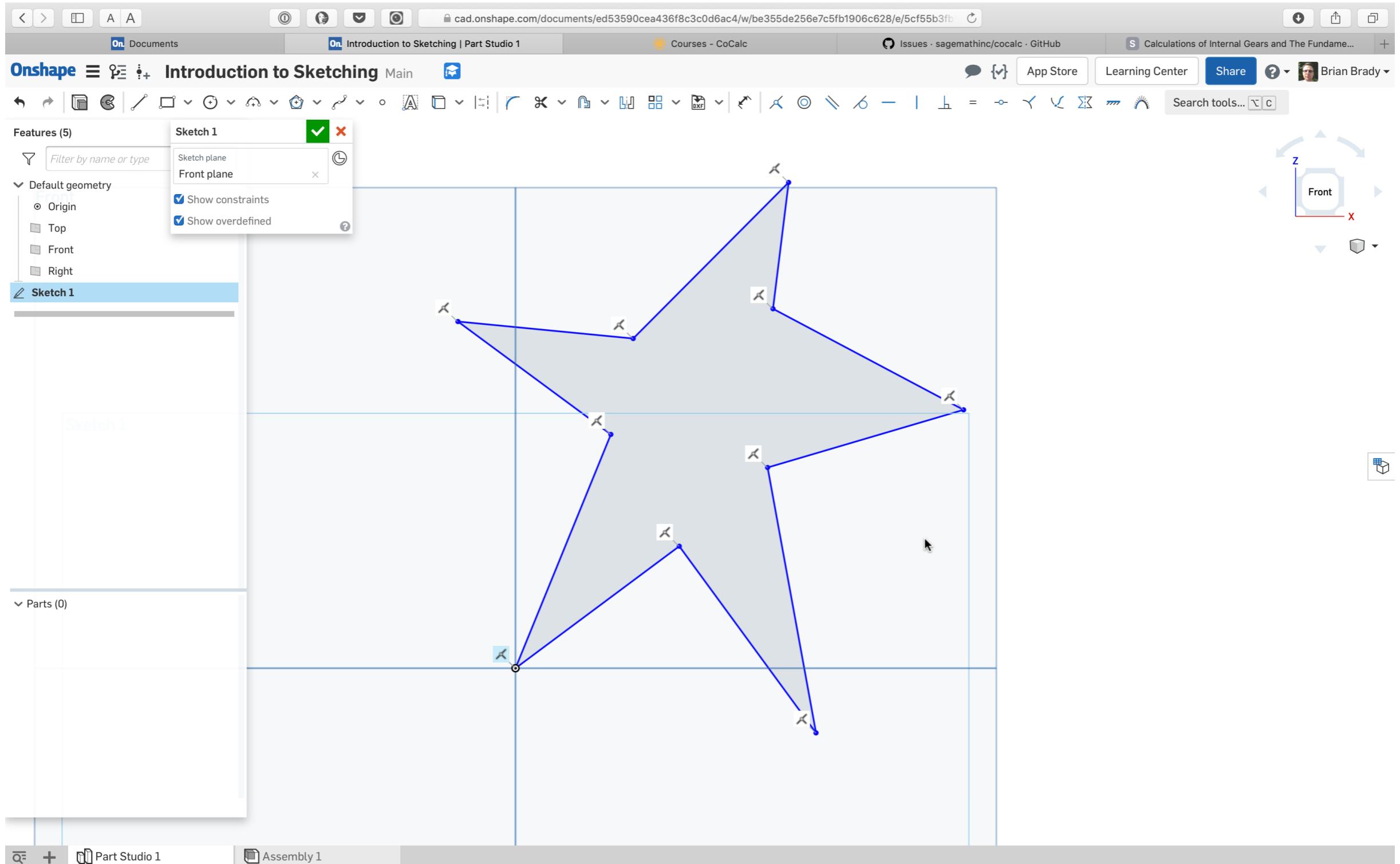
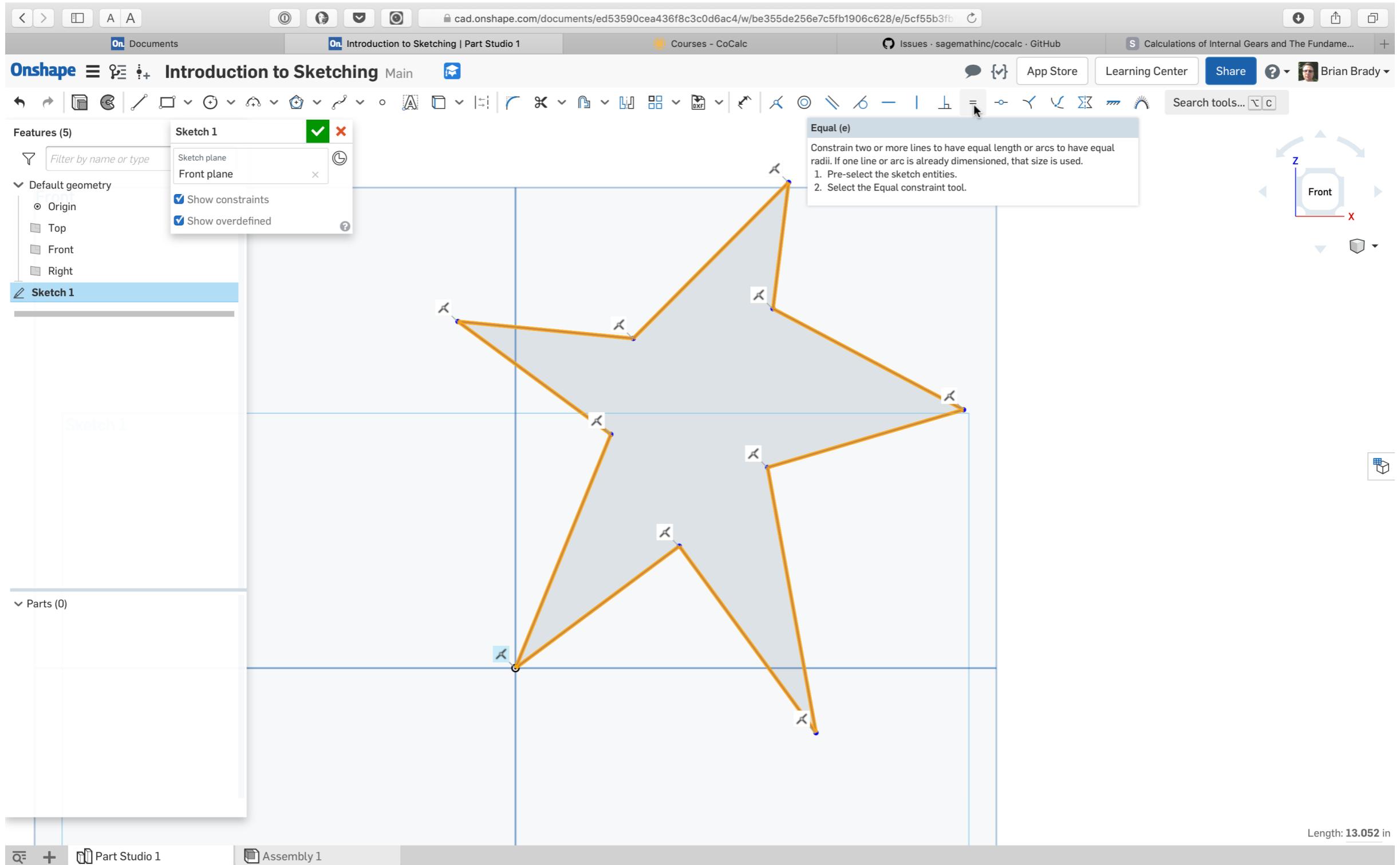


