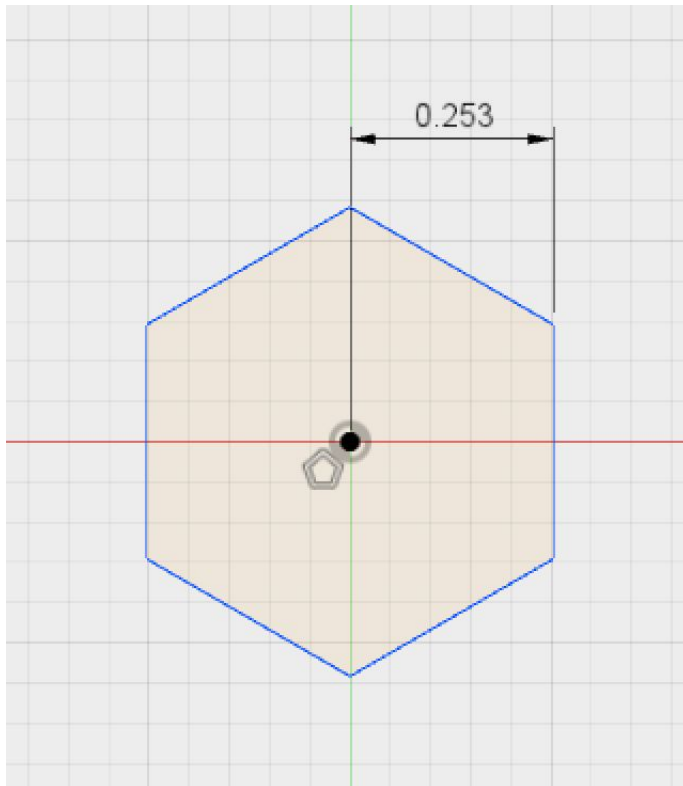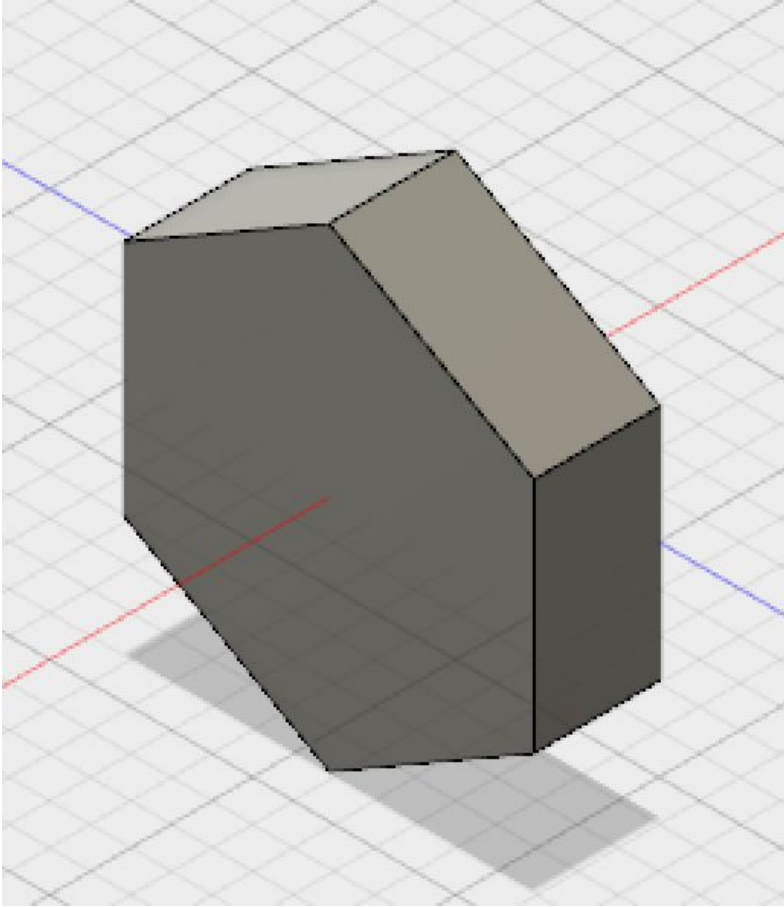# Fusion 360 Assignment 2

Creating a bolt.

