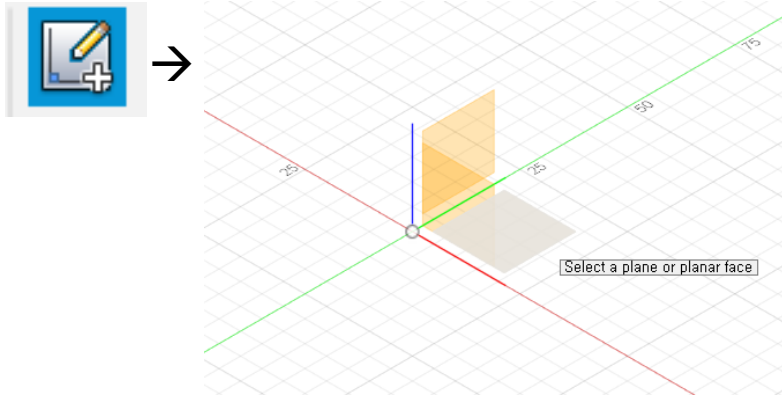
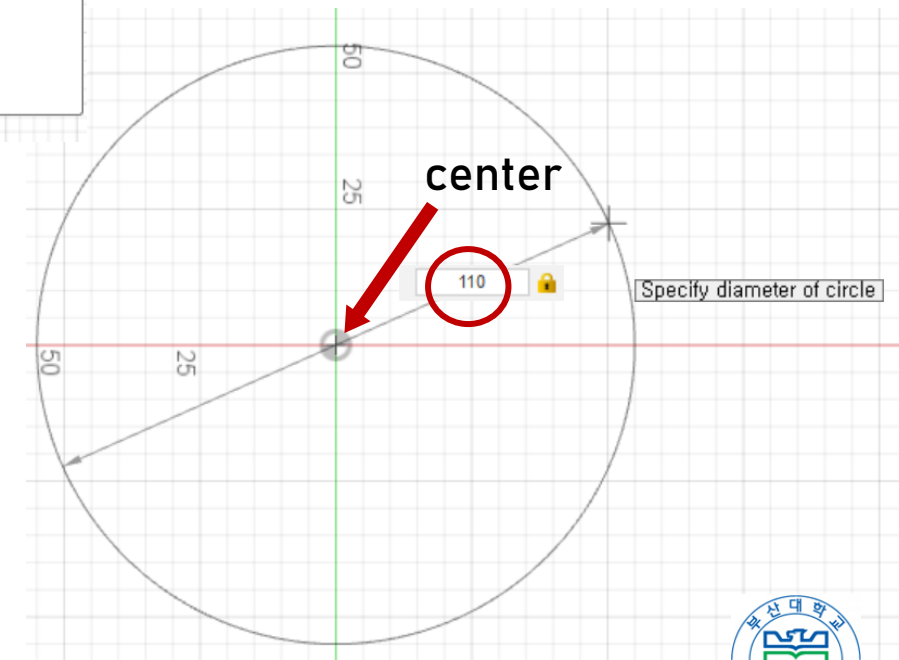
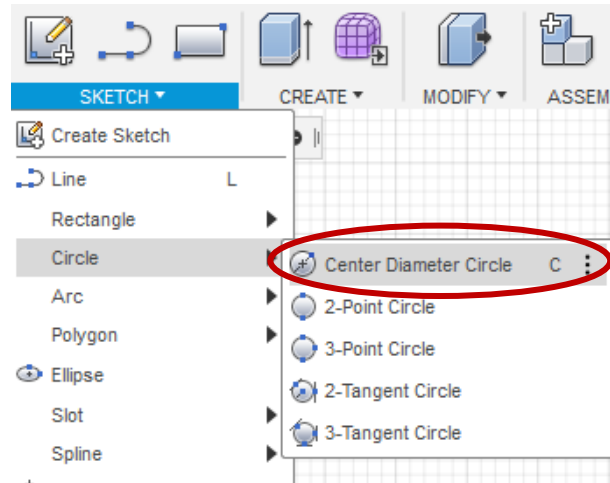


Step 1 : sketch circle

1) Create sketch -> select xy plane

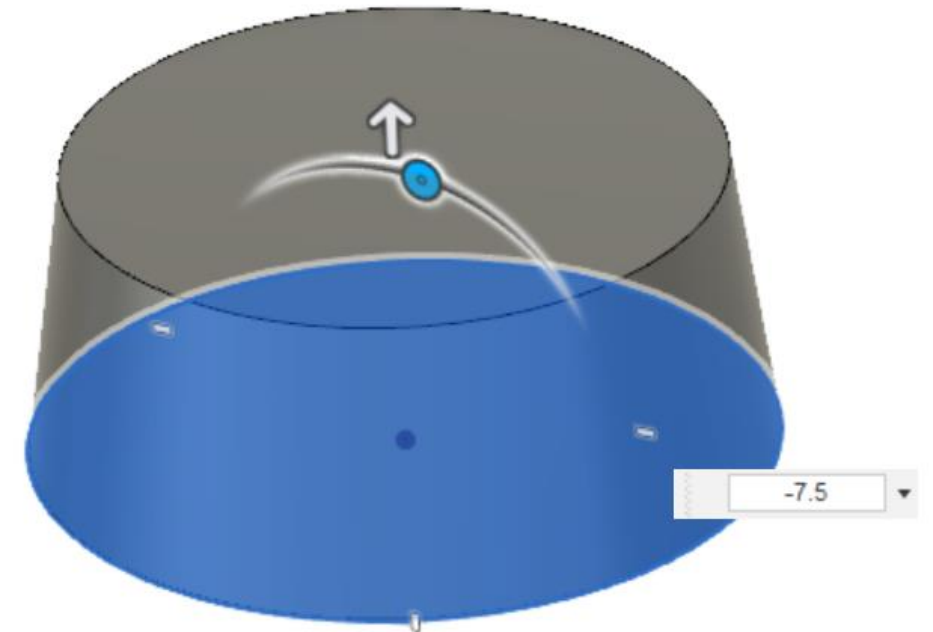
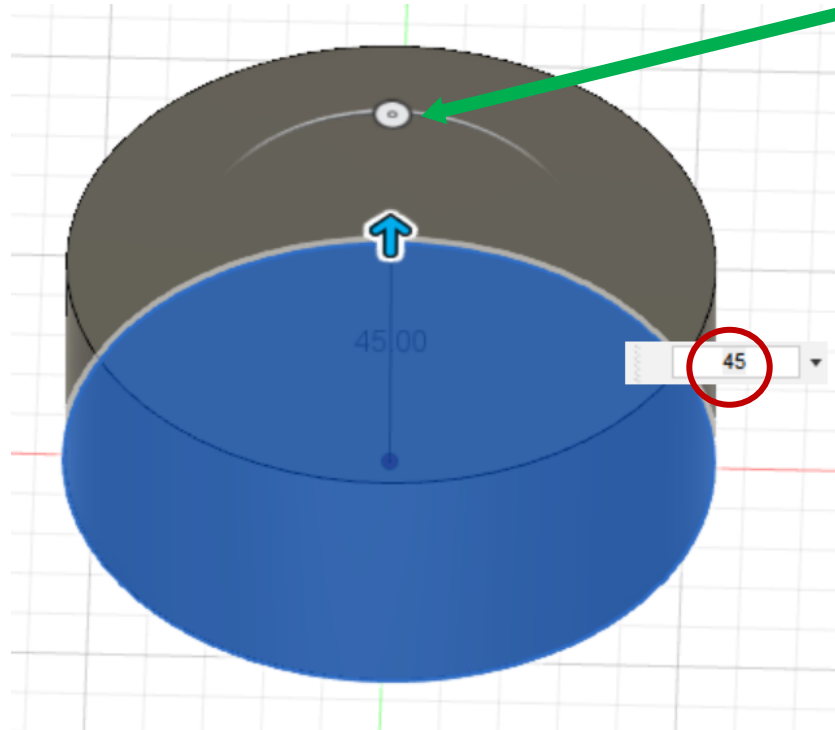
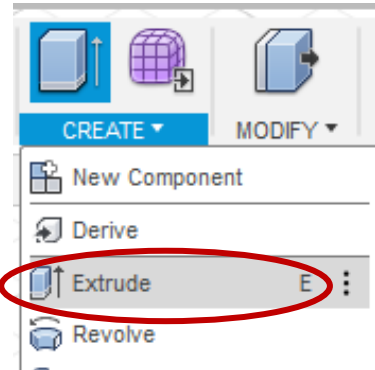


2) SKETCH->Circle->Center Diameter Circle-> **diameter =110mm**



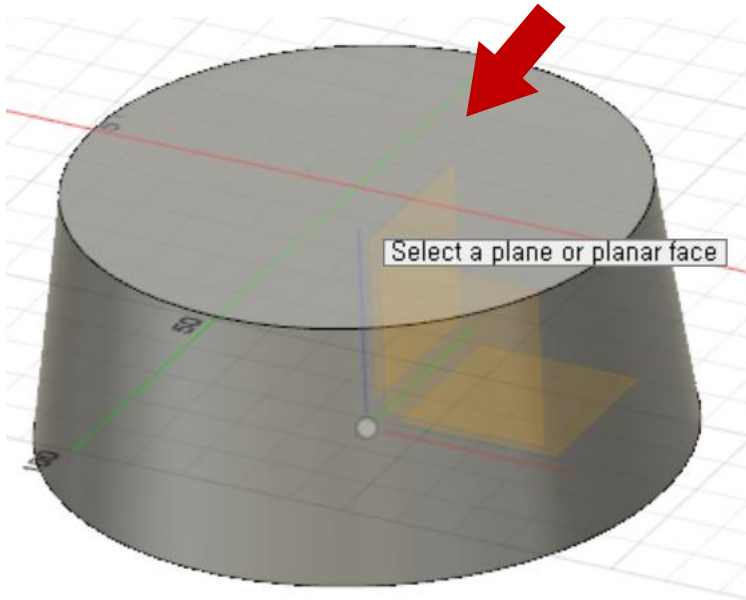
Step 2 : extrude

- 1) CREATE -> Extrude 2) Select circle and extrude 45mm 3) Click this circle and control degree / degree = -7.5

