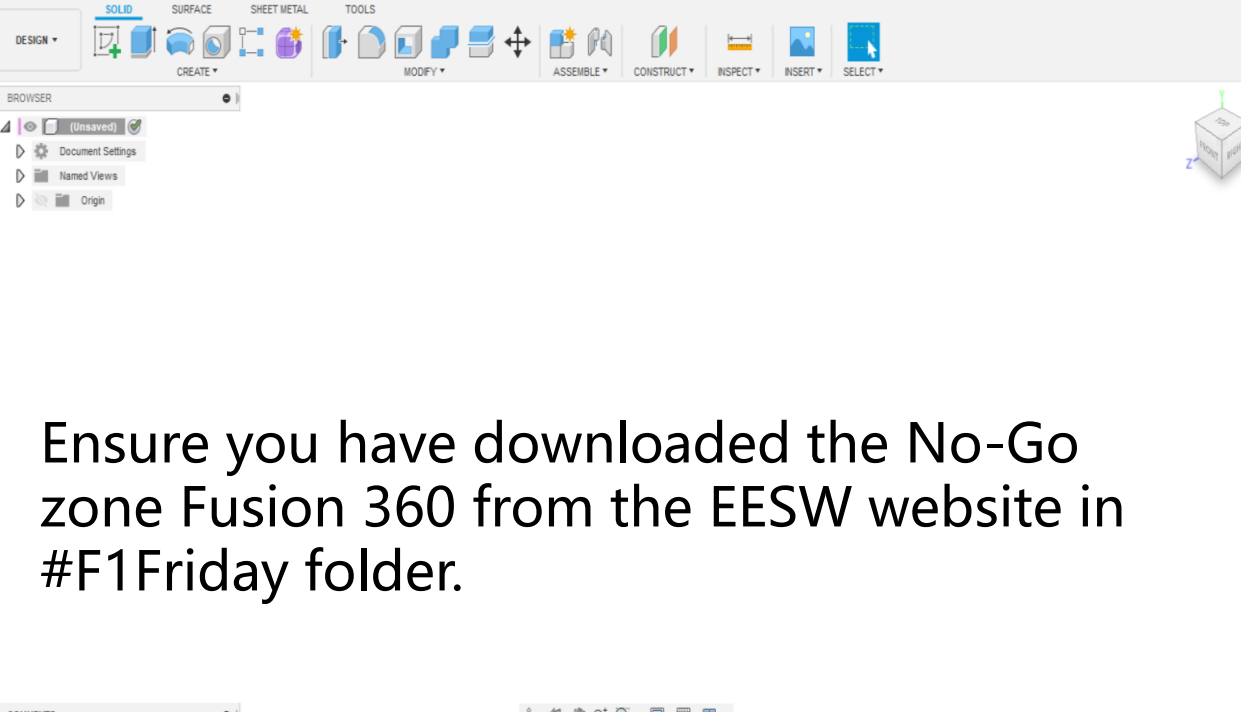
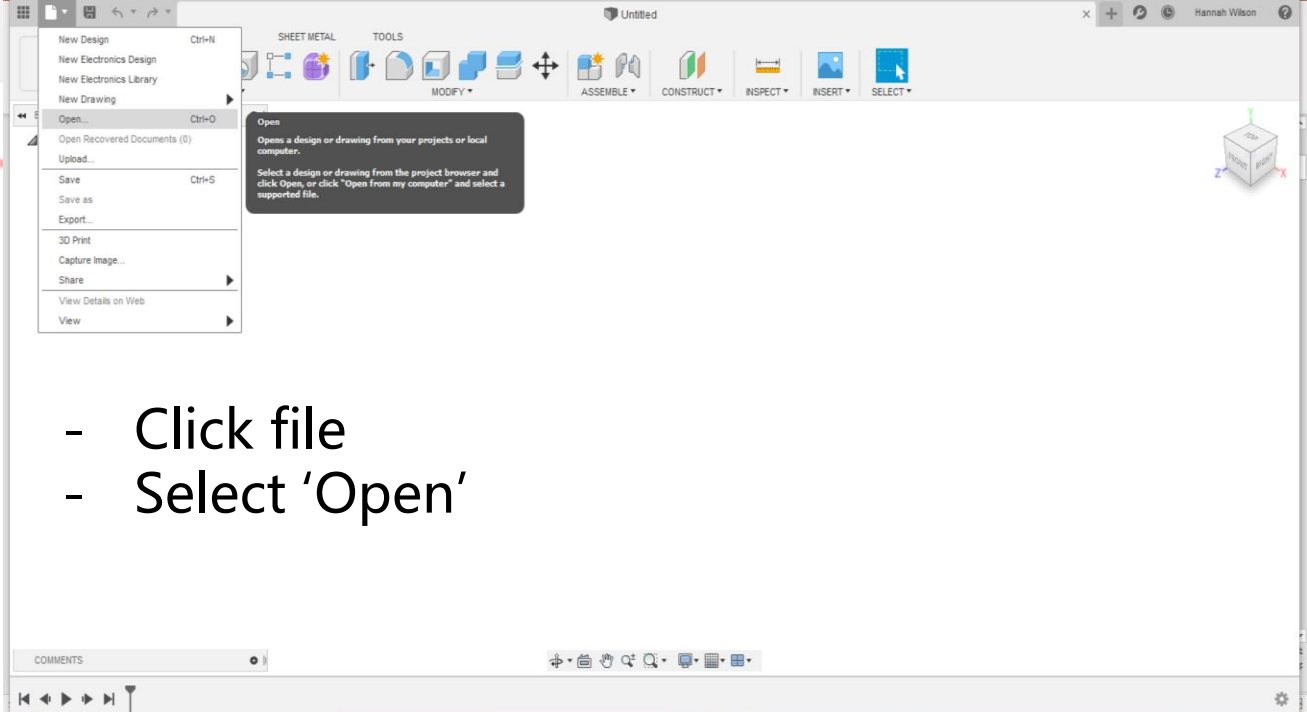


Activity 2- Lets create the front of the car.

