

Modeling a Bolt

Introduction:

During the design process, modeling all kinds of screws, bolts , washers, once you know how to do one you will find that modeling any of the others is straight forward.

Objectives:

Out of this tutorial you will learn the following:

- 1-Using the extrude.
- 2-Making use of reference geometry.
- 3-Using revolve cut
- 4-Moving sketch to fulfill its objective of the revolve cut option.
- 5-Using the chamfer option

Modeling Steps:

Step1 : using the show command to display the planes















