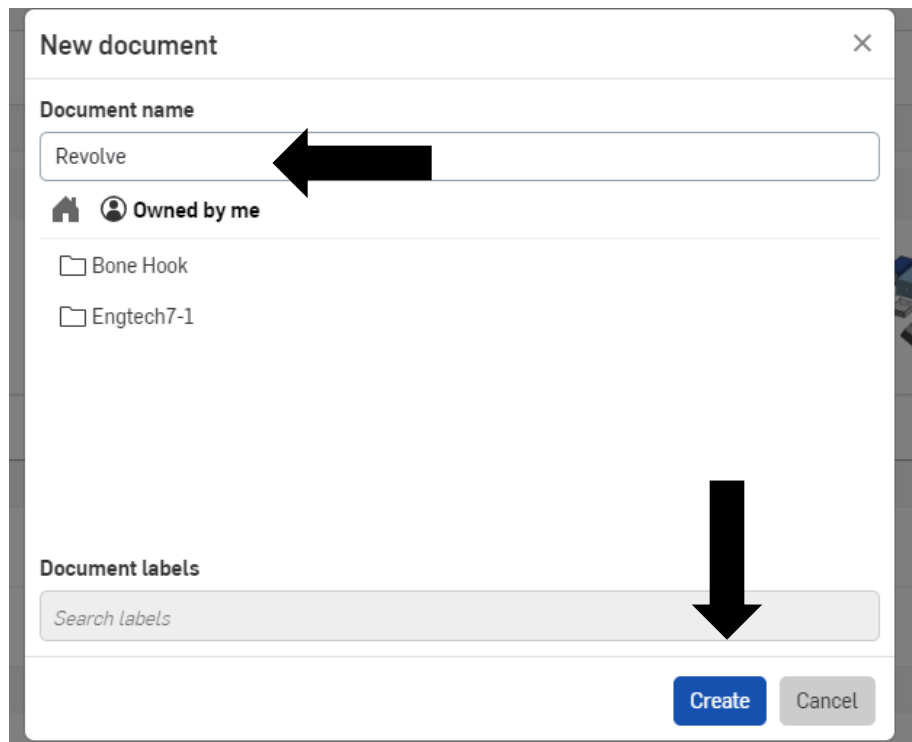
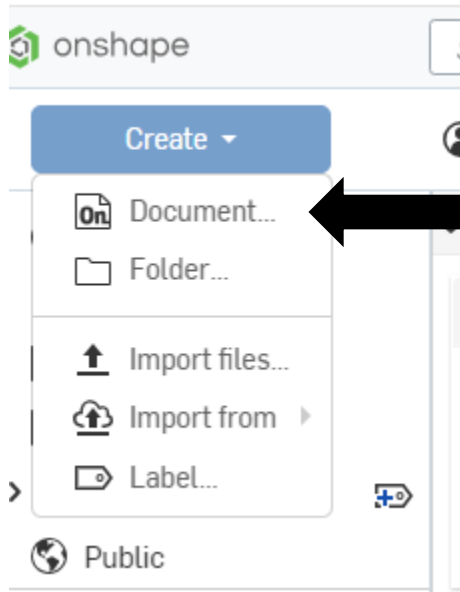
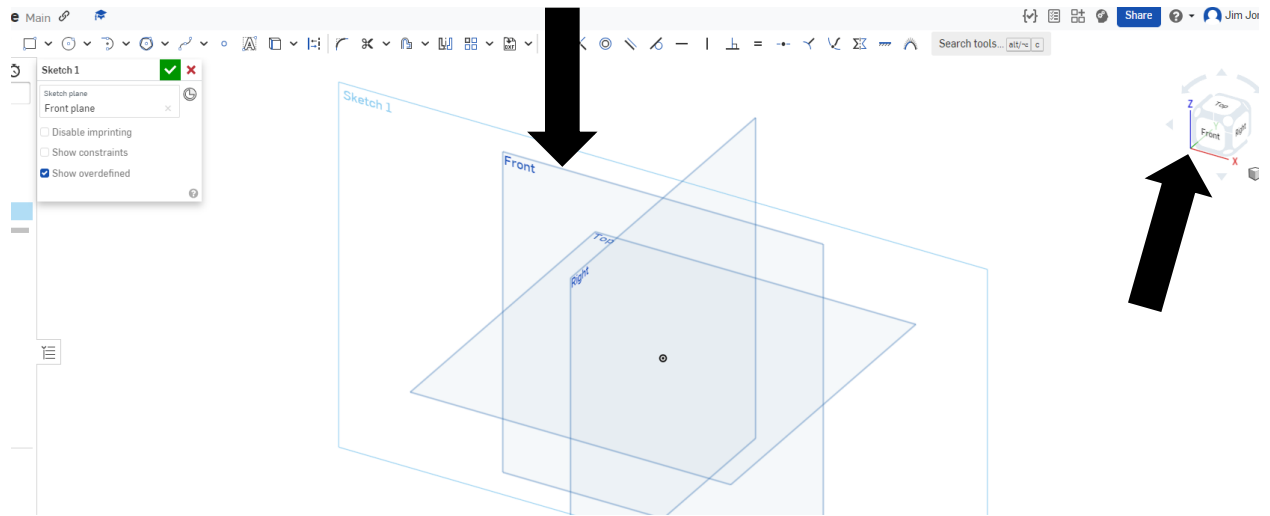


