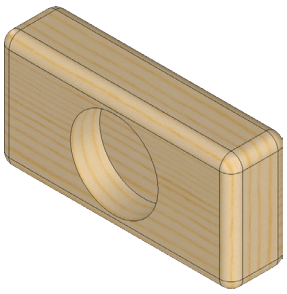
Chapter 6

Big Shot
Plate



A. Extrude Rectangle.

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

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

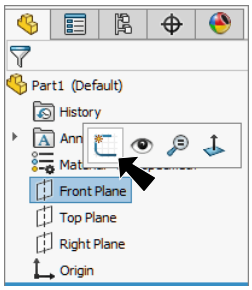


Fig. 1

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. Dimension **.5 by 1**, **Fig. 2**.

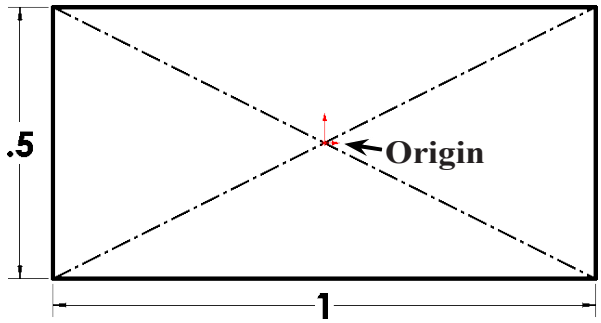


Fig. 2

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 **.25**
click OK .

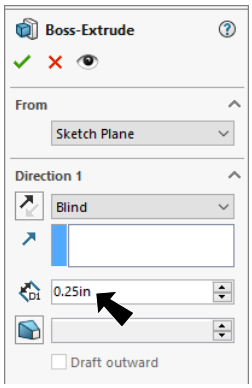


Fig. 3

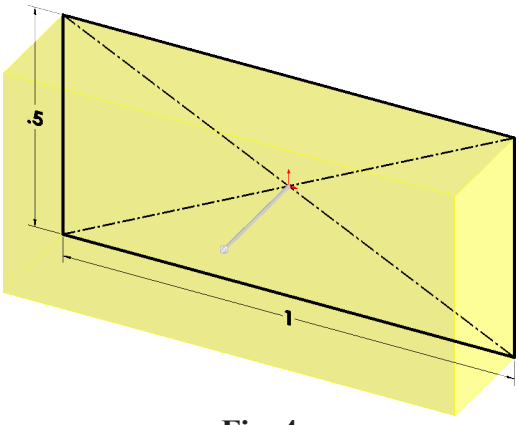


Fig. 4

B. Save as "PLATE".

Step 1. Click File Menu > Save As.

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

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C. Hole.

Step 1. Click the **front face** and click **Sketch** on the context toolbar, **Fig. 5**.

Step 2. Click **Circle** **(S)** on the Sketch toolbar.

Step 3. Sketch a **circle** at Origin , **Fig. 6**.

Step 4. Click **Smart Dimension** **(S)** on the Sketch toolbar.

Step 5. Dimension diameter **.375**, **Fig. 6**.

Step 6. Click **Features** on the Command Manager toolbar.

Step 7. Click **Extruded Cut** on the Features toolbar.

Step 8. In the Cut-Extrude Property Manager set:
under Direction 1, **Fig. 7**
Depth **.125**
click OK .

Step 9. Save. Use **Ctrl-S**.

