Chapter 3

Boat
Base

A. Sketch.

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

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

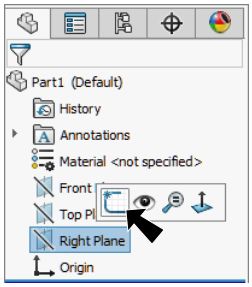

Fig. 1

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

Step 4. Sketch a rectangle starting at the Origin , **Fig. 2**.

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

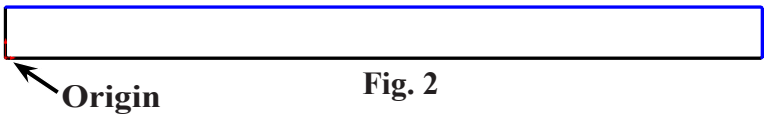

Fig. 2

Step 6. Add dimensions, **Fig. 3**.

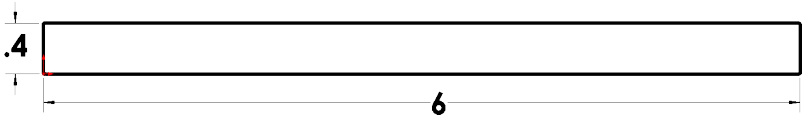

Fig. 3

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:
under Direction 1, **Fig. 4**
End Condition **Mid Plane**
Depth **1.4**
click OK .

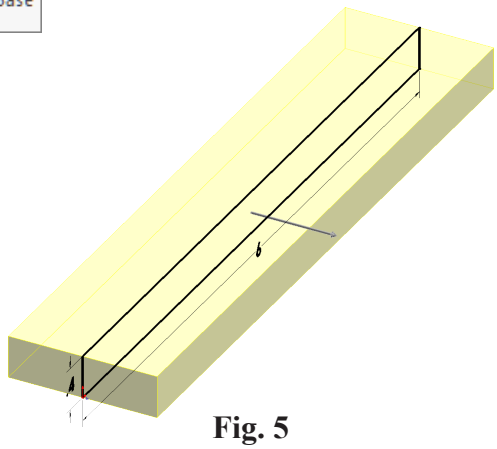

Fig. 5

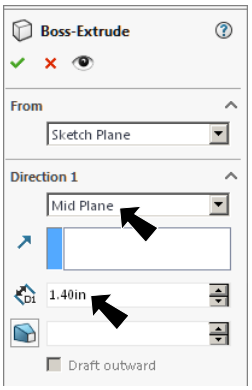

Fig. 4

B. Save as "BASE".

Step 1. Click File Menu > Save As.

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

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C. Chamfer Bottom Edge.

Step 1. Click **Chamfer**

on the Features toolbar.

Step 2. In the Chamfer Property Manager set:
under Chamfer Parameters, **Fig. 6**
Distance distance
Distance 1

.3
Distance 2

2
click **bottom front edge**, **Fig. 7**
click OK .

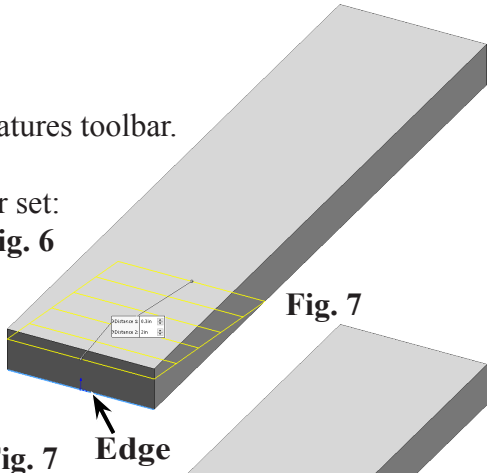

Fig. 7

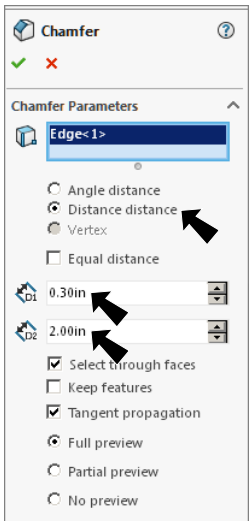

Fig. 6

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

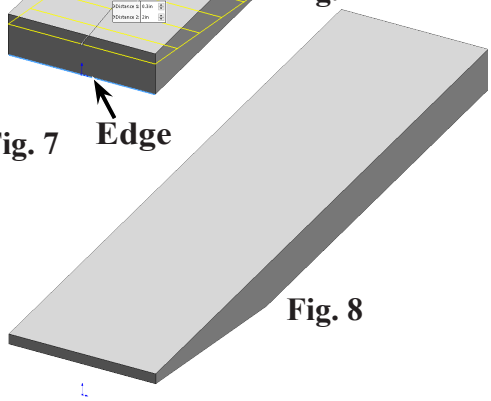
Fig. 8

D. Screw Holes.

Step 1. Click **Hole Wizard**

on the Features toolbar.

