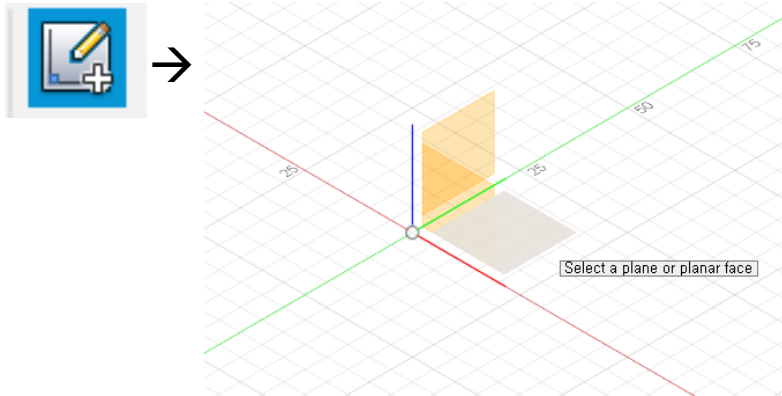
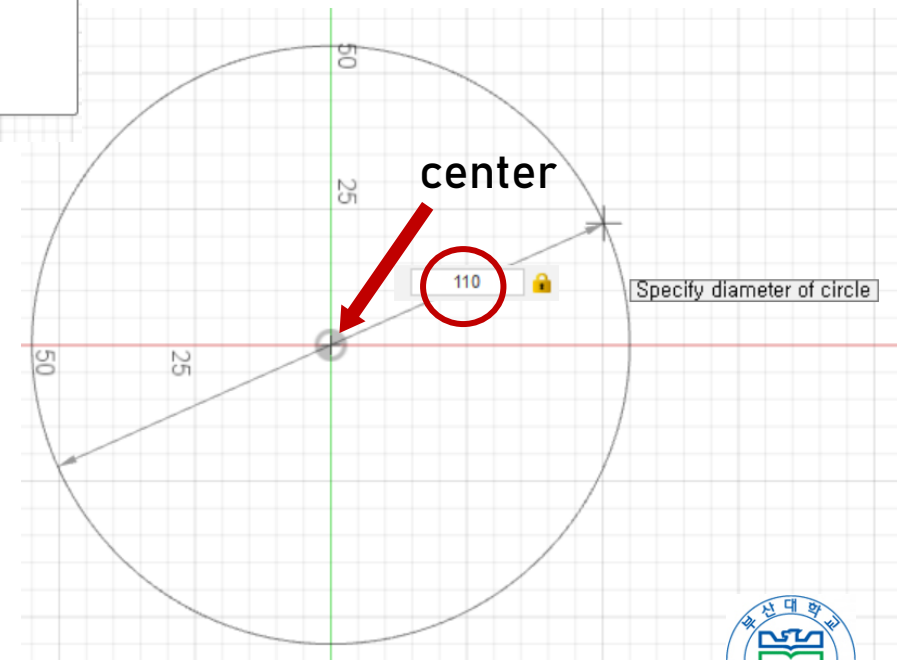
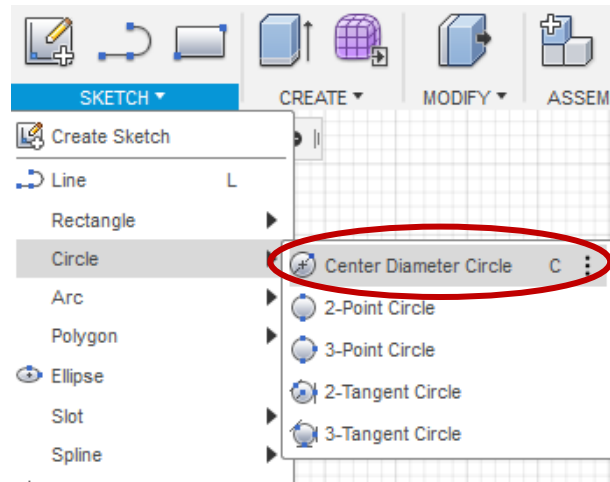


# Step 1 : sketch circle

1) Create sketch -> select xy plane



2) SKETCH->Circle->Center Diameter Circle-> **diameter =110mm**

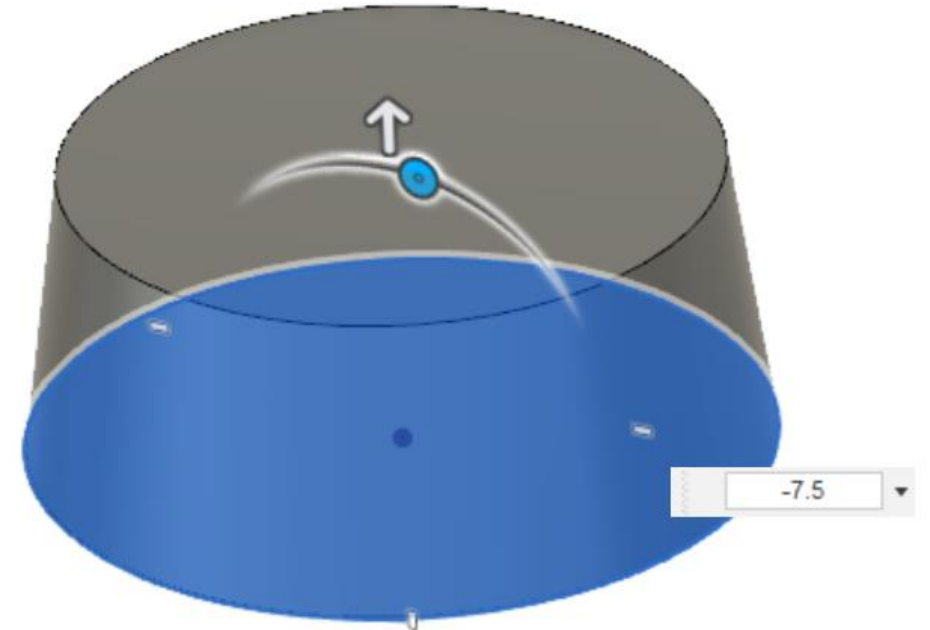
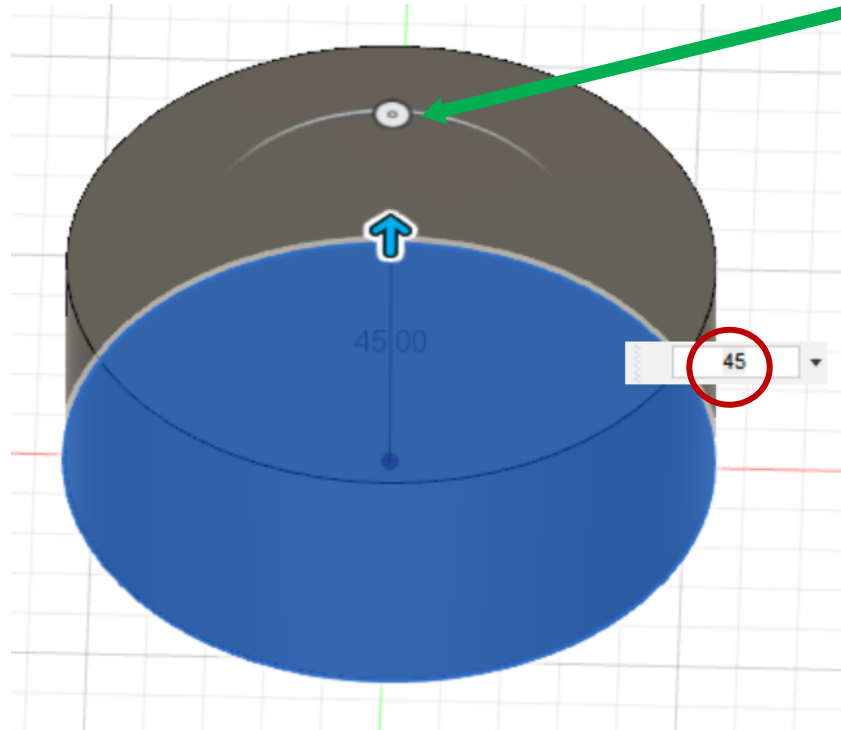
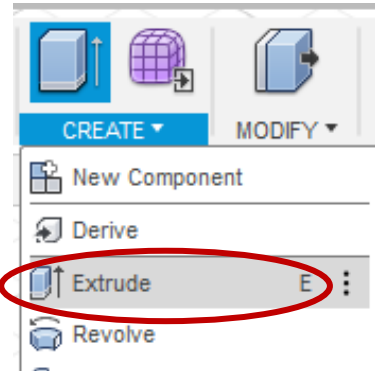


