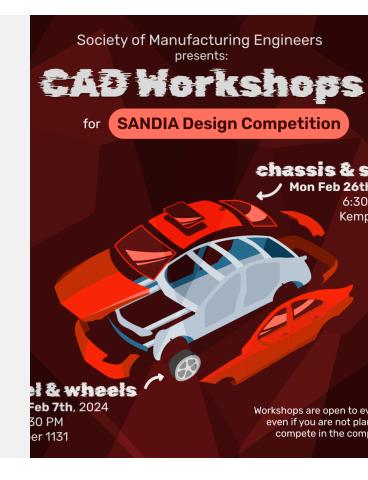
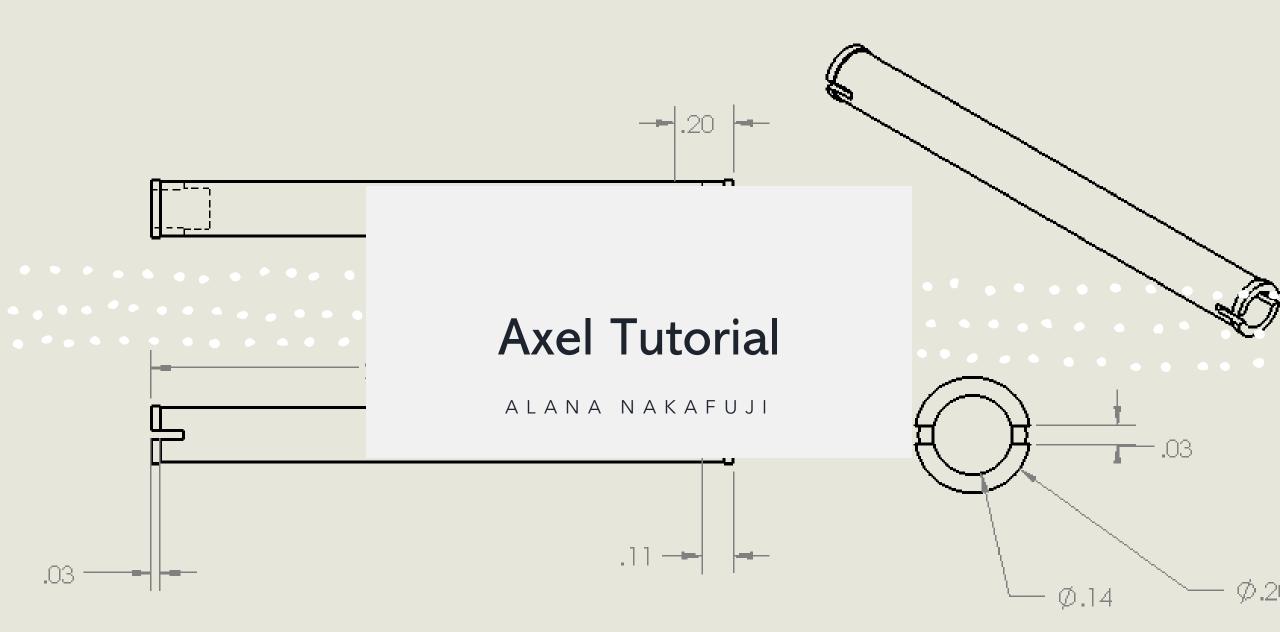


Axel and Wheel Workshop

SME CAD NIGHT 1 - WINTER 2024





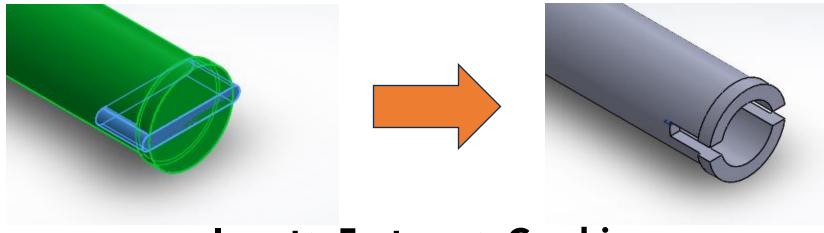
0	• 🧐 axel (Default) << De P 🏳 & P 🏳 & P 🎼 & P V + 🖗 - V + V + V + V + V + V + V + V + V + V
🌯 🗉 🖹 🗘 🧇 💽 🖡 🕨	
Boss-Extrude1 ⑦	Ø.19
✓ × ●	0.
From ^	
Sketch Plane \checkmark	
Direction 1	
Blind 🗸	
*	
🗞 2.00in 📮	
Draft outward	
Direction 2 ~	
Selected Contours	
Sketch1-Contour<1>	
0	

.

