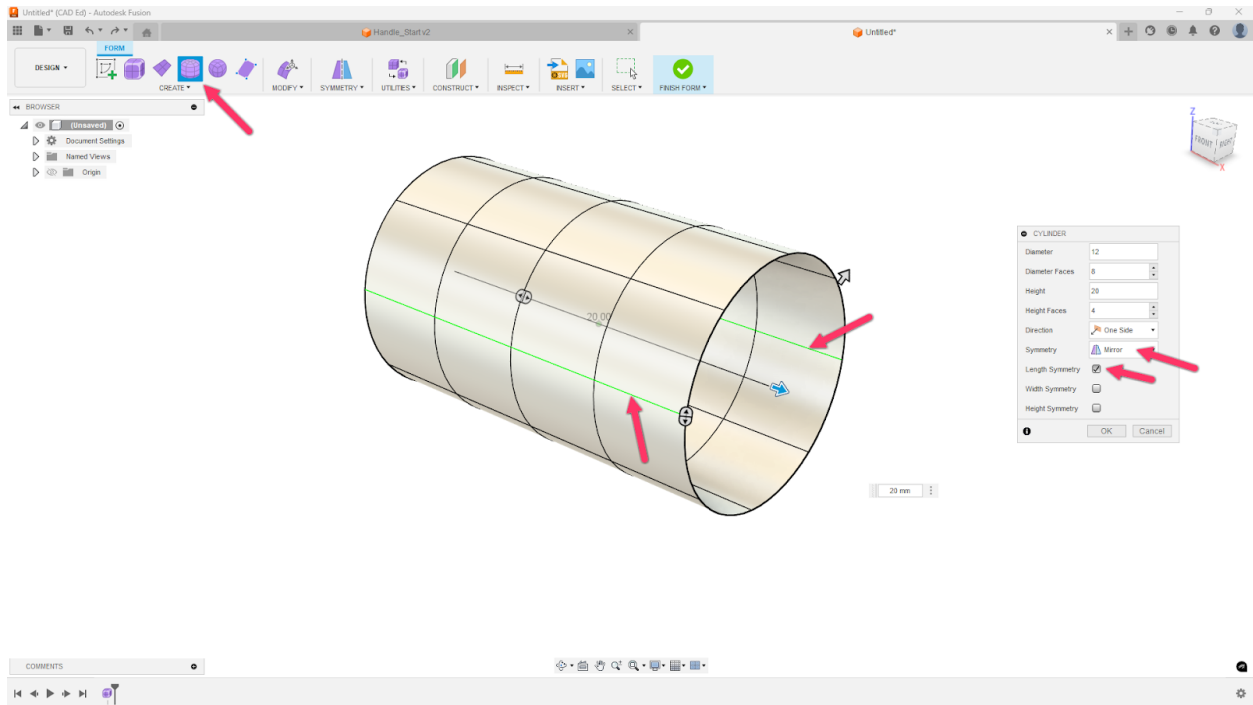


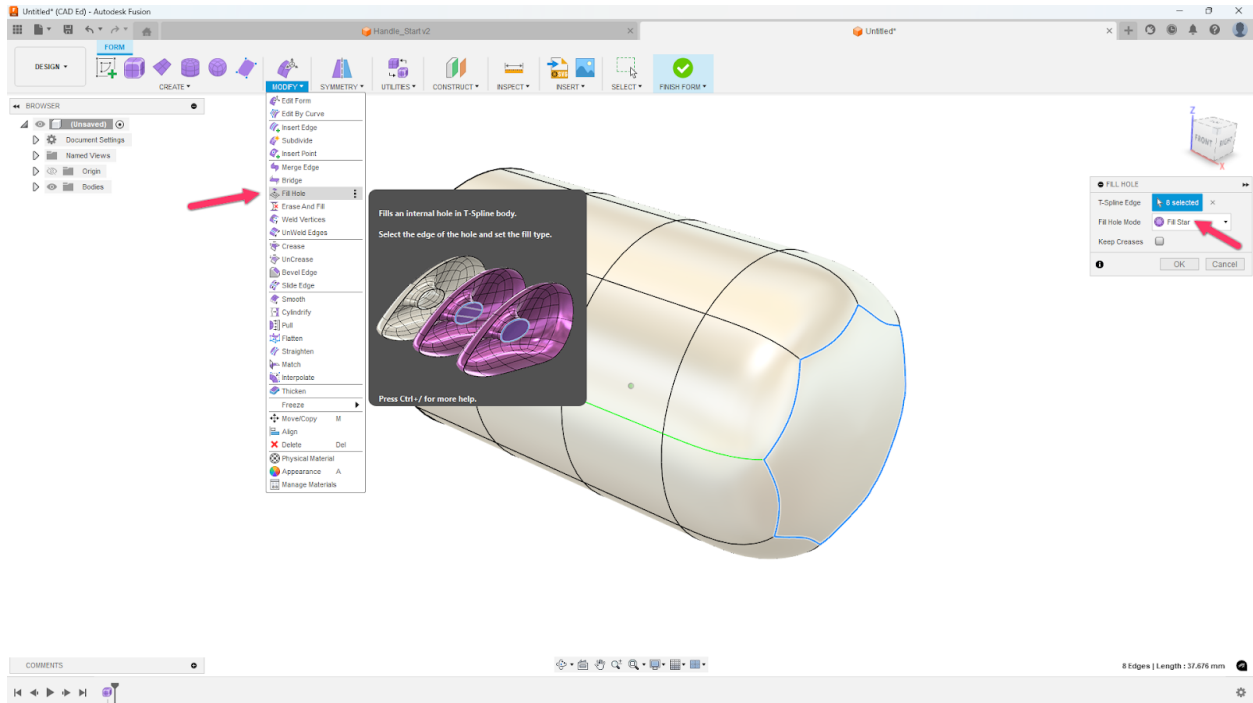
# Autodesk Fusion Getting Started tutorial series

## Video 10



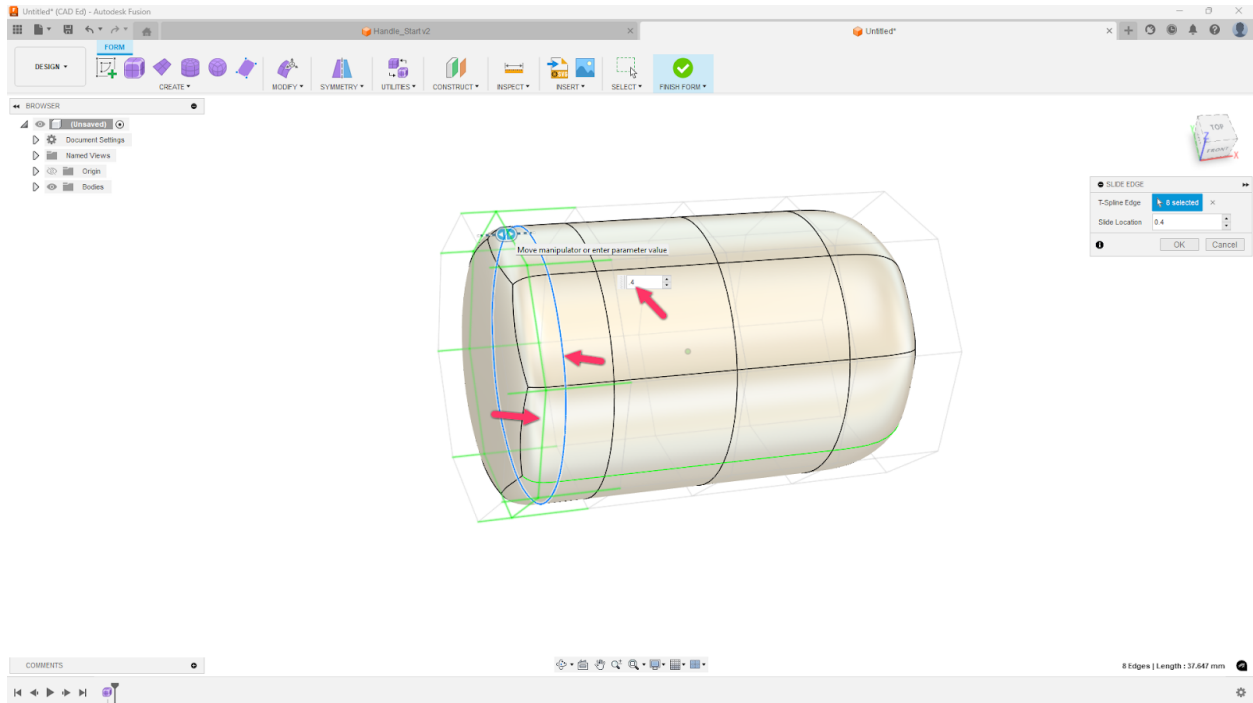
### Exhibit 1

In this exhibit, we have created a Cylinder Form with a diameter of 12 and a length of 20. We have turned on Symmetry to Mirror and activated the Length Symmetry option which creates the green symmetry lines on the model.



