

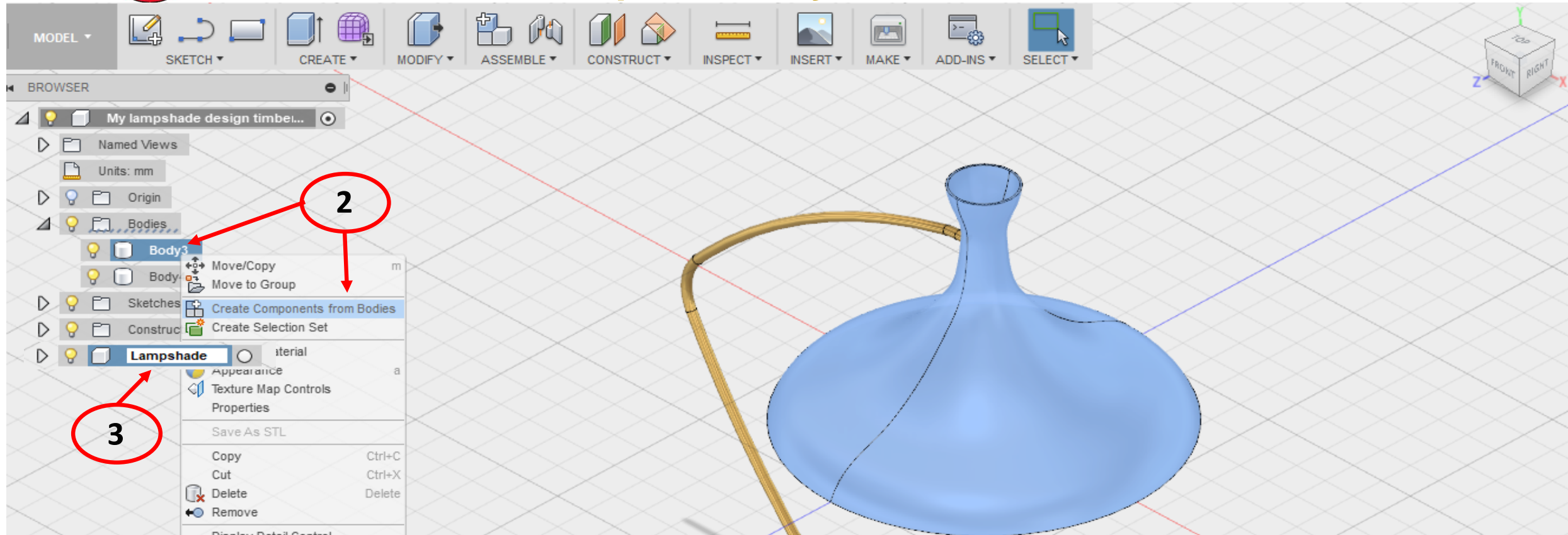


Task 6

Assemble the desktop lamp using joints.