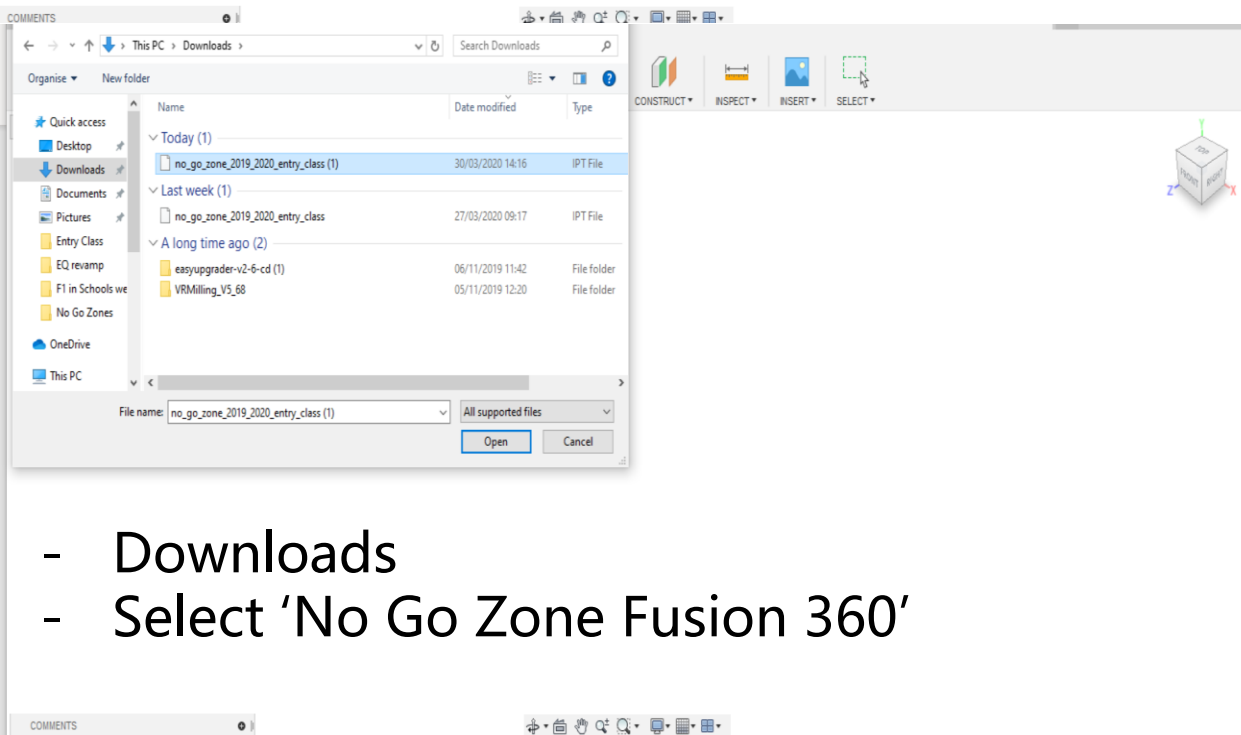




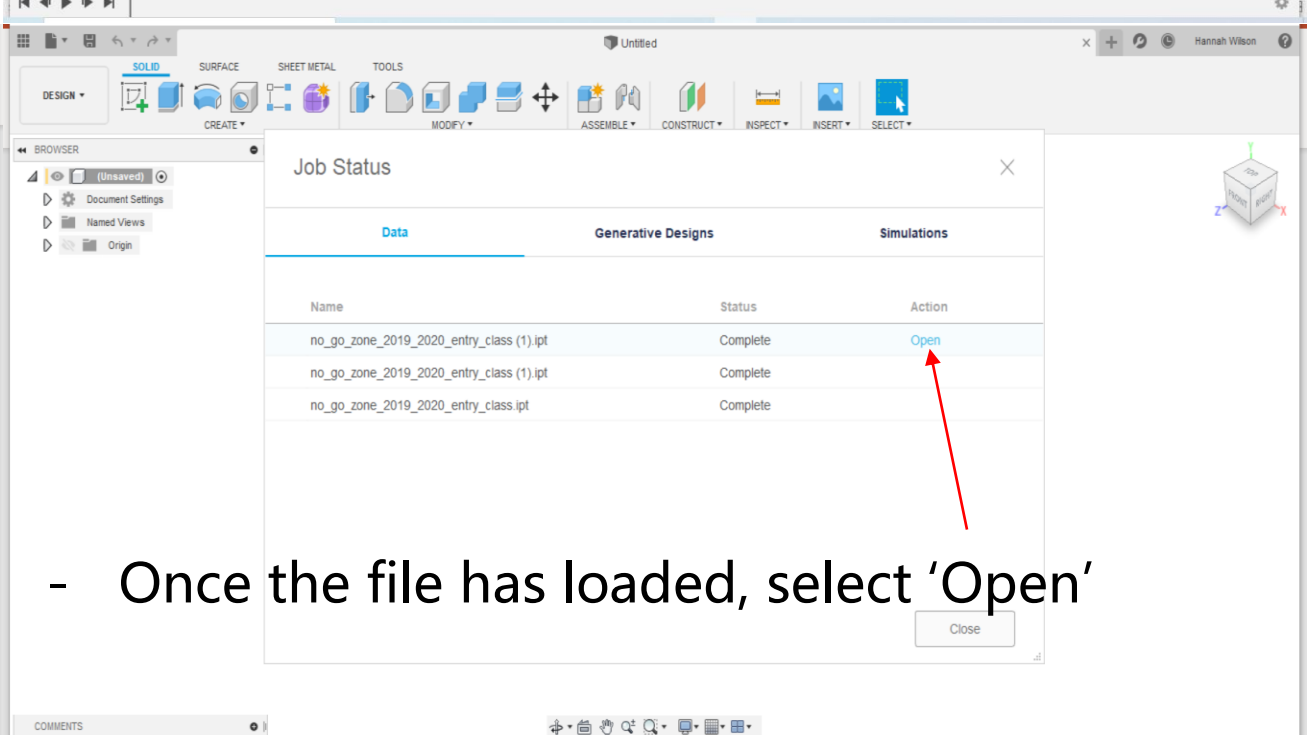
Ensure you have downloaded the No-Go zone Fusion 360 from the EESW website in #F1Friday folder.



- Click file
- Select 'Open'



- Downloads
- Select 'No Go Zone Fusion 360'



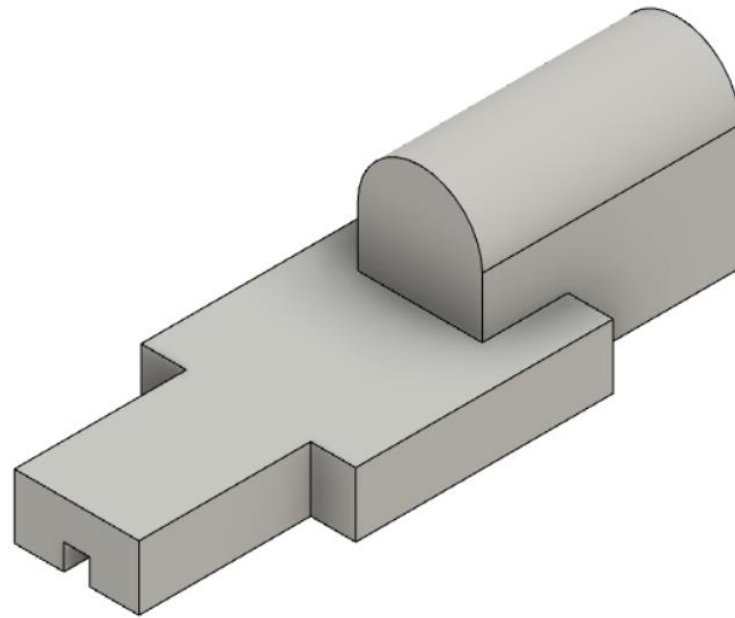
- Once the file has loaded, select 'Open'



BROWSER

- (Unsaved)
- Document Settings
- Named Views
- Origin
- Bodies

Here is your No-Go zone.



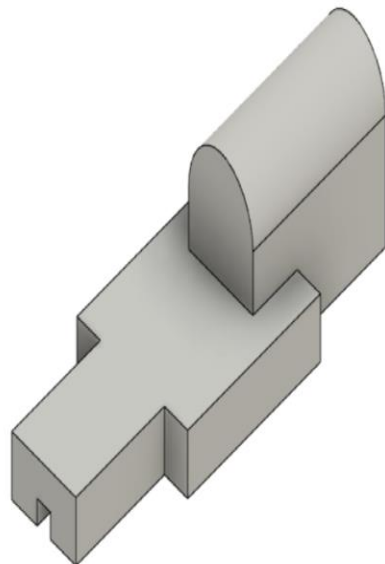
COMMENTS





BROWSER

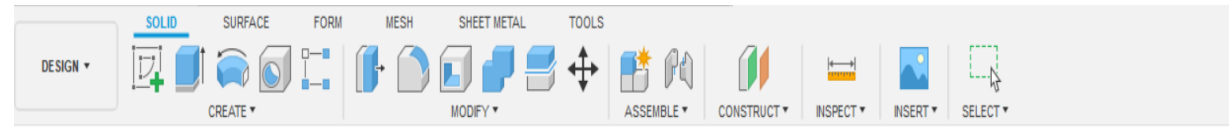
- (Unsaved)
- Document Settings
- Named Views
- Origin
- Bodies



Click Orbit on the bottom of the screen.

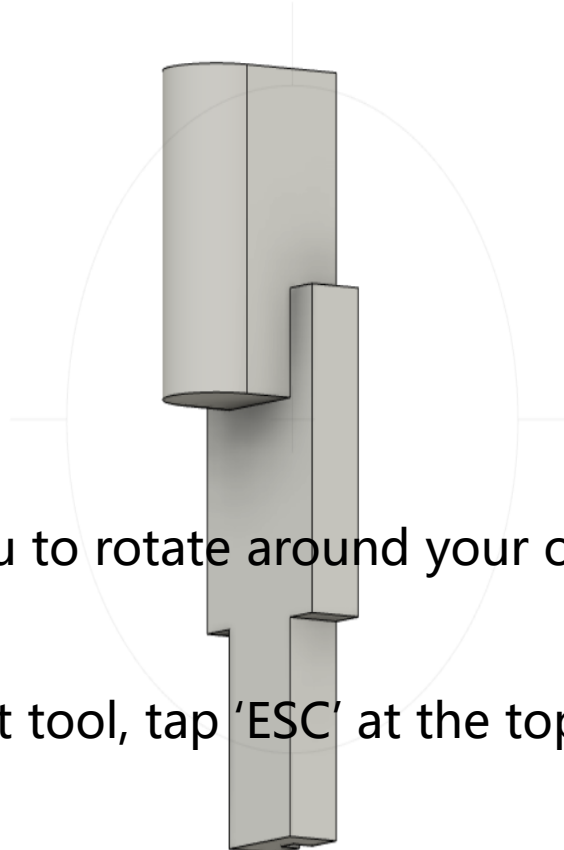


COMMENTS



BROWSER

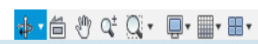
- (Unsaved)
- Document Settings
- Named Views
- Origin
- Bodies

