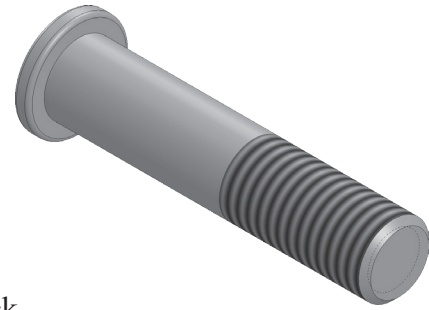




# Skateboard Kingpin



## 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**.

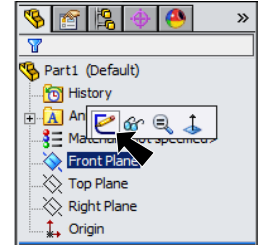



Fig. 1

Step 3. Click **Line**  (L) on the Sketch toolbar.

Step 4. Draw lines starting at the Origin , **Fig. 2**. Use the inferencing line, the dotted line that appears when you draw the lines.

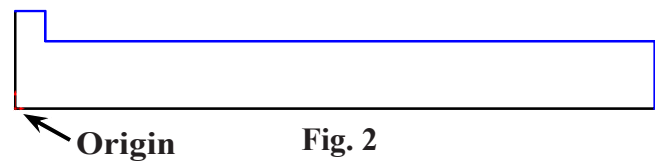



Fig. 2

Step 5. **Right click graphics area and click Select** from menu to unselect Line tool.

Step 6. Click **bottom horizontal line** and click **Construction Geometry**  on the Context toolbar, **Fig. 3**.

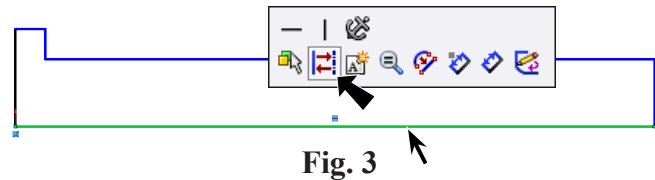


Fig. 3

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

Step 8. Add dimensions, **Fig. 4**. Dimension **double distance** 13.6. To double distance dimension, click centerline and then top horizontal line, move the cursor below centerline (Origin) and click. Key-in 13.6 in the Modify box and press ENTER. Double distance 9.4 dimension.

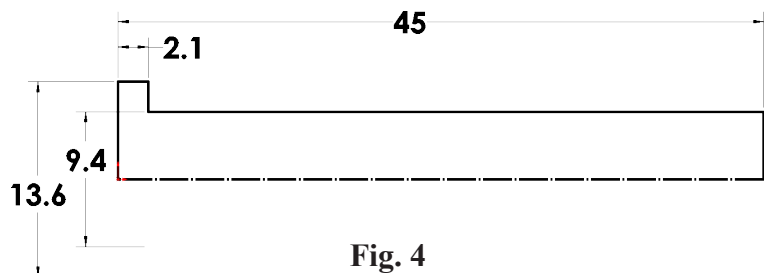
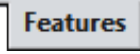





Fig. 4

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  **construction line** is selected, **Fig. 5**
- click Yes to message 
- click OK .

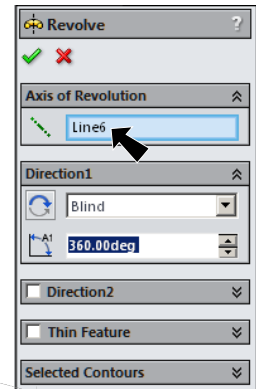


Fig. 5

## B. Save as "KINGPIN".

Step 1. Click File Menu > Save As.

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

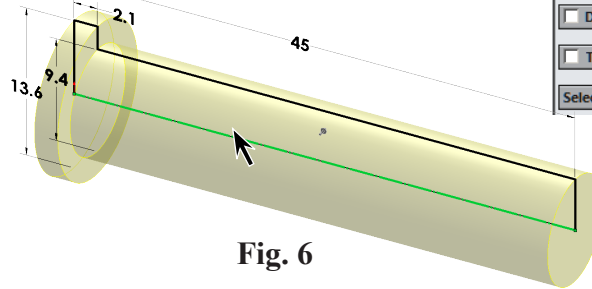


Fig. 6

## C. Chamfer.

Step 1. Click **Chamfer**  in the **Fillet flyout**  on the Features toolbar.

Step 2. In the Chamfer Property Manager set:  
under Chamfer Parameters, **Fig. 7**

Depth  **.81**

Angle  **45°**

click **circular edge at right end**, **Fig. 8**

click OK .