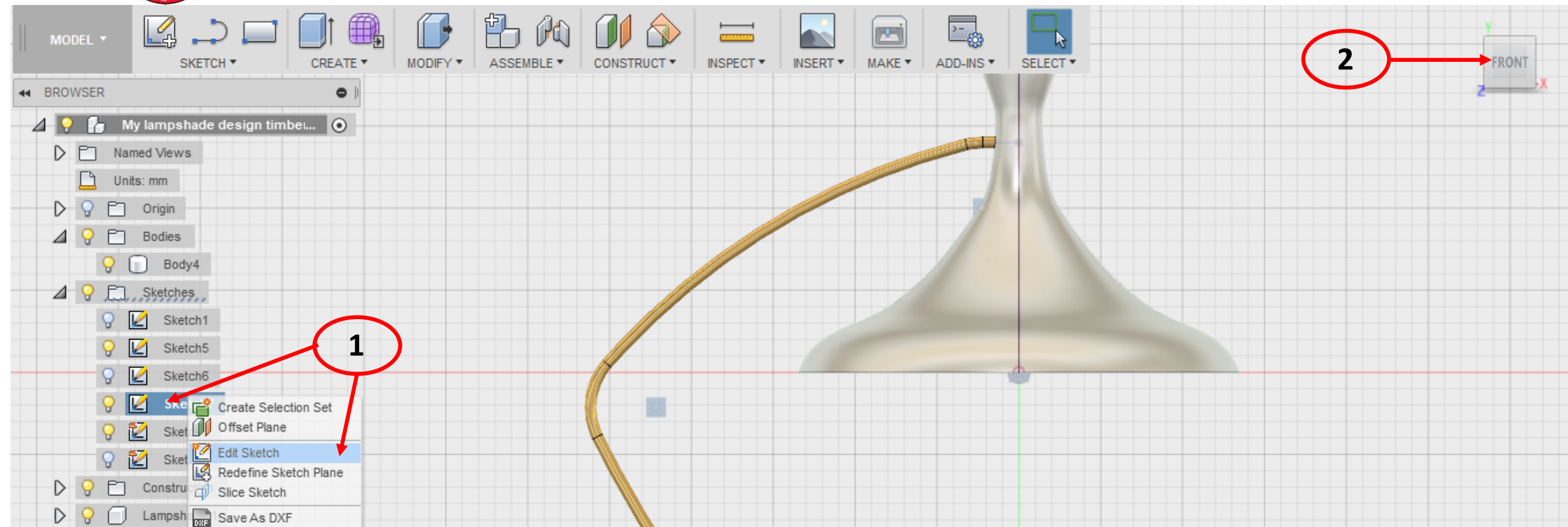
Step 1: Modify the Arm



1. The lampshade design should be open.
2. In the browser, expand the Bodies folder. Right-click Lampshade body. Select Create Components from Bodies. (select the body to highlight and see if correct body selected)
3. Double click the new component. Rename it **Lampshade**
4. Repeat this workflow for the second body. Rename it **Arm**.

