

A. Washer.

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

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

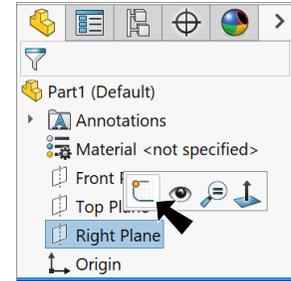
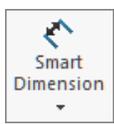


Fig. 1

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

Step 4. Sketch two circles at the **Origin** , **Fig. 2**.

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

Step 6. Dimension circle **diameters 7.8 and 2.3**, **Fig. 2**.

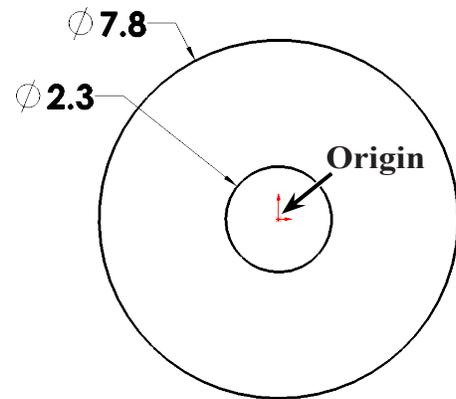
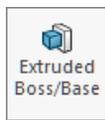


Fig. 2

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:
 under Direction 1, **Fig. 3**
 End Condition **Blind**
 Depth  **.8**
 click OK .

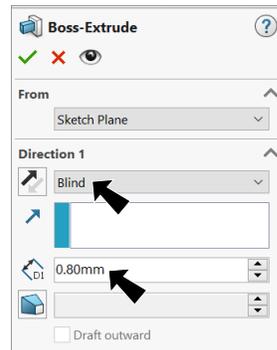


Fig. 3

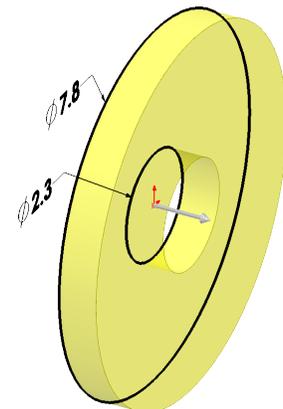


Fig. 4

B. Save as "WASHER".

Step 1. Click File Menu > Save As.

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

Tip: Create a **CWV folder** in your My Document folder to save the your CWV project files. At cudacountry we go a step further, and create a Tech Ed [school year] folder and in that folder we create the CWV folder.
 Documents\Tech Ed 24-25\CWV.

C. Mate Reference.

Step 1. Click a cylindrical face to select it, Fig. 5.

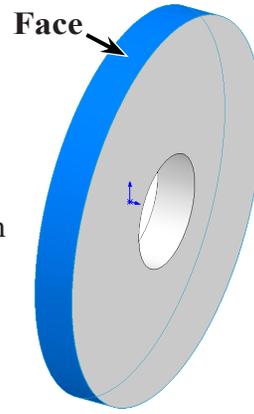
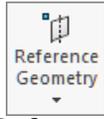


Fig. 5

Step 2. Click **Reference Geometry** on the Features toolbar and **Mate Reference** from the menu.



Step 3. In the Mate Reference Property Manager click OK, Fig. 6.

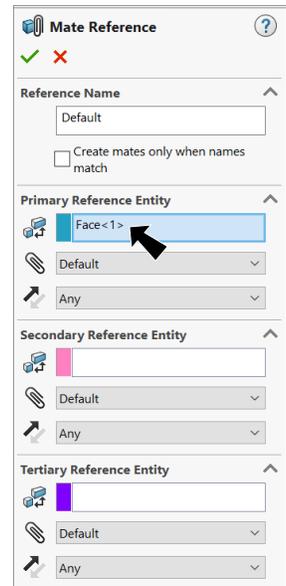


Fig. 6

D. Material: Gray Plastic.

Step 1. Click part, click **Appearance Callout** on the context toolbar and click **WASHER**.

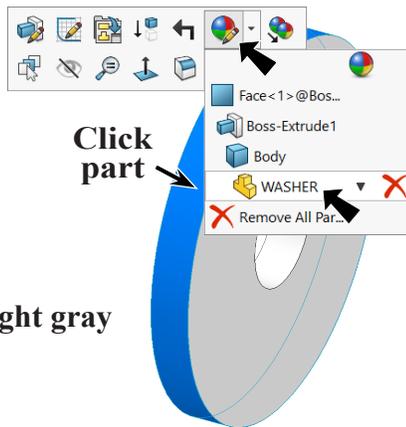


Fig. 7

Step 2. In the Appearances Task pane, expand **Plastic**, click **Medium Gloss** and in the lower pane select **light gray medium gloss plastic**.

Step 3. Click OK the Property Manager.

Step 3. Save (Ctrl-S).

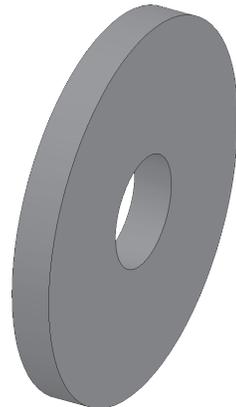


Fig. 10

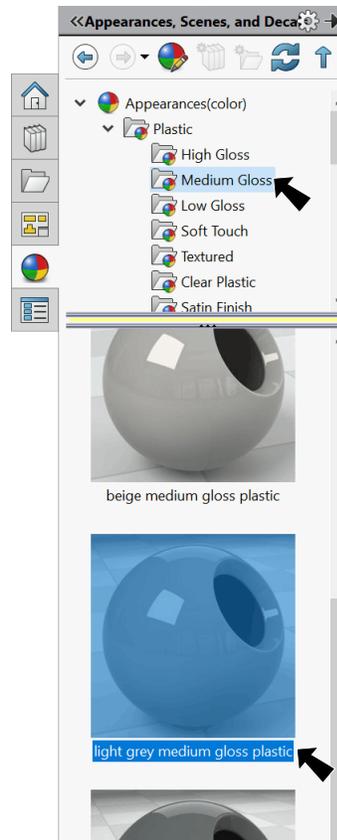


Fig. 8

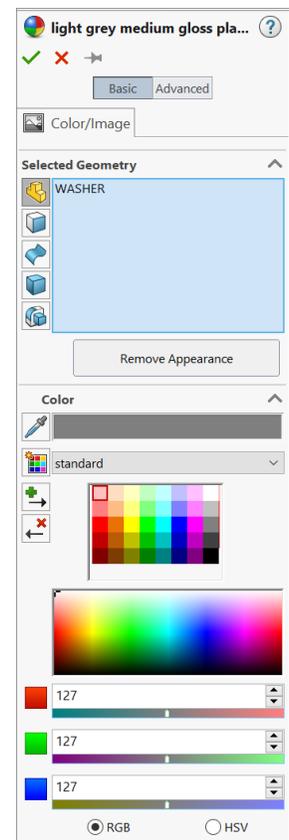


Fig. 9