

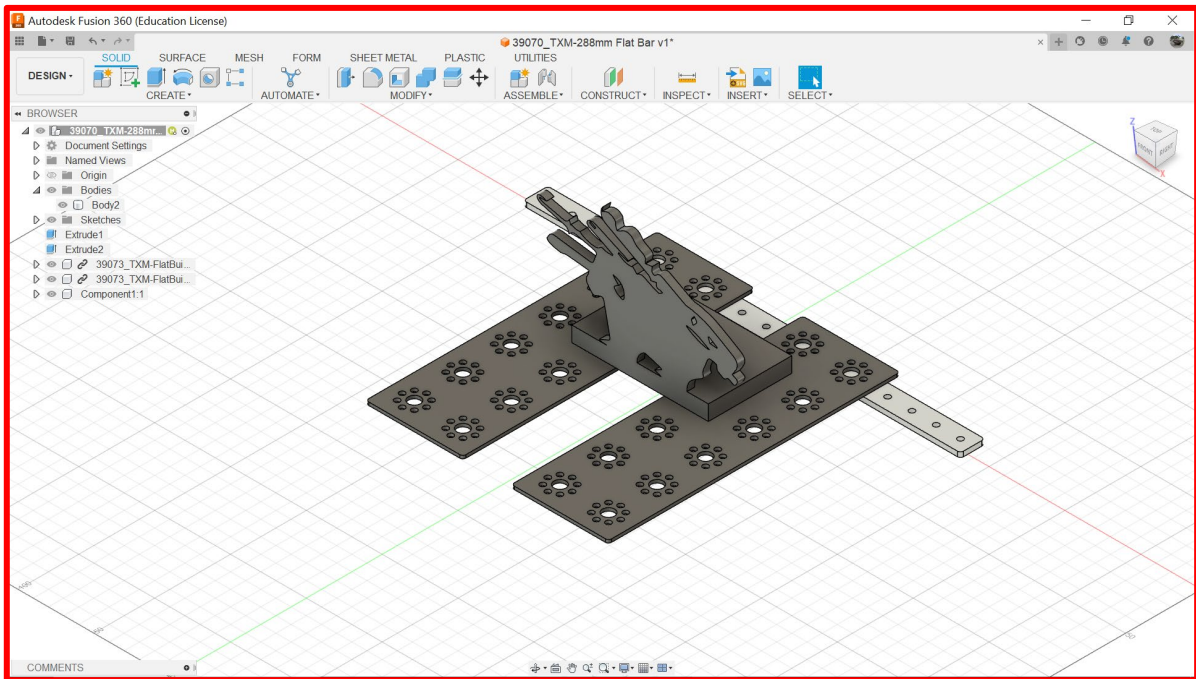


How To Project/Copy Face to your Sketch

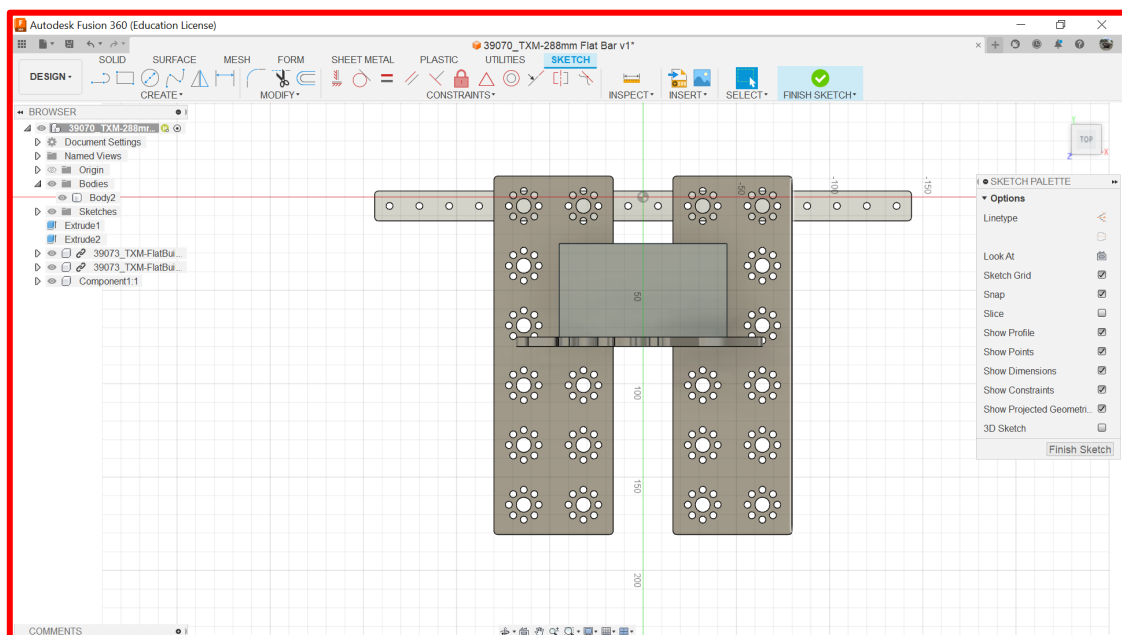
You will learn to:

- 👉 **Project faces/profiles/sketches into an active sketch**
- 👉 **Use the projected profile**

This function is called the **project tool** when in the sketch workspace.

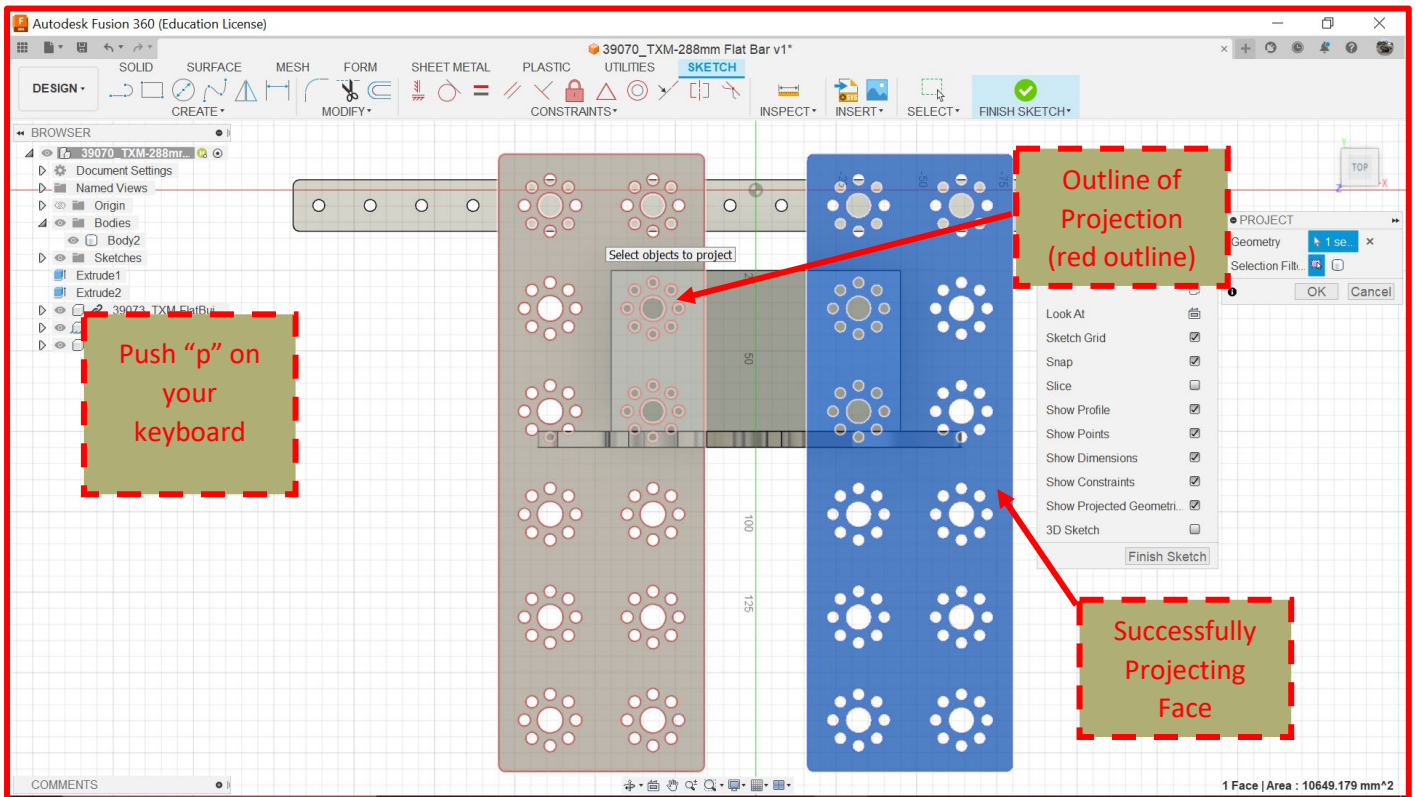


Here I have a special trophy and a few metal plates. I want to **drill 4 mounting holes into the trophy** in a **precise manner** without guess-timating the whereabouts the holes are. I'm going to use the **project tool** after I make a new sketch on the top face, as shown below. This will enable me to essentially copy one face to another.