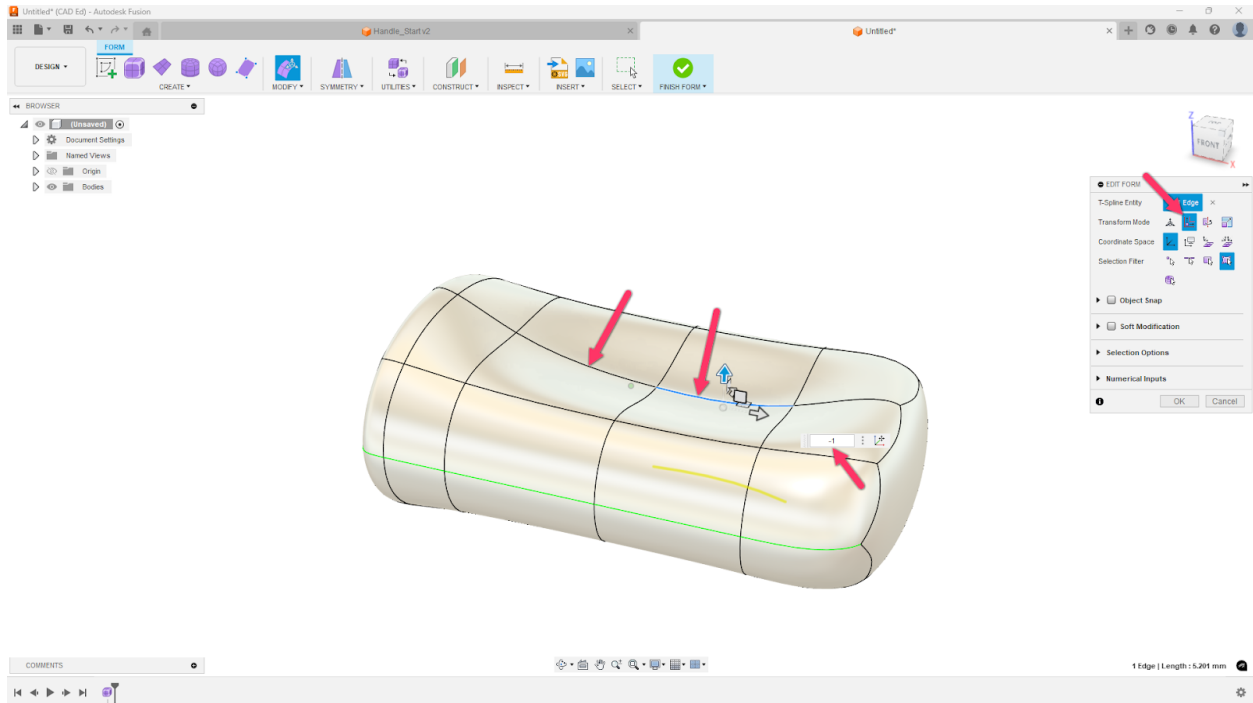
## Exhibit 2

In this exhibit, we are using the Fill Hole command after selecting the edge loop on the end of the cylinder. Change the Fill Hole Mode to Fill Star and press OK.