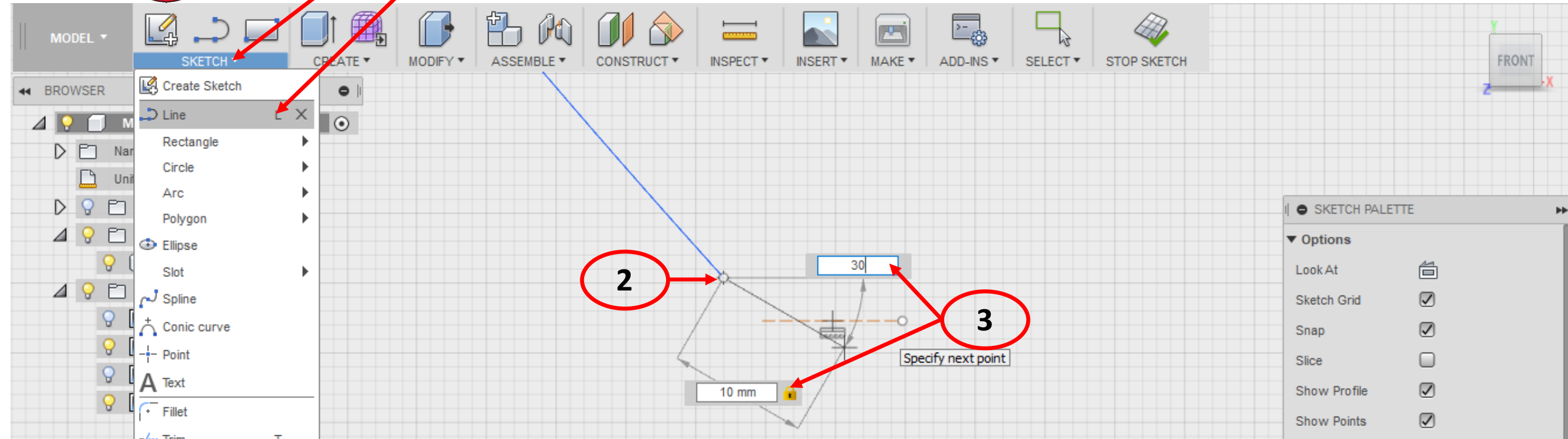


Step 1: Modify the Arm



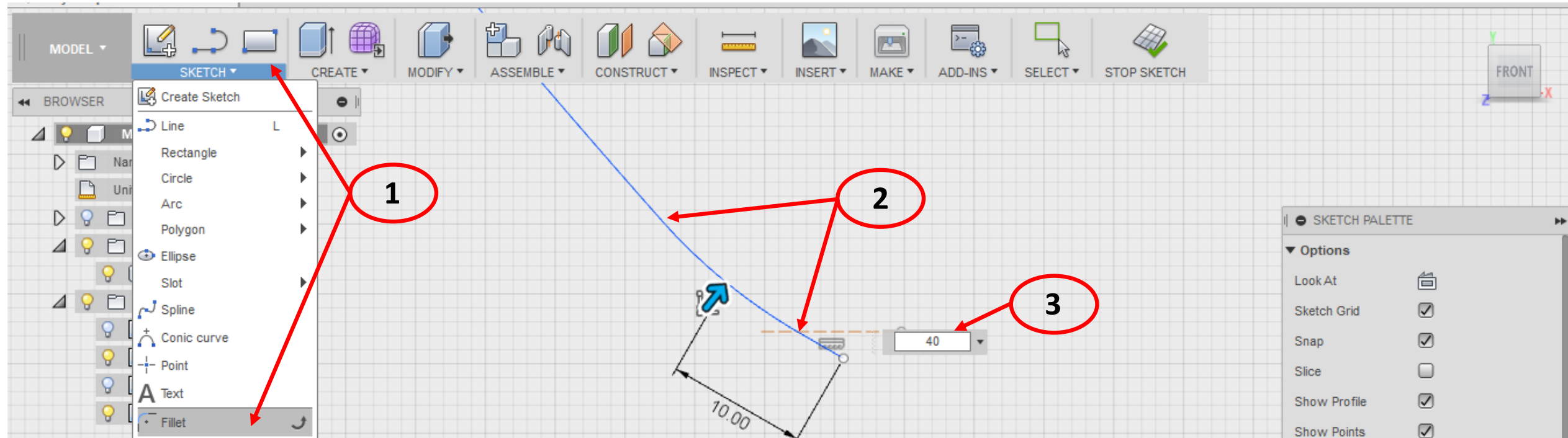
1. Right click on the arm sketch, select edit sketch.
2. Select Front on View Cube
3. Zoom in to end of sketch

Step 1: Modify the Arm



1. Select sketch > Line
2. Draw a line from the end
3. Make length 10mm and angle 30mm. (use tab key to move between dimension and angle boxes)