M1 Basic Sketching

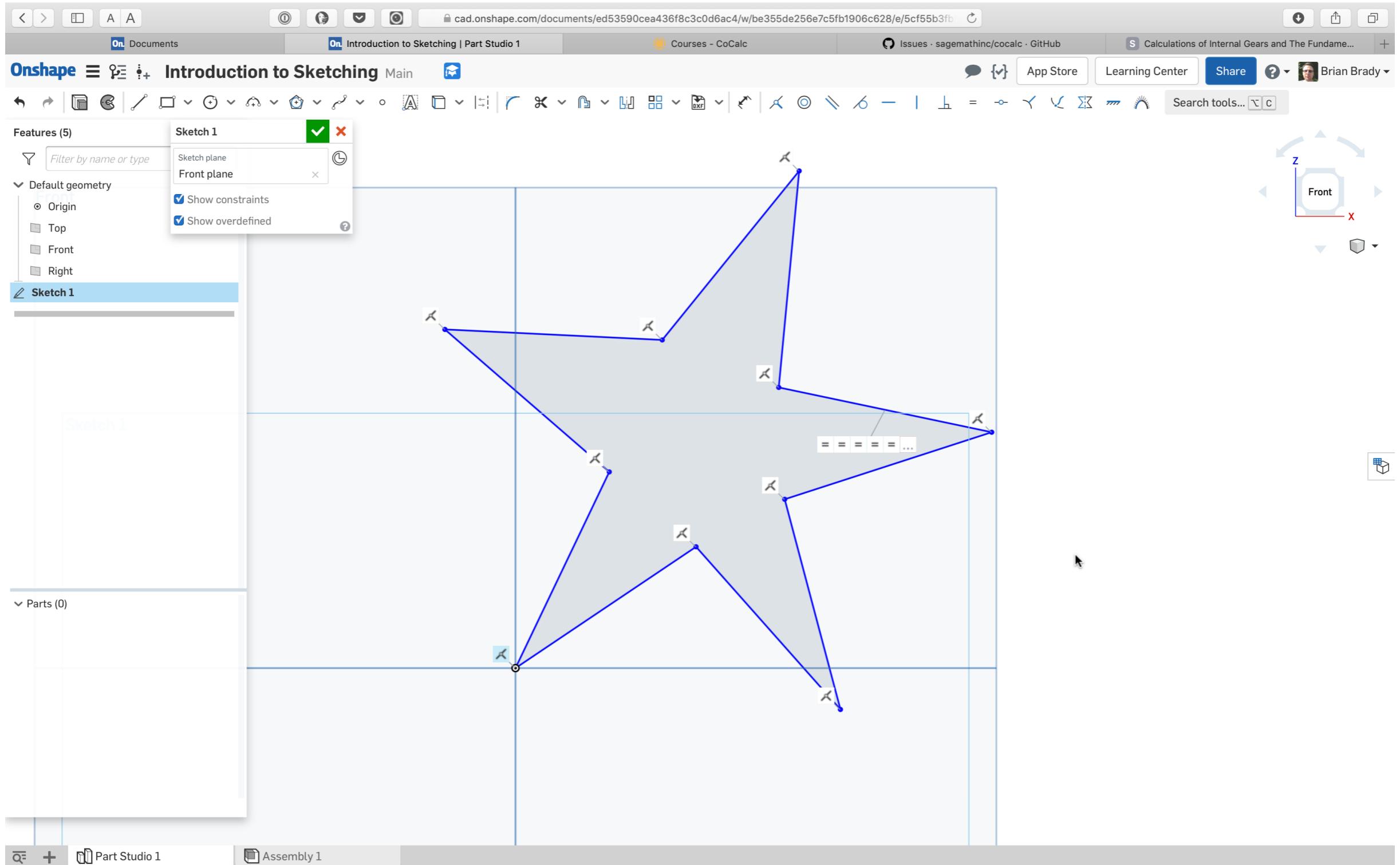
Creating 4 Simple Sketches



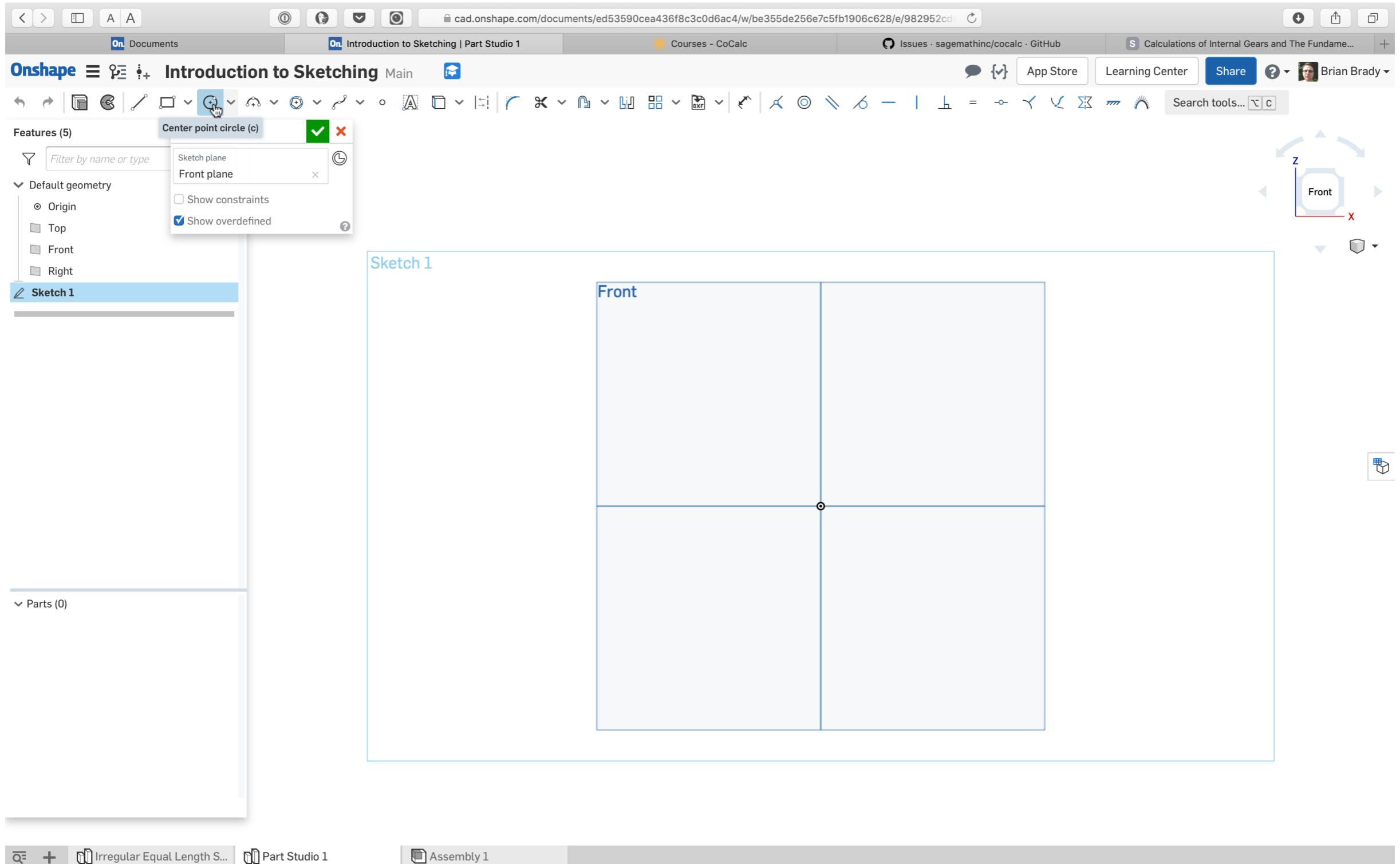
Irregular Star: Step 1 - draw lines to create a star, make sure there are no constraints except coincident



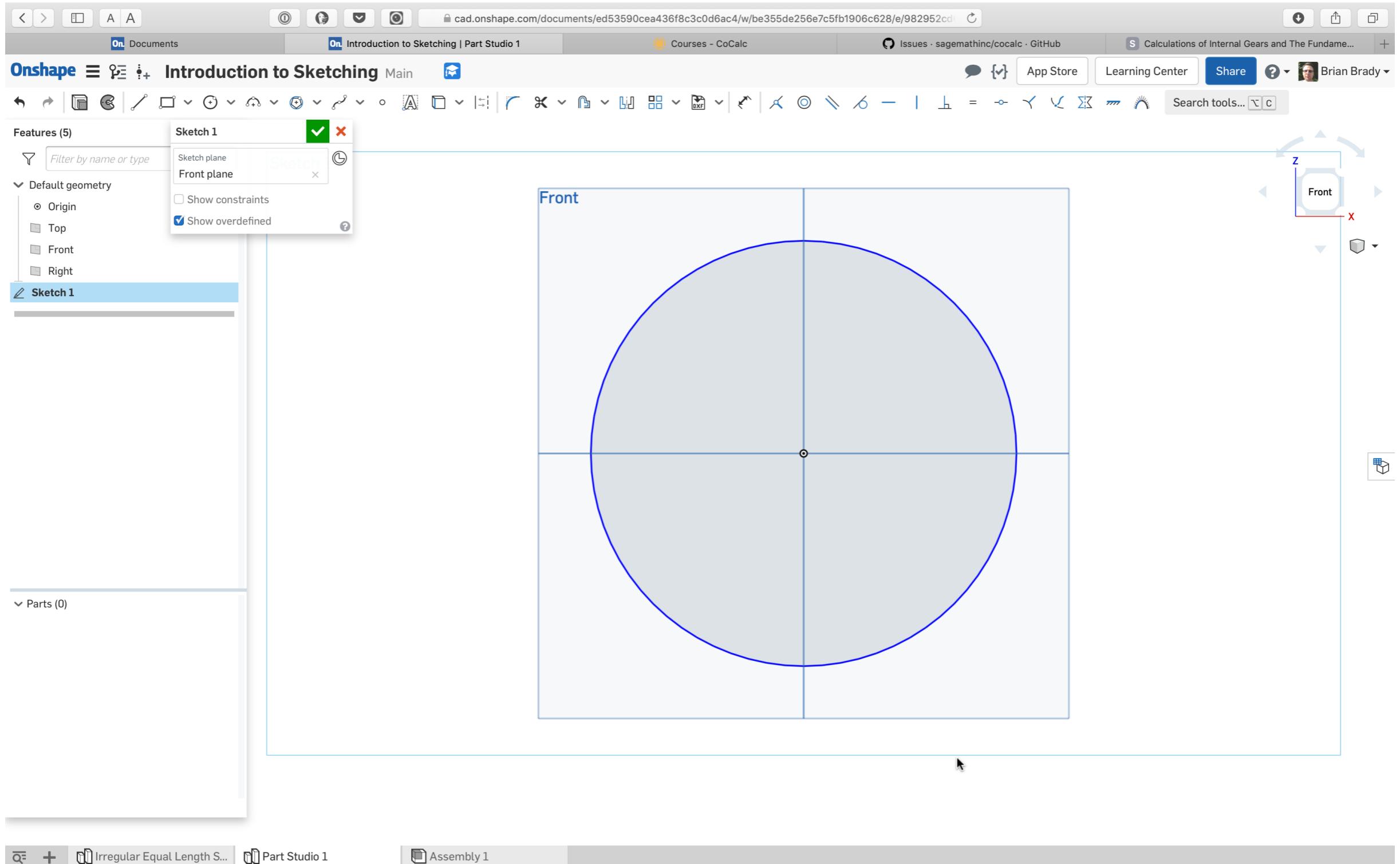
Irregular Star: Step 2 - select all lines then click on the equal constraint



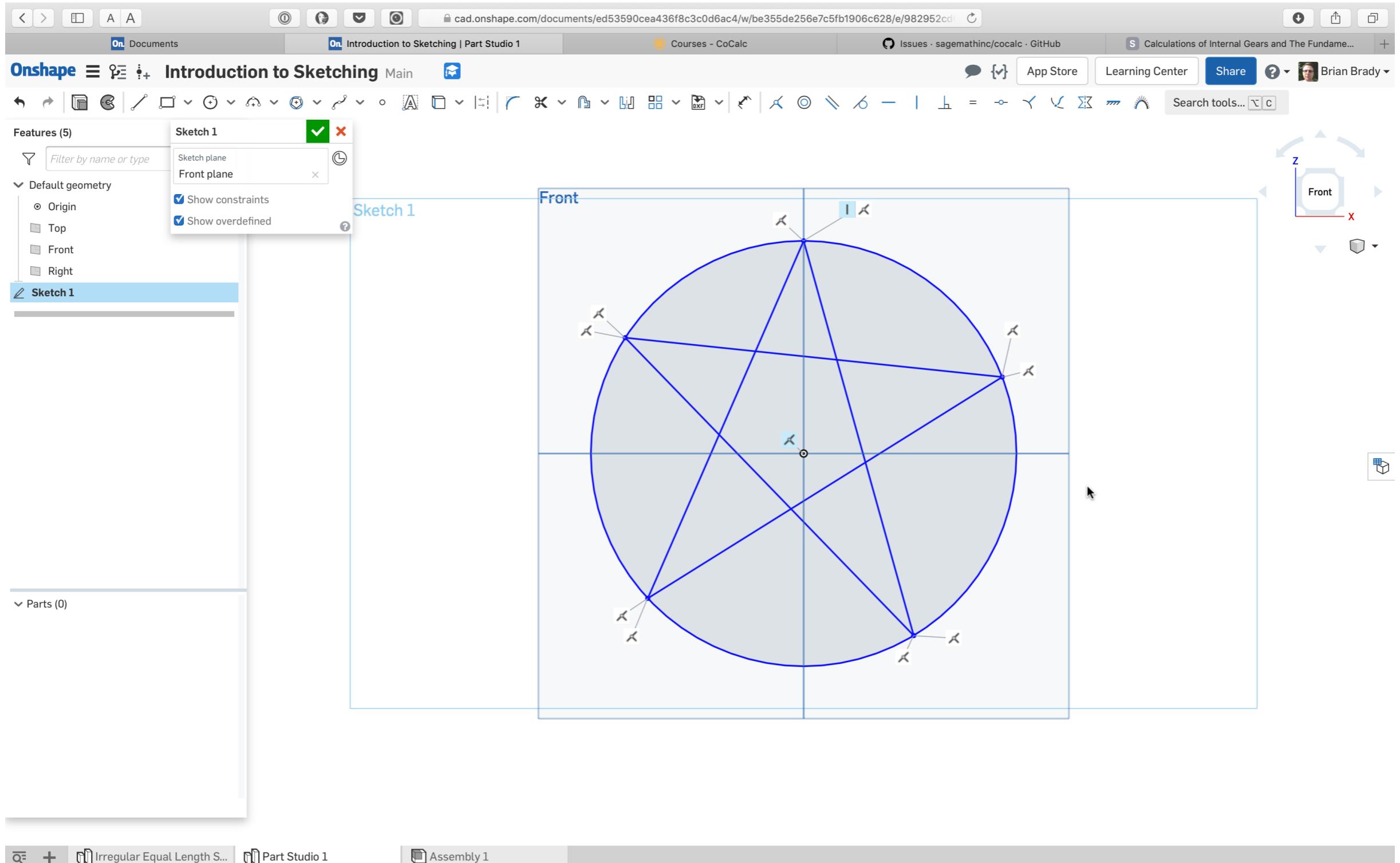
Irregular Star with all sides equal but no other constraints



