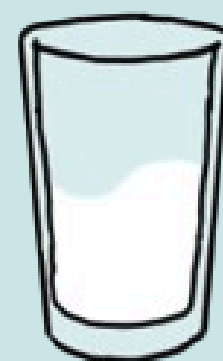
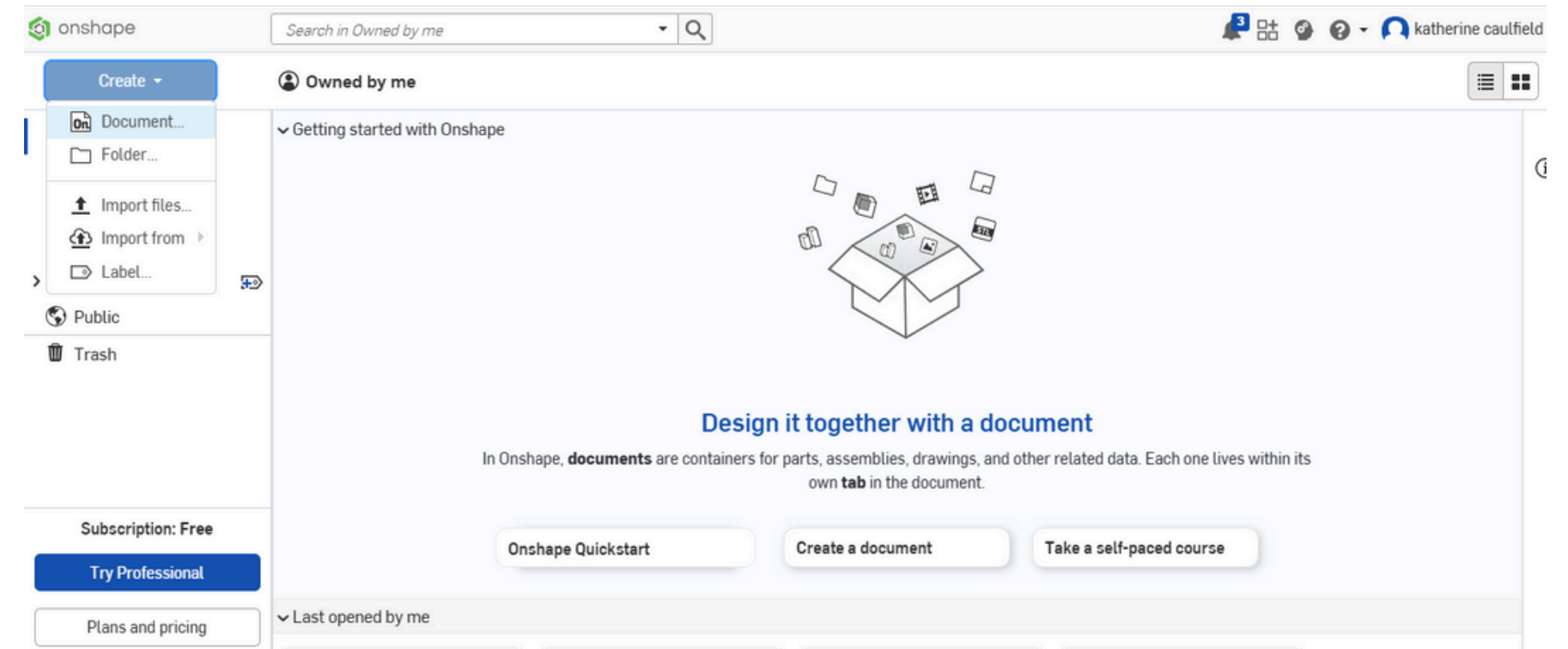


BAKEBU L



So, let's get started!

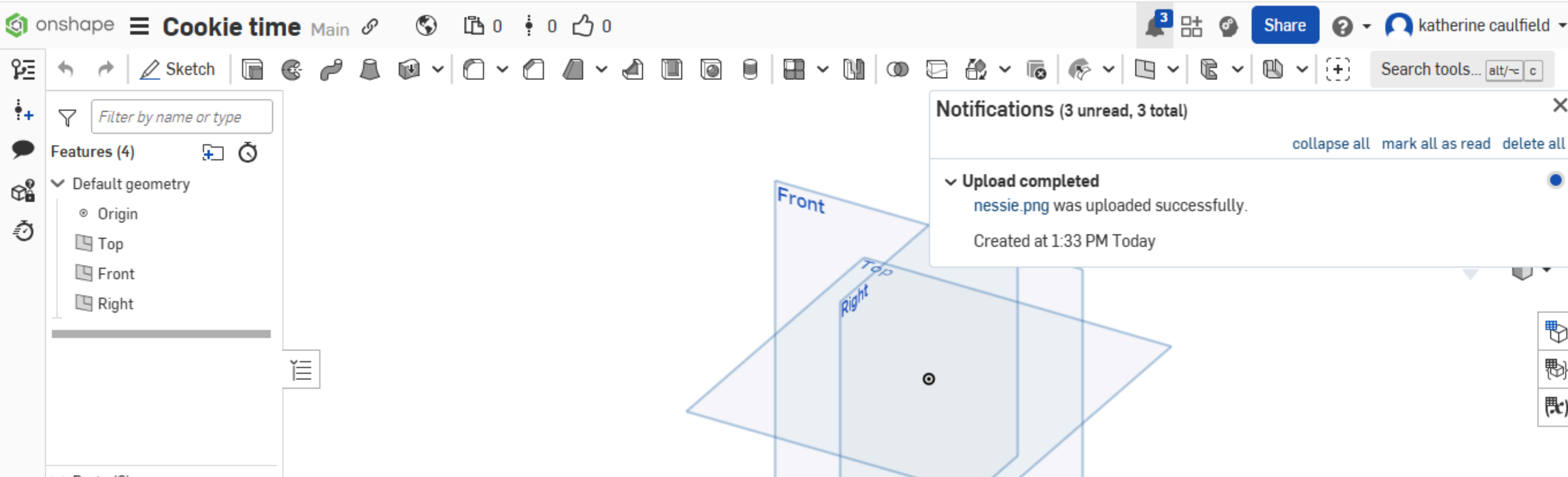
- First, sign up or log into Onshape
- Once you're signed in, create a document and name it "Cookie Cutter" or something else relevant



Choose your design!



- Decide what you want to do
 - Talk to your friends and brainstorm ideas
 - Sketch an outline of it using either digital tools or paper
- Find something that has a simple outline, like this loch ness monster!
- Once you've got your outline, save an image of it to your computer and return to Onshape!