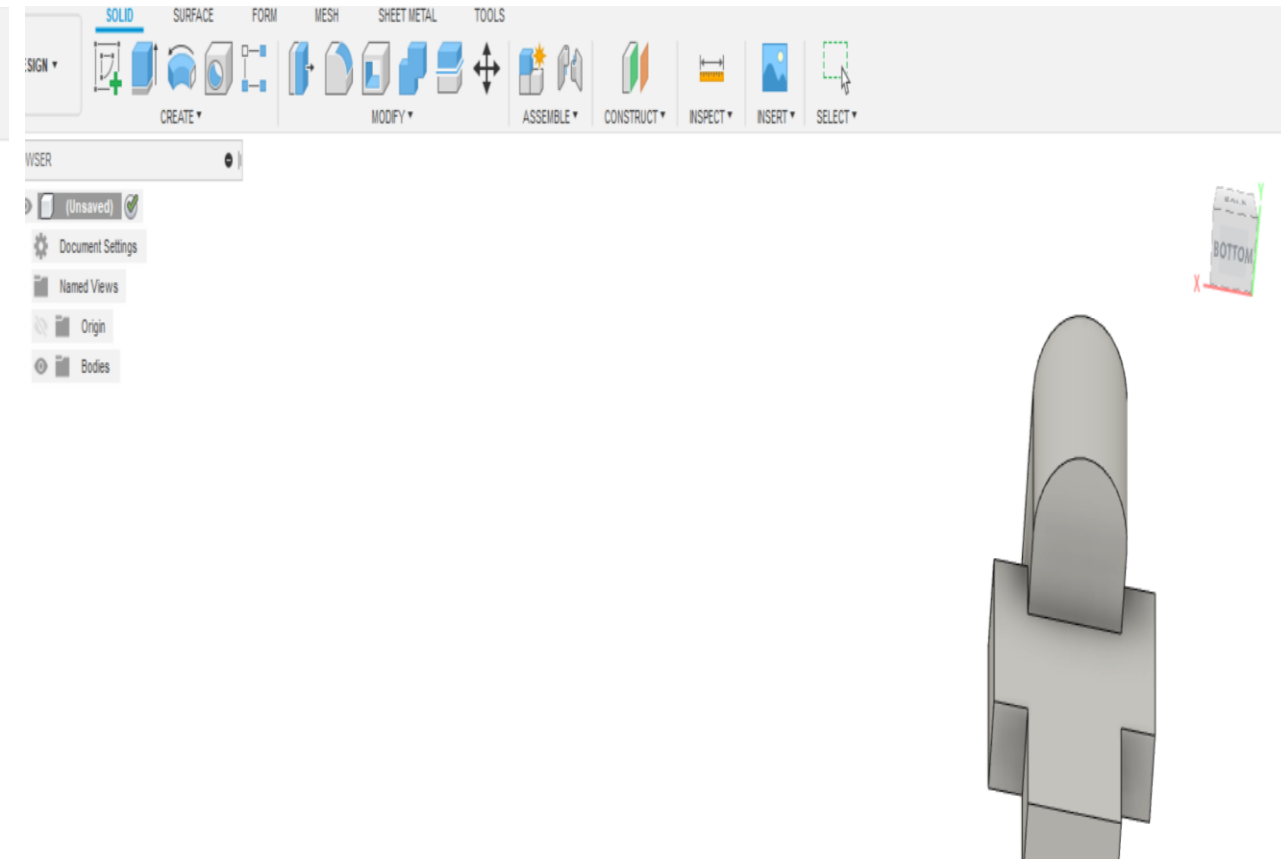
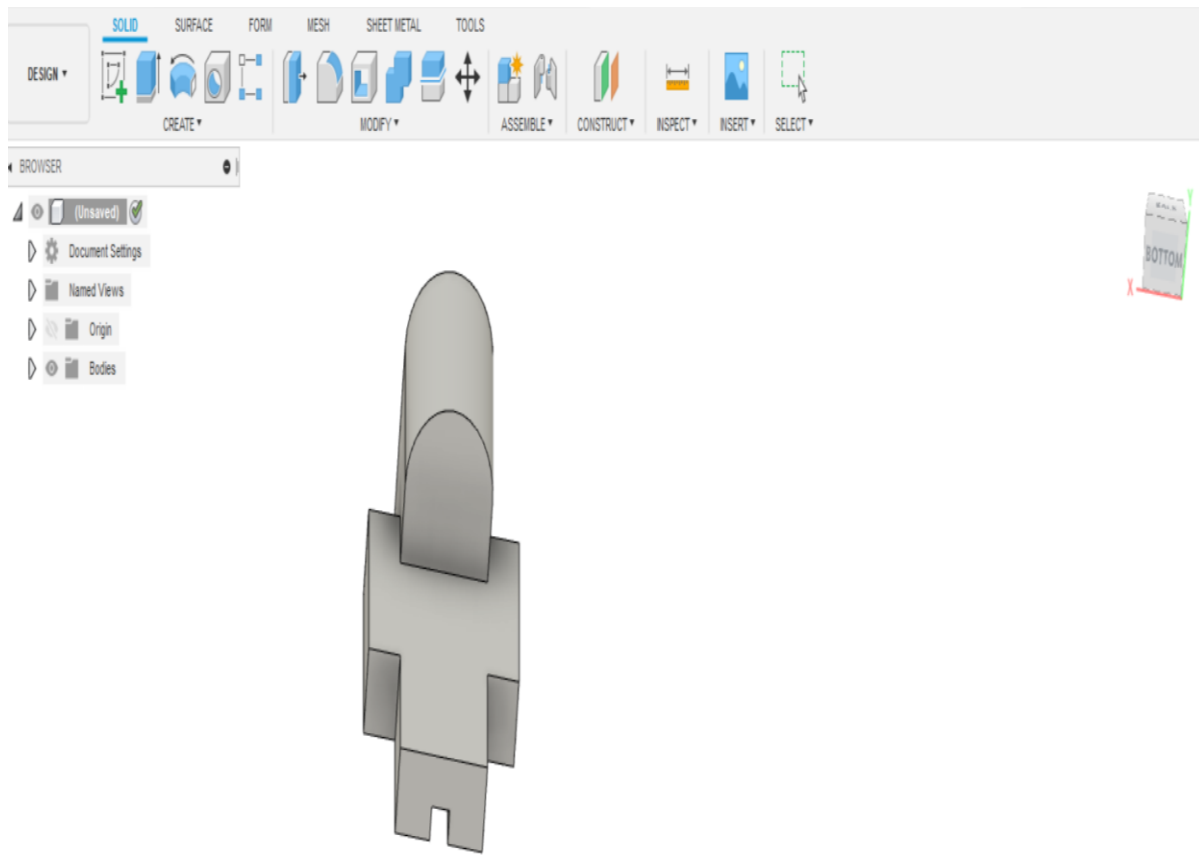


Orbit will allow you to rotate around your object you have created.

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

COMMENTS

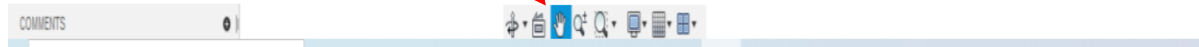


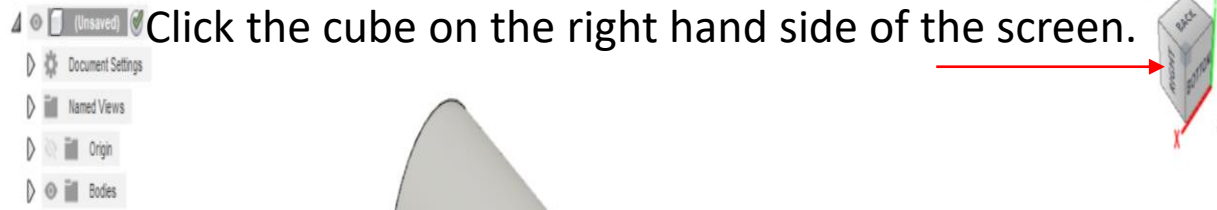
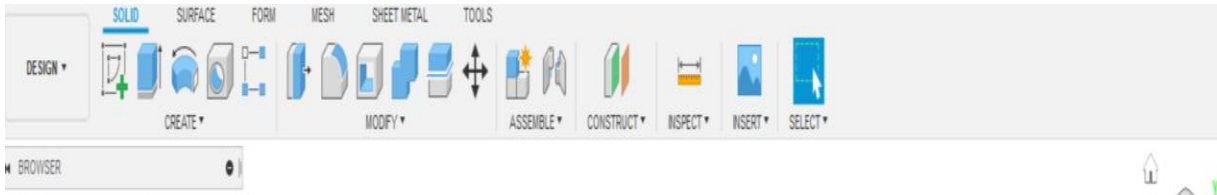


Click 'Pan' on the bottom of the screen.

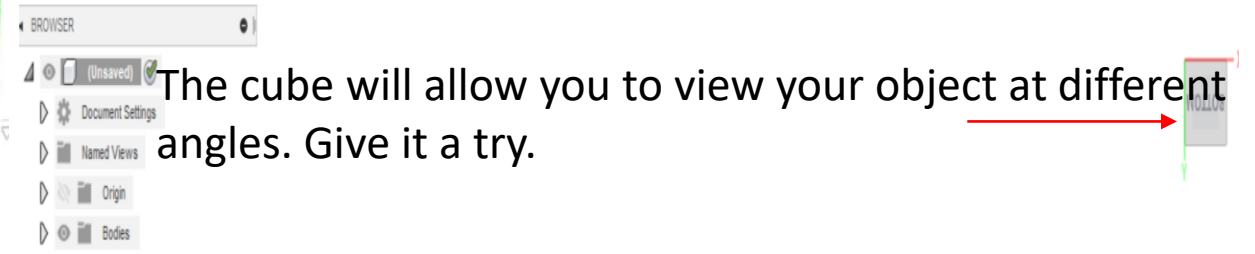
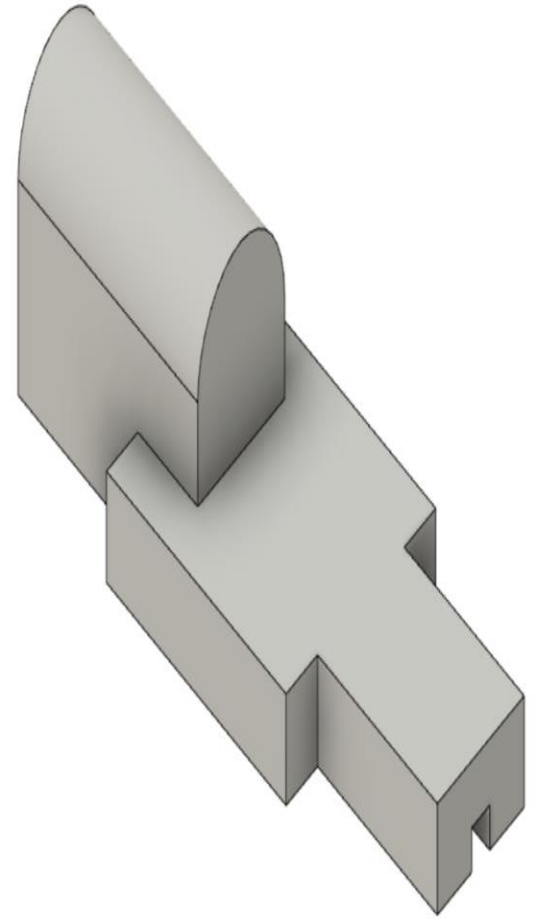
Pan will allow you to move your object from one place to another.

