Page 11-4. To move the trajectory start point, click on the arrow to cause it to jump to the other location. RMB may not bring up the appropriate menu.

Page 11-4. The I shape would be a good thing for testing the Insert foreign data from Pallet function in Sketcher, as this shape is already modeled for you.

Screen capture the model and model tree before deleting the sweep near the bottom of page 11-5.

As a side note, you could also create this geometry using a simple Sweep as shown below.
Page 11-6. After changing the radius to 55, zoom in and screen capture the image shown below as shown (no datums displayed).

![Image 1](image1)

Page 11-6. After merging ends, screen capture this as before.

![Image 2](image2)

Page 11-7. You would think you could edit your sketch and remove the arcs then replace them with a straight line. In the past, a Variable Section Sweep would produce the geometry shown below. Now you get an error message stating that you need tangency conditions for all entities in the sketch. You would actually have to create the geometry as a Sweep – Protrusion.

![Image 3](image3)
Page 11-9, Figure 14. Make sure you have tangency conditions on all line-arc intersections.

Page 11-10. After creating the sweep, screen capture as shown below.

Page 11-11. The height (2.75) of the revolve is taken from the underside of the part.

Page 11-11. When creating the sketch for the hole feature, switch the background to white on black so you can see your dimensions.

After saving your part, screen capture it as shown below (hidden lines, no datums, model tree)
Page 11-18. After shelling the part Blend1, screen capture it as shown below (hide sketches, hidden lines, datums and model tree).

Do not do the rotational blends on pages 11-18 through 11-21.

Print your screen captures and submit for grading.