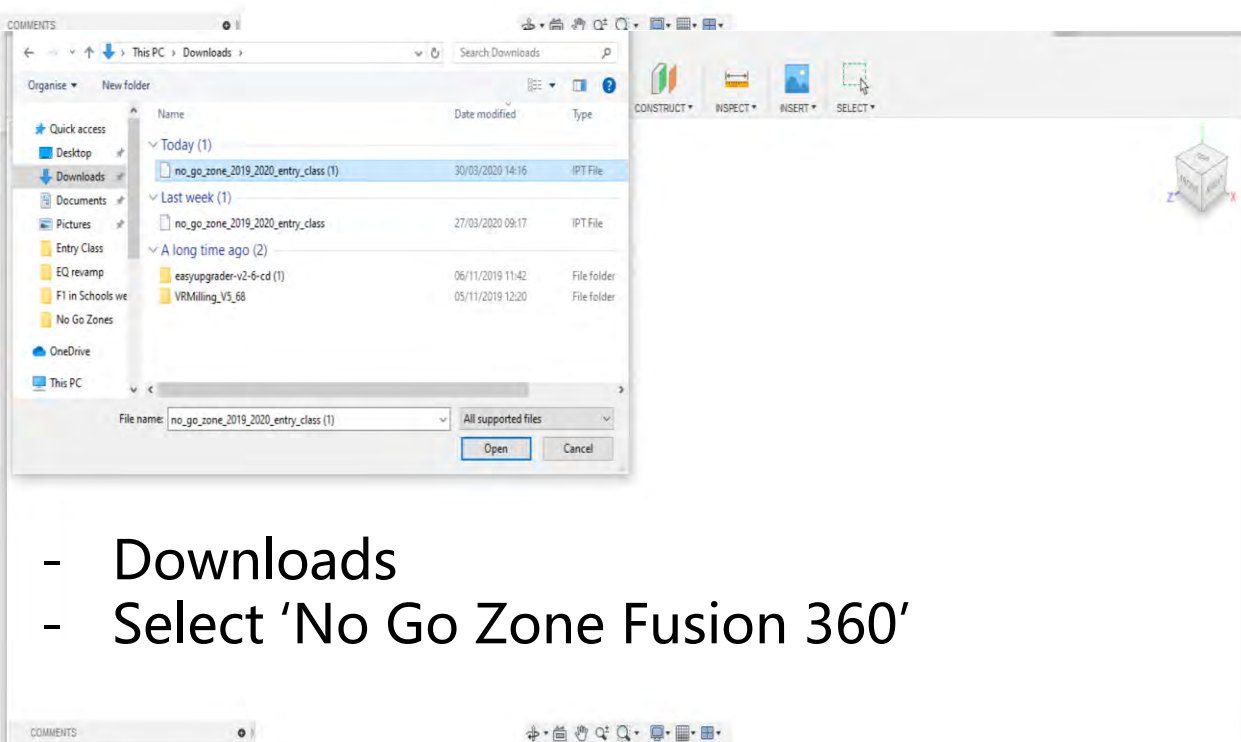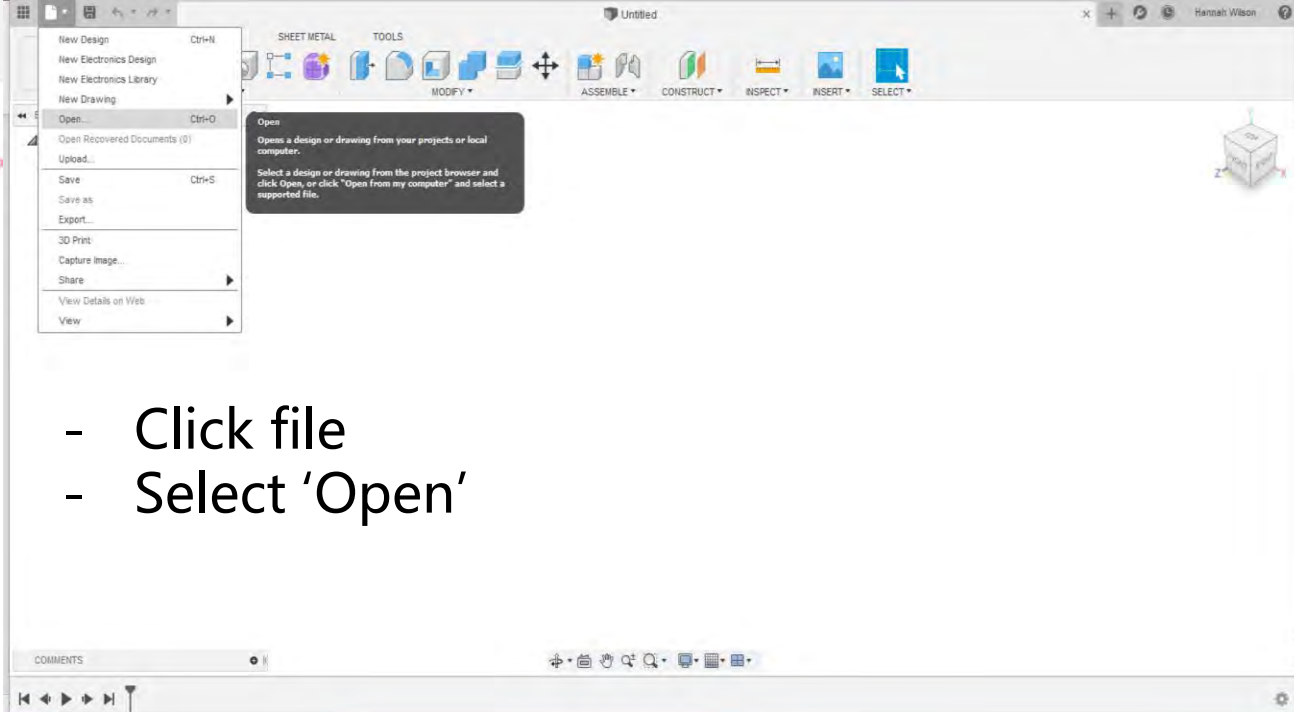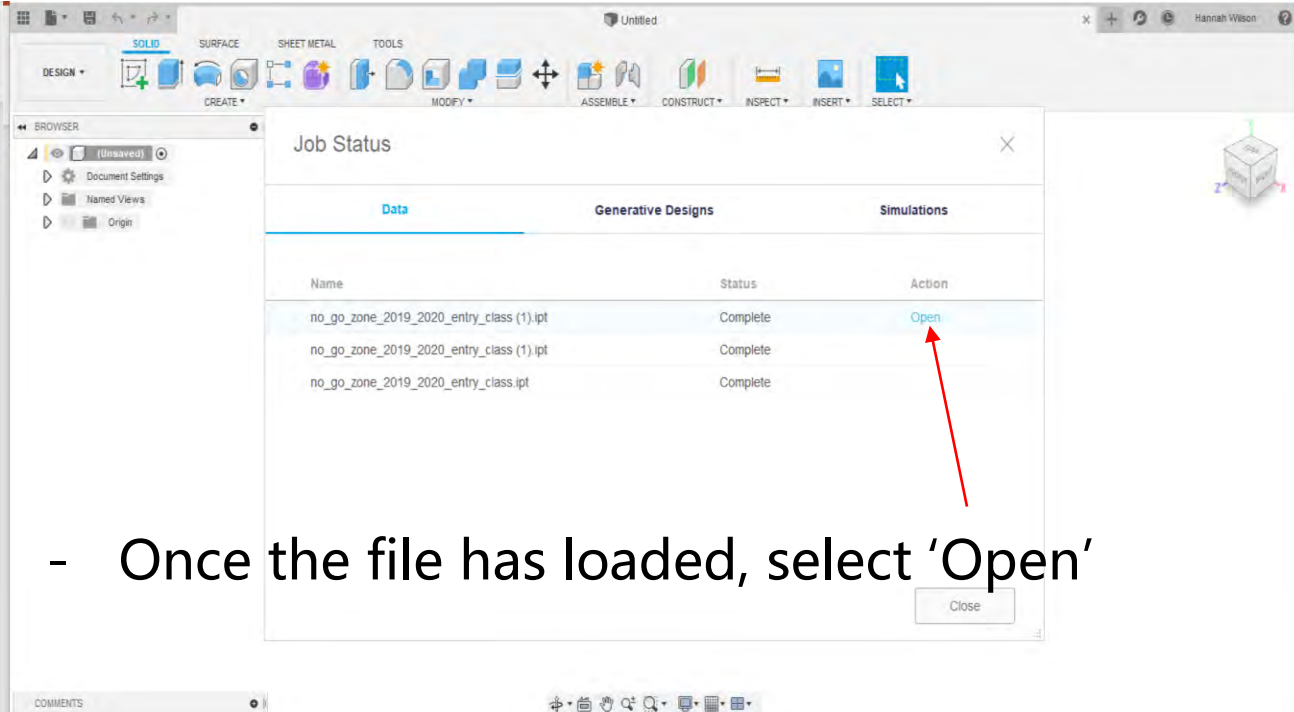# Activity 2
Creating the front of your Car
PDF Guide

Ensure you have downloaded the No-Go zone Fusion 360 from the EESW website in #F1Friday folder.
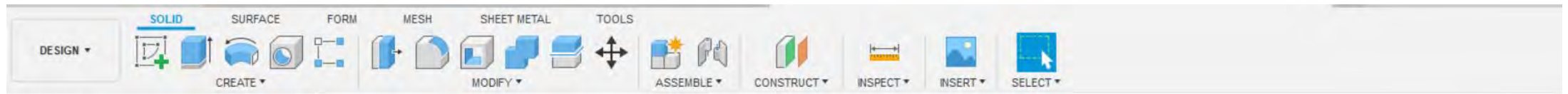
- Click file
- Select 'Open'
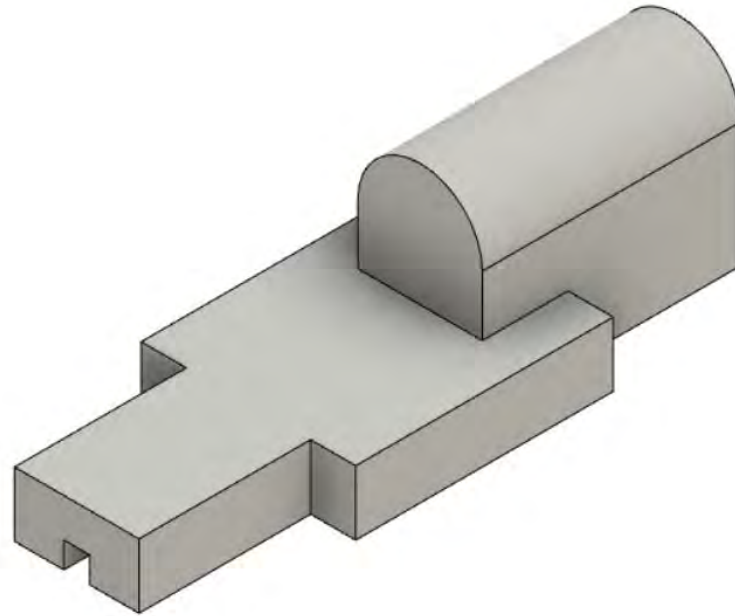
- Downloads
- Select 'No Go Zone Fusion 360'

- Once the file has loaded, select 'Open'

Here is your No-Go zone.
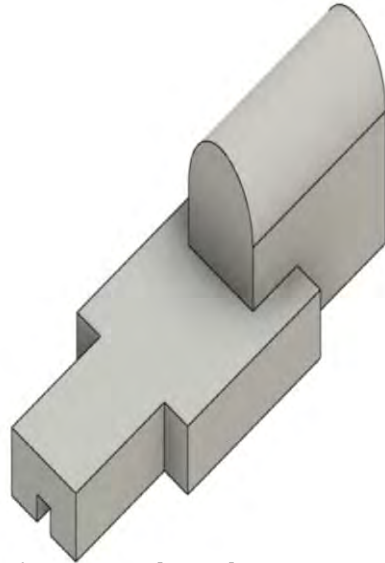
Click Orbit on the bottom of the screen.
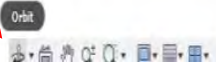
Orbit will allow you to rotate around your object you have created.