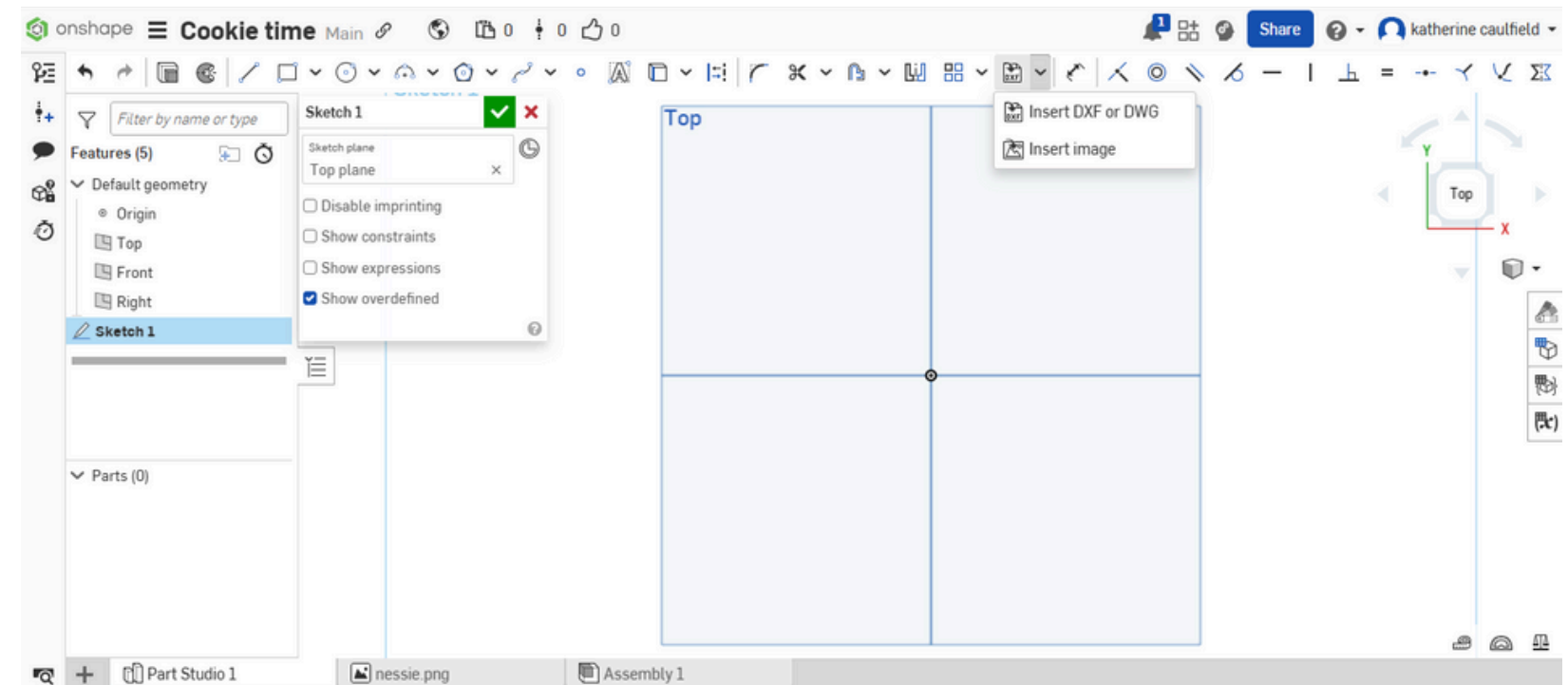


Import the image onto Onshape

- Now that you have your template, we can start designing!
- Click the plus sign next to studio parts (far right bottom corner)
 - A dropdown menu should appear
 - Click on the last option “import”
- Select your chosen file and click “open”
- A loading bar will appear and tell you once your image has been successfully imported

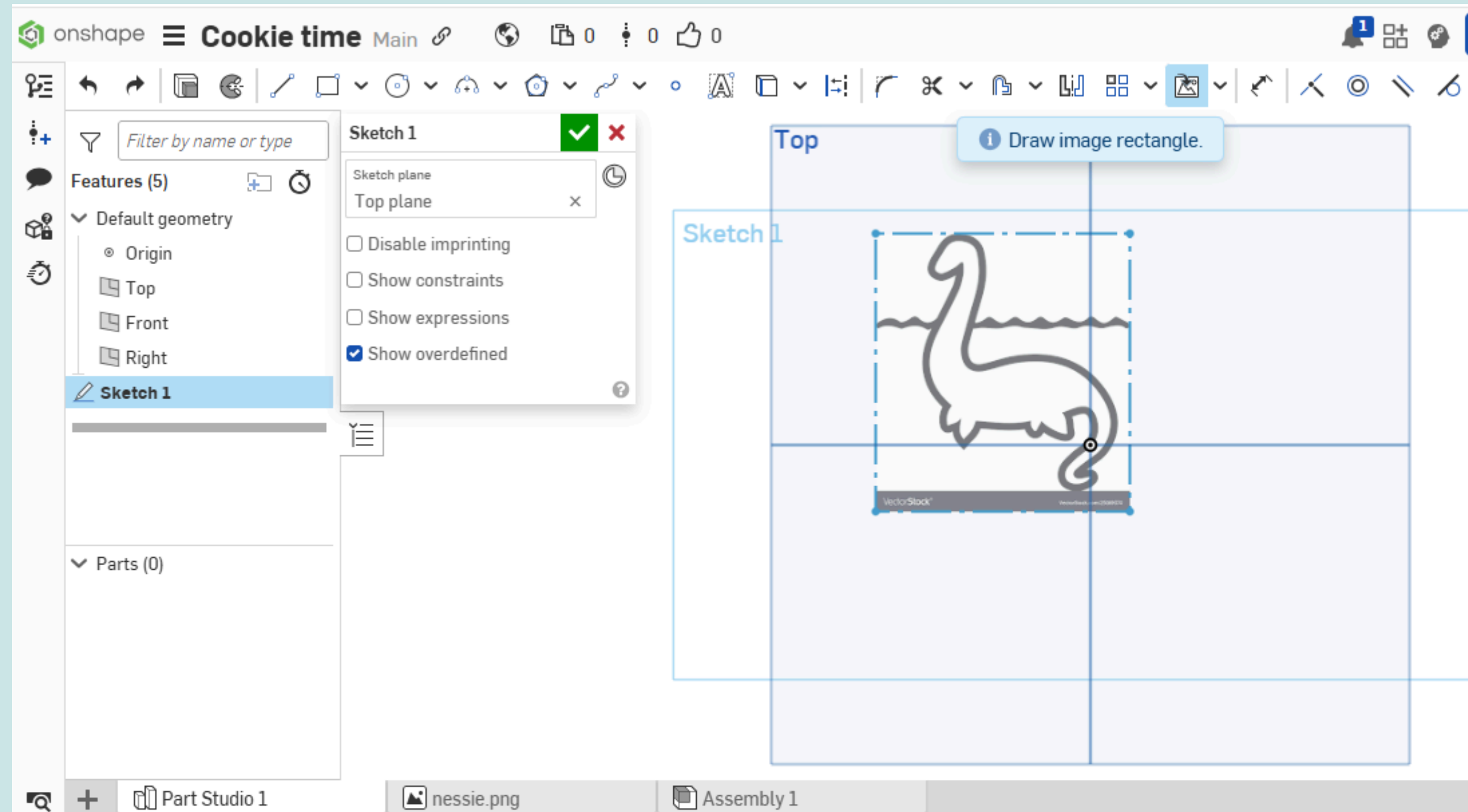
Insert the picture

- Now it's time to add the image!
- Create a sketch on the top plane and insert the photo
- Using the dropdown from “Insert DXF or DWG,” click on “Insert Image”
- An option to insert an image will appear