# Step 2 : extrude

1) CREATE -> Extrude

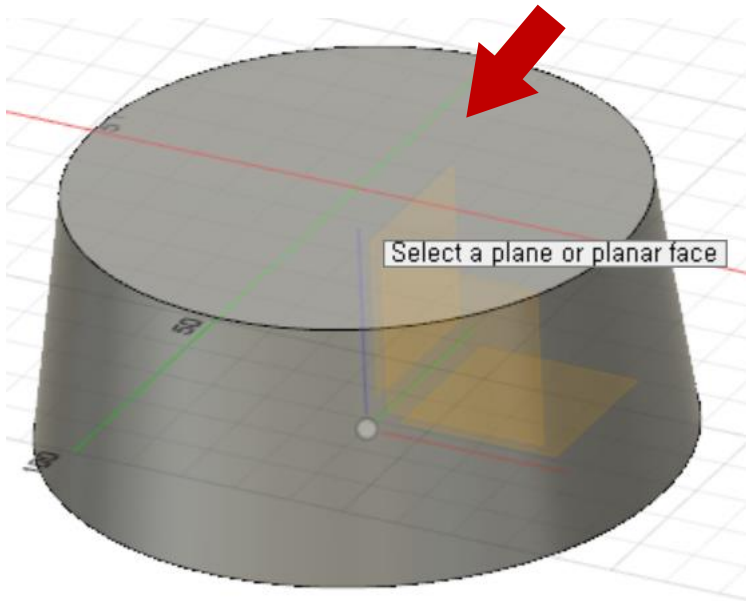
2) Select circle and extrude 45mm

3) Click this circle and control degree / degree = -7.5

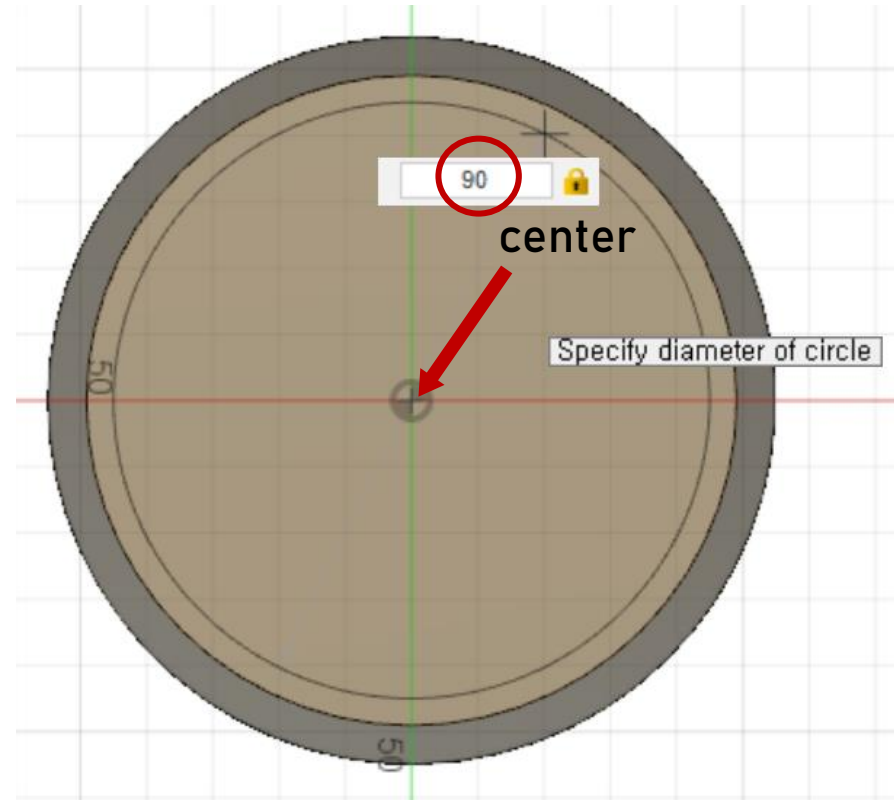


# Step 3: make hole

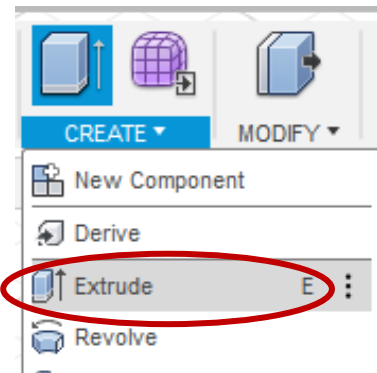
1) Create sketch -> select top plane



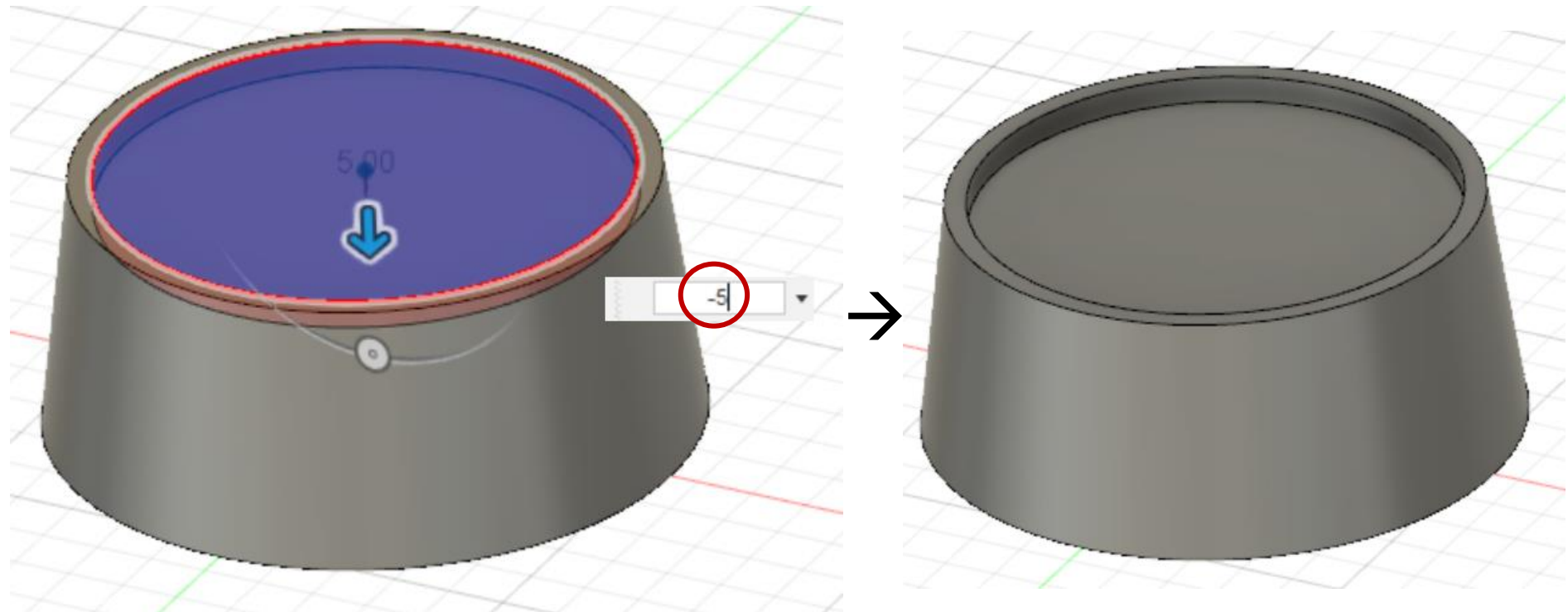
2) Sketch circle / **diameter = 90mm**



3) CREATE -> Extrude

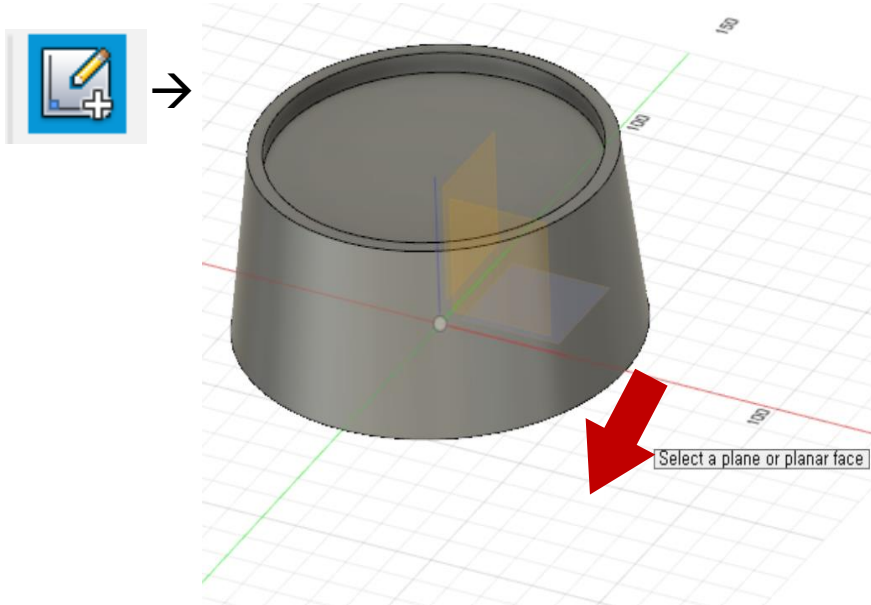


4) Select inner circle, and extrude -5mm

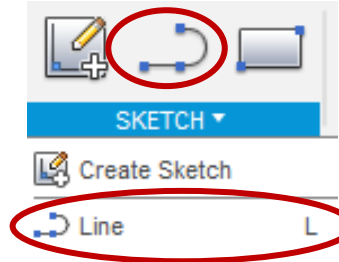


# Step 4 : sketch decoration

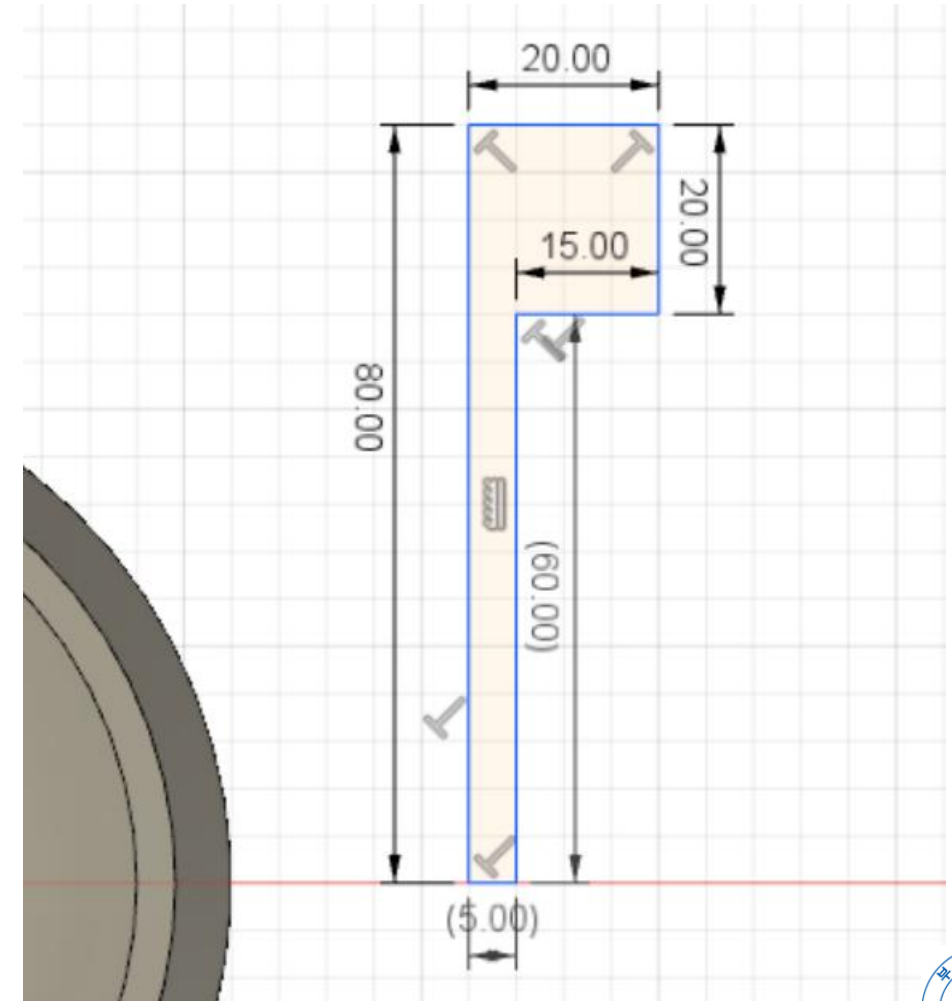
1) Create sketch -> select xy plane



2) SKETCH -> Line

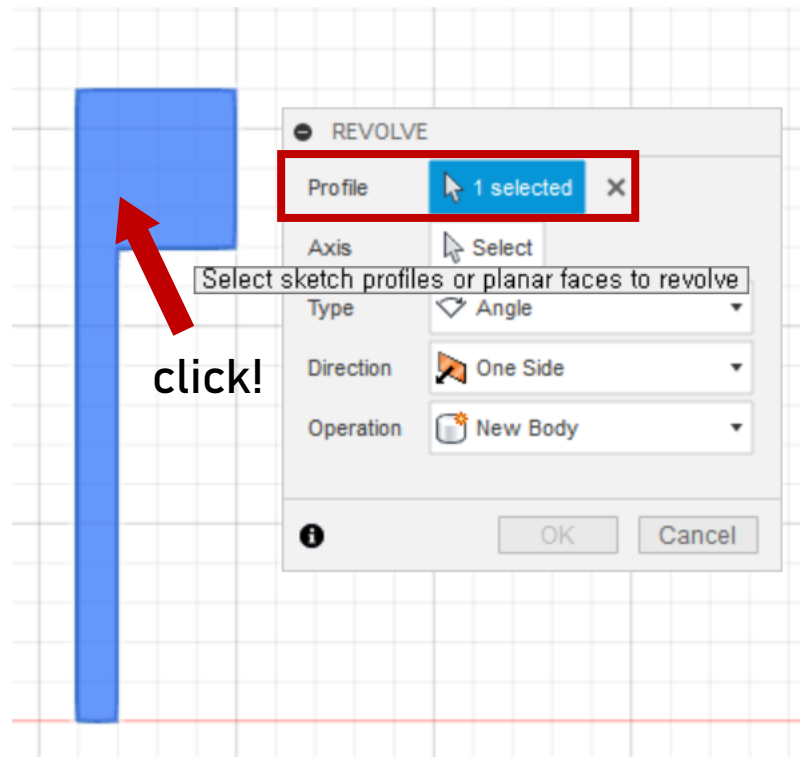
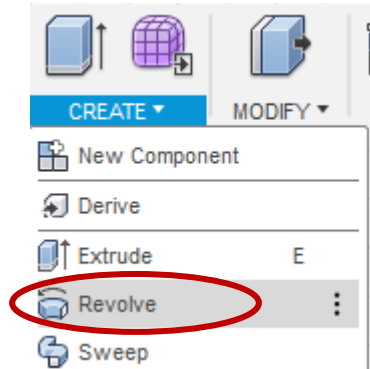


3) Draw lines

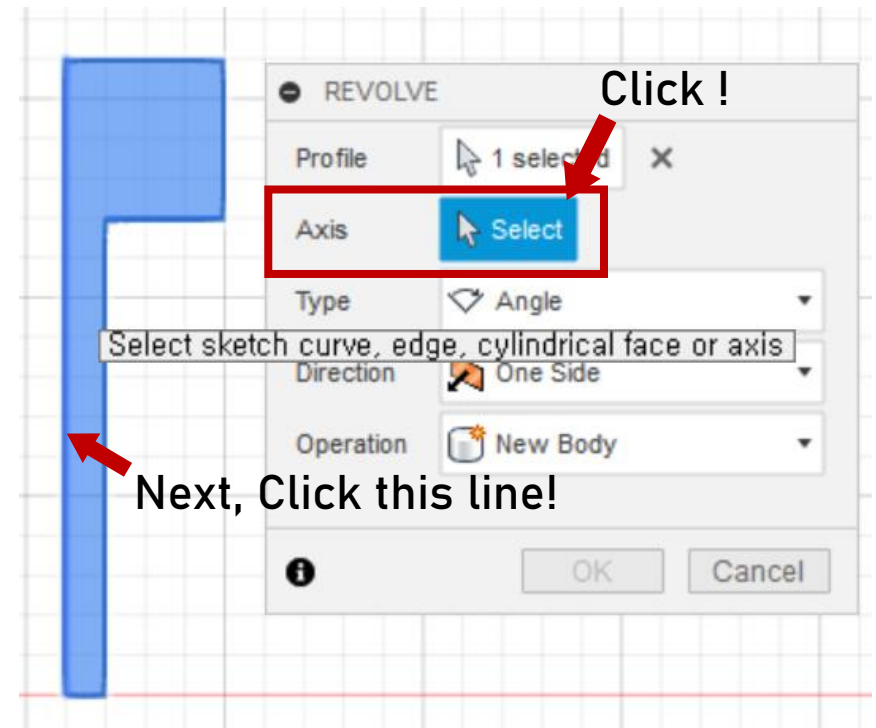


# Step 5 : revolve sketch

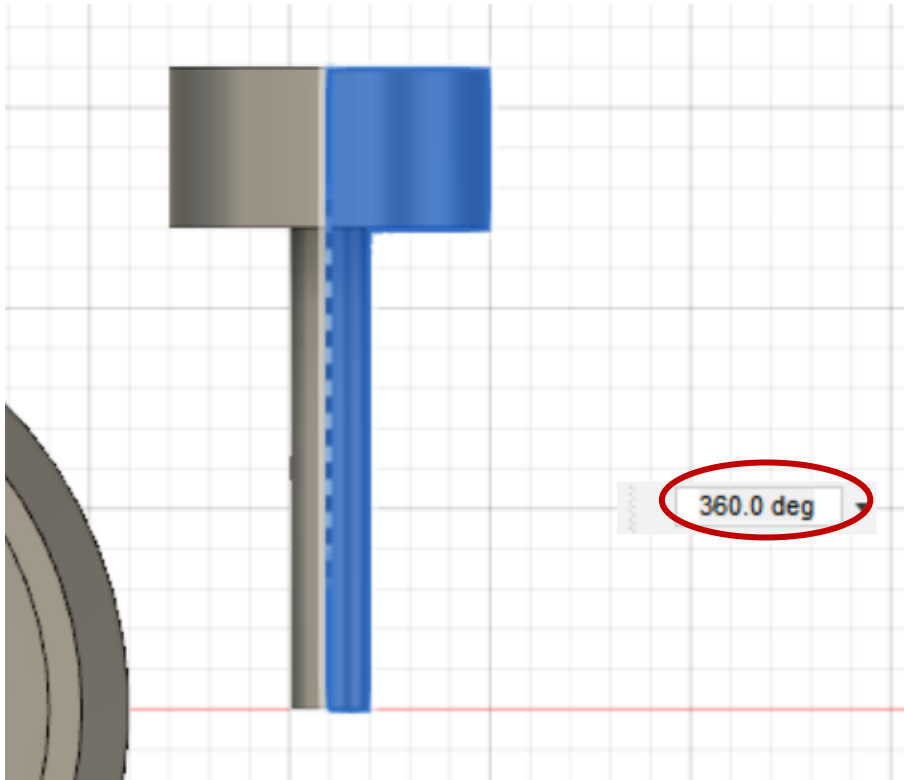
1) CREATE -> Revolve    2) Select profile(=sketch)