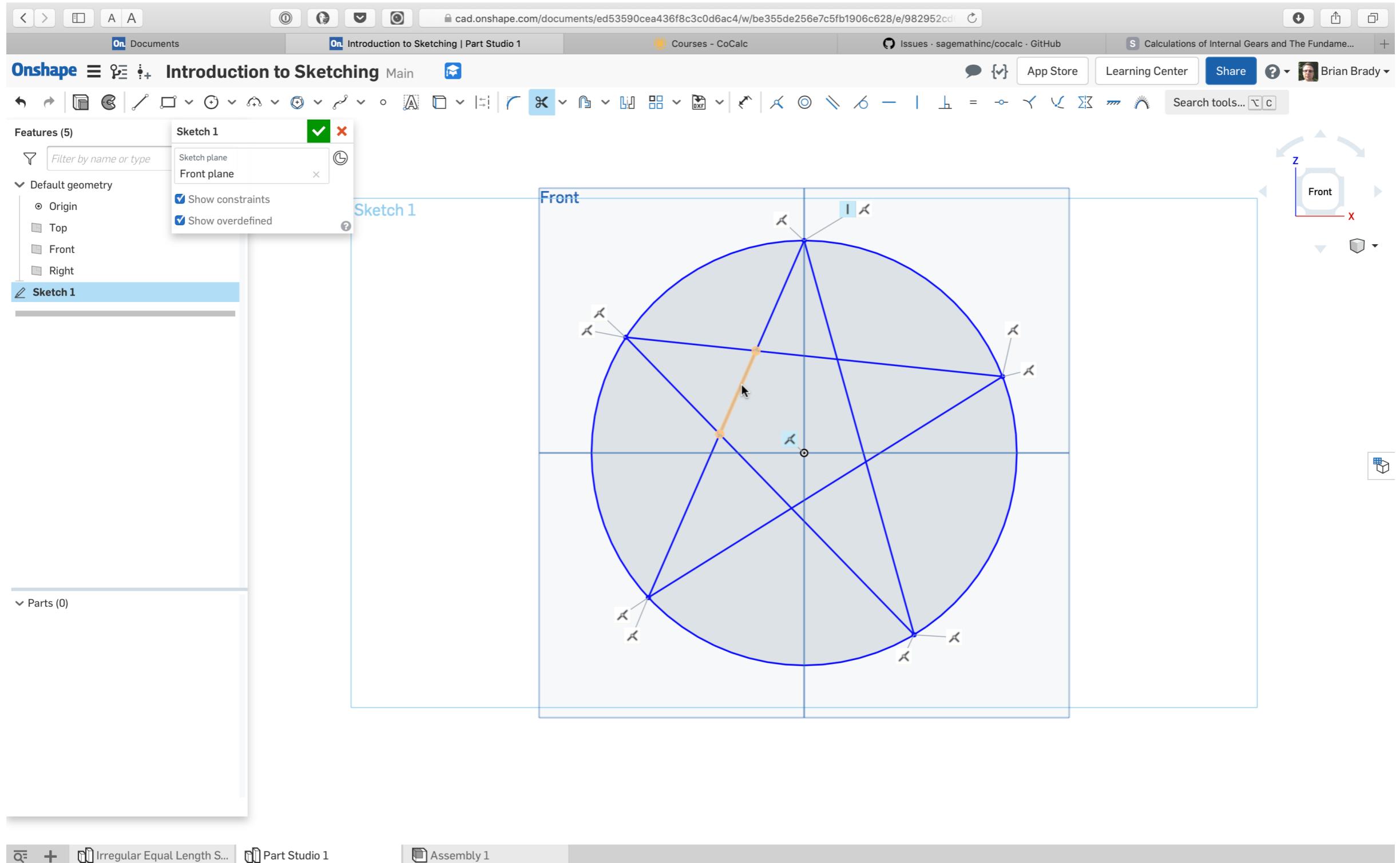
Regular Star: Step 1 - create a circle on the front plane



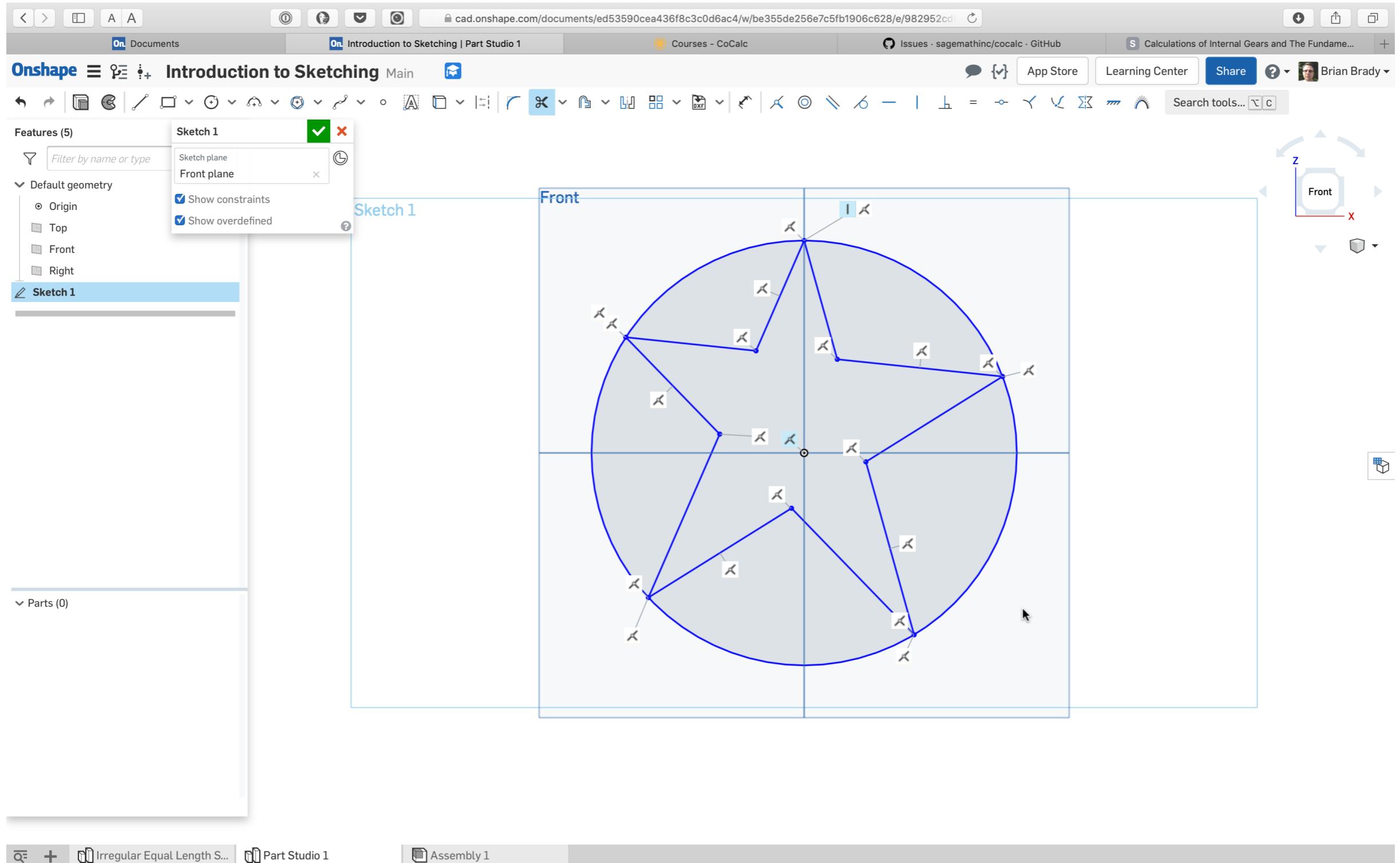
Regular Star: Step 1 - create a circle on the front plane



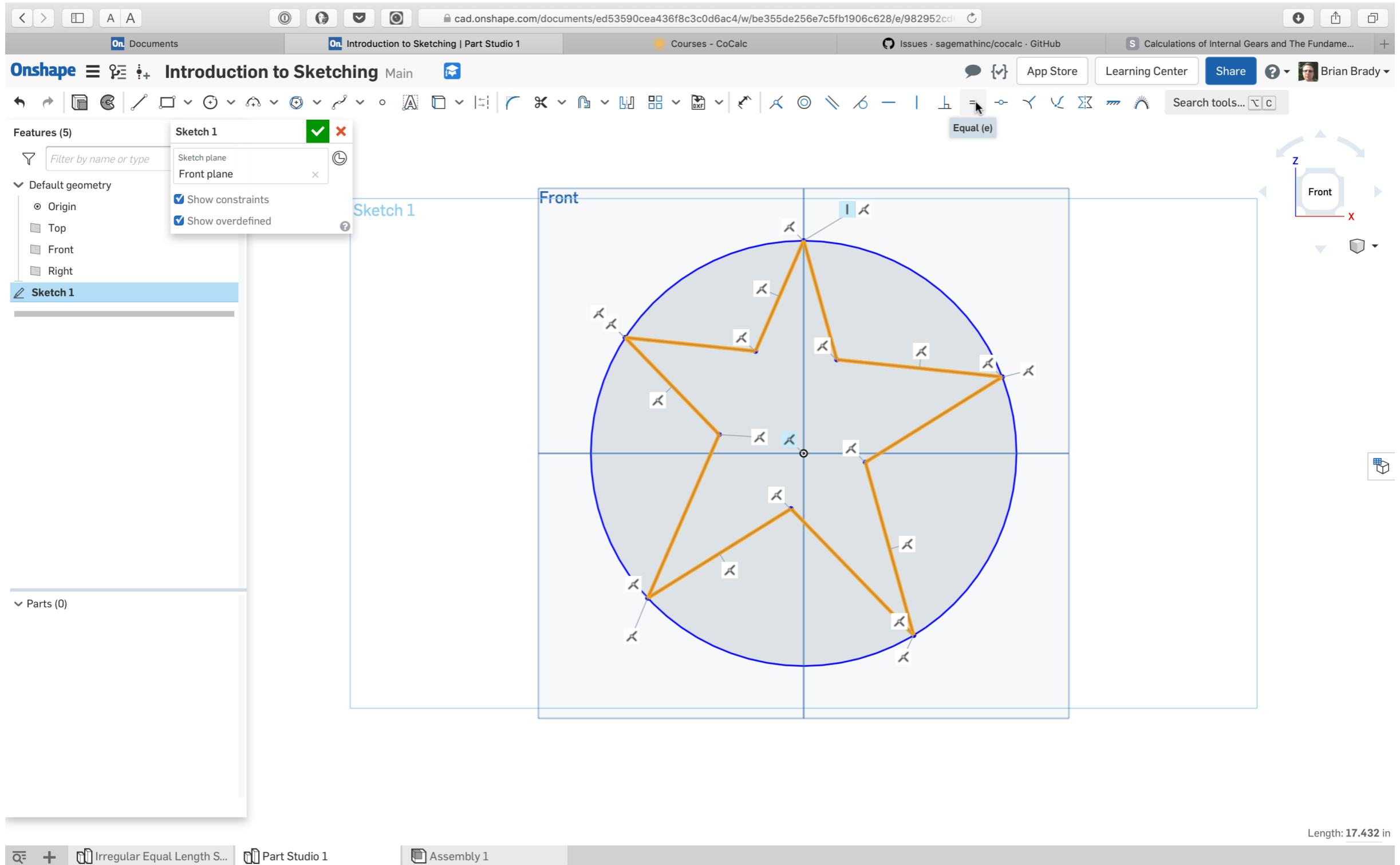
Regular Star: Step 2 - draw lines whose end points are coincident with circle but no other constraints



