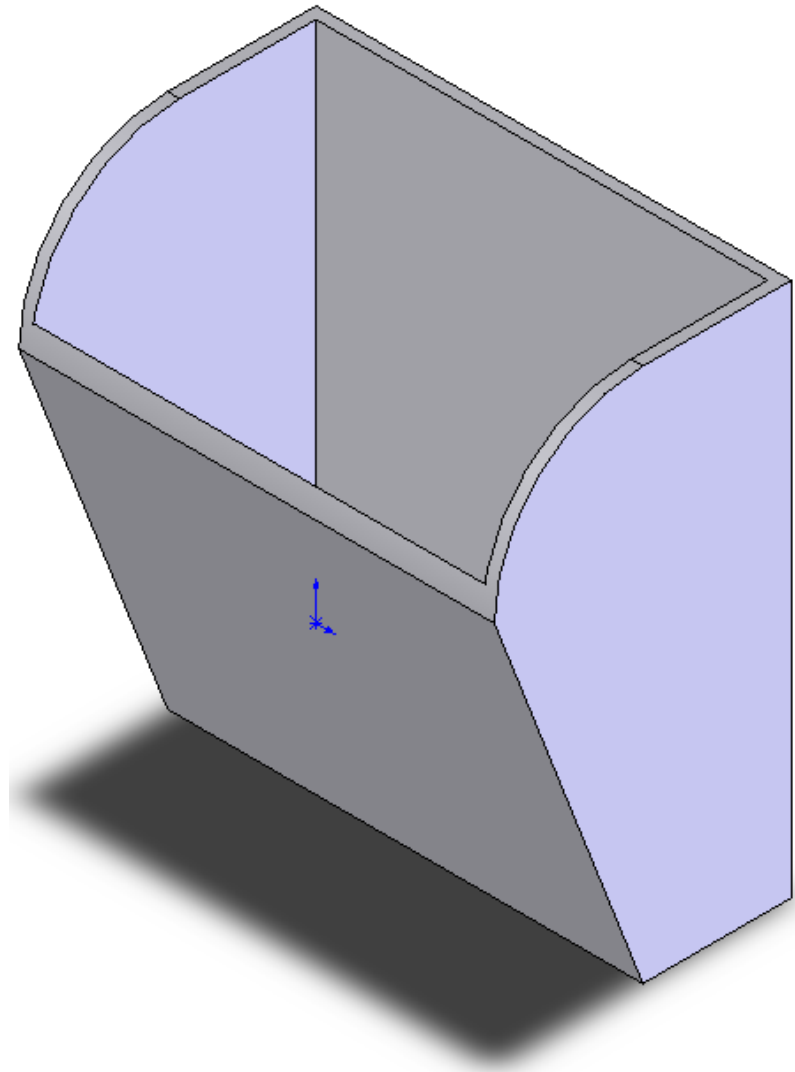


EXERCISE TWO: COUPON BOX.



Prerequisite knowledge Students should have completed Exercise One: “The Mobile Phone Holder”

Focus of lesson This lesson will focus on using the following command
Shell.

Commands Used This lesson includes *Sketching, Extruded Boss/Base, and Shell.*

Save File

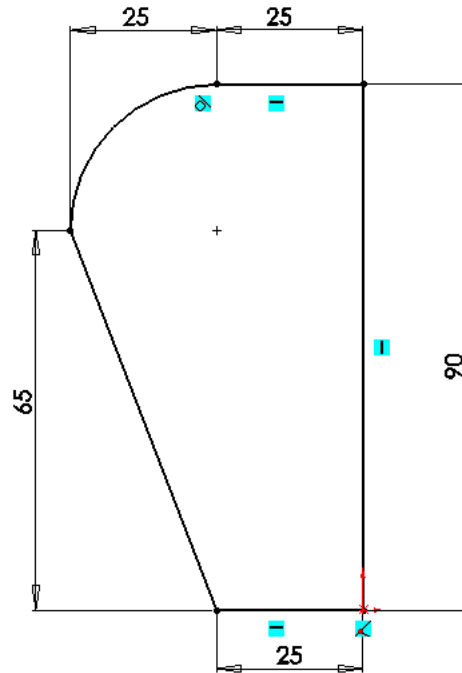
Select **File, Save As**, Coupon Box.