Onshape Introduction Revolve Feature

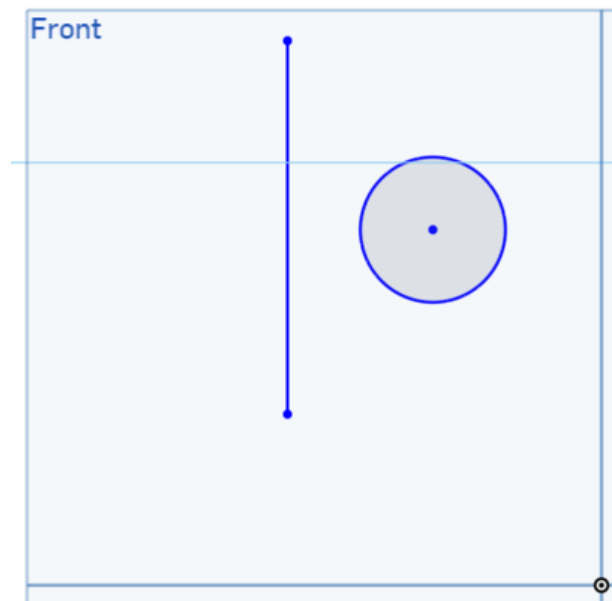
Left click on the onshape icon at the top left side of the ribbon to Create a new document and label it Revolve and then click Create.



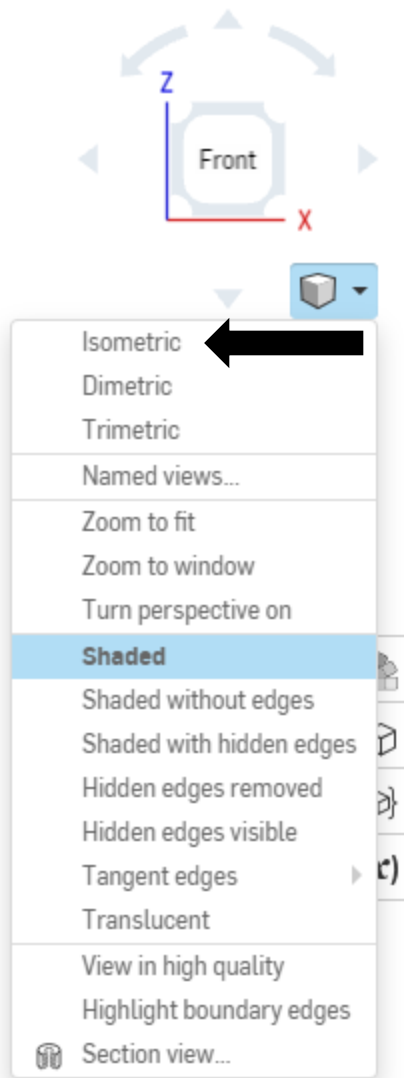
Left click on Sketch, left click on the Front plane and left click on Front on the view cube.



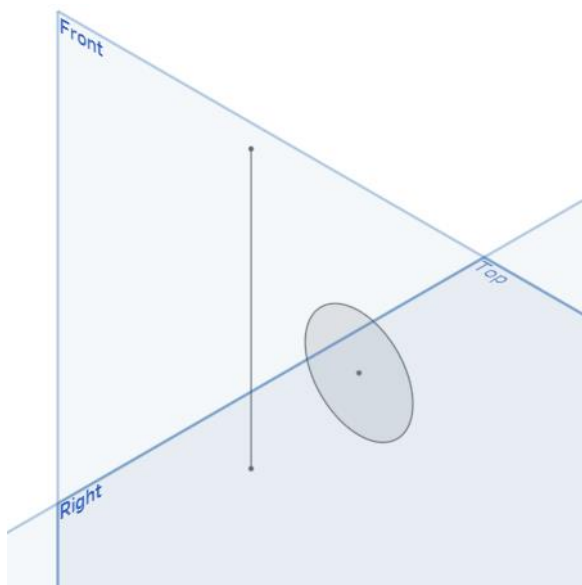
Sketch a vertical line and then a circle to the right of the line. Left click on the green checkmark to finish the sketch.



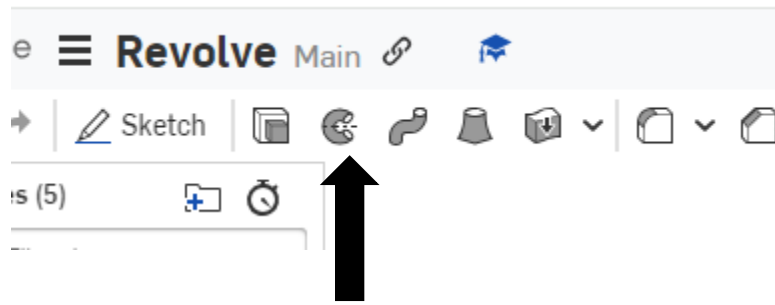
Left click on the Isometric view under the view cube to rotate the view.