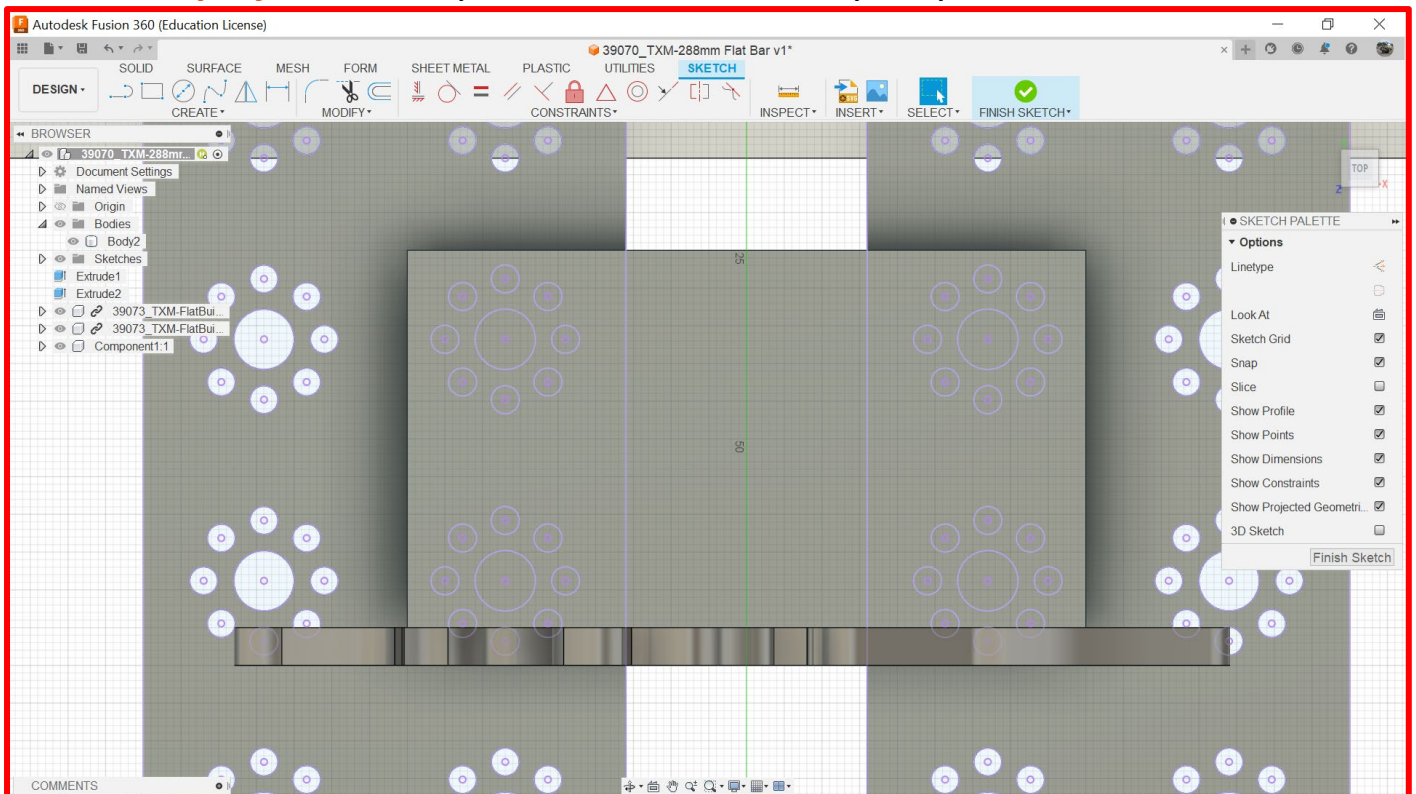




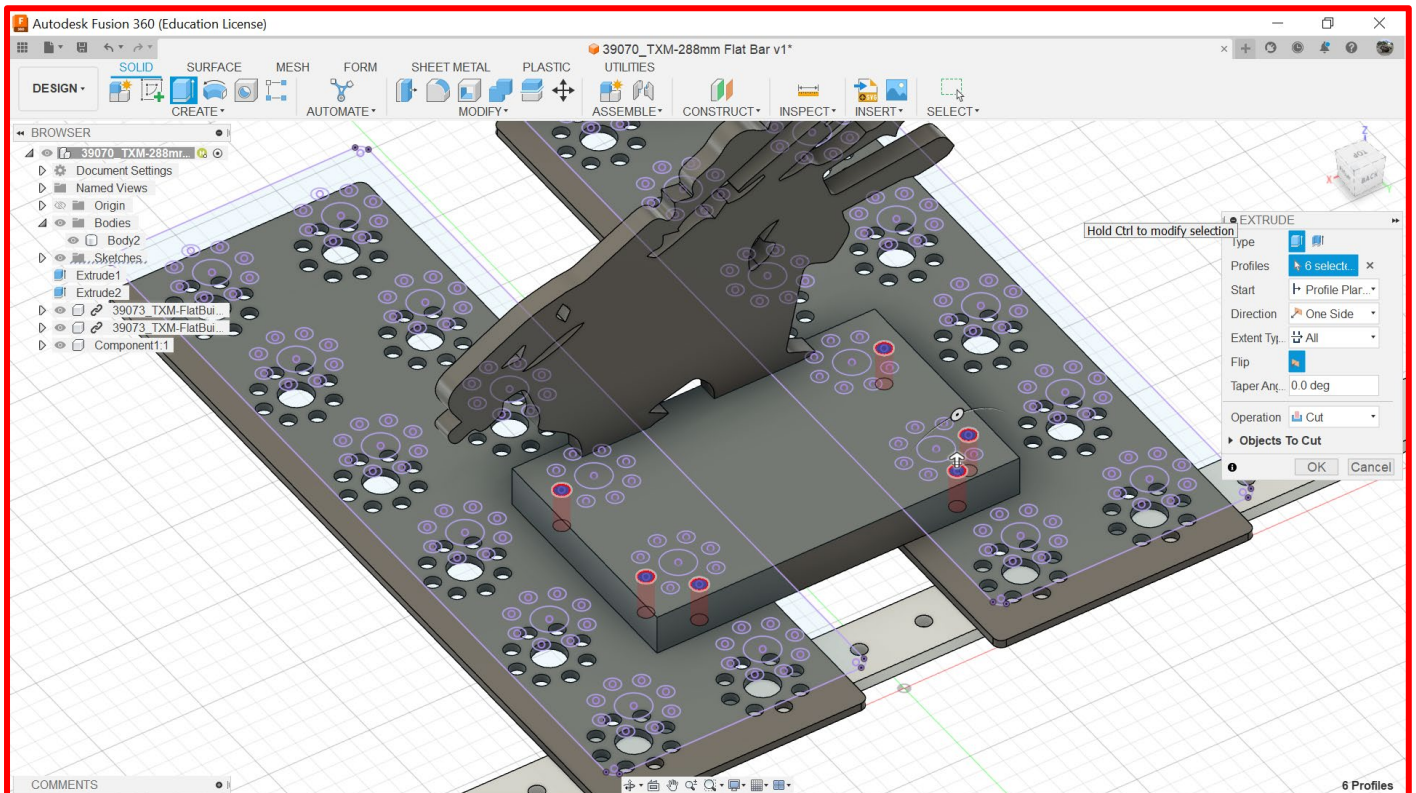
I **hit the “p” button** on my keyboard to open the project dialogue box. You can also go under create->Project/include->project (at the bottom). When you’ve done that, you can **click the faces you want to project**. Hovering over a face will highlight the **edges in red**, which indicates the **projection profile**. **Hit OK** when you are happy!



After hitting OK the **profiles should turn purple**. This means the **faces/profile have been projected** into your sketch successfully! Yay!



Now, if I want **holes** in my design to fix the statue on, I'll have to **extrude** the **projected holes downwards** into the sheet metal. Observe:



And like that, you can now fix your parts to FTC parts through the power of projection. Congratulations!

The COMBAT WOMBATS

#23335 | QASMT

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