Step 2. In the Property Manager on the Type tab set:
under Hole Type, **Fig. 9**
click **Hole**
under Standard:
select **ANSI Inch**
under Type:
Fractional Drill Sizes
under Size:
select **3/32**
under End Condition:
Blind
Blind Depth Hole **.1**

Click **Positions tab**

at the top of the Property Manager.

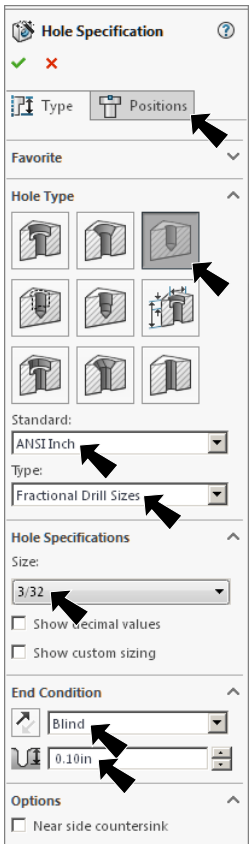

Fig. 9

Step 3. Click **top face** one time as face for holes, **Fig. 10**.

Step 4. Click **top face twice to place two Points**, **Fig. 10**.

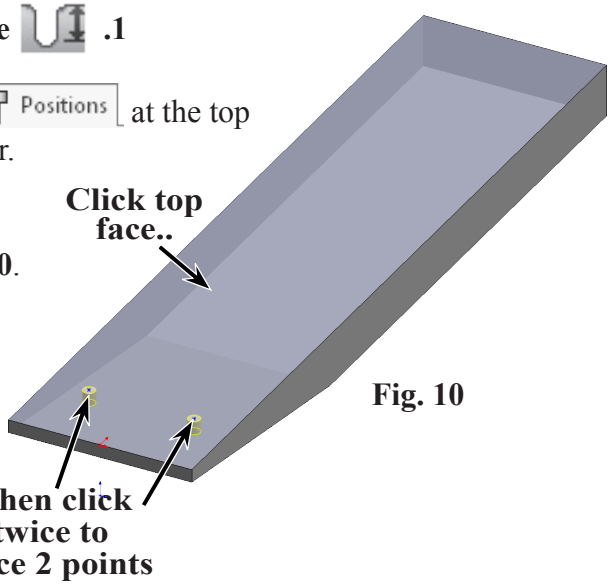

Fig. 10

Step 5. **Right click graphics area and click Select** from menu to un-select Point tool.

Step 6. **Ctrl click both points** to select both. Release Ctrl key and click **Make Horizontal** on the context toolbar, **Fig. 11**.

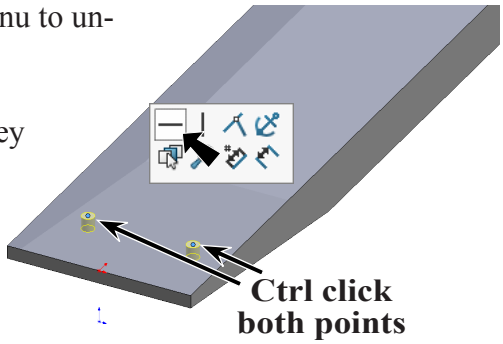

Fig. 11

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

Step 8. Add dimensions, **Fig. 12**.

Step 9. Click OK in the Hole Wizard Property Manager.

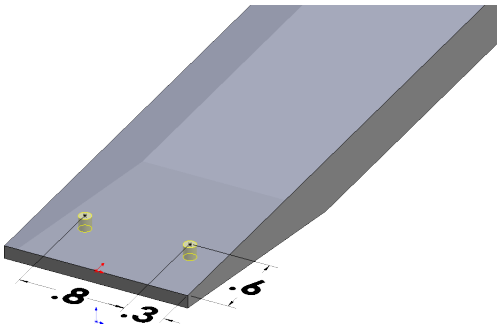

Fig. 12

E. Material Cedar.

Step 1. **Right click Material** in the Feature Manager and click **Edit Material**, **Fig. 13**.

Step 2. **Expand Woods** (click the +) in the material tree and select **Cedar**, **Fig. 14**. Click **Apply** and **Close**.

