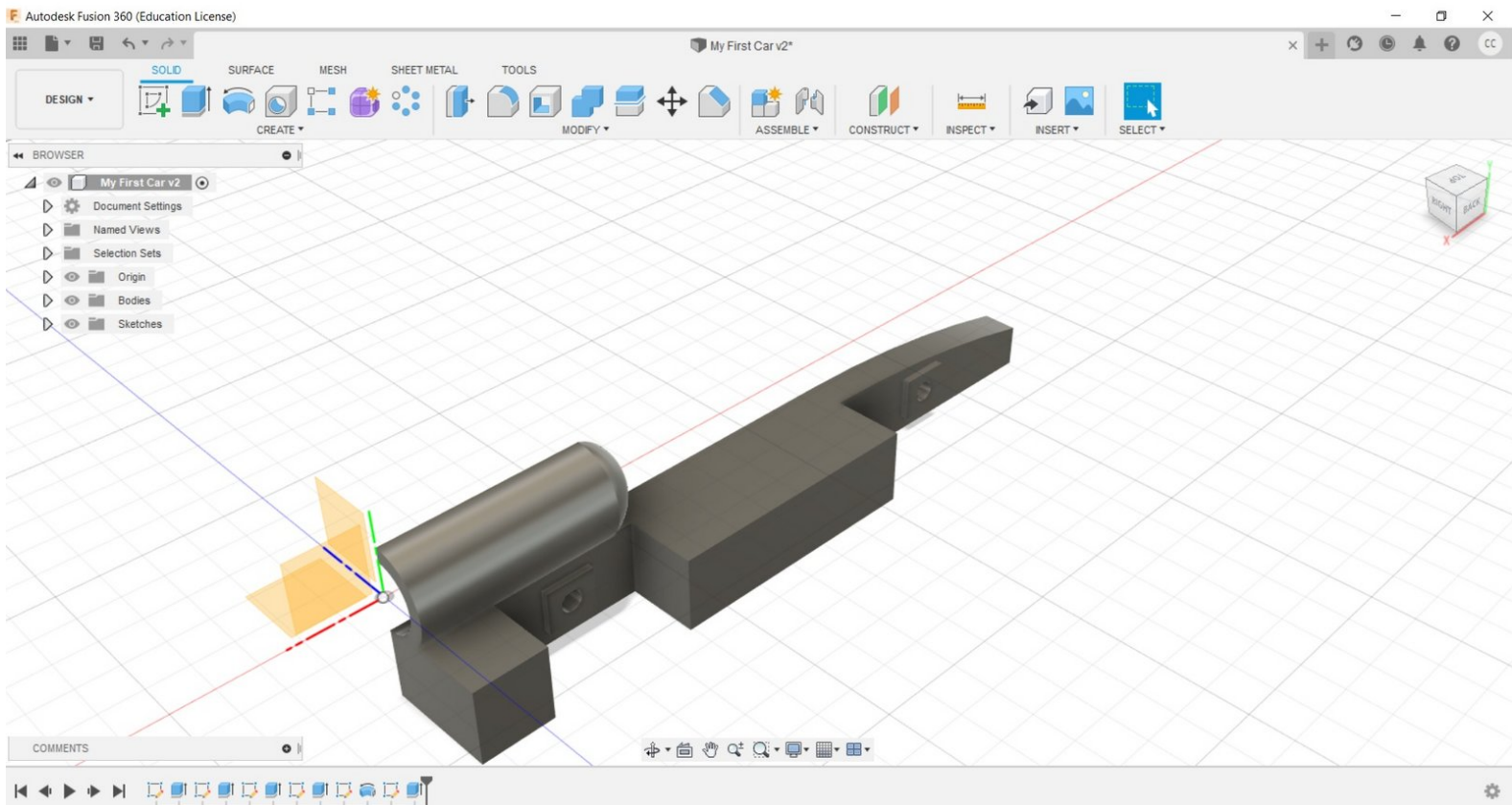


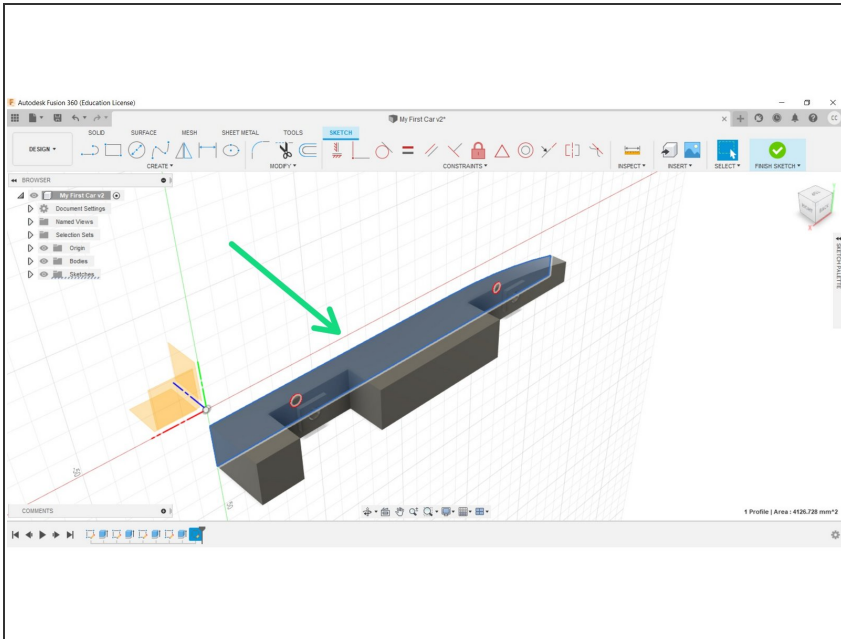


4 - Canister Housing

Written By: REA

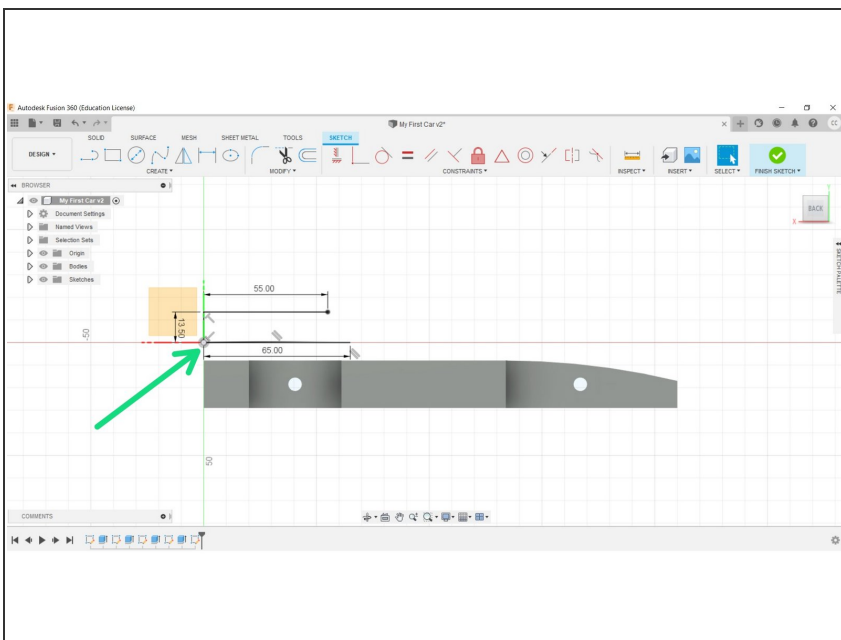


