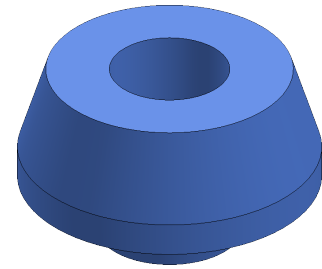






# Skateboard Cone Bushing



## A. Sketch.


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

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

Step 3. Click **Centerline**  in the **Line flyout**  on the Sketch toolbar.

Step 4. Draw **vertical centerline down from Origin** , **Fig. 2**.

Step 5. Click **Line**  (L) on the Sketch toolbar.

Step 6. Draw **lines**, **Fig. 3**. Start directly to right of Origin and use the automatic **coincident horizontal relation**, cursor will change to yellow coincident-horizontal icon  as you sketch horizontal line across.

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

Step 8. Add dimensions, **Fig. 4**. Dimension **double distance**. To double distance dimension, click centerline and then vertical line, move the cursor to left of centerline and click. Key-in dimension in the Modify box and press ENTER. Double distance 9.5 and 24 dimension.

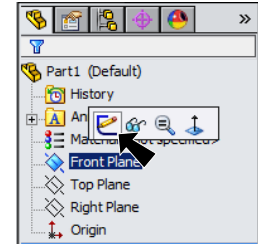


Fig. 1

Origin

Fig. 2

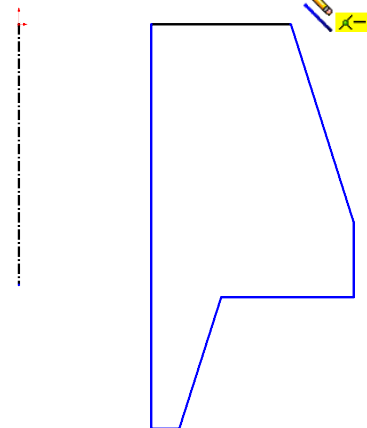


Fig. 3

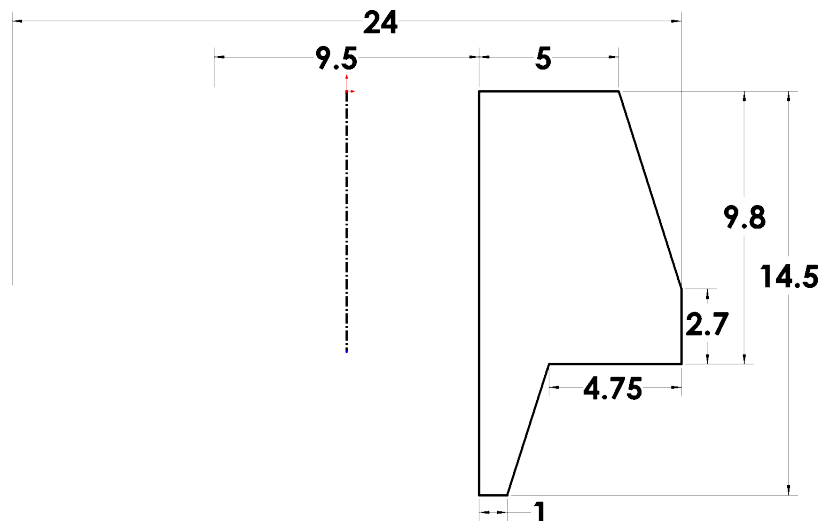




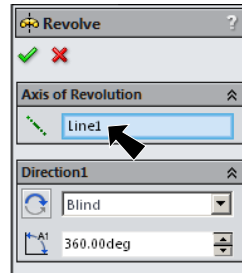
Fig. 4

Step 9. Click **Features**  on the Command Manager toolbar.

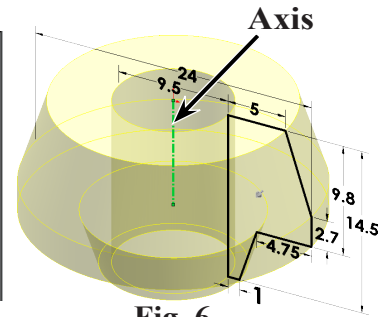
Step 10. Click **Revolved Boss/Base**  on the Features toolbar.