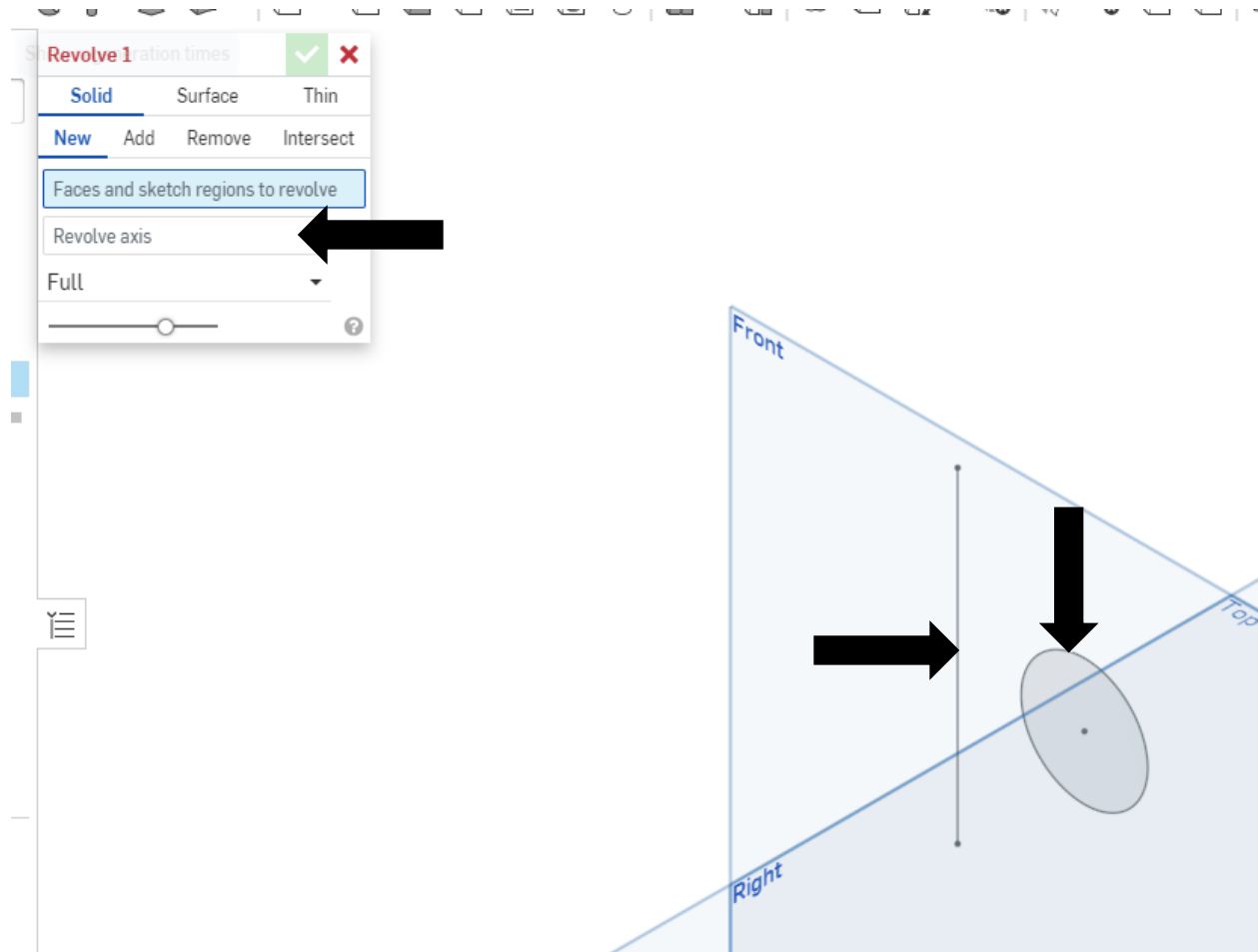
Your screen should now look like this.



