



A. Extrude.

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.

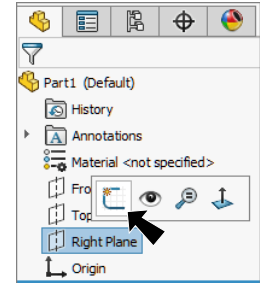



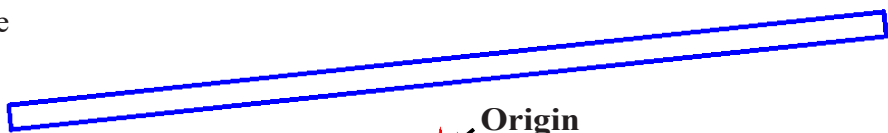


Fig. 1


Step 3. Click **3 Point Corner Rectangle**  (S) in the **Rectangle** flyout  on the Sketch toolbar.

Step 4. Sketch a long narrow rectangle at an angle above the Origin , Fig. 2.



Origin
Fig. 2

Step 5. **Right click graphics area and click Select from menu to unselect Rectangle tool.**

Step 6. **Ctrl click top line and Origin.** Release Ctrl key and click **Make Midpoint**  on the context toolbar, Fig. 3.

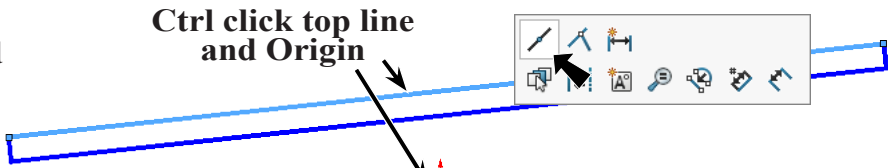



Fig. 3

Step 7. Click **Smart Dimension**  (S) on the Sketch toolbar.

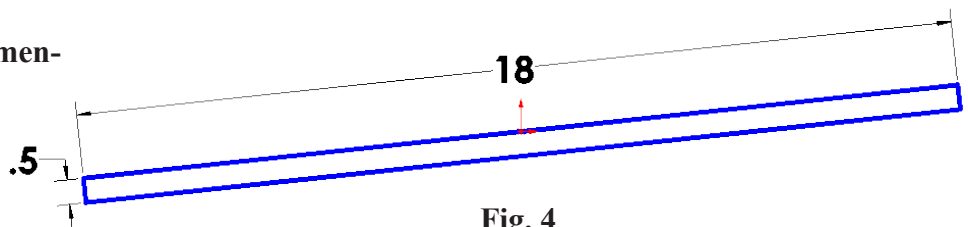


Fig. 4

Step 8. Dimension .5 by 18, Fig. 4.

Step 9. Click **Line**  (L) on the Sketch toolbar.

Step 10. Sketch **horizontal line across from the bottom left corner of rectangle**, Fig. 5.

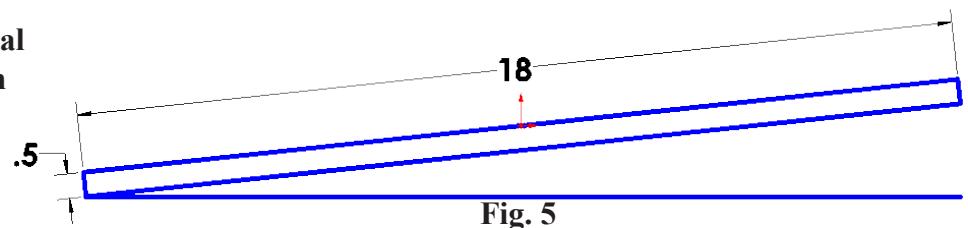



Fig. 5

Step 11. Sketch **4 lines**, **Fig. 6**. Keep the lines coming off the bottom of the rectangle perpendicular  to rectangle.

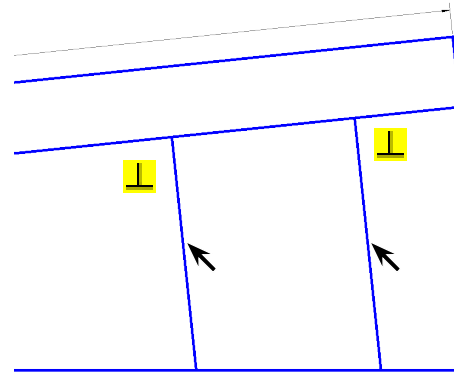


Fig. 6

Step 12. Click **Smart Dimension**  (S) on the Sketch toolbar.