Step 11. In the Revolve Property Manger set:

under Axis of Revolution  
vertical construction line is selected, **Fig. 5**  
click OK .



**Fig. 5**





**Fig. 6**

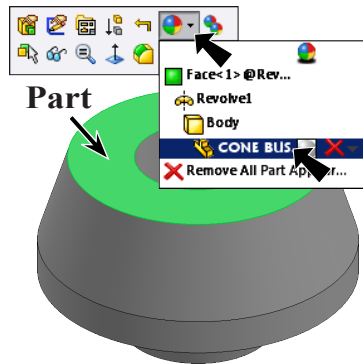
## B. Save as "CONE BUSHING".

Step 1. Click File Menu > Save As.

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

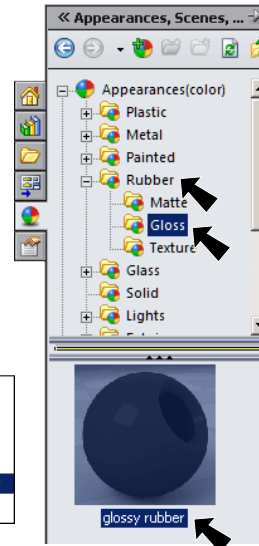
## C. Appearance.

Step 1. Click the part, click **Appearance Callout**  on the Context toolbar and click **CONE BUS...** , **Fig. 7**.



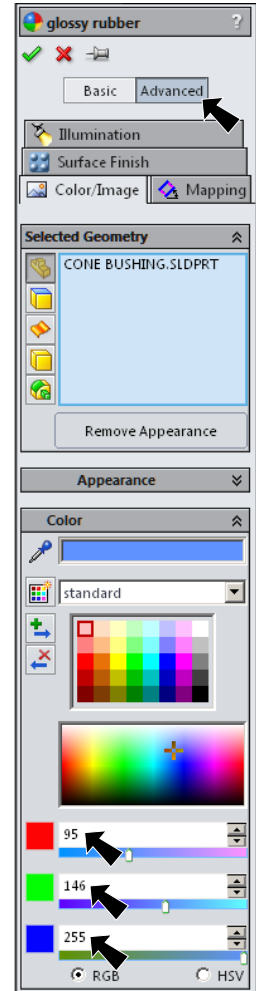
**Fig. 7**

Step 2. In the Appearances Task pane, expand **Rubber**, click **Gloss** and in the lower pane select **glossy rubber**, **Fig. 8**.





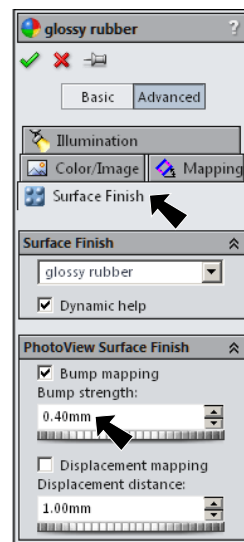
**Fig. 8**

Step 3. In the Appearances Property Manager set:  
click **Advanced** button, **Fig. 9**  
under Color  
set **RGB** values:  
**R 95**  
**G 146**  
**B 255**



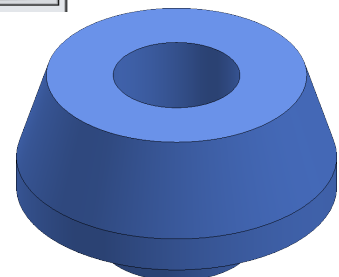
**Fig. 9**

click **Surface Finish** tab , **Fig. 10**  
under PhotoView Surface Finish  
check **Bump Mapping**  
**Bump strength .4**  
click OK .



**Fig. 10**

Step 4. Save. Use Ctrl-S.



**Fig. 11**