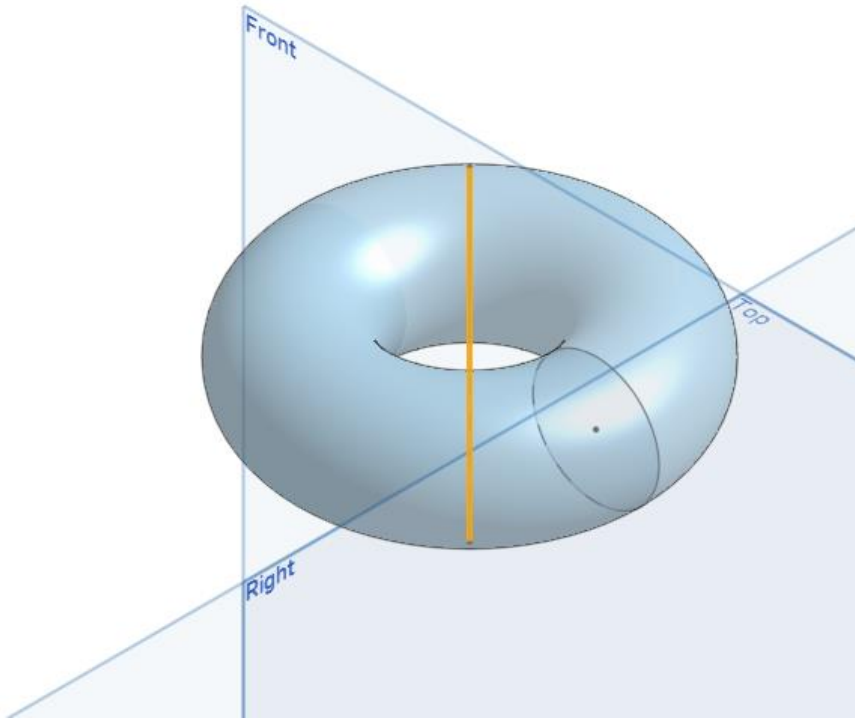
Left click on the Revolve icon on the ribbon.



Left click on the circle and then left click on the Revolve axis to select the line to revolve around.

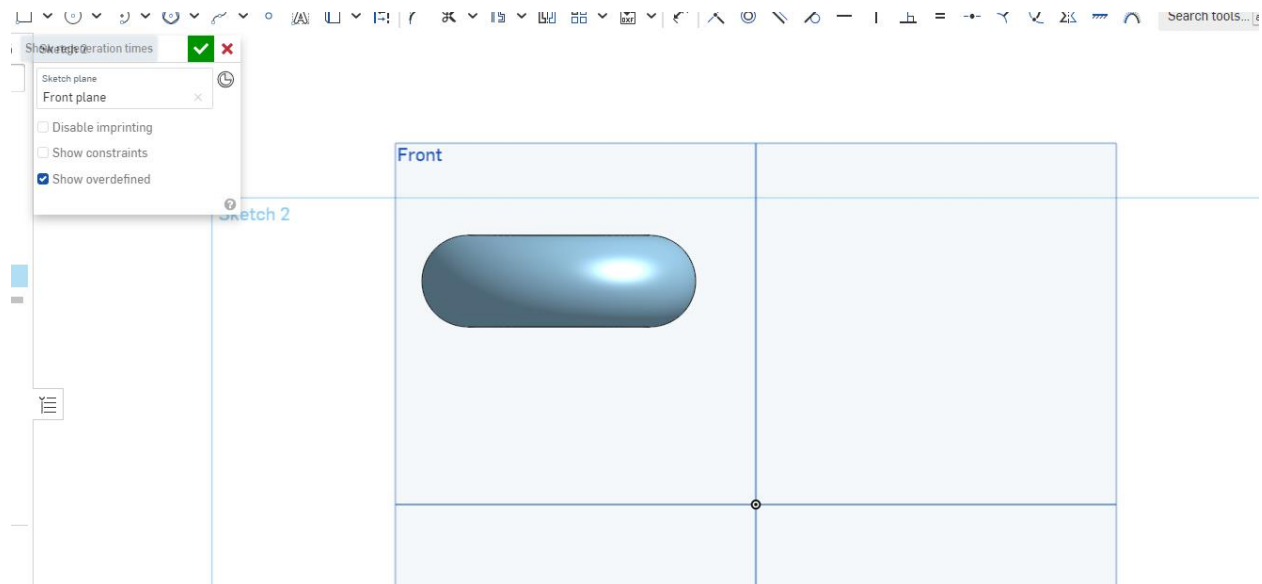


After you select the line the circle will Revolve around the axis line and you have created a donut. Notice there is space inside the Revolve.

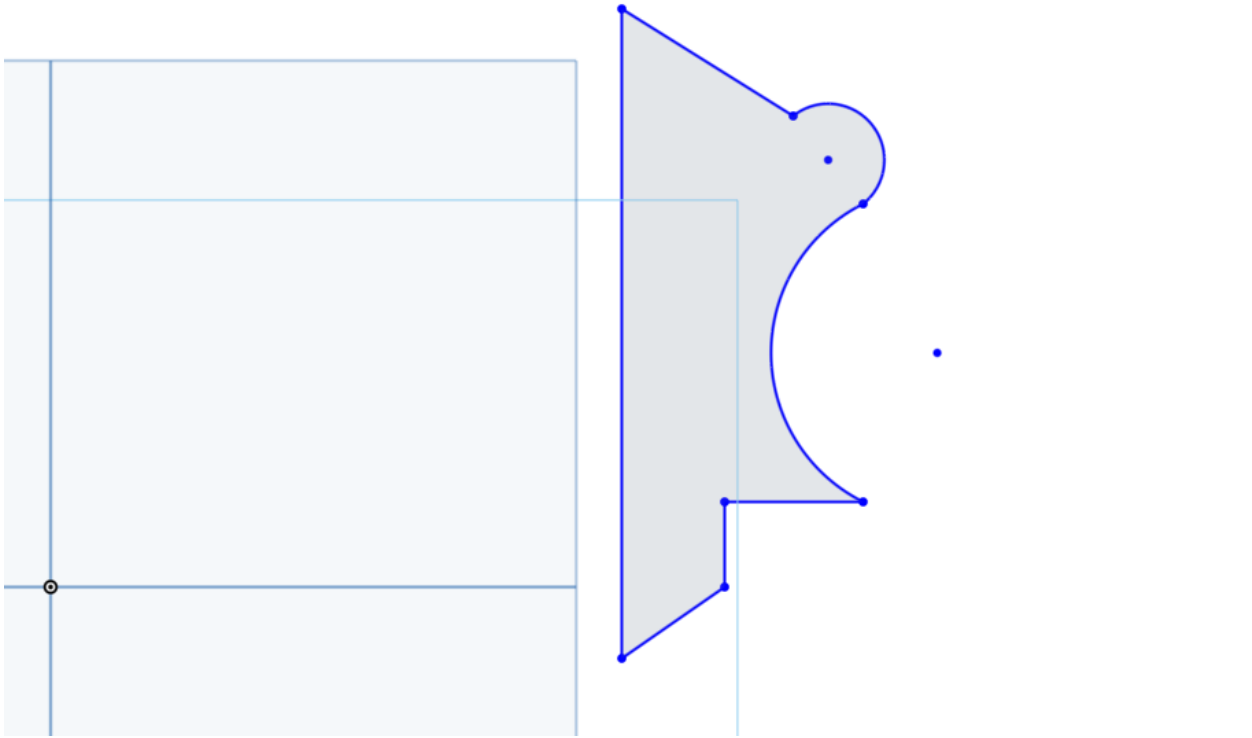


Finish this Revolve by clicking the green check mark.

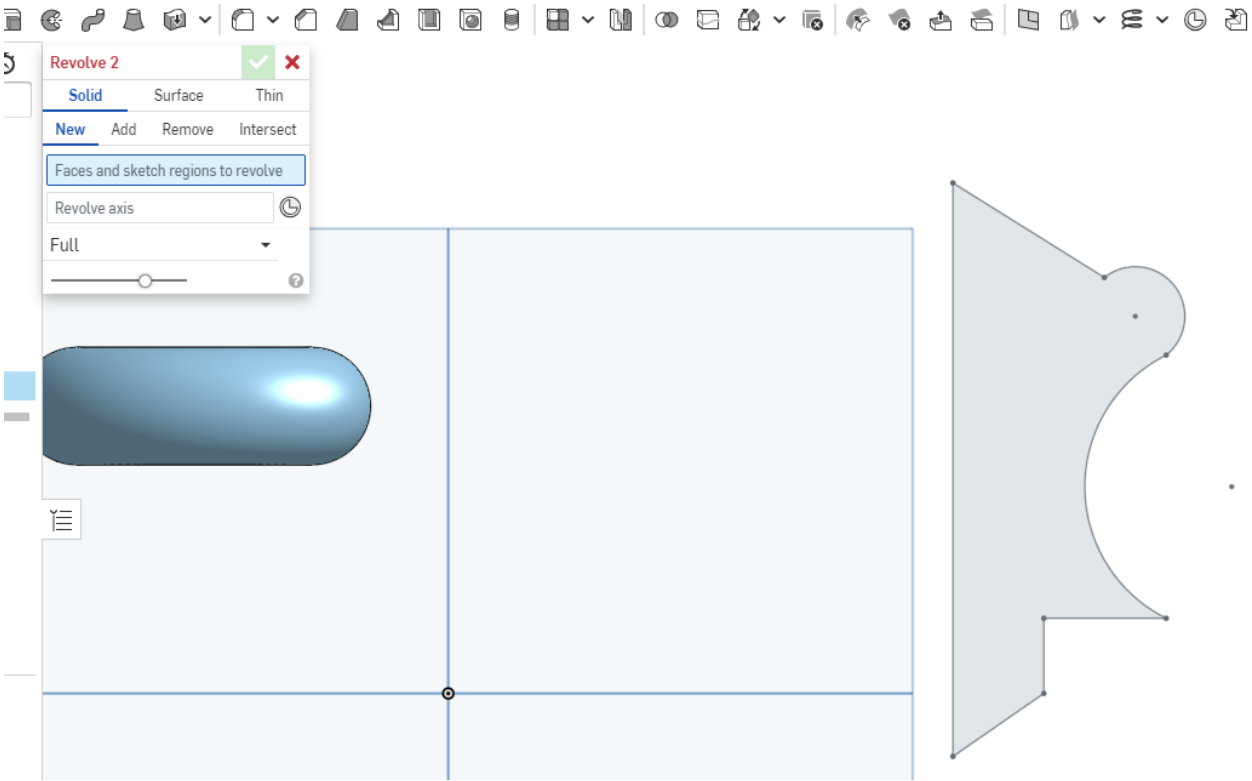
Start a new sketch and select the Front plane and front view.



