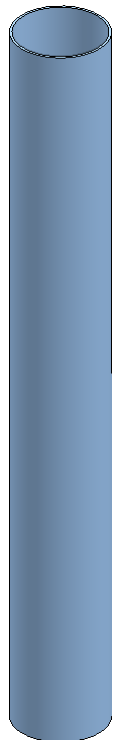
**Fig. 11**

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



**Fig. 7**

**Fig. 8**



**Fig. 12**