3) Select Axis to revolve

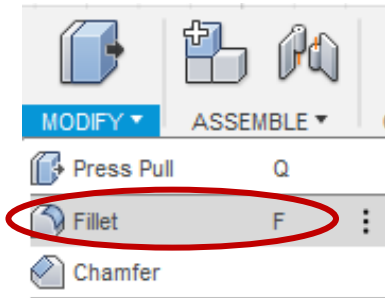


4) degree = 360

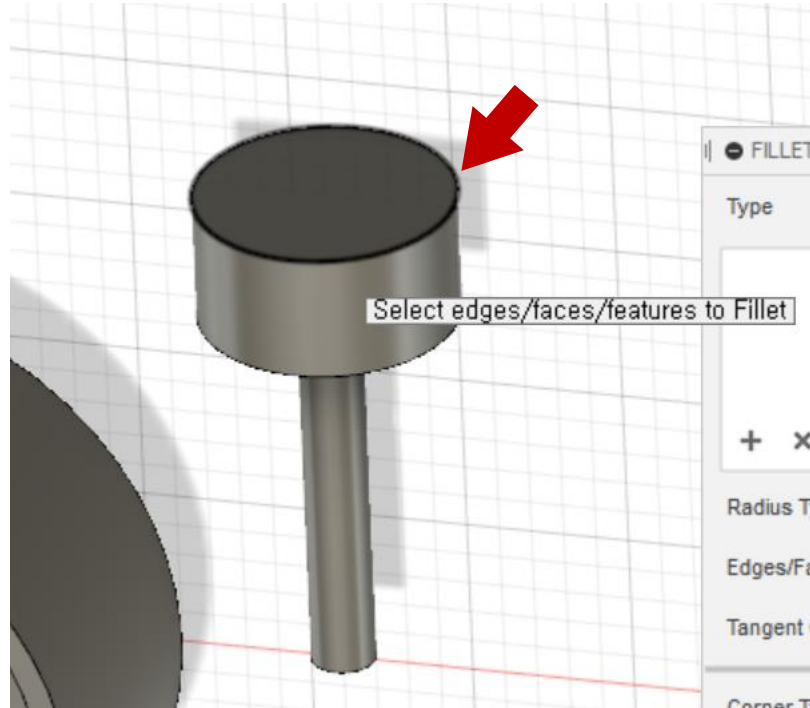


# Step 6 : fillet

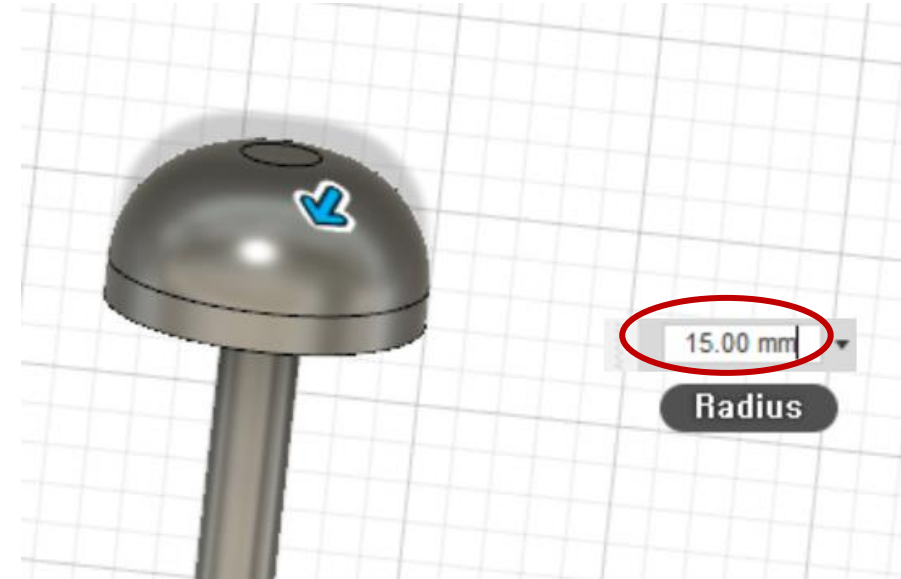
1) MODIFY -> Fillet



2) Select edge of top circle



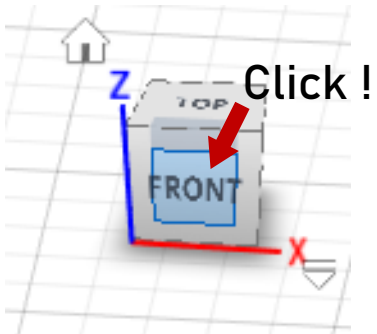
3) Fillet / radius = 15mm



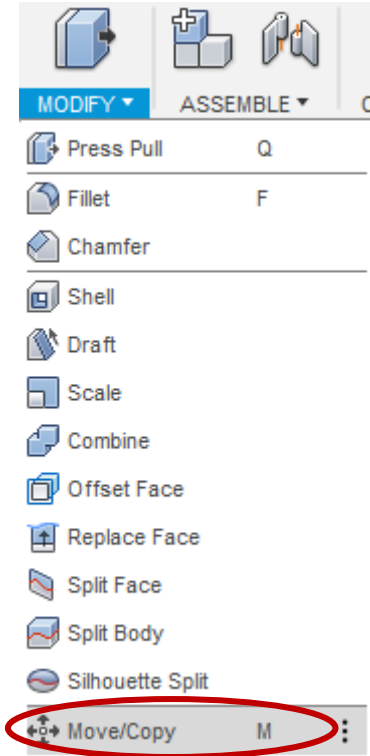


# Step 7 : move

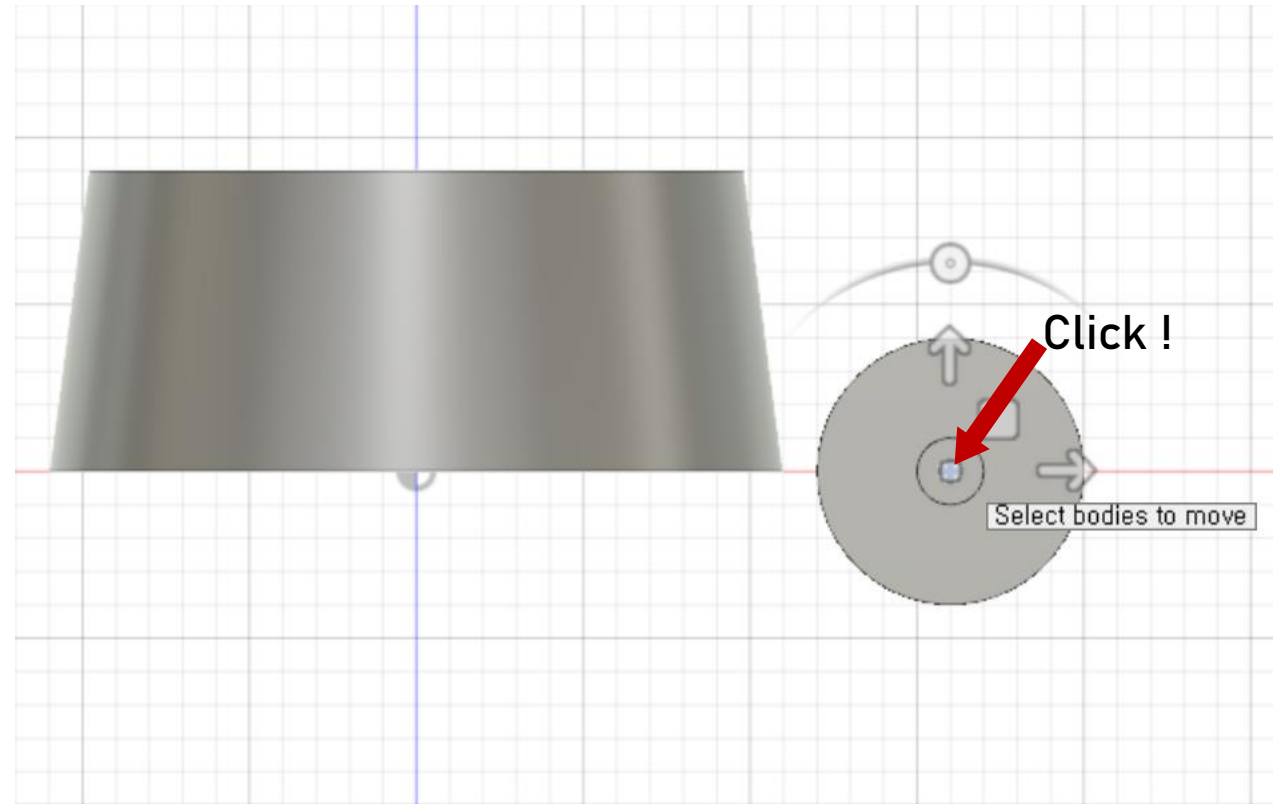
1) See front view



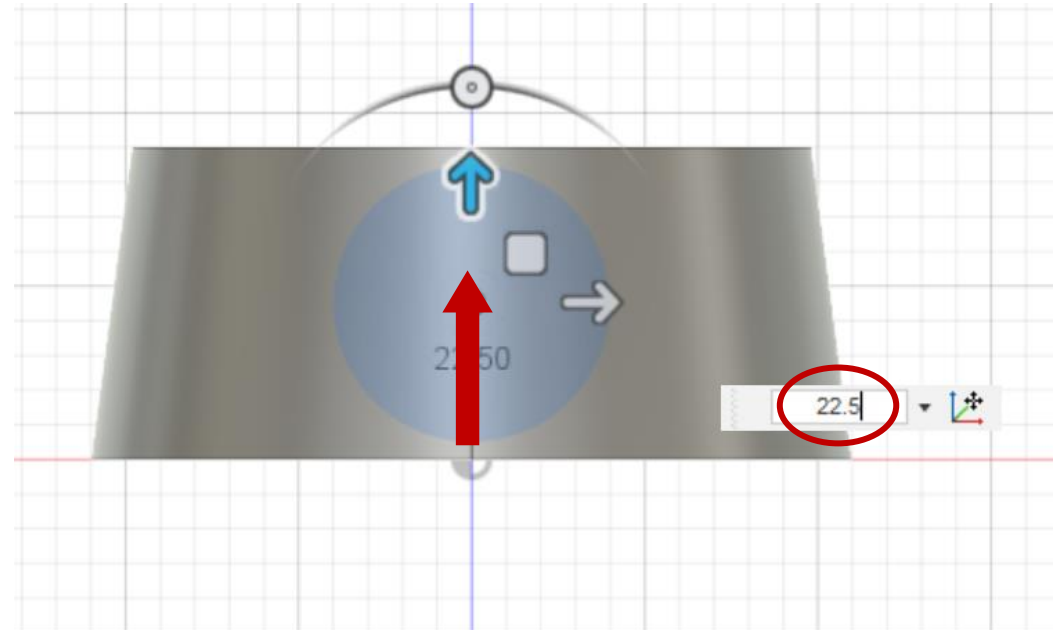
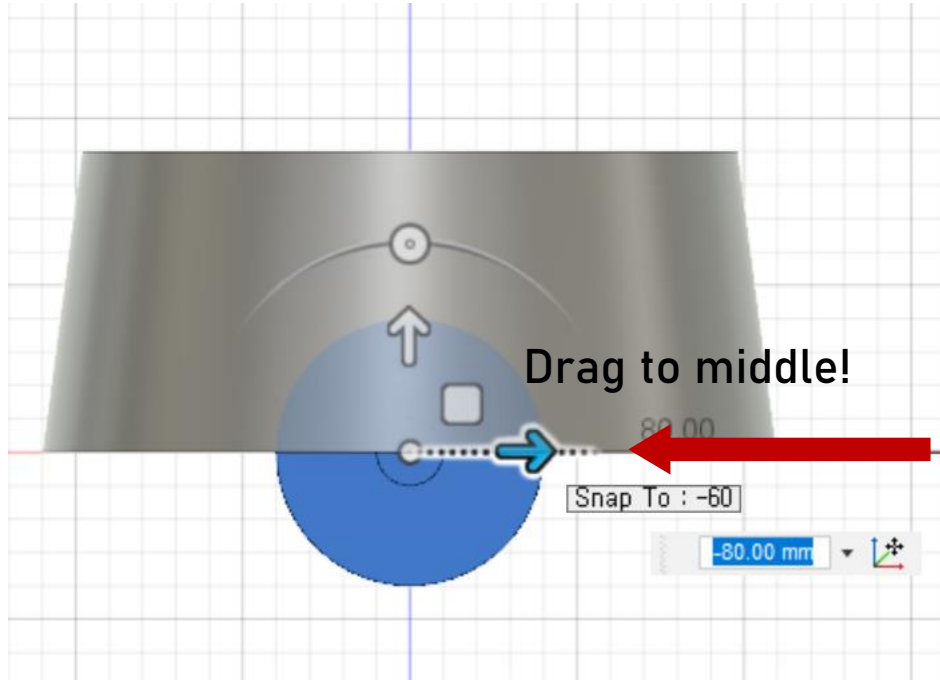
2) MODIFY -> Move/Copy



3) Select body



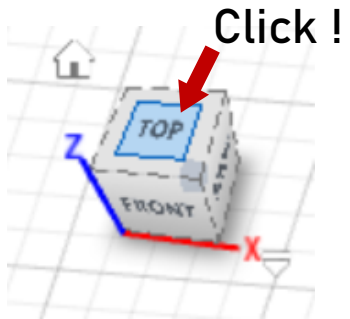
#### 4) Move to middle !