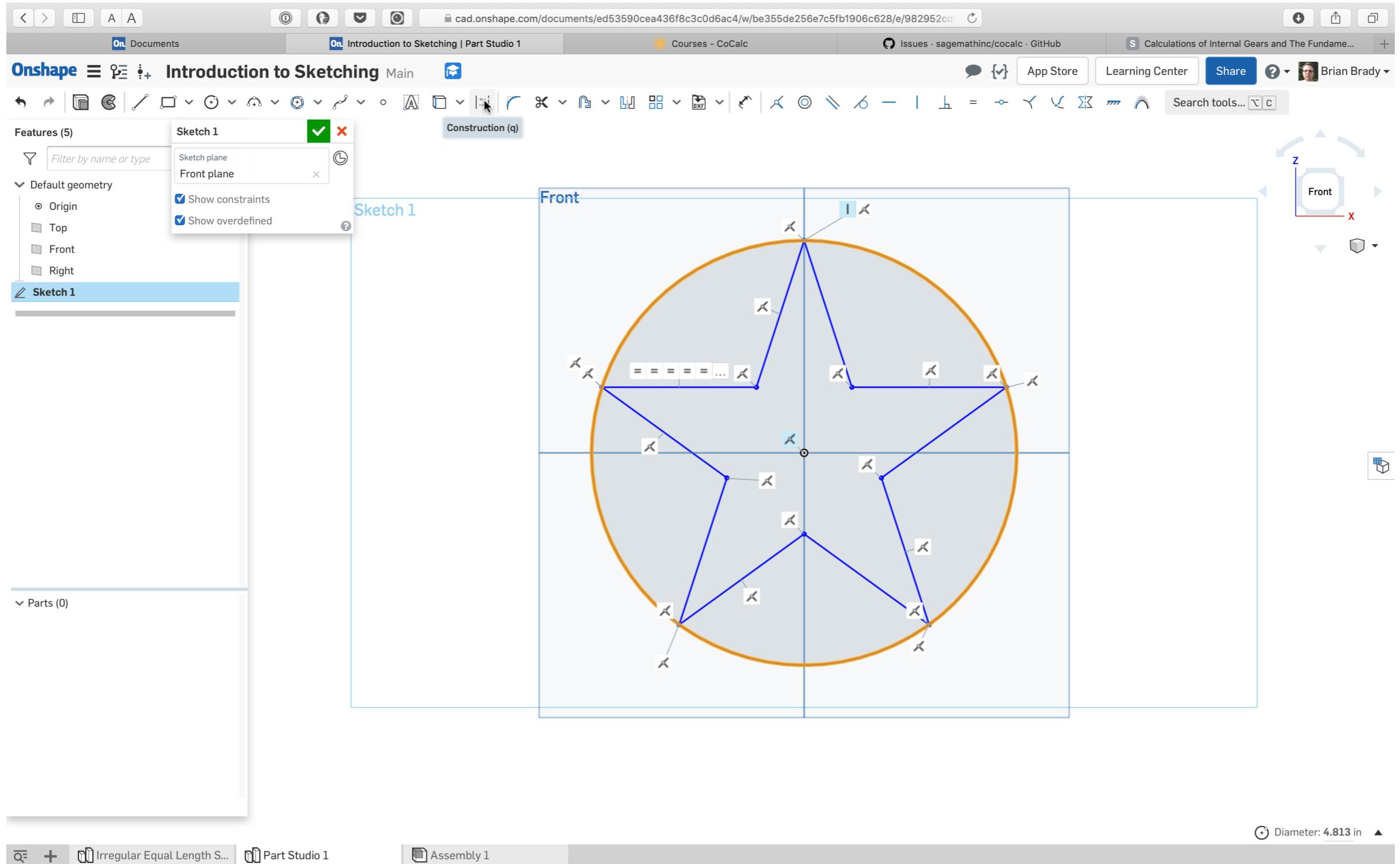
Regular Star: Step 3 - trim lines



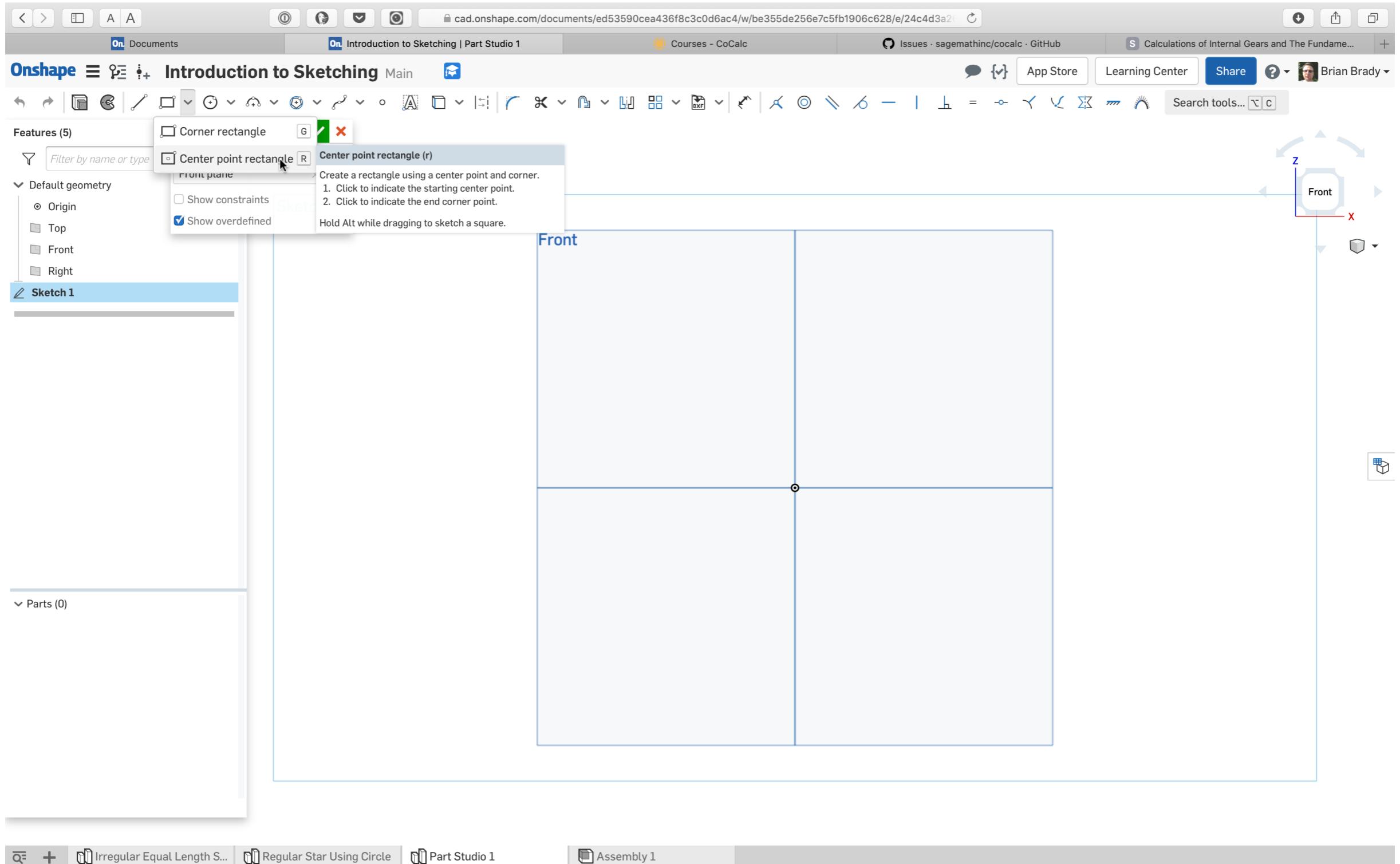
Regular Star: Step 3 - trim lines



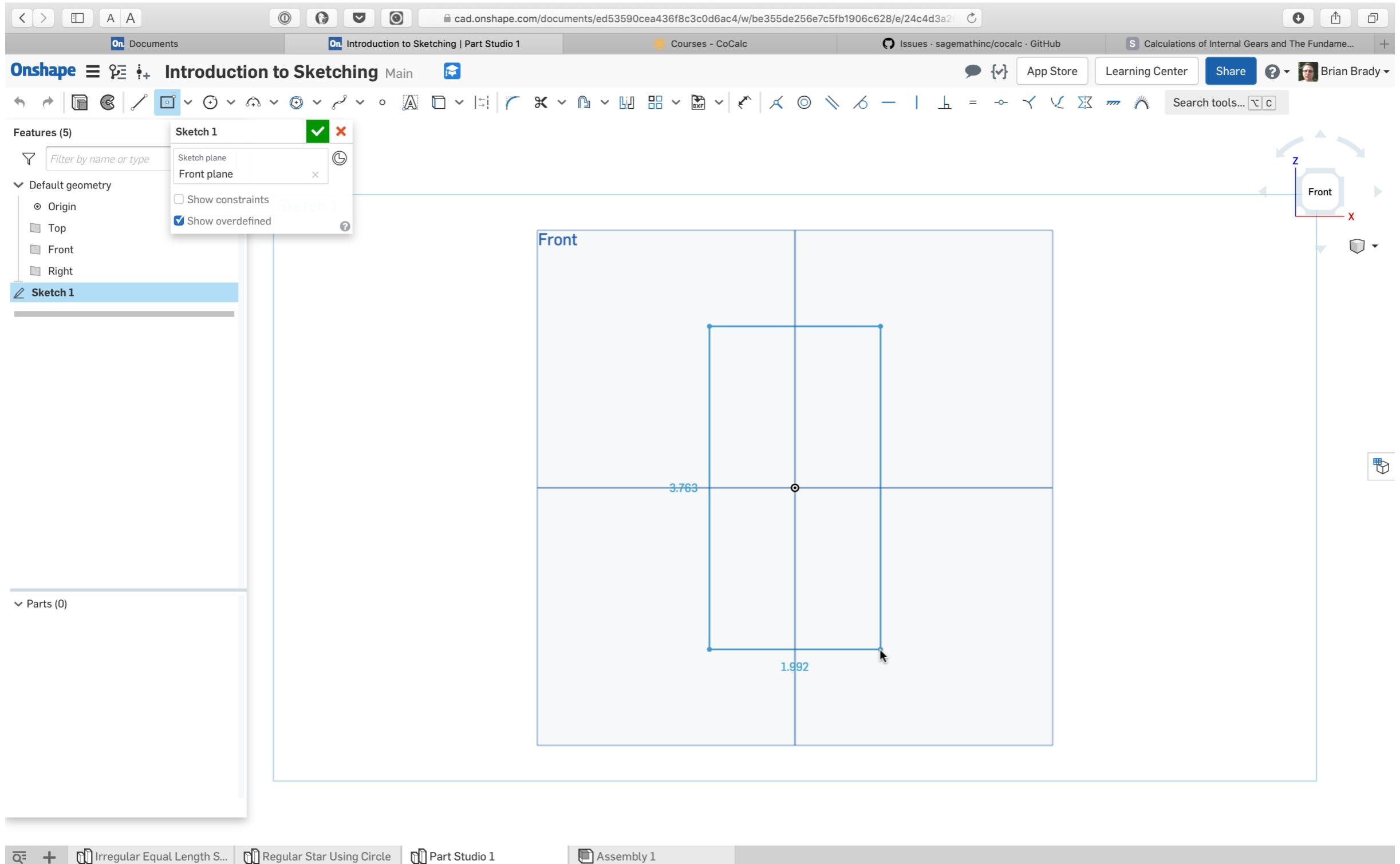
Regular Star: Step 4 - use the equal constraint to make all line segments the same size (select lines first)



