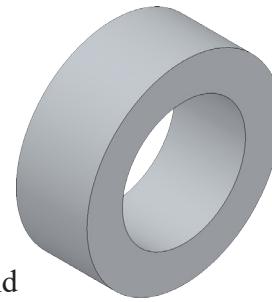


Circuit Cubes All Terrain Washer



A. Extrude.

Step 1. Click **New** on the Standard toolbar, click **Part Metric** and OK.

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

Step 3. Click **Circle** (S) on the Sketch toolbar.

Step 4. Sketch two circles at the Origin , Fig. 2.

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

Step 6. Dimension circle diameters **8.2** and **5.2**, 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

End Condition **Blind**

Depth **3**

click **OK** .

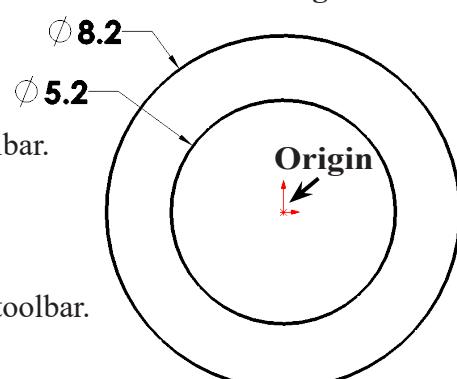


Fig. 2

B. Save as "WASHER".

Step 1. Click File Menu > Save As.

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

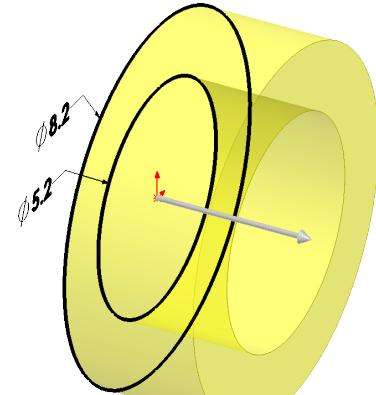
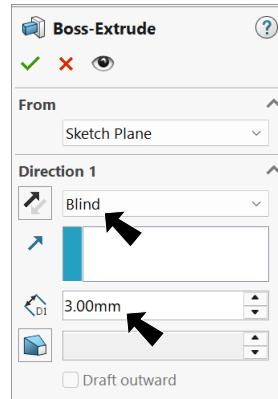


Fig. 4

Tip: Create a **CCAT folder** in your My Document folder to save the your CCAT project files. At cudacounty we go a step further, and create a Tech Ed [school year] folder and in that folder we create the CCAT folder.
Documents\Tech Ed 25-26\CCAT.

C. Mate Reference.

Step 1. Click **Reference Geometry** on the Features toolbar and **Mate Reference** from the menu.

Step 2. In the Mate Reference Manager set:
under Primary Reference Entity
click cylindrical face, Fig. 5
click OK ✓.

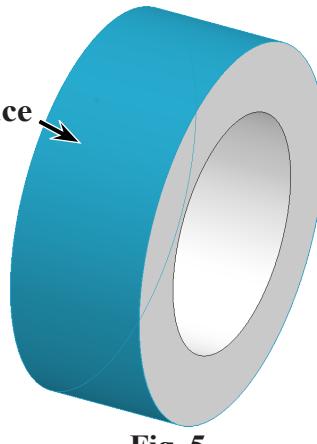


Fig. 5

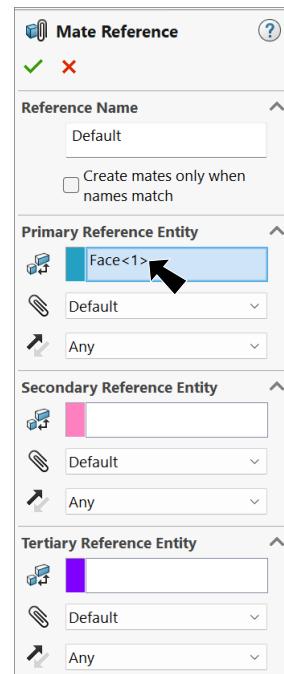


Fig. 6

D. Material: Gray Plastic.

Step 1. Click part, click **Appearance**

Callout on the context toolbar and click **WASHER**, Fig. 7.

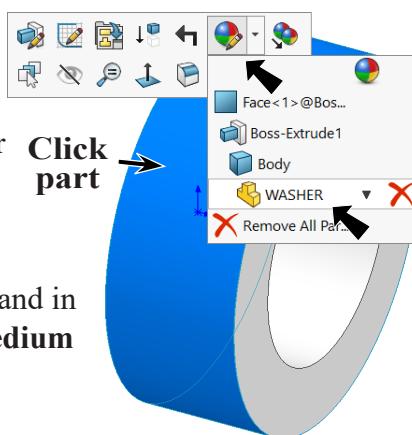


Fig. 7

Step 2. In the Appearances Task pane, expand **Plastic**, click **Medium Gloss** and in the lower pane select **light gray medium gloss plastic**, Fig. 8.

Step 3. In the Appearances Property Manager set:
under Color, Fig. 9

set **RGB values**

R 184

G 189

B 194

click OK ✓.

Step 4. Save (Ctrl-S).

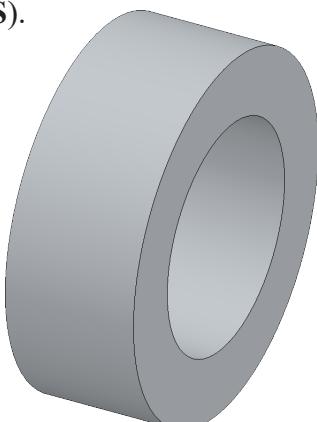


Fig. 10

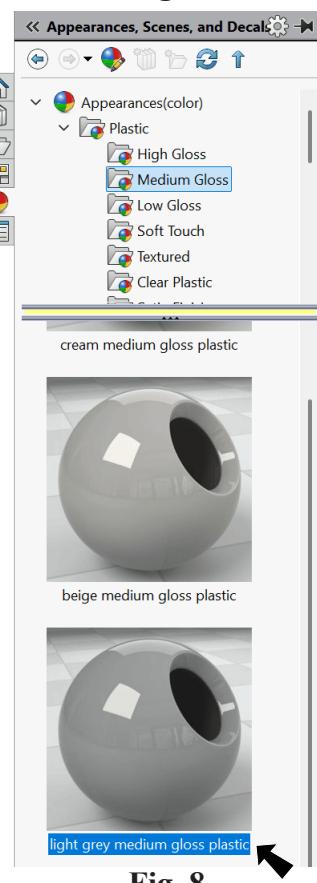


Fig. 8

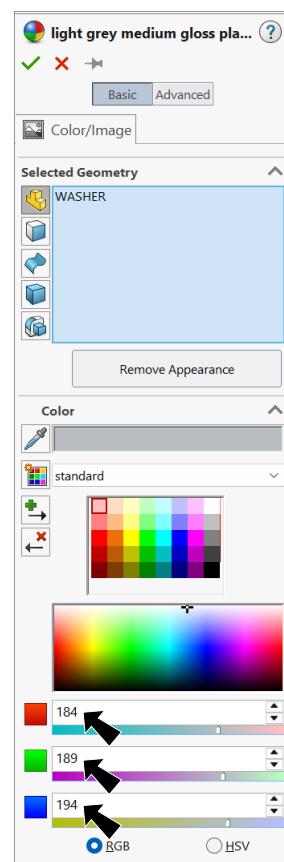


Fig. 9