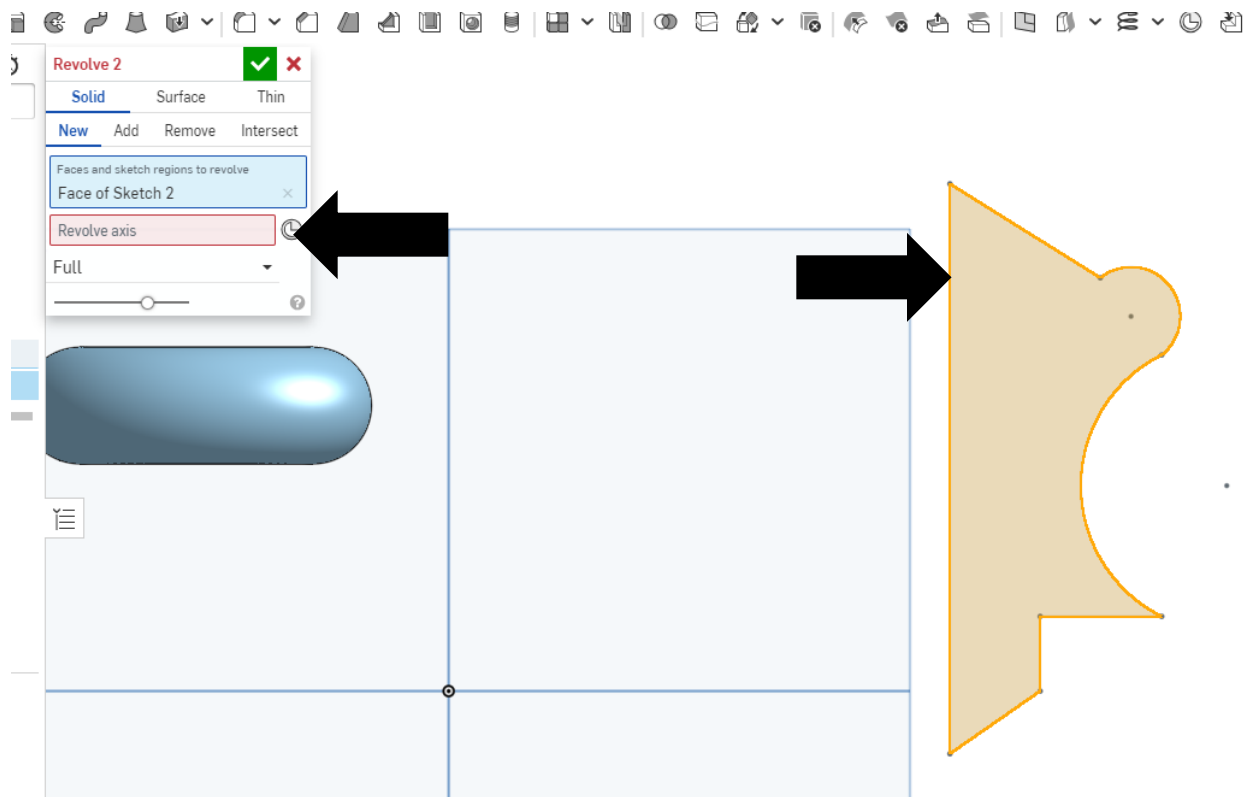
Draw a vertical line and then use arcs and lines to make another shape on the right side of the line. Be sure the shape attaches to the top and bottom of the vertical line. Your shape doesn't have to look just like mine but it does need to be a solid part sketch.



