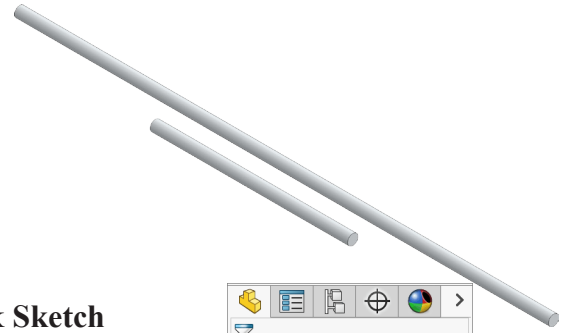




Chapter 2

Tank Axles



A. Axle.

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

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

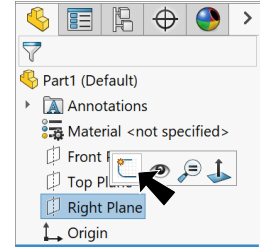


Fig. 1

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

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

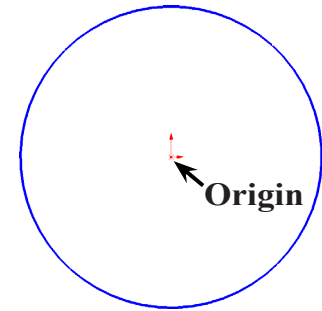


Fig. 2

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

Step 6. Dimension circle **diameter 2**, **Fig. 3**.

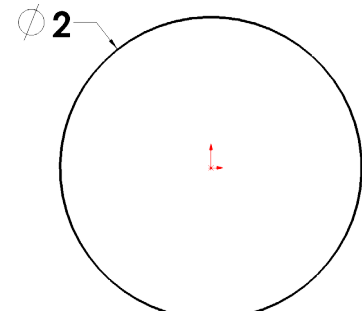


Fig. 3

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. 4**
End Condition **Mid Plane**

Depth  **37**

click OK .

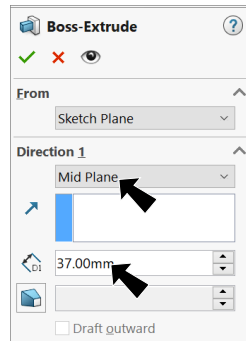


Fig. 4

B. Save as "FRONT AXLE".

Step 1. Click File Menu > Save As.

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

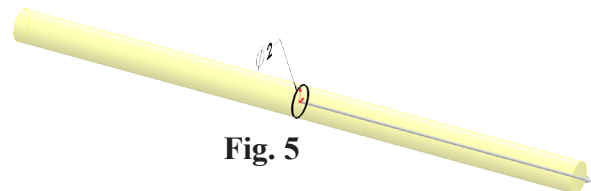
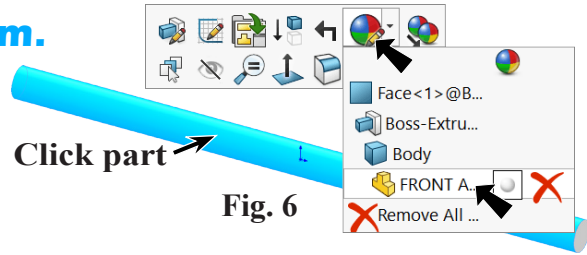



Fig. 5

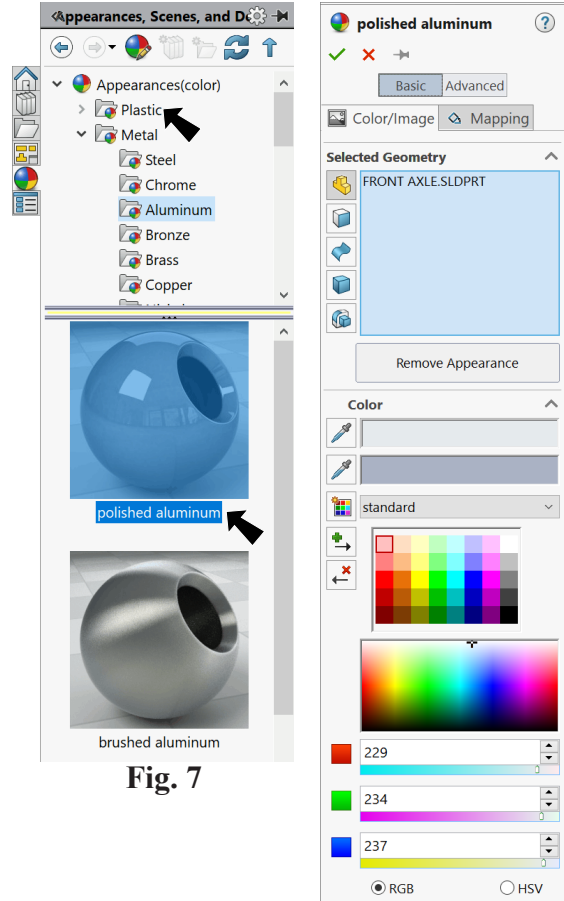
C. Appearance: Polished Aluminum.

Step 1. Click part, click **Appearance Callout**  on the context toolbar and click **FRONT A...** , Fig. 6.



Step 2. In the Appearances Task pane, expand **Metal**, click **Aluminum** and in the lower pane select **polished aluminum**, Fig. 7.

Step 3. Click OK  in the Appearances Property Manager, Fig. 8.




D. Save As "REAR AXLE".

Step 1. Save. Use **Ctrl-S**  to save FRONT AXLE.

Step 2. Click File Menu > Save As.

Step 3. Key-in **REAR AXLE** for the filename and press ENTER.
You now have two axle files, FRONT and REAR. Next, we change length of REAR axle.

E. Change Extrude Depth.

Step 1. Click **Boss-Extrude1** in the Feature Manager and click **Edit Feature**  in the content toolbar, Fig. 9.

Step 2. In the Property Manager set: under Direction 1, Fig. 10

change **Depth**  to **100**
click OK .

Step 3. Save  (Ctrl-S).

You should have 2 axles:
FRONT 37
REAR 100

