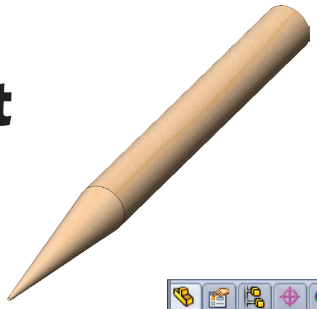
Chapter 15

Boat
Propeller Shaft



A. Cylinder.

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

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

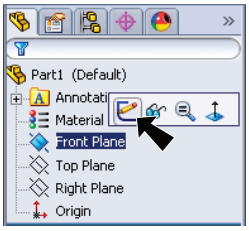


Fig. 1

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

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

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

Step 6. Dimension the circle as shown in **Fig. 2**.

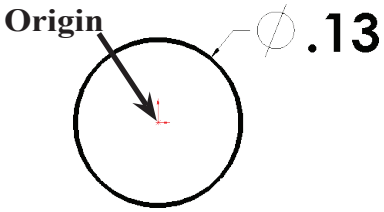


Fig. 2

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

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

Step 9. In the Property Manager set:

Depth to **1.5**

click OK , **Fig. 3** and **Fig. 4**.

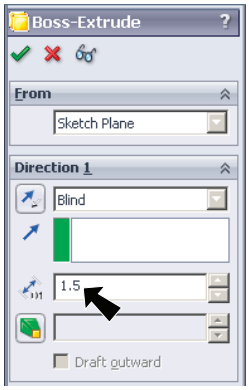


Fig. 3

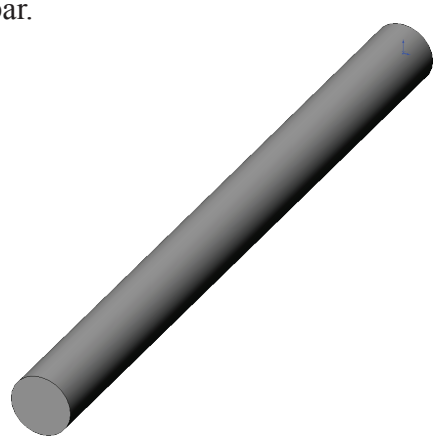


Fig. 4

Step 10. Click Zoom to Fit (**F**) on the View toolbar.

B. Save as "PROP SHAFT".

Step 1. Click File Menu > Save As.

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

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C. Chamfer to Point.

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

Step 2. In the Chamfer Property Manager set:

Distance distance

Distance 1 to **.35**

Distance 2 to **.06**, **Fig. 5**

select **Full preview**
click **front edge**, **Fig. 6**
click OK , **Fig. 7**.

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

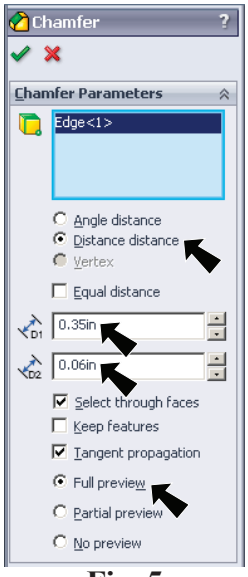

Fig. 5

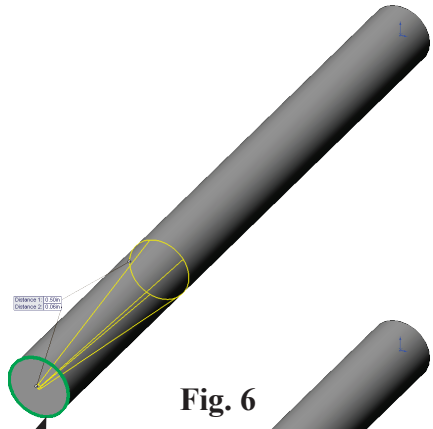

Fig. 6

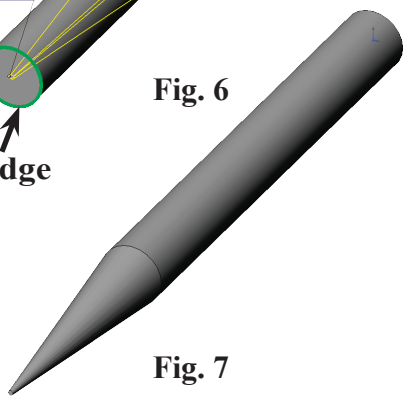
Fig. 7

D. Material Maple.

Step 1. **Right click Material** in the Feature Manager and click **Edit Material** , **Fig. 8**.