Getting Started:

Select the **Right Plane**.

Sketch:


Create a sketch and dimension as shown.



Exit Sketch

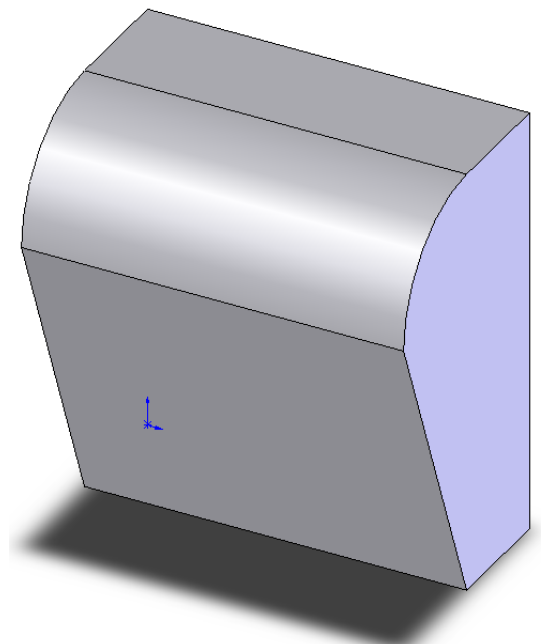


Extrude the Model

On the features toolbar select
Extrude Boss/Base 

Change the depth of the extrusion
From 10mm to 80mm in the
Dialogue box which appears on the
Left hand pane.

Rename as Coupon Box



Introducing Shell

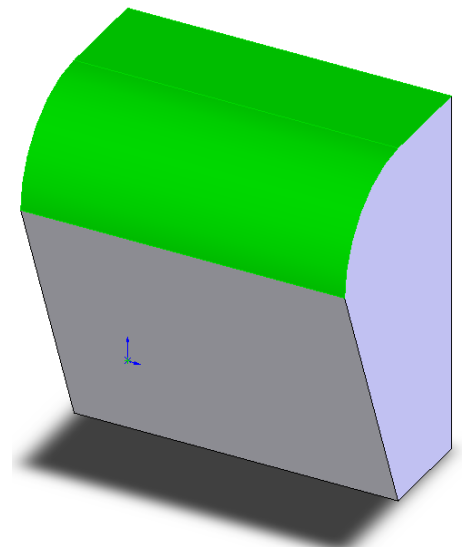
Shell is always added to the solid rather than the sketch and is hence referred to as an **applied feature**. It allows you to create a thin walled model.

Where to find it

Select the **Shell tool** from **Insert** menu, select **Features/Shell...**

Apply Shell


Select the Surface you wish to shell from, in this case we will select the **Top Edges** by left clicking on them. The Surface you select will be the open side of the coupon box, this is why we select the **Top** surfaces.



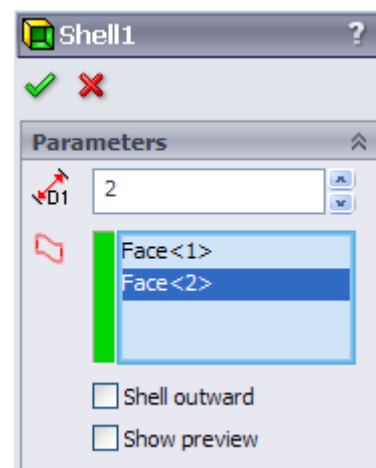
Having selected **Shell**, the Shell options appear in the property manager.

Select **2.00mm** as D1 (Wall thickness)

Face 1 and Face 2 are already selected

Click **OK**  to Shell the Container.

Rename as Coupon Shell



**Add Colour to
the Coupon Box**

From the feature manager,
Right click on **Coupon Box** and
Select “**Appearance**”.

Apply a chosen colour as in Exercise One.

Finished Model:

