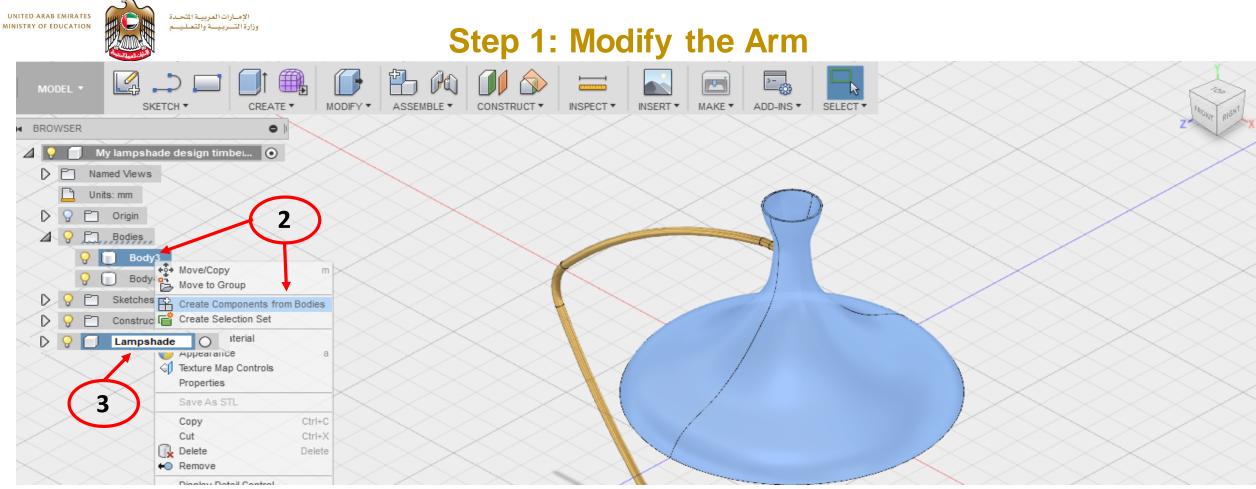
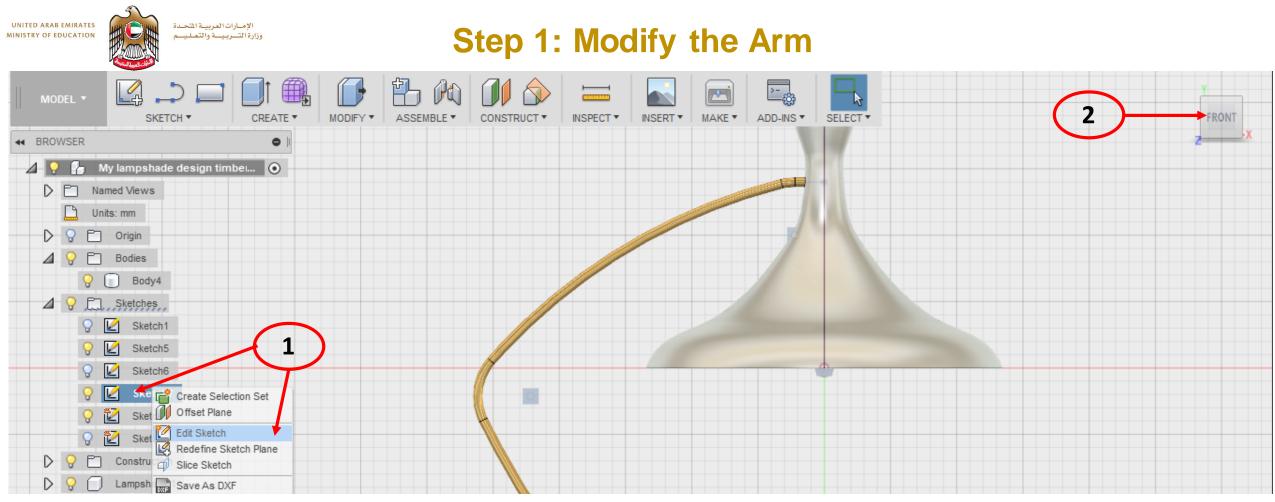