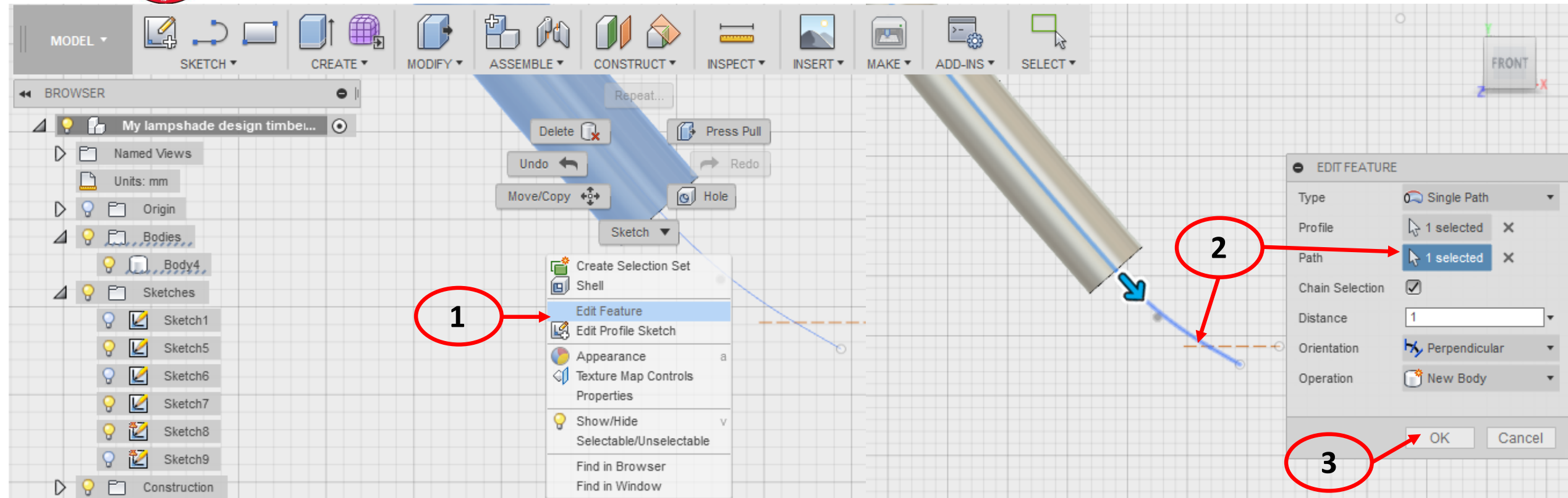
Step 1: Modify the Arm



1. Select sketch > Fillet
2. Select both the original line and new line.
3. Enter 40mm as radius.
4. Stop Sketch

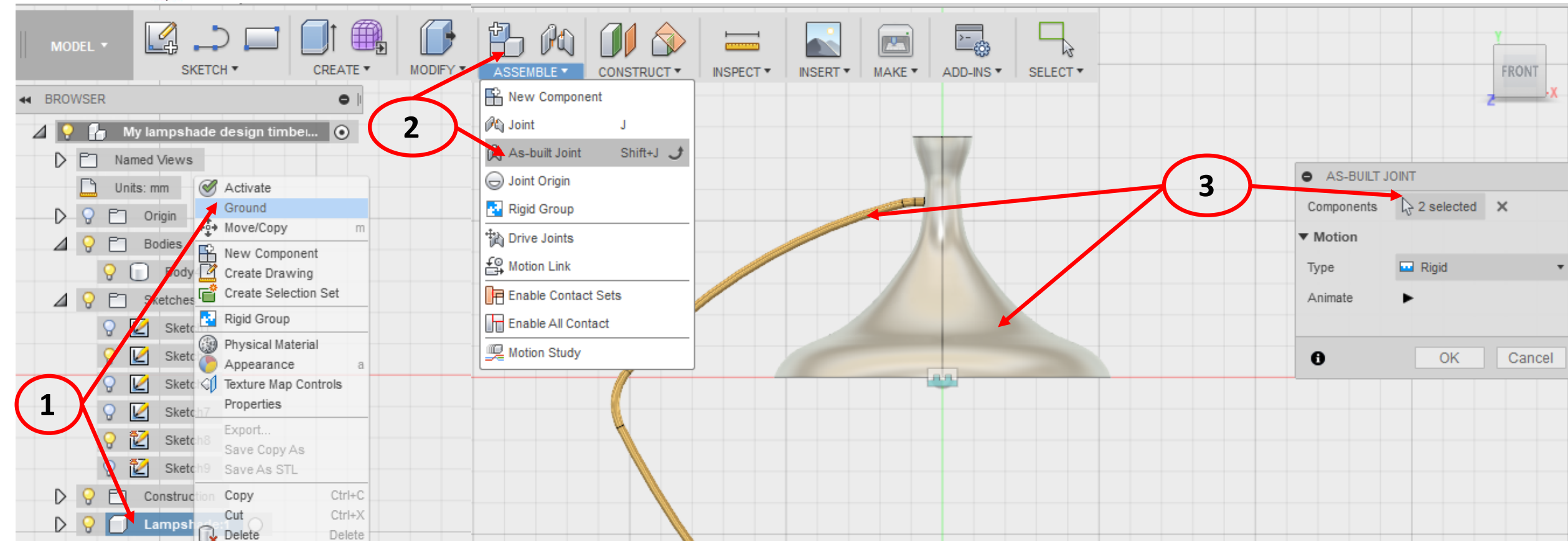