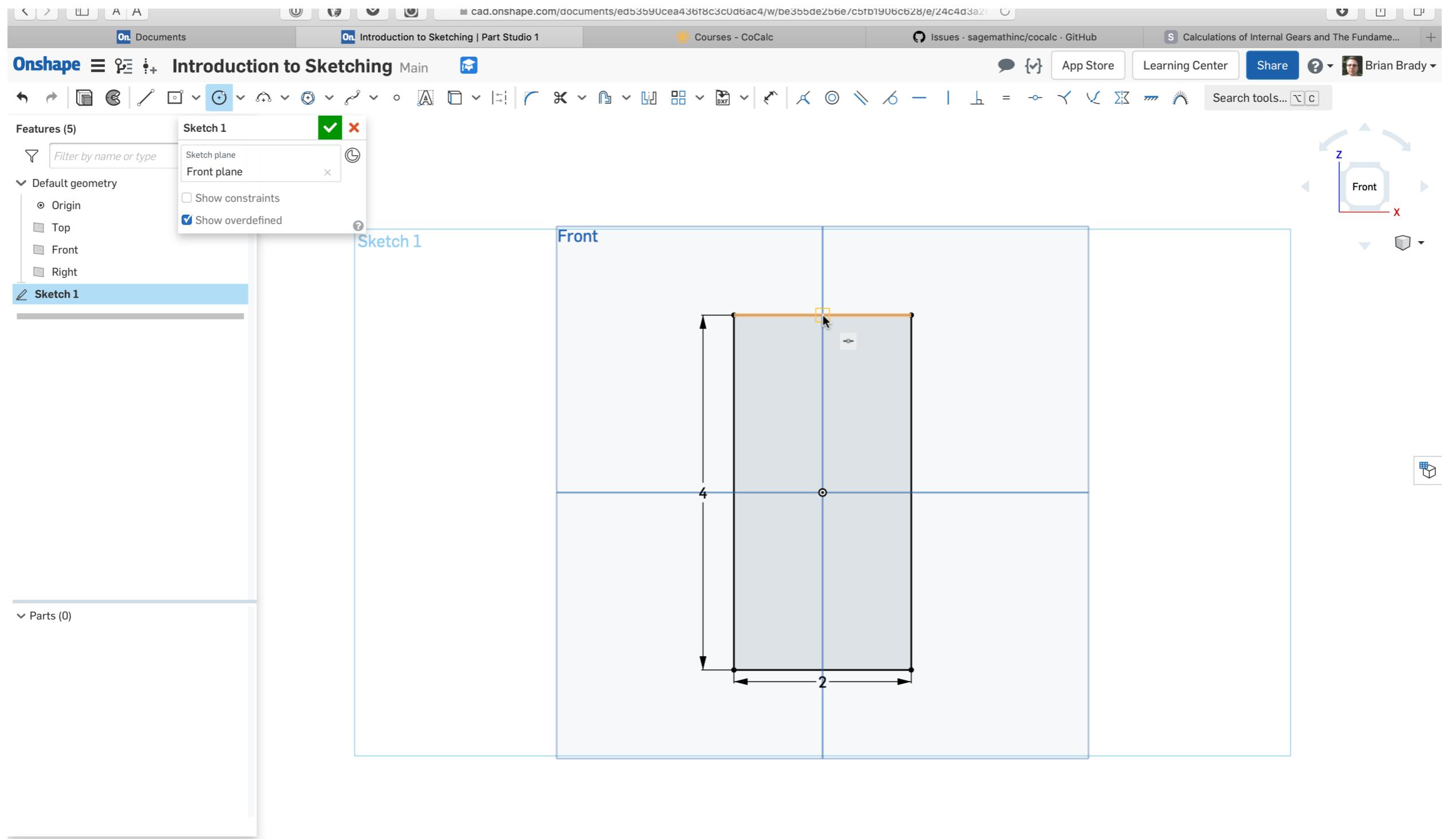
Regular Star: Step 5 - convert the circle to a construction line



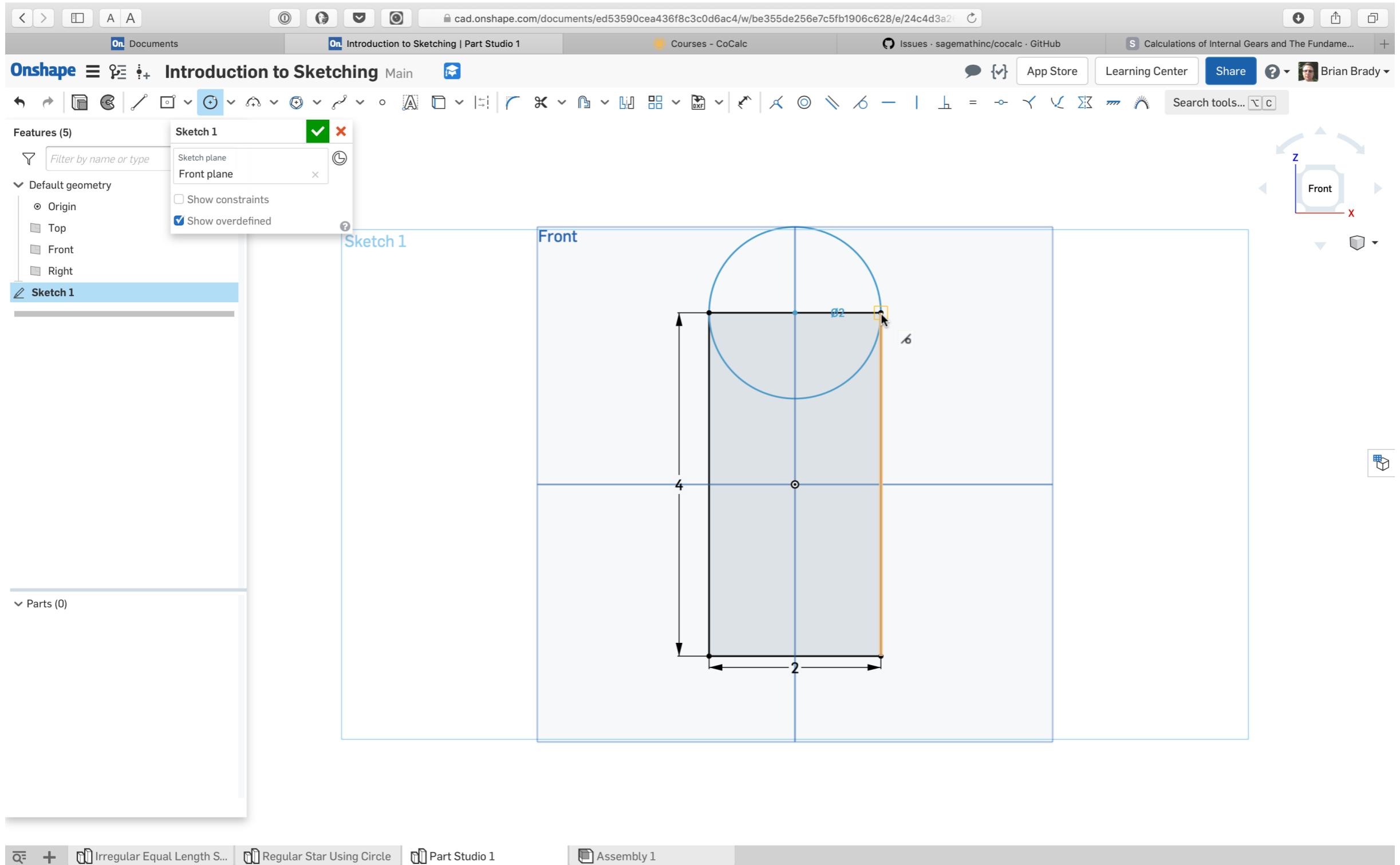
Tombstone Shape: Step 1 - use the center point rectangle tool on the front plane



