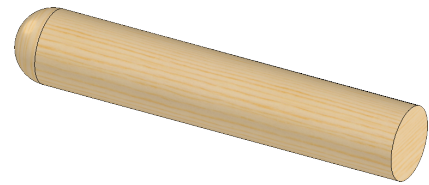




Big Shot Dowel Pin



A. Dowel Pin.

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**.

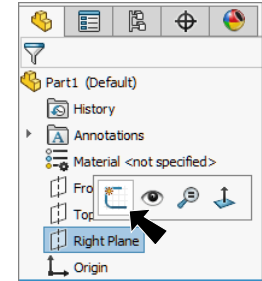


Fig. 1

Step 3. Click **Circle**  on the Sketch toolbar.

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

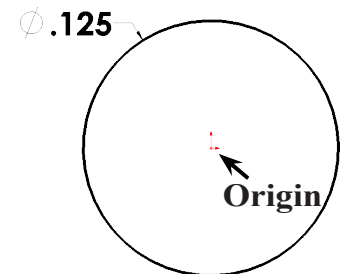
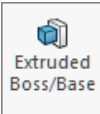


Fig. 2

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

Step 6. Dimension circle **diameter .125**, **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  **.7**
click OK .

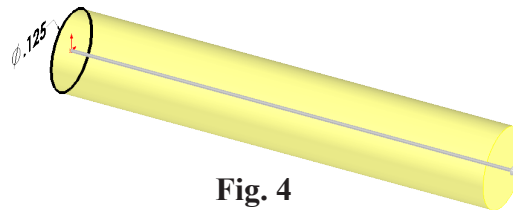


Fig. 4

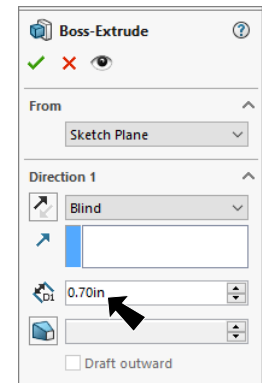


Fig. 3

B. Save as "DOWEL PIN".

Step 1. Click File Menu > Save As.

Step 2. Key-in **DOWEL PIN** 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  **.06**
click **left edge**, Fig. 6
click **OK** .

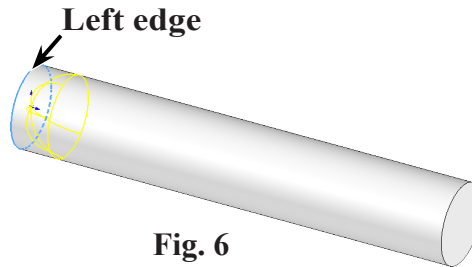


Fig. 6

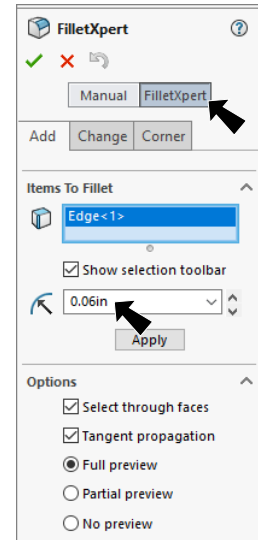



Fig. 5

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

D. Material Maple.

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

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

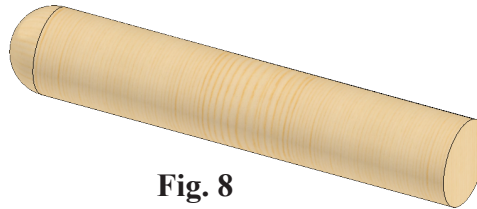


Fig. 8

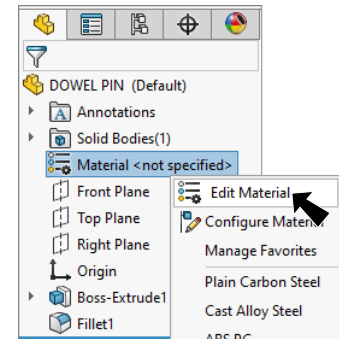




Fig. 7

E. Rotate Mapping.

Step 1. Click PhotoView 360 Menu > Edit Appearance.

Step 2. In the Appearances Property Manager:
click **Mapping tab** , Fig. 9
under Mapping controls
Rotation 90
click **OK** .

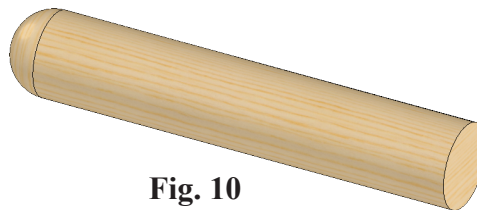


Fig. 10

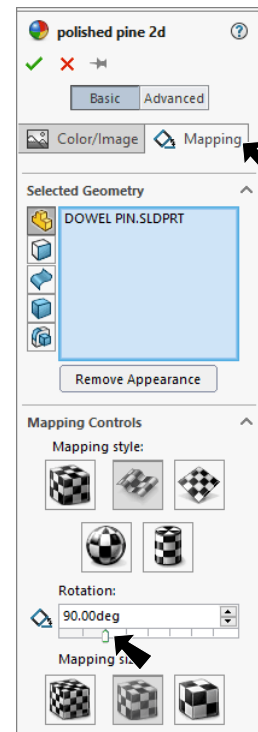


Fig. 9