Step 1: Modify the Arm



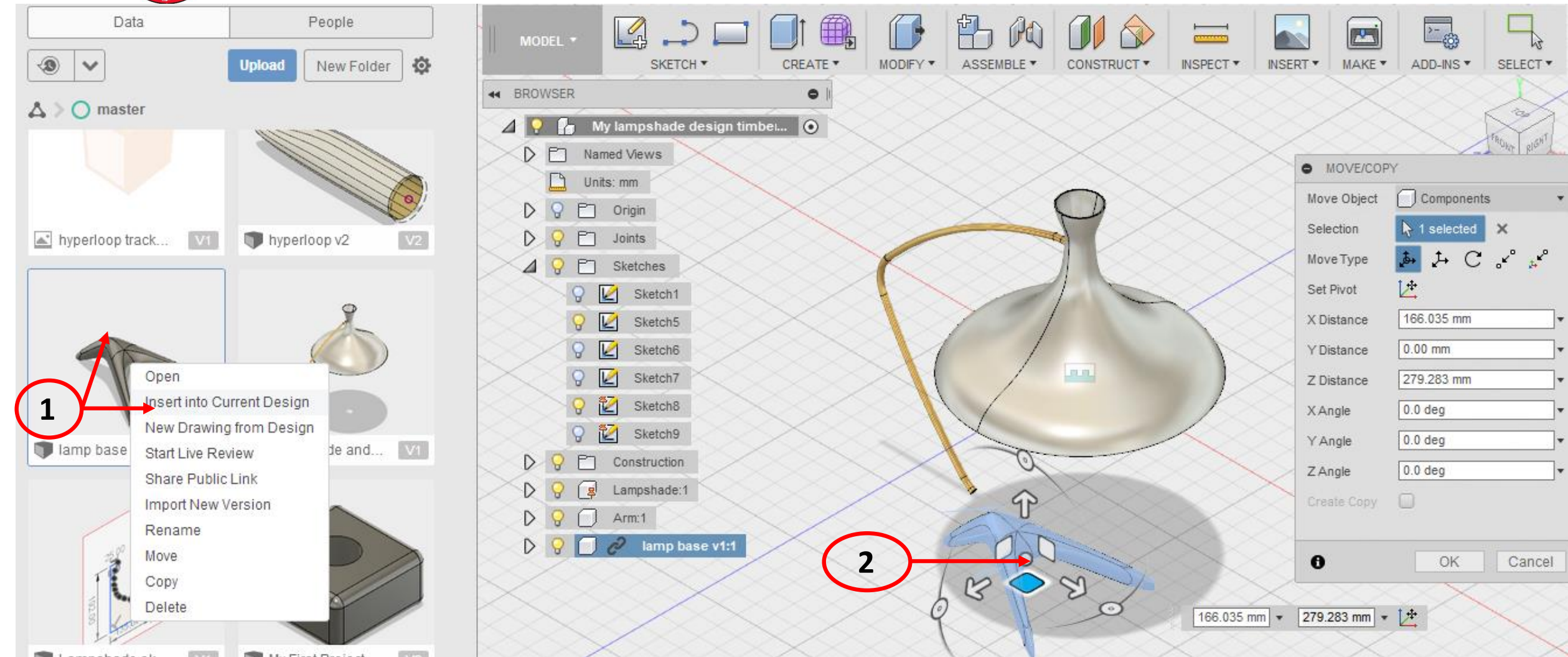
1. Right click on the arm > select edit feature
2. Select Path > select new line.
3. Select OK to finish and update sweep.