Step 2. **Expand Woods** (click the +) in the material tree and select **Maple**, **Fig. 9**. Click **Apply** and **Close**, **Fig. 10**.

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

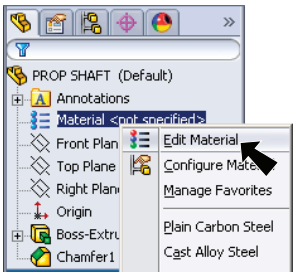

Fig. 8

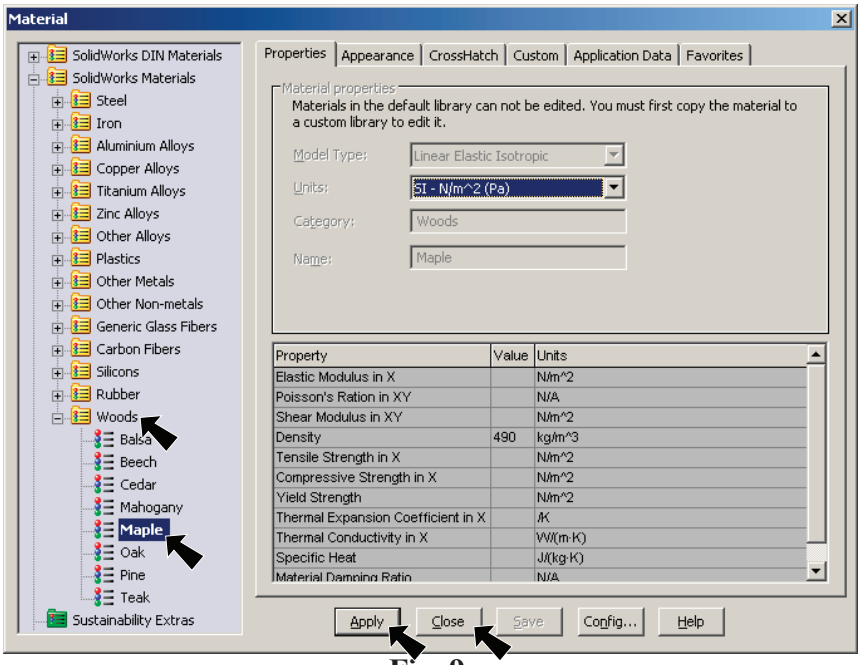

Fig. 9

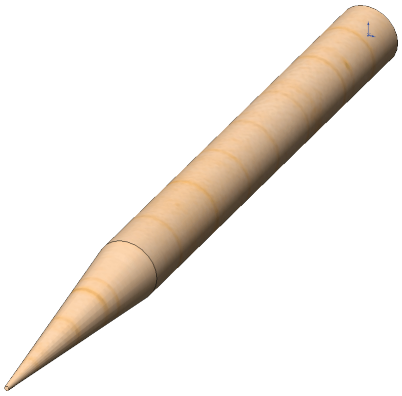
Fig. 10

E. Enable PhotoView 360.

Step 1. If necessary, turn on PhotoView 360: click Tools Menu > Add-Ins.

Step 2. In the dialog box scroll down to **PhotoView 360** and place a check in the check box under **Active Add-Ins** and **Start-Up**, Click OK.

F. Rotate Mapping.

Step 1. Click PhotoView 360 Menu > Appearance.

Step 2. In Appearances:

click **Mapping tab**

set **Rotation to 90**, **Fig. 11**

click OK , **Fig. 12**.

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

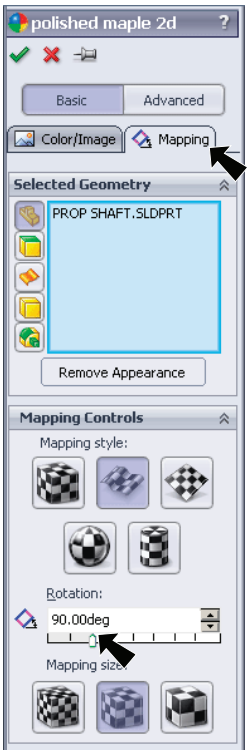

Fig. 11

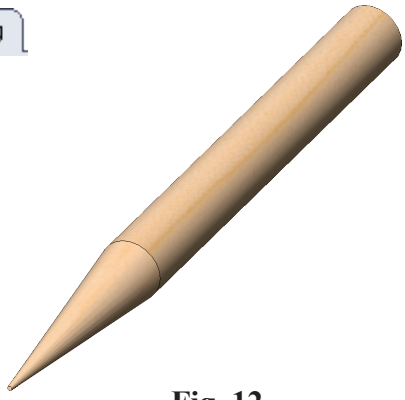

Fig. 12