•

Boss Extrude – Allows you to Extrude a Sketch

Combine - Allows you combine by adding or subtracting bodies.



Insert > Features > Combine

Helpful Tools for Designing Axel

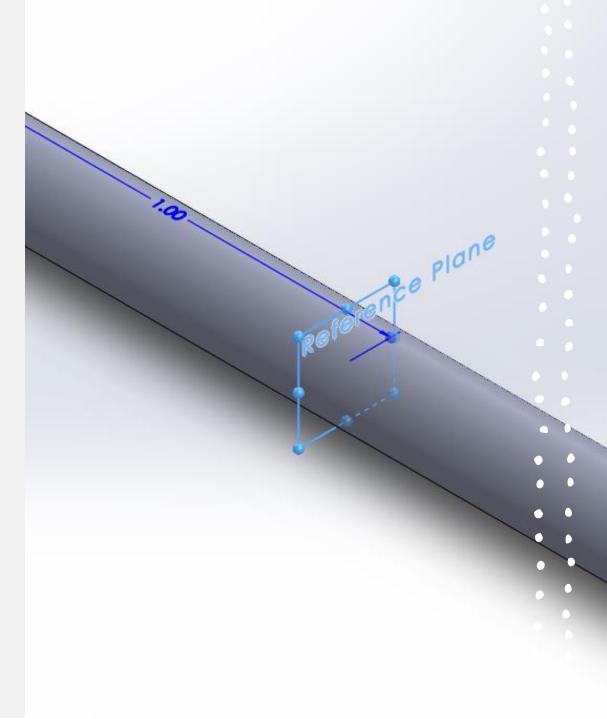
Reference Plane -

Allows you to create in