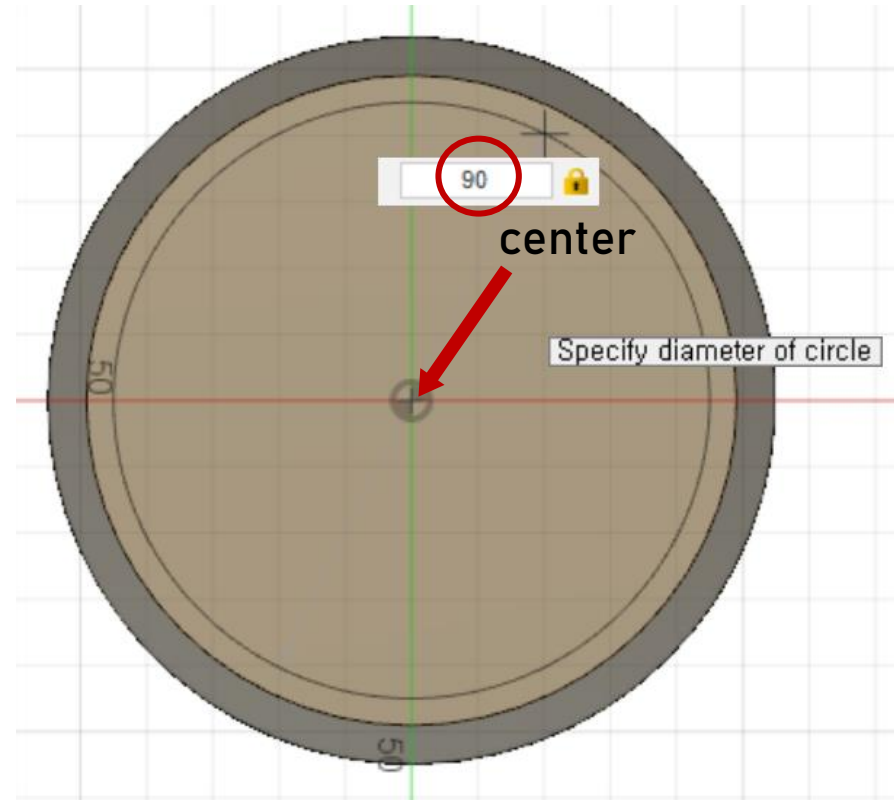


Step 3: make hole

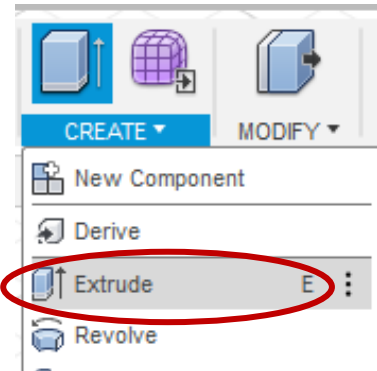
1) Create sketch -> select top plane



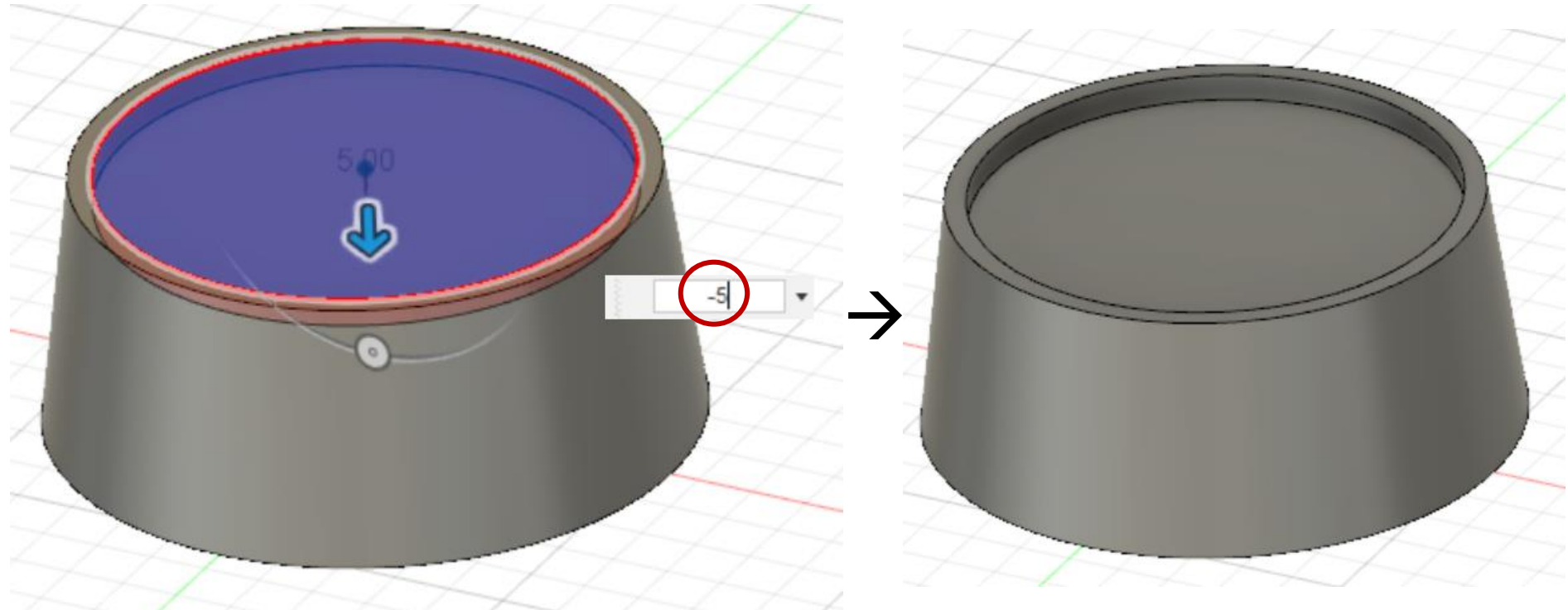
2) Sketch circle / **diameter = 90mm**



3) CREATE -> Extrude

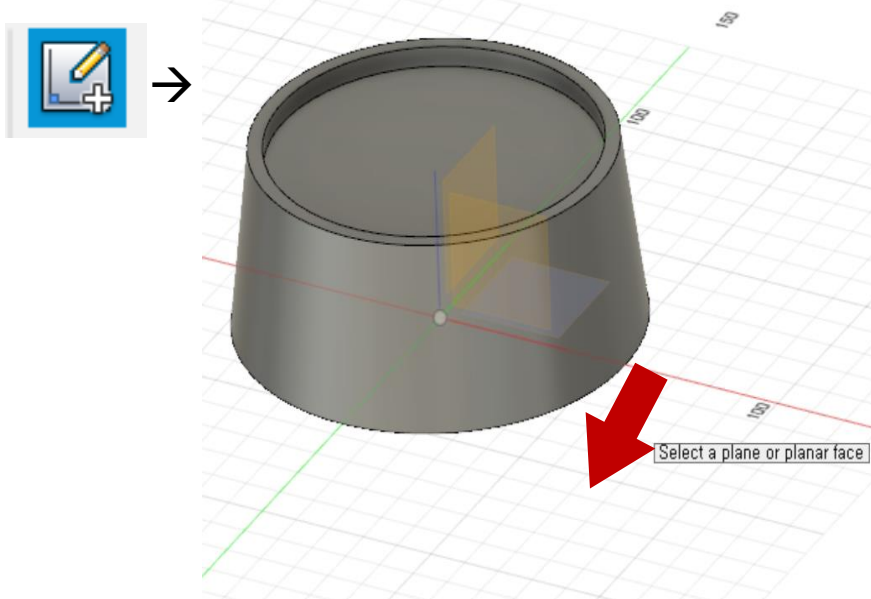


4) Select inner circle, and extrude -5mm

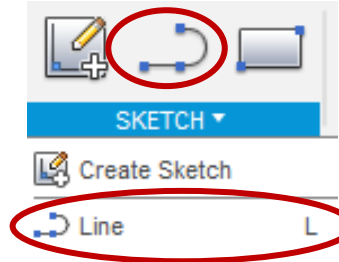


Step 4 : sketch decoration

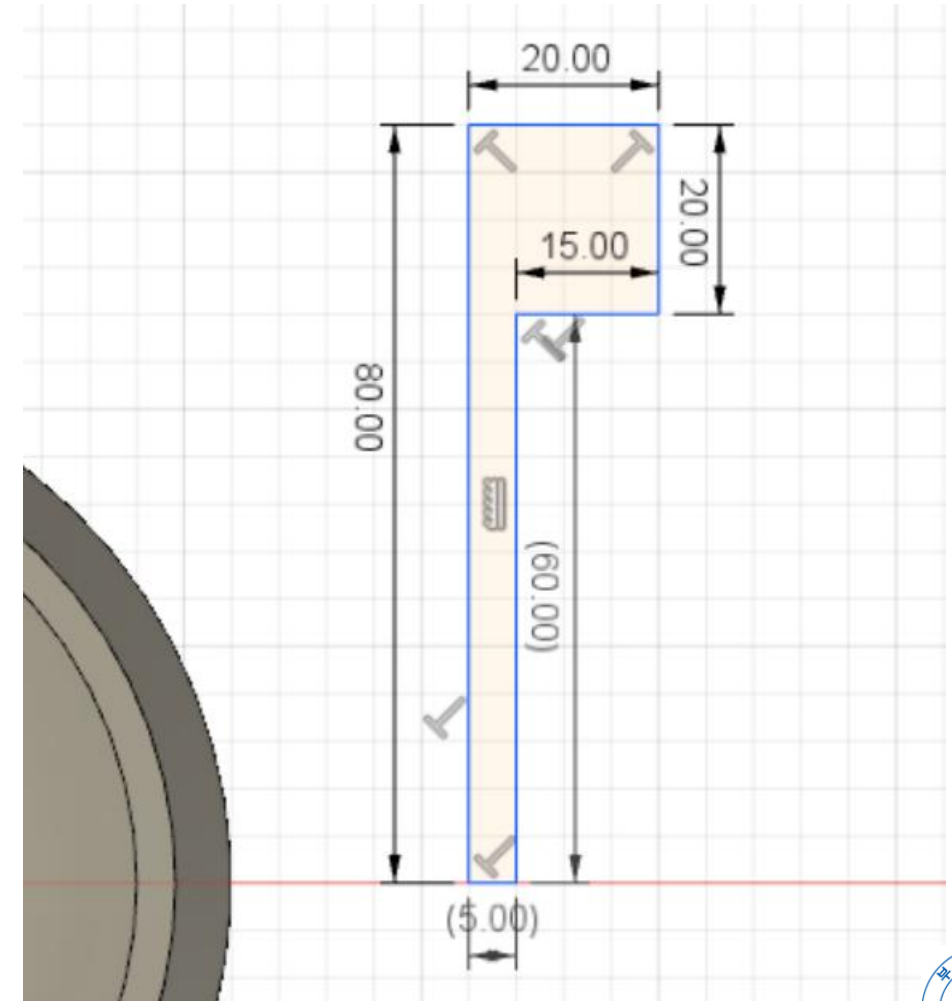
1) Create sketch -> select xy plane



2) SKETCH -> Line

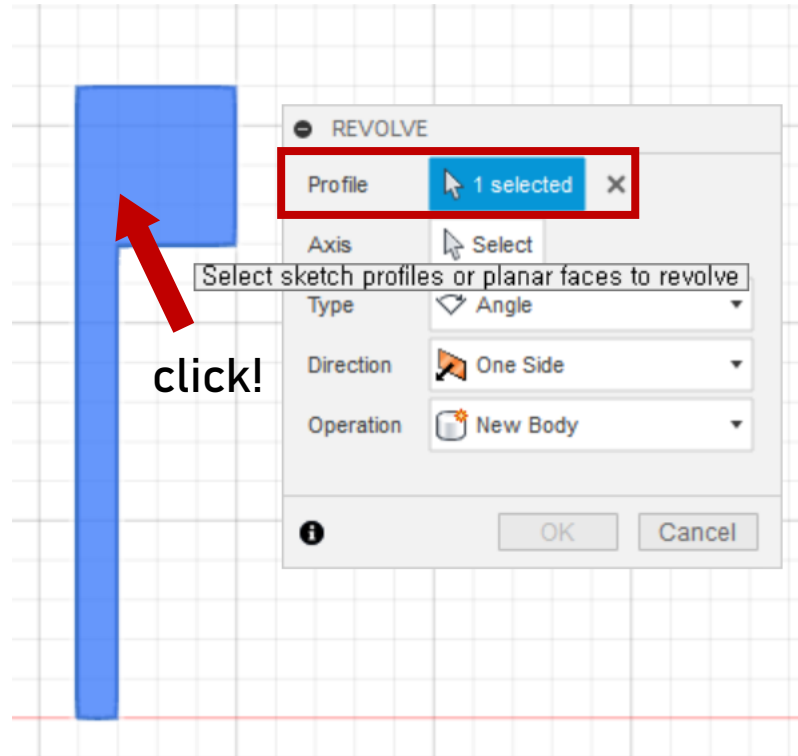
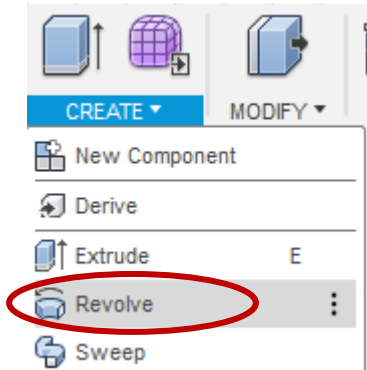


3) Draw lines

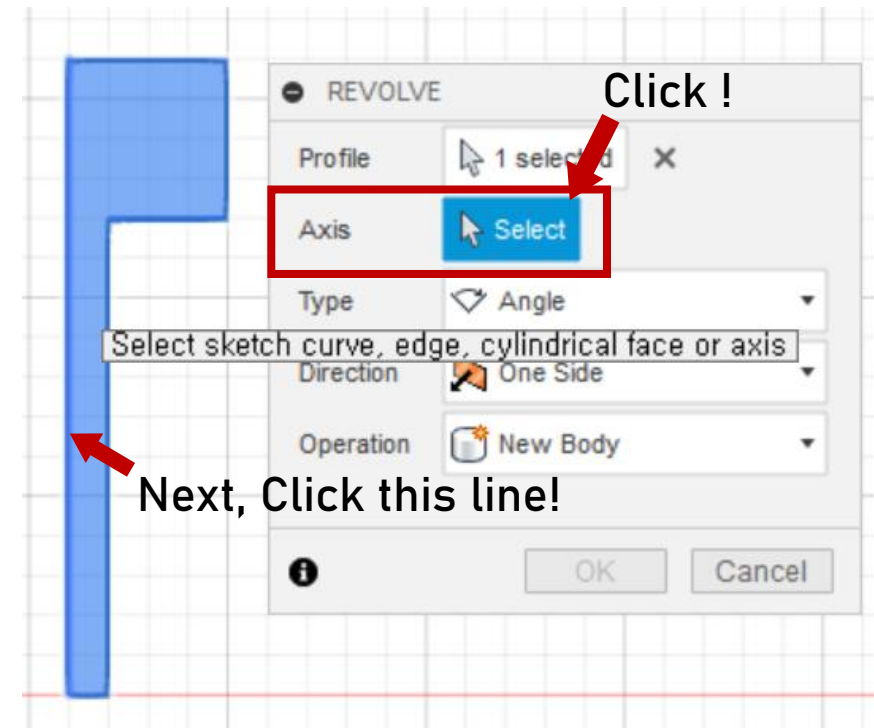


Step 5 : revolve sketch

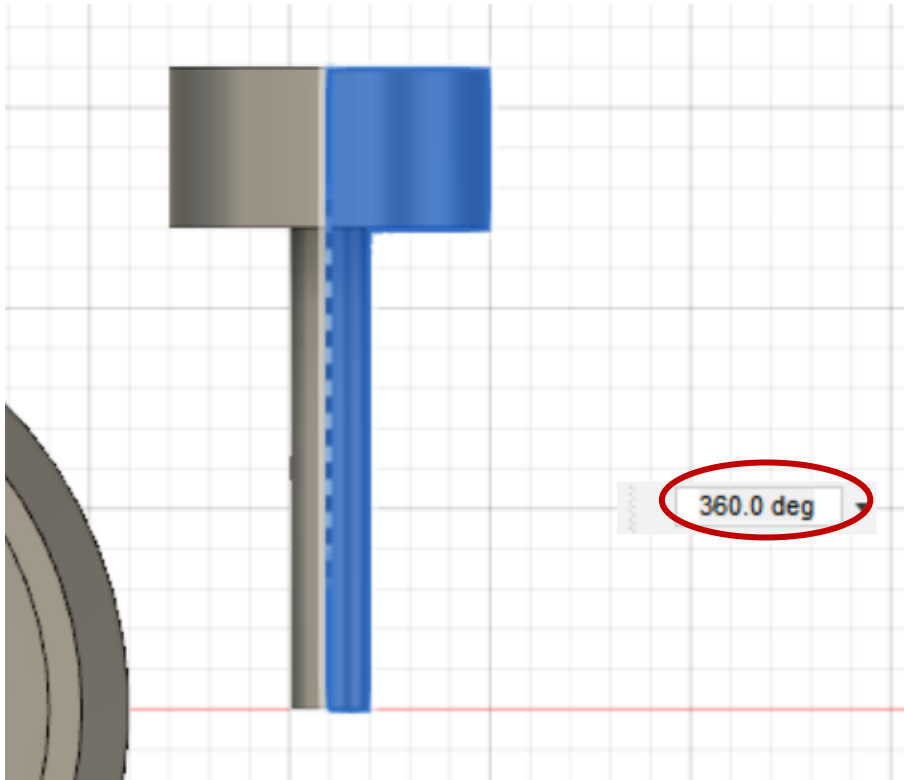
1) CREATE -> Revolve 2) Select profile(=sketch)



