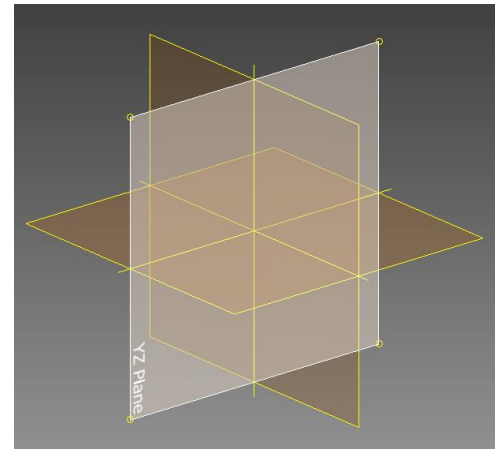
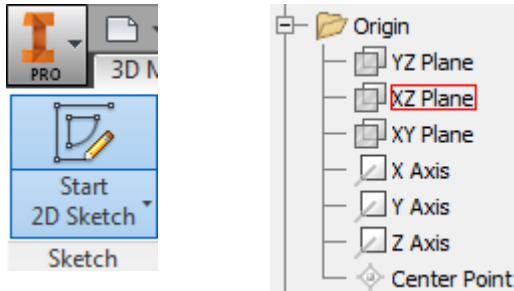


Start out by starting a 2D sketch on the YZ plane.

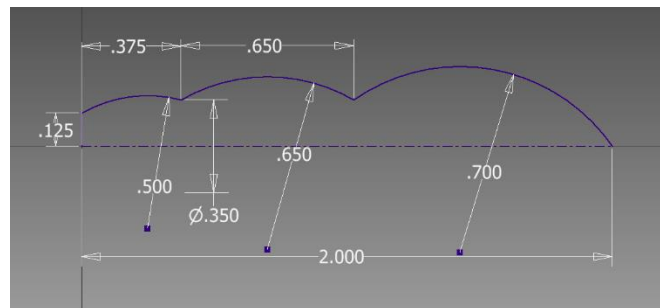


Create the sketch and dimension as noted.

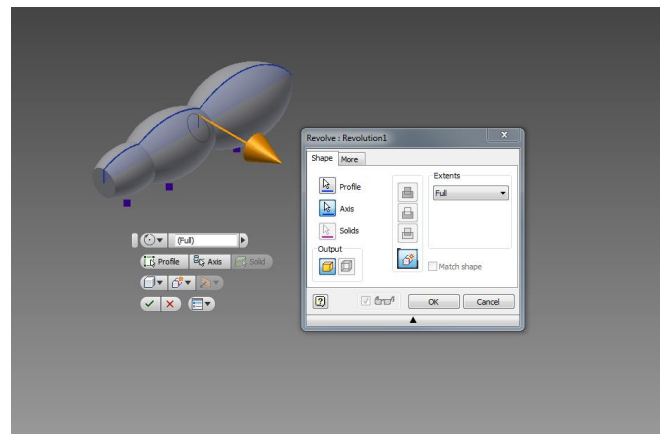
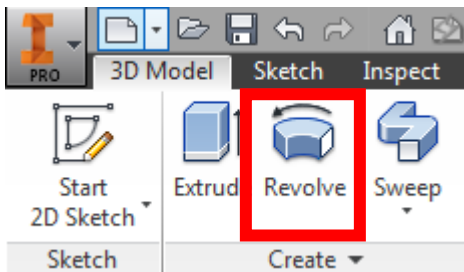
To make the centerline, draw a line and right click on the line and check the Centerline option.



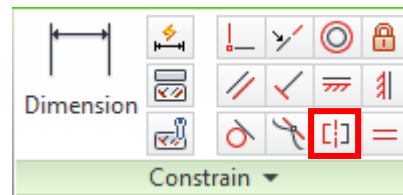
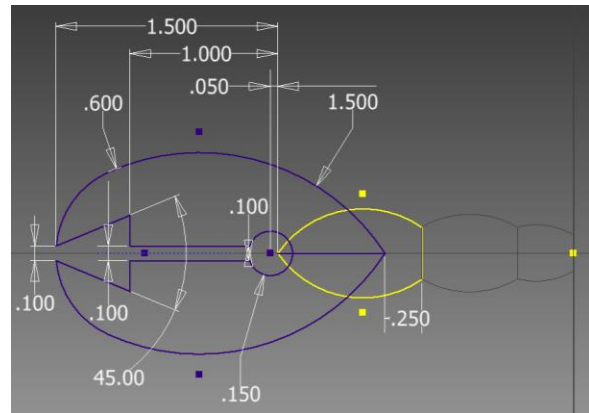
Dimension



Use the Revolve tool. Choose the sketch as your Profile and the Centerline as your Axis. Choose Full under the Extents drop down.