To escape the orbit tool, tap 'ESC' at the top of your keyboard.

Click 'Pan' on the bottom of the screen.

Pan will allow you to move your object from one place to another.

To escape the pan tool, tap 'ESC' at the top of your keyboard.
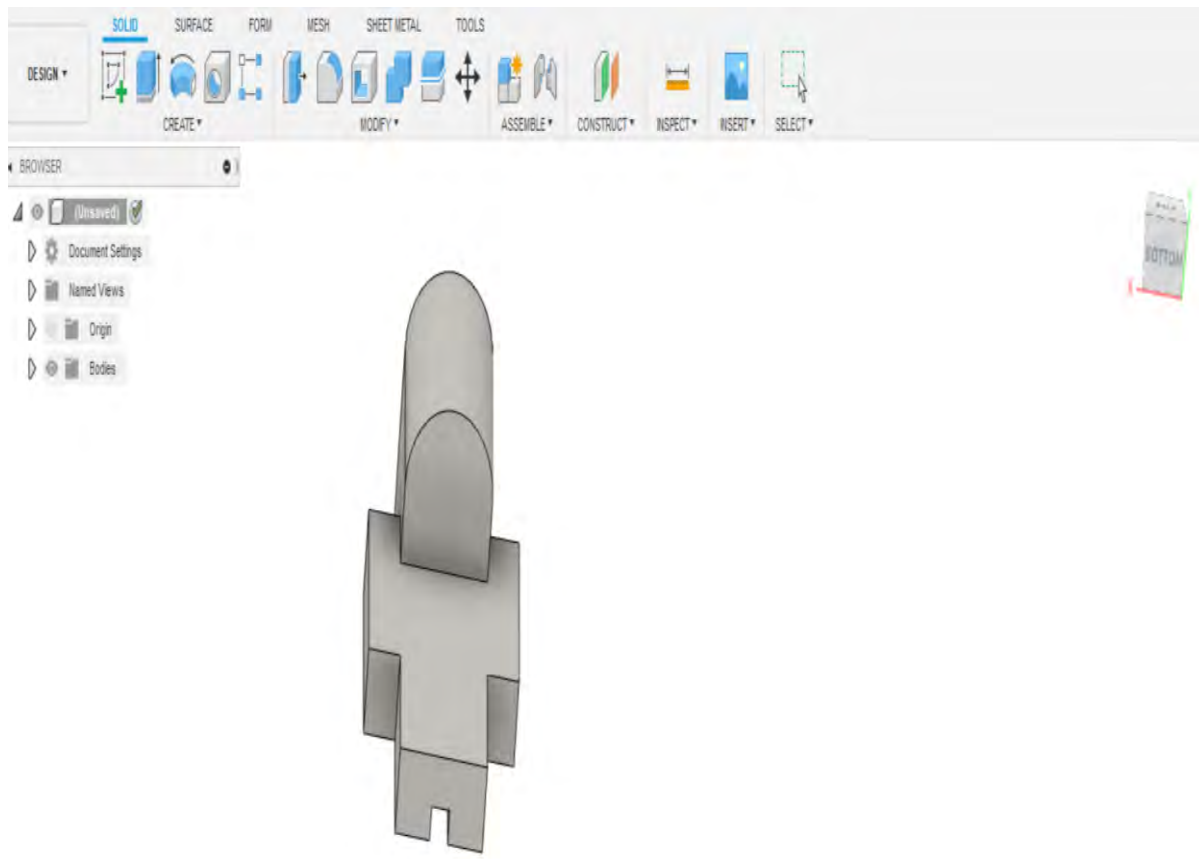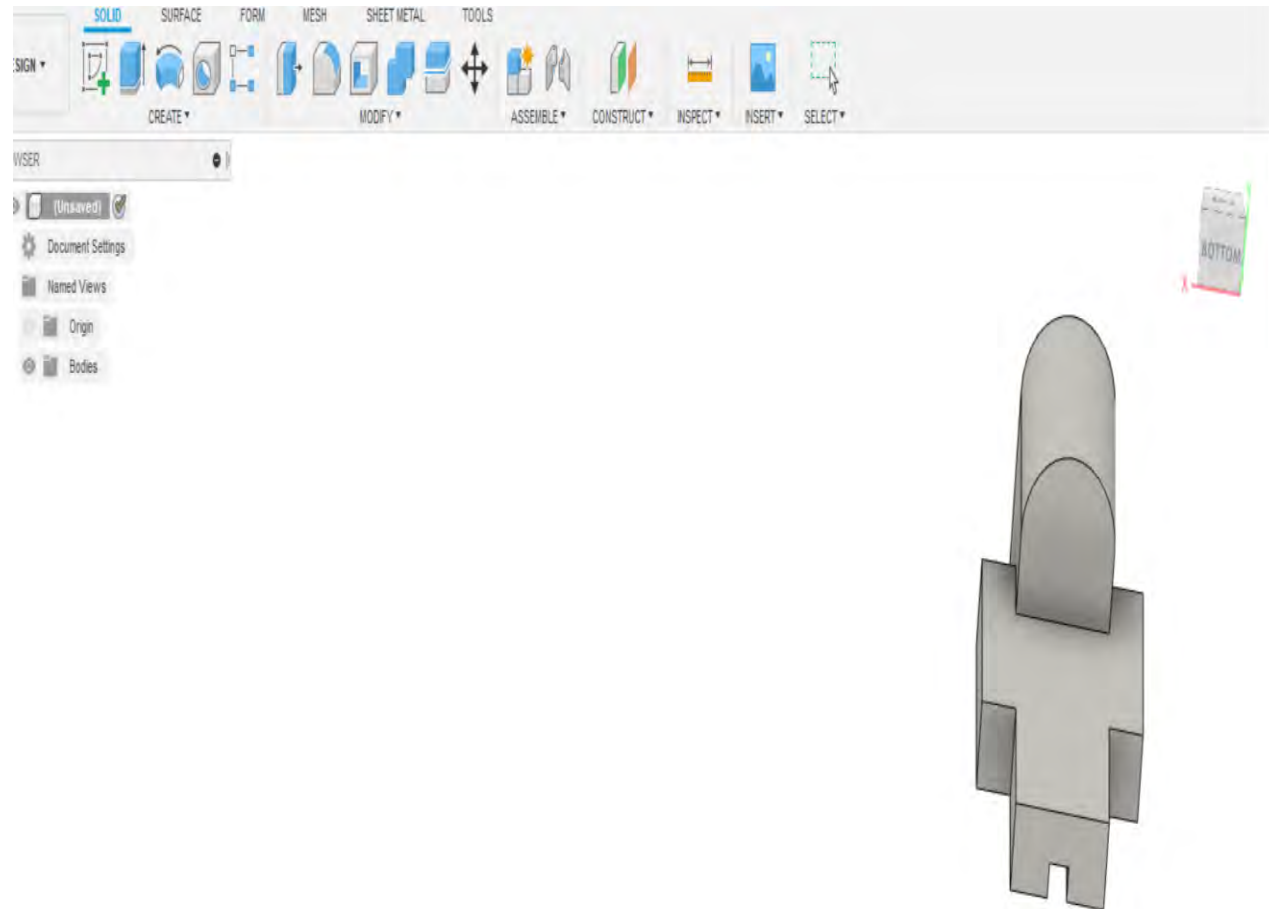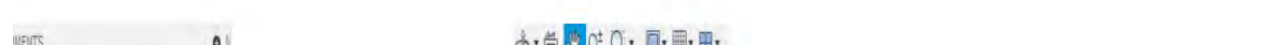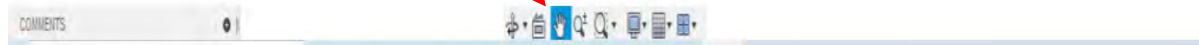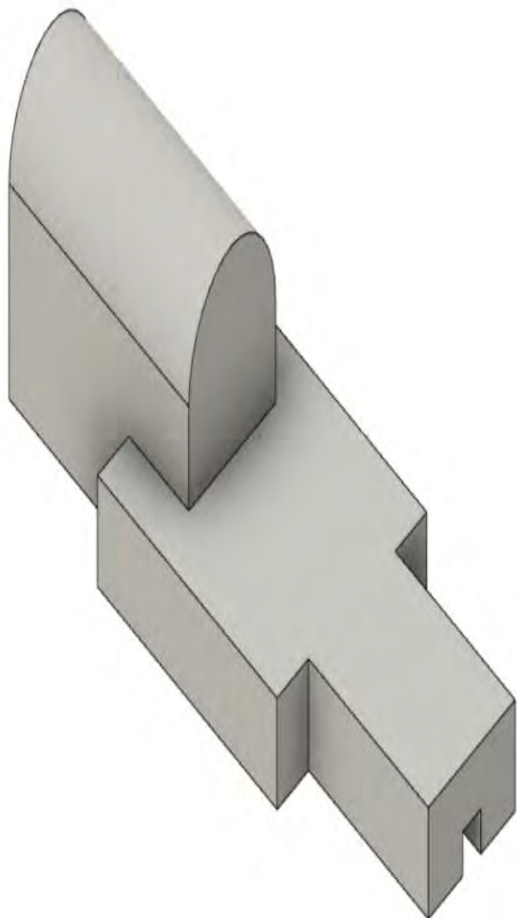
SOLID SURFACE FORM MESH SHEET METAL TOOLS

DESIGN ▼

CREATE ▼   MODIFY ▼   ASSEMBLE ▼ CONSTRUCT ▼ INSPECT ▼ INSERT ▼ SELECT ▼

BROWSER

◢ ⊙ ▢ (Unsaved) ⦸
  ▷ ⚙ Document Settings
  ▷ 📷 Named Views
  ▷ 📷 Origin
  ▷ ⊙ 📷 Bodies

Click the cube on the right hand side of the screen.

no_go_zone_2018_2019_entry v3 ✕   no_go_zone_2019_2020_entry_class*   ✕ + 🔄 ⦵ Hannah Wilson

SOLID SURFACE FORM MESH SHEET METAL TOOLS

DESIGN ▼

CREATE ▼   MODIFY ▼   ASSEMBLE ▼ CONSTRUCT ▼ INSPECT ▼ INSERT ▼ SELECT ▼

BROWSER

◢ ⊙ ▢ (Unsaved) ⦸
  ▷ ⚙ Document Settings
  ▷ 📷 Named Views
  ▷ 📷 Origin
  ▷ ⊙ 📷 Bodies