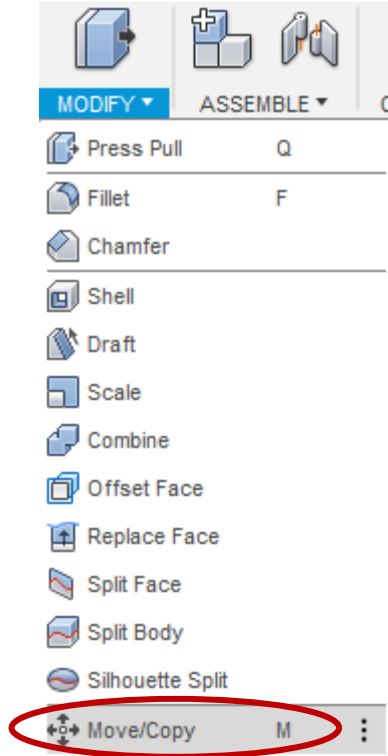
move **22.5 mm** along y-axis

# Step 8 : rotate

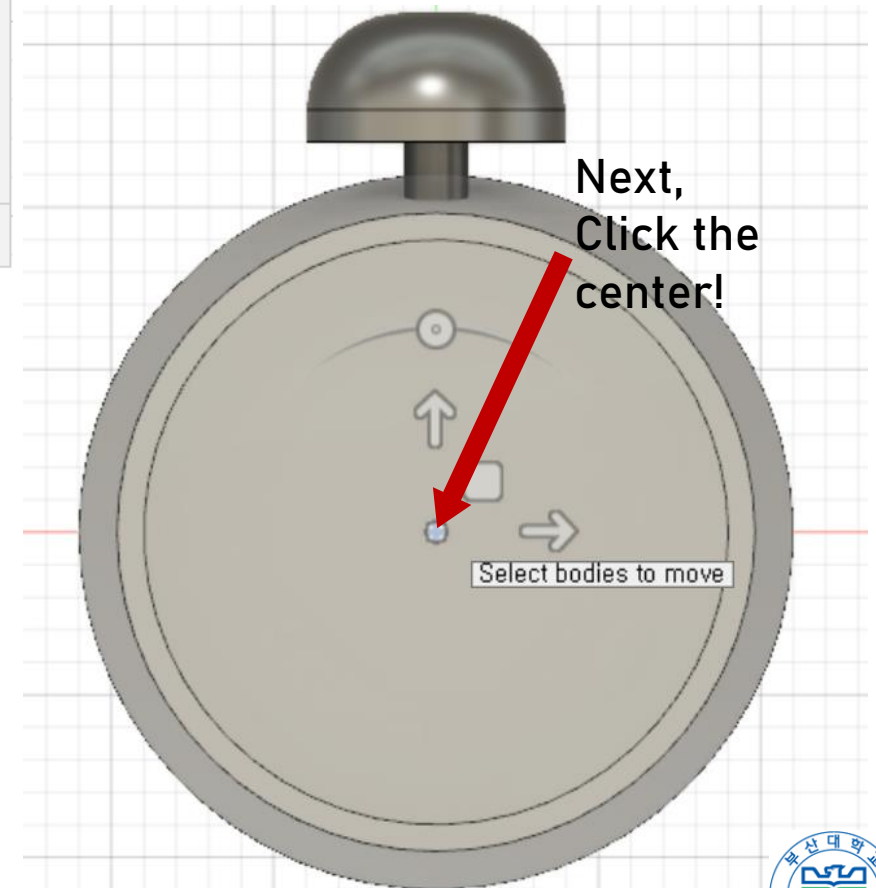
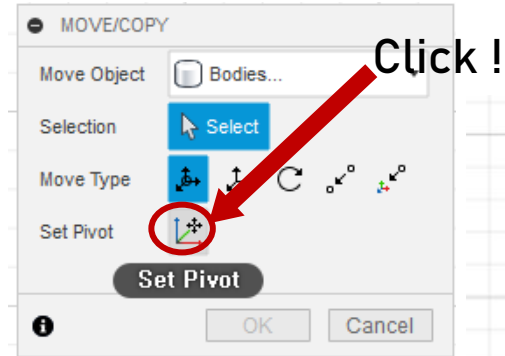
1) See top view



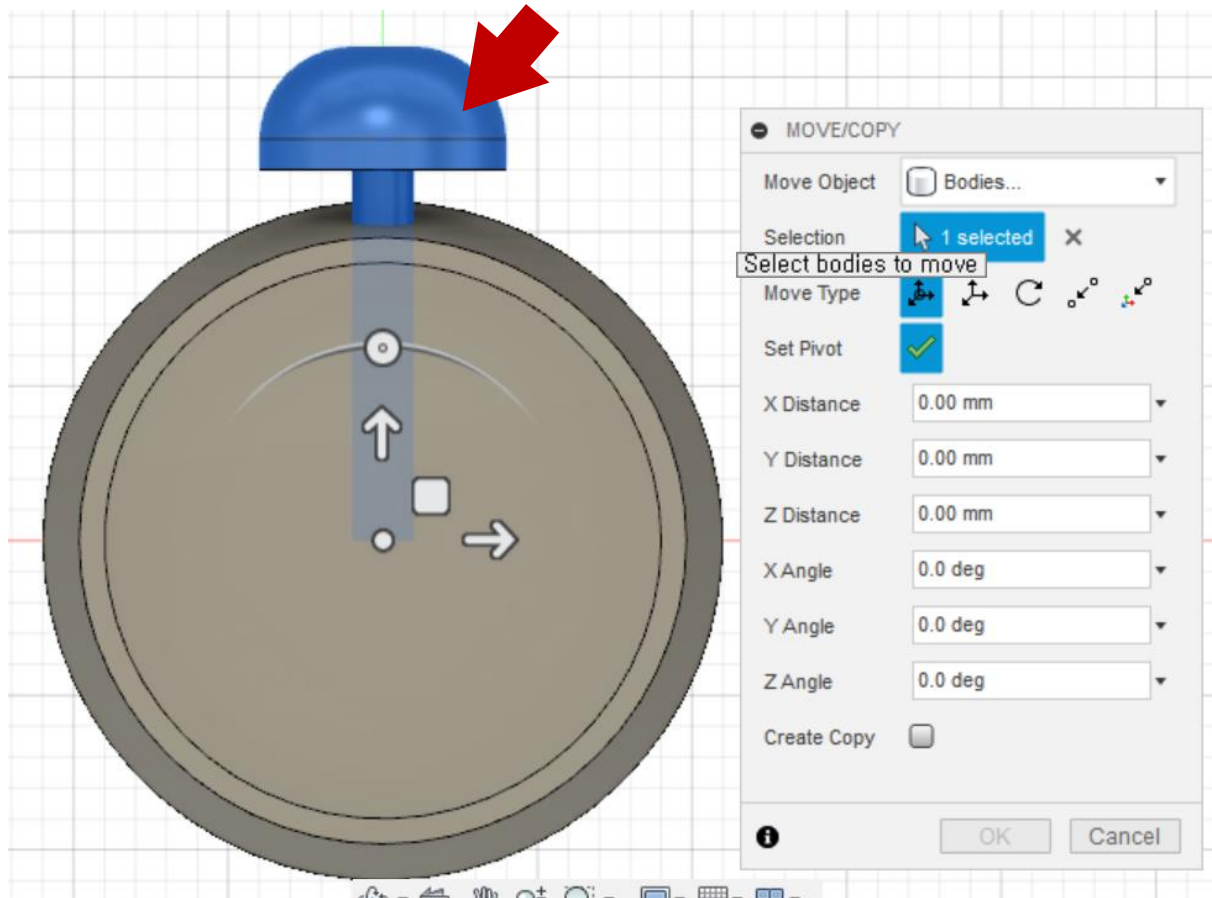
2) MODIFY -> Move/Copy



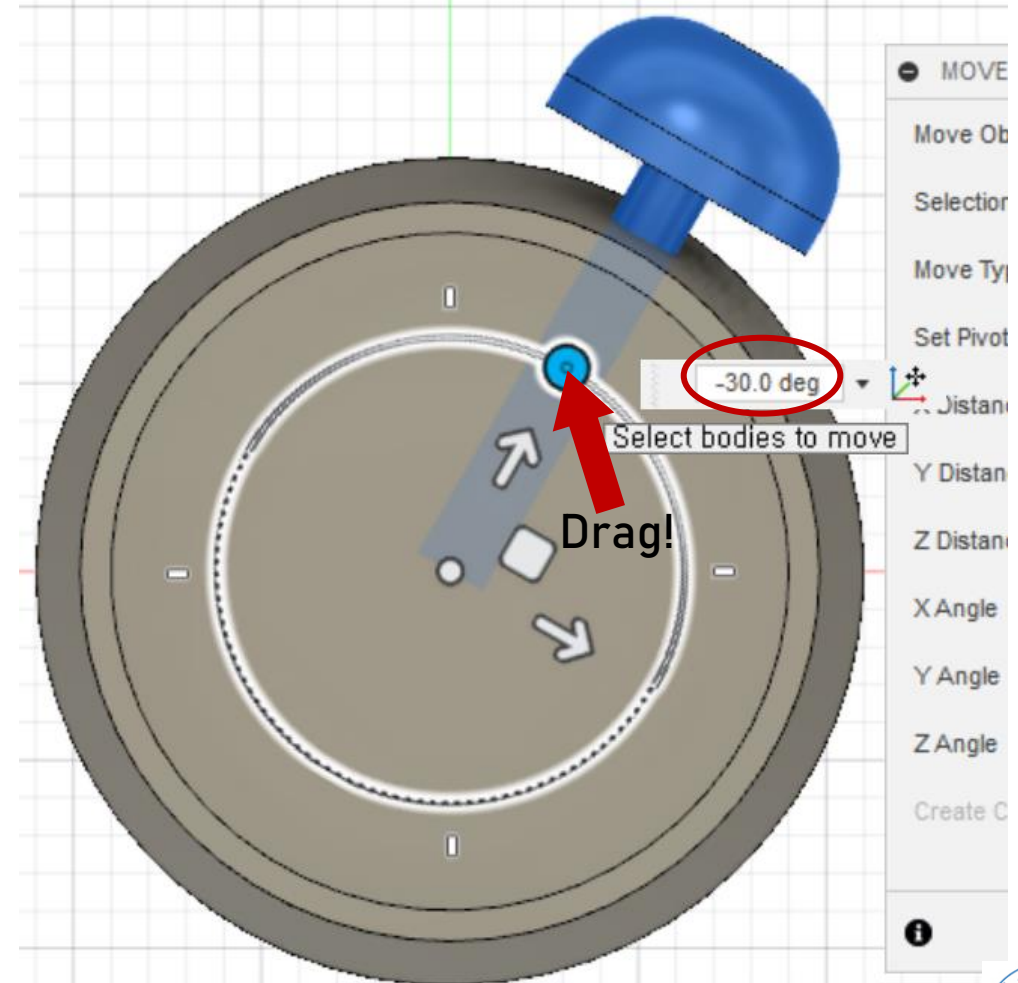
3) Set Pivot



#### 4) Select body to rotate

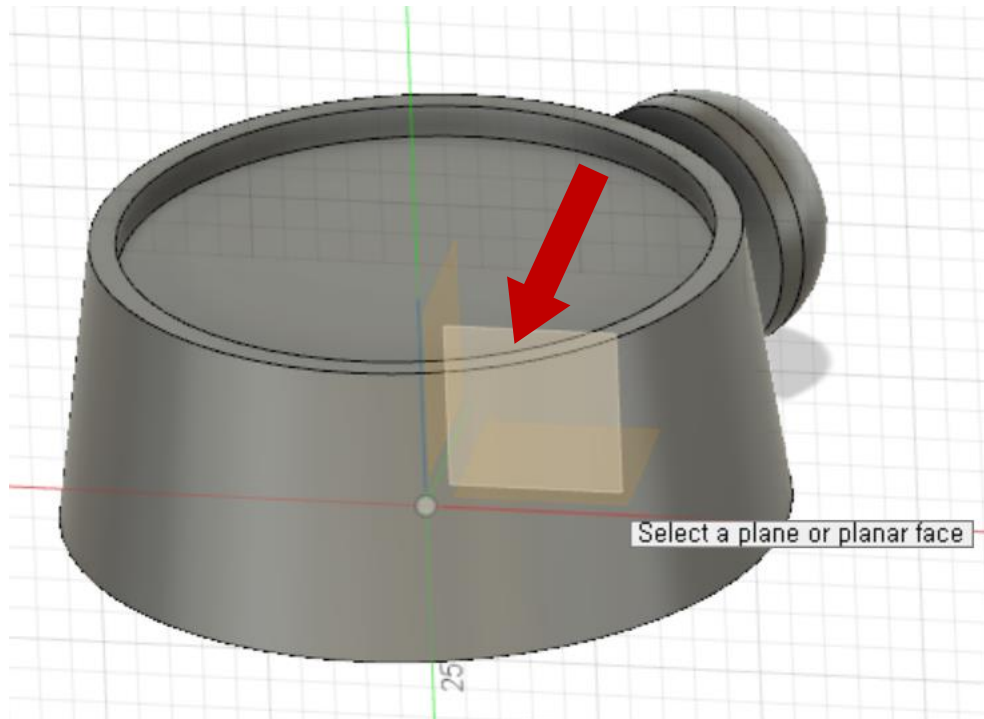
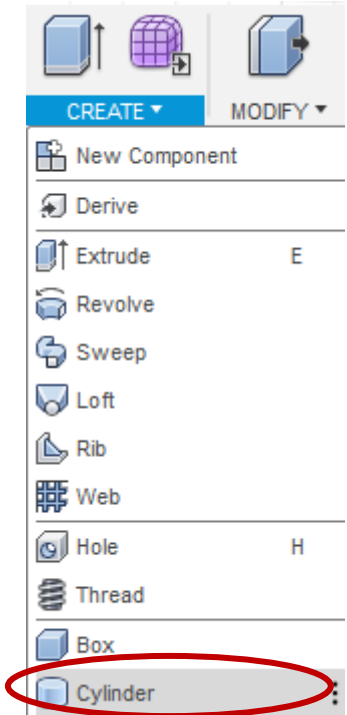


#### 5) Rotate -30.0 degree

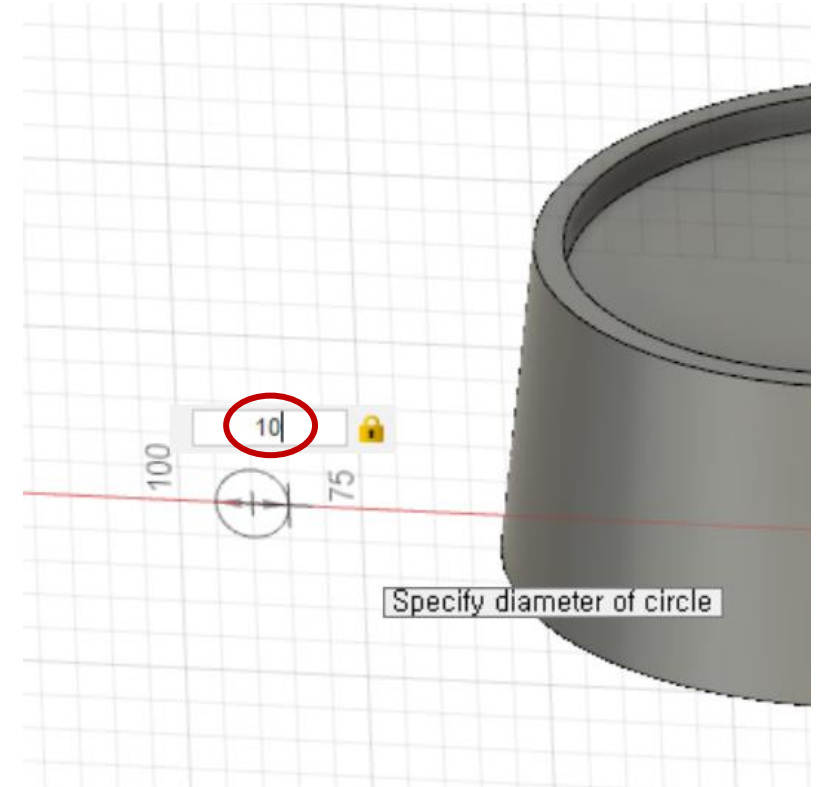


# Step 9 : make leg

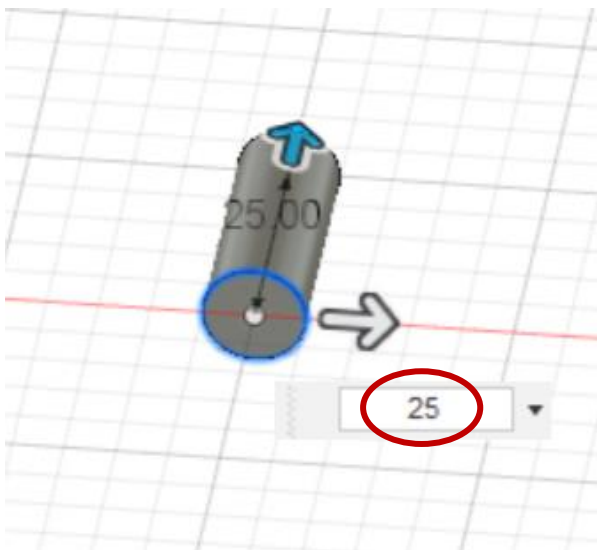
1) CREATE -> Cylinder    2) Select xz plane