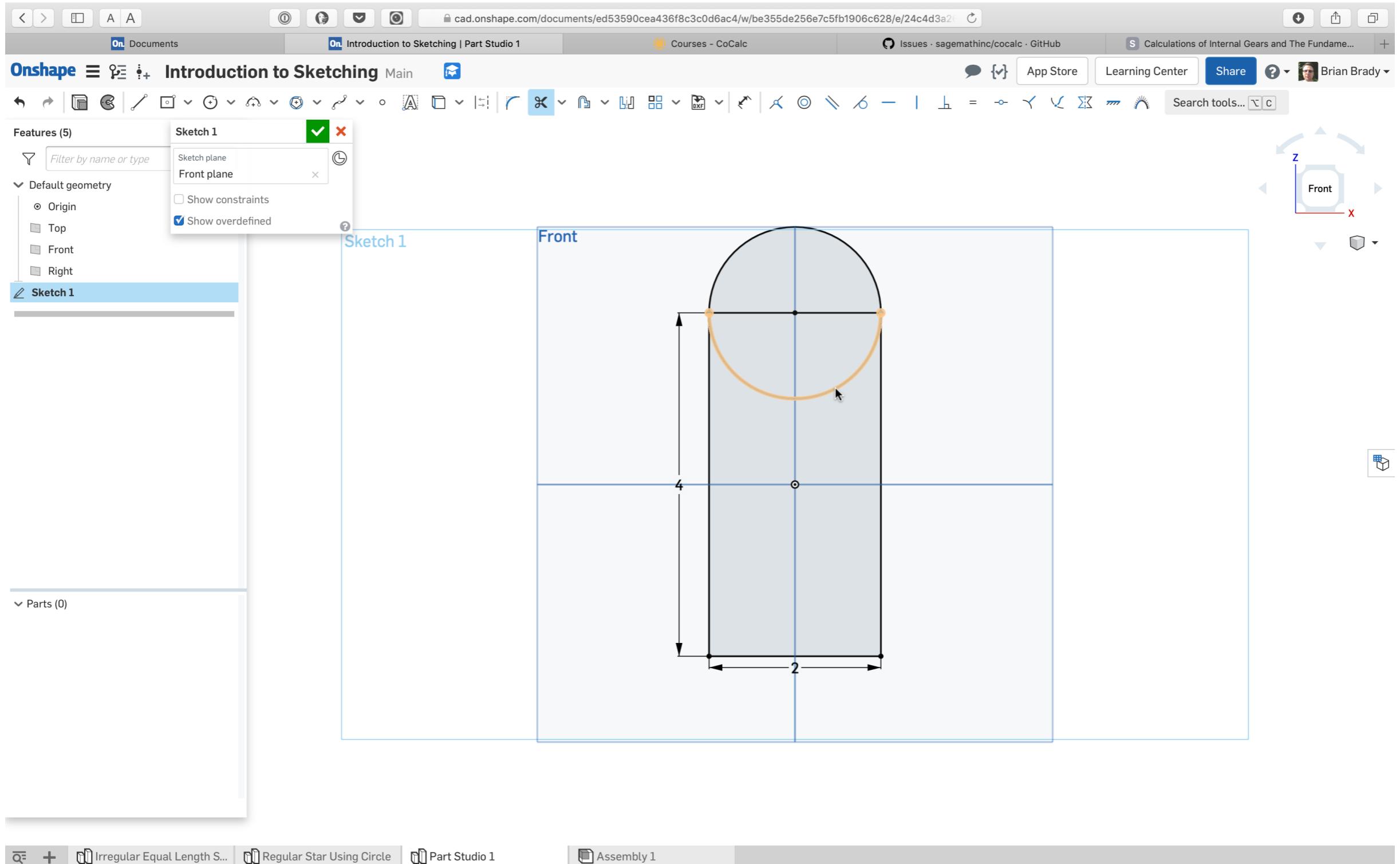
Tombstone Shape: Step 1 - use the center point rectangle tool on the front plane



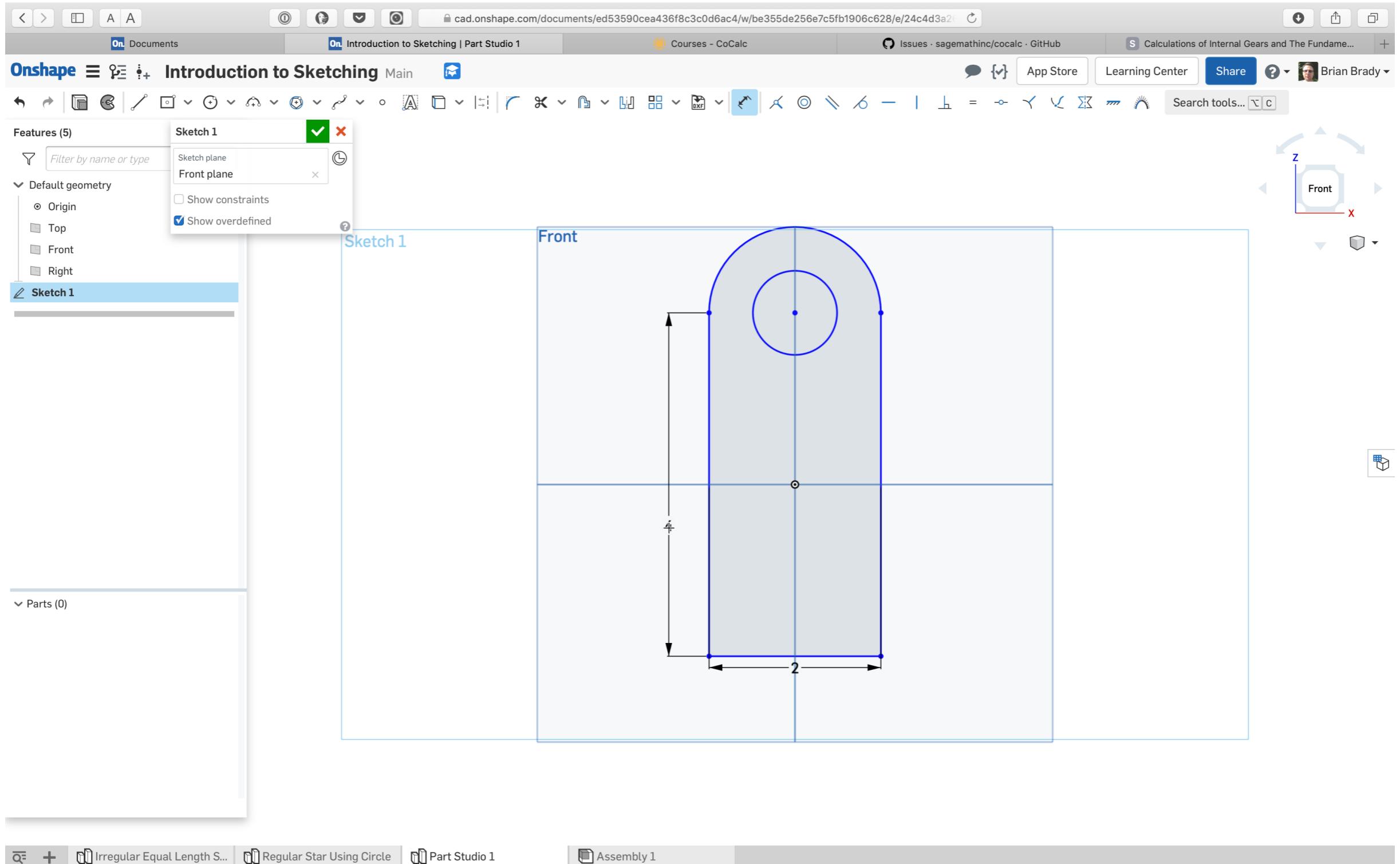
Tombstone Shape: Step 2 - start a circle at the center of the top horizontal line



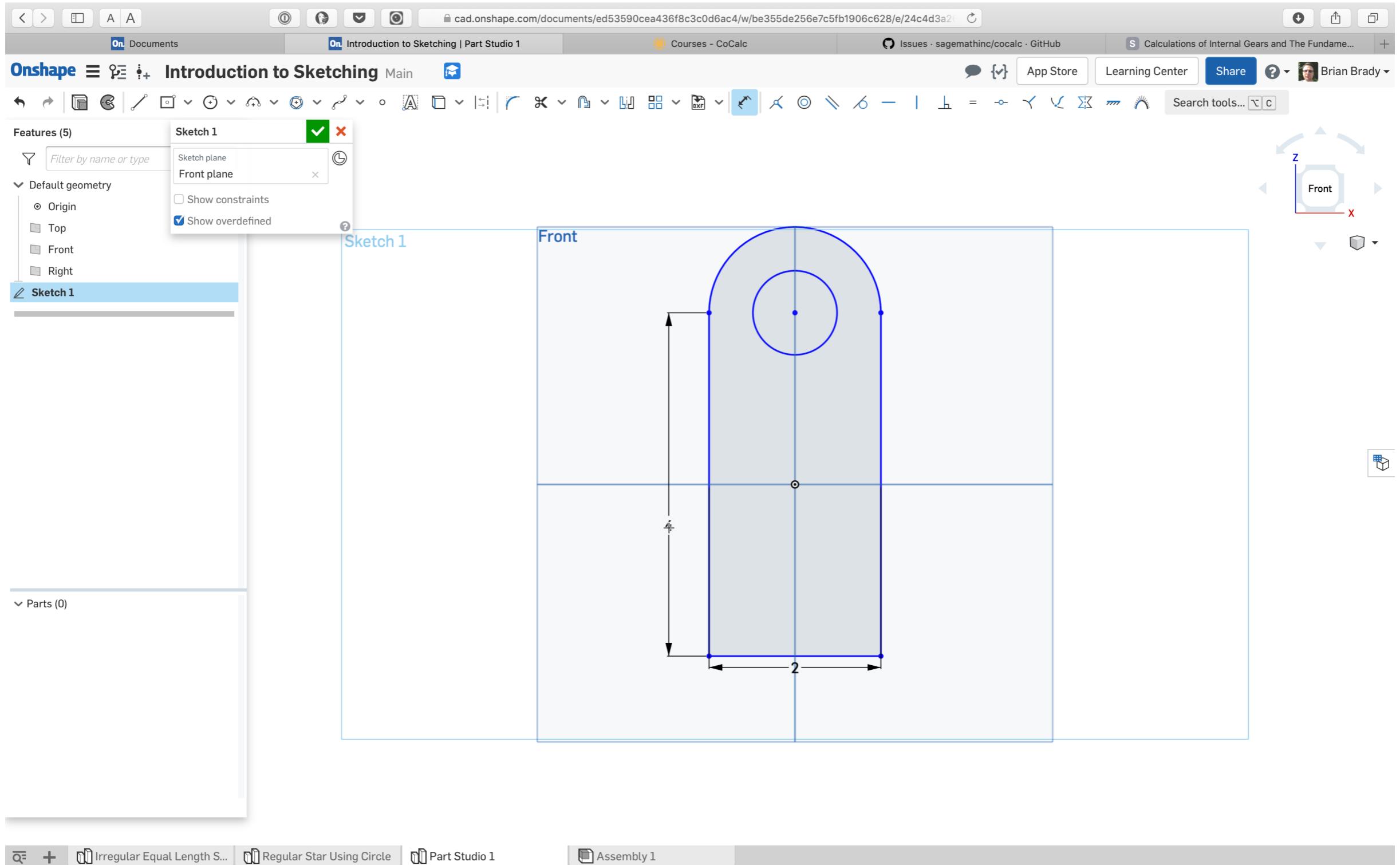
Tombstone Shape: Step 2 - finish the circle one of the two end points of the top horizontal line