3) Select Axis to revolve

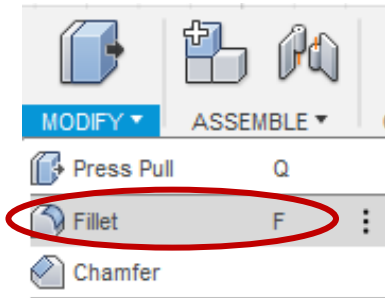


4) degree = 360

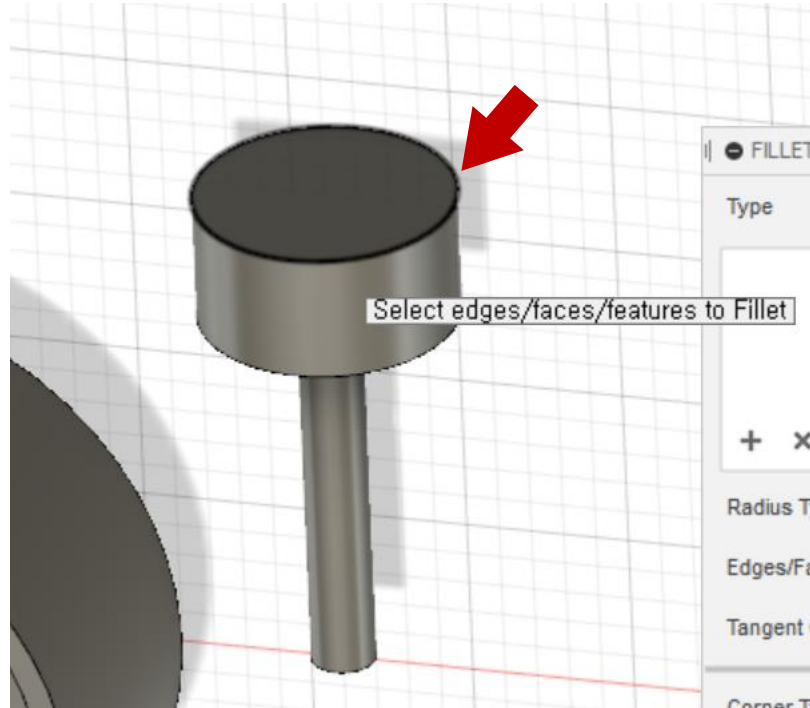


Step 6 : fillet

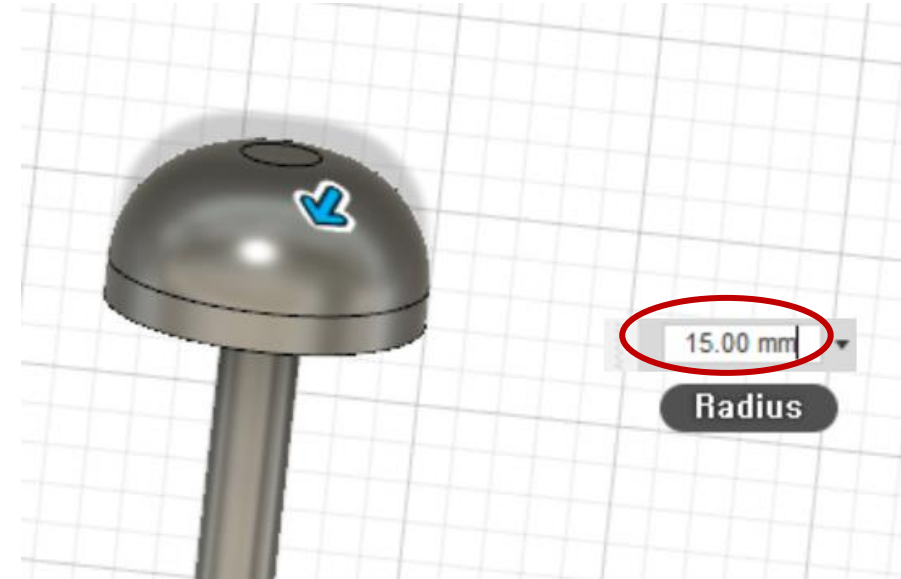
1) MODIFY -> Fillet



2) Select edge of top circle

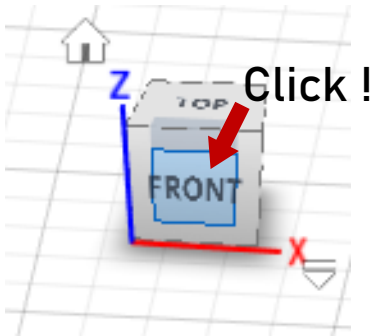


3) Fillet / radius = 15mm

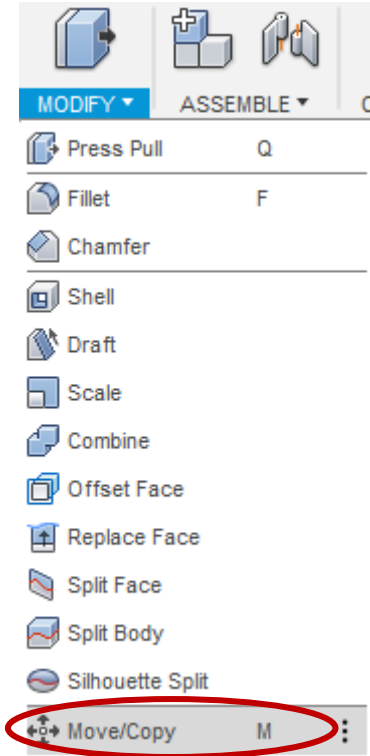


Step 7 : move

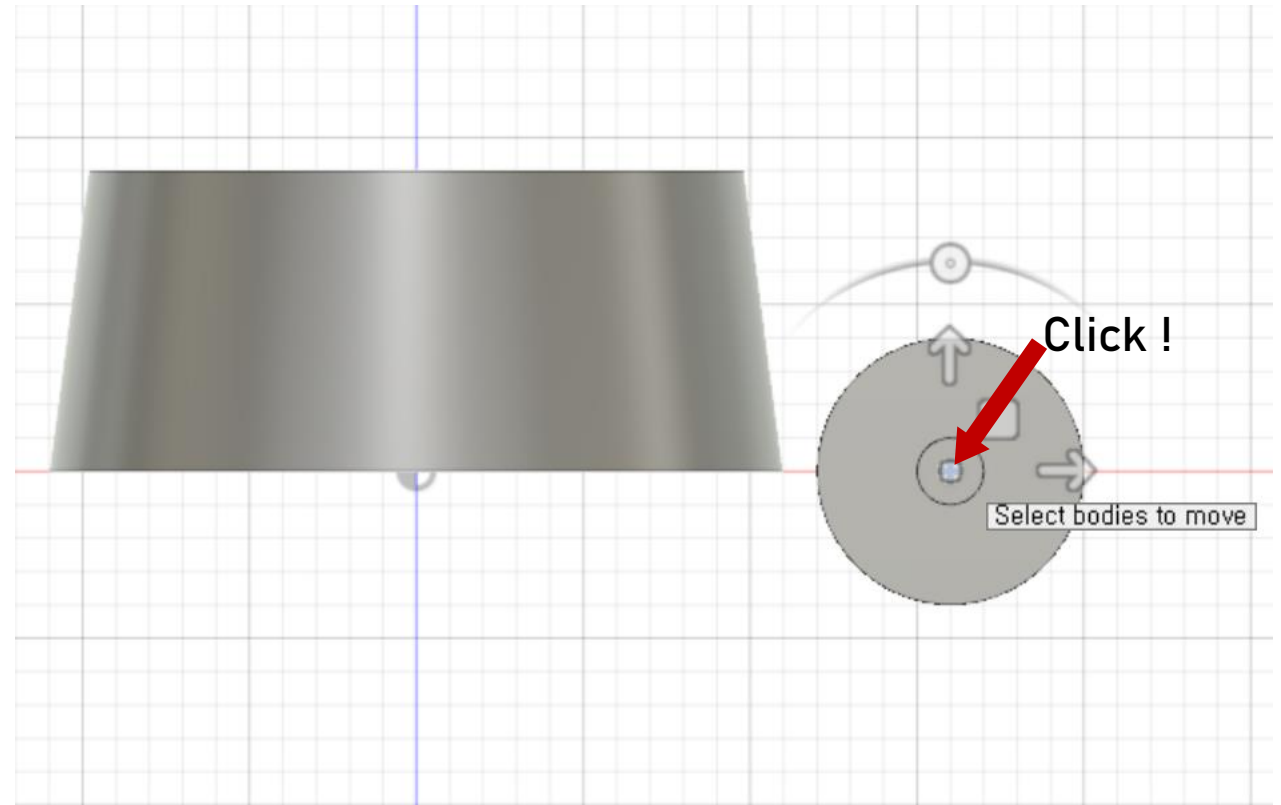
1) See front view



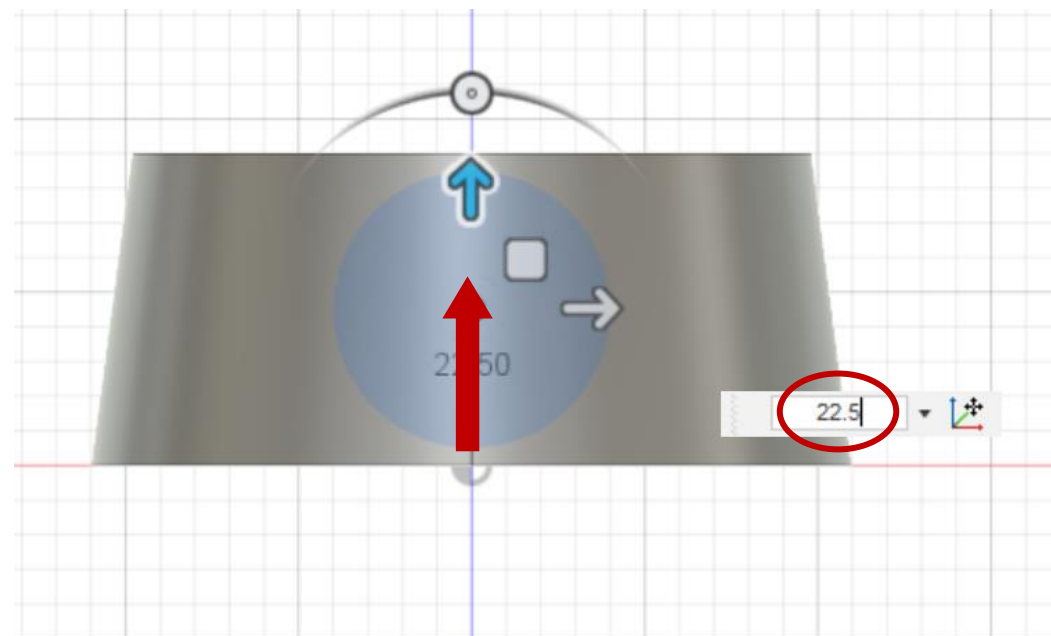
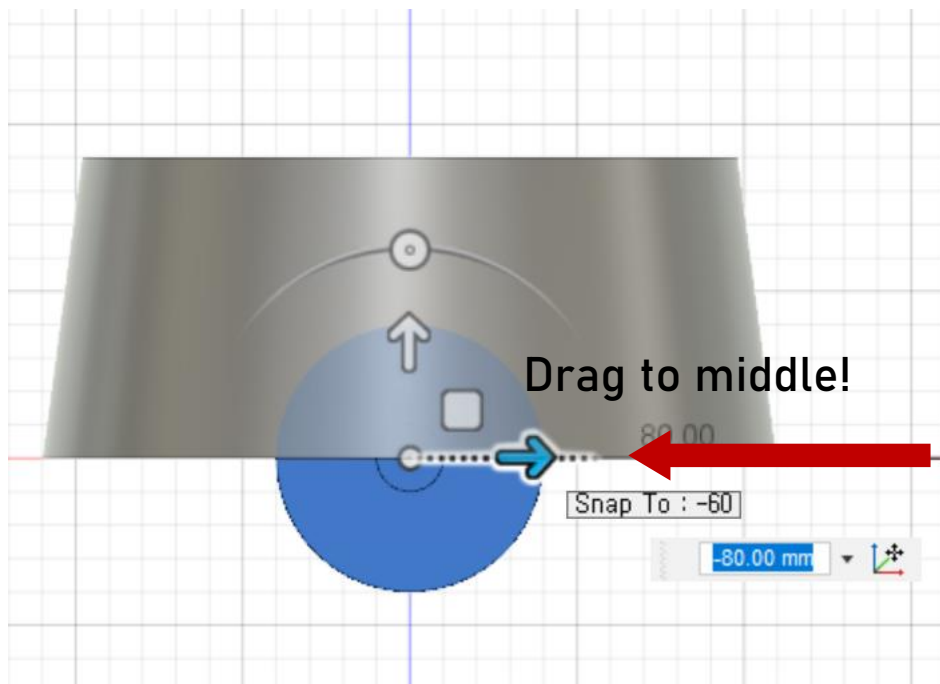
2) MODIFY -> Move/Copy



3) Select body



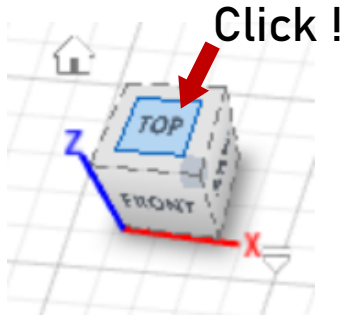
4) Move to middle !