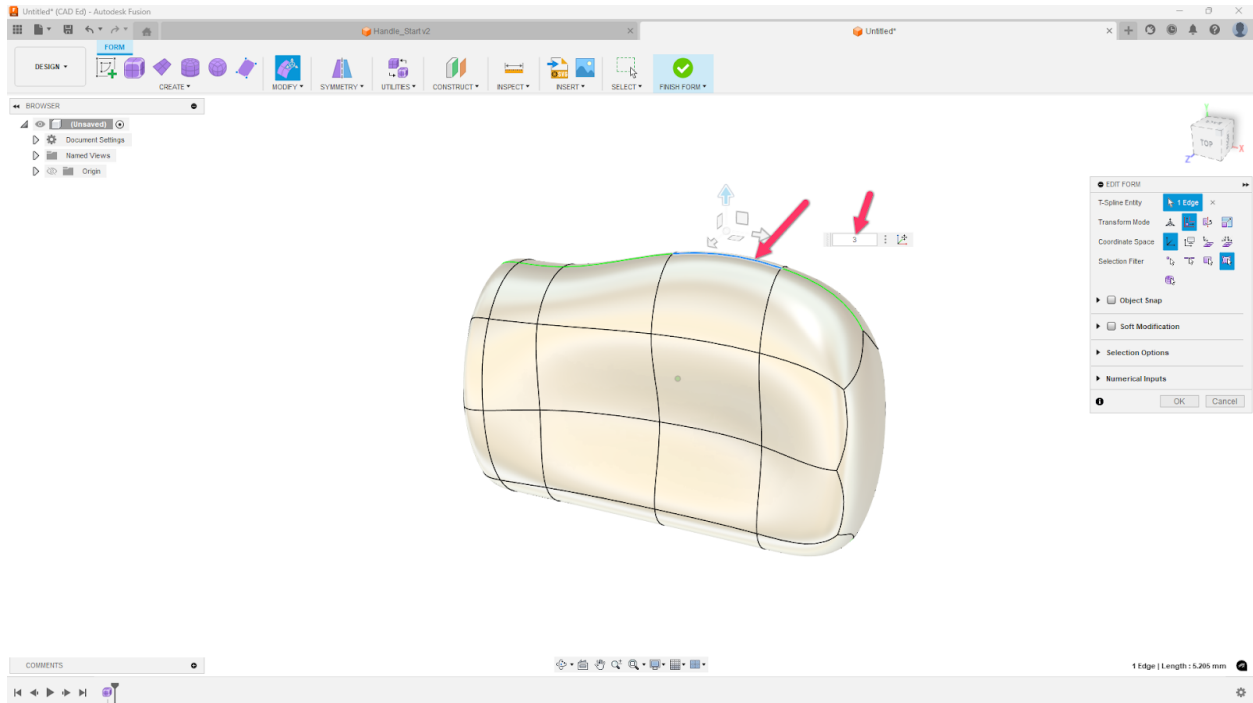
### Exhibit 3

In this exhibit, we are using the Slide Edge command to slide the edge loop to the left 0.4 or 40% from where it was. This will result in a smaller radius at the end and the back face will become even flatter.