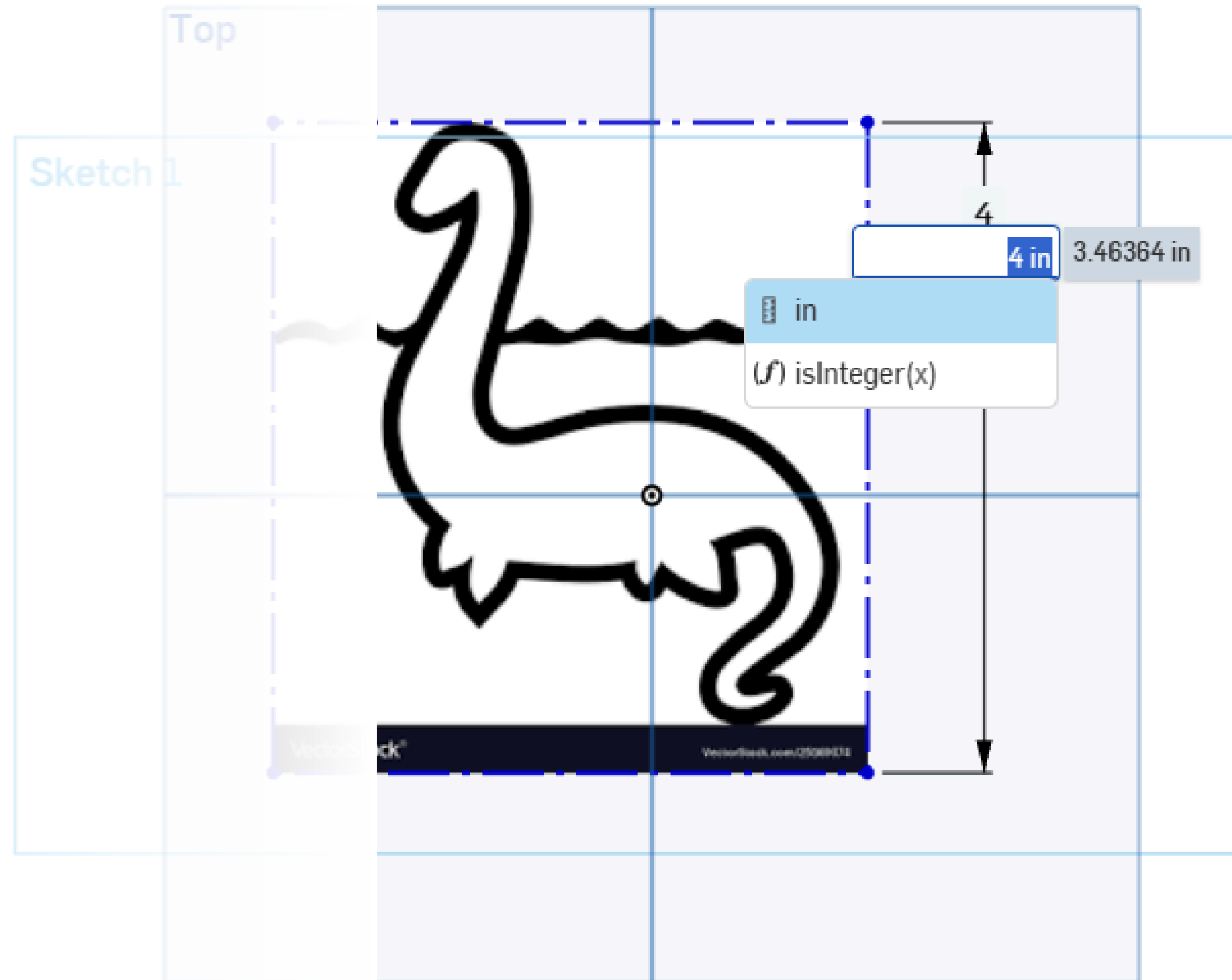
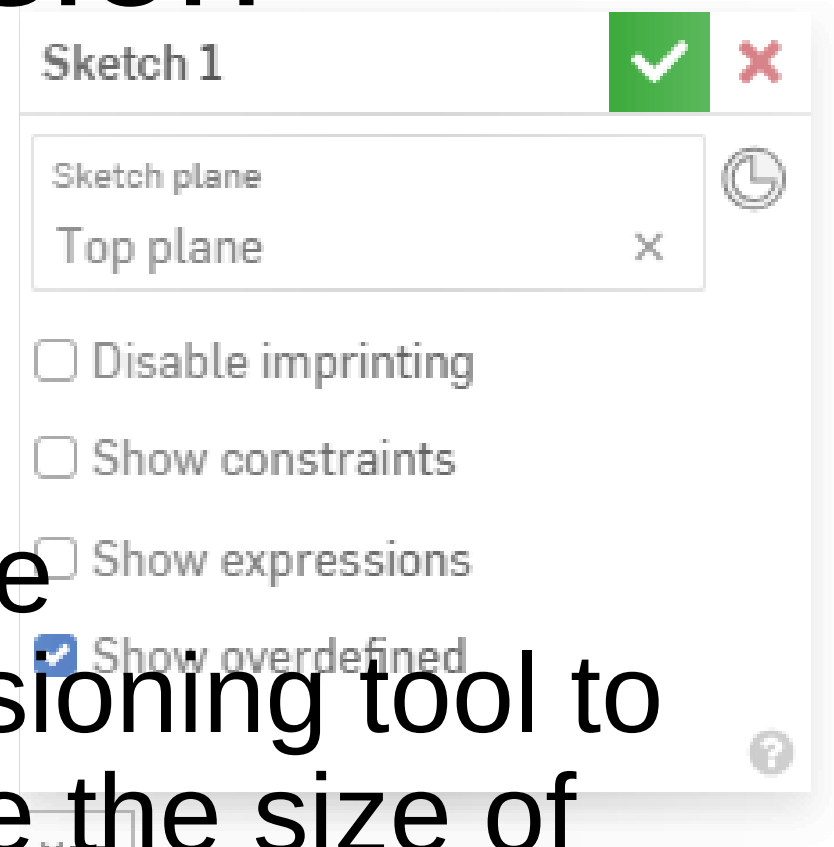
Insert the Picture

- Choose your image from the pop-up
- Click on the pane you want to drag to draw your image
- DO NOT CONFIRM YOUR SKETCH YET