Step 1 — Chamber Sketch Setup



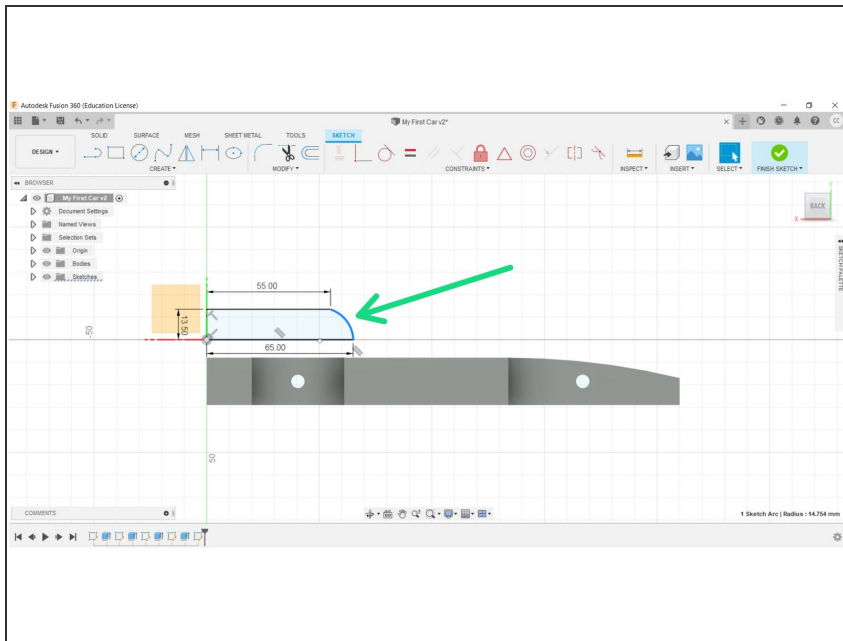
- Create a New Sketch on the XY Plane (central face) of the body.