The cube will allow you to view your object at different angles. Give it a try.
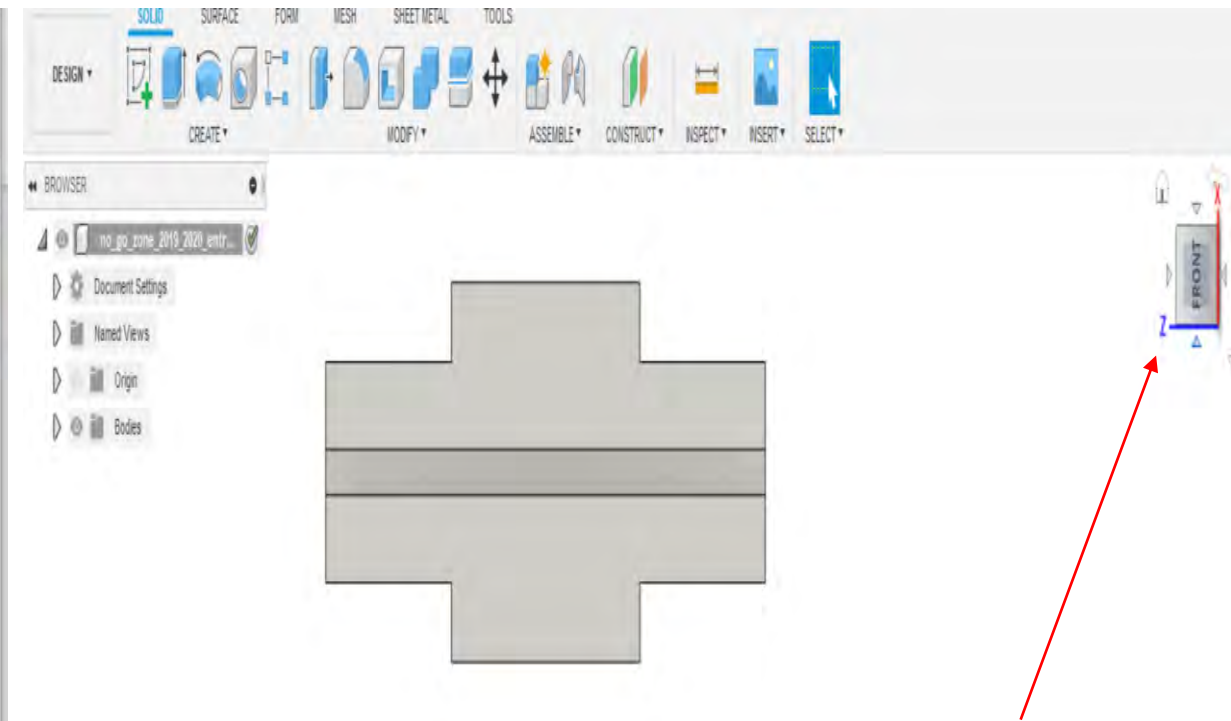
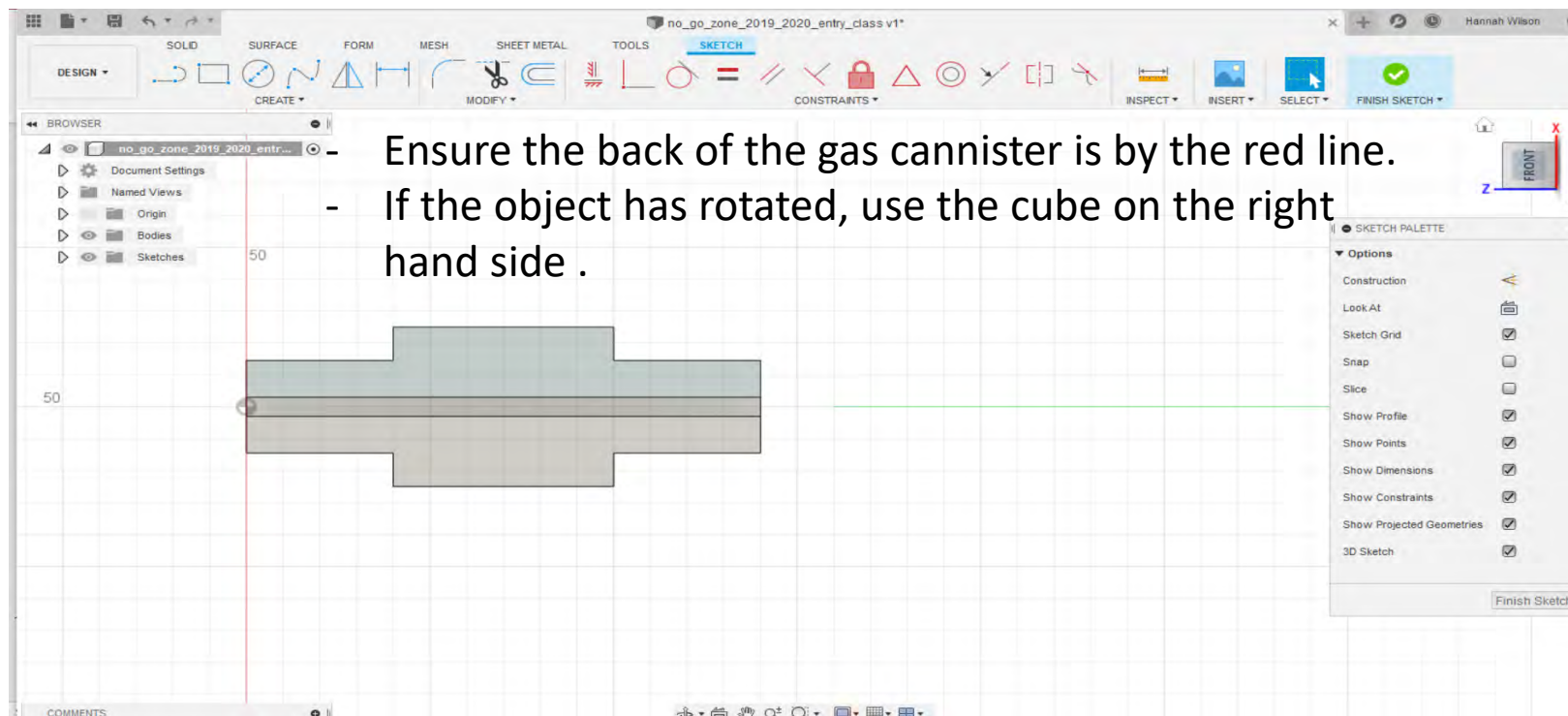Using the scroller on your mouse, zoom out and in.
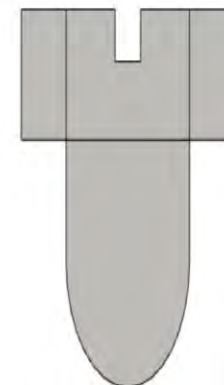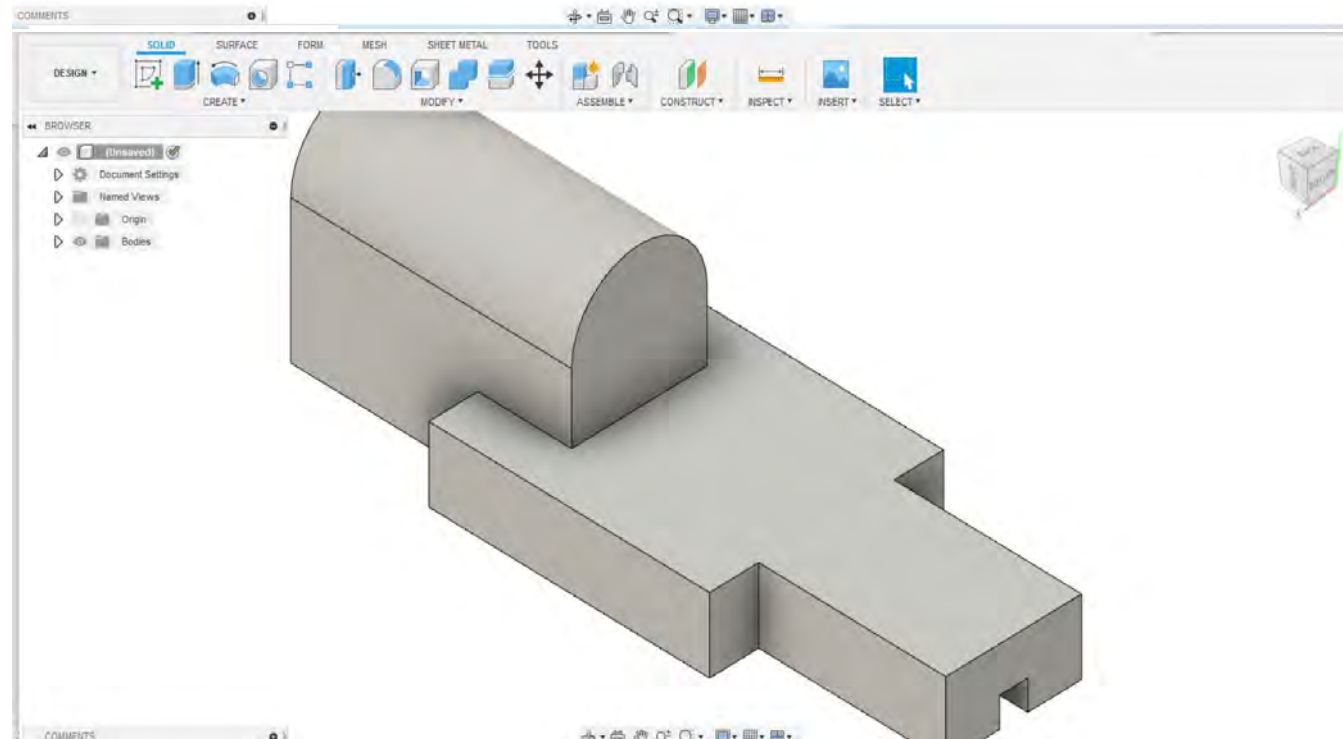