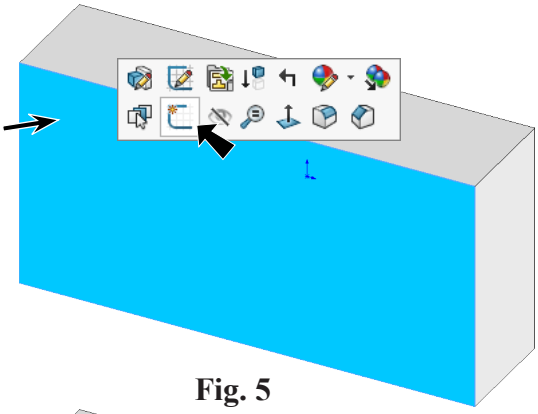

Fig. 5

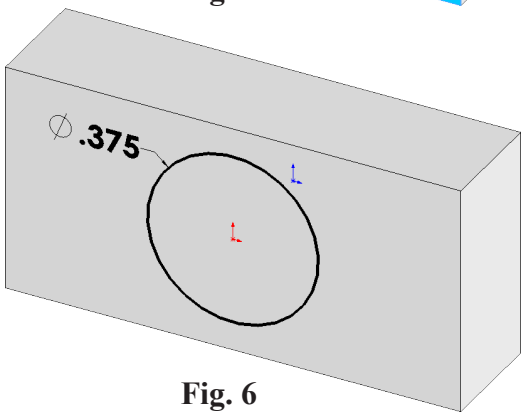

Fig. 6

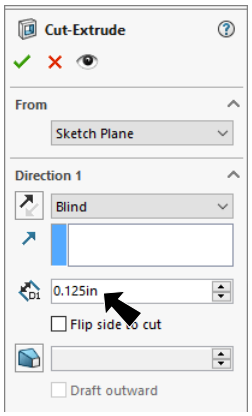

Fig. 7

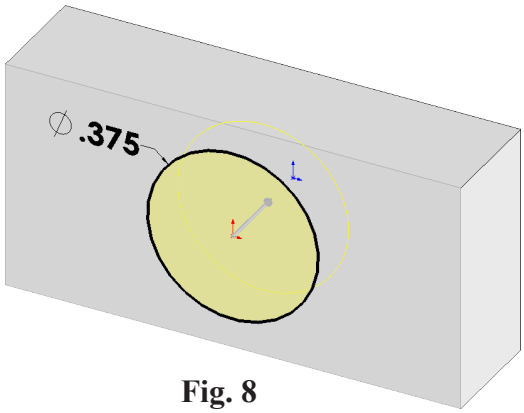

Fig. 8

D. Fillet.

Step 1. Click **Fillet** 

on the Features toolbar.

Step 2. In the Fillet Property Manager set:
select **FilletXpert**, **Fig. 9**
Radius **.05**
click **edge of Plate**, **Fig. 10**
click **Internal to feature, 11 Edges** on Fillet pop-up toolbar
click OK .

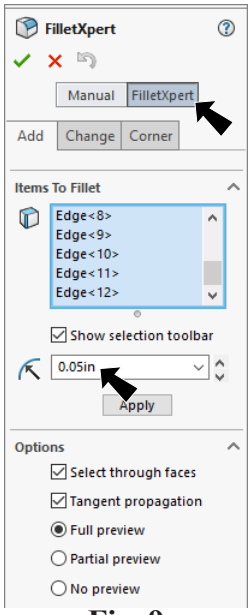

Fig. 9

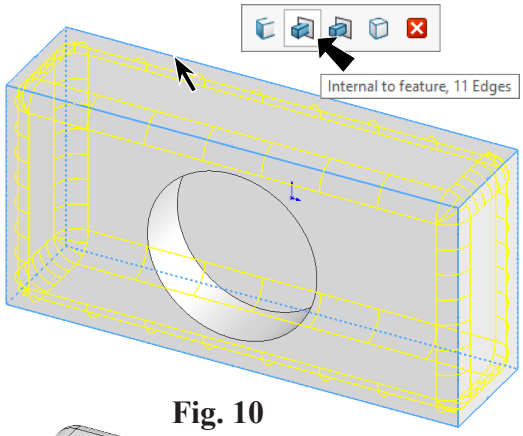

Fig. 10

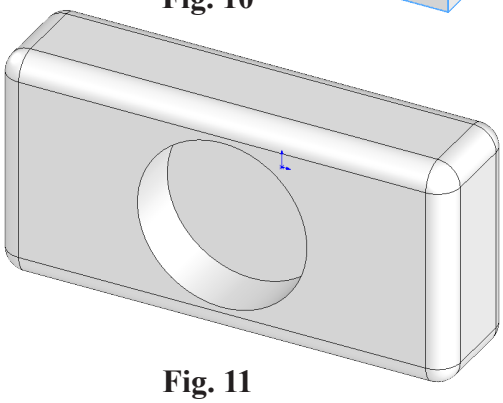
Fig. 11

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

E. Point for Mate.

Step 1. Click **Right Plane** in the Feature Manager and click **Sketch** on the context toolbar, **Fig. 12**.