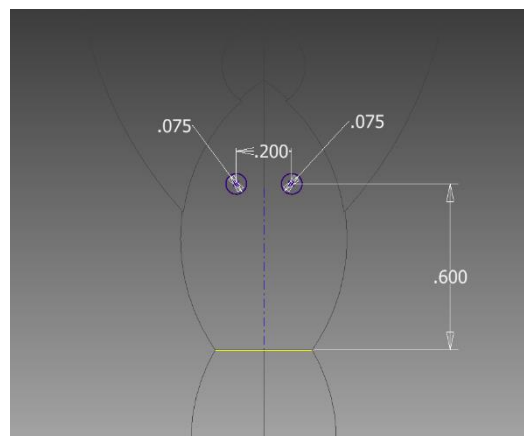
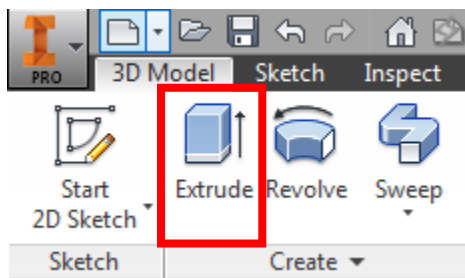
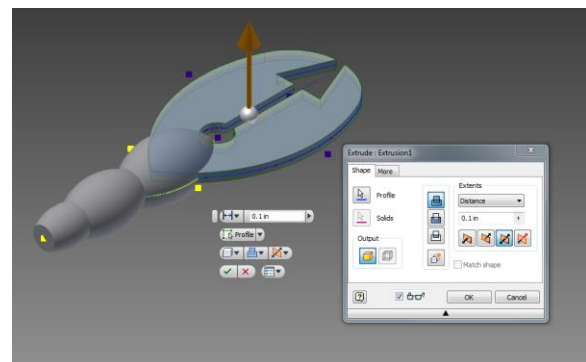


Start a new 2D Sketch on the XZ plane. Draw the claws as desired for the shape. Utilize the Constrain options panel, specifically the Symmetric constraint in the Constrain options. (Draw a centerline to reference the axis of symmetry. Select the Symmetric constrain option and click on the 2 shapes you want to be symmetric then the centerline.)



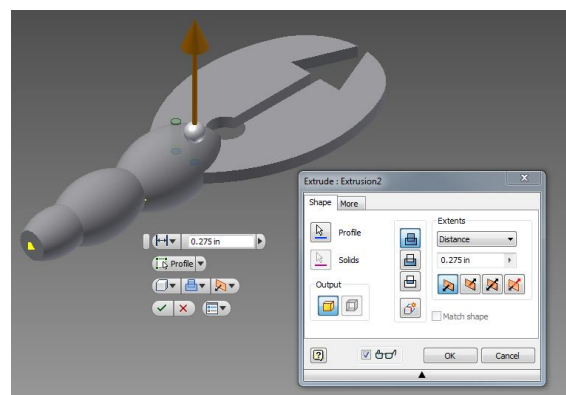
❖ If drawing inside of the body, set the View to Wireframe under the view tab.

Use the Extrude tool to extrude the claws into a 3D feature. Choose the sketch as the Profile. Choose the Symmetric option and Distance under the Extents drop down. Type in a distance to determine the thickness of the claws.

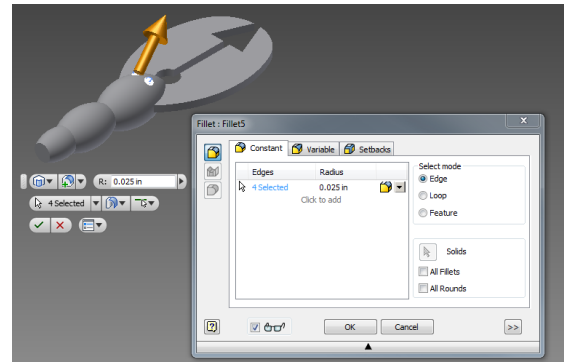


To draw the eyes start a new sketch on the XZ Plane. Draw and dimension the sketch as shown.

Click the Extrude option and choose the sketch as the Profile and make the Distance 0.275 inches up just so they poke through the top.



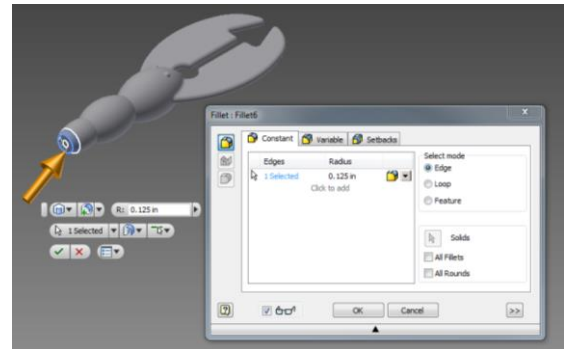
Choose the Fillet option and set the Radius to 0.025in. select the top and bottom edges of the Eyes.



Choose the Fillet option again and set the Radius to 0.0475 inches. Select all of the edges of the claws and click OK. If some edges aren't working then try a smaller radius.



Select the Fillet option again and set the Radius to 0.125 inches and select the back edge. Select OK



Double check all sketches, so to have proper Dimensions to define the size of your part. For additional information and details apply a material as desired. **Adding materials you will be able to determine properties of the model. Mass, Density, Center of Gravity, Area, Volume...to list a few. This can be accomplished by Clicking on the top icon in the model/Tree... will be the name of the file you have saved as. Once selected, Right click and select the iProperties option from the box. From within the iProperties box select the last TAB from the top labeled Physical. From within the Physical options add a material desired.**

Save As: NAME_RUBBER_JIG_LURE.ipt