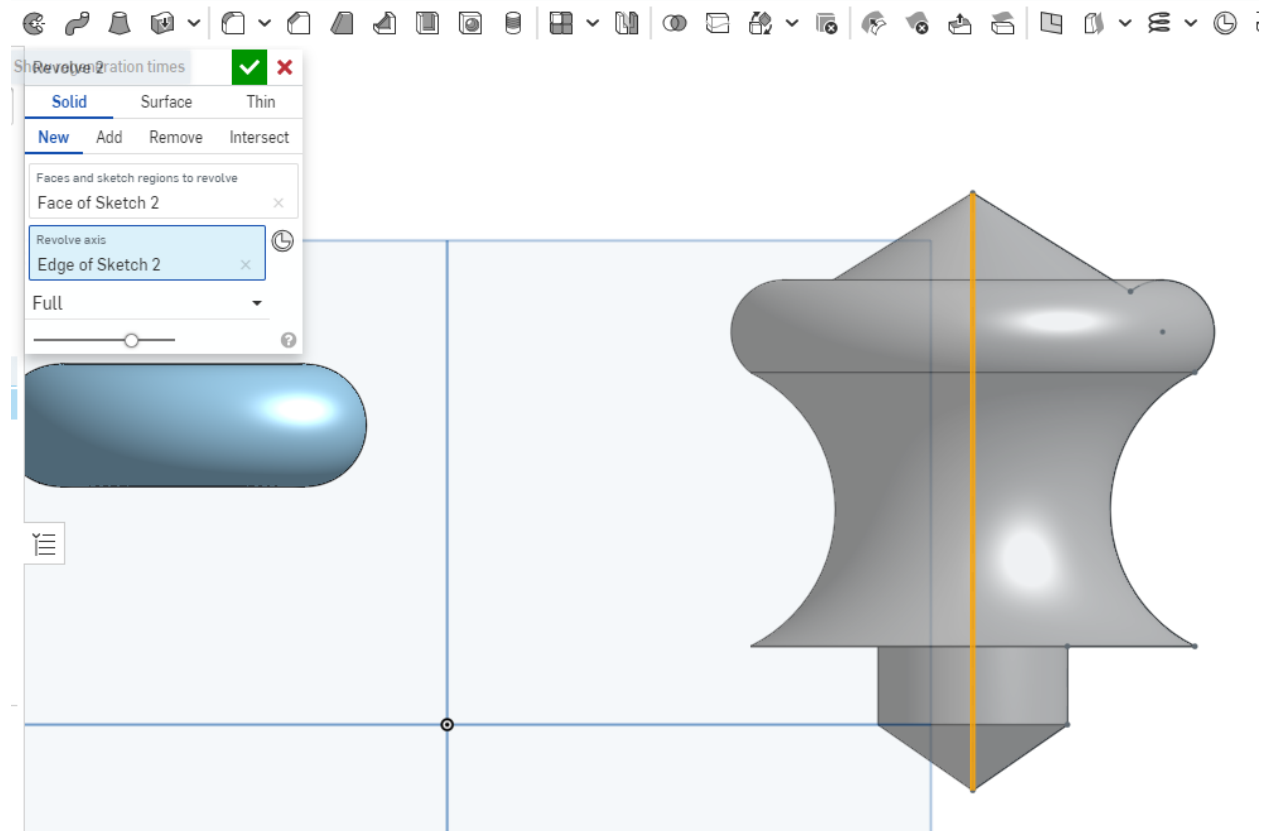
Click on the green check mark to finish the sketch and then click on the Revolve feature.



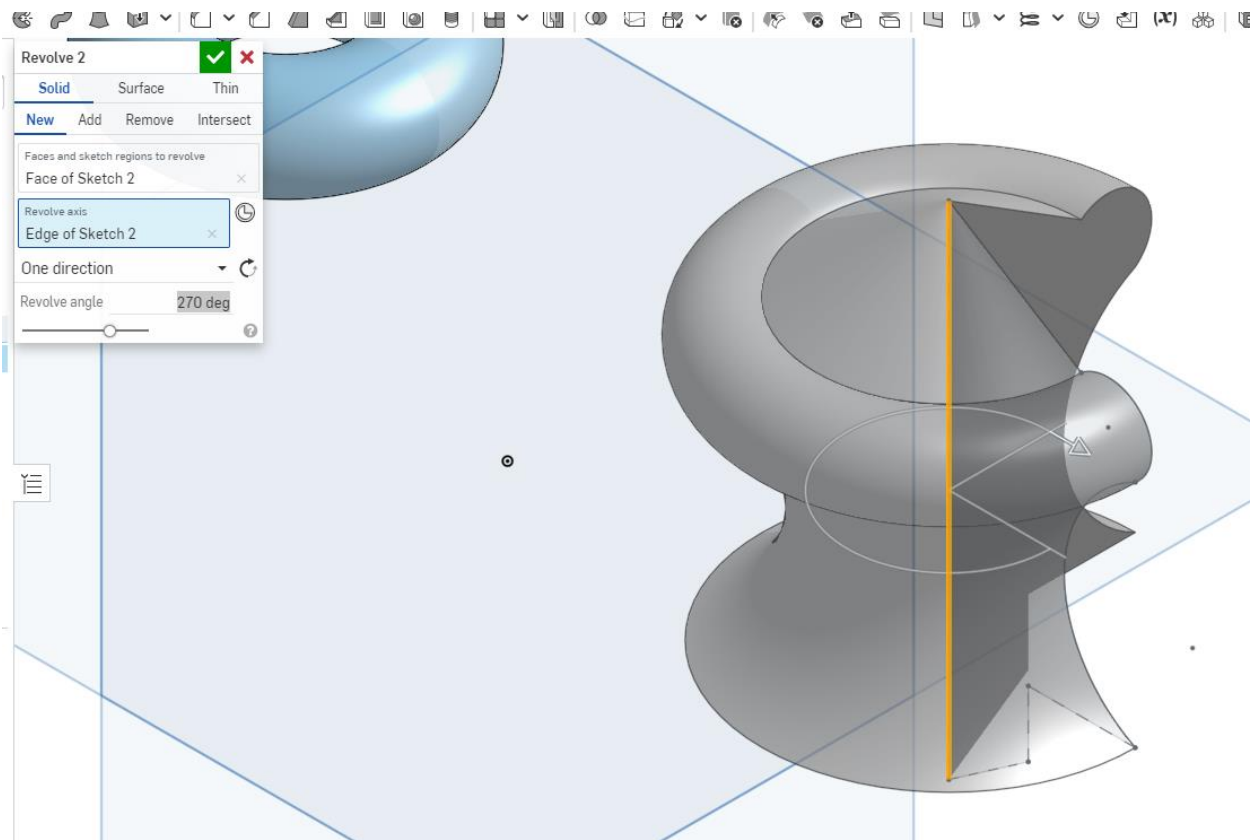
Left click on the new sketch to select the sketch. Then click on the Revolve axis and select the vertical line.