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

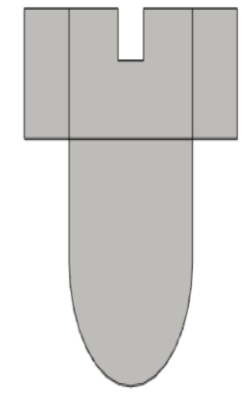


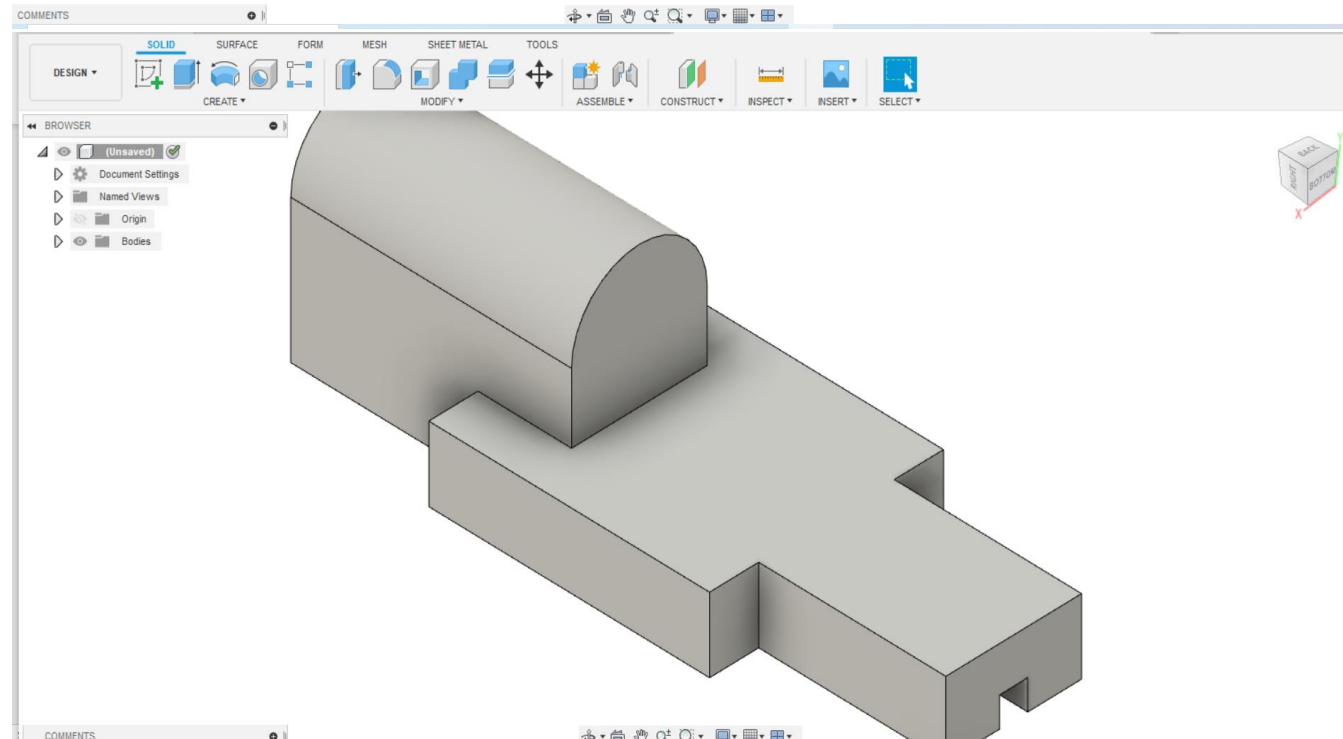
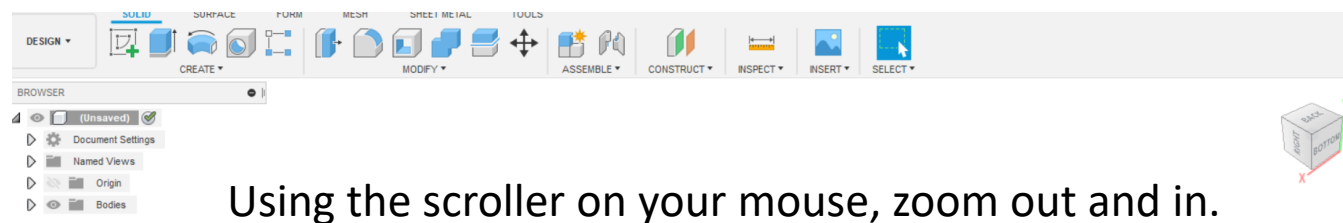


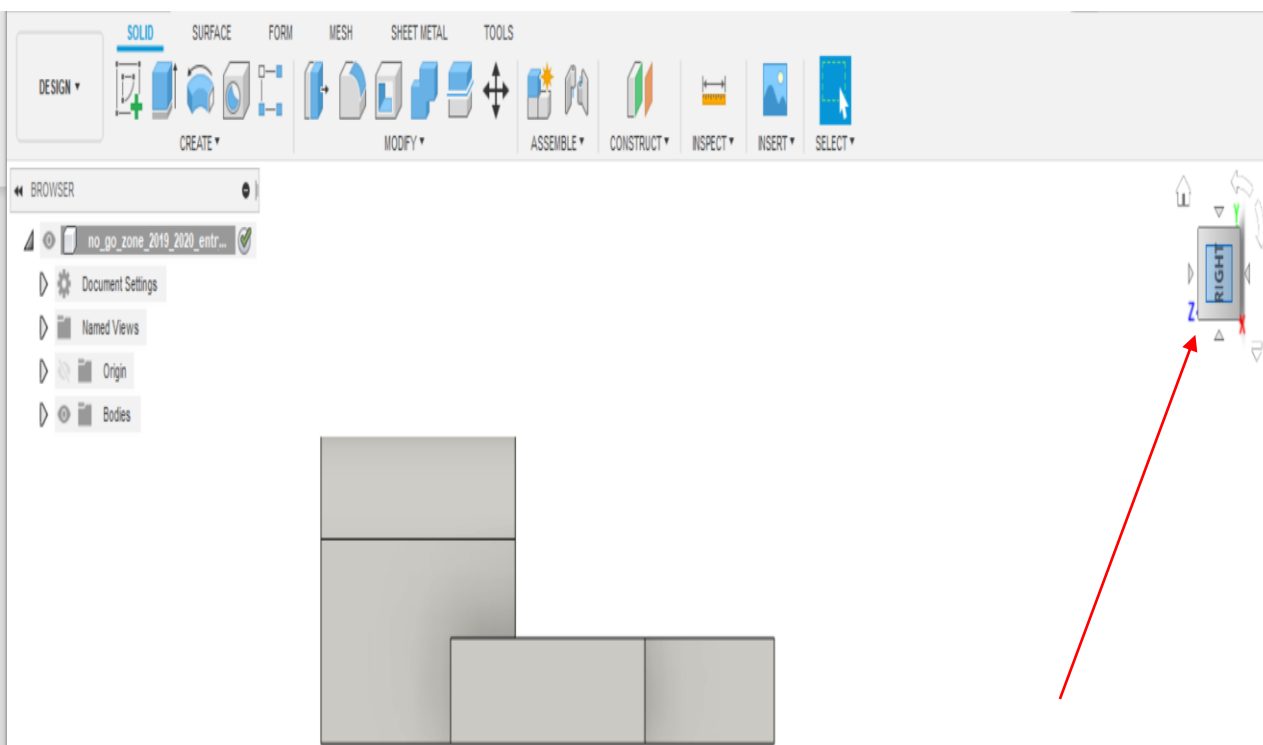
Click the cube on the right hand side of the screen.



The cube will allow you to view your object at different angles. Give it a try.