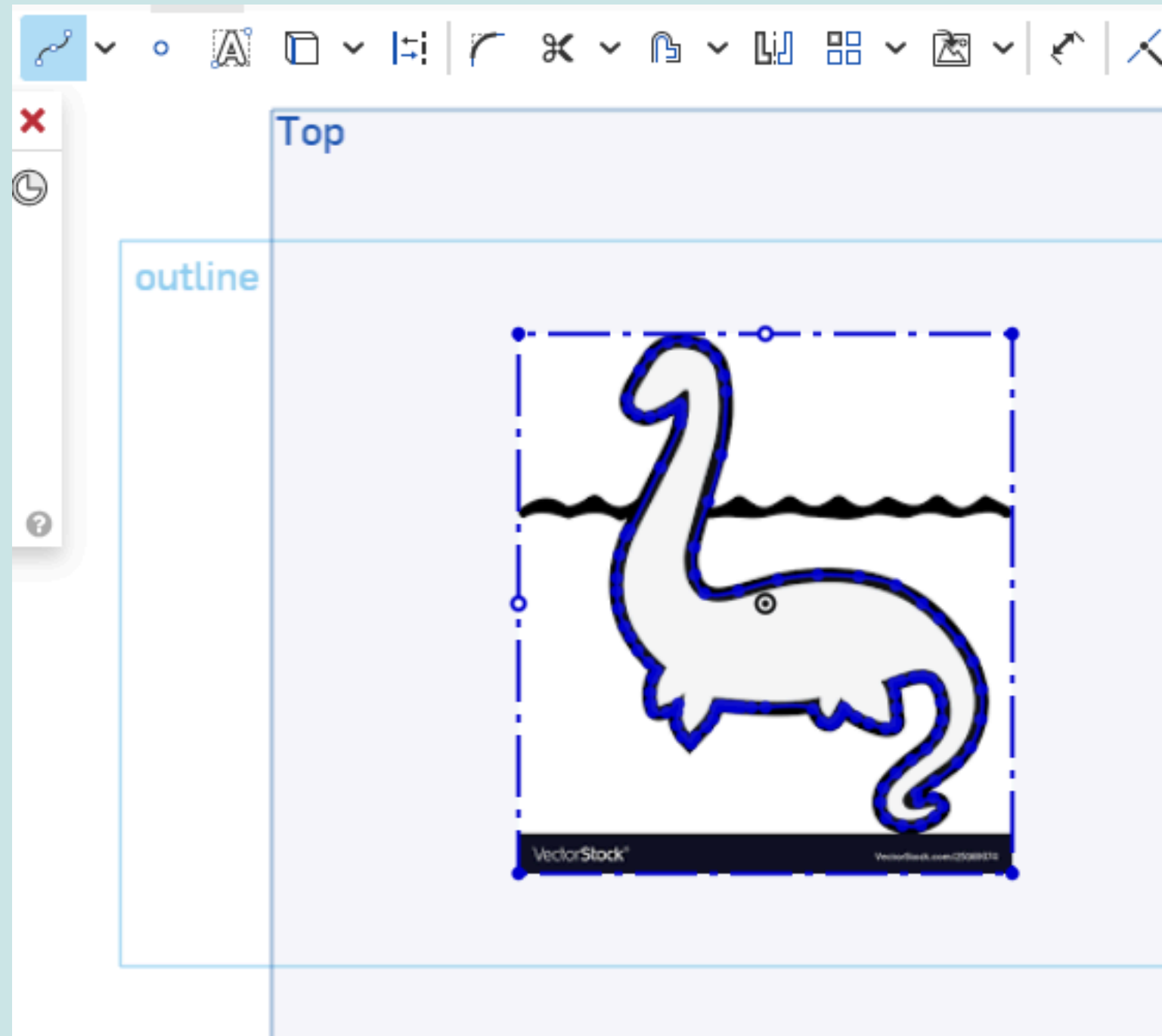


Dimension

- Use the dimensioning tool to change the size of your picture
- In general, your outline probably shouldn't be over 4in x 4in or 100mm x 100mm



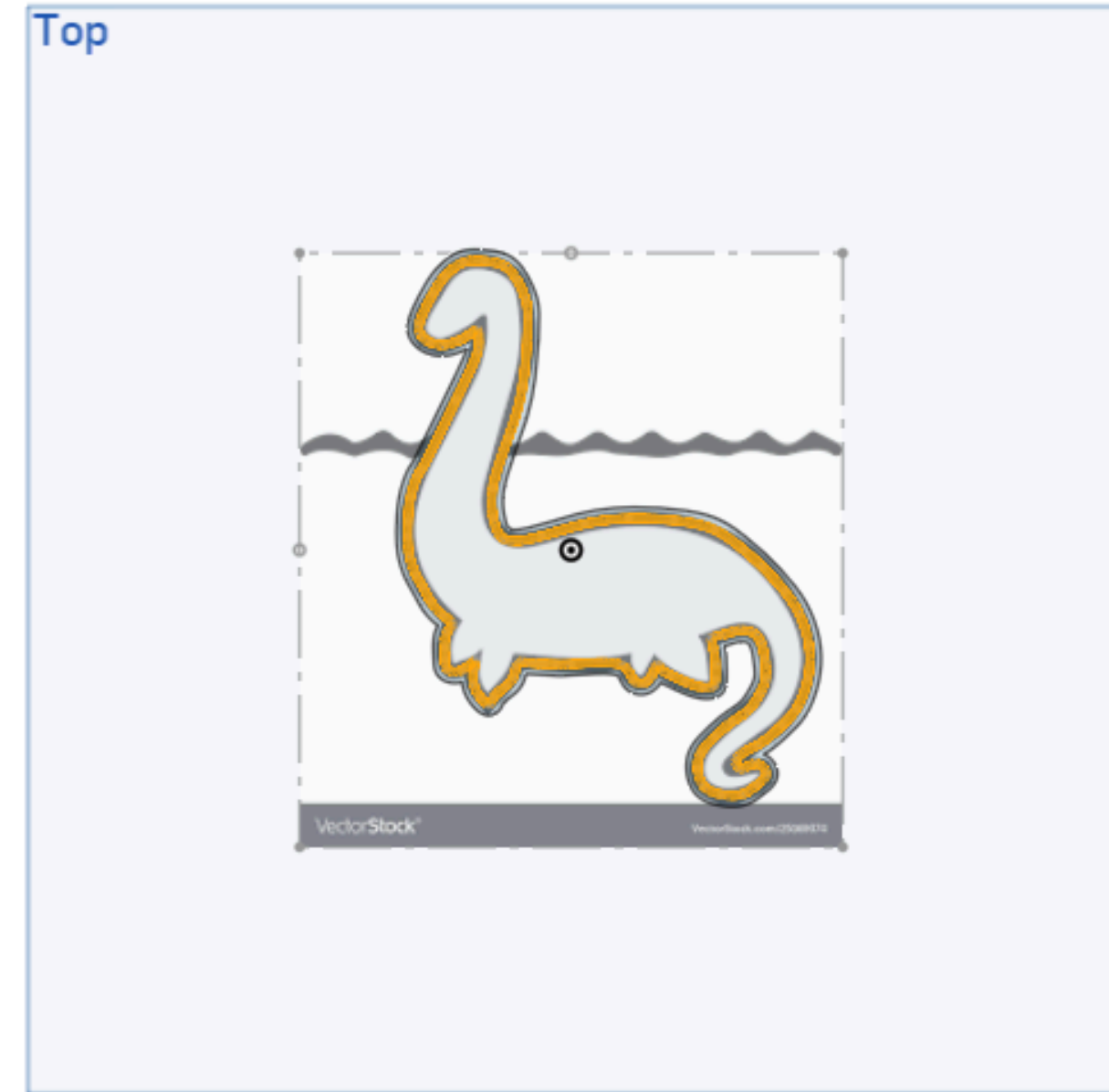
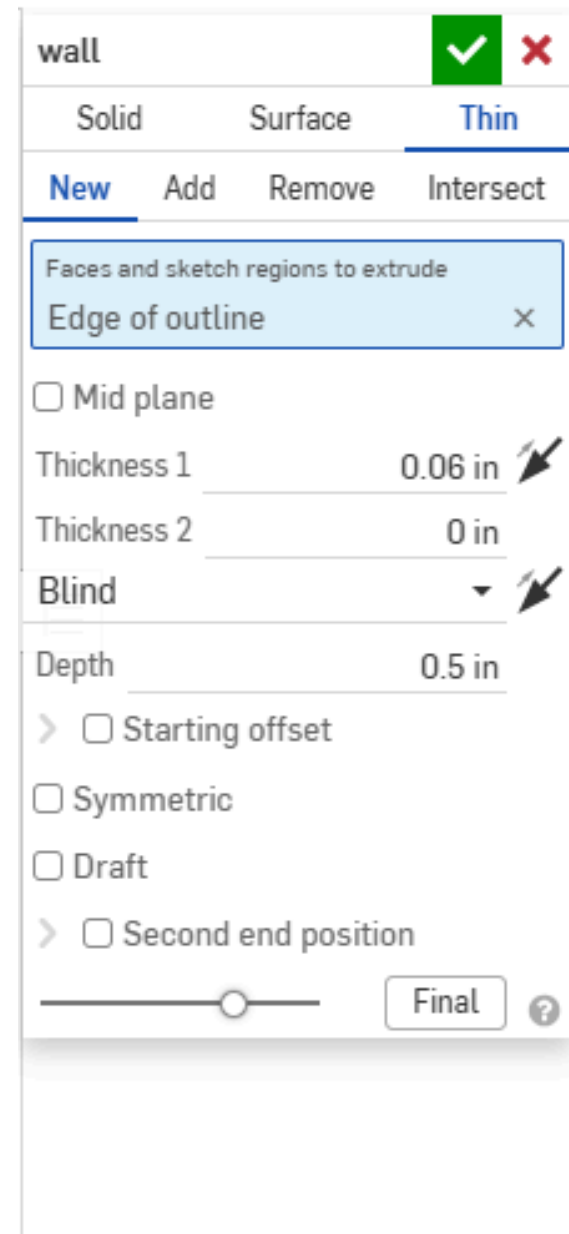
Tracing