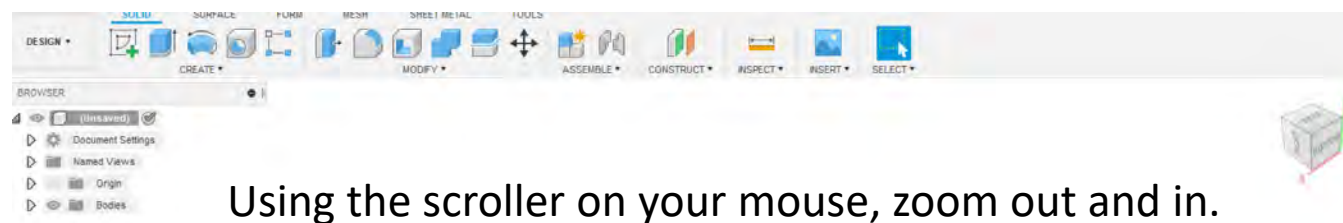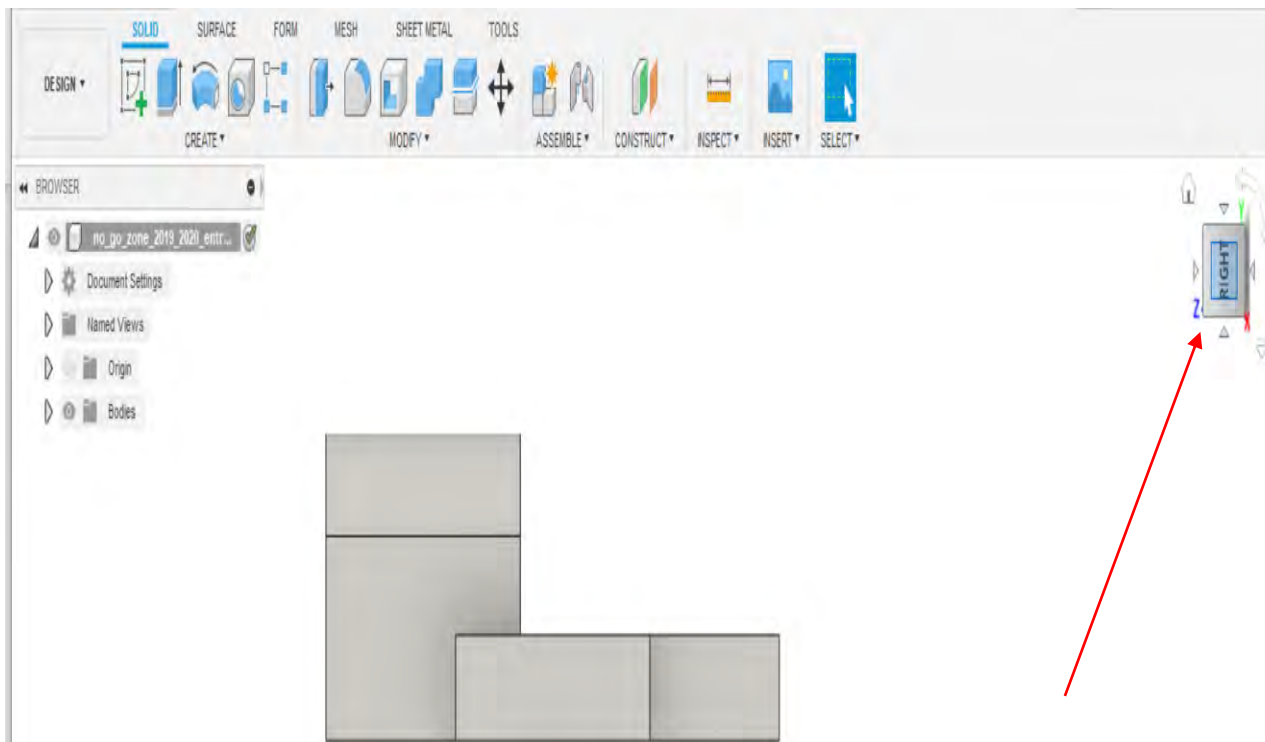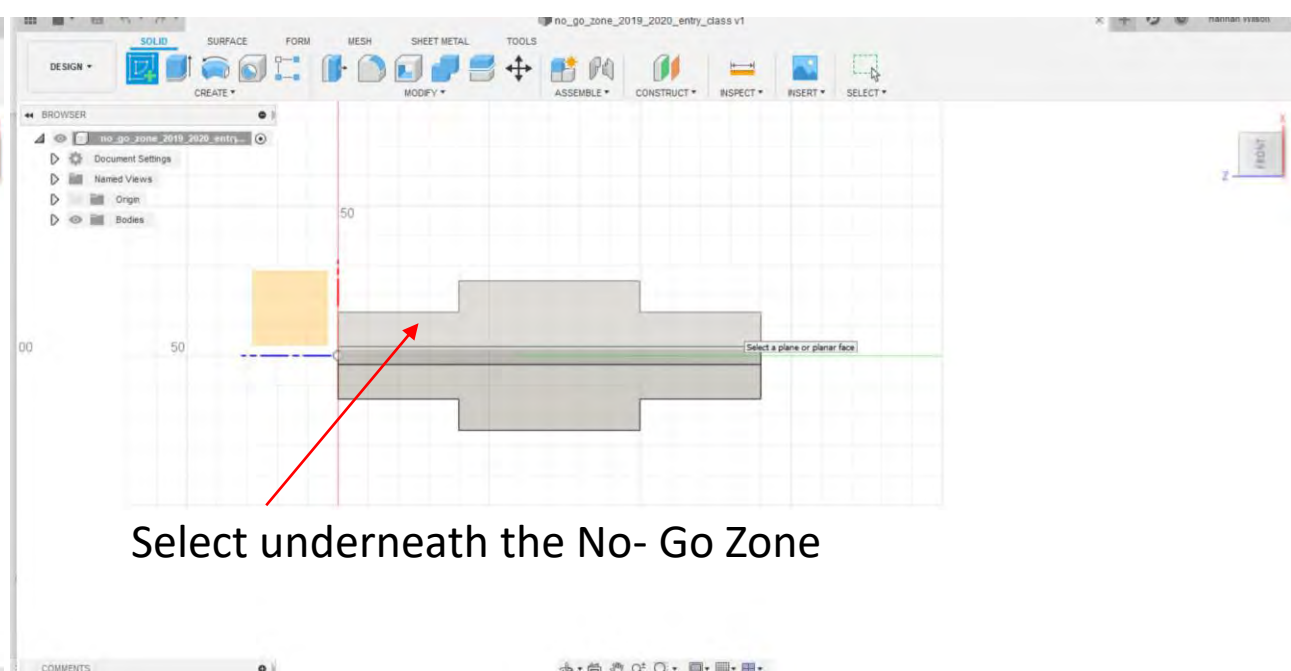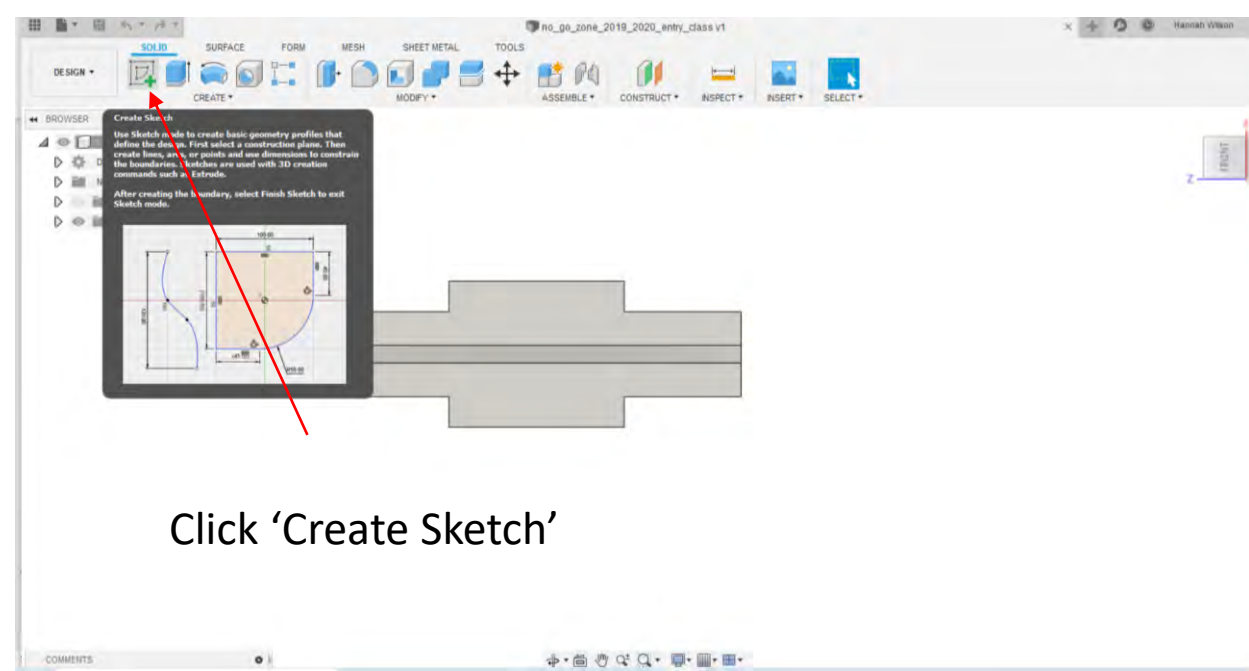
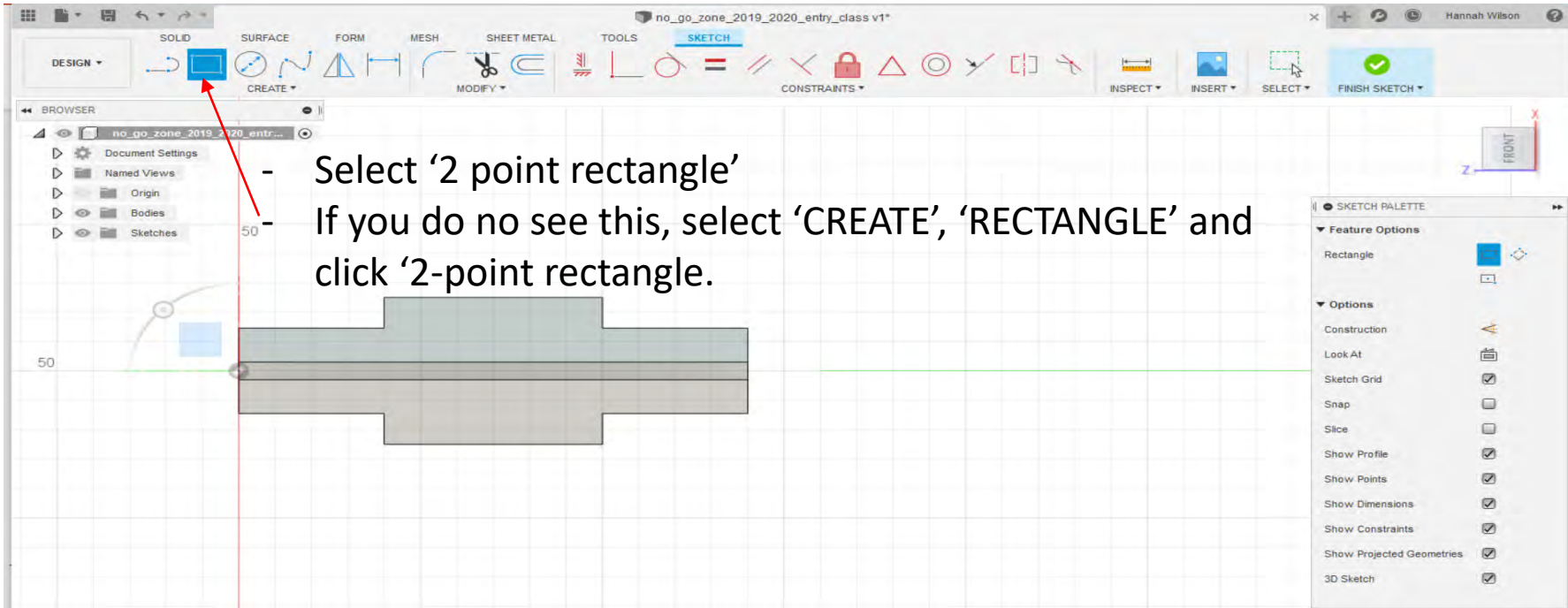Using the cube on the right hand side, rotate the No-Go zone.