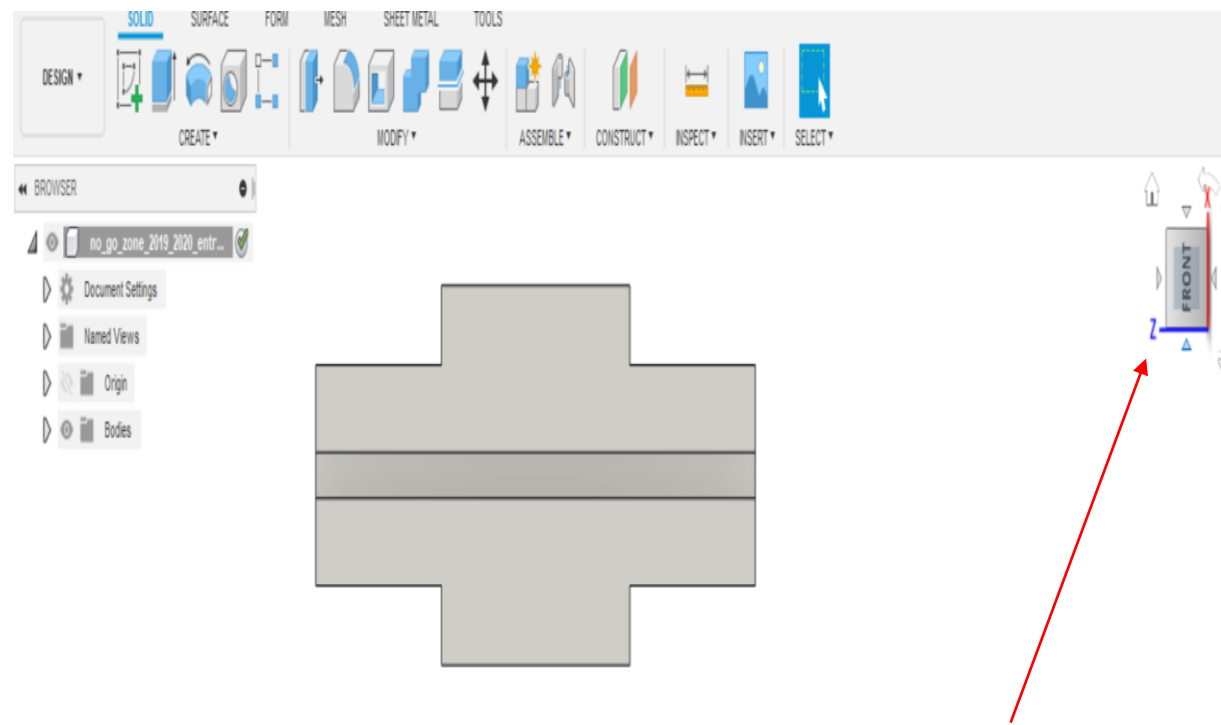




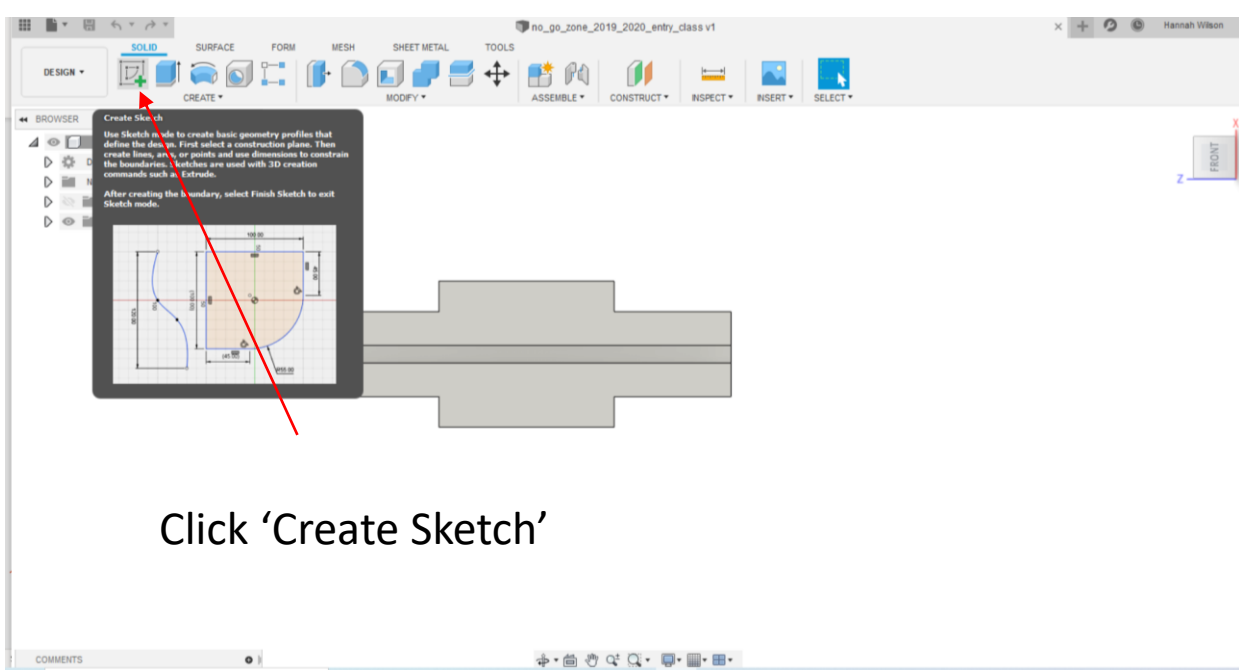


Using the cube on the right hand side, rotate the No-Go zone.

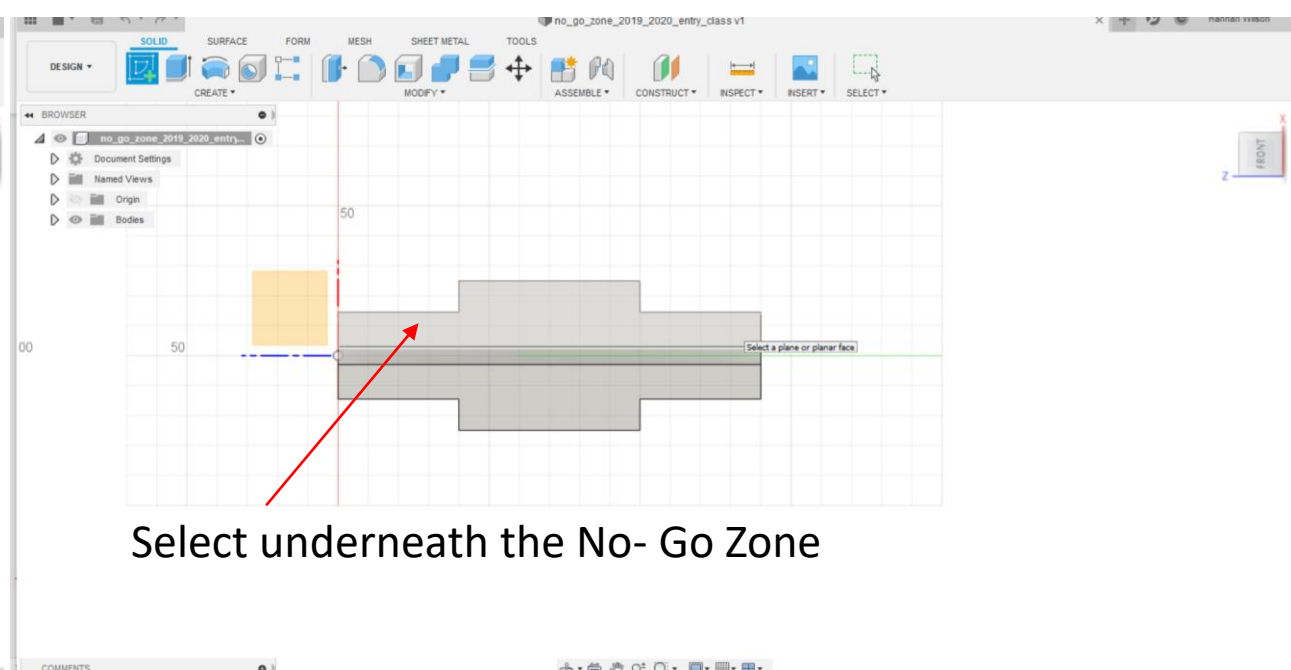
TIP- there are little arrow around the cube. Use the arrows to help you.



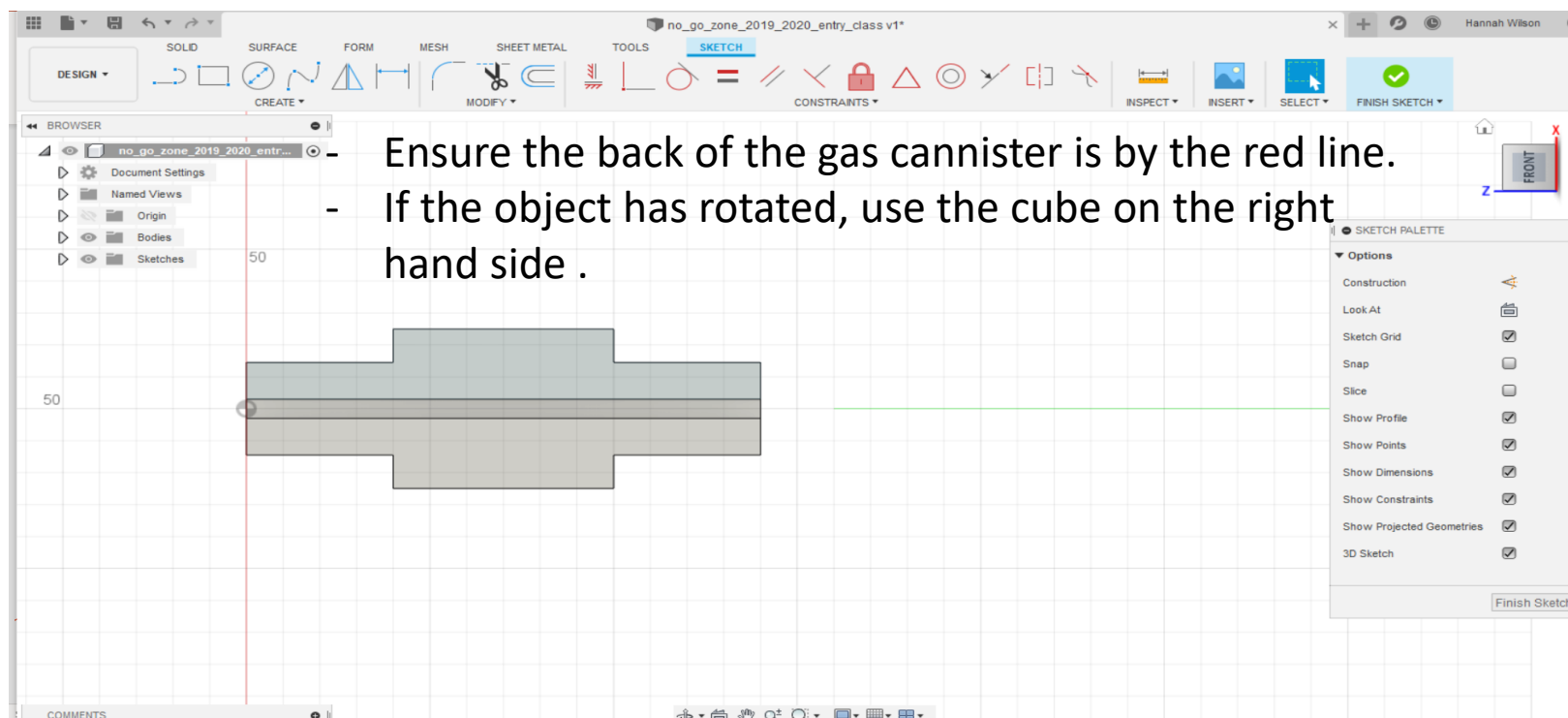
Now, click the arrow underneath the cube to view the No-Go zone.