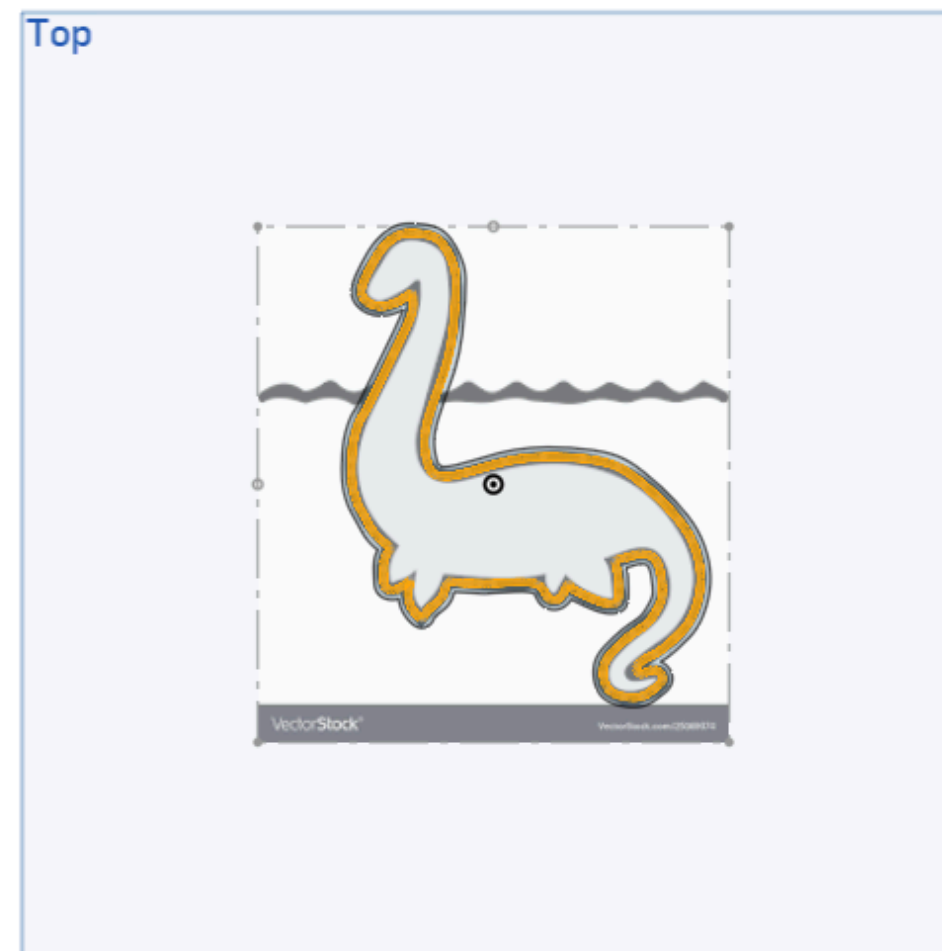
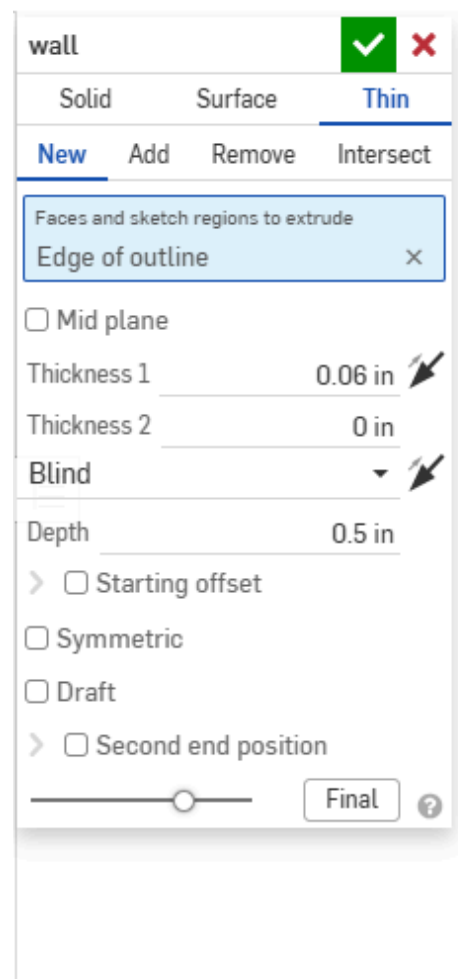
- Once you have your image inserted and properly dimensioned, you can start tracing!
- Use the spline tool and click along your outline to trace it out!
 - Note that you can edit the points of your spline after confirming it but you cannot undo any (DO NOT TRY UNDOING WHILE MAKING THE OUTLINE)
- Once you're happy with your outline, confirm your sketch by clicking on the green checkmark