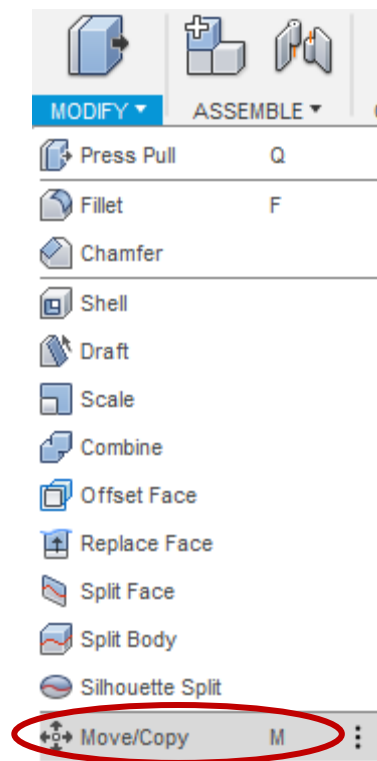
3) Sketch Circle / **diameter = 10mm**



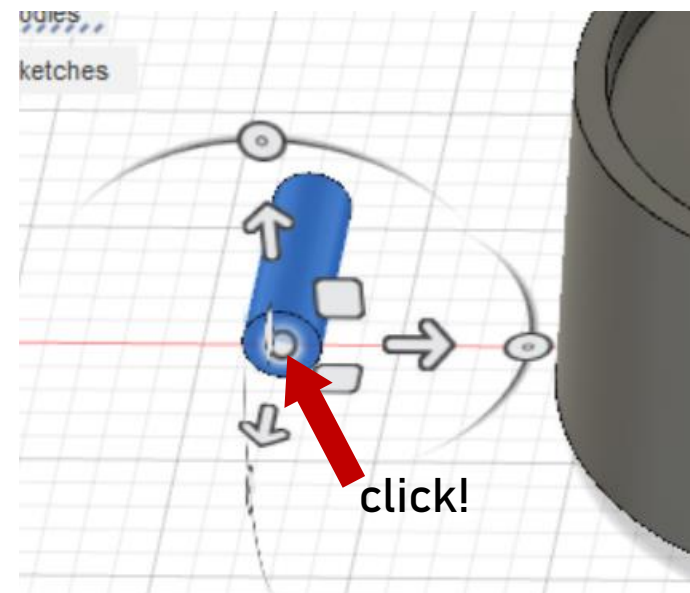
4) Height = 25mm



5) MODIFY -> Move/Copy

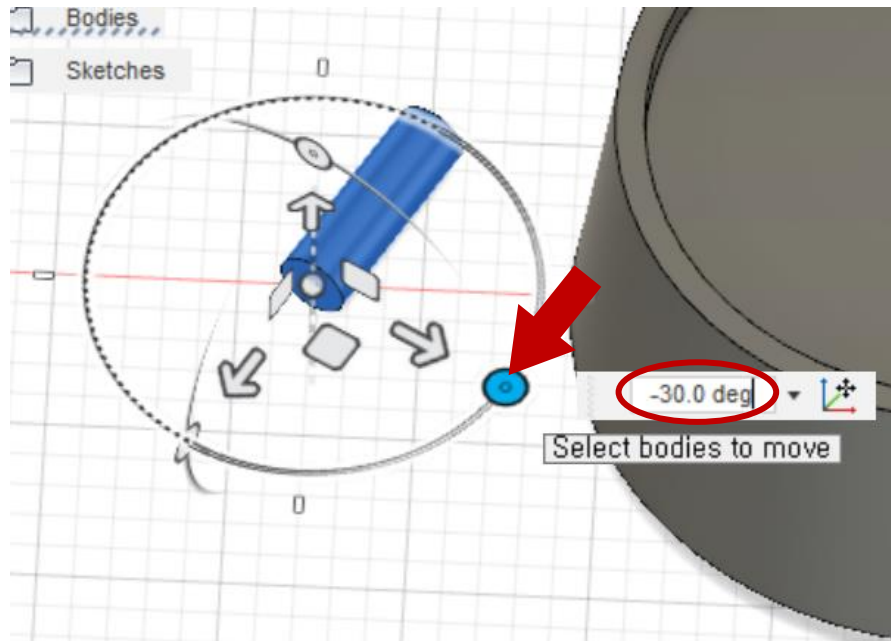


6) Select body to move

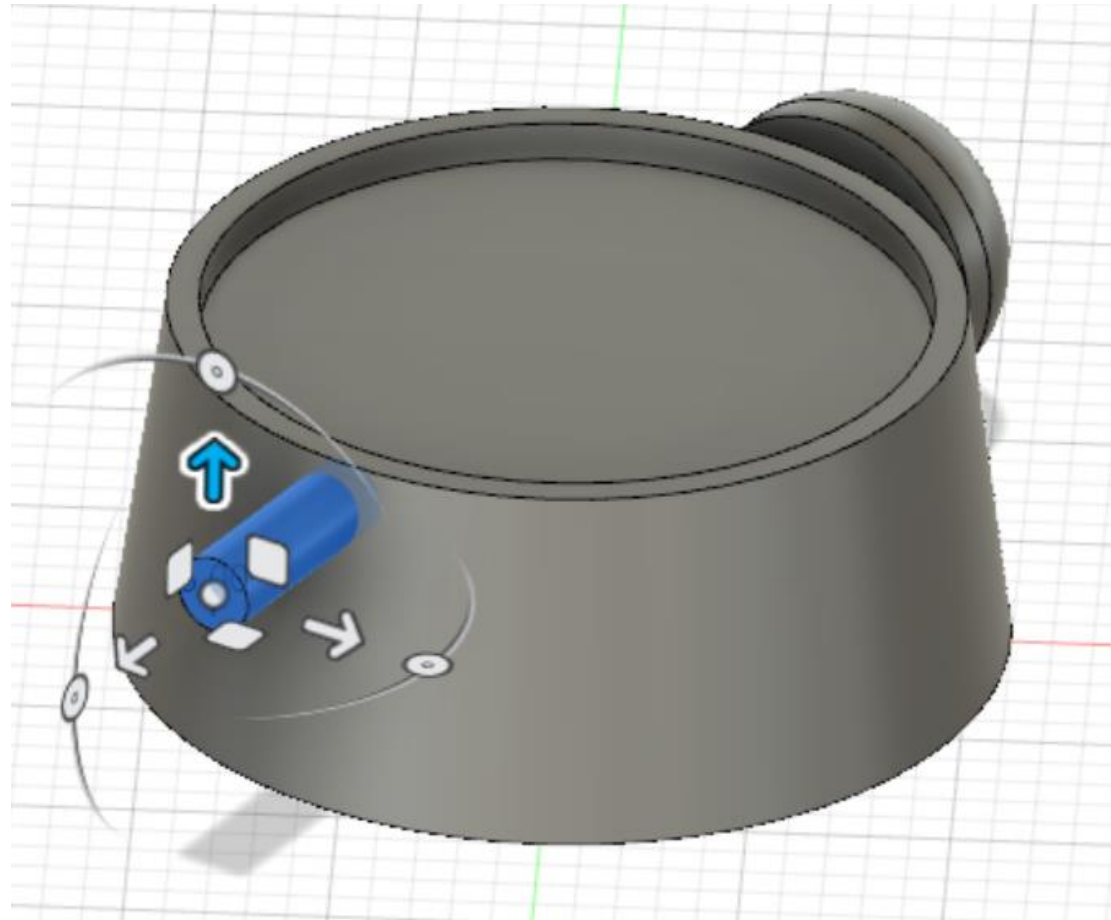




## 7) Rotate 30.0 degree



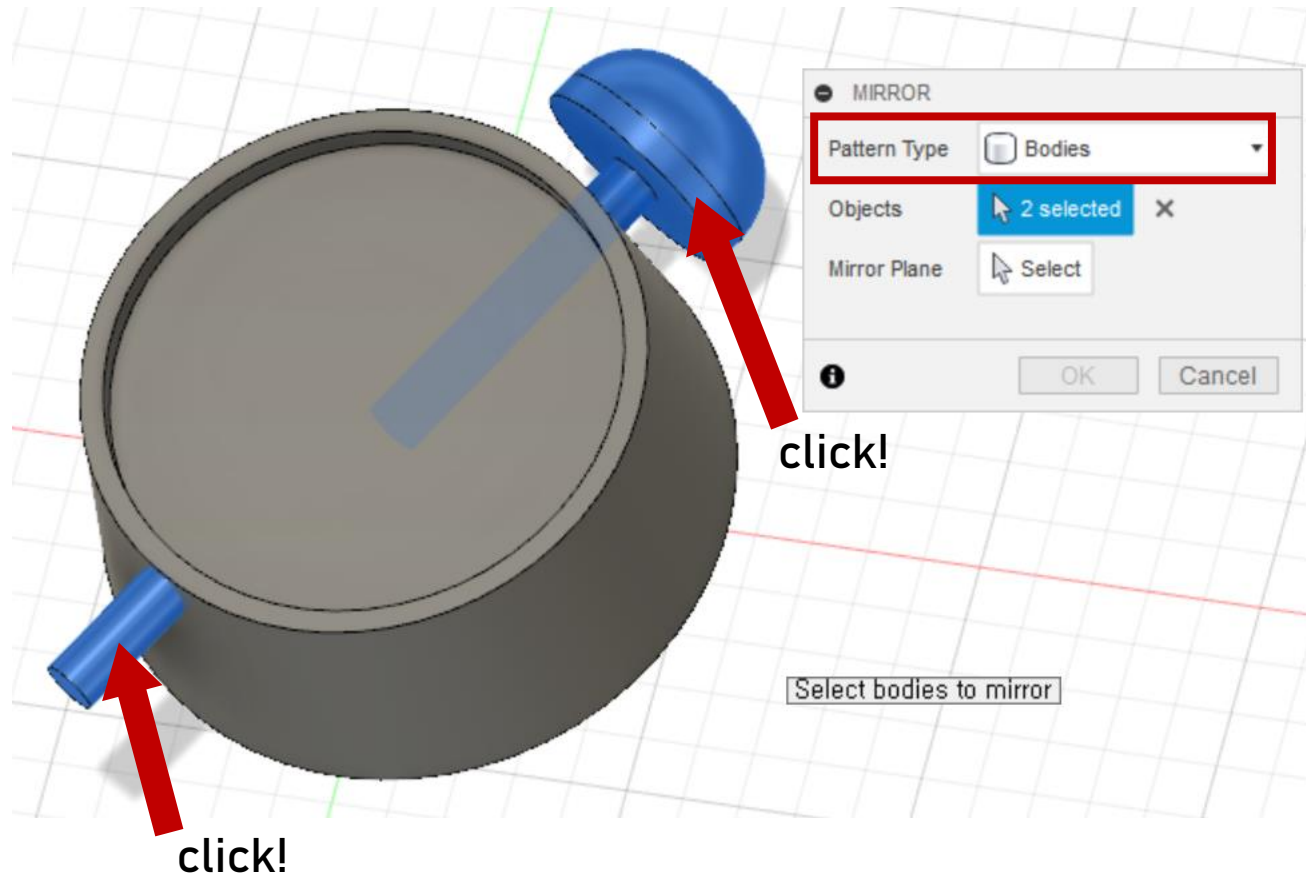
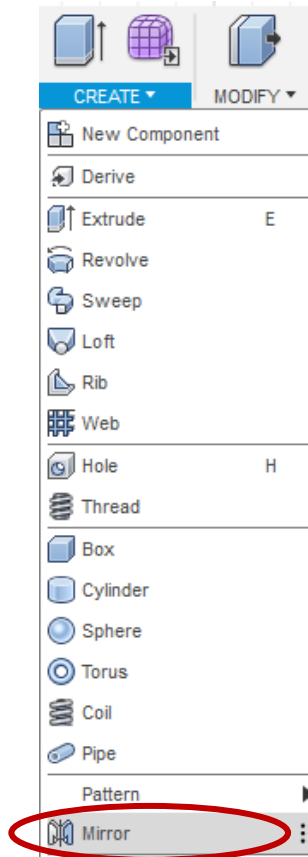
## 8) Move