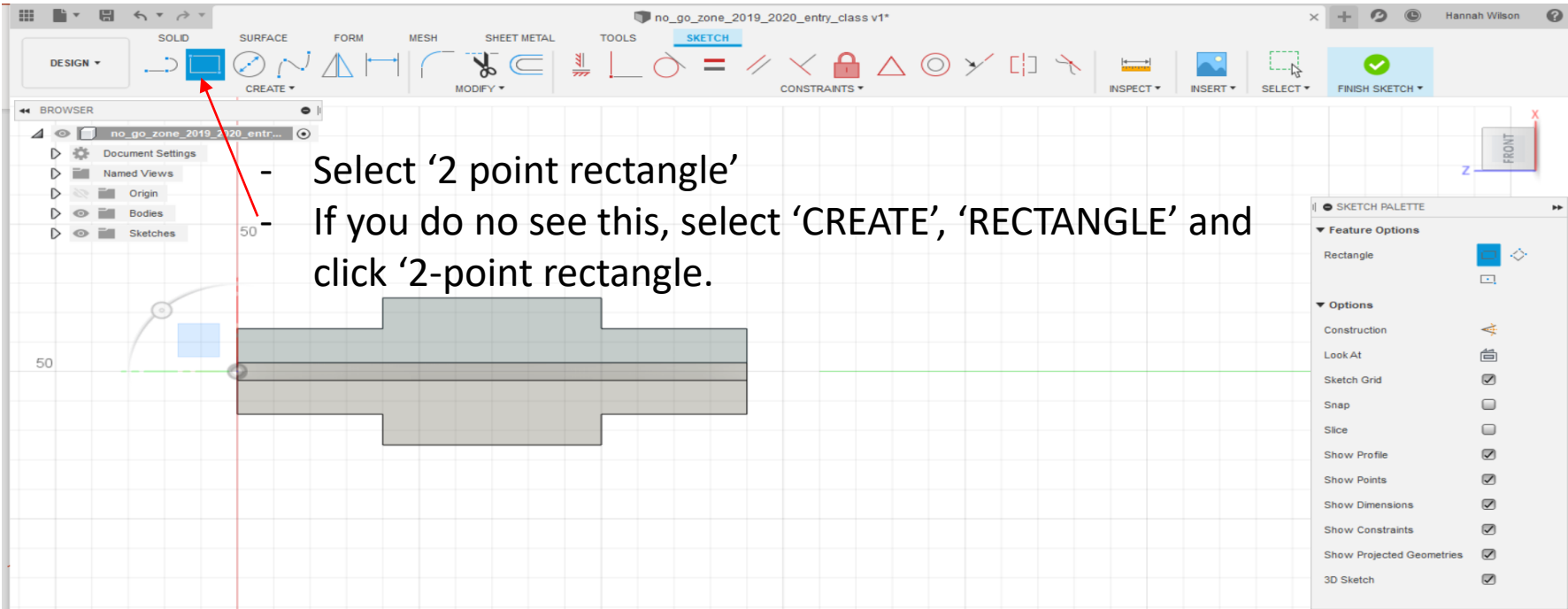
Click 'Create Sketch'



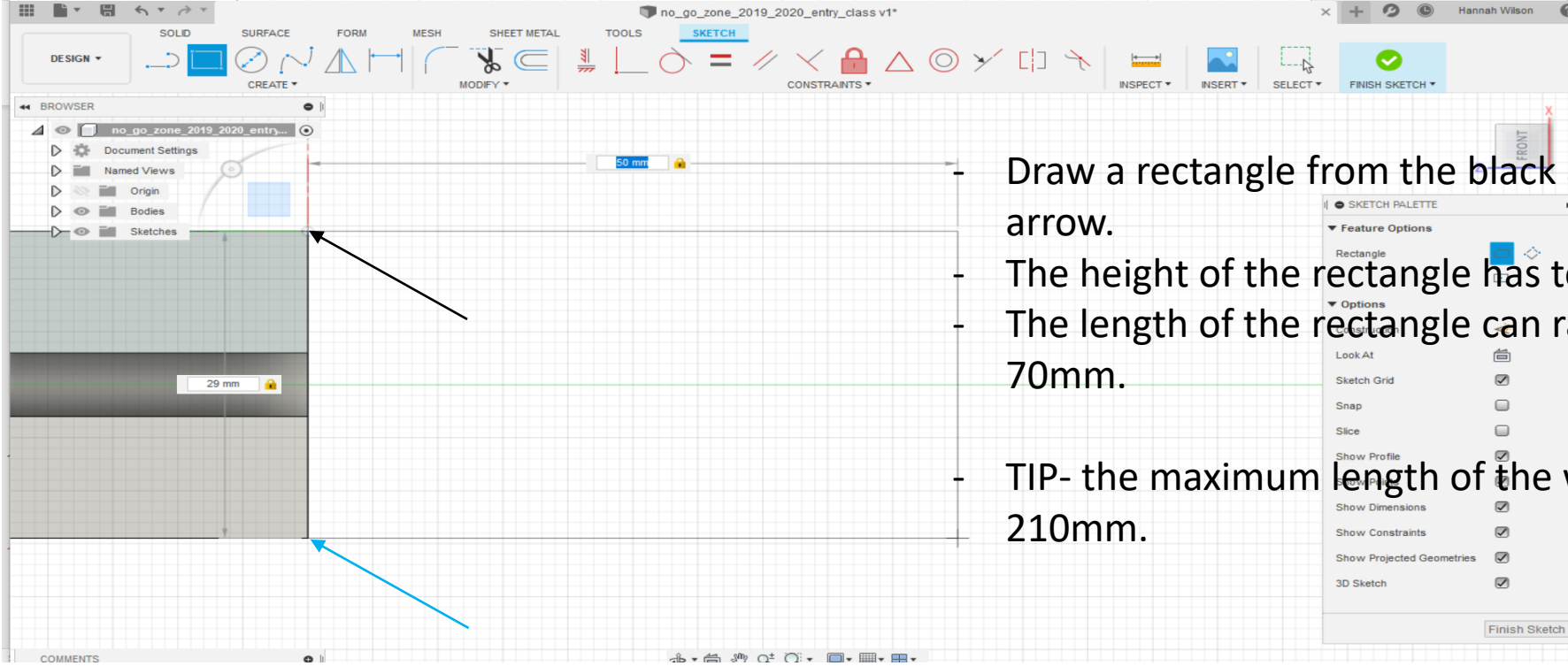
Select underneath the No- Go Zone



- Ensure the back of the gas canister 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 not see this, select 'CREATE', 'RECTANGLE' and click '2-point rectangle.'

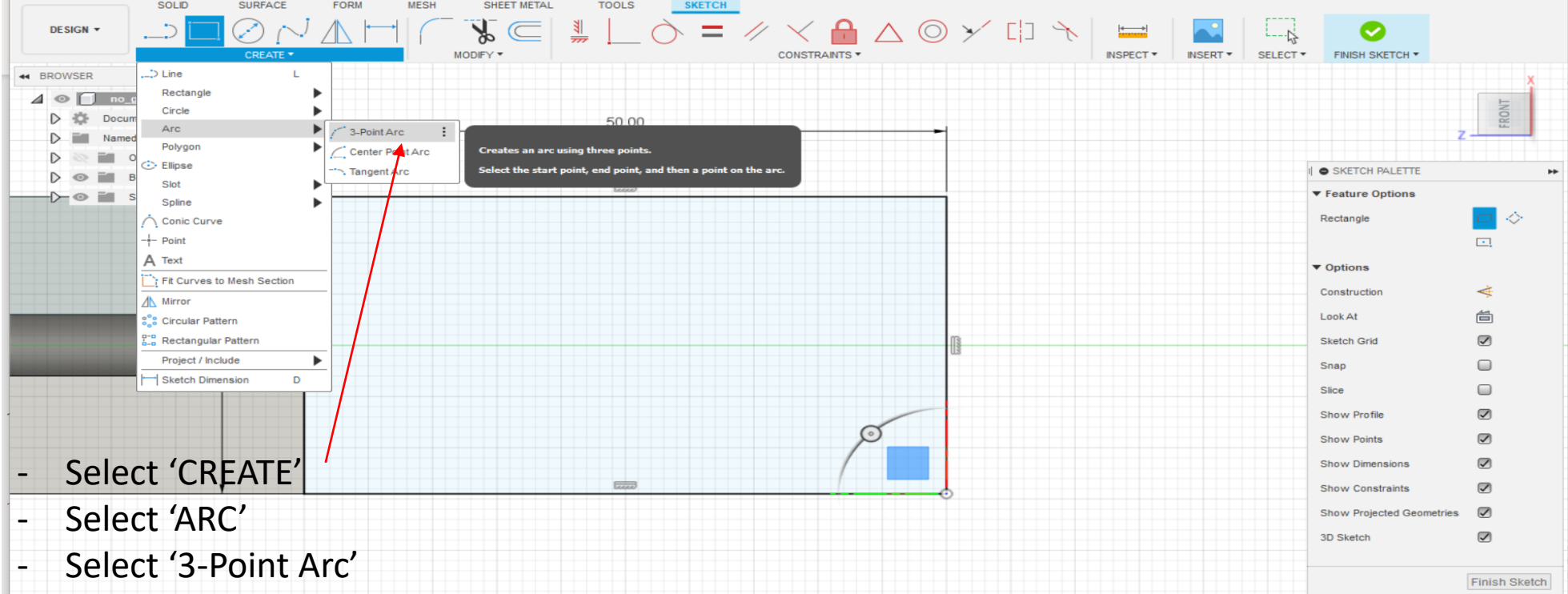


Draw a rectangle from the black arrow to the blue arrow.

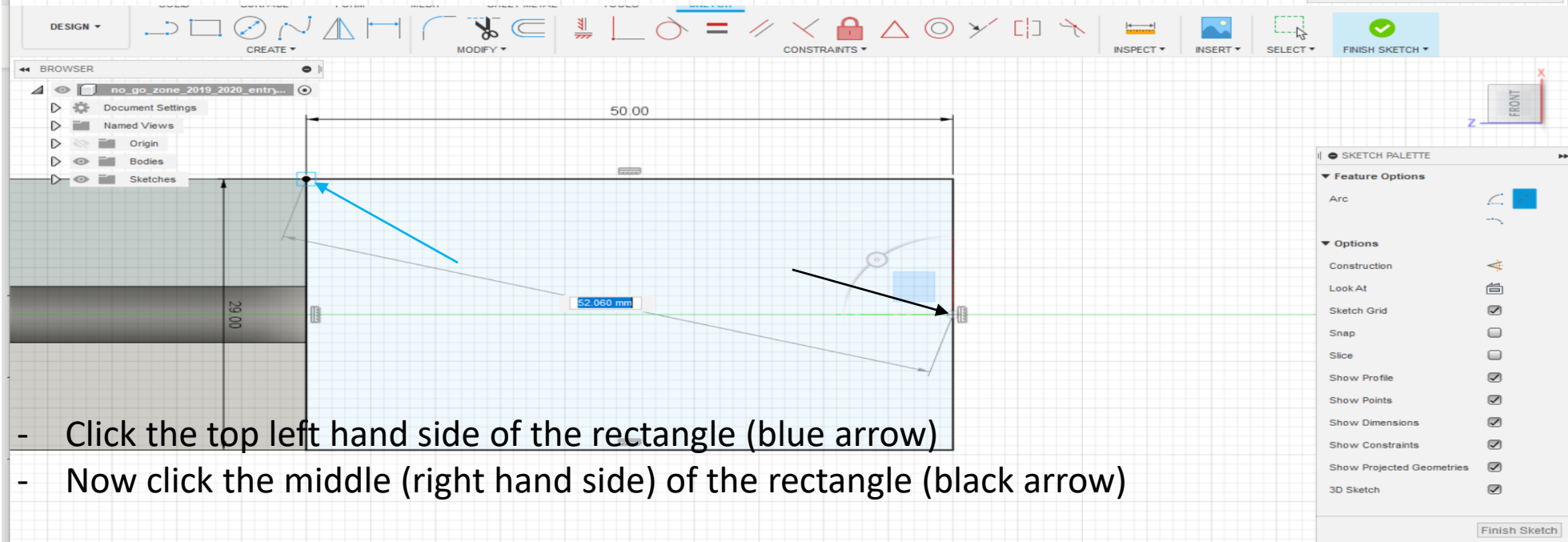
The height of the rectangle has to be 29mm.

