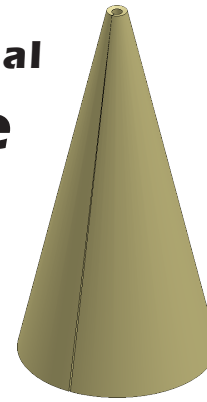




Rocket Sheet Metal Nose Cone



A. Sketch.

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

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

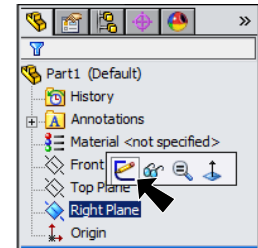






Fig. 1

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

Step 4. Starting at the Origin  draw the 4 **constructions lines**, **Fig. 2**. Draw the angled line last and before moving cursor ways from construction line, right click construction line and **unselect Construction Geometry**  on Context toolbar, **Fig. 9**.

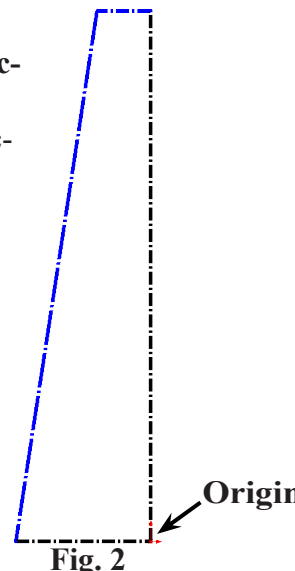



Fig. 2

Use the inferencing line, the dotted line that appears to keep the side line vertical and bottom line horizontal.

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

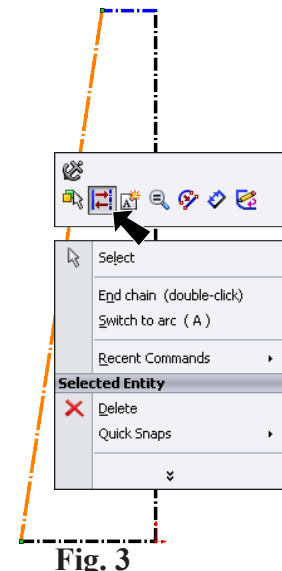


Fig. 3

Step 6. Add dimensions, **Fig. 4**.


B. Save as "NOSE CONE".

Step 1. Click File Menu > Save As.

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

C. Revolve.

Step 1. Click **Features**  on the Command Manager toolbar.

Step 2. Click **Revolved Boss/Base**  on the Features toolbar.

Step 3. Click **Yes** to close sketch.

Step 4. Click **Yes** to self-intersecting entities.

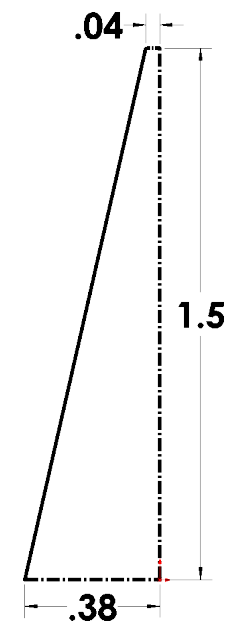


Fig. 4

Step 5. In the Revolve Property Manger set:
under Revolve Parameters, **Fig. 5**

Axis of Revolution
click **vertical line**, **Fig. 6**

Angle  **359**

select **Thin Feature**

Reverse Direction 

Thickness  **T1 .02**

The sketch should be outside
as shown in Right View,
Fig. 7

click **OK** 

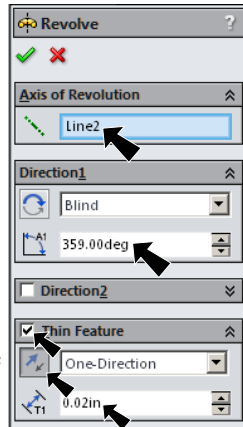


Fig. 5

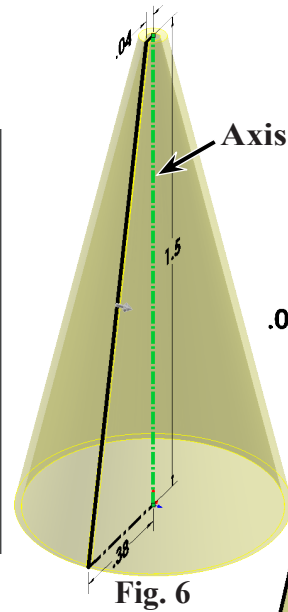


Fig. 6

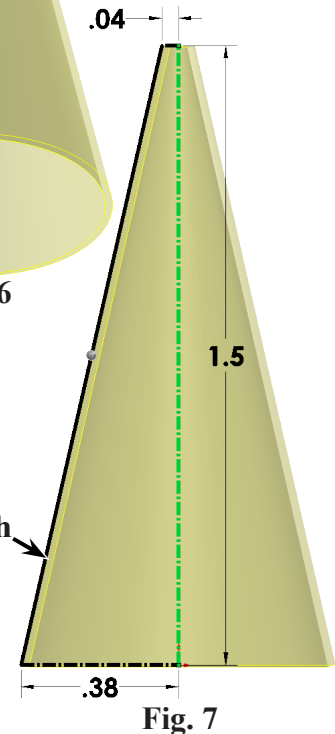
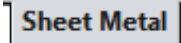




