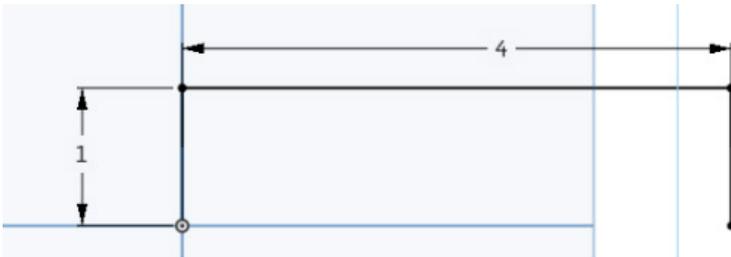Onshape Lesson 4

In this lesson, you will create a model of a simple drawer handle.
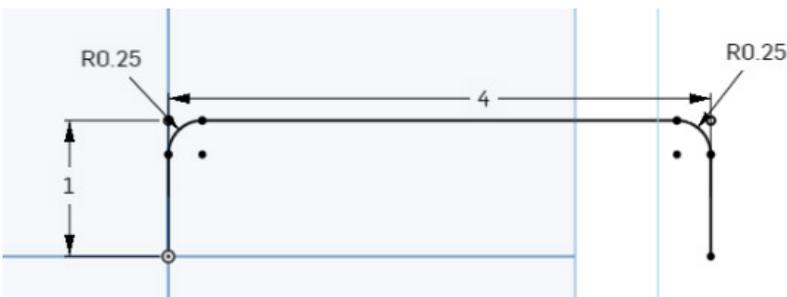
1. Create a new document and name it Lesson 4.
2. Create a new sketch on the top plane and set view normal to sketch plane.

3. Select the Line tool ✏ and draw a series of lines as pictured below. After you are finished drawing the three line segments, press the ESC key on the keyboard to escape the line-drawing procedure. The starting point of the first line should be on the center point of the top plane and the lines should be vertical and horizontal.
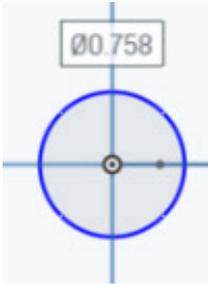

4. Select the Dimension tool ✒ and make the horizontal line 4 inches long and the vertical lines 1 inch long.
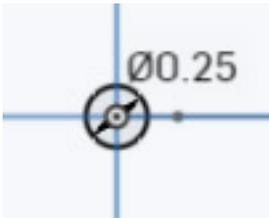

5. Select the Sketch Fillet tool 𝄐 . Click one corner of the handle and enter 0.25 in the slot. Repeat this for the other corner. You now have the basic outline for the handle. Close the sketch.
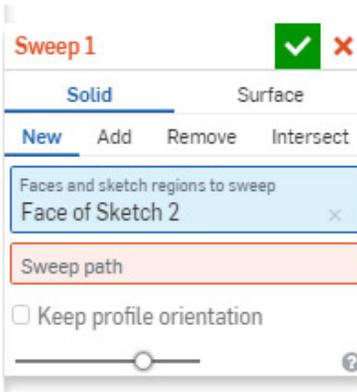
6. Create a new sketch on the front plane and set the view normal to that plane.

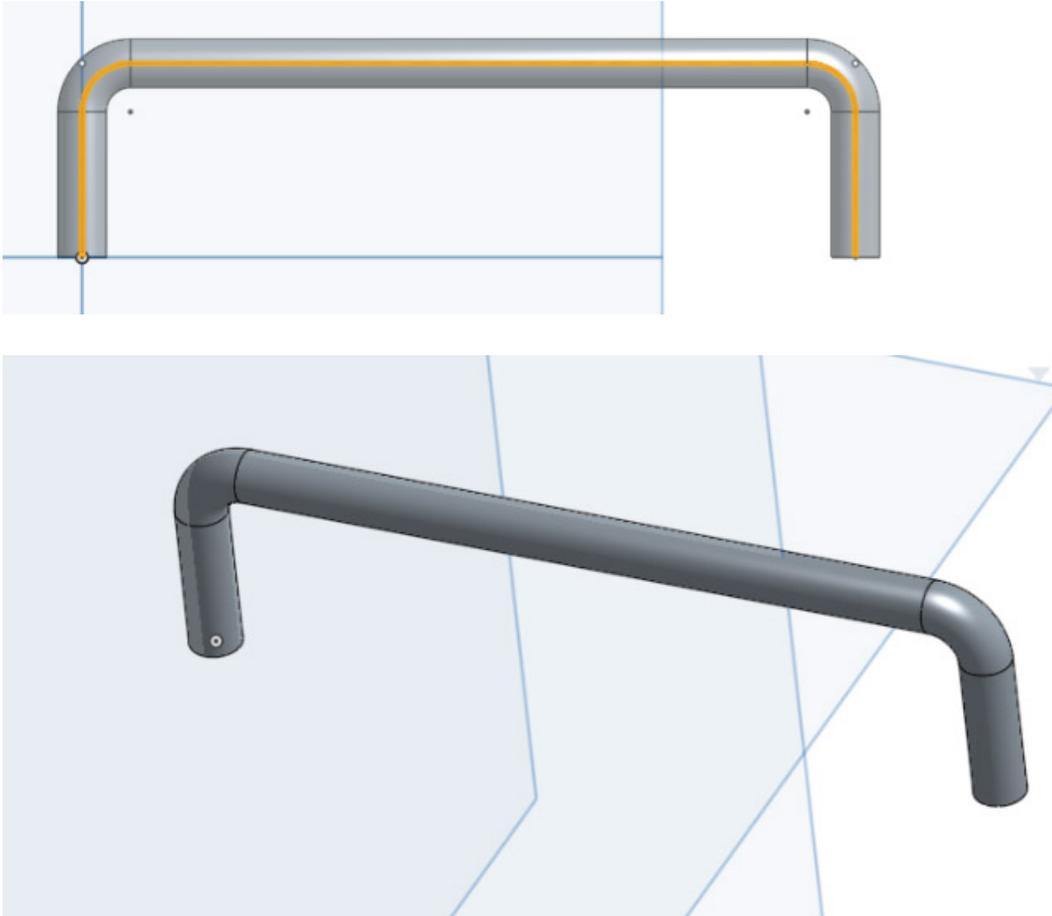7. Select the Circle tool ⊙ and draw a circle centered on the center point of the front plane.

8. Select the Dimension tool and make the diameter of the circle 0.25 inches. Close the sketch.

9. Select the Sweep tool . Click the circle drawn in steps 7 and 8. This is the object to sweep along the outline of the handle. It will create a 3-D object with a circular cross section.

10. Change your view to the top plane. Click into the Sweep path slot in the Sweep 1 box and then click on each segment of the handle outline. You should now see the handle as a 3-D object.

11. Close the sweep. You have completed this lesson.