reference to your part

(away from our main

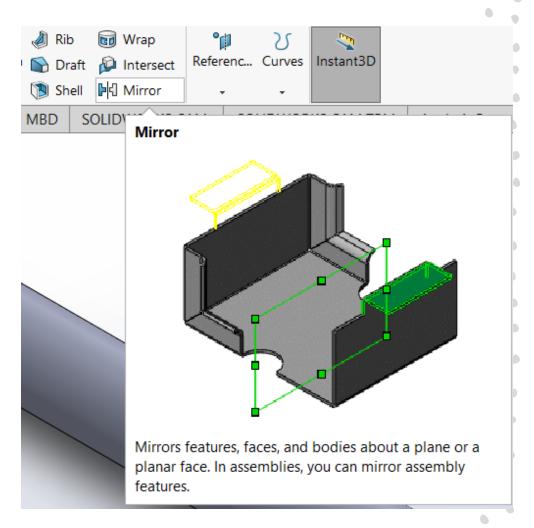
planes) or mirror entities

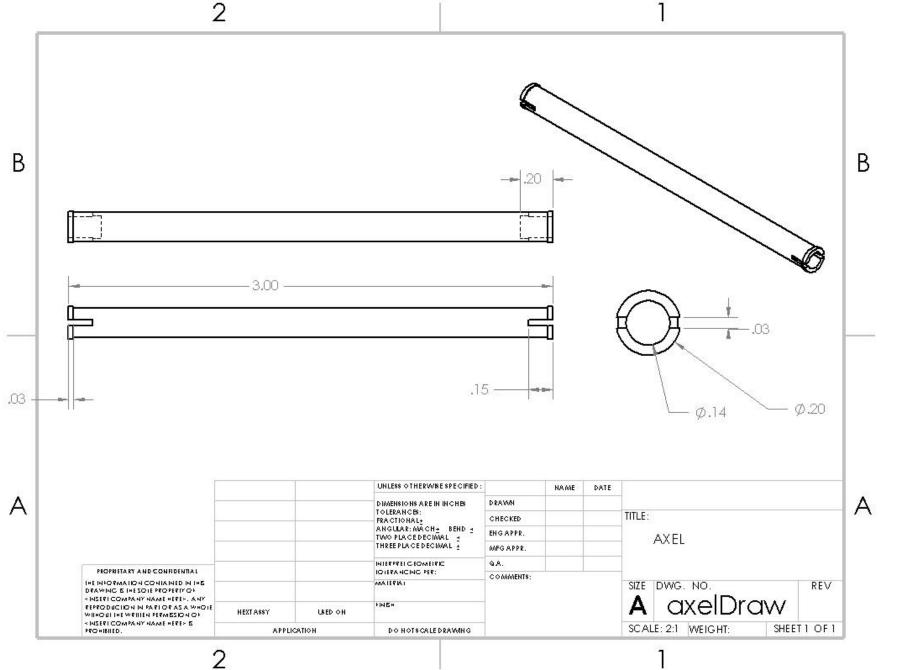


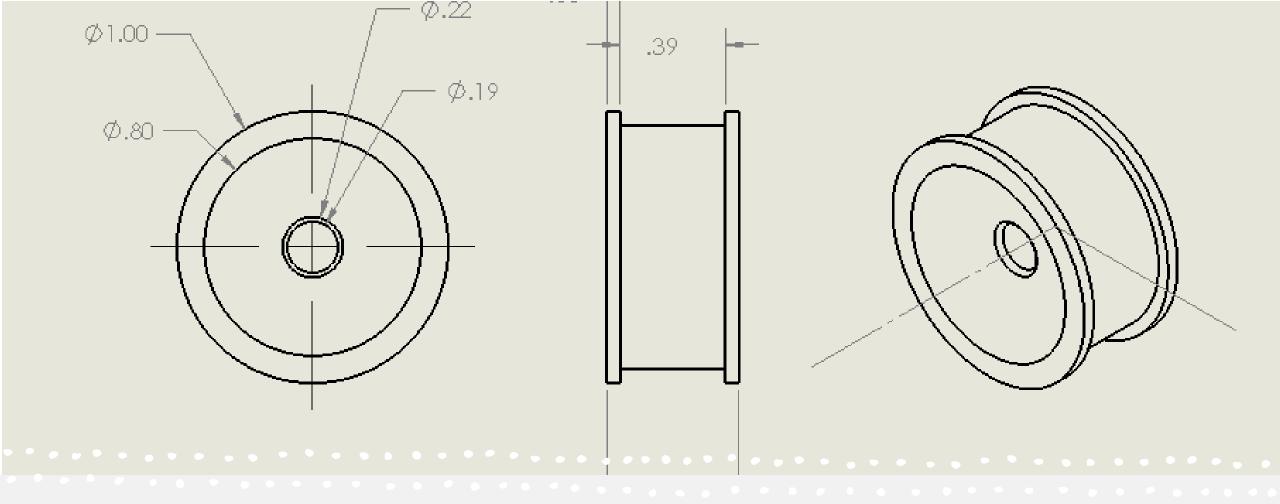
Mirror Bodies – Allows you to make mirror features on one portion