Fig. 7

D. Insert Bends.

Step 1. Click **Sheet Metal**  on the Command Manager toolbar.

Step 2. Click **Insert Bends**  on the Sheet Metal toolbar.

Step 3. In the Bends Property Manager set:
under Bend Parameters, **Fig. 8**
click **outside edge at gap**, **Fig. 9**
click **OK** 

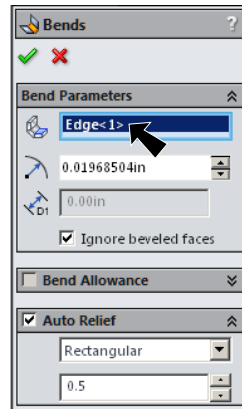
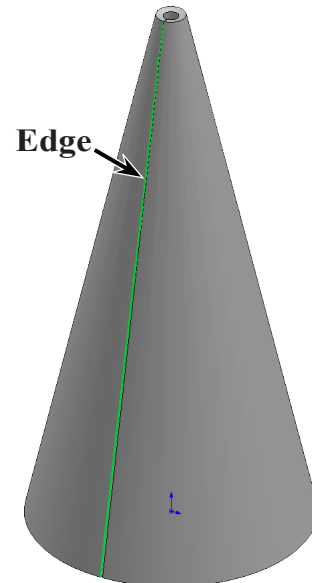


Fig. 8



E. Flatten Sheet Metal.



Step 1. Click **Flatten**  on the Sheet Metal toolbar, **Fig. 10**. Click **Flatten**  again to unflatten.


Step 2. Save. Use **Ctrl-S**.



Fig. 10

F. Appearance.

Step 1. Click the Nose Cone, click **Appearance Callout**  on the Context toolbar and click **NOSE CONE** , Fig. 11.

Step 2. In the Appearances Property Manager, under Color, **Fig. 12** set **RGB values**:
R 223
G 213
B 144
click OK .

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

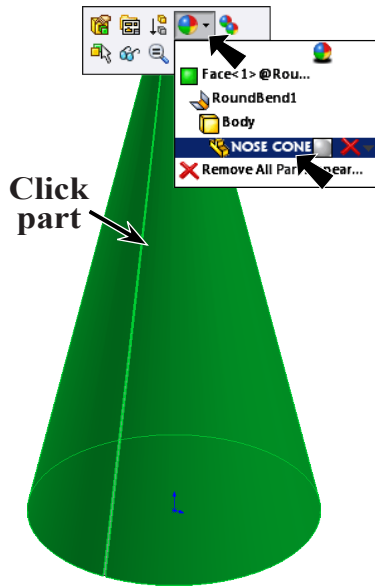


Fig. 11

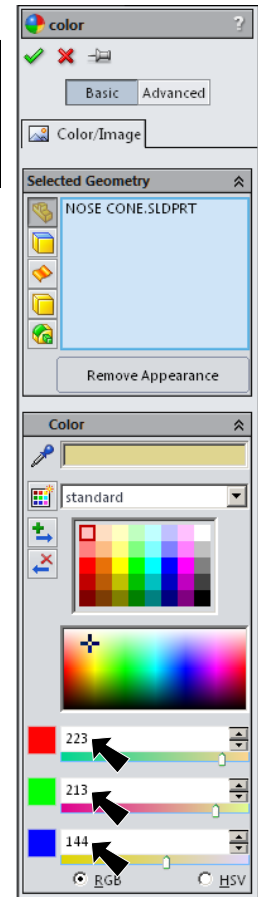


Fig. 12

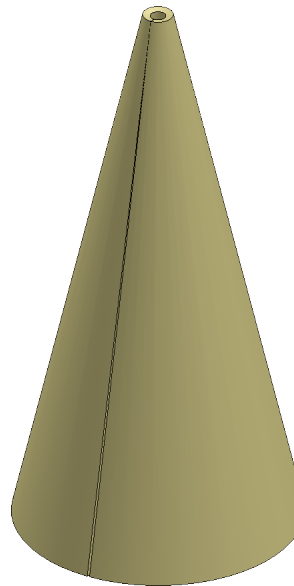


Fig. 12