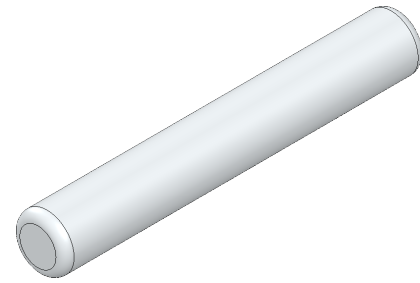




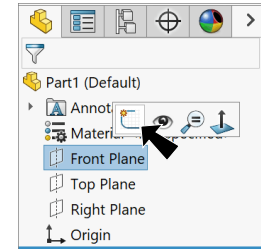
# Airmaster Shaft



## A. Extrude.

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

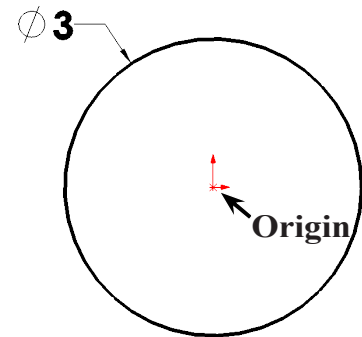
Step 2. Click **Front Plane**  in the Feature Manager and click **Sketch**  on the context toolbar, **Fig. 1**.



**Fig. 1**

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

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

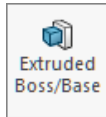


**Fig. 2**

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

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

Step 7. Click **Features**  on the Command Manager toolbar.

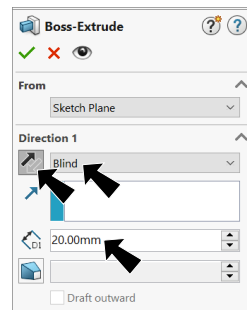
Step 8. Click **Extruded Boss/Base**  on the Features toolbar.

Step 9. In the Boss-Extrude Property Manager set:  
 under Direction 1, **Fig. 3**  
 End Condition **Blind**

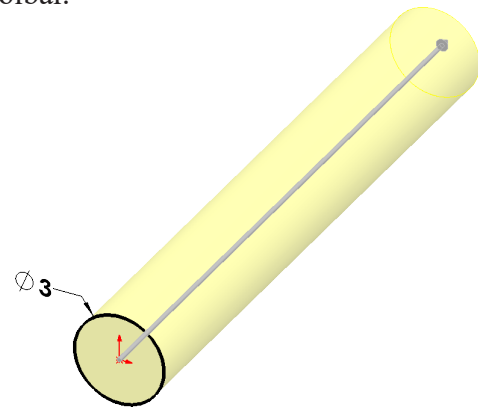
**Depth**  **20**

**Reverse Direction** 

click OK .



**Fig. 3**



**Fig. 4**

## B. Save as "SHAFT".


Step 1. Click File Menu > Save As.

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

### C. Fillet Edges.

Step 1. Click **Fillet**  on the Features toolbar.

Step 2. In the Fillet Property Manager set:  
select **FilletXpert**, Fig. 5

**Radius**  **.5**  
click **both edges**, Fig. 6  
click **OK** .

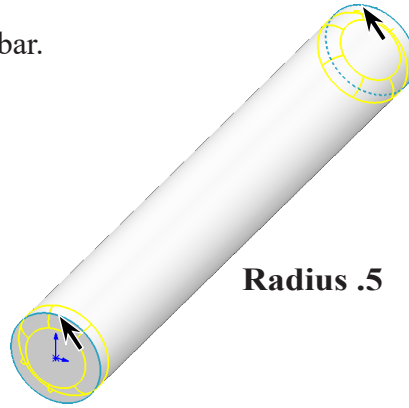


Fig. 6

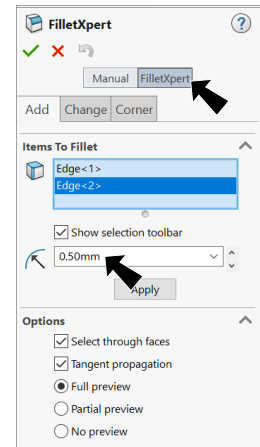



Fig. 5

Step 3. Save  (Ctrl-S).

### D. Appearance: Polished Aluminum.

Step 1. Click part, click **Appearance Callout**  on the context toolbar and click **SHAFT** , Fig. 7.

Step 2. In the Appearances Task pane, expand **Metal**, click **Aluminum** and in the lower pane select **polished aluminum**, Fig. 8.

Step 3. Click **OK**  in the Appearances Property Manager, Fig. 9.

Step 4. Save  (Ctrl-S).

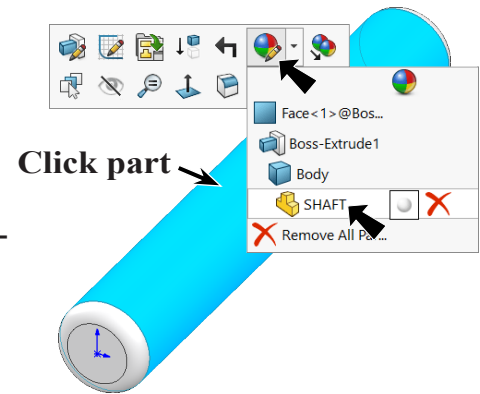


Fig. 7



Fig. 10

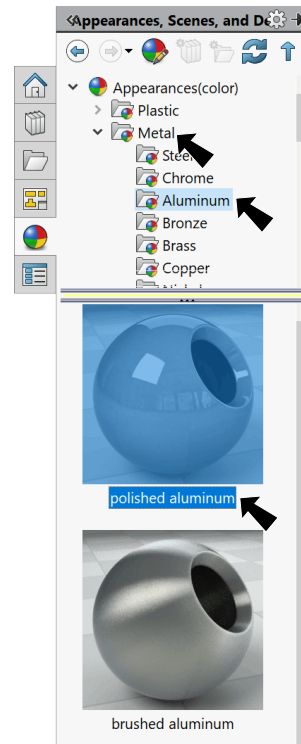


Fig. 8

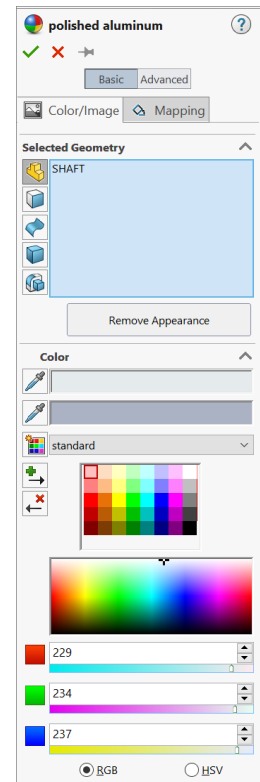


Fig. 9