3D Time

- Once your sketch is confirmed, click the extrude tool and choose “thin”
- Then select the outline of your sketch

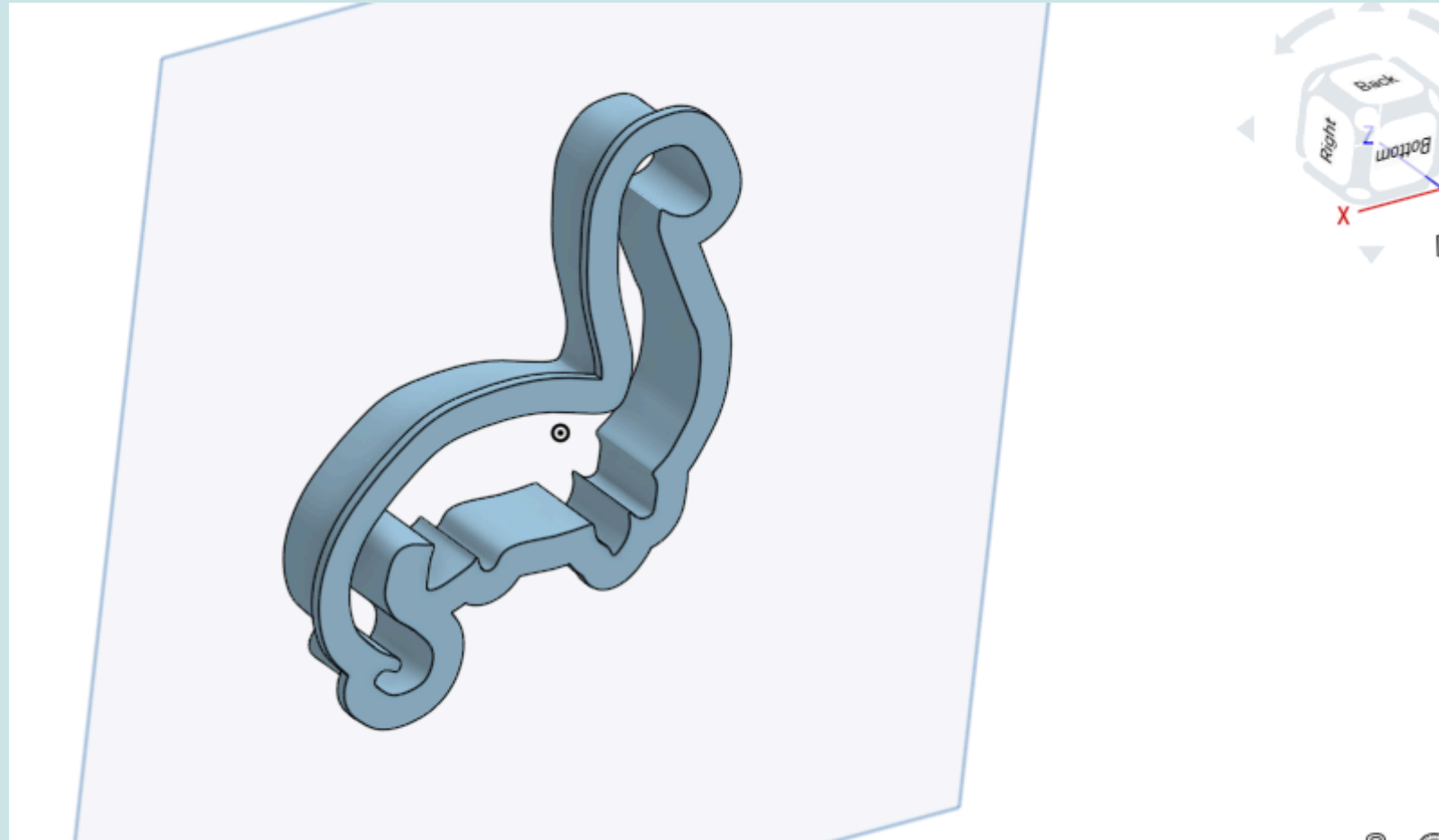


3D Time



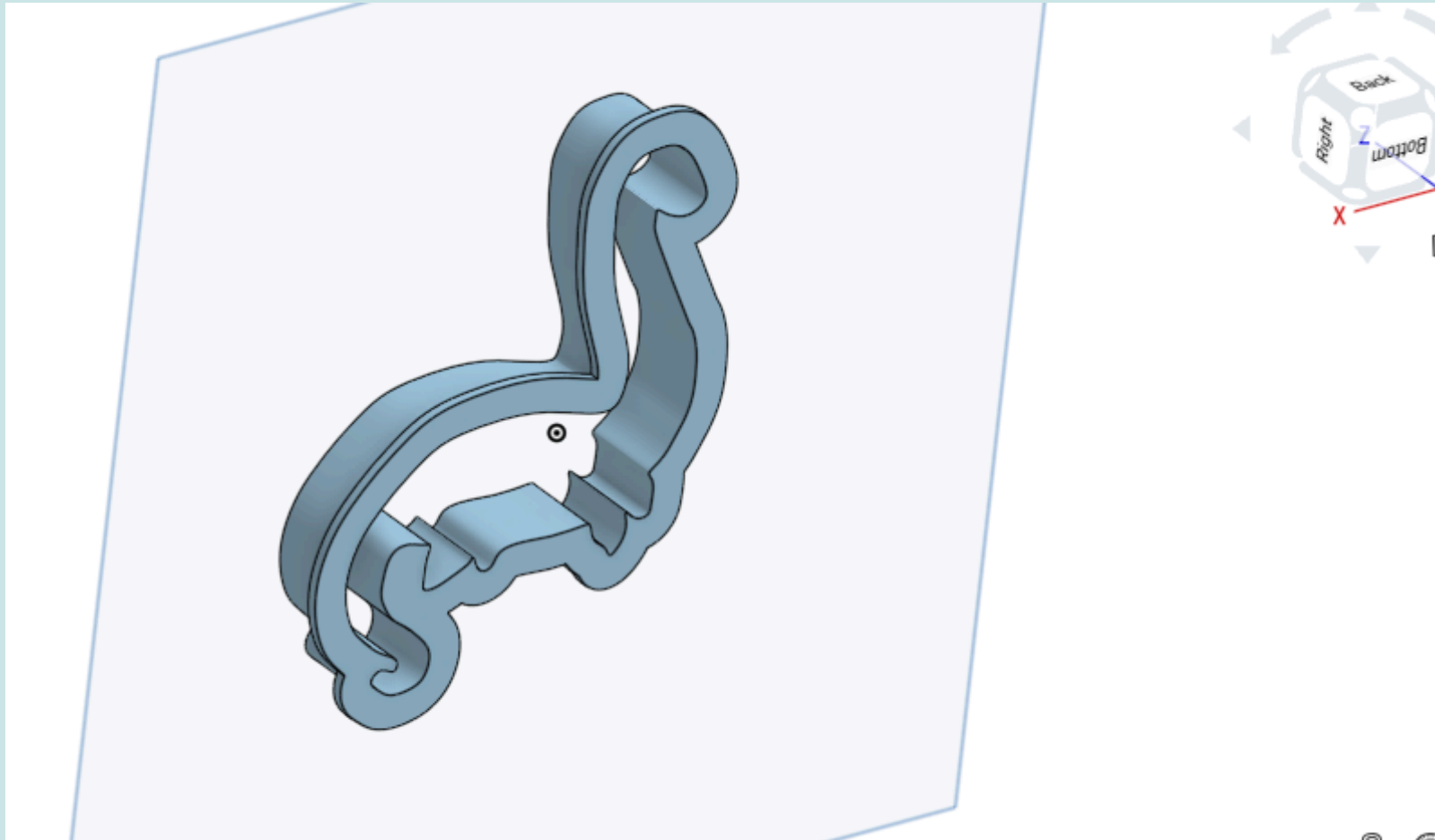
- Now you can change the thickness
 - I find that 2mm/.08in work best
- Then choose the depth
 - You're going to want this to be about 12.7mm/0.5 in
- Confirm the Extrude

