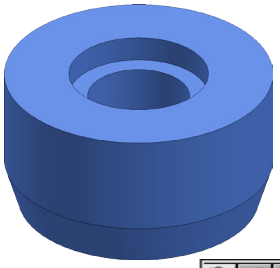
Chapter 6

Skateboard 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**.

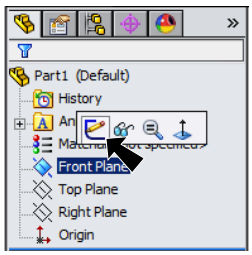


Fig. 1

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

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

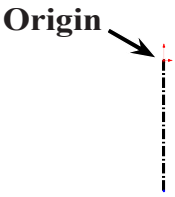


Fig. 2

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

Step 6. Draw **lines**, **Fig. 3**. Start directly to left 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.

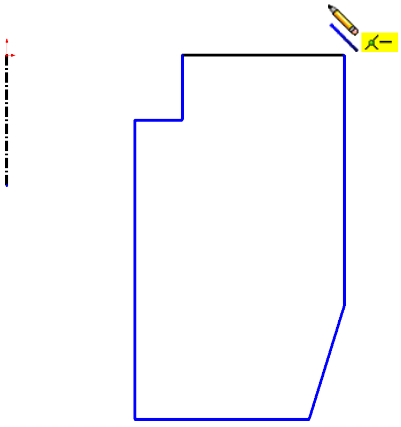


Fig. 3

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 (Origin) and click. Key-in dimension in the Modify box and press ENTER. Double distance 9.5, 13 and 25 dimension.

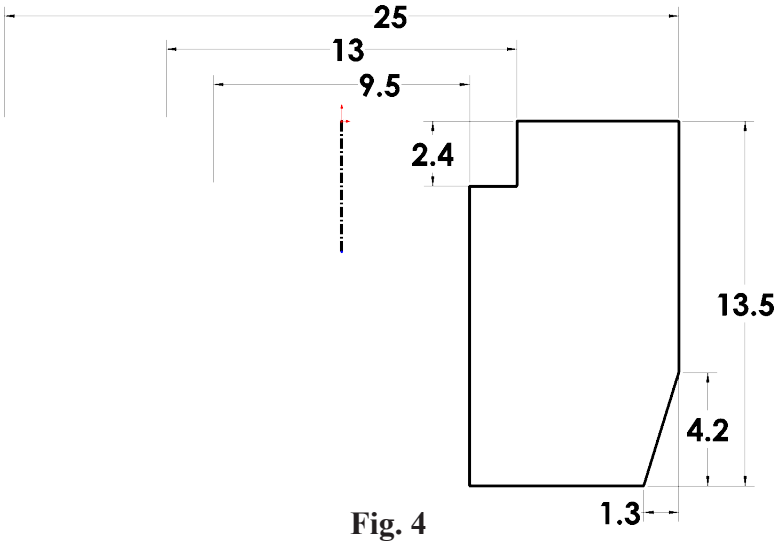


Fig. 4

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

Step 10. Click **Revolved Boss/Base** 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 ✔.

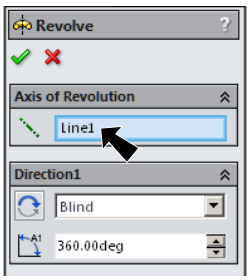


Fig. 5

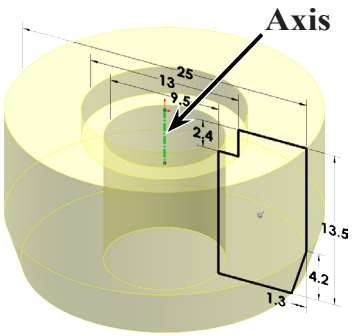


Fig. 6

B. Save as "BUSHING".

Step 1. Click File Menu > Save As.

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

C. Appearance.

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

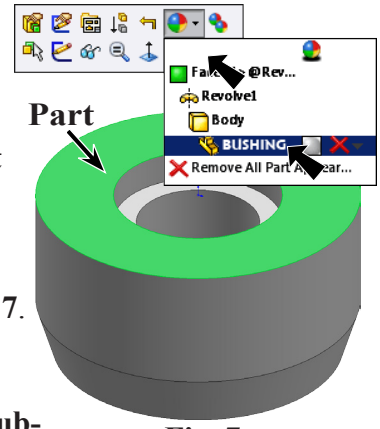


Fig. 7

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

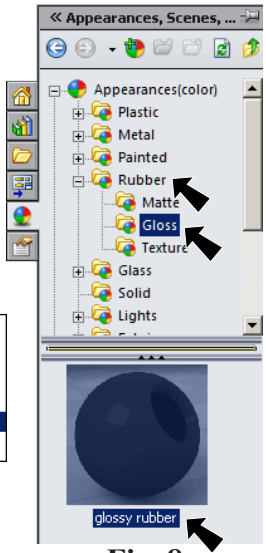


Fig. 8

Step 3. In the Appearances Property Manager set:

click **Advanced** button, **Fig. 9**

under Color

set **RGB** values:

R 95

G 146

B 255

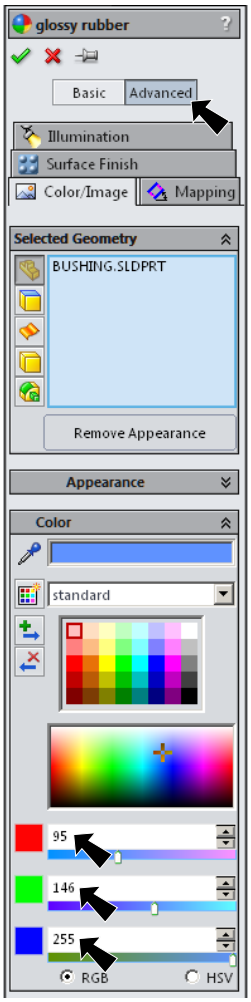


Fig. 9

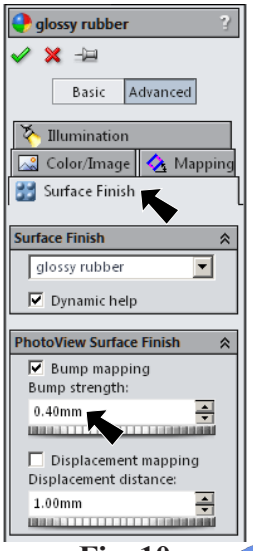


Fig. 10

click **Surface Finish tab** Surface Finish, **Fig. 10**

under PhotoView Surface Finish

check **Bump Mapping**

Bump strength .4

click OK ✔.

Step 4. Save. Use **Ctrl-S**.

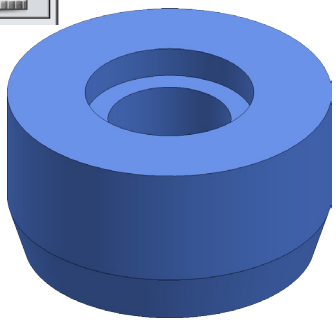


Fig. 11