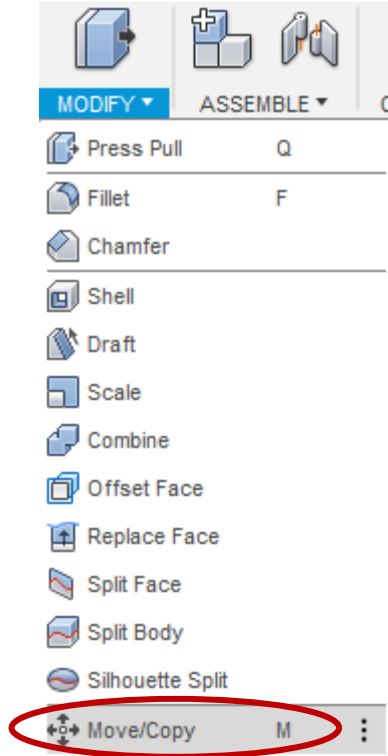
move 22.5 mm along y-axis

Step 8 : rotate

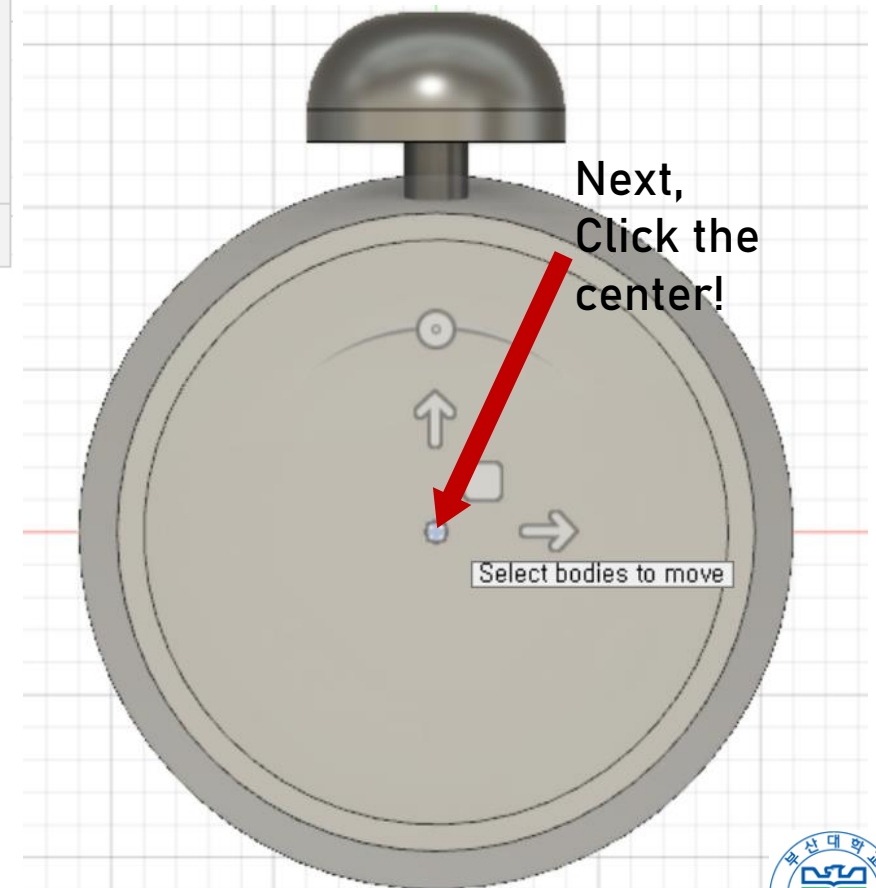
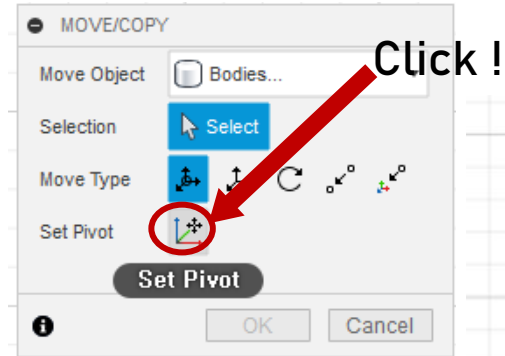
1) See top view



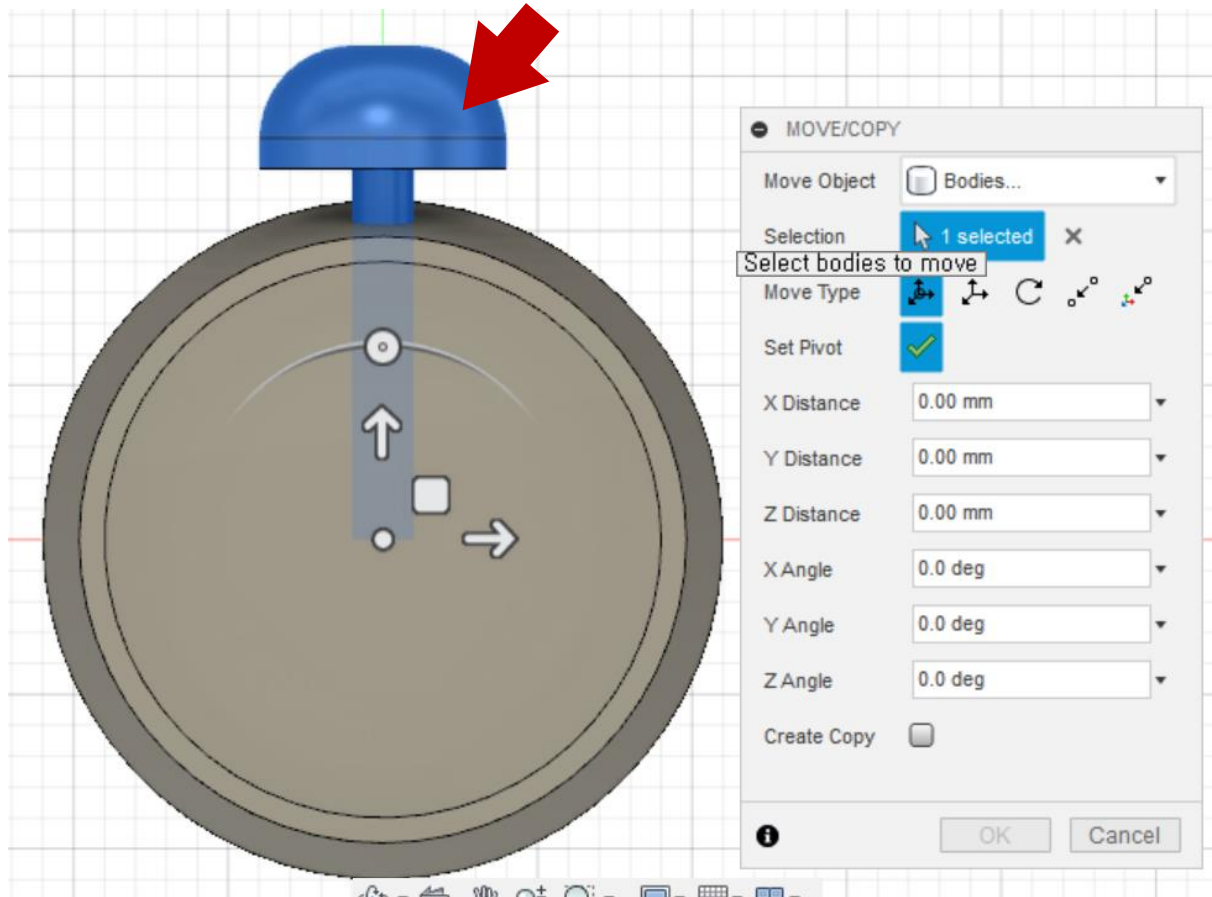
2) MODIFY -> Move/Copy



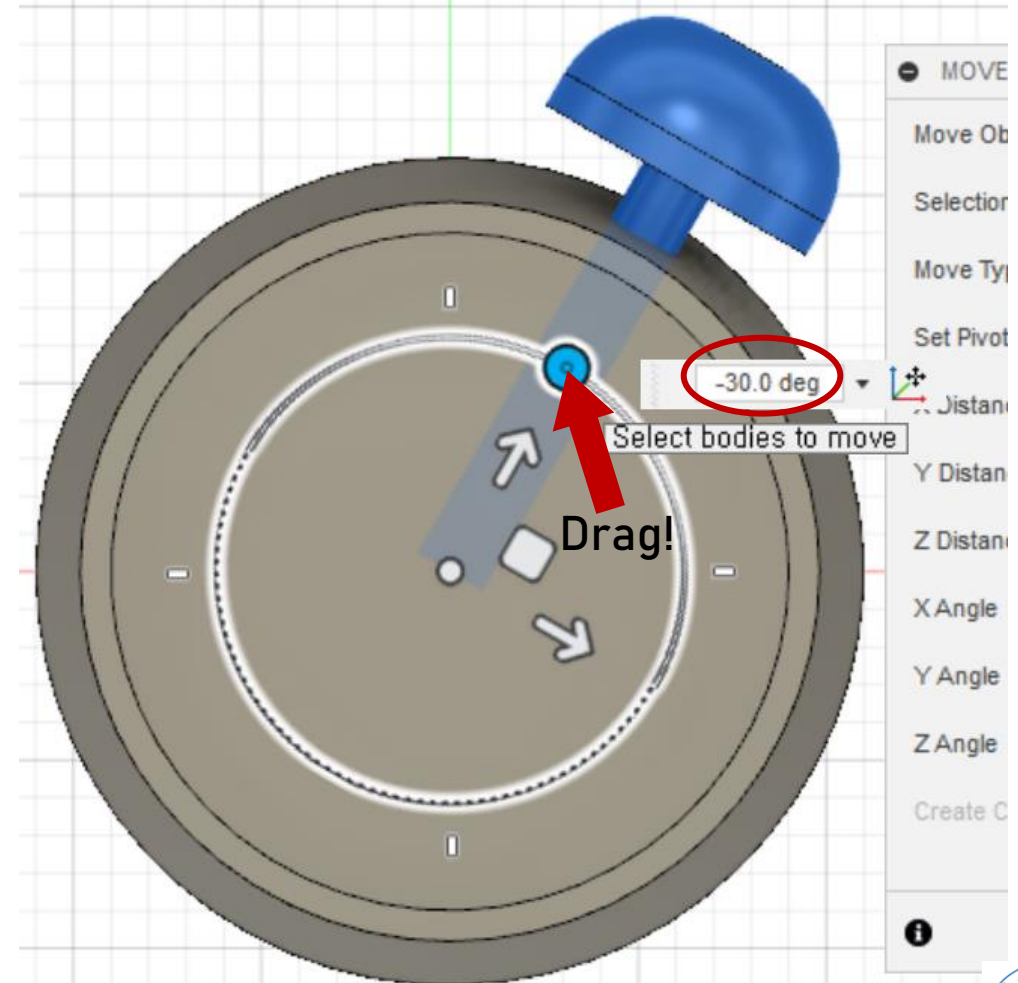
3) Set Pivot



4) Select body to rotate

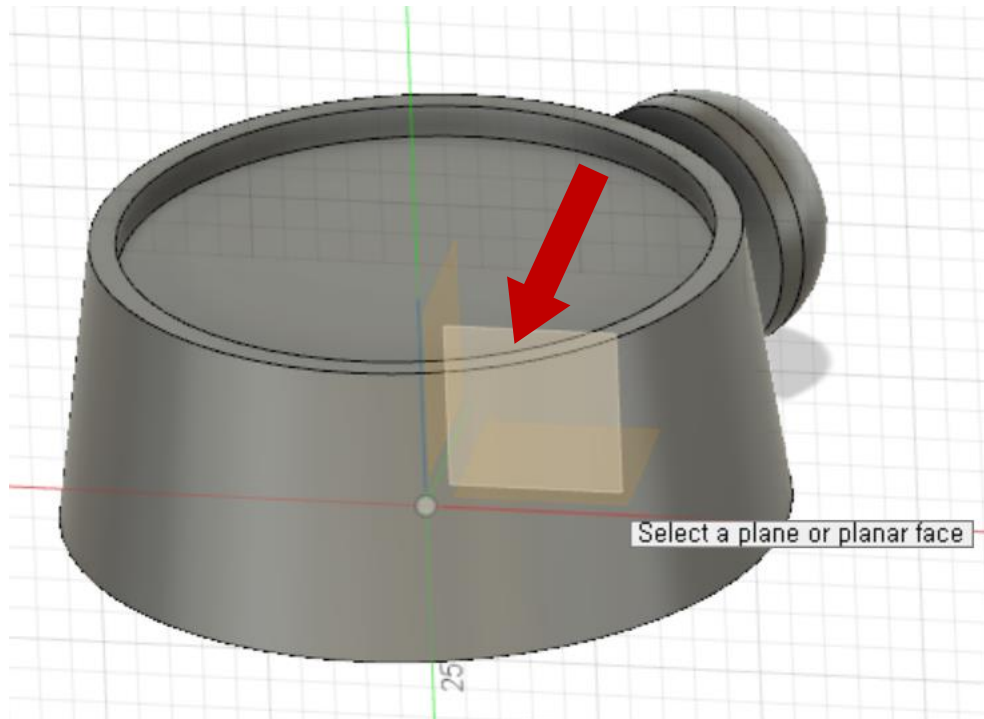
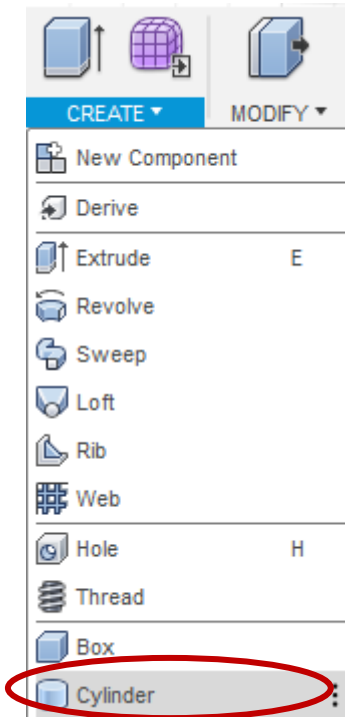


5) Rotate -30.0 degree

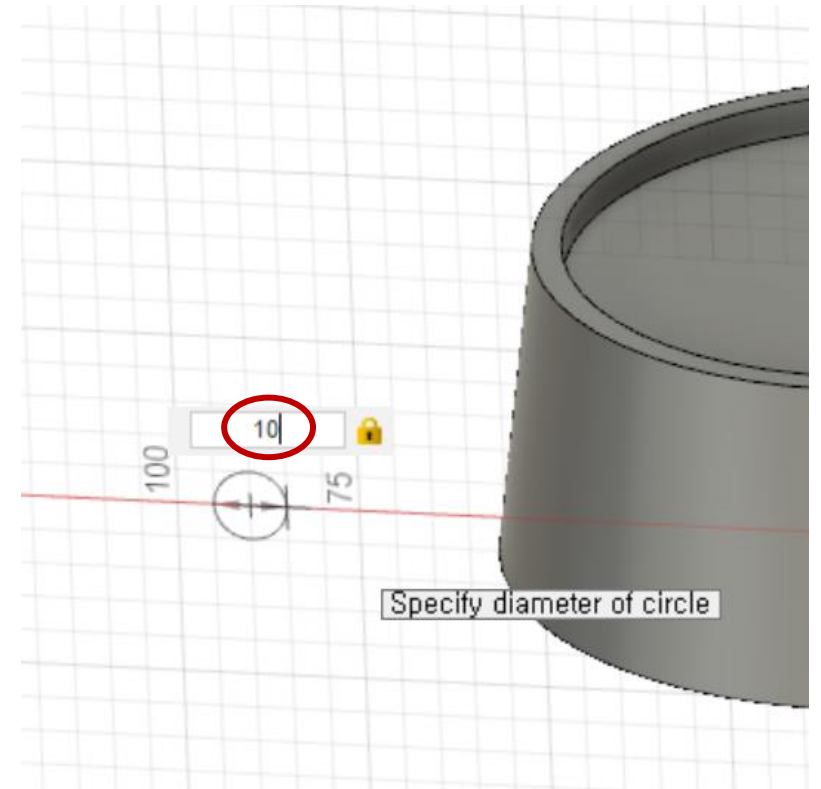


Step 9 : make leg

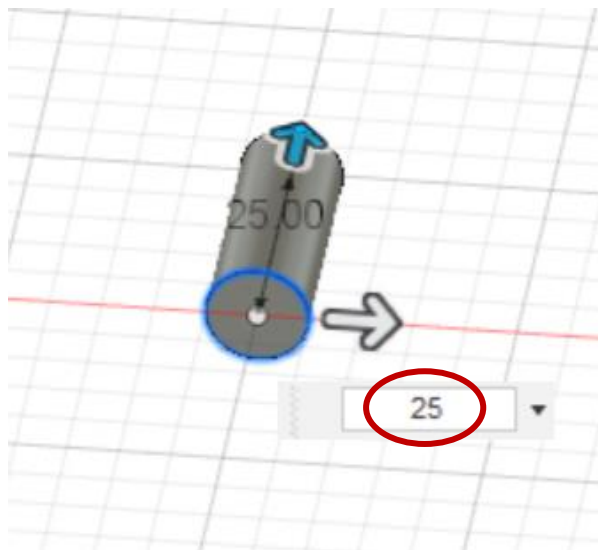
1) CREATE -> Cylinder 2) Select xz plane