of the body to another

Features > Mirror



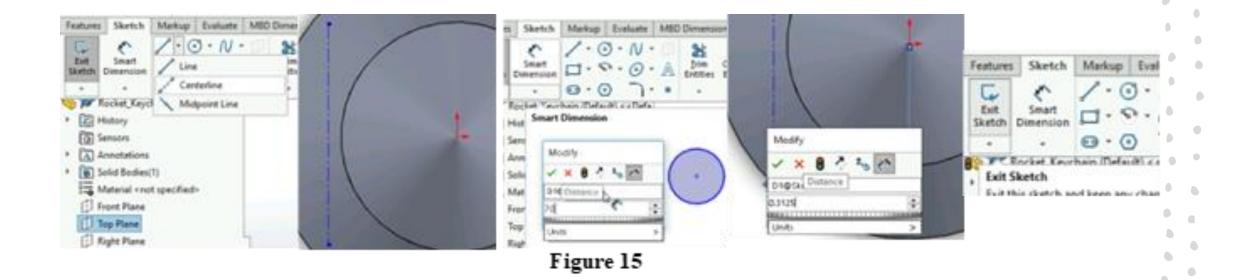




Wheel Tutorial

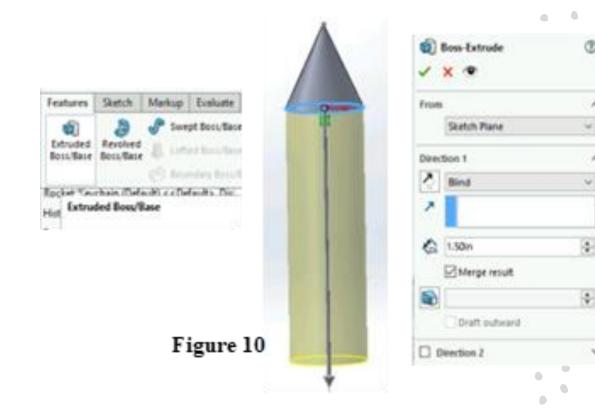
NICO BRAGA

Sketch – Sketch function lets you create a 2D representation of your shape



Extrude Boss - Allows your sketch to have a

depth/height

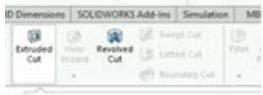


Revolve Boss - Allows you to revolve your sketch around a drawn axis

Features	Sketch	Markup	Evaluate	6		- 18 ⊕			·	Å
Extruded Boss/Base	Revolved Boss/Base	1	ed Boss/Ba	3	Revolve			٢		
S T Ro	cket Kr vh	Defail	nda Mi k e Defa	Axis a	Line102	757		Î		0-
				Direct	tion1			^	1	
				0	Bind			÷		1
				11	360.00de	9		•		
					F	igure	8			12

Extruded Cut - Allows your sketch to cut into

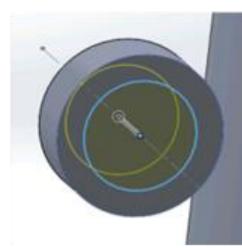
existing objects/shapes



Extruded Cut

Cuts a solid model by esthuding a sketched profile in or or two directions. If the cut affects multiple bodies in multibody parts, you can select which bodies to keep in the Bodies to Keep dialog box.

/	× ·	
From		× ^
	Sketch Plane	÷
Dire	tion 1	^
Ŷ.	Bind	÷
7		
6	0.05in	
	Flip side to cut	



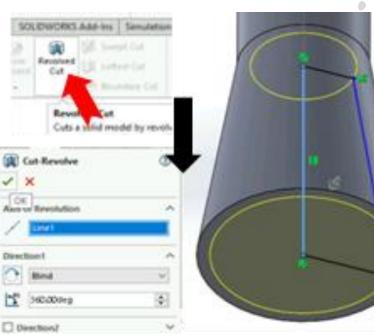
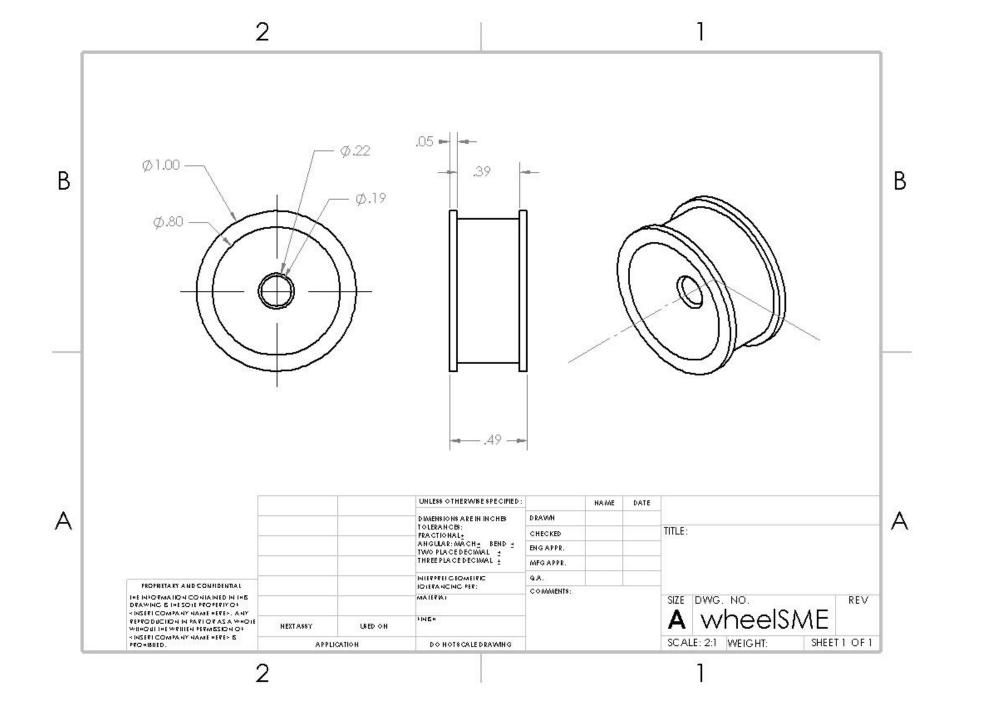


Figure 14



Proper Tutorial