TIP- there are little arrow around the cube. Use the arrows to help you.

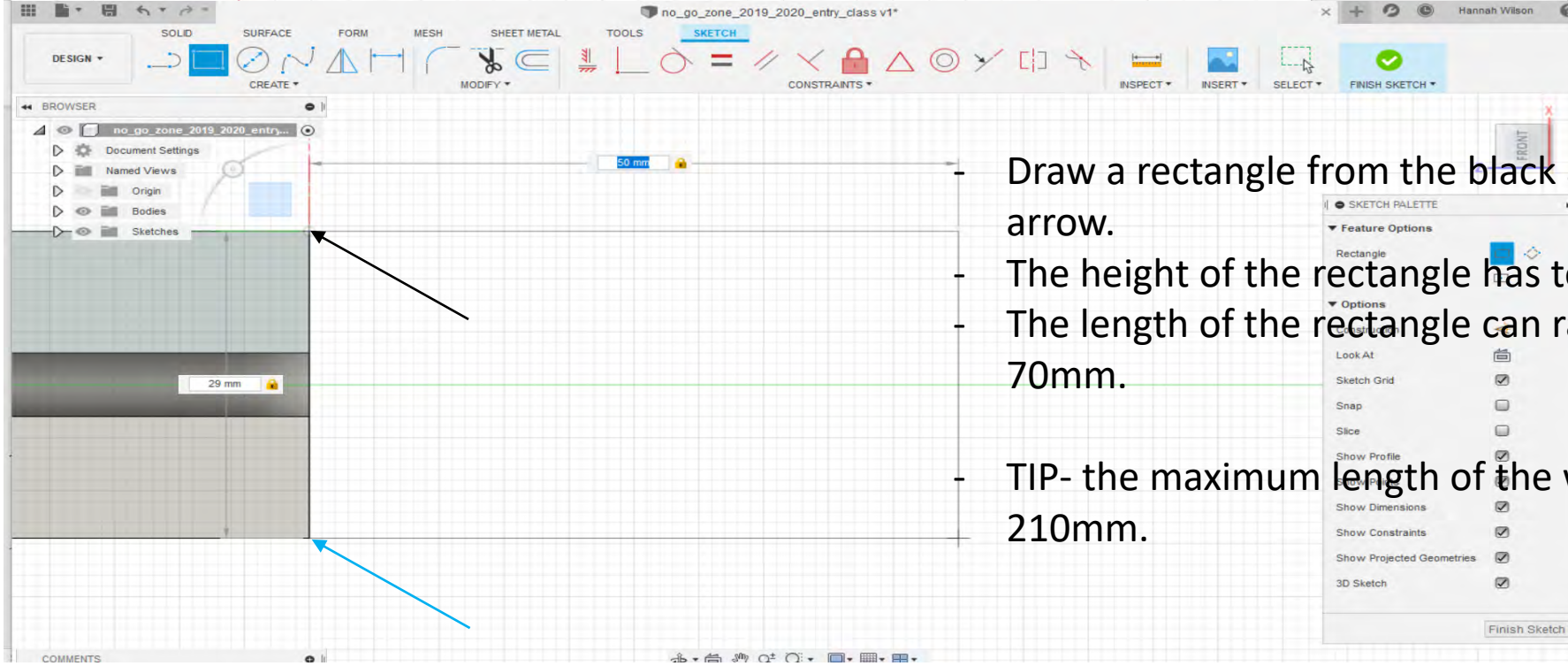Now, click the arrow underneath the cube to view the No-Go zone.

Click 'Create Sketch'

Select underneath the No- Go Zone

- Ensure the back of the gas cannister is by the red line.
- If the object has rotated, use the cube on the right hand side .
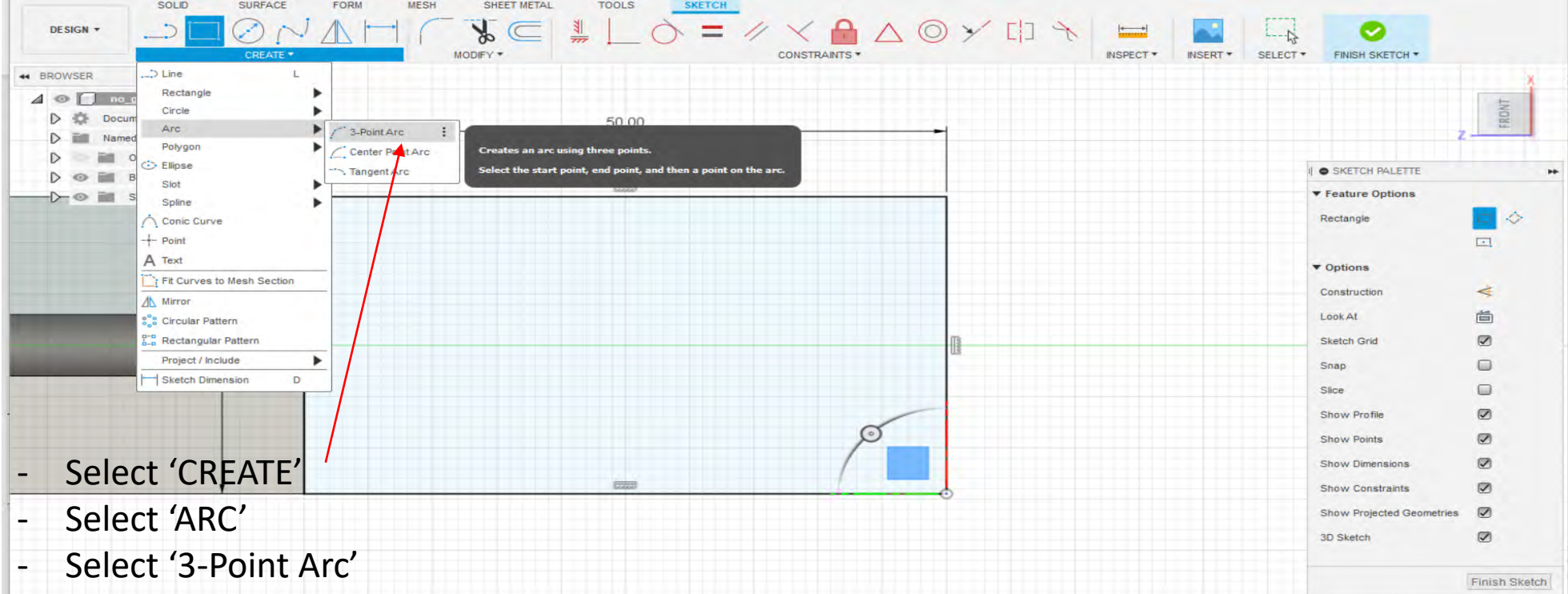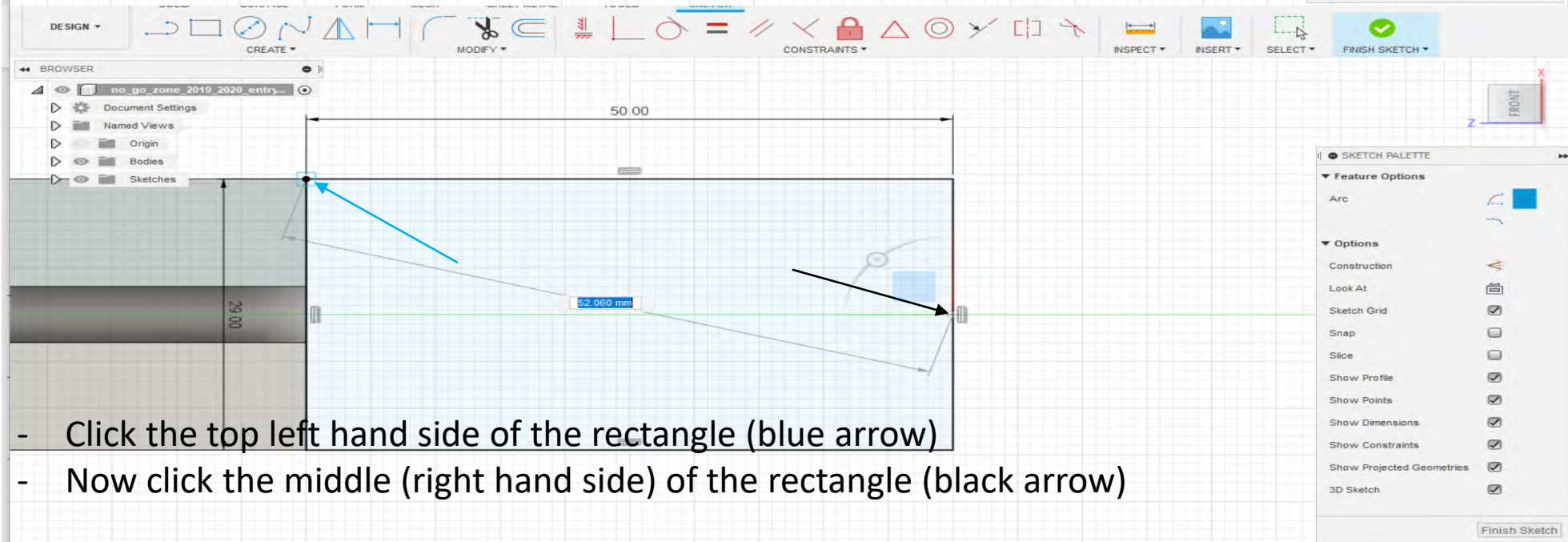
- Select '2 point rectangle'
- If you do no see this, select 'CREATE', 'RECTANGLE' and click '2-point rectangle.

- Draw a rectangle from the black arrow to the blue arrow.
- The height of the rectangle has to be 29mm.
- The length of the rectangle can range from 1mm to 70mm.

- TIP- the maximum length of the whole car can be 210mm.

- Select 'CREATE'
- Select 'ARC'
- Select '3-Point Arc'

Creates an arc using three points.
Select the start point, end point, and then a point on the arc.
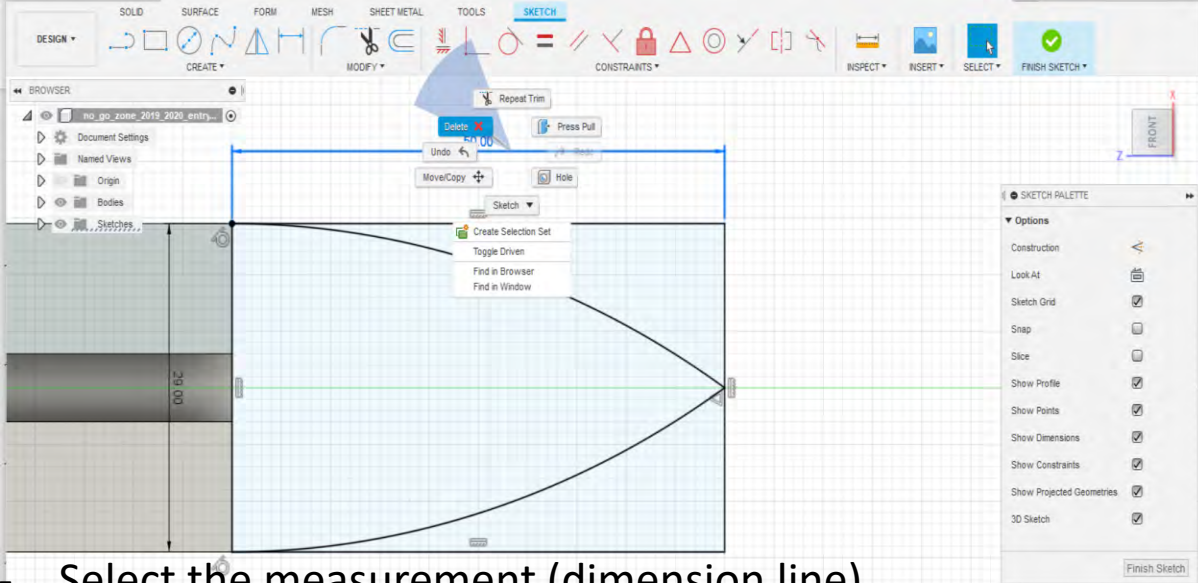
50.00