# Step 10 : mirror

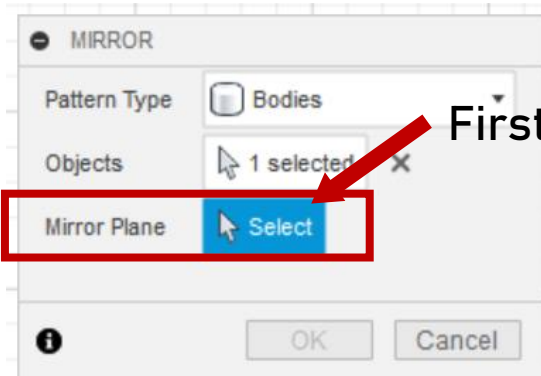
1) CREATE -> Mirror

2) Select body to mirror

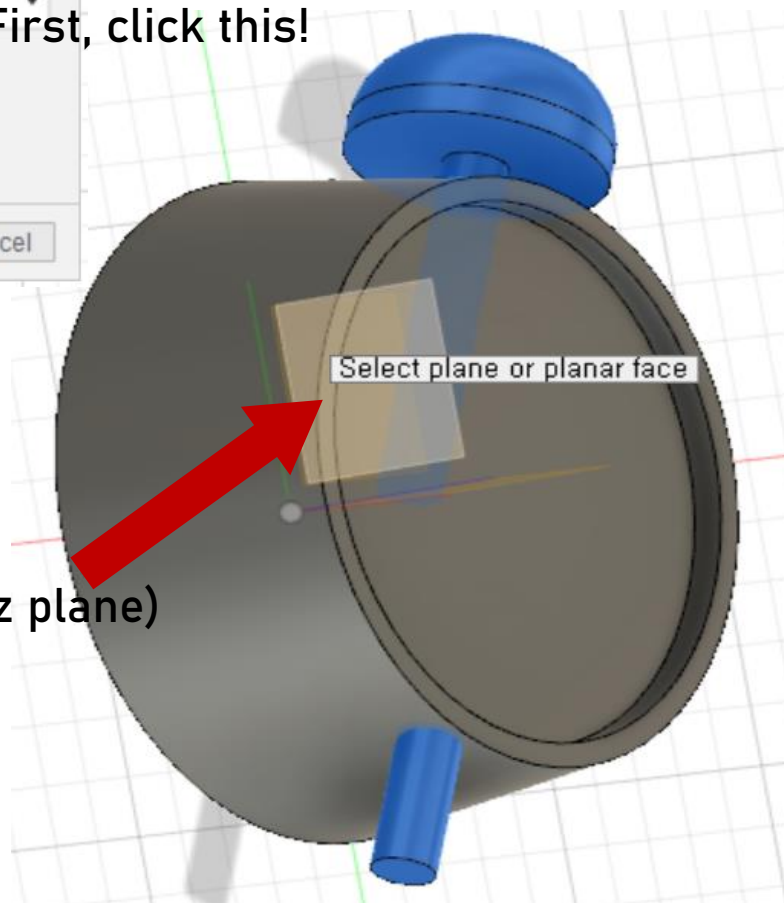




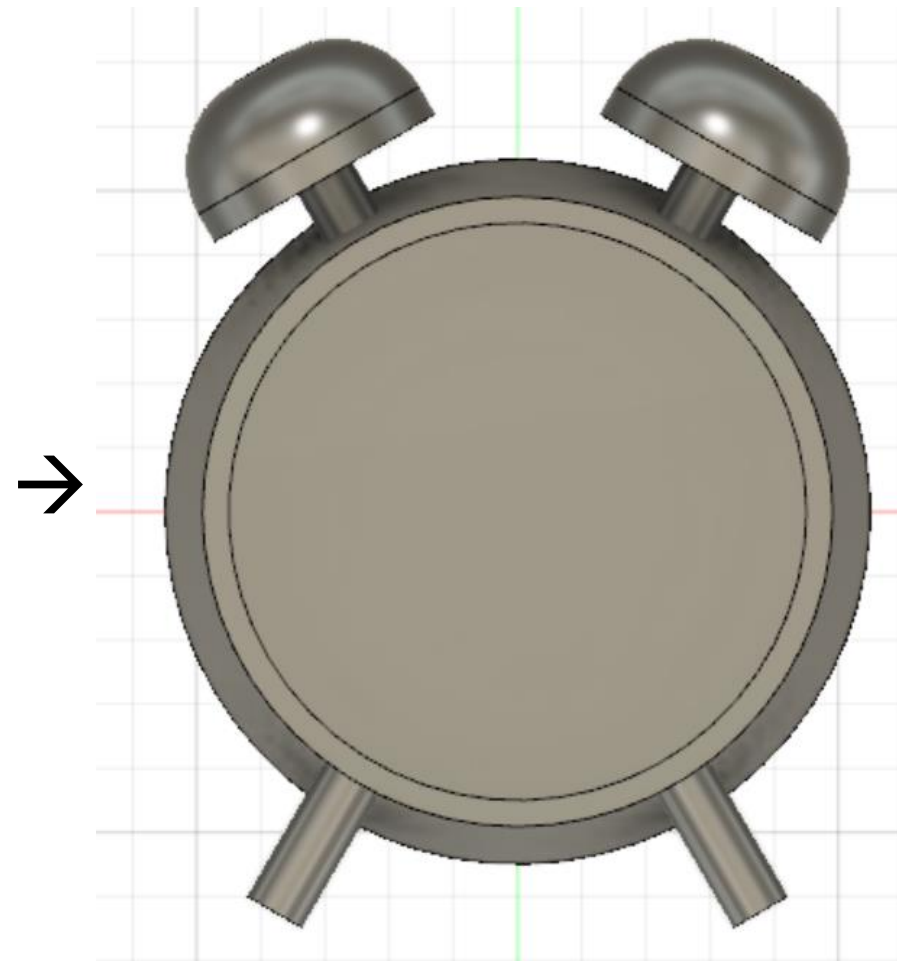
### 3) Select mirror plane



First, click this!

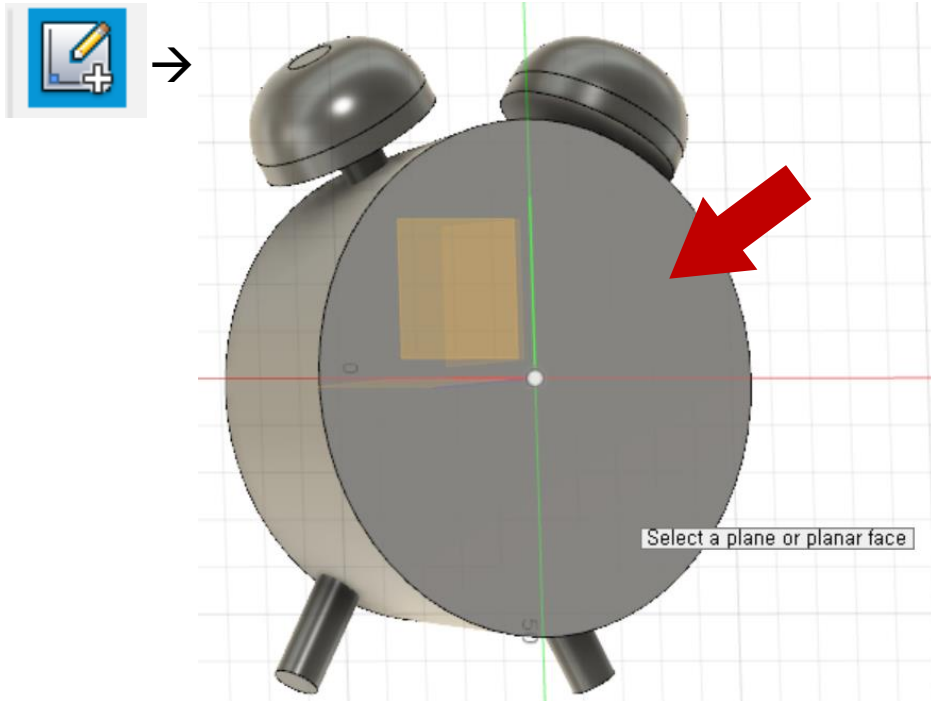


Next, click this plane(yz plane)

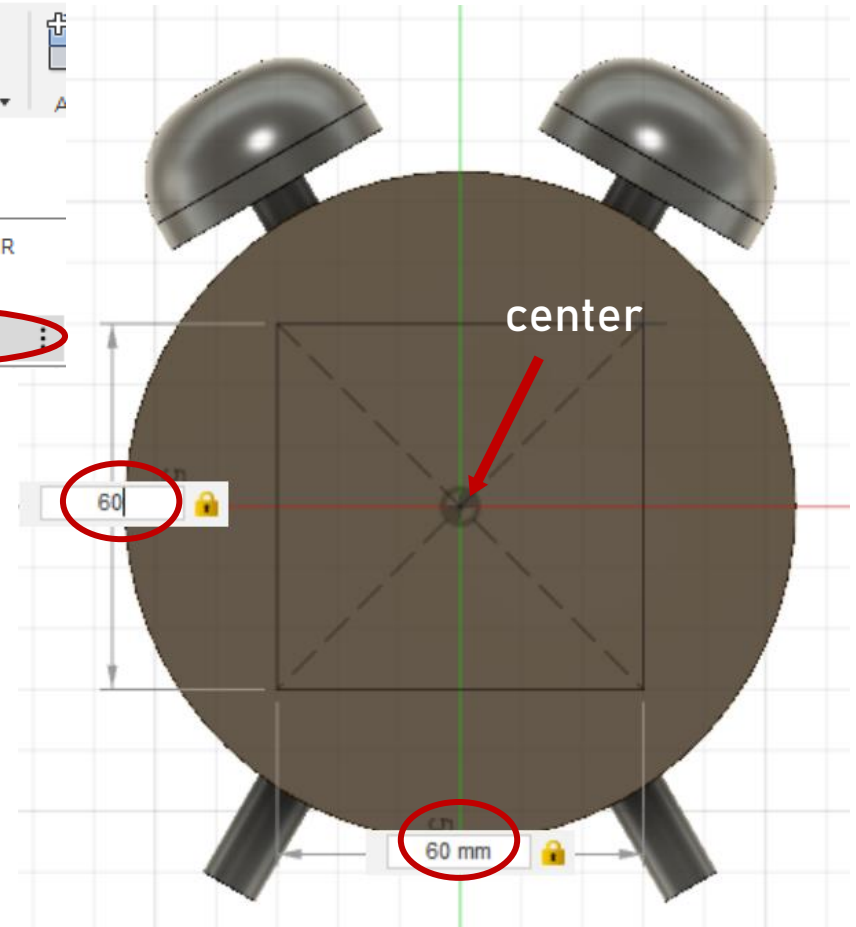
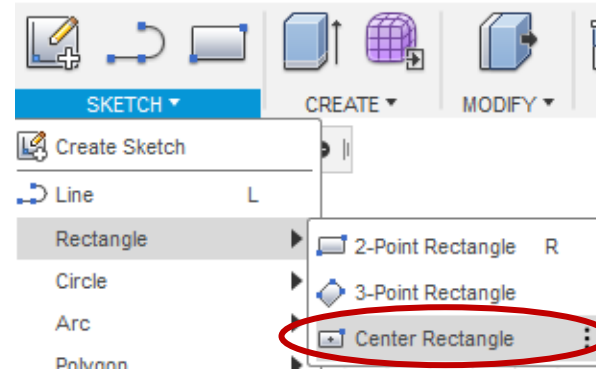