Task 6

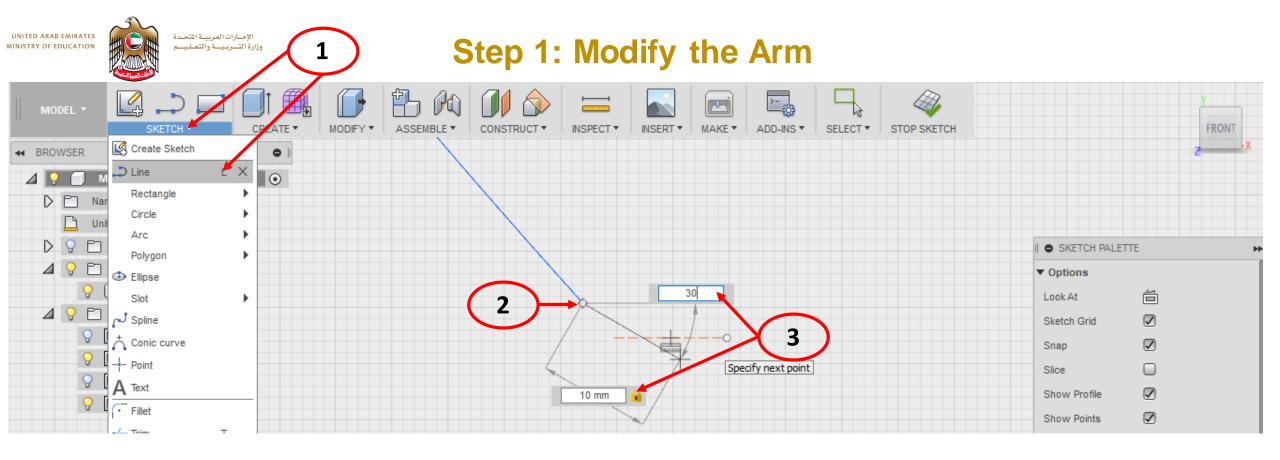
Assemble the desktop lamp using joints.



- 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.



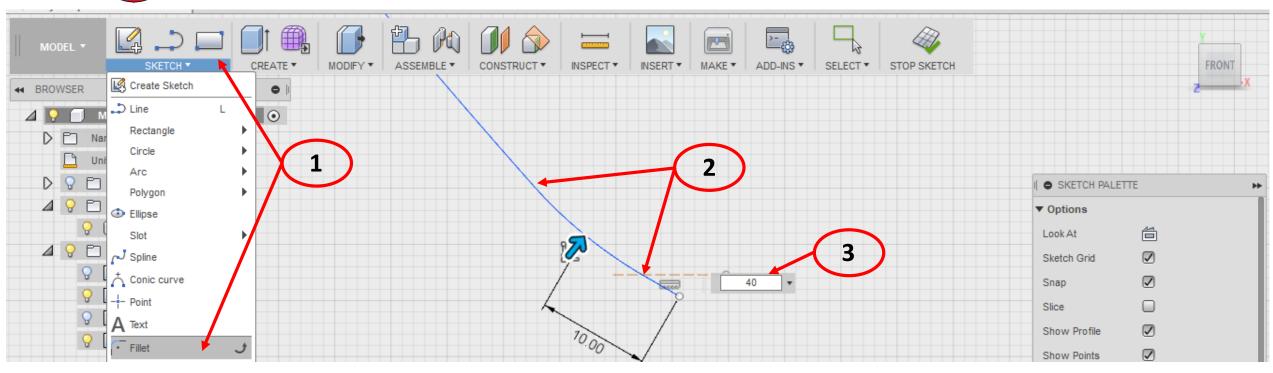
- 1. Right click on the arm sketch, select edit sketch.
- 2. Select Front on View Cube
- 3. Zoom in to end of sketch



- 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)

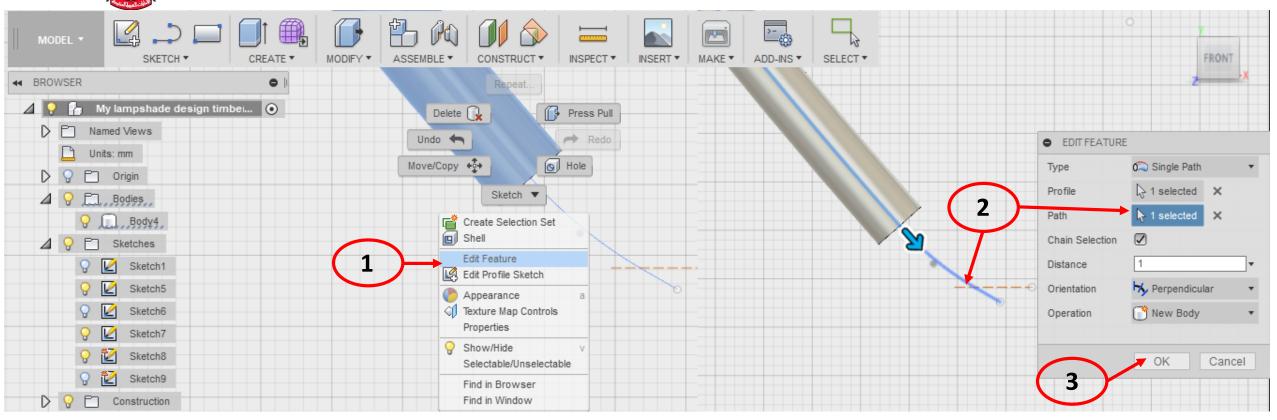


Step 1: Modify the Arm



- 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.

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3. Select OK to finish and update sweep.