- Click the top left hand side of the rectangle (blue arrow)
- Now click the middle (right hand side) of the rectangle (black arrow)
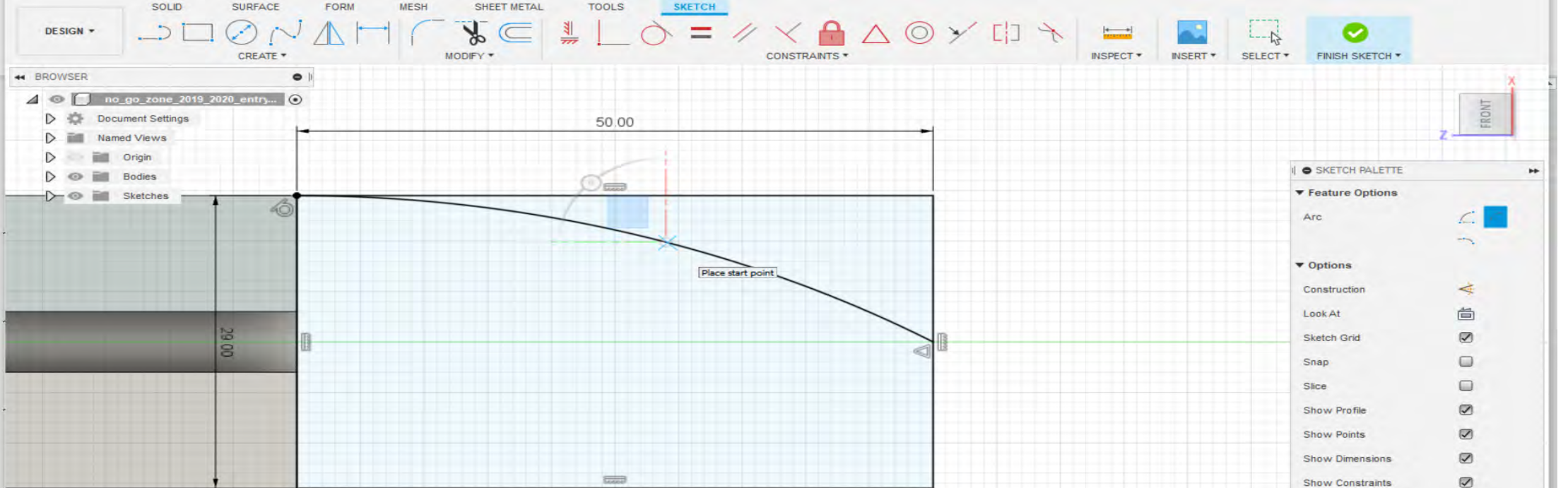
- Move the mouse to create an ARC shape. You can design it however you want.

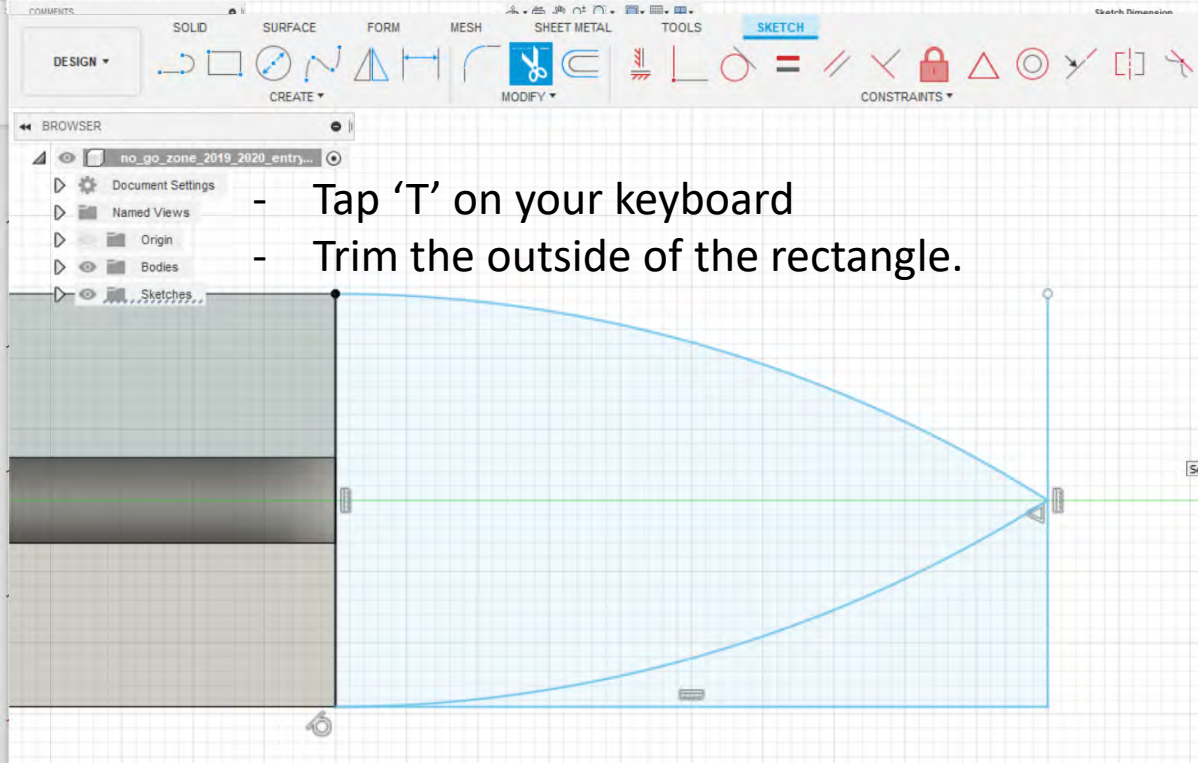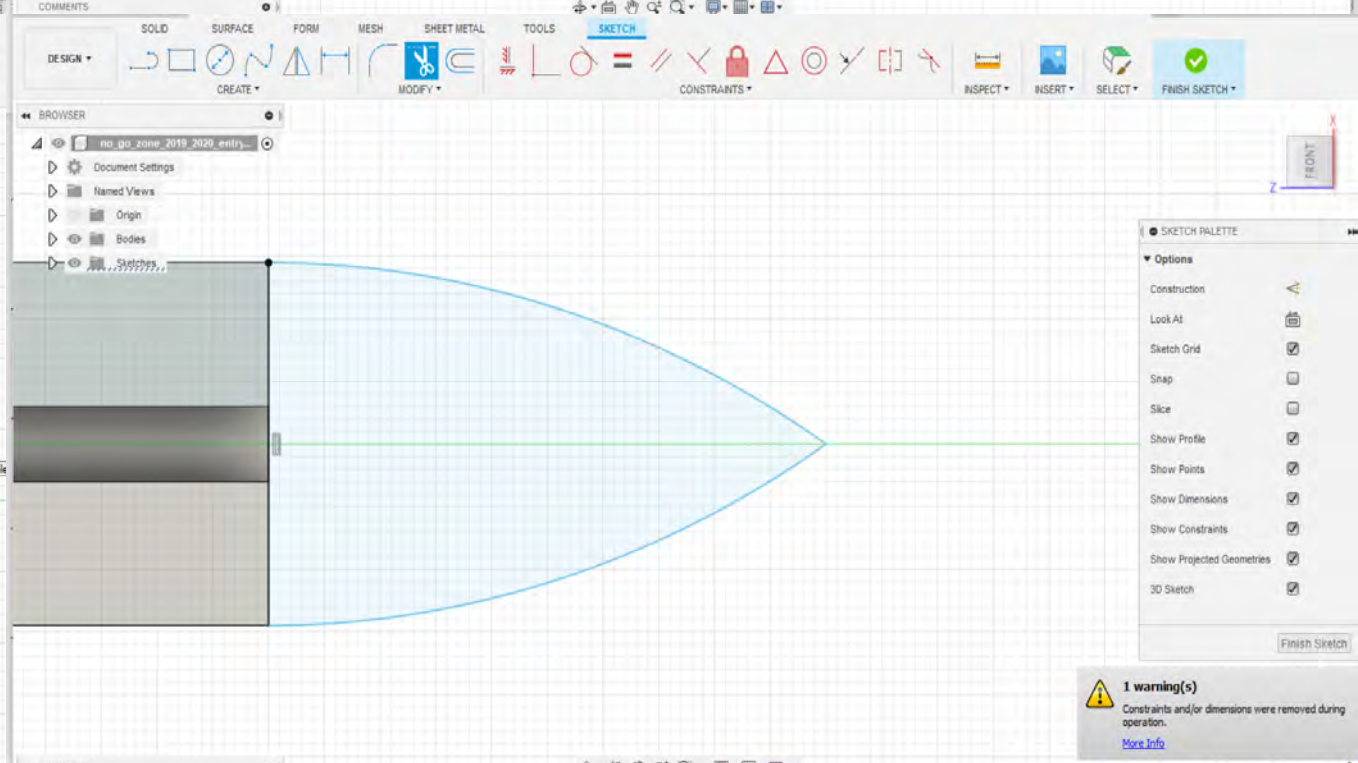- Repeat for the other side.
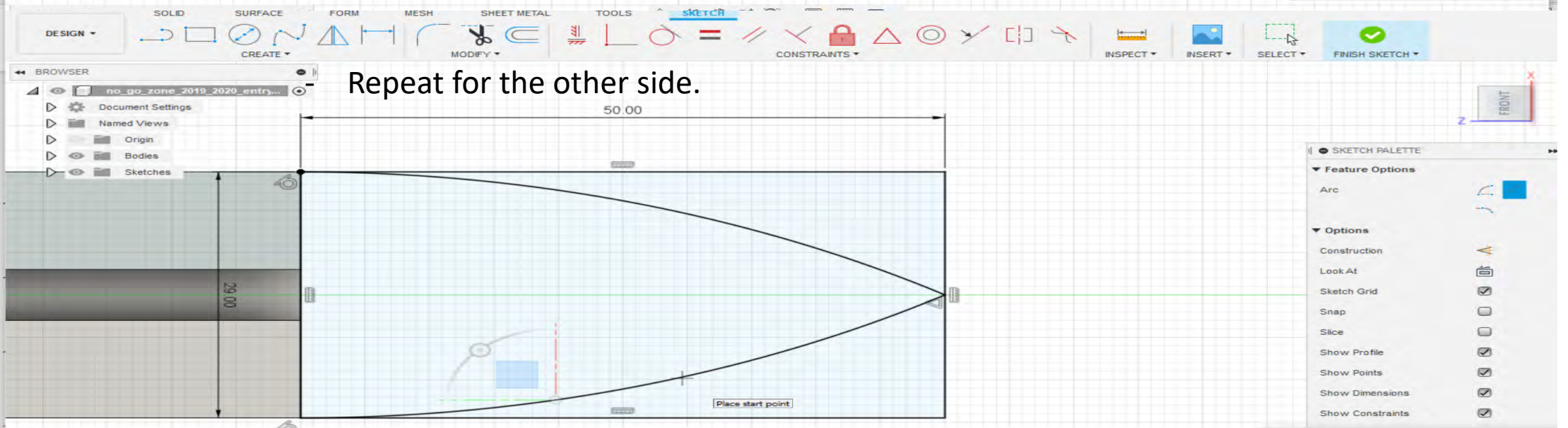
- Select the measurement (dimension line)
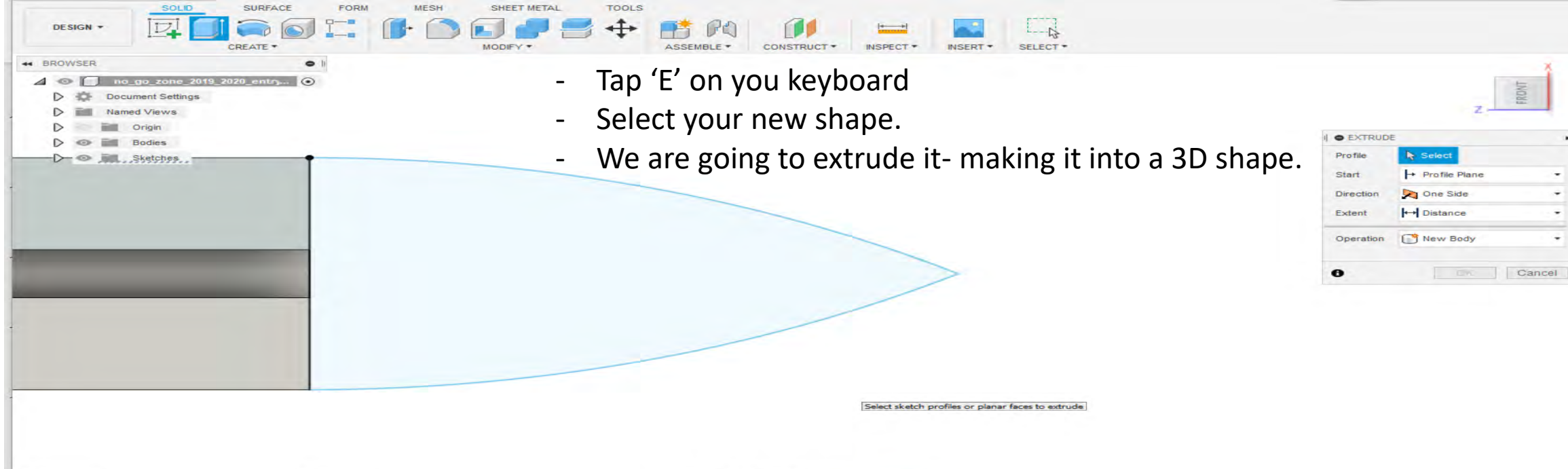- Right click and select 'Delete'
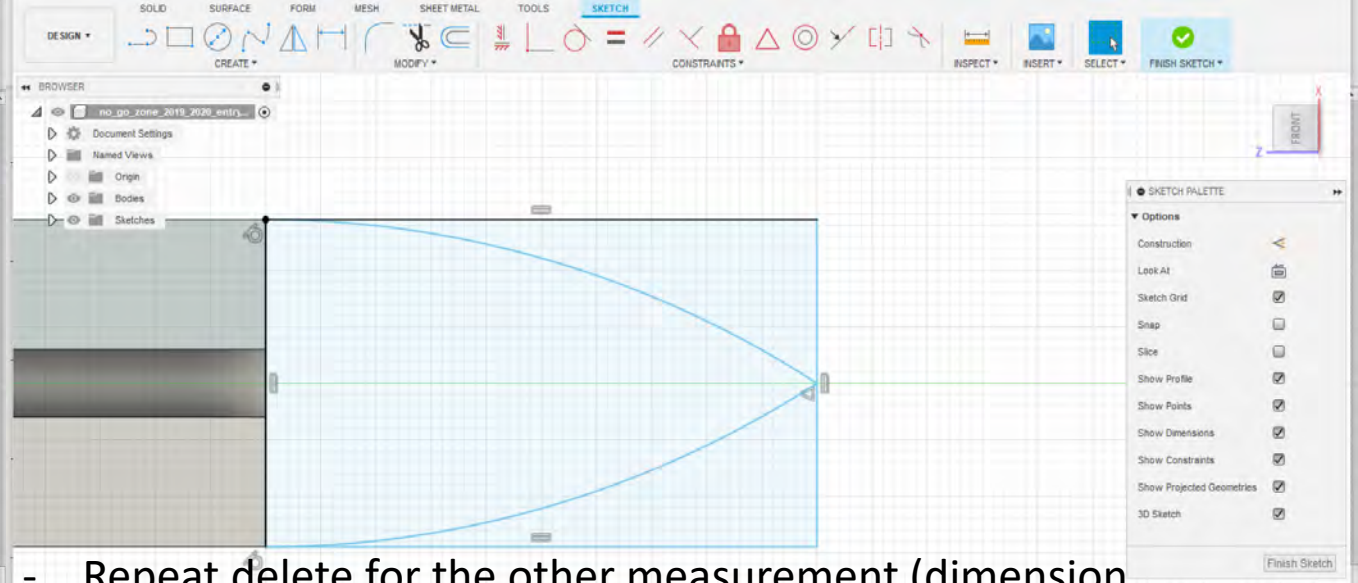
- Repeat delete for the other measurement (dimension line)

