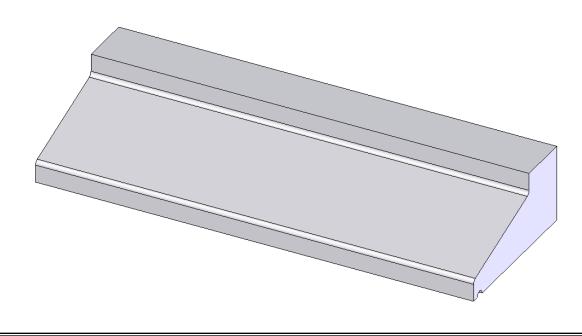


## **Window Sill Exercise 3**



Prerequisite Knowledge Creating a Part, Saving a Part, Creating a Sketch, Drawing Lines, Rectangles, Centrelines. Automatic Relations – Vertical, Horizontal, Coincident and Add relations. Smart Dimensioning, Extruded Boss/Base (Blind End condition), Extruded Cut (Through All End condition)

**Focus of the Lesson** 

On completion of this exercise you will have used:

- Sketch Line
- Sketch Circle
- Equal relations
- Sketch Fillet
- Power Trim
- Extruded Boss/Base

**Commands Used** 

Line, Add Relation, Sketch circle, Power Trim and Extruded Boss/Base.

**Getting Started** 

**New Part** 

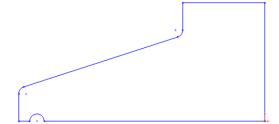
Create a new part. Save the part as *Window sill* in your chosen location



Where to start?

The only sketch of the part to be created is based on a sectional view of a window sill.

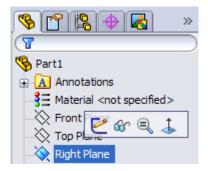
Sketch to generate the feature



## **Getting started**

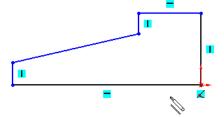
Choosing a plane

Select the Right plane from the manager Tree, then select Sketch from the options Available



Creating a sketch

Press **S** and click the **Line** command, create sketch of the window sill from the origin.



Select the Circle command from the sketch toolbar Choose a point coincident with the bottom line as the centre and drag as shown, click to form the circle.



Dimension the circle R8mm.

**Trim Entities** 

Trims or extends a sketch entity to be coincident to another or deletes a sketch entity

Press S and select the **Trim Entities** command from the sketch toolbar.

Select Power Trim in the trim property manager.





Removes the portion of an entity that you drag over between intersections or to an endpoint.

Holding down the left mouse button drag the cursor over the circle and the line, when the curve and line

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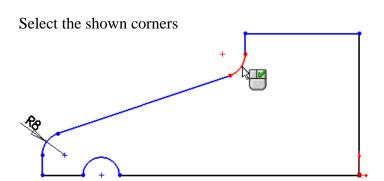


are removed release the button.

Press **S** and select the **Sketch Fillet** command from the sketch toolbar.



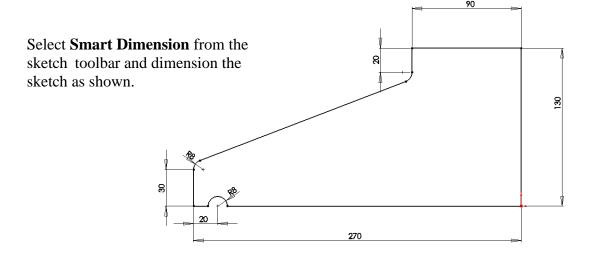
Rounds the corner at the intersection of two sketch entities, creating a tangent arc.



In the Sketch Fillet property manager table change radius to **8**.



## Dimensioning the Sketch





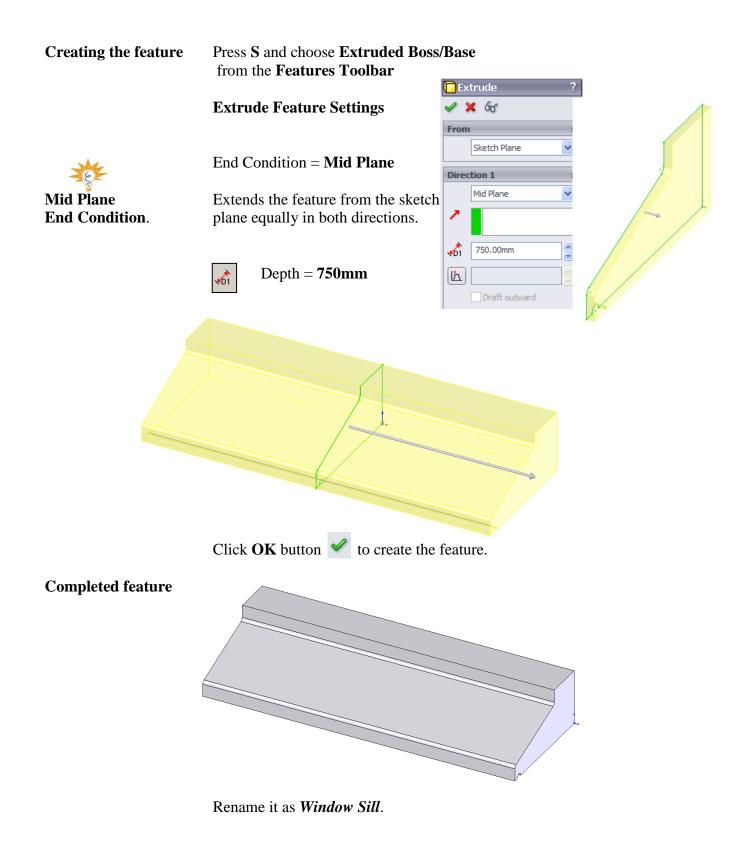
## **Dimensioning Tip**

When you dimension a sketch, start with the smallest dimension first, and work your way to the largest.

Exit the sketch

Save and close





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Click **Save** to save your work and click **File**, **Close** to close the part.