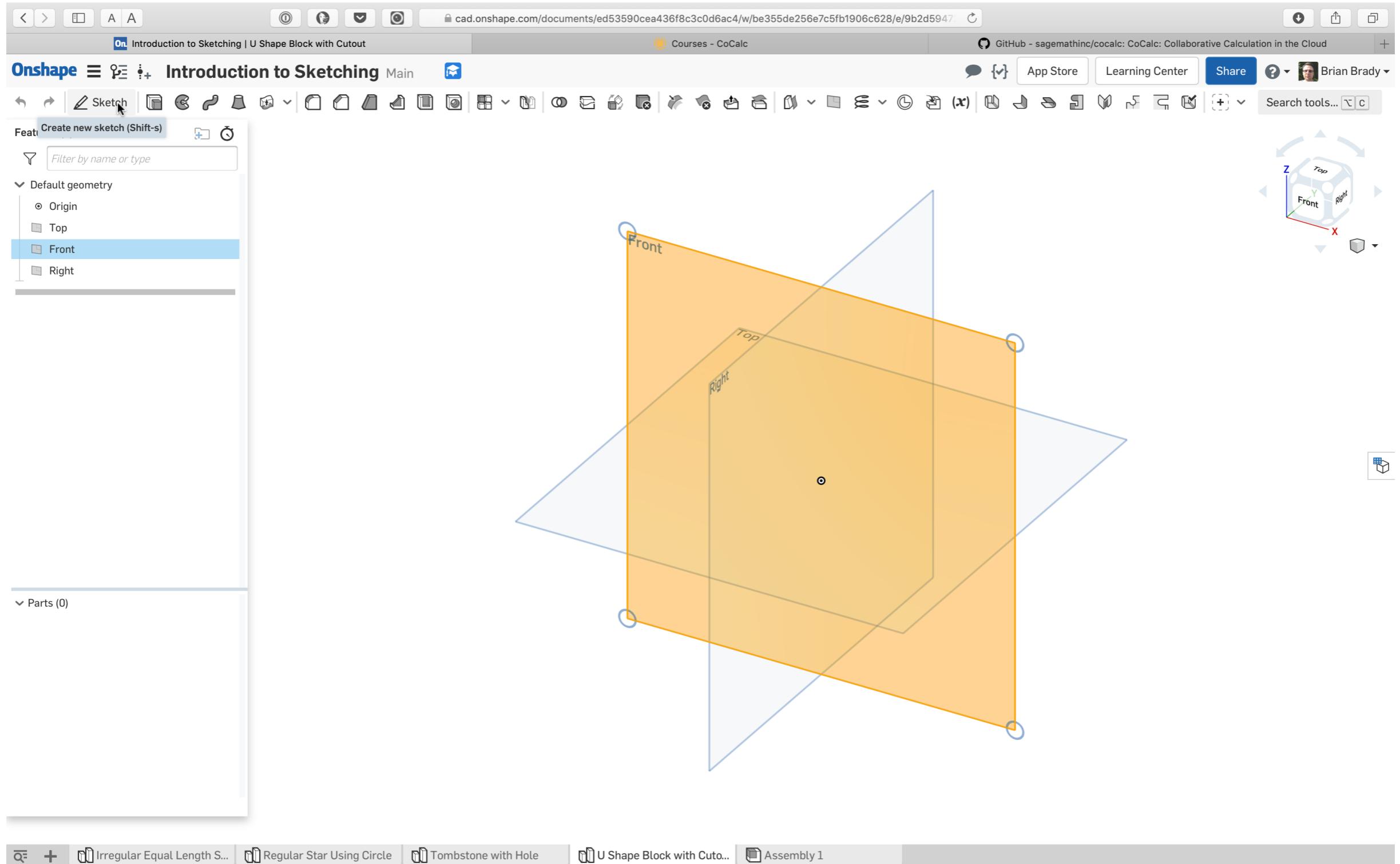
Tombstone Shape: Step 3 - trim away the bottom half of the circle and the top horizontal line



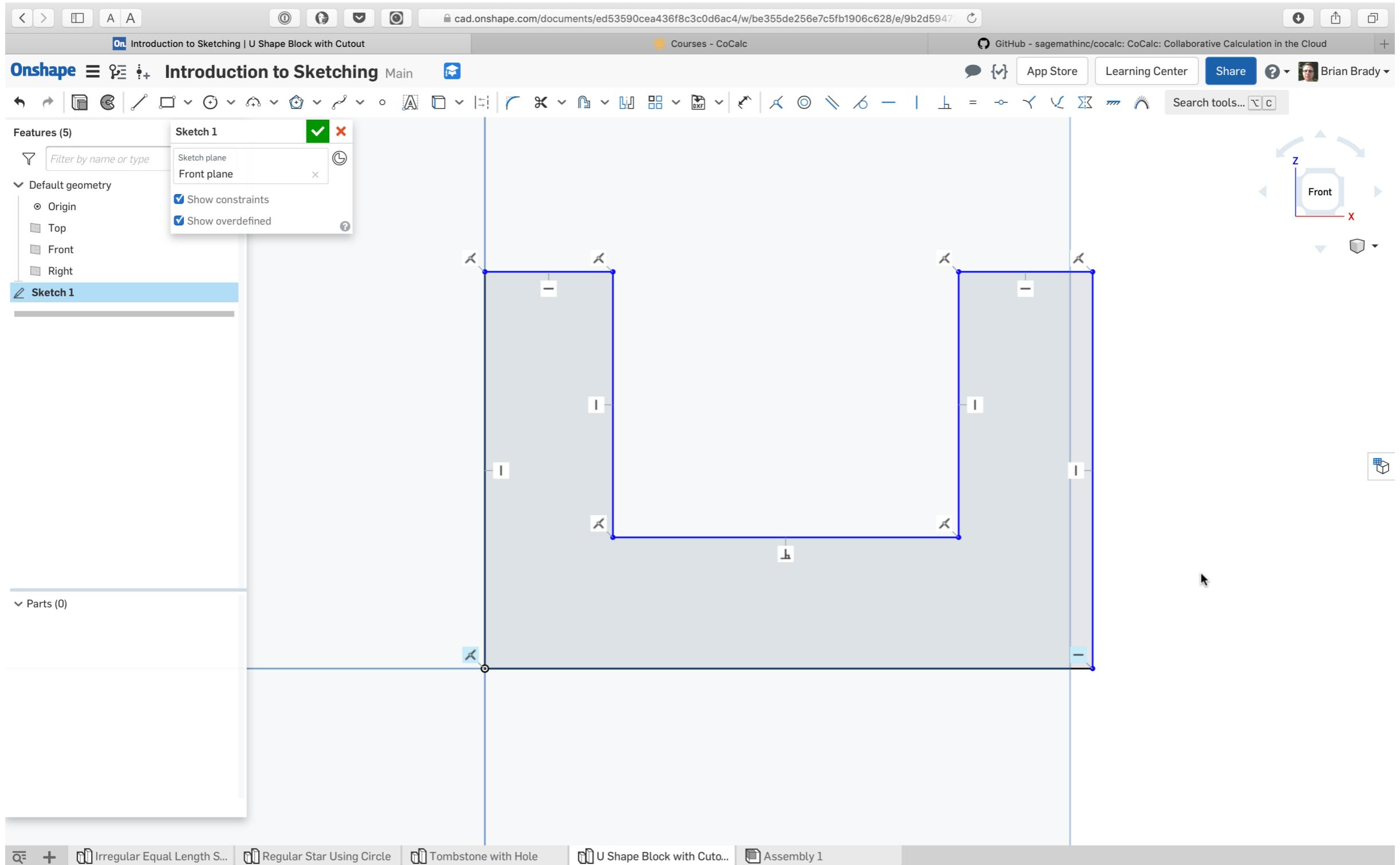
Tombstone Shape: Step 4 - sketch a smaller circle at the center of the larger circle



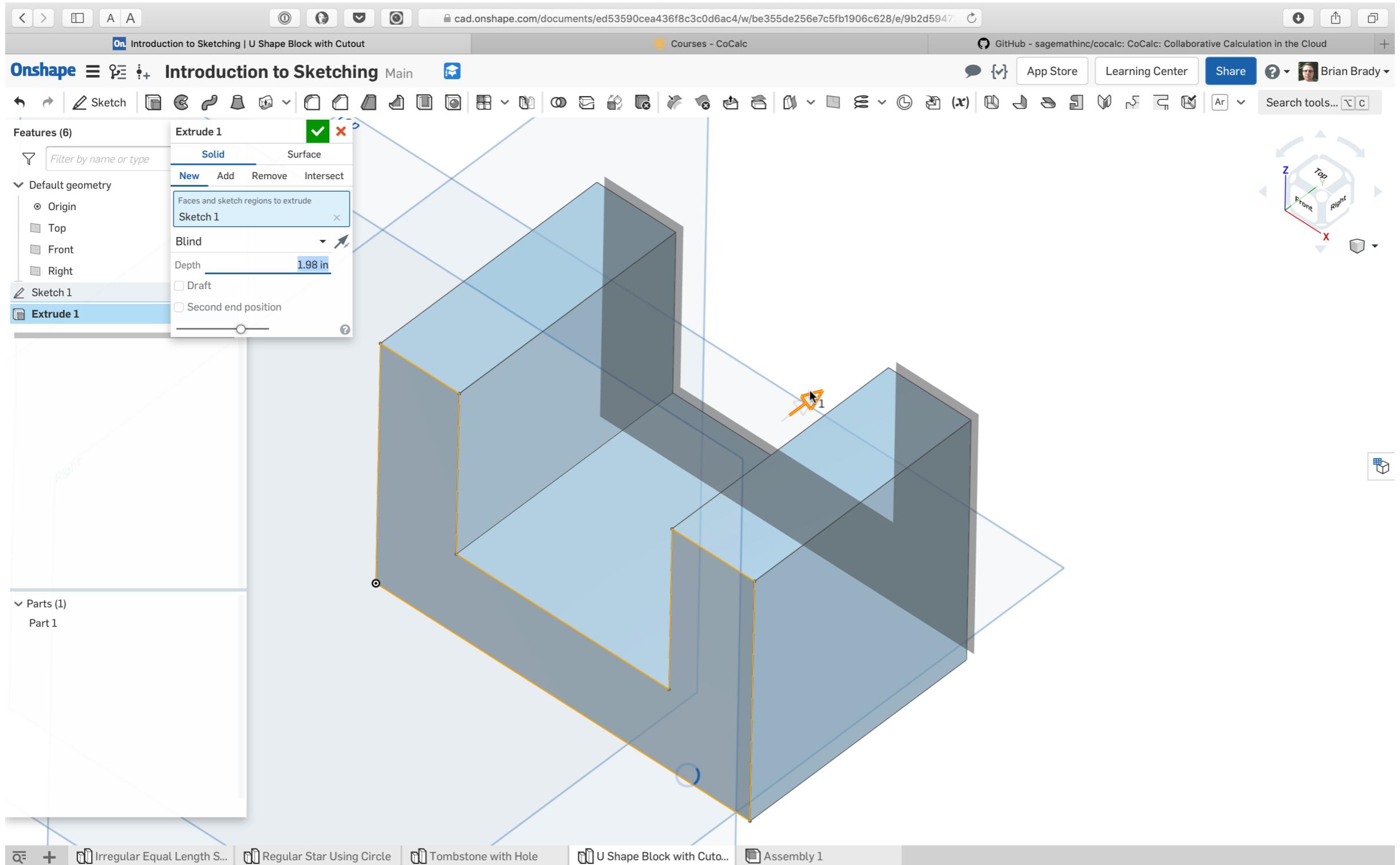
Tombstone Shape: Step 5 - add two dimensions for height and width of rectangular portion