- Tap 'T' on your keyboard
- Trim the outside of the rectangle.

- Tap 'E' on you keyboard
- Select your new shape.
- We are going to extrude it- making it into a 3D shape.
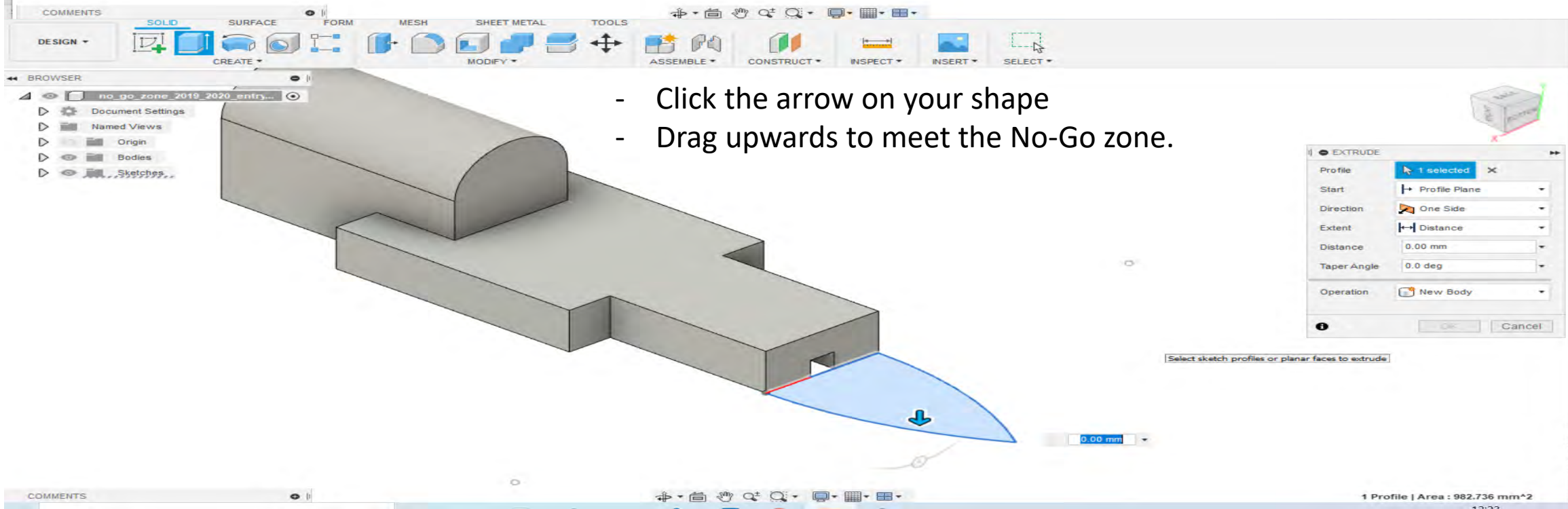
- Click the arrow on your shape
- Drag upwards to meet the No-Go zone.

- Your menu should have 'Join'.
- Once you are happy, click 'OK'

EXTRUDE

Profile	1 selected	✕
Start	Profile Plane	
Direction	One Side	
Extent	Distance	
Distance	–15.00 mm	
Taper Angle	0.0 deg	
Operation	Join	

OK   Cancel

15.00

–15.00 mm
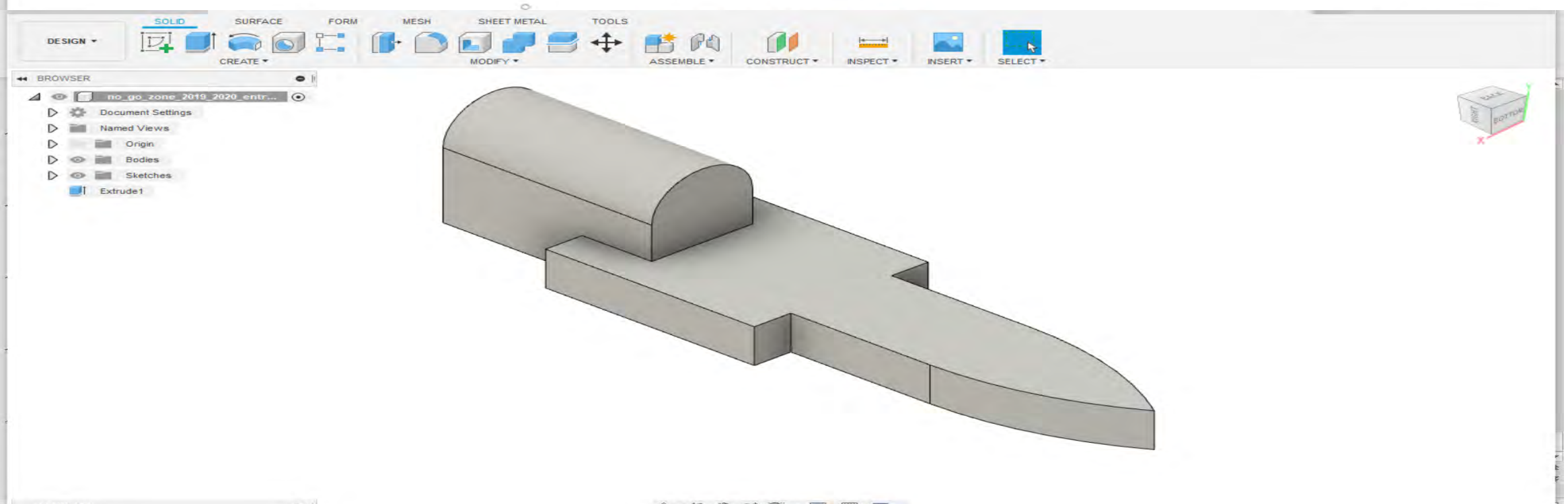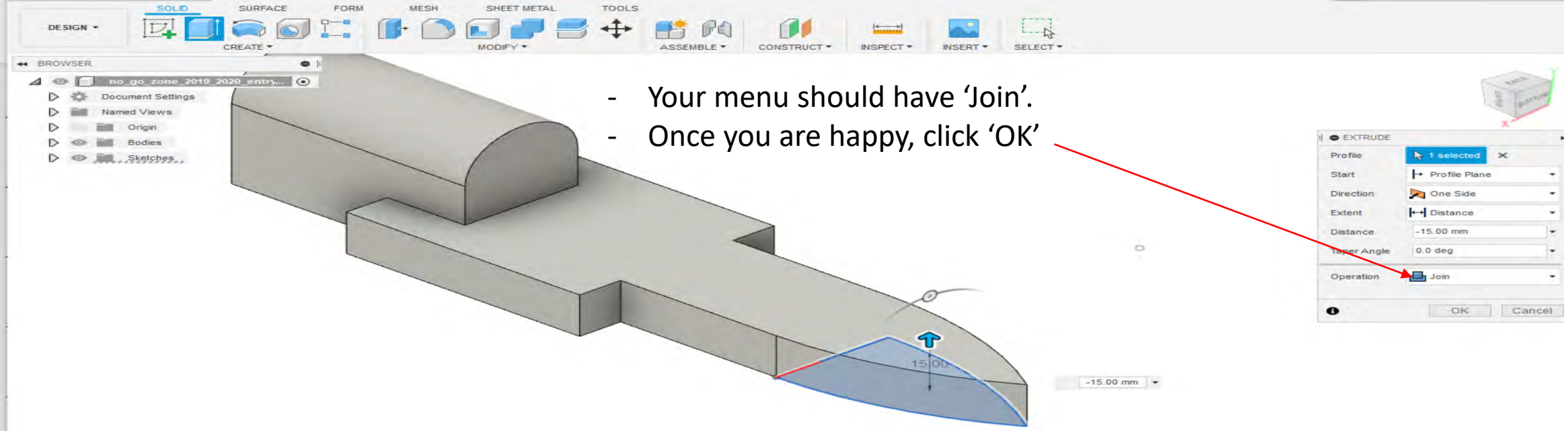
Well done, you have created the front of your car!