1. Click on "Sketch," this should let you see 3 planes. Click on anyone of the planes.
2. Click on the "Sketch ▼," and then hover over "Polygon" and click on "Circumscribed Polygon"
3. Make a hexagon with the radius being 0.2525" (the dimensions shows it as 0.253").
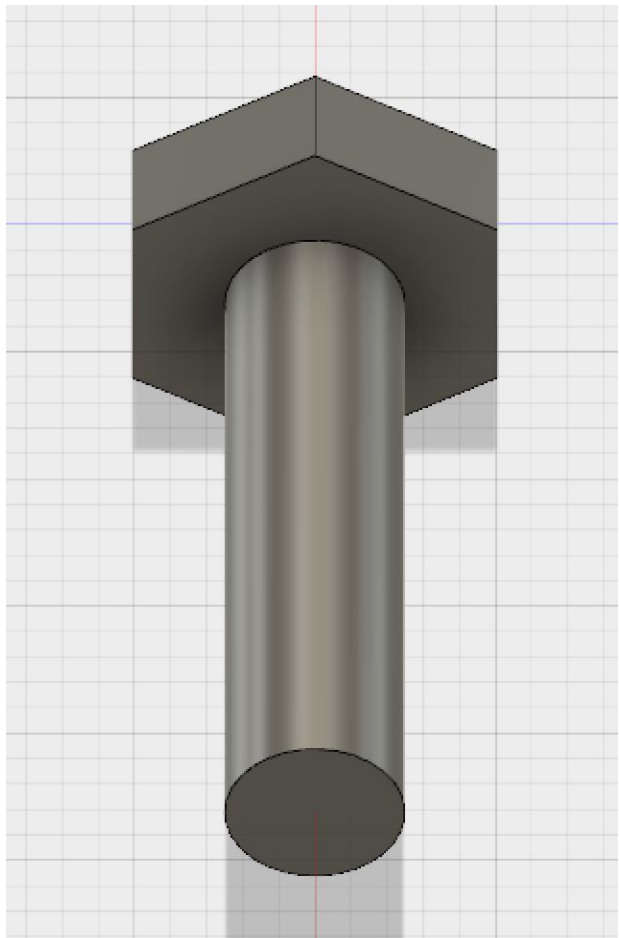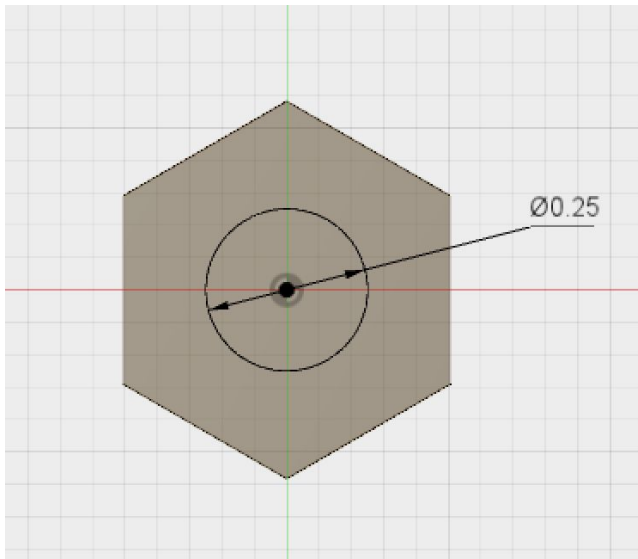
4. Extrude the hexagon by 5/32".

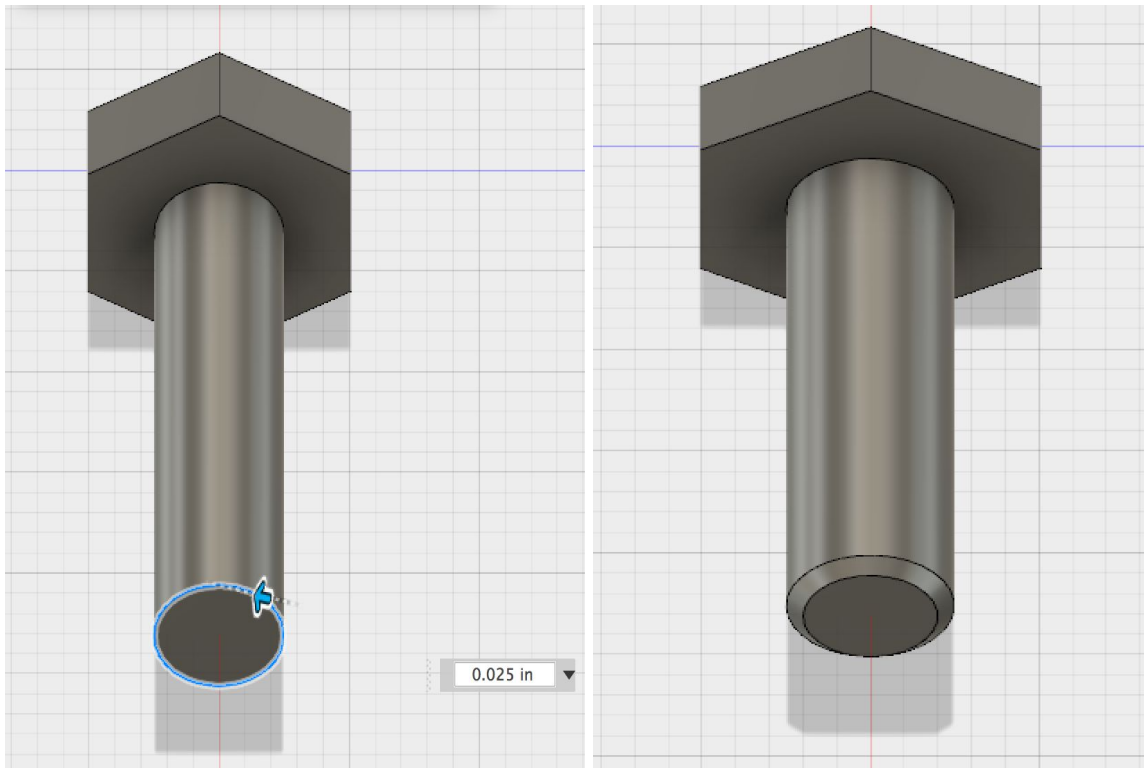5. Click on "Create Sketch" and click on the face that is shaped as a hexagon.

