

Modeling Exercise #1

- Follow instruction to model a quarter dollar

1. Create a cylinder (sketch on xz plane > circle diam 24mm centered on the origin > symmetric extrude 1.5mm)
2. Cut a cylinder (on top surface > offset circle 0.5mm > dimension the cut 0.5mm)
3. Mirror the Cut (select feature option > select cut feature, select mirror plane as xz plane)
4. Fillet all the edges (select all 6 edges > dimension the fillet 0.25mm)
5. Apply decals on both sides (select coin pic files provided, move to center, repeat on other side)
6. Cut a groove (new sketch on xz plane, project outer edge of coin, draw circle diam 0.2mm, symmetric cut 2mm)
7. Circular pattern the groove (select feature option > select groove cut > select Y axis)
8. Apply material (appearance, select Aluminum Satin material, drag onto part)
9. Render Coin (render menu select desired position {and determine any other parameters} > render)
10. Save

11. Animate coin spin (animate menu > select transform components > select pivot axis > select 359deg)
12. Add extra axis sketch
13. Drag coin into a new file
14. Animate coin spin in an offset circle around extra axis