

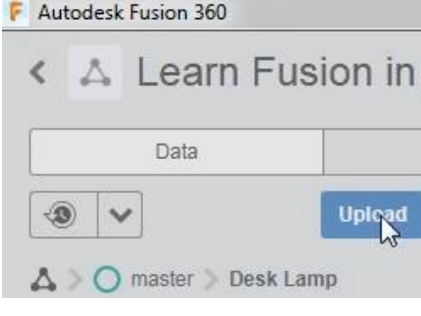

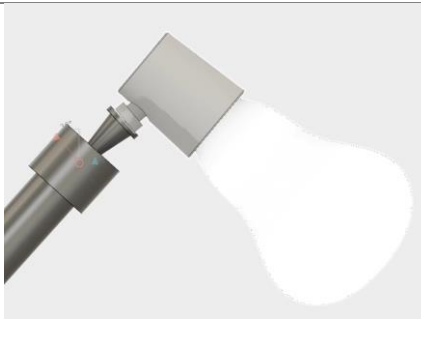
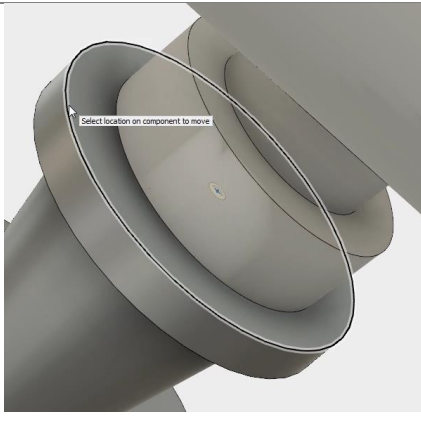
Lesson: Insert and place a light bulb

In this lesson, you will insert a light bulb and fix it into place inside the lamp.

Learning Objectives:

- Insert a component.
- Apply a rigid joint.
- Update a distributed design.

Step 1: Insert the light bulb.

<p>1. Carry on with the file from the previous example. Expand the Data Panel to upload a file; navigate to the data set provided with the course and select the A19 Light Bulb and Socket file then click Open. Make sure the file is being placed into the Desk Lamp location then press Upload.</p>	
<p>2. Make sure the file is being placed into the Desk Lamp location then press Upload.</p>	
<p>3. Drag the A19 Light Bulb and Socket file from the Data Panel onto the Canvas. Temporarily hide the Lamp Shade. Move the light bulb into roughly the correct location making sure to twist the light bulb socket in line with the Ball Joint. Click OK.</p>	
<p>4. Select Assemble > Joint to display the properties panel and Change the Motion Type to Rigid. Select the front edge of the Ball Joint and the back edge of the light socket as the two components. These two components become concentric and rigid. Click OK. Manipulate the light bulb to see how it interacts with the rest of the lamp.</p>	

5. Use the Browser to show the Lamp Shade. Select Assemble> Rigid Group to group the Lamp Shade with the A19 Light Bulb and Socket. Manipulate the Lamp Shade to see how it interacts with the rest of the lamp. Save the file.