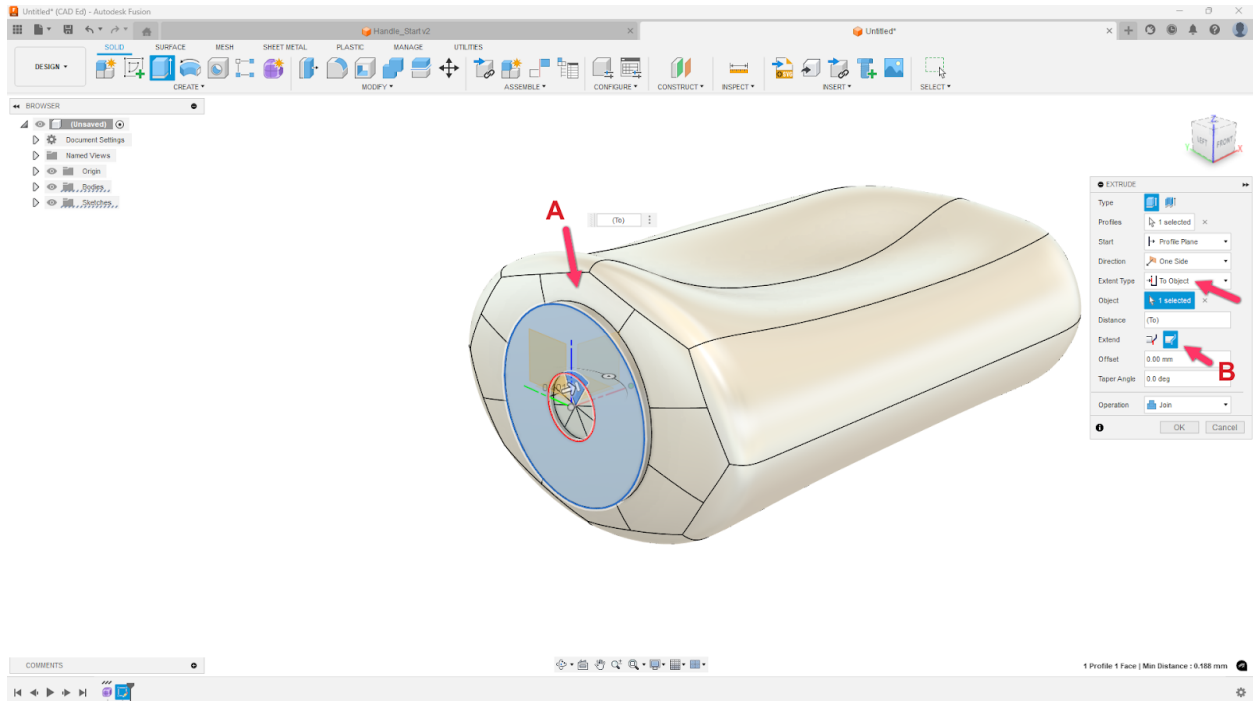
## Exhibit 4

In this exhibit, we have selected the two top edges and transformed them down 3mm. Then, select the middle-right edge and transform it down an additional 1mm.



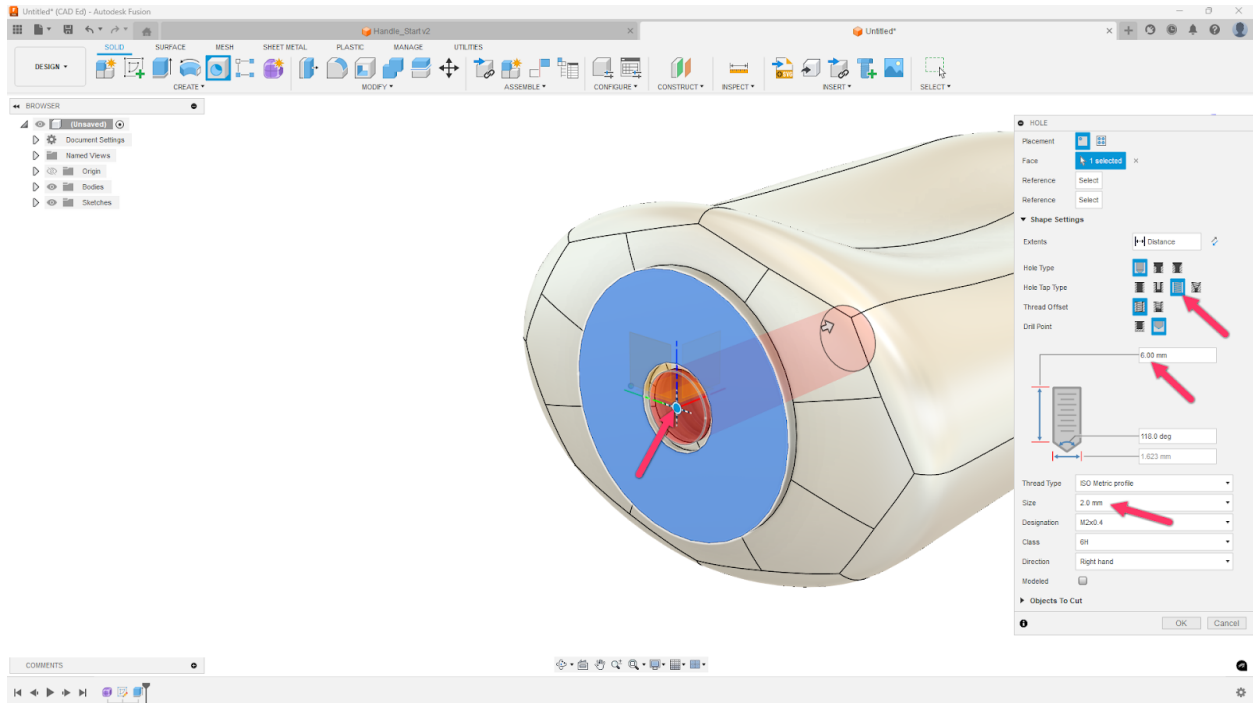
## Exhibit 5

In this exhibit, we have selected the middle-right edge on the back of the part and pulled it out 3mm. Press OK to accept the changes.



## Exhibit 6

In this exhibit, we have selected the circular profile, and then the Extrude command. In the Extrude Dialog, change the Extent Type to To Object and select the face labeled A in the exhibit. An error message will appear, so we need to change the Extend option to To Adjacent Faces (B). The preview will update correctly.



## Exhibit 7

In this exhibit, we have used the Hole command to create a Tapped hole at the center of the standoff. Drag the Blue dot of the preview down to the white dot in the center of the standoff to position it in the center. Change the Hole Tap Type to Tapped. Set the Sixe to 2mm and the depth to 6mm and press OK.