The length of the rectangle can range from 1mm to 70mm.

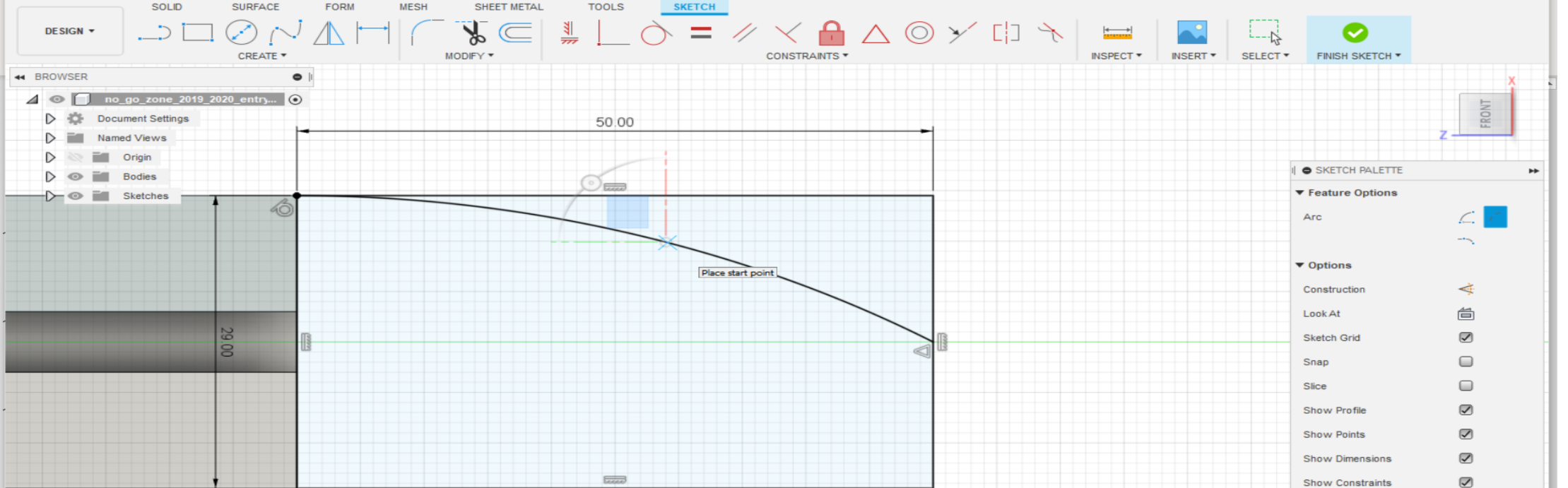
TIP- the maximum length of the whole car can be 210mm.



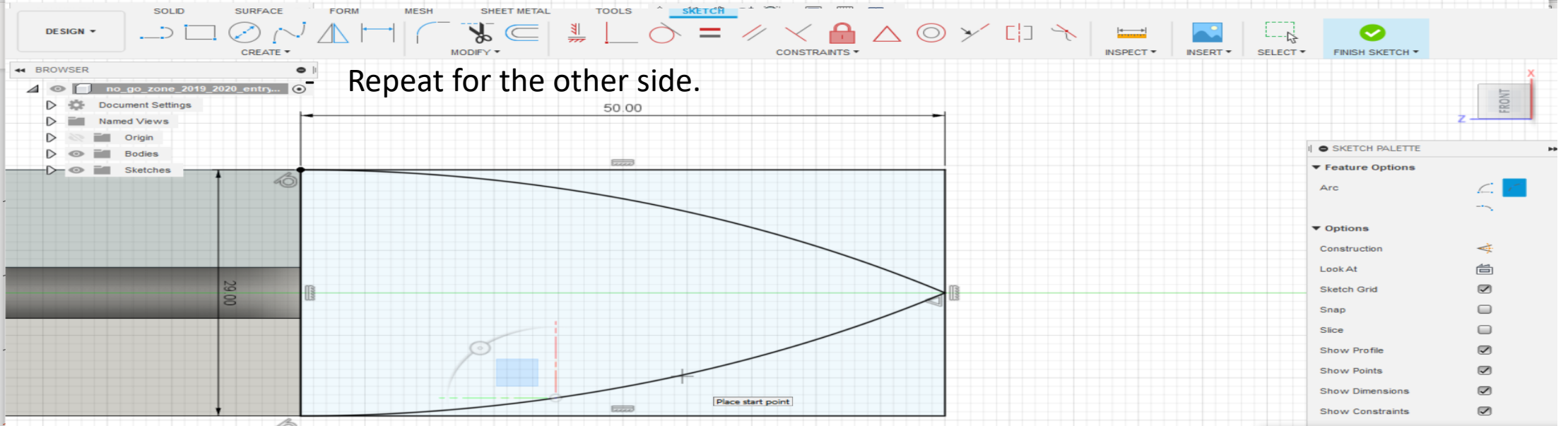
- Select 'CREATE'
- Select 'ARC'
- Select '3-Point Arc'

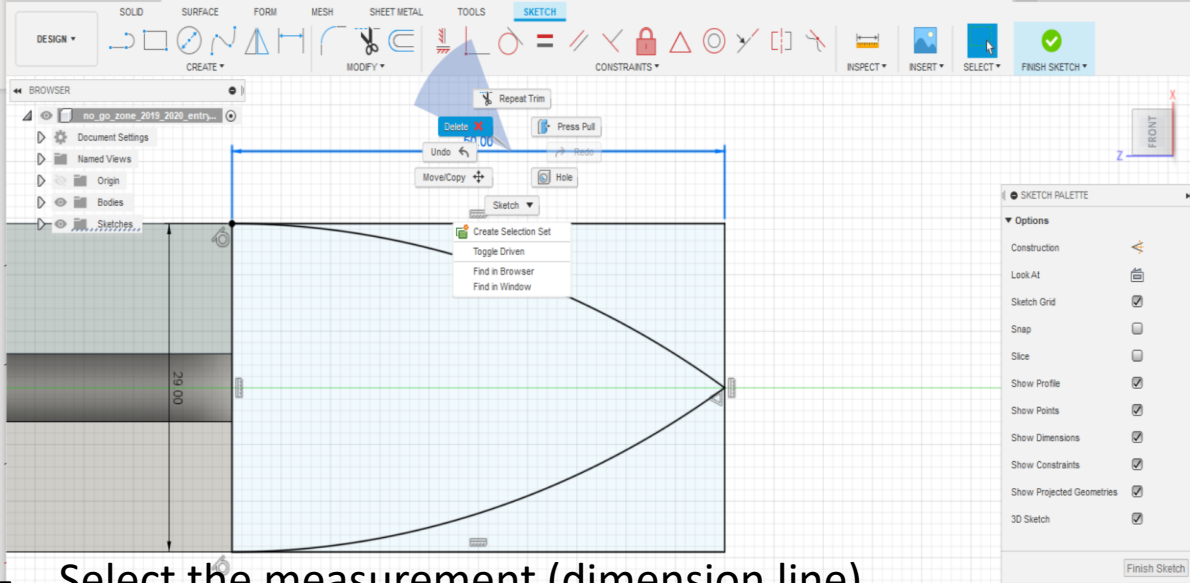


- Click the top left hand side of the rectangle (blue arrow)
- Now click the middle (right hand side) of the rectangle (black arrow)

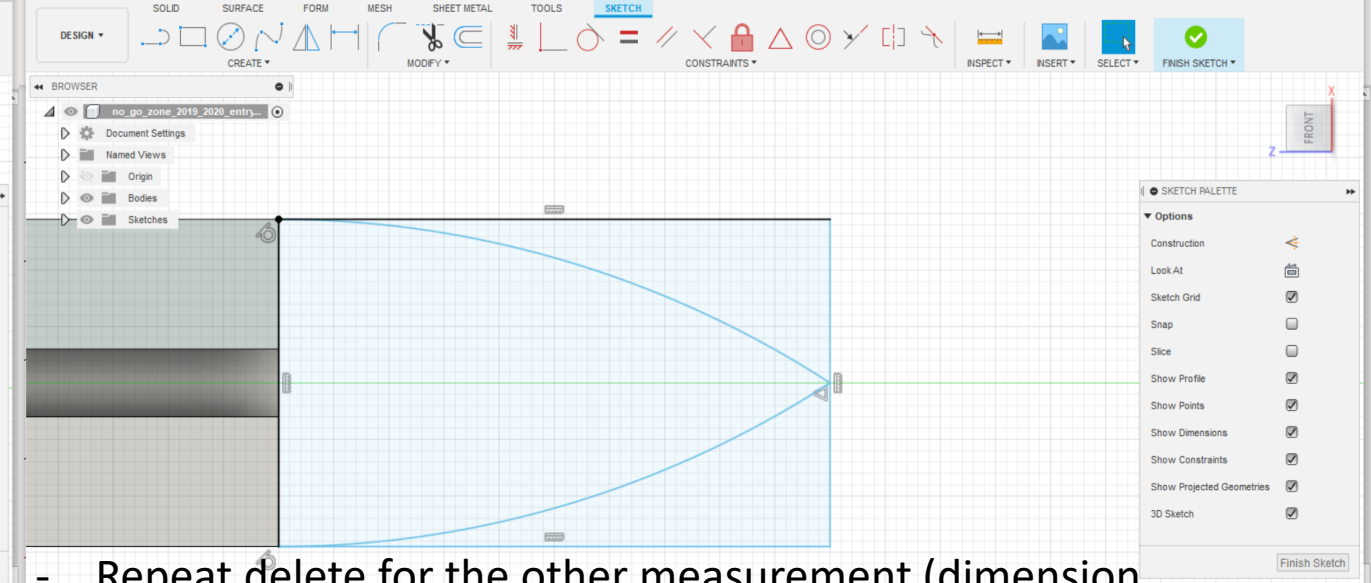


- Move the mouse to create an ARC shape. You can design it however you want.