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

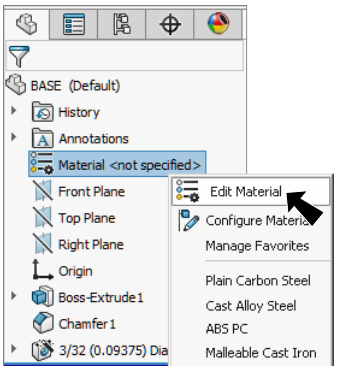

Fig. 13

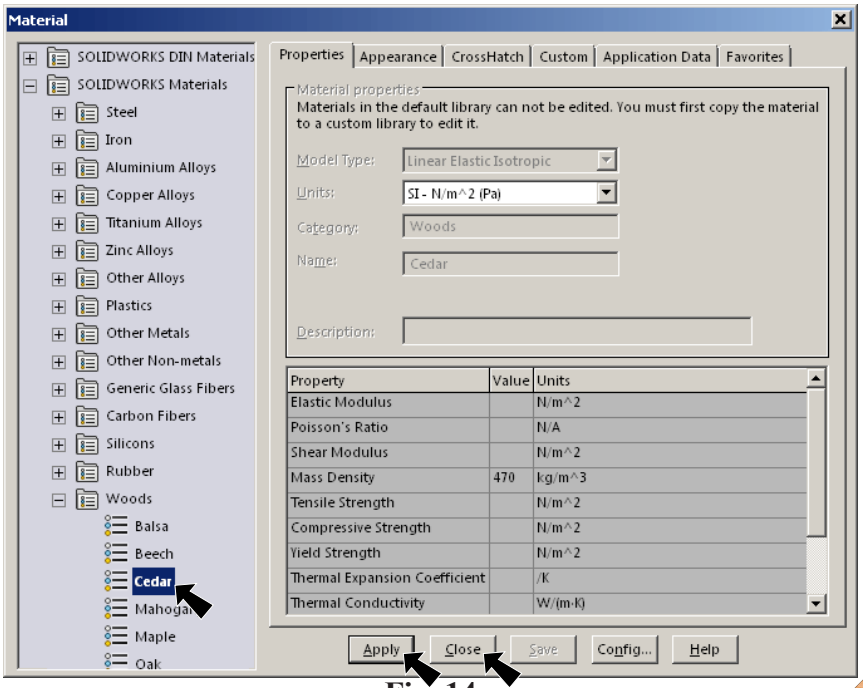

Fig. 14

Fig. 15

F. Enable PhotoView 360.

Step 1. If necessary, turn on PhotoView 360, click the **flyout of Options** on the Standard toolbar and click **Add-Ins**.

Step 2. In the dialog box for **PhotoView 360** check in the check box under **Active Add-Ins** and **Start-Up**, **Fig. 16**. Click OK.

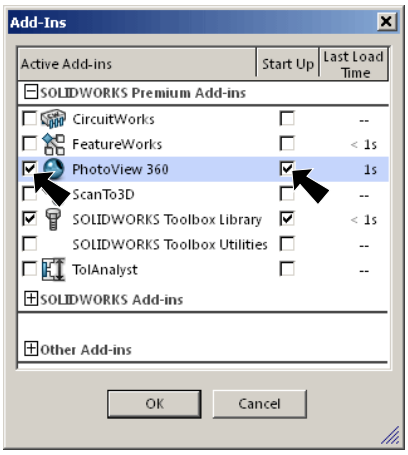

Fig. 16

G. Rotate Mapping.

Step 1. Click PhotoView 360 Menu > Edit Appearance.

Step 2. In the Property Manager:

click **Mapping tab** Mapping, **Fig. 17**

under Mapping controls

Rotation 90

click OK .

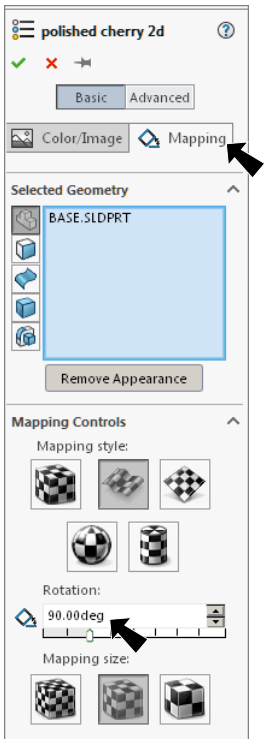

Fig. 17

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

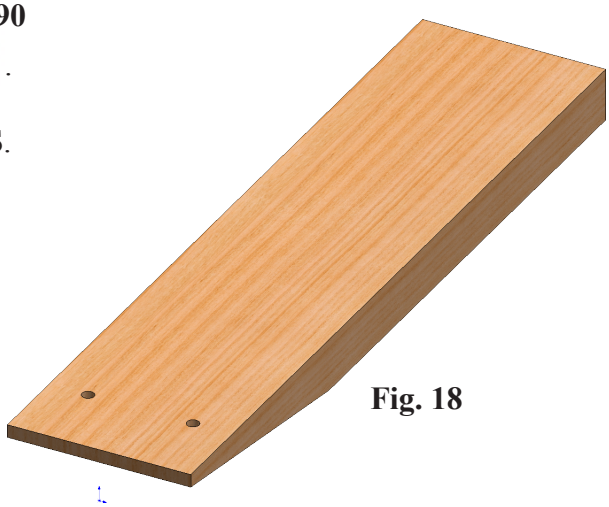

Fig. 18