Step 13. Add dimensions, **Fig. 7**. Keep dimension parallel to line. Try locking the dimension into parallel position. To lock, first click items to dimension, more cursor in parallel position and **right click** to lock. Click and key-in dimension.

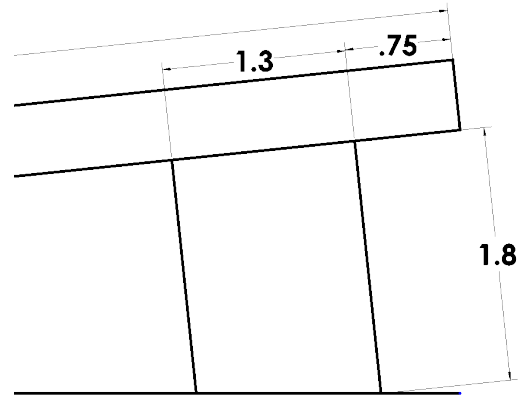





Fig. 7

Step 14. Click **Features**  on the Command Manager toolbar.

Step 15. Click **Extruded Boss/Base**  on the Features toolbar.

Step 16. In the Boss-Extrude Property Manager set:
 under Direction 1, **Fig. 8**
 End Condition **Mid Plane**
Depth  **9.5**
 under Selected Contours
 click in Selected Contours box
 click **contour inside lines**
 click OK .

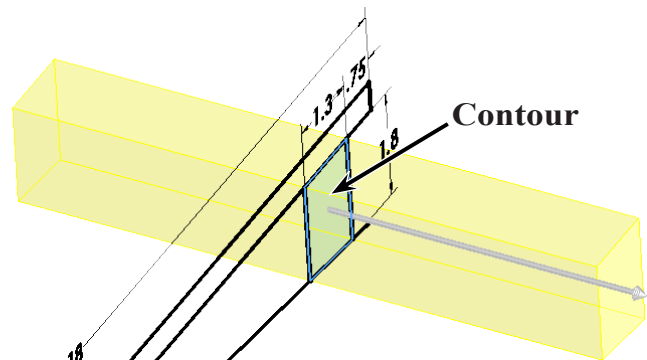


Fig. 9

B. Save as "LEG".

Step 1. Click File Menu > Save As.

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

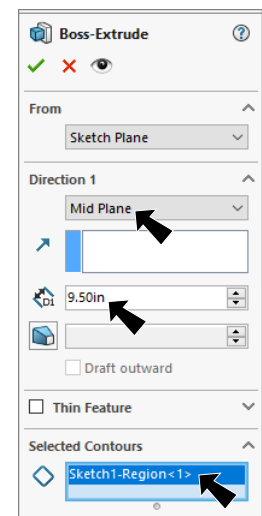



Fig. 8

C. Material Pine.

Step 1. Right click **Material**  in the Feature Manager and click **Edit Material**, Fig. 10.

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

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

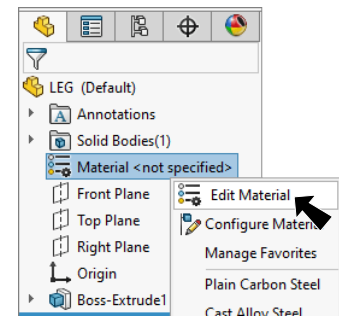


Fig. 10

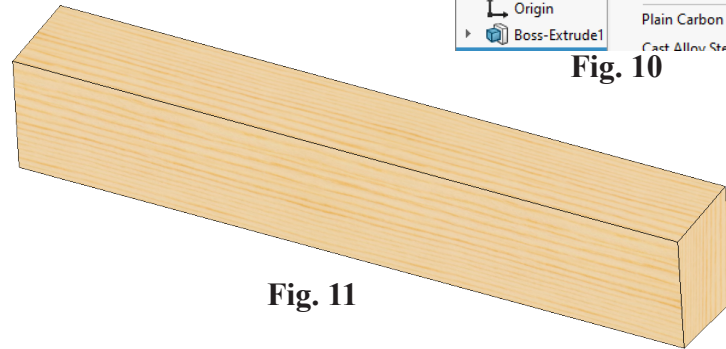


Fig. 11