Step 2: Assemble the Lampshade and the Arm



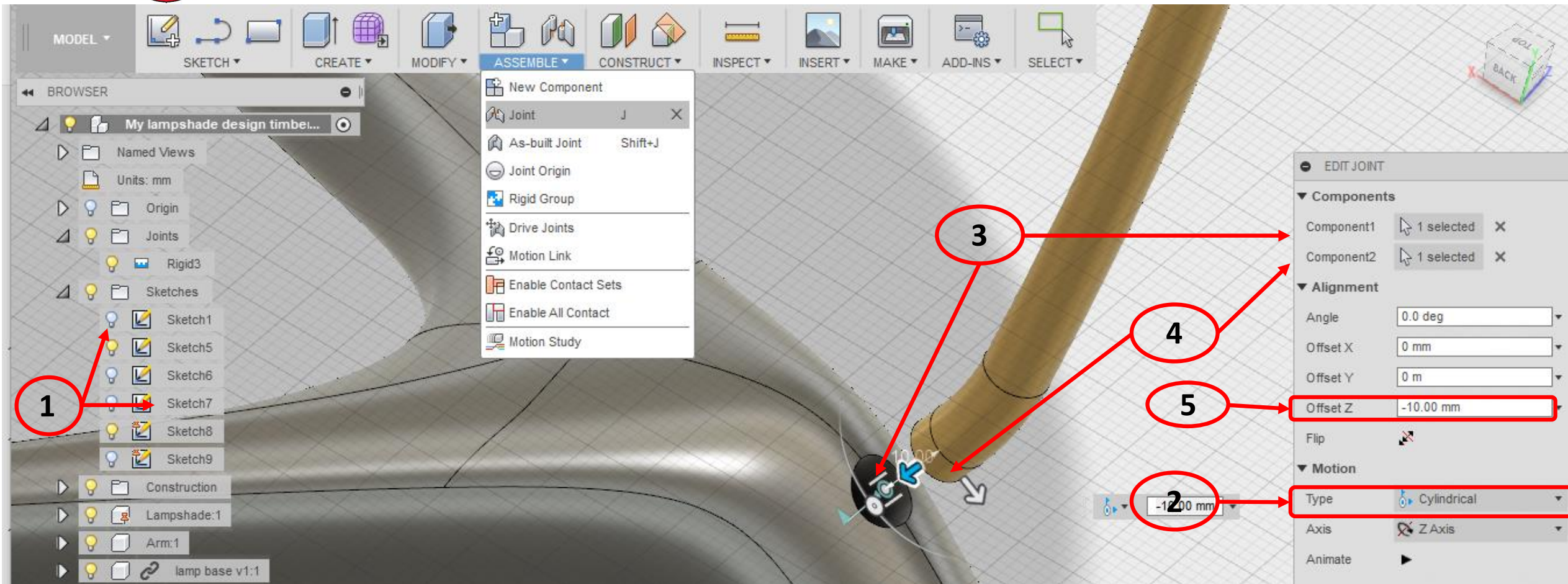
1. Right click on the lampshade component > Select Ground.
2. Select Assemble > As built Joint
3. Select Components and select Both Arm and Lampshade.

Step 2: Assemble the Lampshade and the Arm



1. Right click on the Lamp Base > Select Insert into Current Design.
2. Use the Triad arrows to rotate and drag to approximate position.

Step 2: Assemble the Lampshade and the Arm



1. Select Assemble > Joint
2. Set type to Cylindrical
3. Select inside hole as component one
4. Select cylinder of Arm as component 2
5. Set offset Z to 5mm (this will sink arm 5mm into hole)