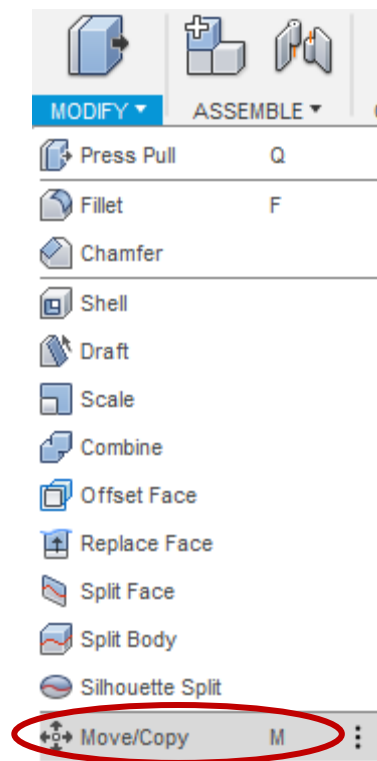
3) Sketch Circle / **diameter = 10mm**



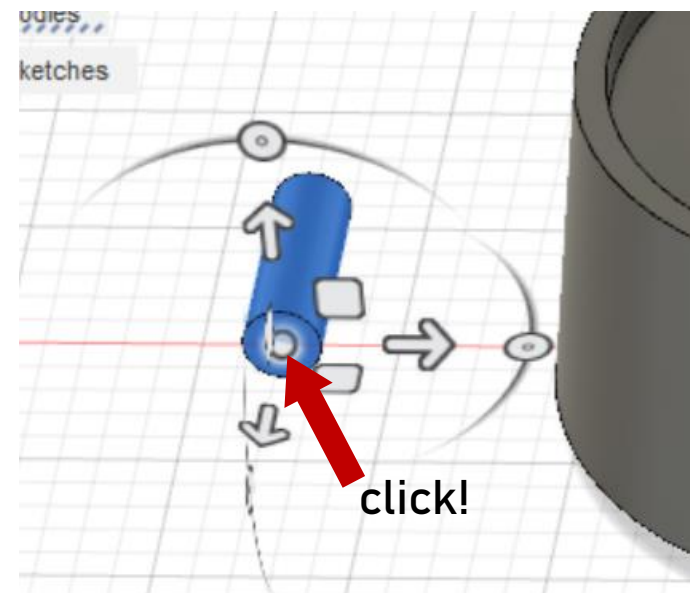
4) Height = 25mm



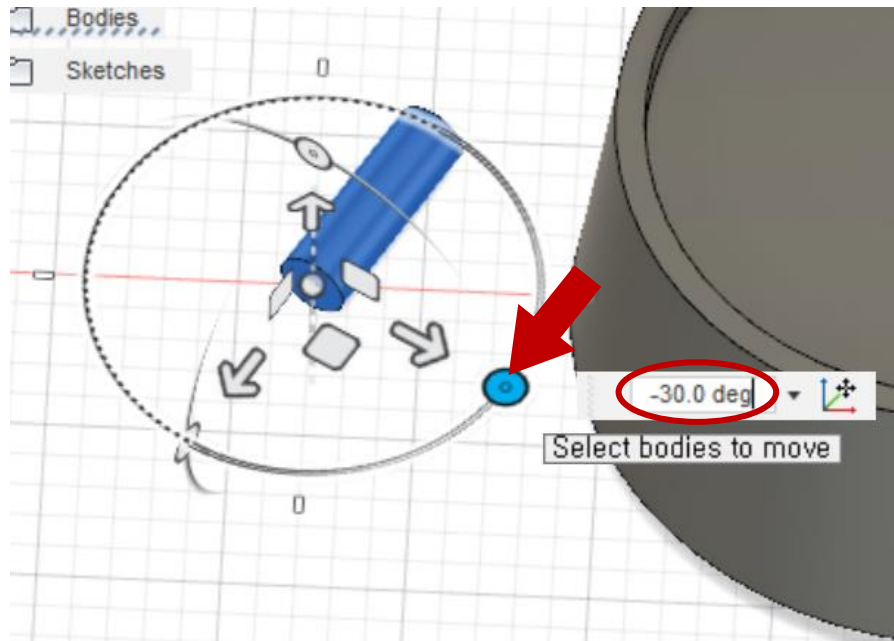
5) MODIFY -> Move/Copy



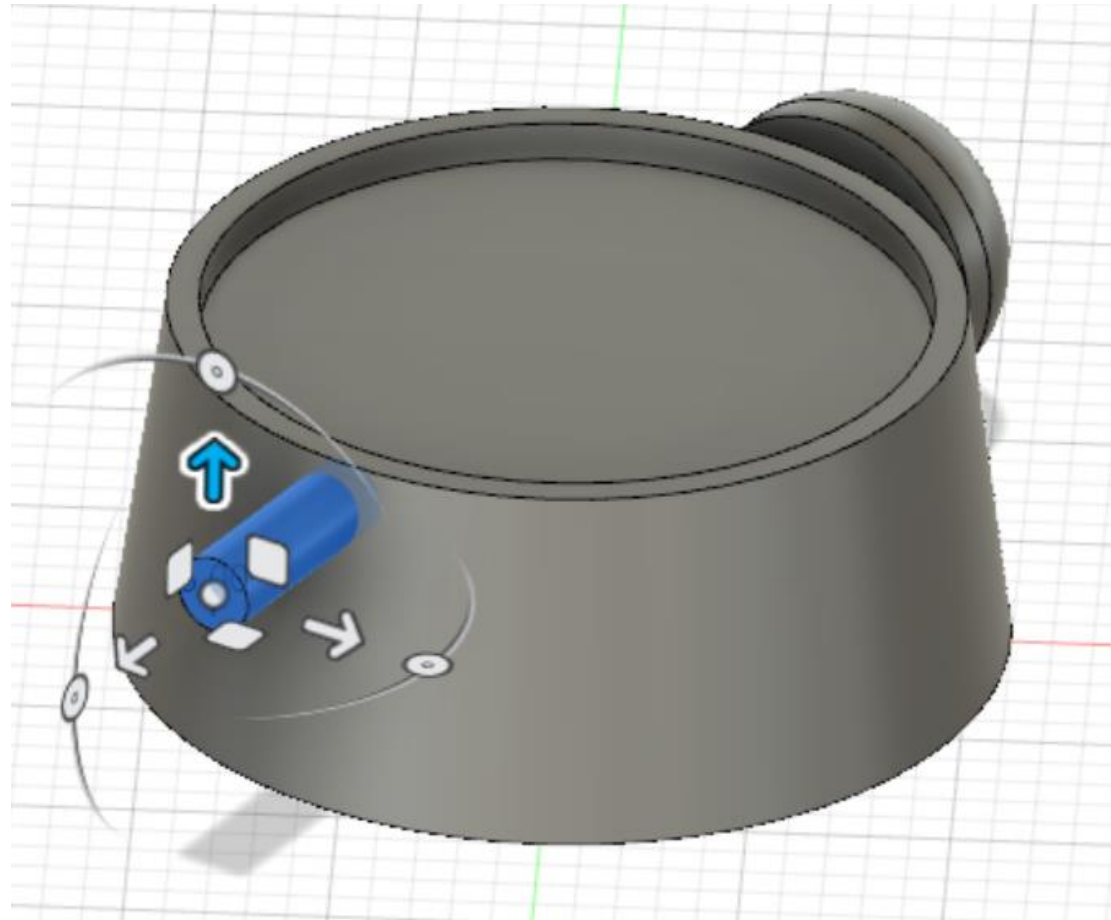
6) Select body to move



7) Rotate 30.0 degree



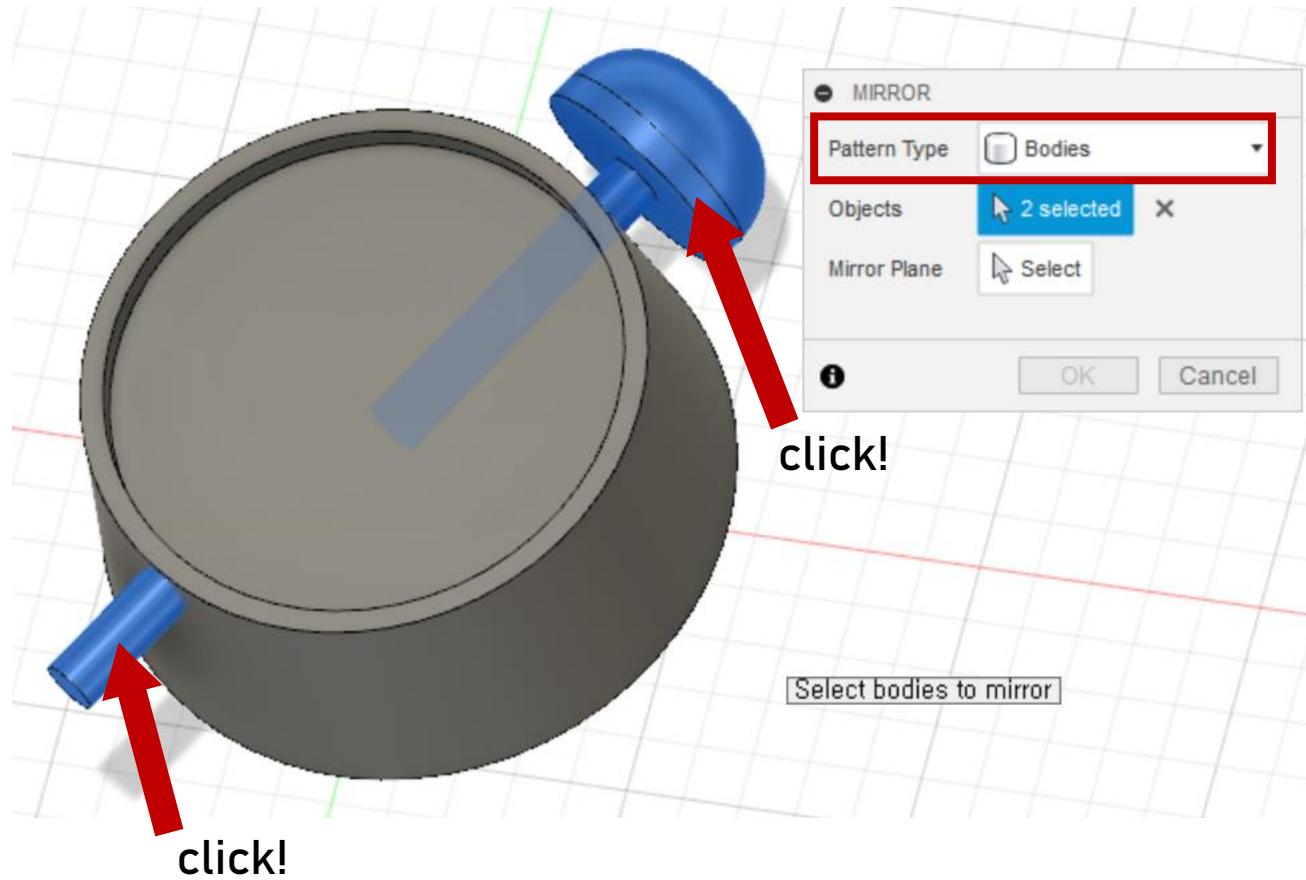
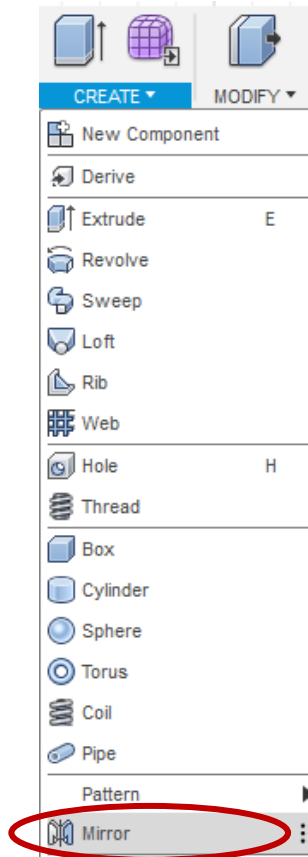
8) Move



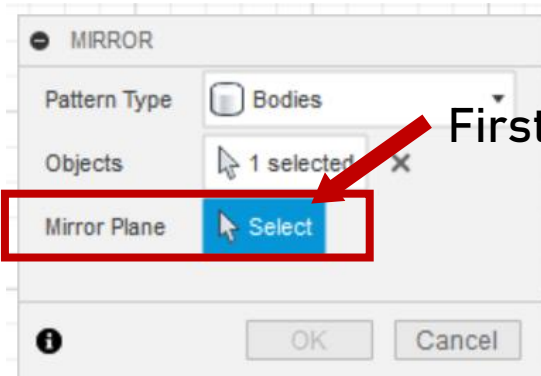
Step 10 : mirror

1) CREATE -> Mirror

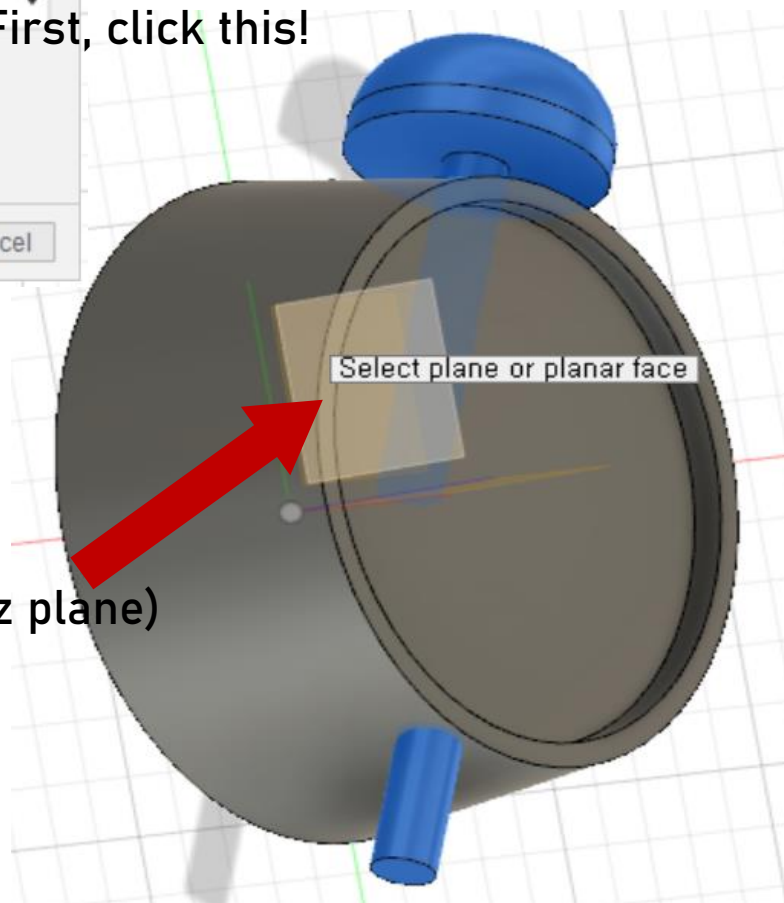
2) Select body to mirror



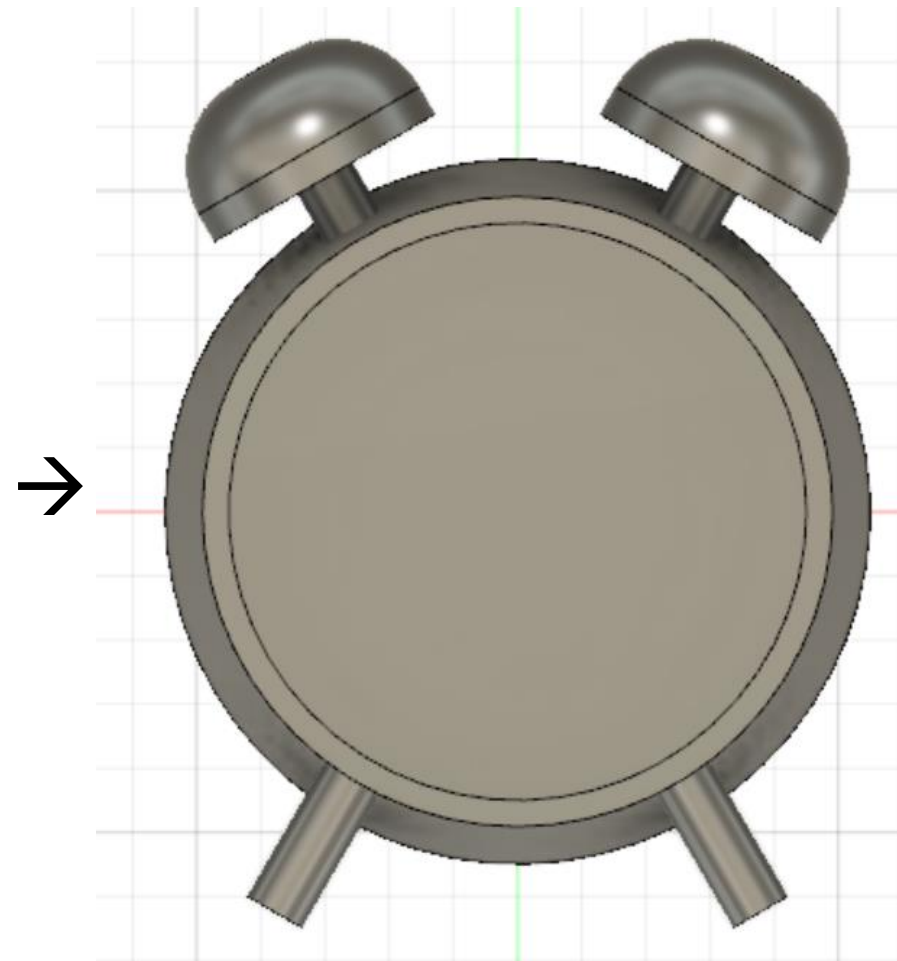
3) Select mirror plane



First, click this!

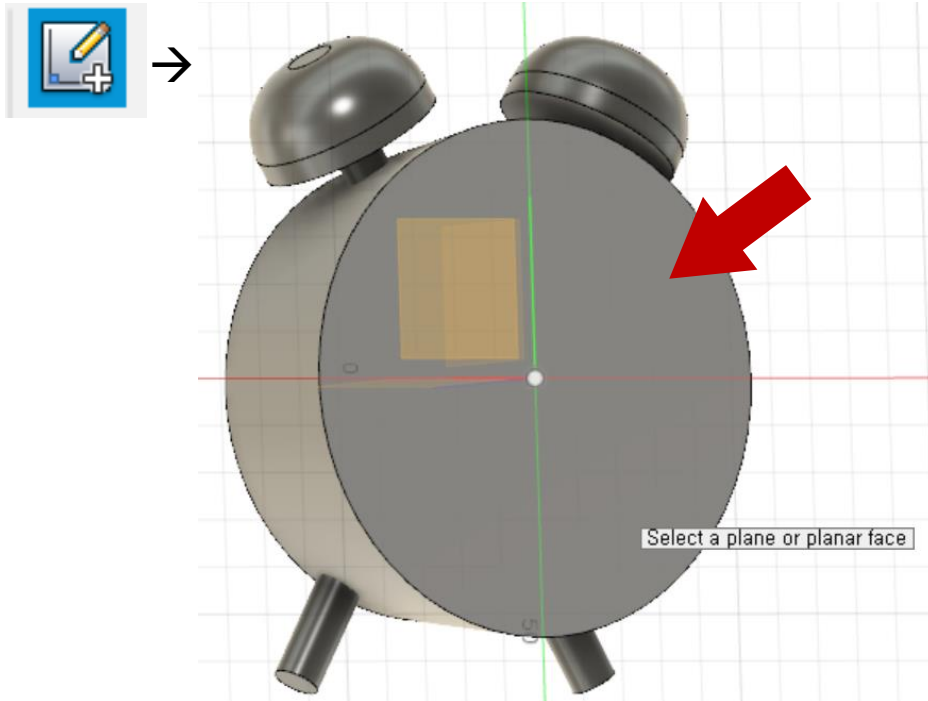


Next, click this plane(yz plane)

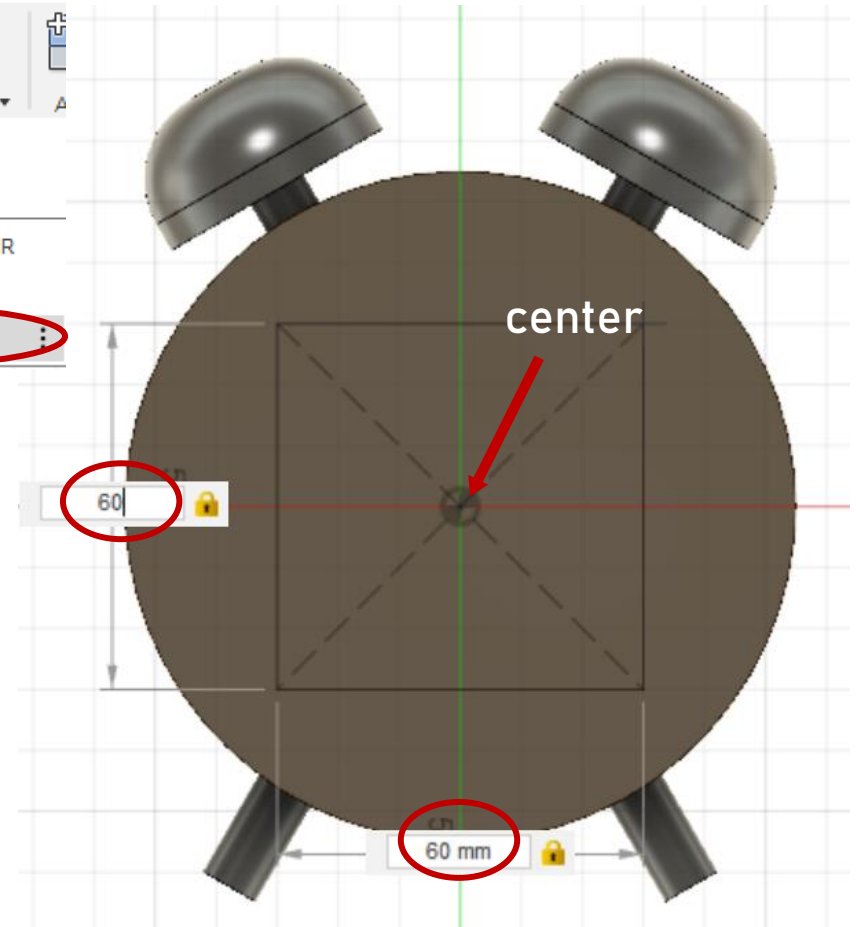
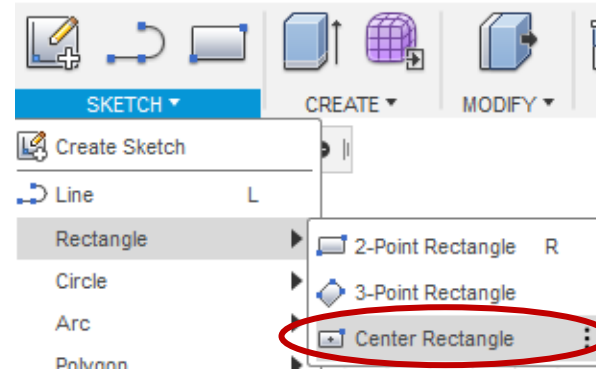


Step 11 : make hole

1) Create sketch -> select back plane

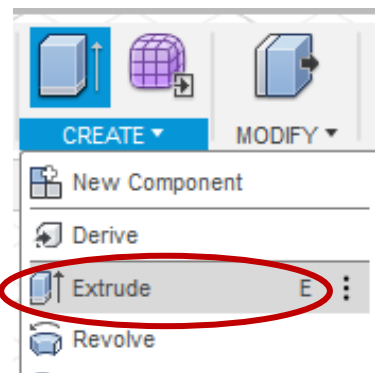


2) SKETCH -> Rectangle -> Center Rectangle

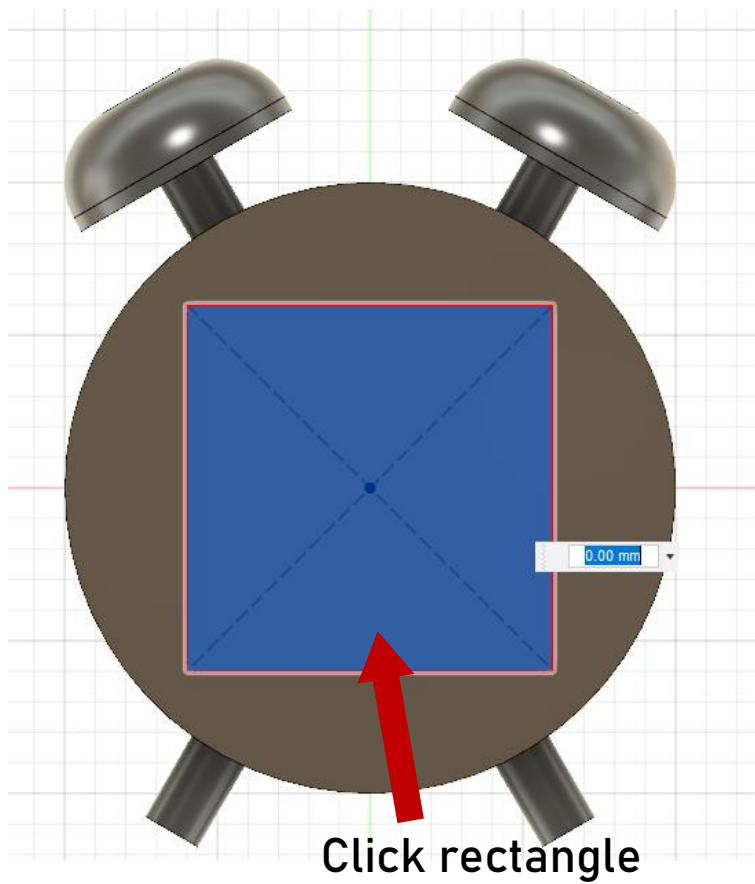


60mm x 60mm

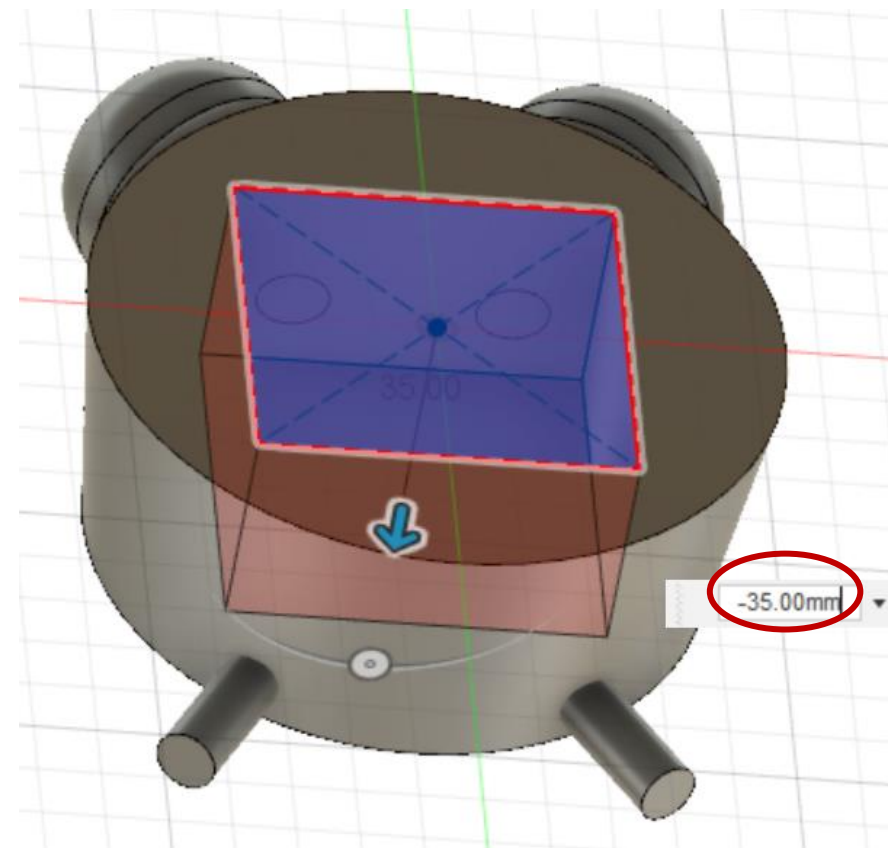
3) CREATE -> Extrude



4) Select plane

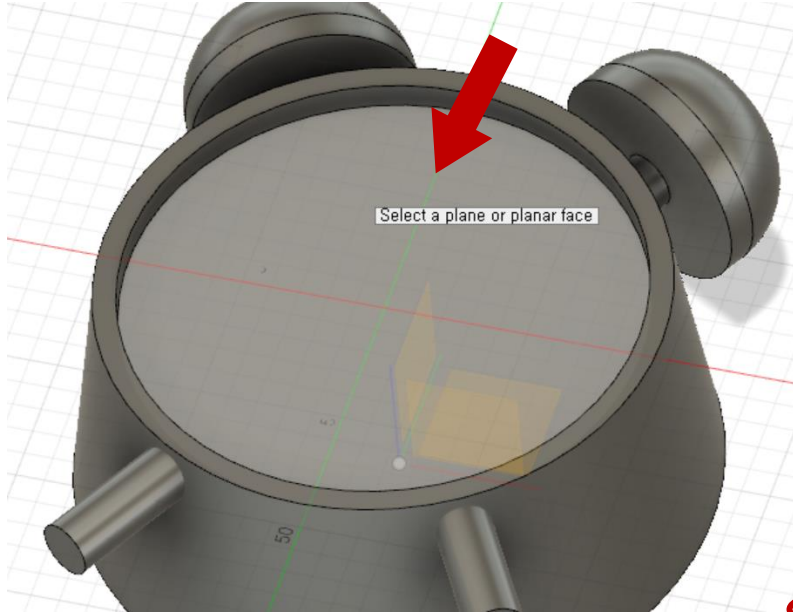


5) Extrude -35mm

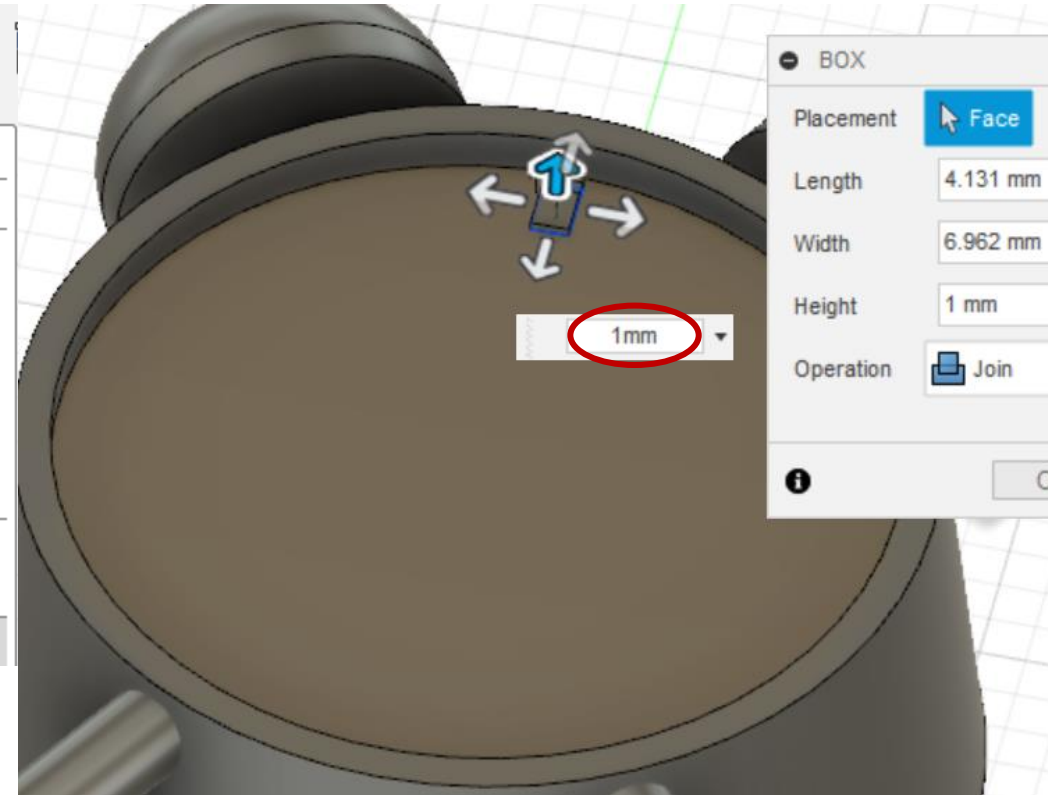
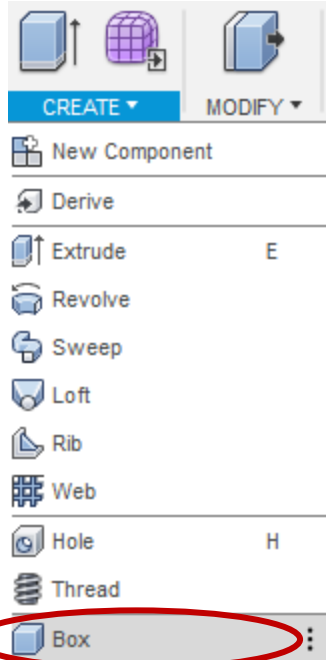


Step 12 : mark time

1) Create sketch -> select plane to mark time



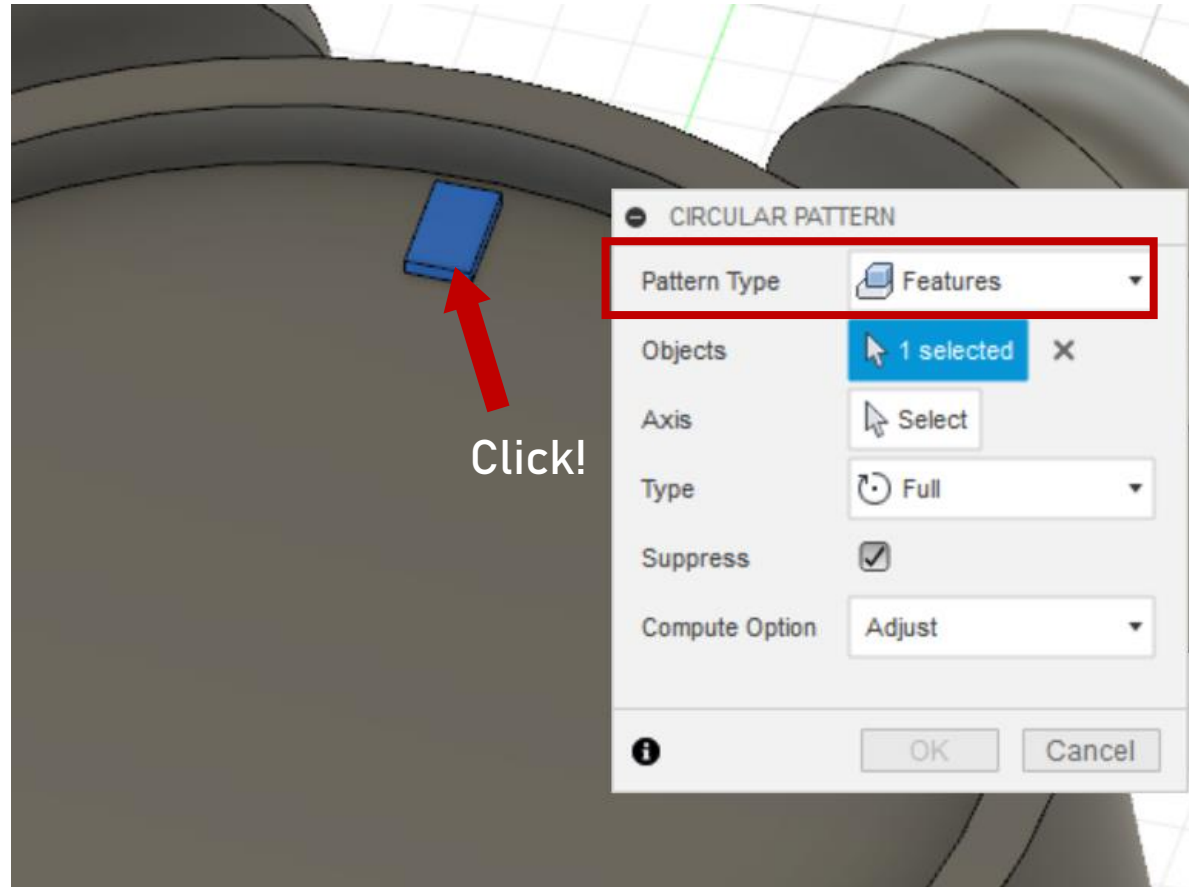
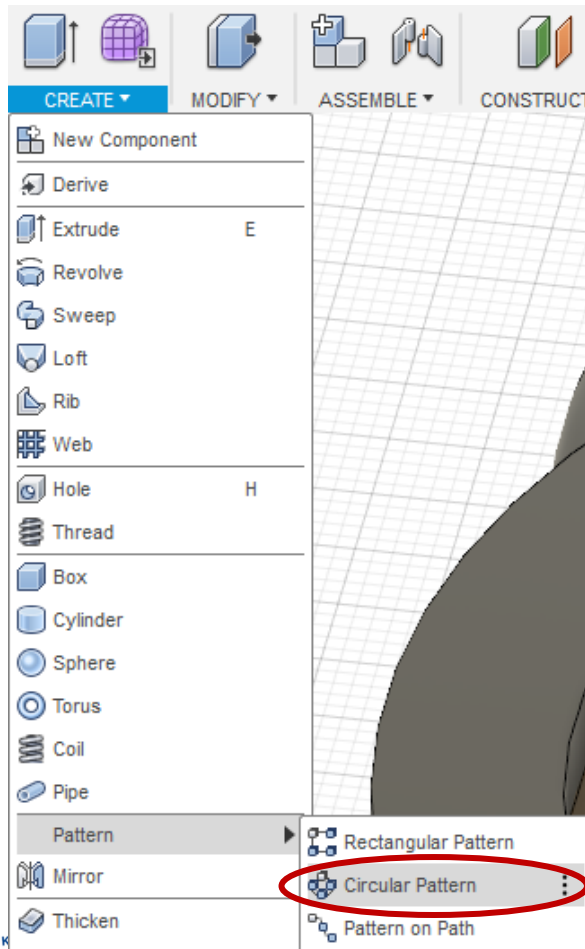
2) CREATE ->Box