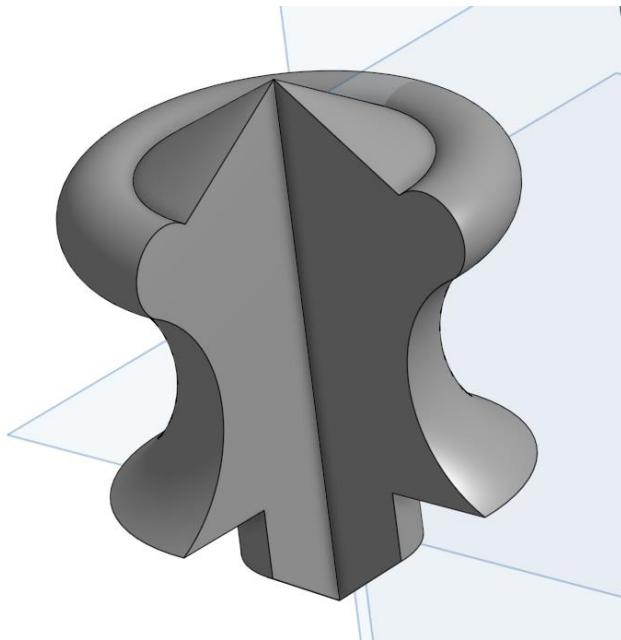
The sketch will Revolve around the axis with no space. This is a full Revolve but you can also set the amount of Revolve in the Full drop down menu.



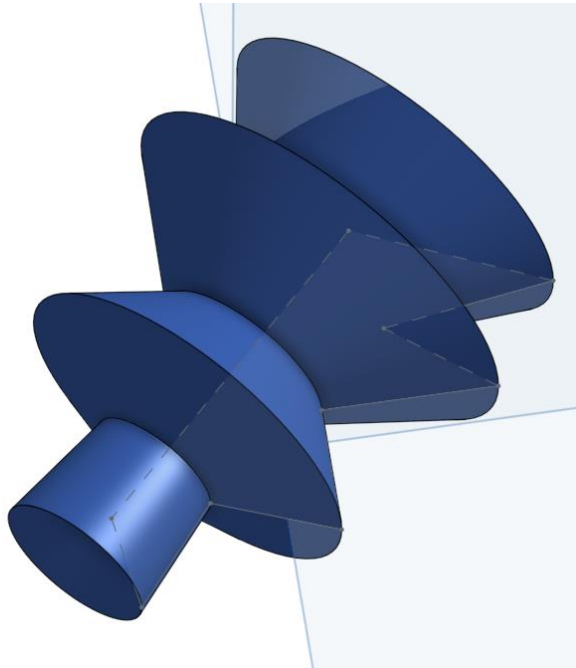
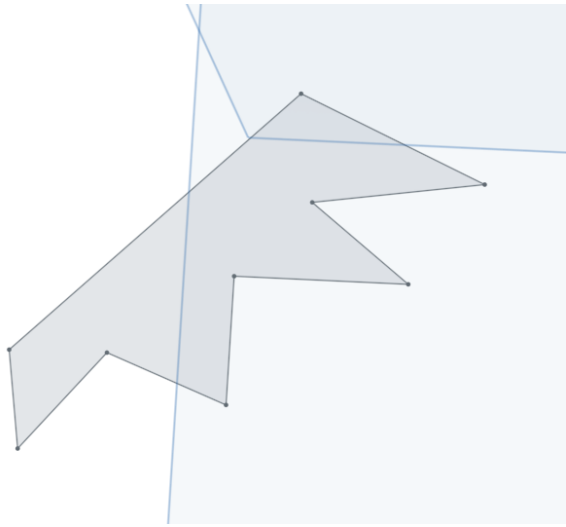
Select the Isometric view and reset the amount of Revolve to 270.



Use the Right mouse button to rotate the view and you will see the 270 degree Revolve.



You always need a line to revolve around and a solid sketch to Revolve. Practice a few more sketches and revolves.



The Revolve axis does not always have to be vertical.