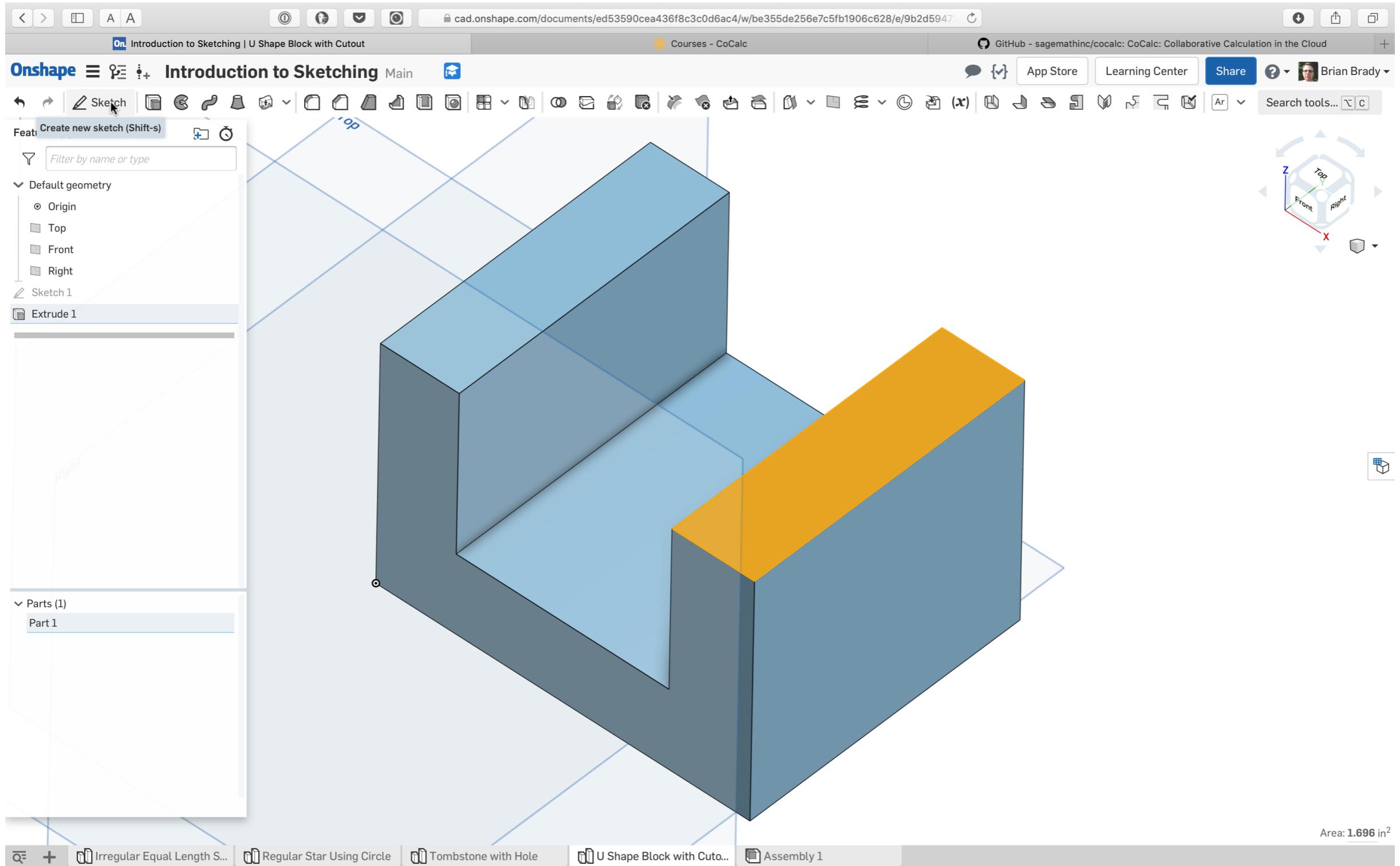
U Shaped Block: Step 1 - sketch the U shape on the front plane



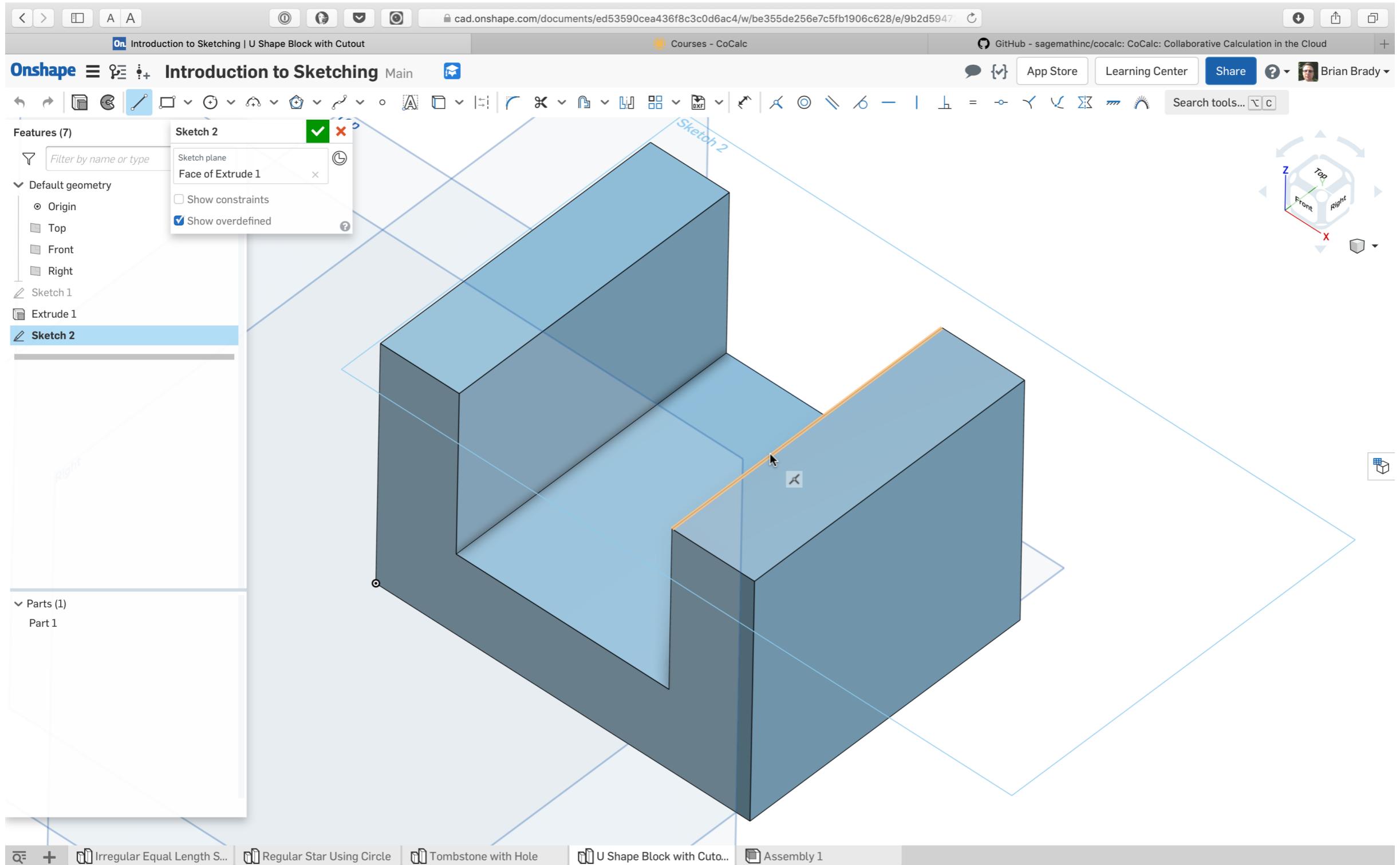
U Shaped Block: Step 1 - sketch the U shape on the front plane



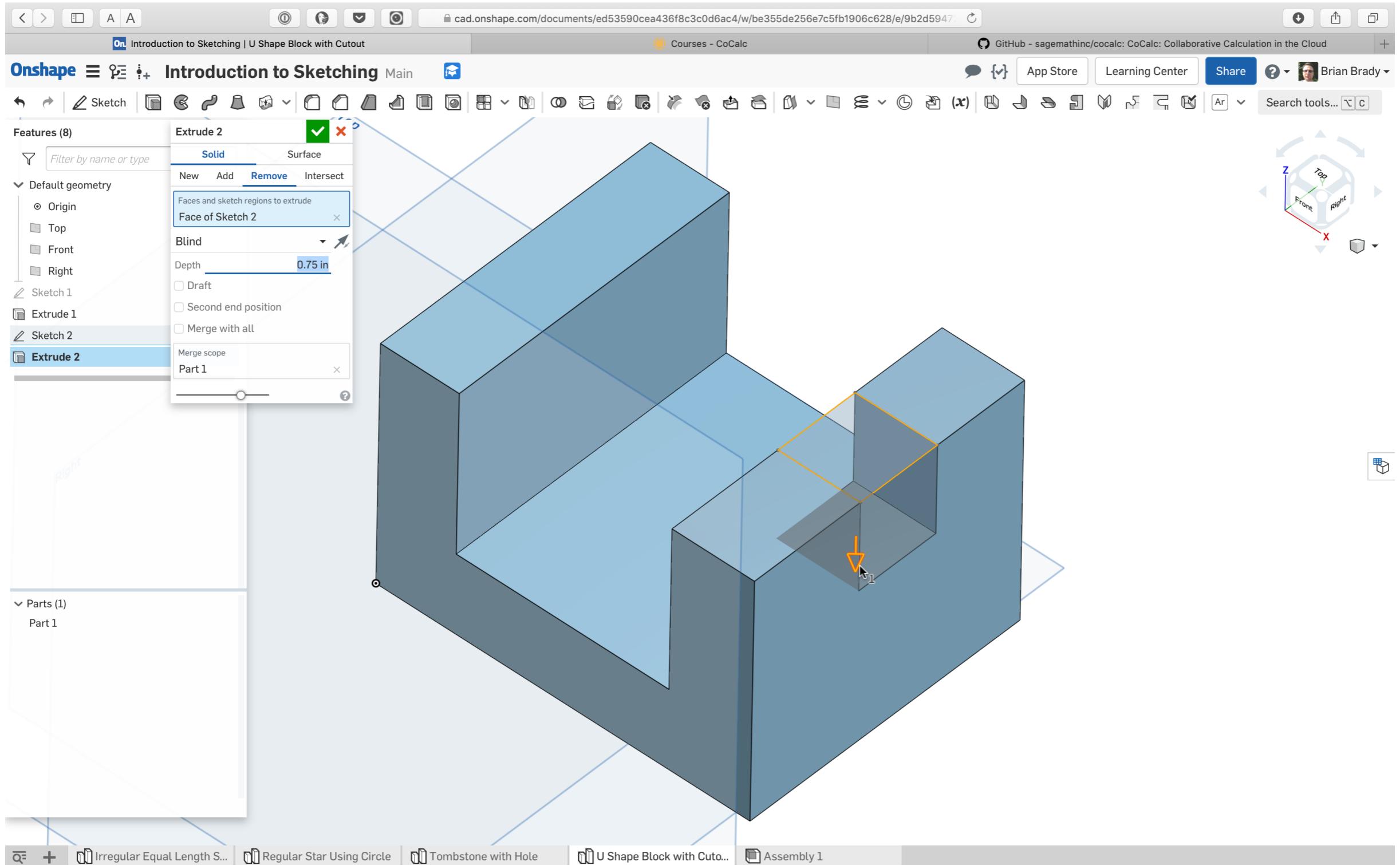
U Shaped Block: Step 2 - extrude the sketch in the +y direction some distance (about equal to height)



U Shaped Block: Step 3 - select the highlighted surface for creating another sketch



U Shaped Block: Step 4 - sketch 2 lines perpendicular to the long line on the sketch surface



U Shaped Block: Step 5 - extrude the sketch down with the remove option to create the notch