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 straightforward.

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:

Step 1: using the show command to display the planes