# Step 11 : make hole

1) Create sketch -> select back plane

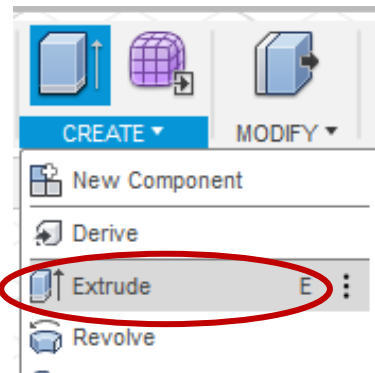


2) SKETCH -> Rectangle -> Center Rectangle

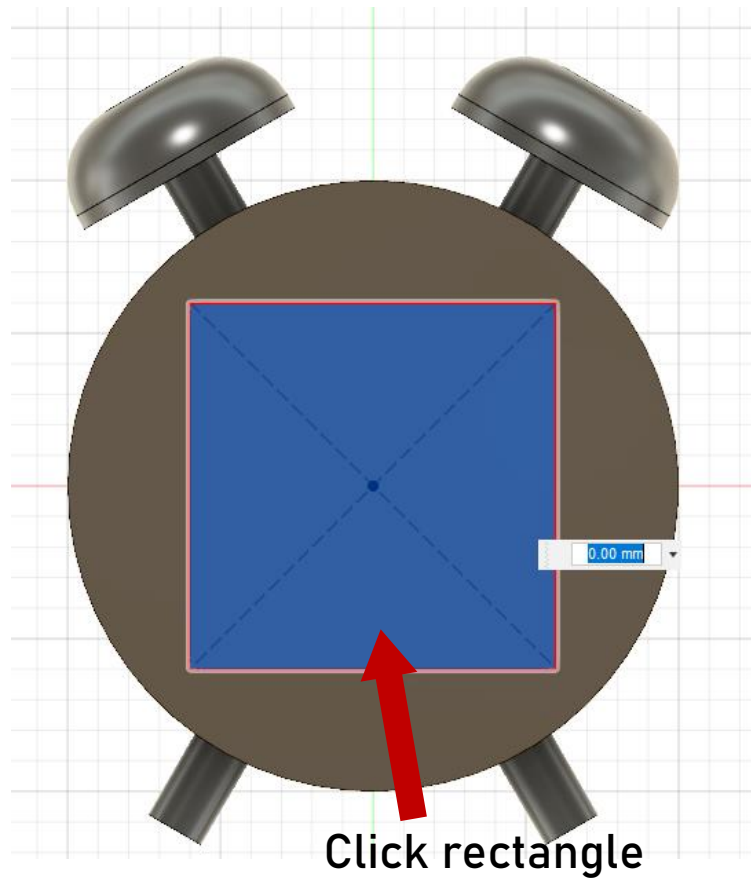


60mm x 60mm

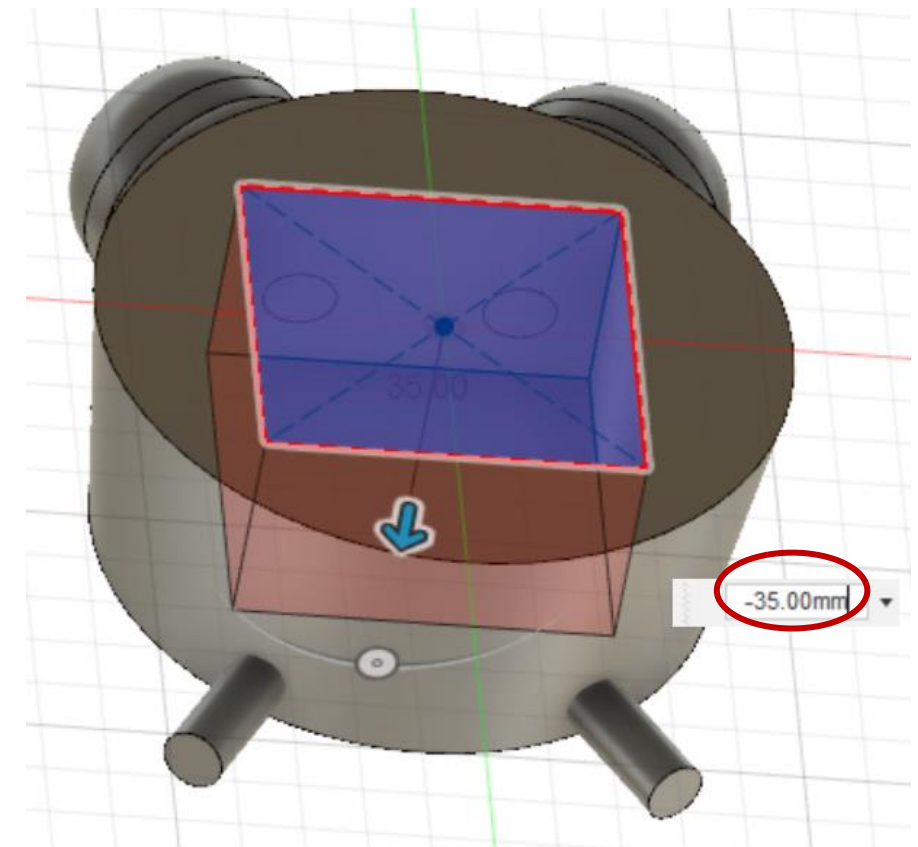
### 3) CREATE -> Extrude



### 4) Select plane

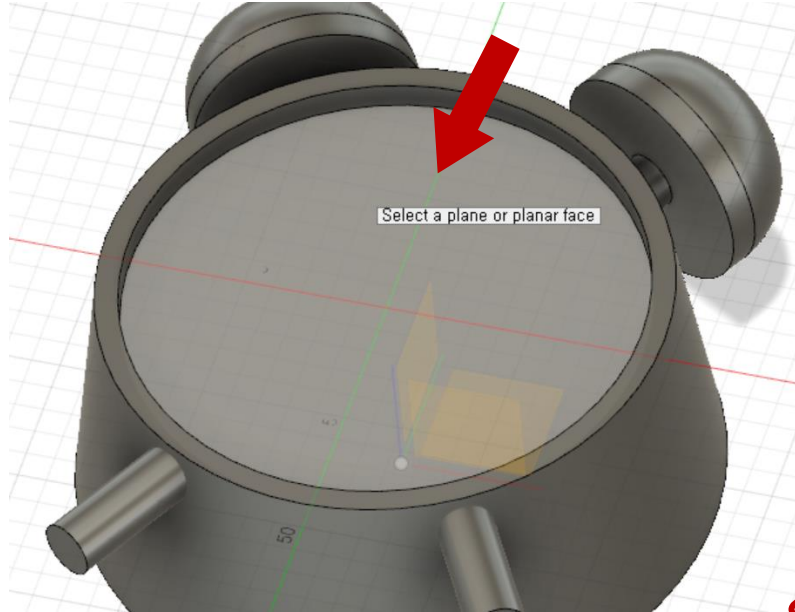


### 5) Extrude -35mm

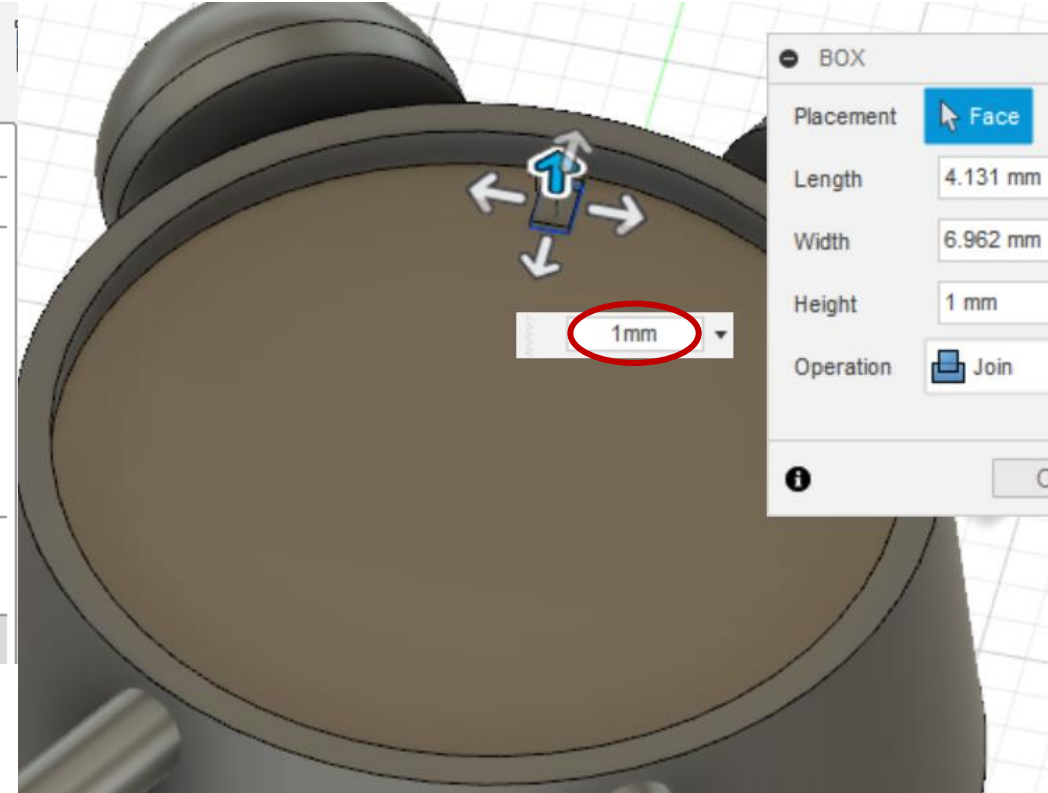
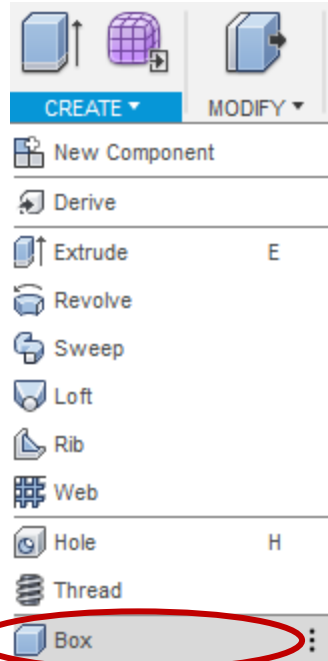


# Step 12 : mark time

1) Create sketch -> select plane to mark time



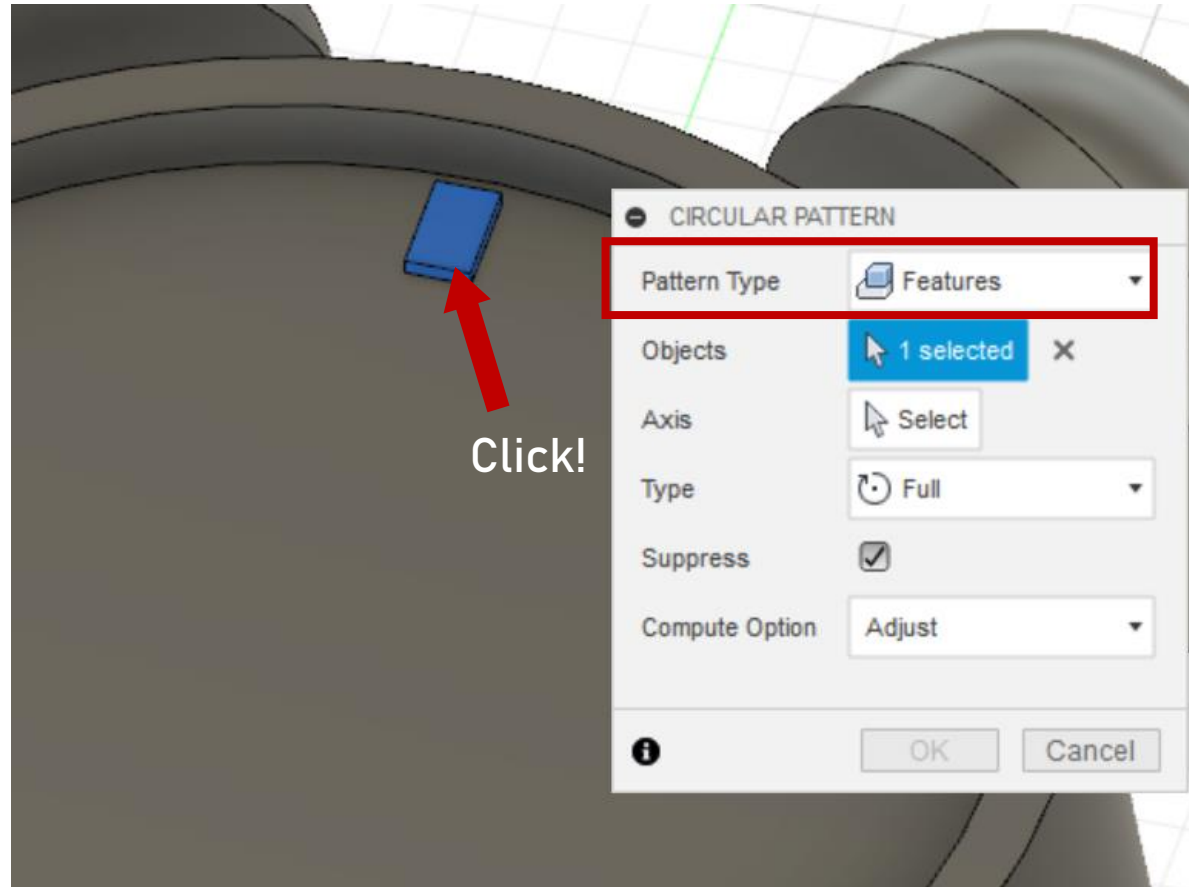
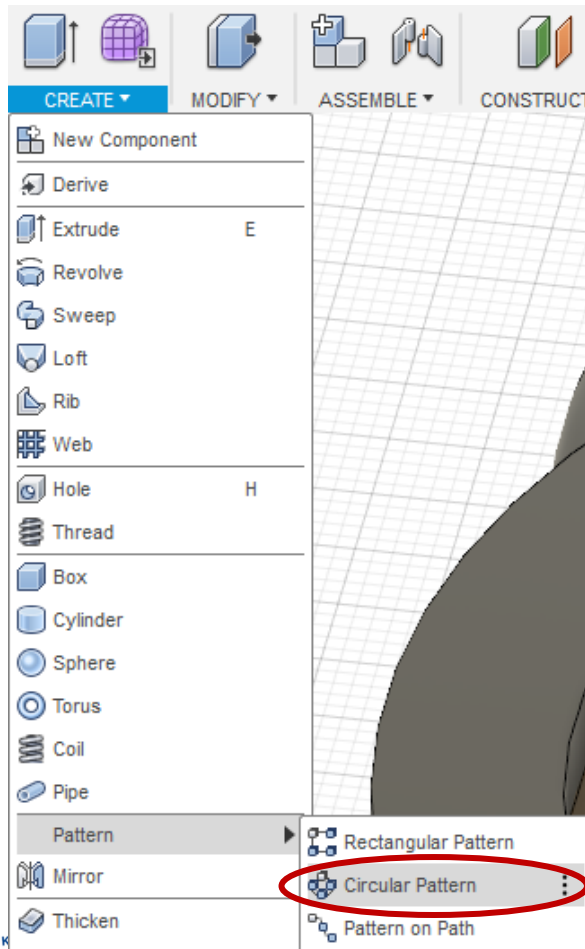
2) CREATE -> Box