Select a plane or planar face
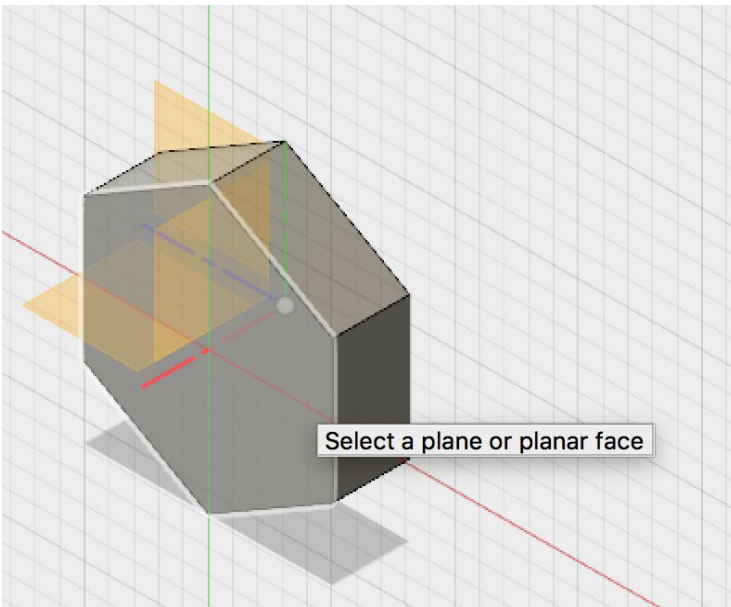
6. Go to "Sketch ▼," and the hover over "Circle" and click on "Center Diameter Circle"
7. Create a circle with a diameter of ¼".
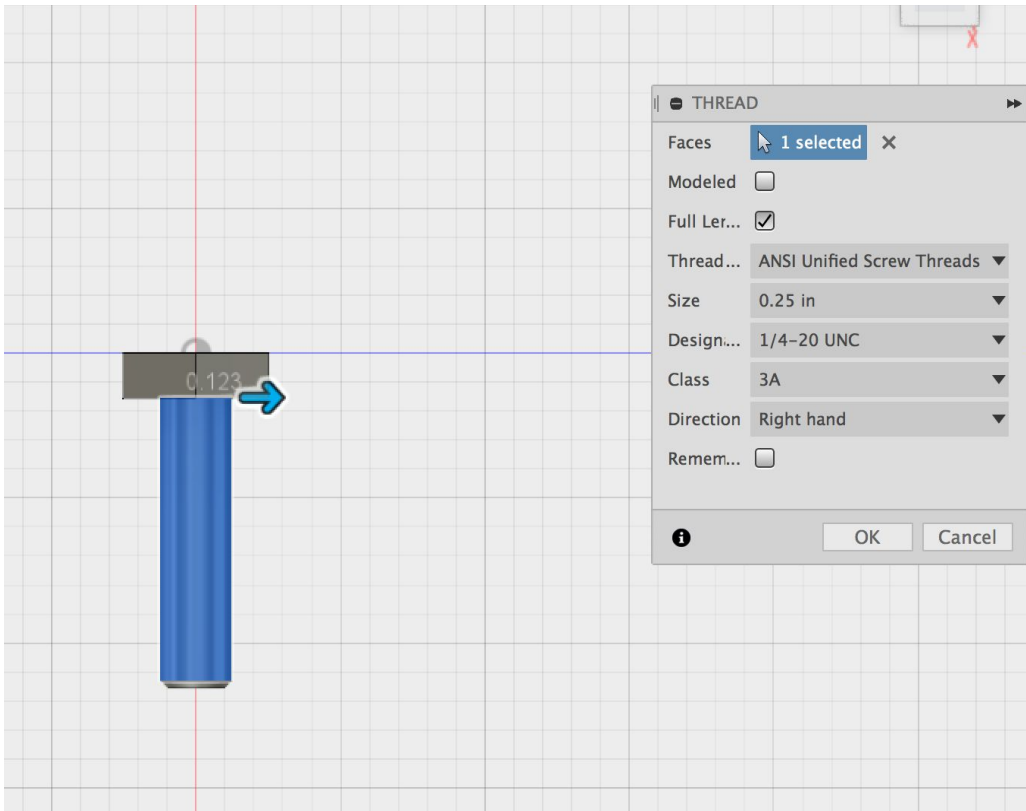

8. Extrude the circle you just created by 1".

9. Go to "Modify ▼," and click on "Chamfer."

10. Chamfer the bottom part of the bolt by 0.025".

11. Click on "Sketch ▼," and then click on "Thread"

12. Click on the cylinder shaped part of the bolt. Make sure the box on the right (labeled "Thread") has the exact same information as mine (shown below). Then, select "OK."

13. Congrats! You just made a bolt.