ADMIRE IT!



- Look at your finished design!
- Isn't it pretty?
- Feel happy and proud
- ...until you realize that there are still more slides to go through

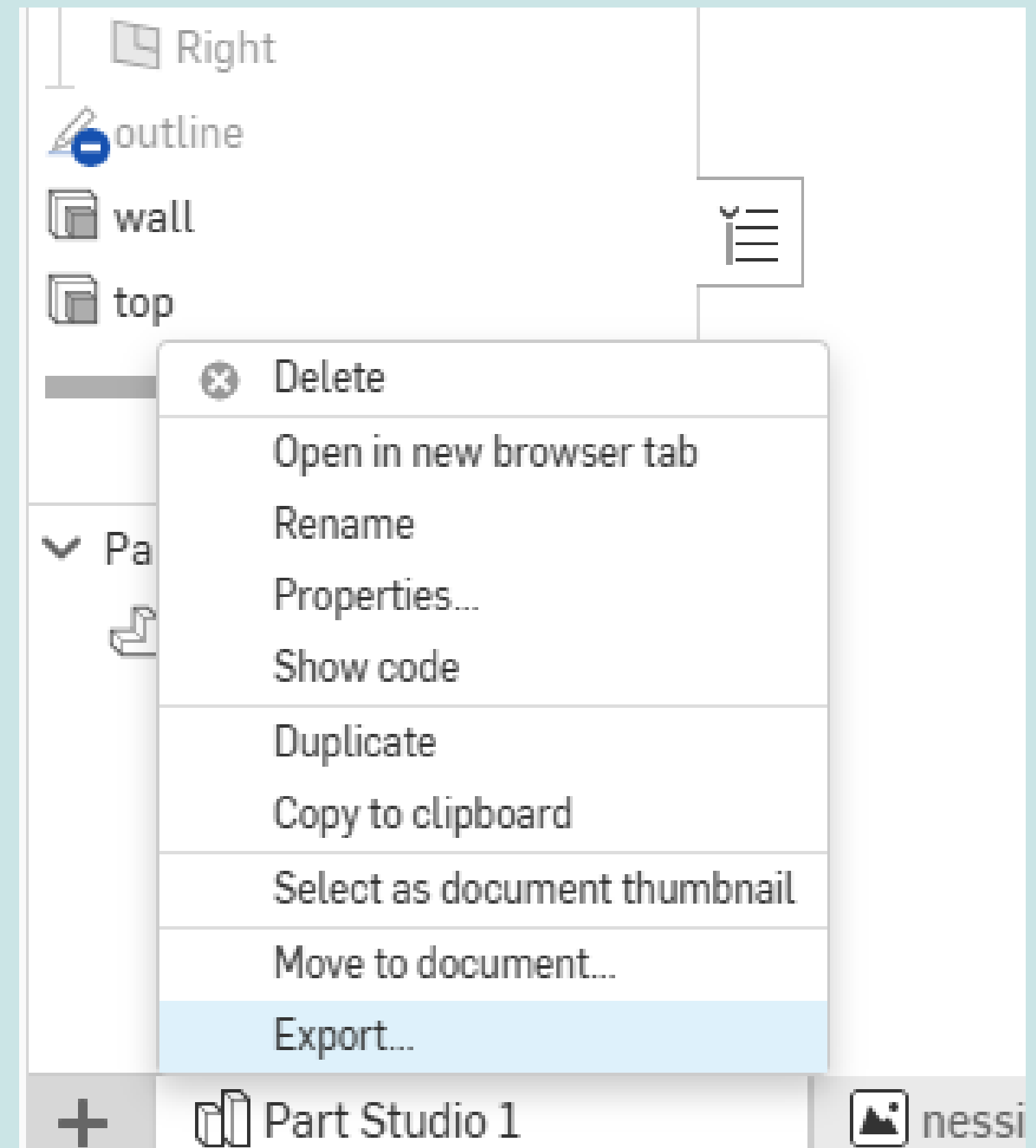
Screen Shot



- Take a screenshot of your design (like so) and save it to your computer
- You will need this for submission