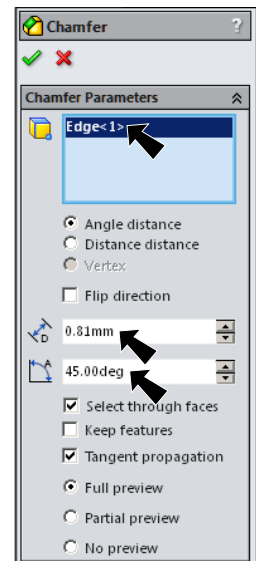


Fig. 7

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

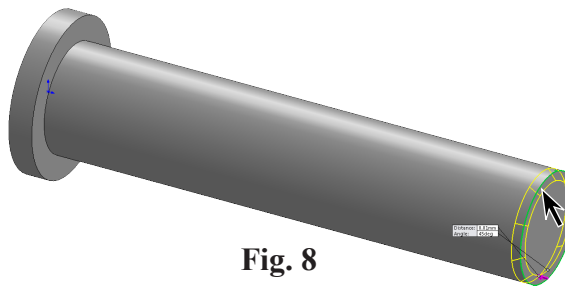
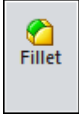



Fig. 8

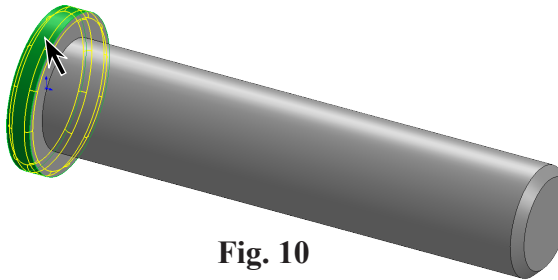
## D. Fillet Face.

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

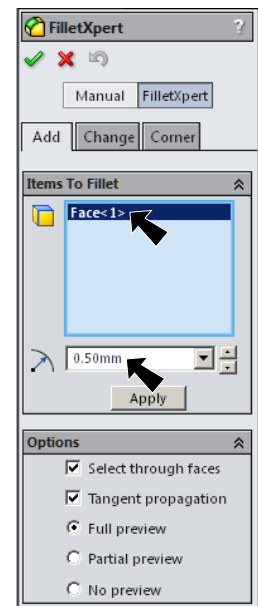
Step 2. In the Fillet Property Manager set:  
under Items to Fillet, **Fig. 9**

**Radius**  **.5**  
click **cylindrical**  
**face** of bolt head,  
**Fig. 10**

click OK .



**Fig. 10**





**Fig. 9**

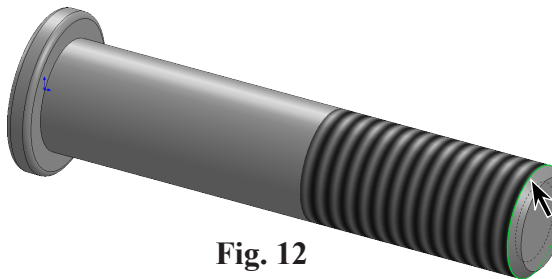
## E. Cosmetic Threads.

Step 1. Click Insert Menu > Annotations > Cosmetic Thread.

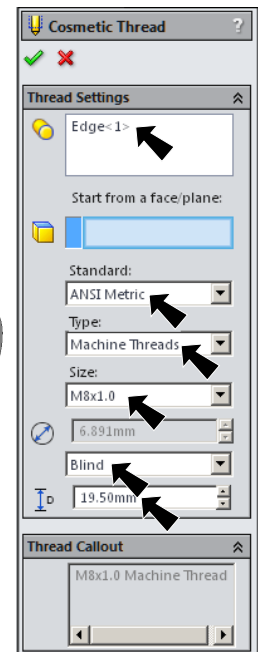
Step 2. In Cosmetic Thread Property Manager set:  
under Thread Setting, **Fig. 11**  
click **chamfer edge**, **Fig. 12**

under Standard:  
**ANSI Metric**  
under Type:  
**Machine Threads**  
under Size:  
**M8x1.0**

**Depth**  **19.5**  
click OK .




**Fig. 12**



**Fig. 11**

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

If the threads are not visible, turn on display in Document Properties. To turn on, click Options  on the Standard toolbar or Tools Menu > Options. Click Document Properties tab and under **Detailing**, check **Cosmetic threads** and check **Shaded cosmetic threads**.