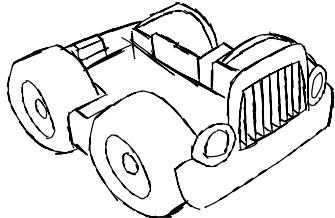


*All dims in inches

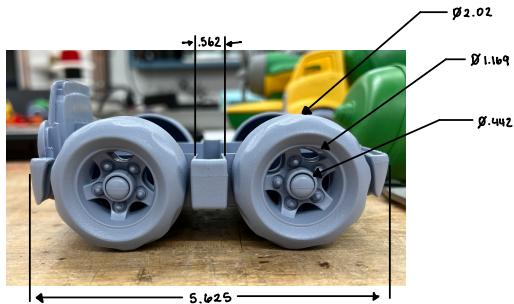
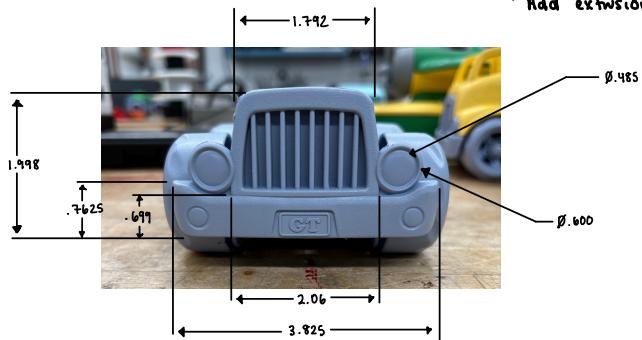
Toy: Green and yellow concrete mixer truck



Steps

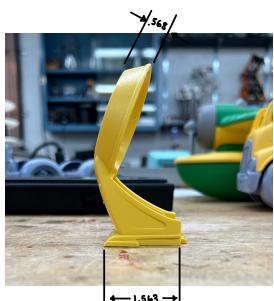
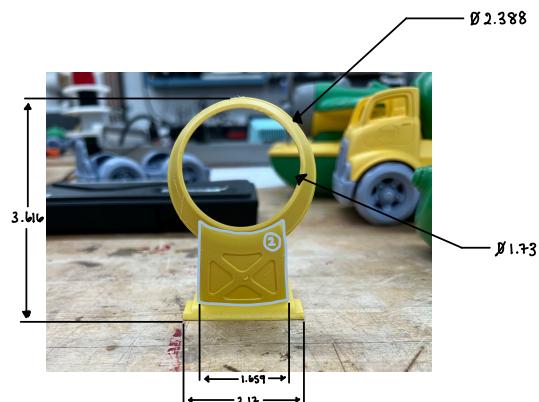
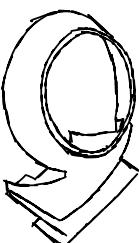
(For base construction)

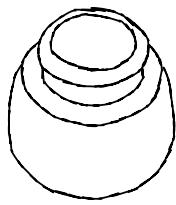
- Outline two rectangles such that they are offset by .11 in (on top plane)
- Create an extruded boss/base to create twin base shell
- On front plane, sketch the front bumper (rectangle then add the curved edges on top corners), the headlights (two circles), and outside of the grill
- Extrude boss/base the above features
- Add smaller features like the grill by doing multiple extensions of rectangles
- Add extensions/slots to accommodate for other components during assembly
 - Assume bottom is flat
 - CAD wheel separately and add 4x in assembly



Steps

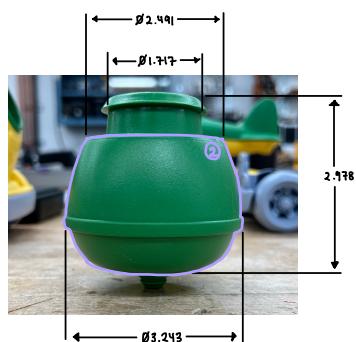
- On front plane, sketch profile for the circular holding and revolve (this is done b/c the base has a greater diameter than the top)
- On right plane, sketch portion ② (consists of one horizontal line and two curves), then do extruded boss/base w/ depth dimensioned
- Then on top plane, sketch and extrude the base/bottom of the structure (assume it is just a rectangle)
- Add needed tabs/etc. to assist w/ assembly

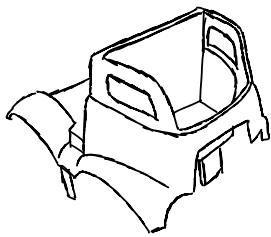




Steps

- sketch profile of ② on front plane then do revolved boss/base (note: should be shell)
- On top plane, sketch two circles and extrude boss/base to create cylinder w/ "tun hole" (can fillet top edge of cylinder)
- Add bottom detail to assist w/ assembly





Steps

- On right plane, sketch a rough outline of the bottom of the part
- Do extrude boss/base w/ depth measured (3.793 in)
- On front plane, sketch the upper portion of the truck and extrude boss/base
- On top plane, sketch the components of the back of the frame which holds the mixer
 - Finish sketching outline of these components in right plane (to add curved profile) and extrude boss/base
- Add details on bottom which assist w/ assembly