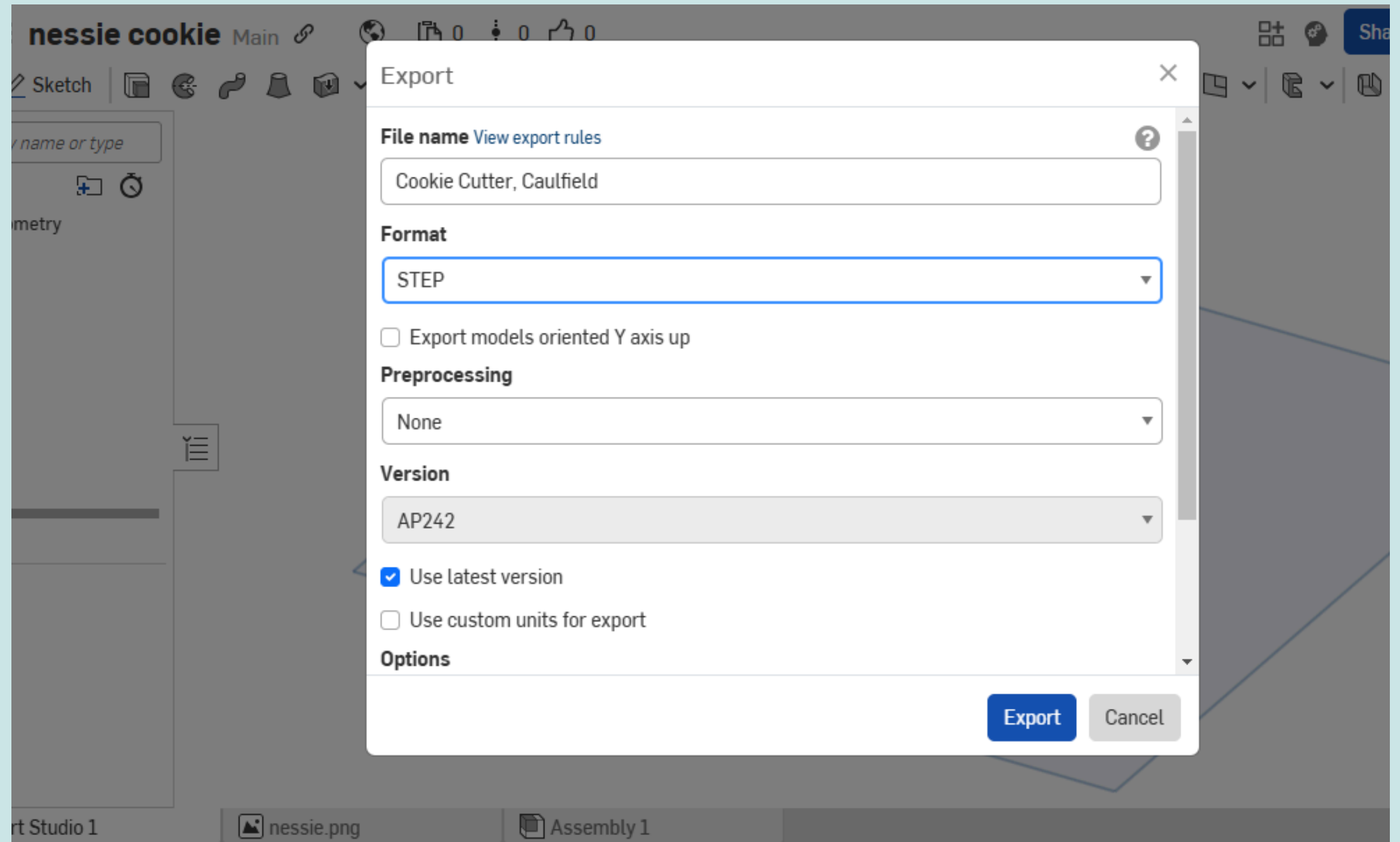
Export

- Now it's time to export it!
- Right click the “part studio” tab where you made your whole design
- Select “export”

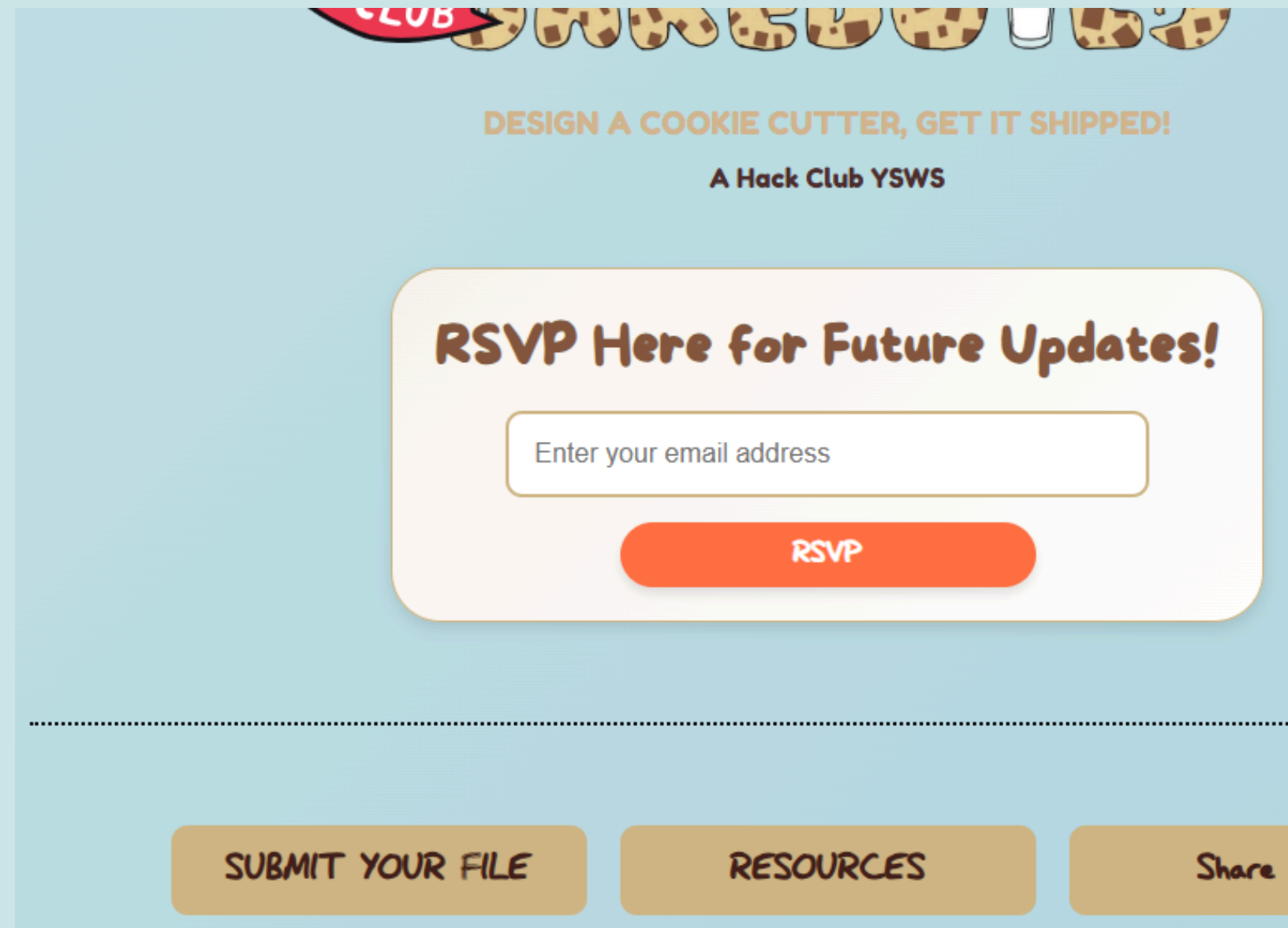


Export

- A pop up will appear
- Name your file something relevant and boring like “Cookie Cutter” again
- Select “STEP” for the format
- Click the blue export button
- You should now have a STEP file of your cookie cutter saved to your computer



Submitting



CLUB

DESIGN A COOKIE CUTTER, GET IT SHIPPED!

A Hack Club YSWS

RSVP Here for Future Updates!

Enter your email address

RSVP

SUBMIT YOUR FILE

RESOURCES

Share a

- Go to the BakeBuild website (<https://bakebuild.hackclub.com>)
- Click on the “Submit Your File” button
- Fill out the form

Bye!

Good luck with your submission, and feel free to ask any questions you may have at [#bakebuild](#) in the [hack club slack!](#)