height of box = 1mm

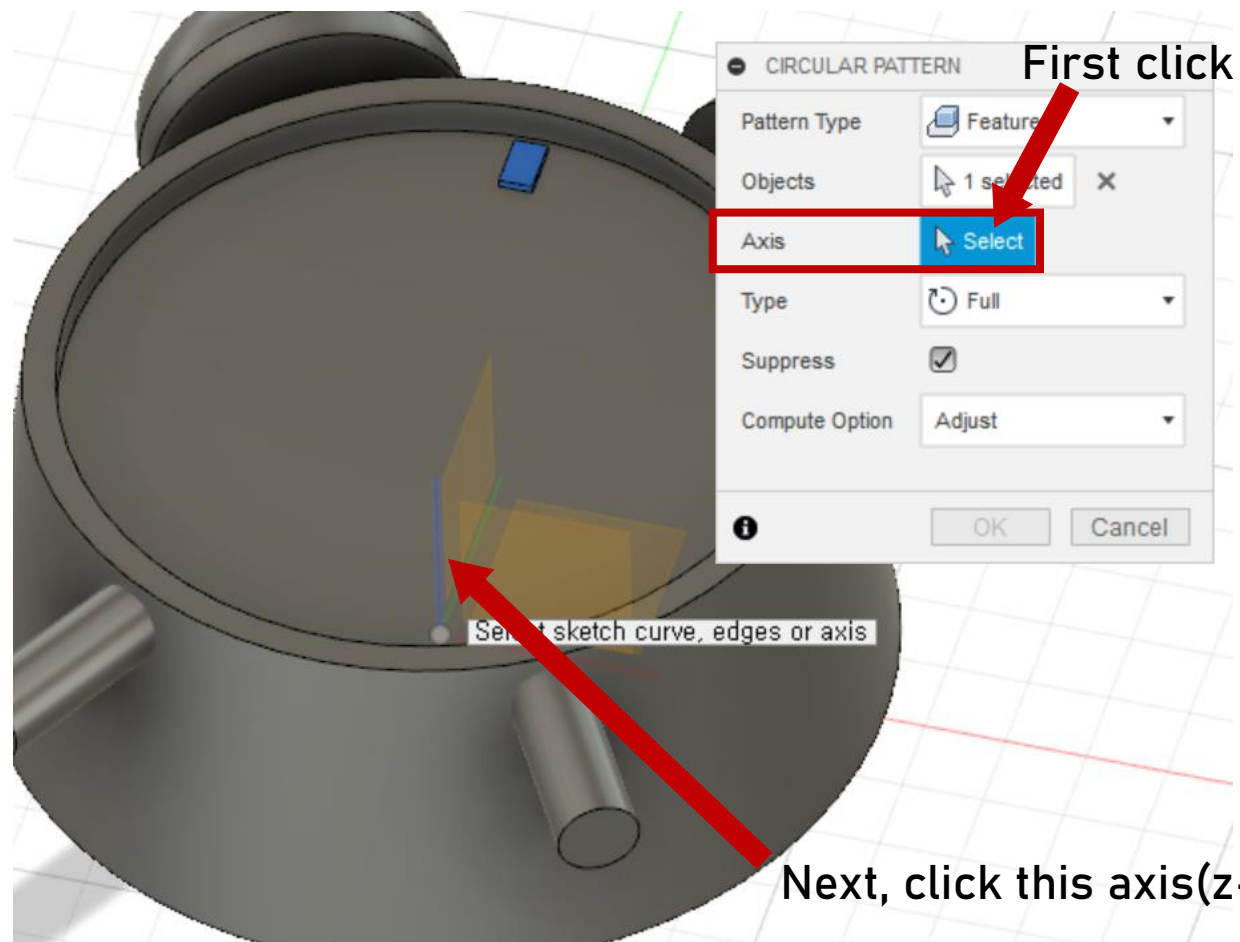
# Step 13 : make pattern

1) CREATE -> Pattern -> Circular Pattern    2) Select Features to make pattern

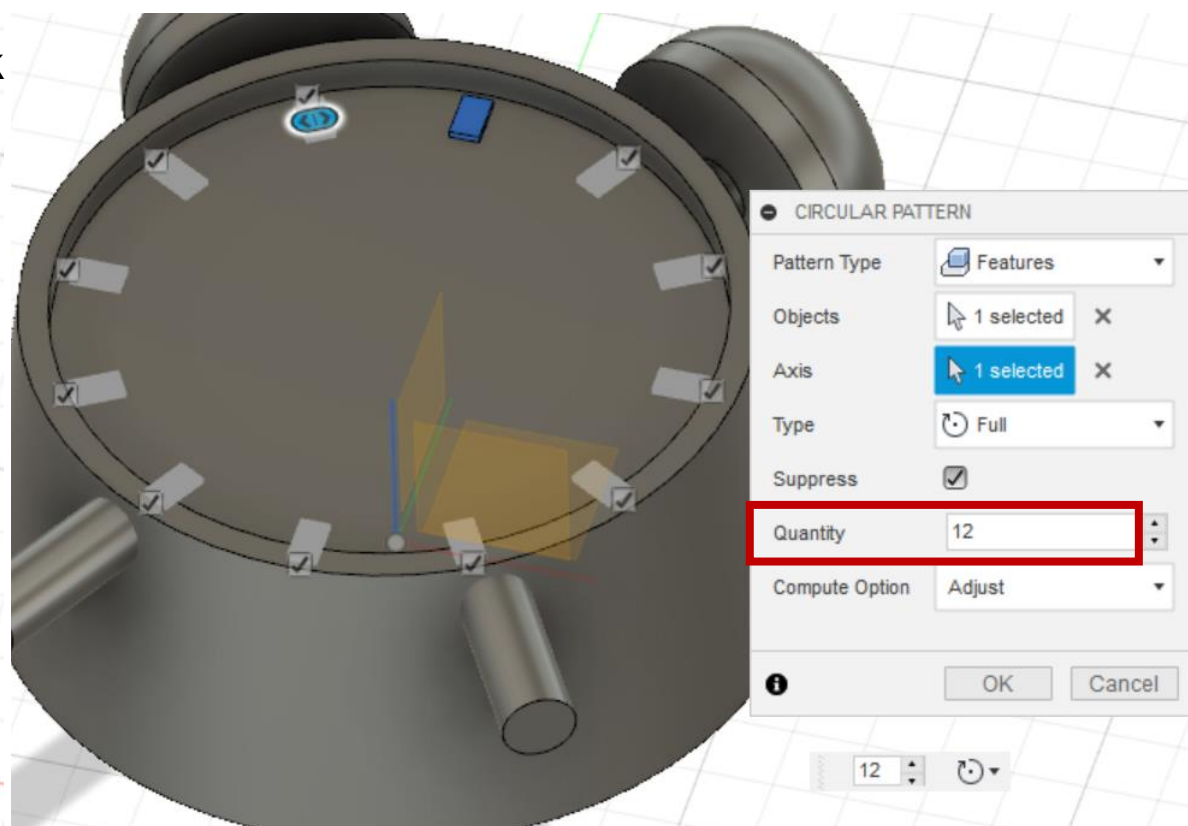




### 3) Select Axis

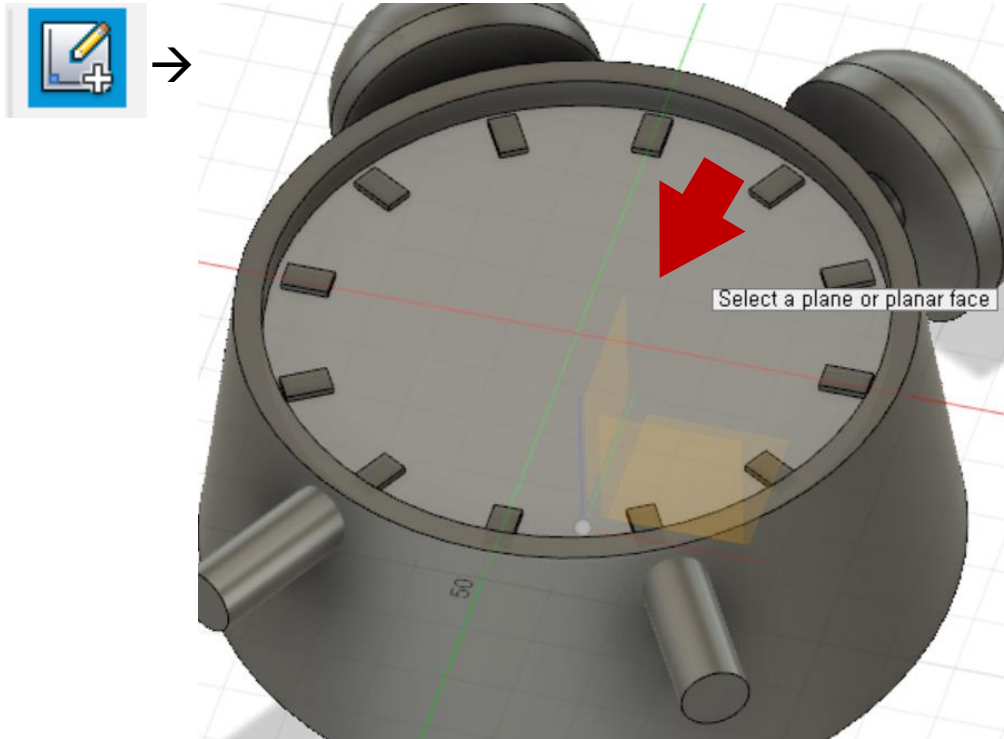


### 4) Quantity = 12

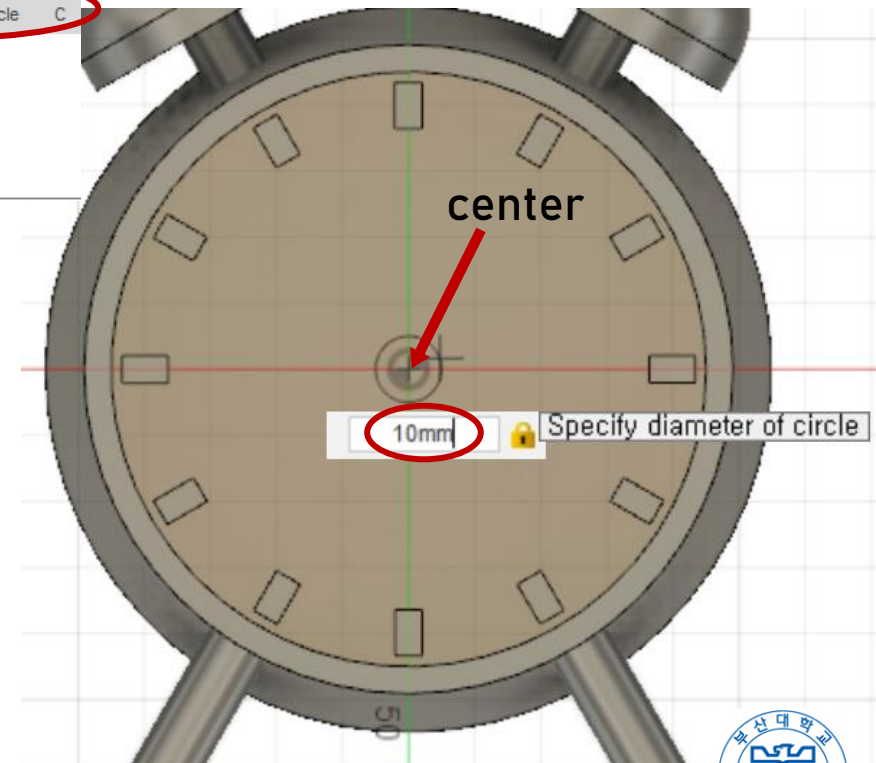
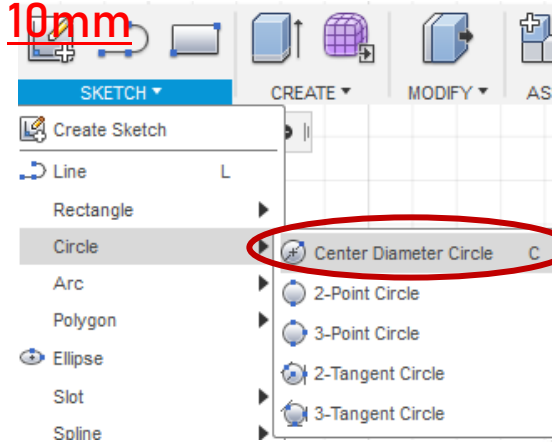


# Step 14 : make hole

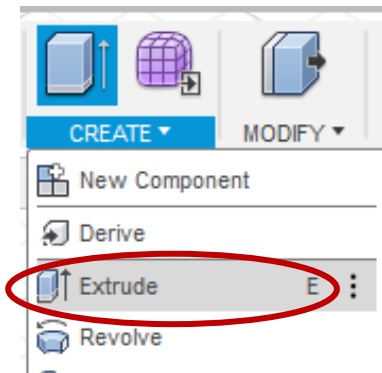
1) Create sketch -> select plane



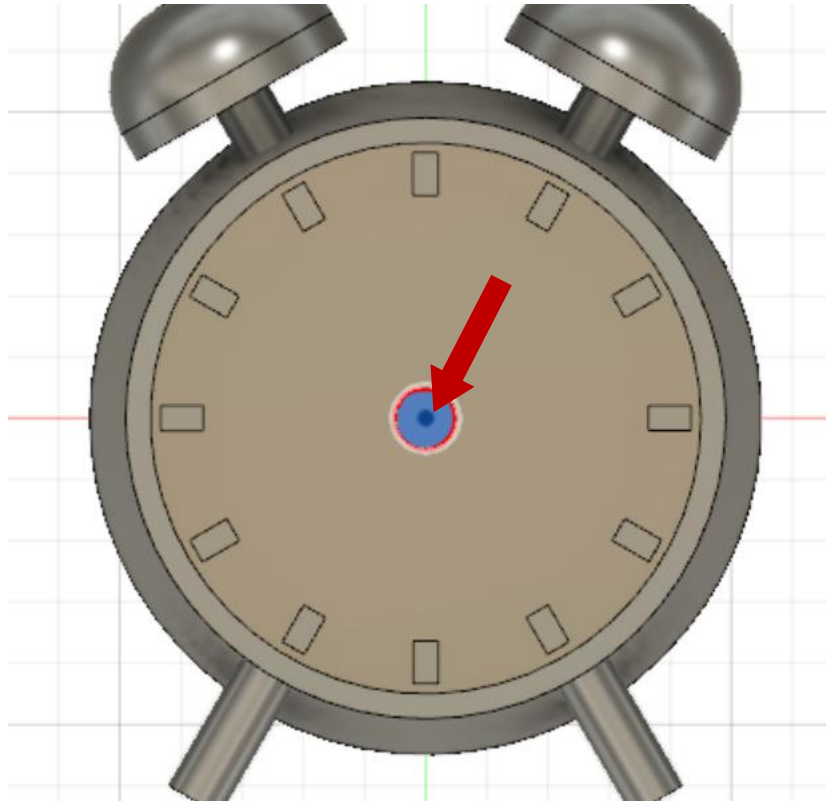
2) SKETCH -> Circle -> Center Diameter Circle/ diameter = 10mm



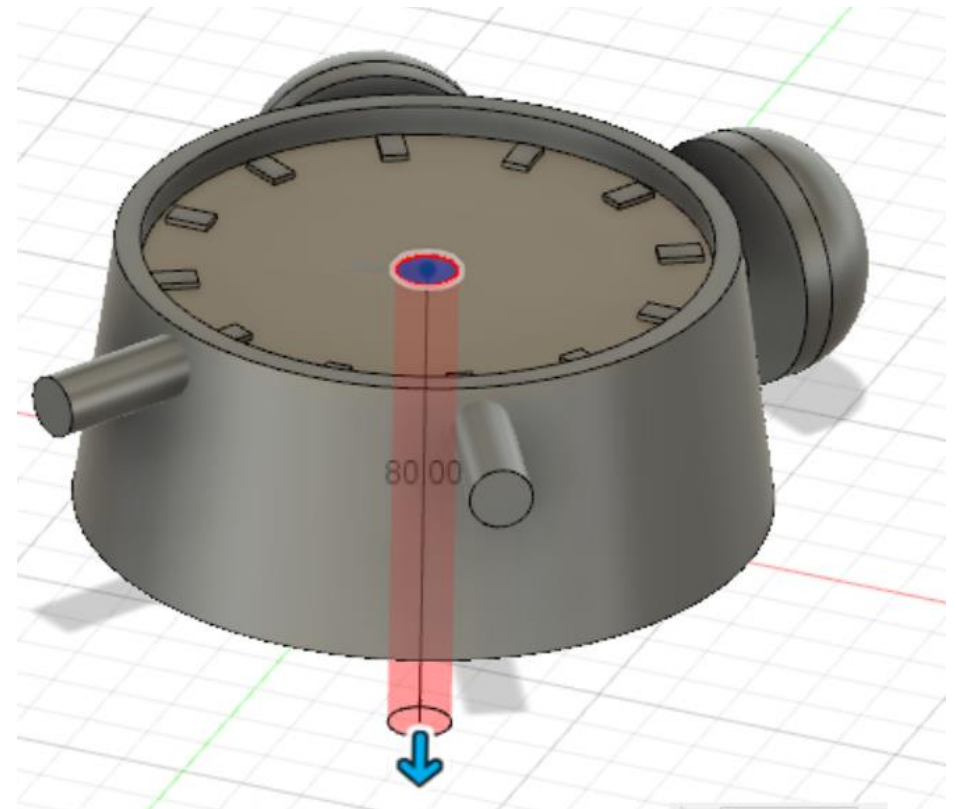
3) CREATE -> Extrude



4) Select smaller circle



5) Extrude !





# Finish ~^^

---