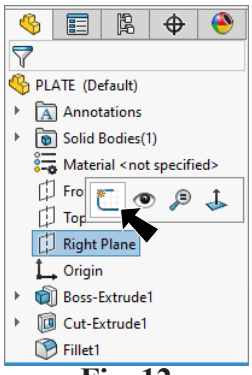

Fig. 12

Step 2. Click **Normal To** on the Standard Views toolbar. **(Ctrl-8)**

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

Step 4. Sketch a Point out below the Origin , **Fig. 13**.

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

Step 6. Dimension from Origin to Point **.0625** and **.3125**, **Fig. 13**.

Step 7. Click **Exit Sketch** on the Sketch toolbar.

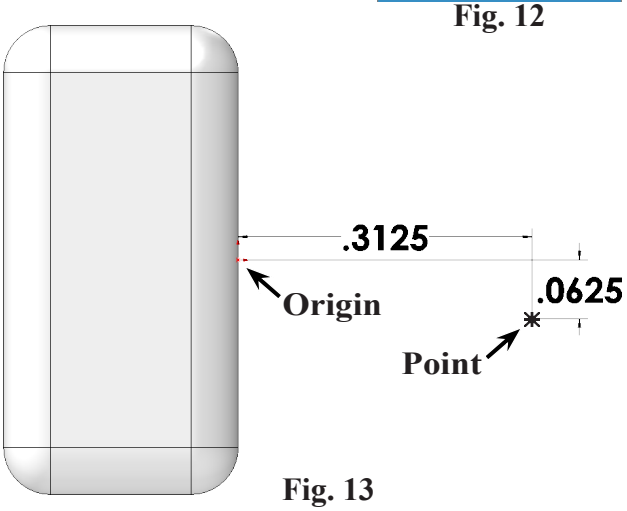

Fig. 13

F. Material Pine.

Step 1. Click **Trimetric**  on the Standard Views toolbar.

Step 2. **Right click Material**  in the Feature Manager and click **Edit Material**, **Fig. 14**.

Step 3. Expand **Woods** in the material tree and click **Pine**. Click **Apply** and **Close**.

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

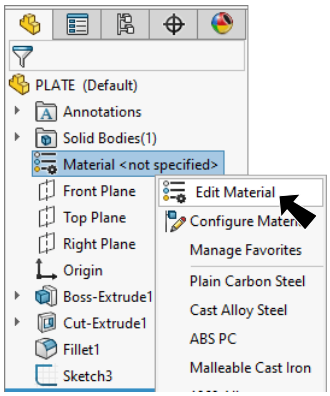

Fig. 14

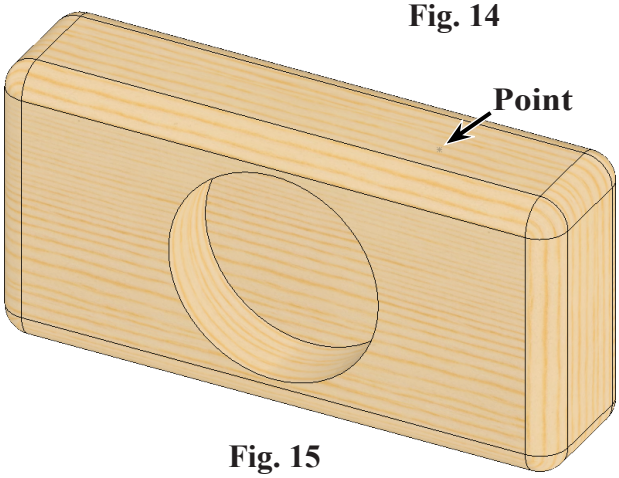

Fig. 15