Step 2



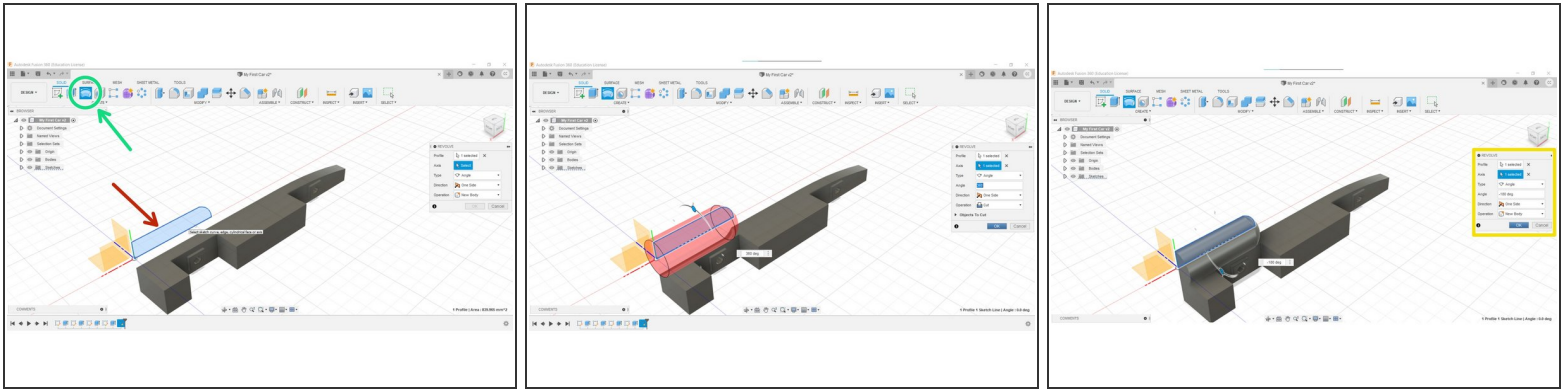
- You are ready to sketch the Engine Chamber.
- Use the line tool to create a horizontal line, 65mm long from the origin.
- Next, add a 13.5mm vertical line from the origin.
- Follow this with a 55mm horizontal line from the top of this vertical line.

Step 3



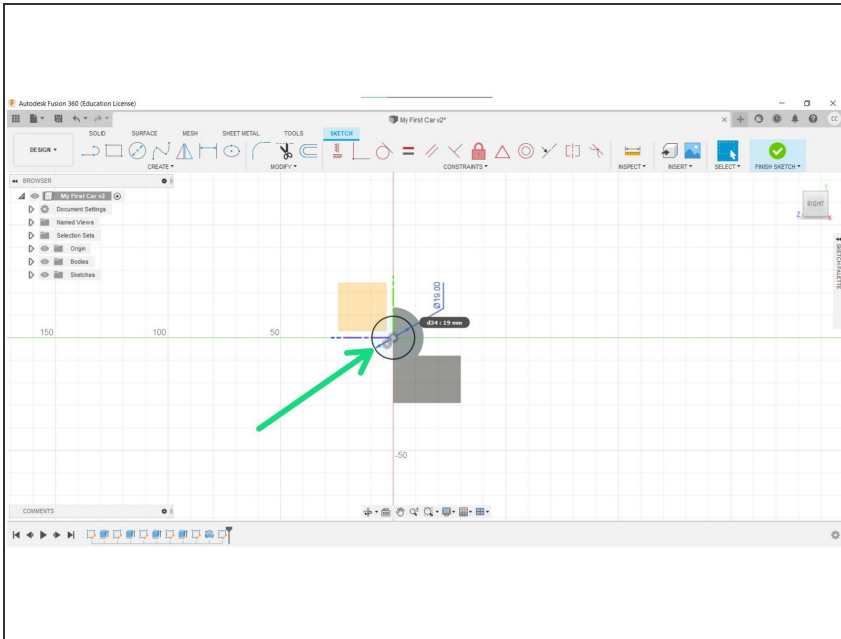
- Next, use the 3-point arc tool to finish the geometry.
- **Note:** Achieving a tangential arc is not necessary.
- The sketch will turn blue if done correctly.
- Click Finish Sketch.

