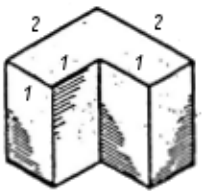
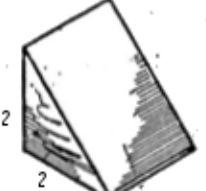
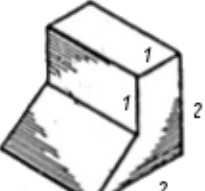
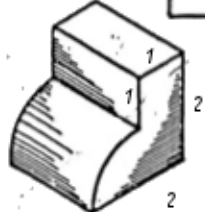
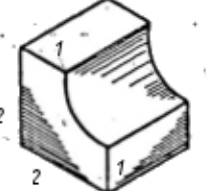
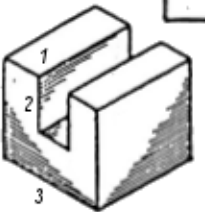
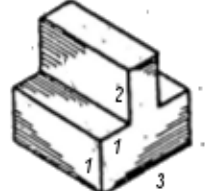
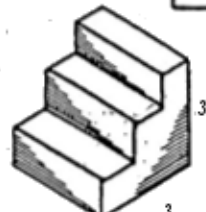
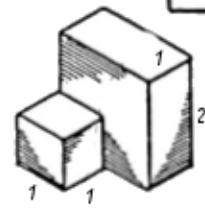
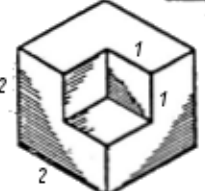

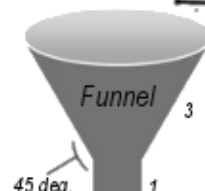


# "12 Blocks" Using Onshape

## 3D Modeling Assignment #1

<p>1</p>  <p>Use line tool</p>	<p>2</p>  <p>Use line tool</p>	<p>3</p>  <p>Use line tool</p>
<p>4</p>  <p>Use line &amp; arc tool</p>	<p>5</p>  <p>Use line &amp; arc tool</p>	<p>6</p>  <p>Use line tool</p>
<p>7</p>  <p>Use line tool</p>	<p>8</p>  <p>Use line tool</p>	<p>9</p>  <p>Use rectangle tool</p>
<p>10</p>  <p>Use rectangle tool</p>	<p>11</p> <p>2" diameter</p>  <p>Sphere</p> <p>Use circle, trim &amp; revolve tools</p>	<p>12</p>  <p>Funnel</p> <p>45 deg.</p> <p>1</p> <p>Use line &amp; revolve tools</p>

1. All "blocks" are extruded 2 inches unless otherwise noted

2. Each "block" should be a new part (called a part studio)

3. Create a part studio folder and put all parts in it

4. Once finished, call Mr. Podmers over to have your "blocks" checked

5. Each "block" is worth 2 points. Total of 24 points

6. Each "block" is worth 2 points. Total of 24 points