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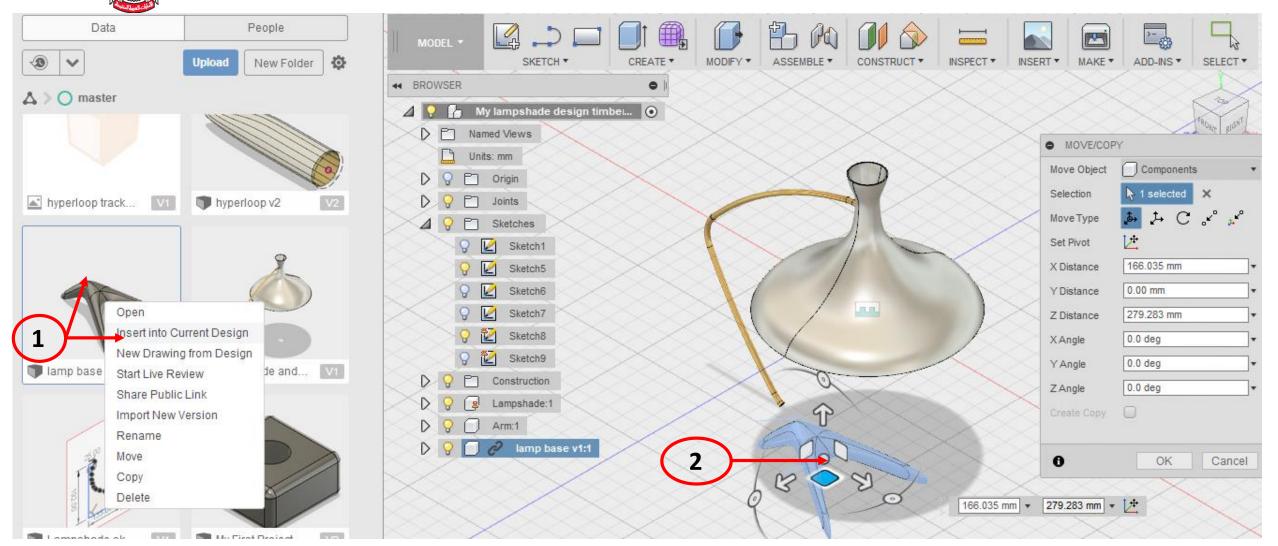
Step 2: Assemble the Lampshade and the Arm

MODEL - CREATE - MODIFY	ASSEMBLE CONSTRUCT INSPECT INSPECT MAKE ADD-INS SELECT	FRONT
🕶 BROWSER 🛛 🕒 🖡	Rew Component	2
⊿ 💡 🔓 My lampshade design timbe 💿 🔵 📿	A Joint J	
▷ E Named Views	🕅 As-built Joint Shift+J 🤳	
Units: mm 🧭 Activate	G Joint Origin	AS-BUILT JOINT
C ET Origin Ground	Rigid Group	Components 🖓 2 selected 🗙
A C ED Radias	The Drive Joints	▼ Motion
	A Motion Link	Type 🖬 Rigid 👻
Create Drawing		
Create Selection Set	Enable Contact Sets	Animate 🕨
Sketc Rigid Group	Enable All Contact	
Skete Skete Appearance a	Motion Study	OK Cancel
Sketc 🕼 Texture Map Controls		
1 Sketch Properties		
O Export		
Save Copy As		
Ctrl+C		

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

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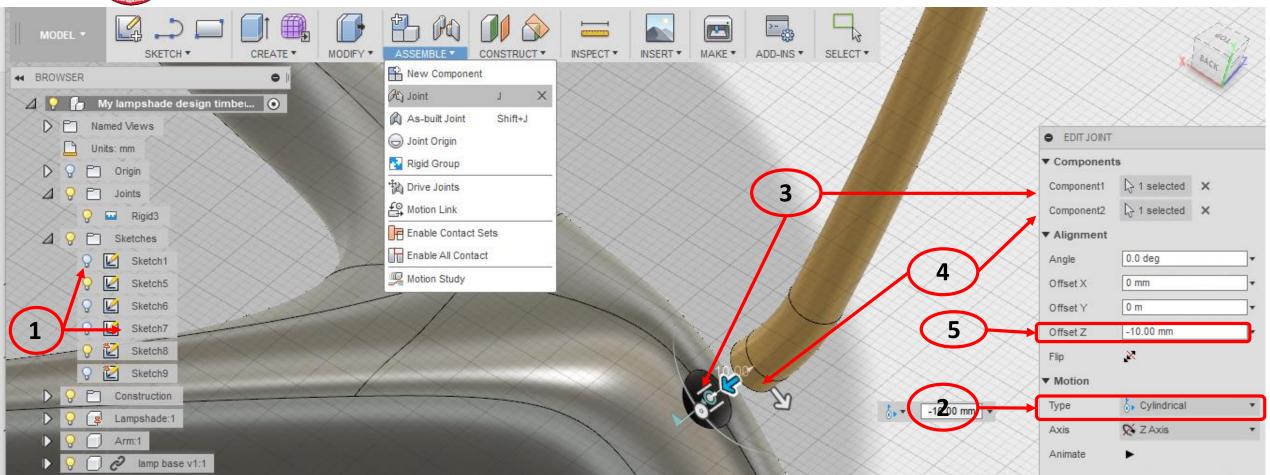
Step 2: Assemble the Lampshade and the Arm



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

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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)