Remember-

- You can use the timeline on the bottom to edit parts of your car.
- This is only a sample car. Try to play around with the tools you have used today to come up with your own design.
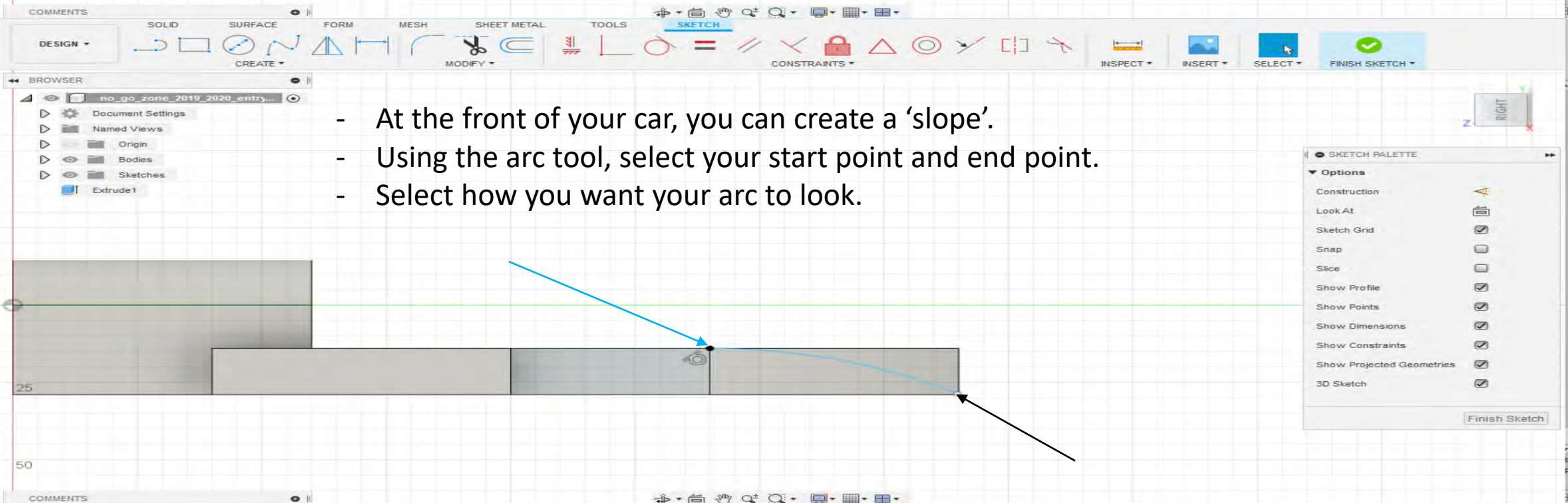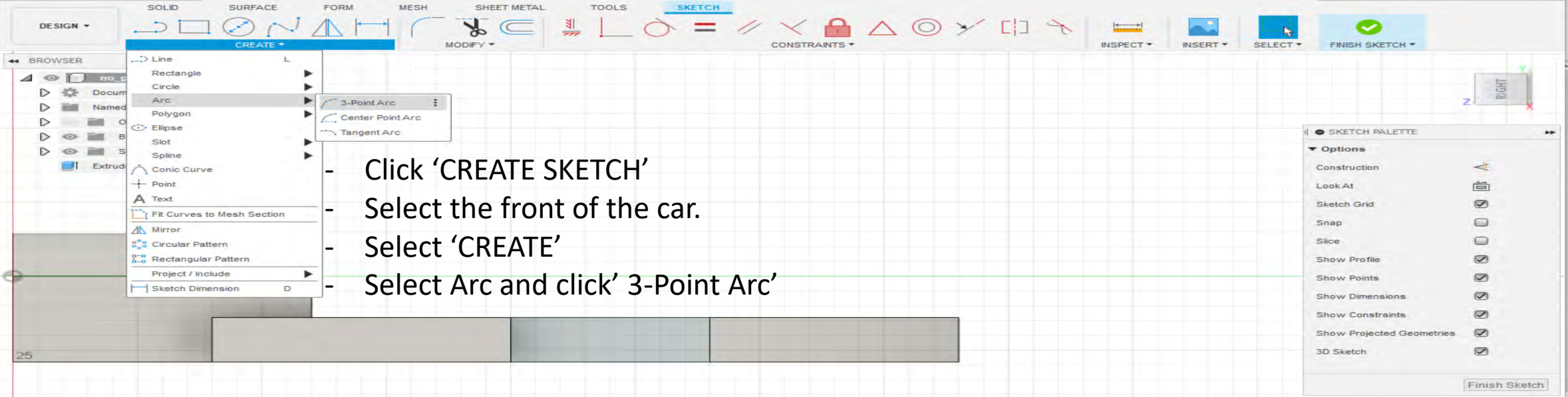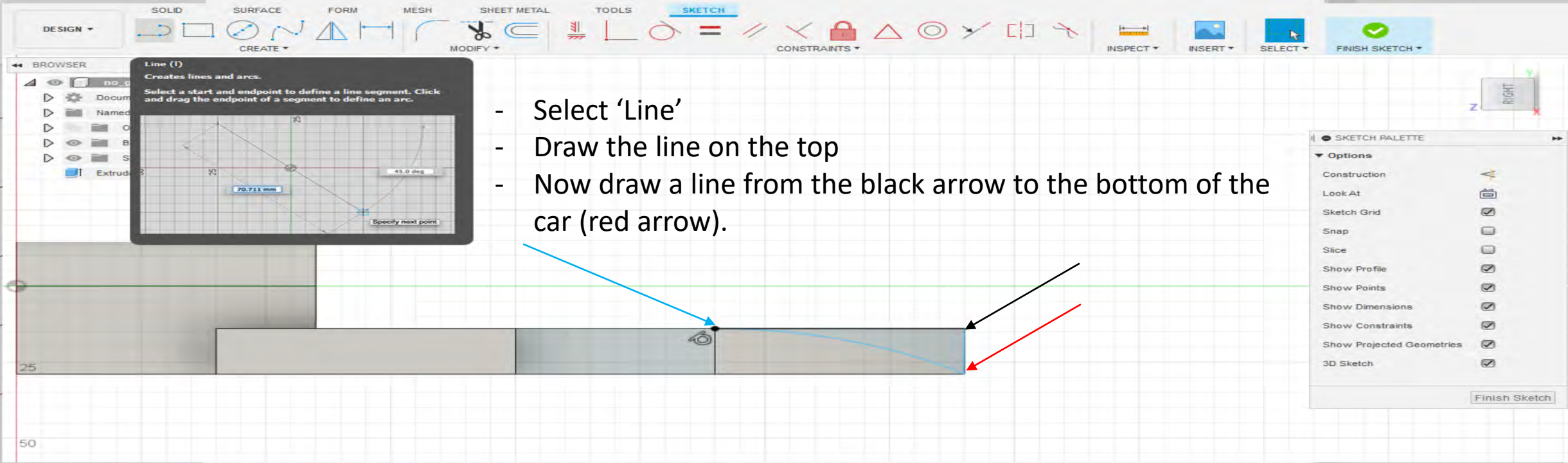
If you want to try something new to the front of the car, take a look at the next few slides.

- Click 'CREATE SKETCH'
- Select the front of the car.
- Select 'CREATE'
- Select Arc and click' 3-Point Arc'

- At the front of your car, you can create a 'slope'.
- Using the arc tool, select your start point and end point.
- Select how you want your arc to look.

- Select 'Line'
- Draw the line on the top
- Now draw a line from the black arrow to the bottom of the car (red arrow).
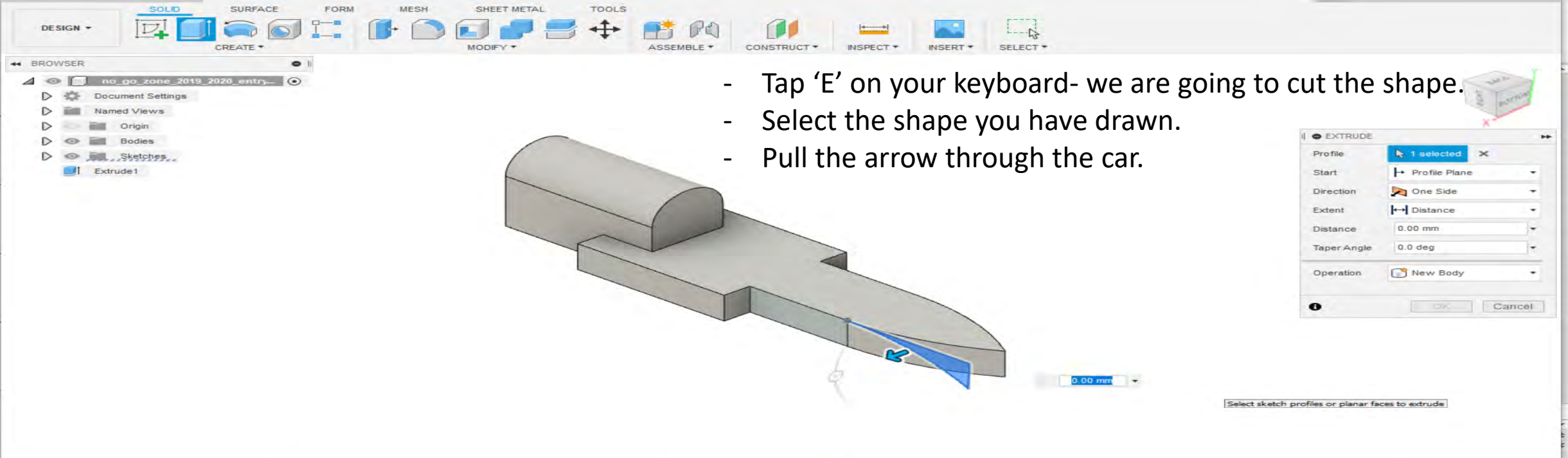
- Tap 'E' on your keyboard- we are going to cut the shape.
- Select the shape you have drawn.
- Pull the arrow through the car.

- Ensure the operation on your menu says 'Cut'

Congratulations, your car is taking shape!