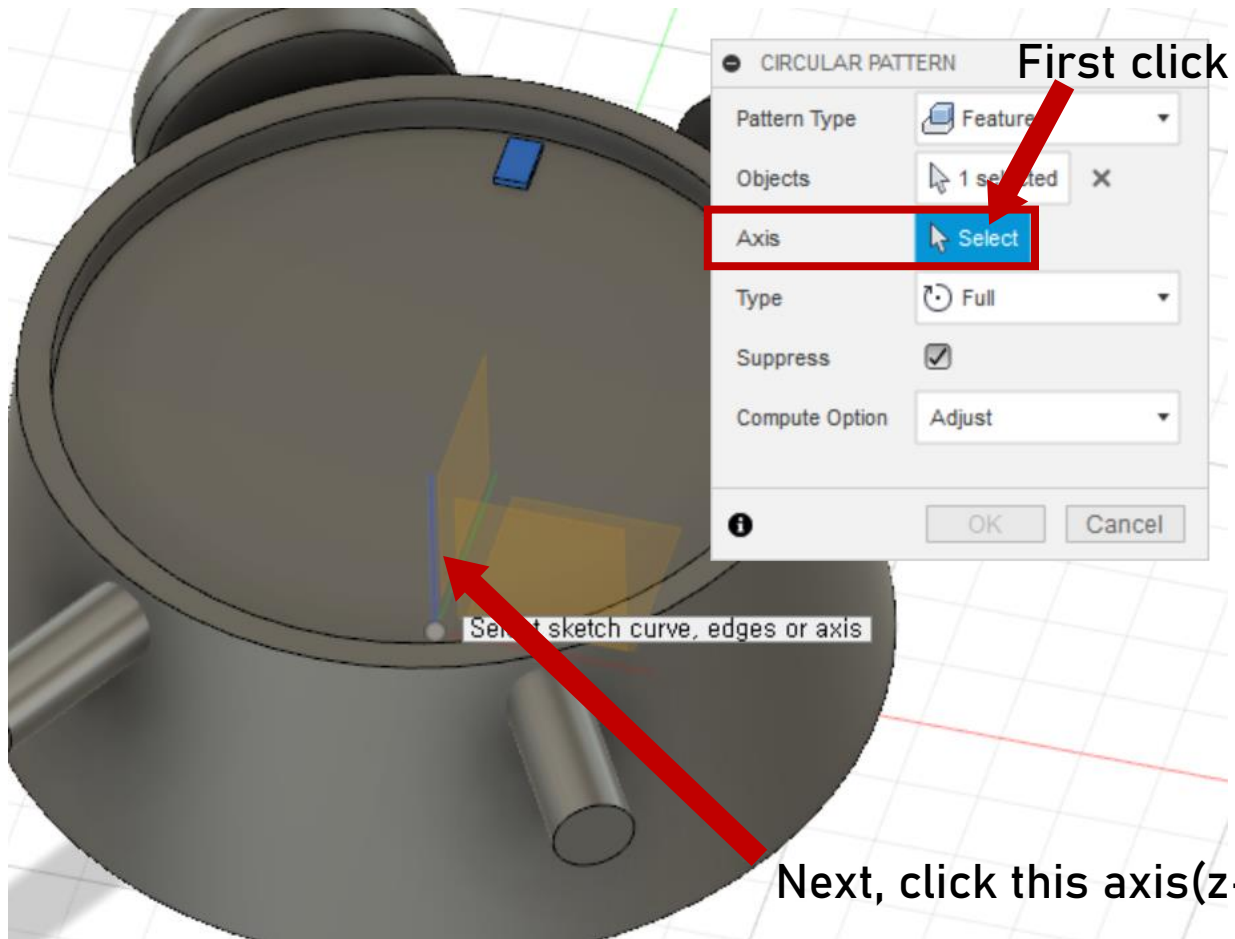
height of box = 1mm

Step 13 : make pattern

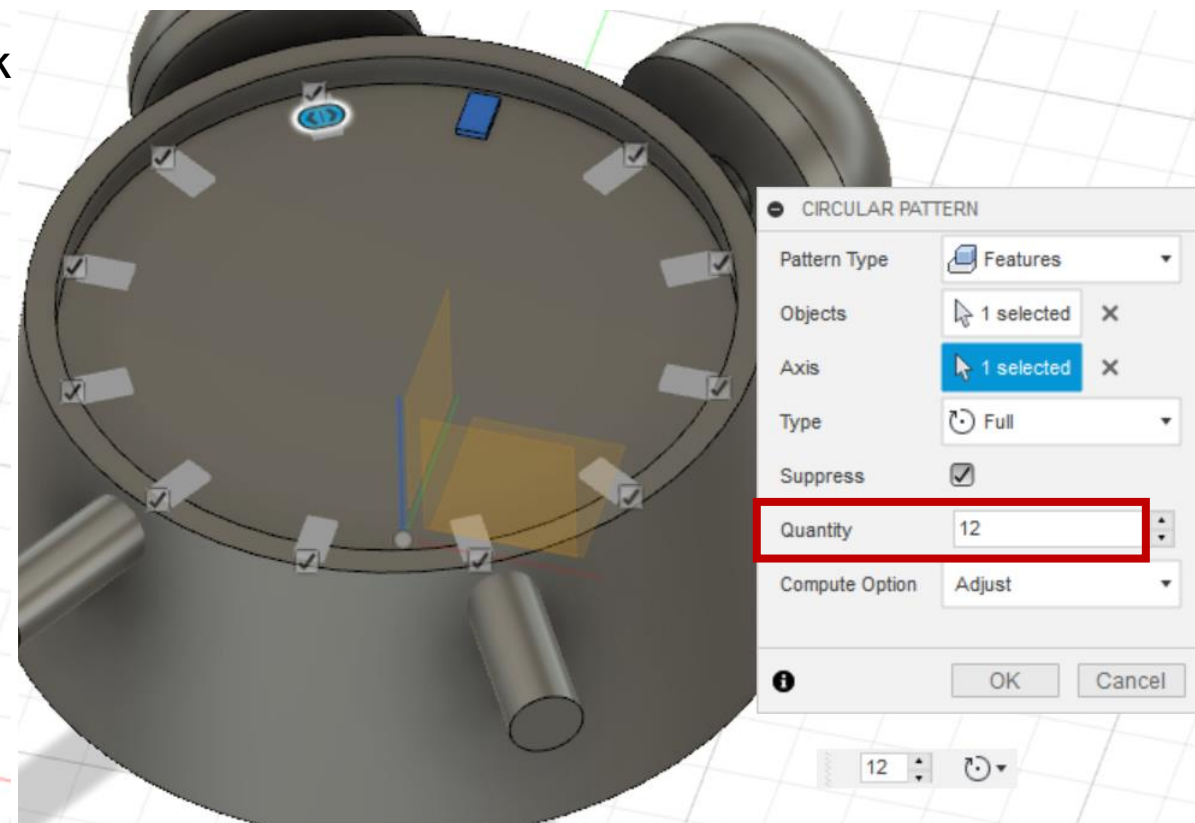
1) CREATE -> Pattern -> Circular Pattern 2) Select Features to make pattern



3) Select Axis

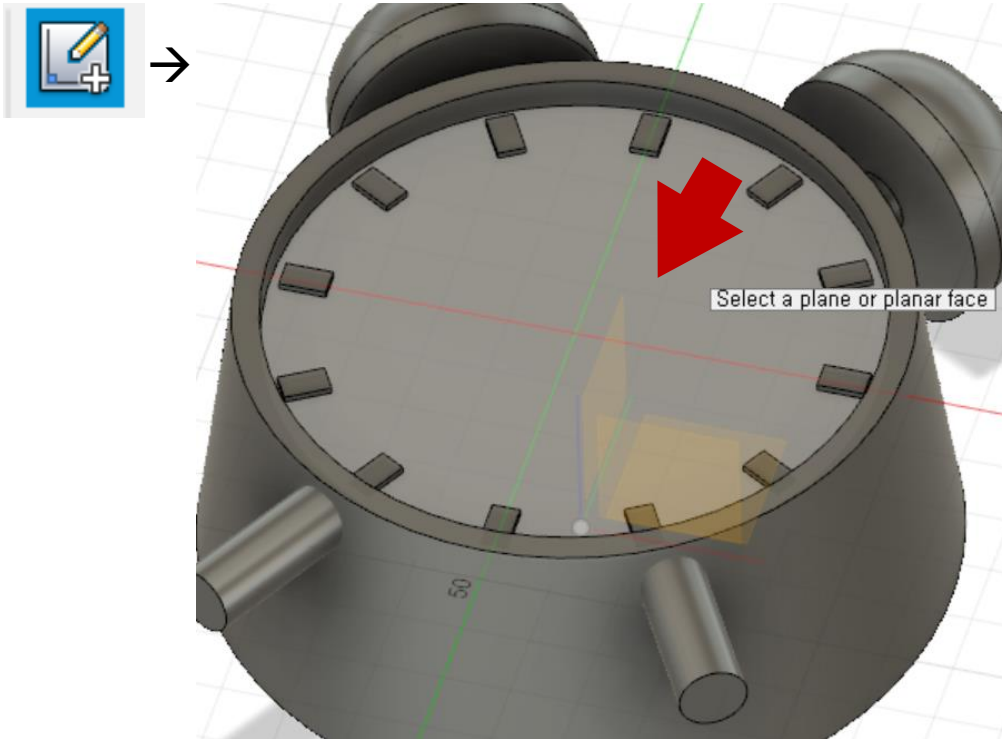


4) Quantity = 12

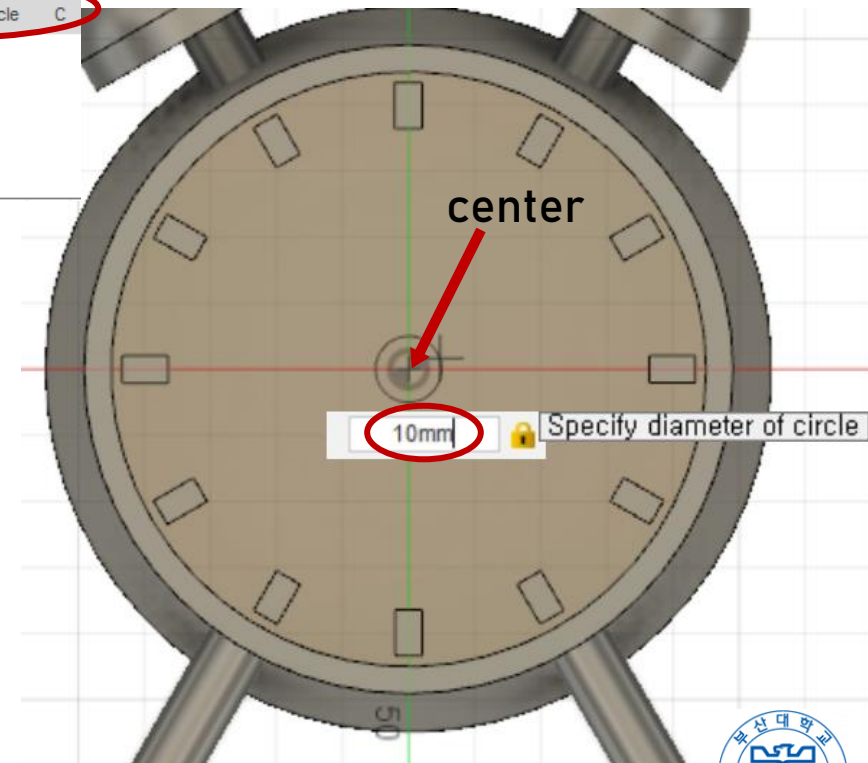
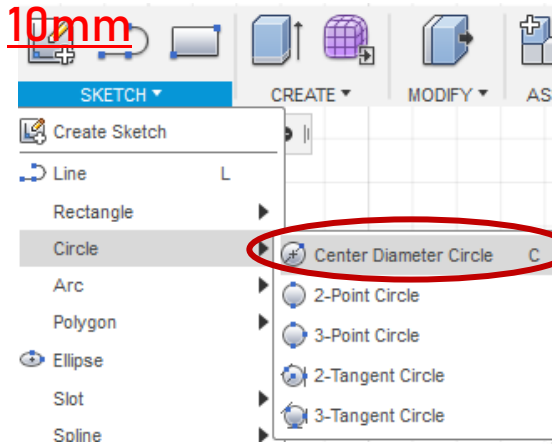


Step 14 : make hole

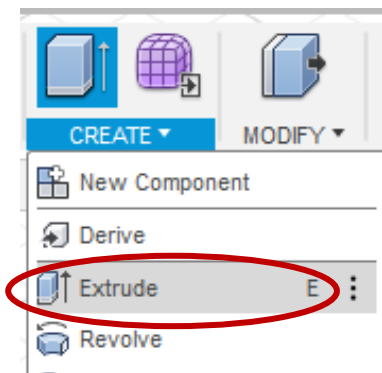
1) Create sketch -> select plane



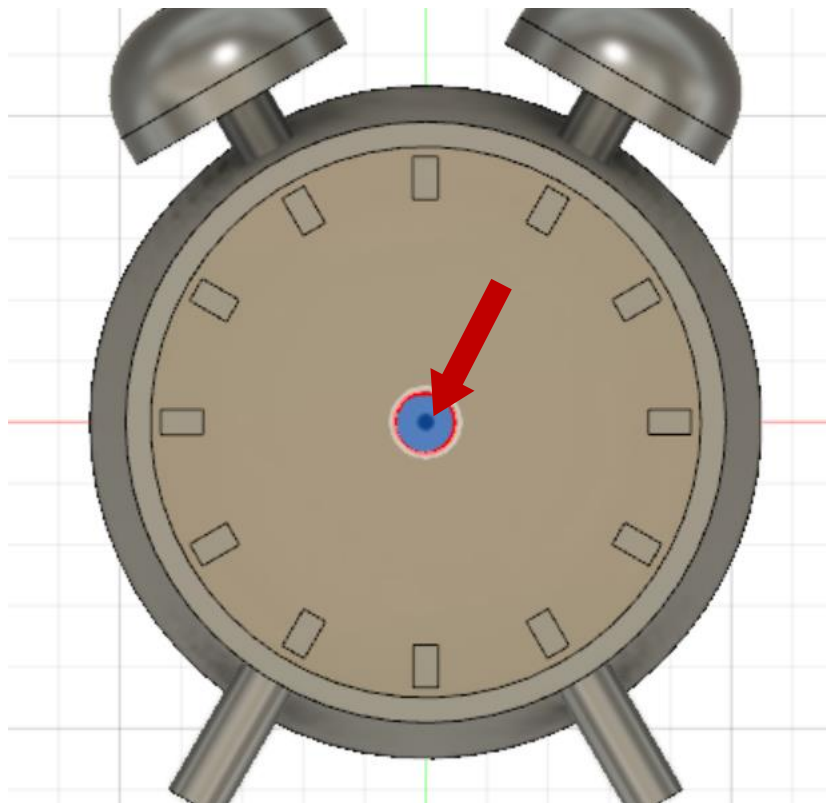
2) SKETCH -> Circle -> Center Diameter Circle/ diameter = 10mm



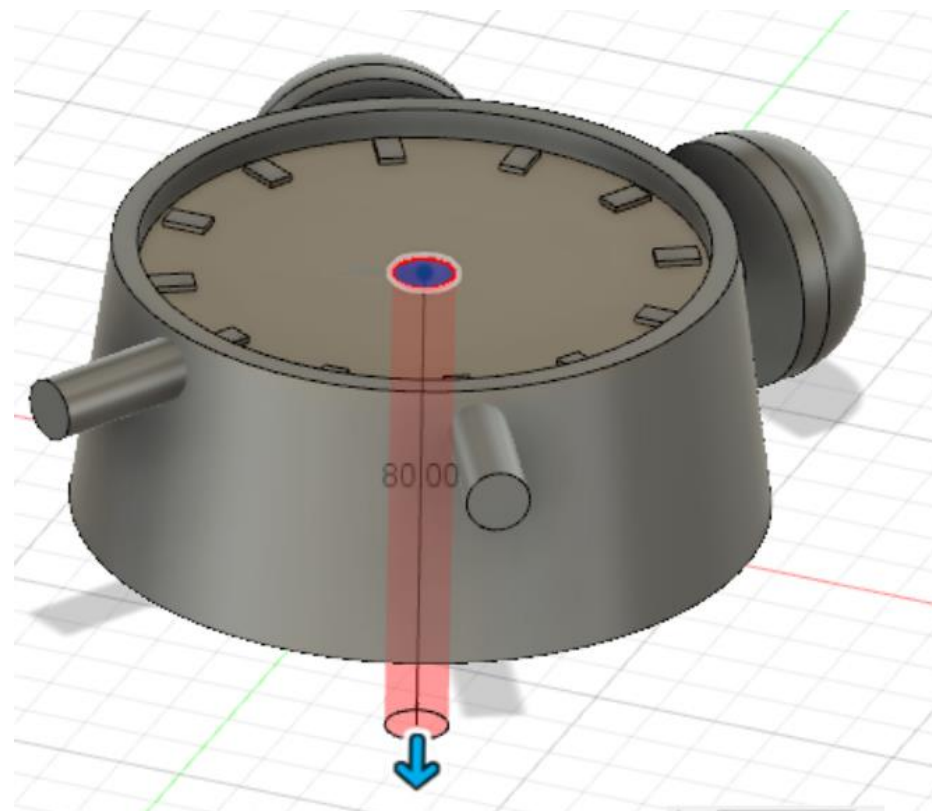
3) CREATE -> Extrude



4) Select smaller circle



5) Extrude !



Finish ~^^