Step 4 — Revolve Tool



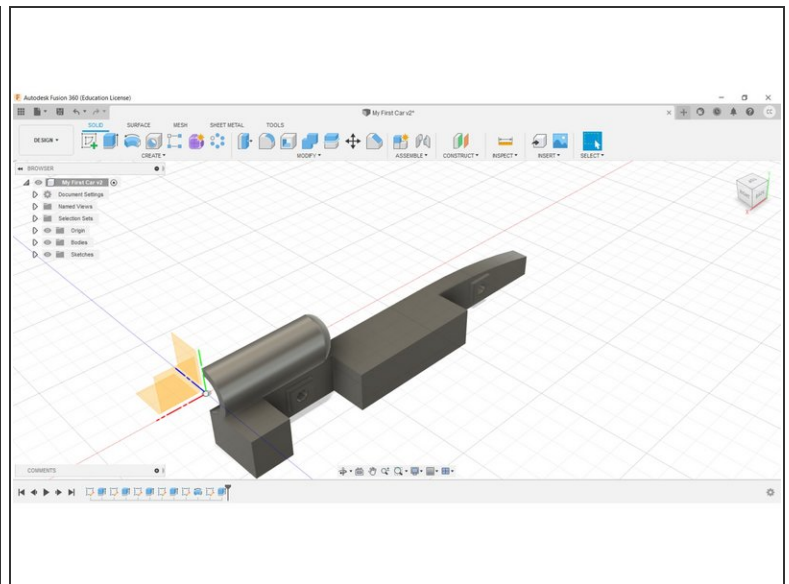
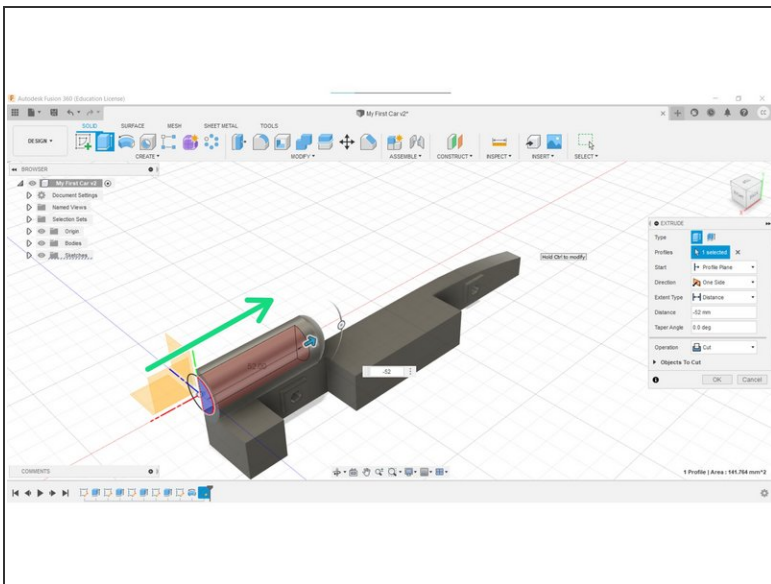
- Select the Revolve Tool in the ribbon.
- Next, select the sketch profile.
- Select the Axis button in the Revolve Tool Panel, and select the bottom edge of your sketch profile.
- Set the Revolve Angle to -180 degrees
- Set the Operation from Cut to New Body in the Panel.
- ⓘ The Revolve Preview should change from red to grey.
- Click OK.

Step 5



- Create a New Sketch on the rear of the Canister Housing.
- Place a 19mm circle around the origin.
- Click Finish Sketch.

Step 6



- Extrude Cut the circle to a depth of -52mm.
- Congratulations, you have finished this section.