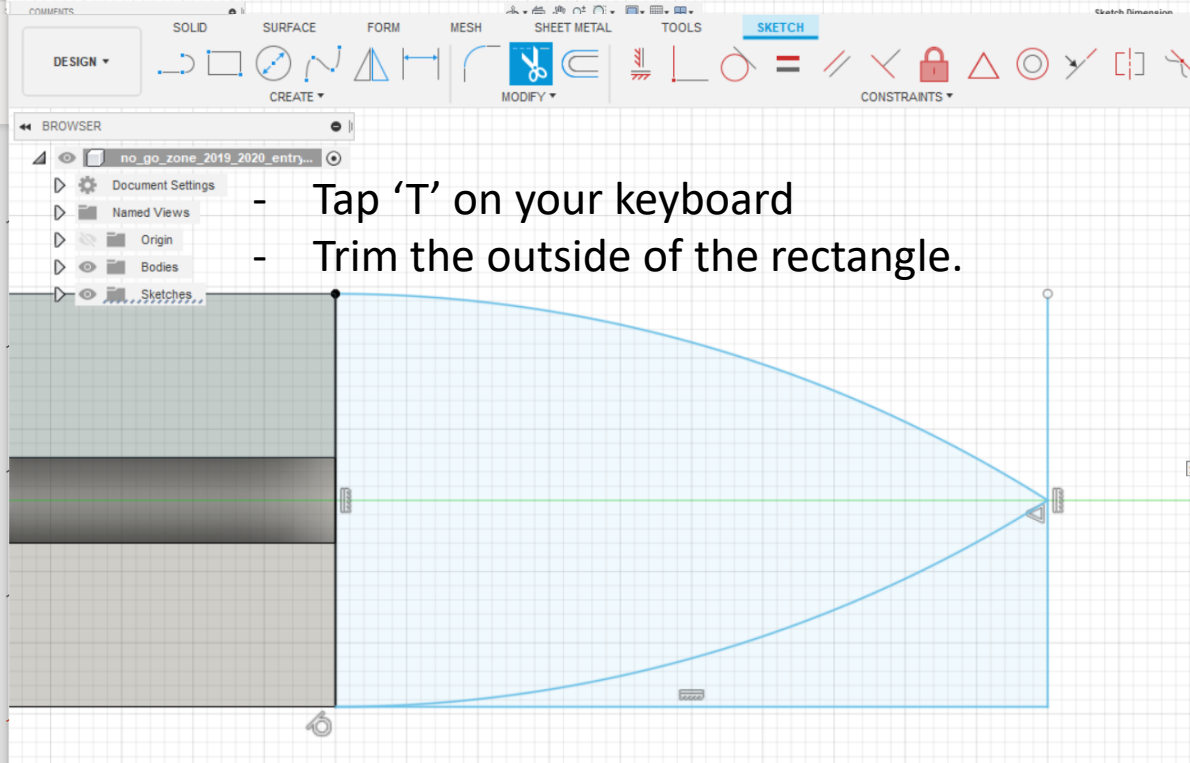




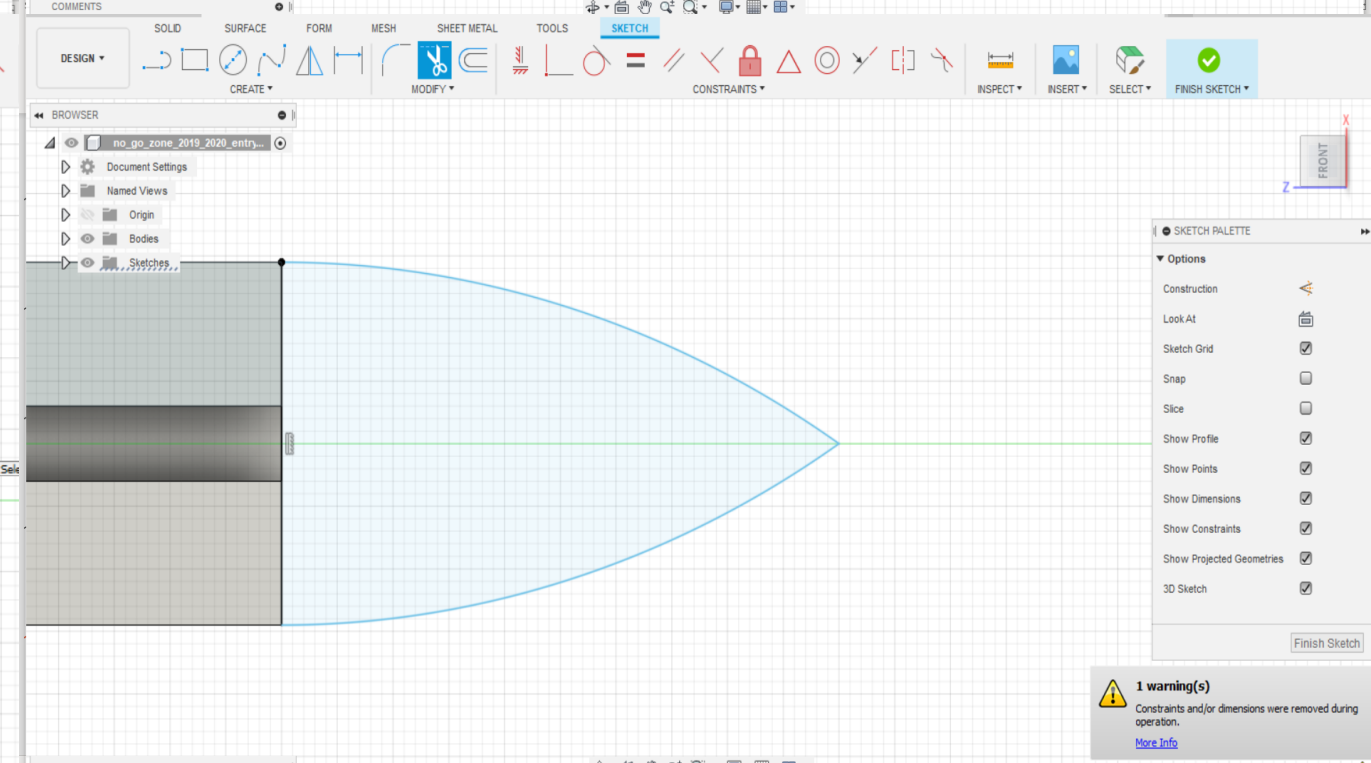
Select the measurement (dimension line)
Right click and select 'Delete'



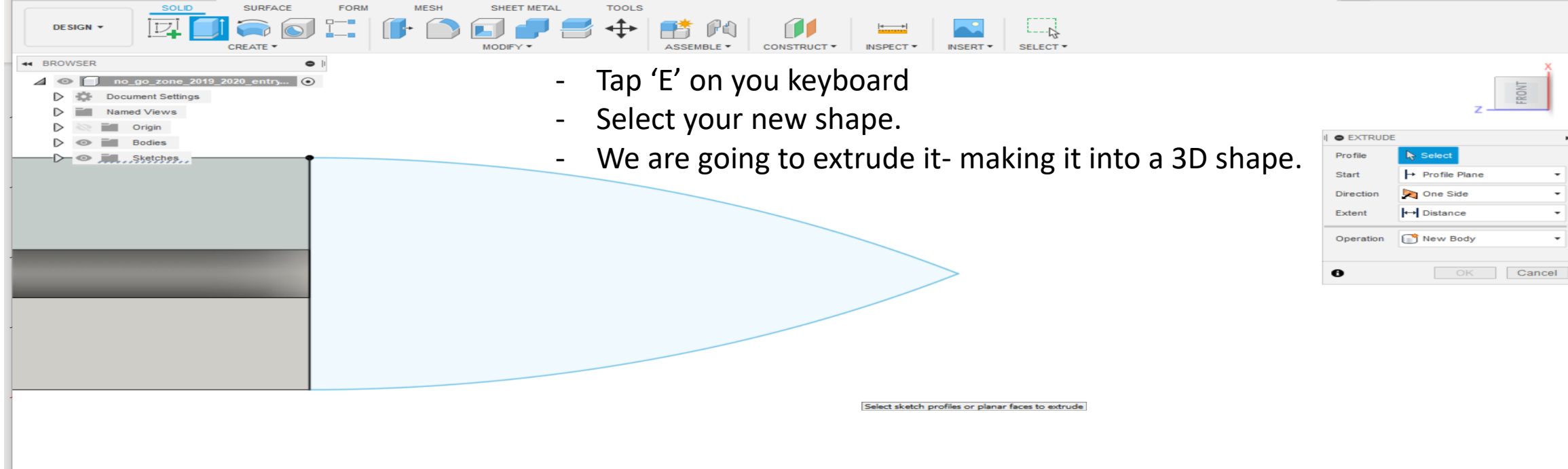
- Repeat delete for the other measurement (dimension line)



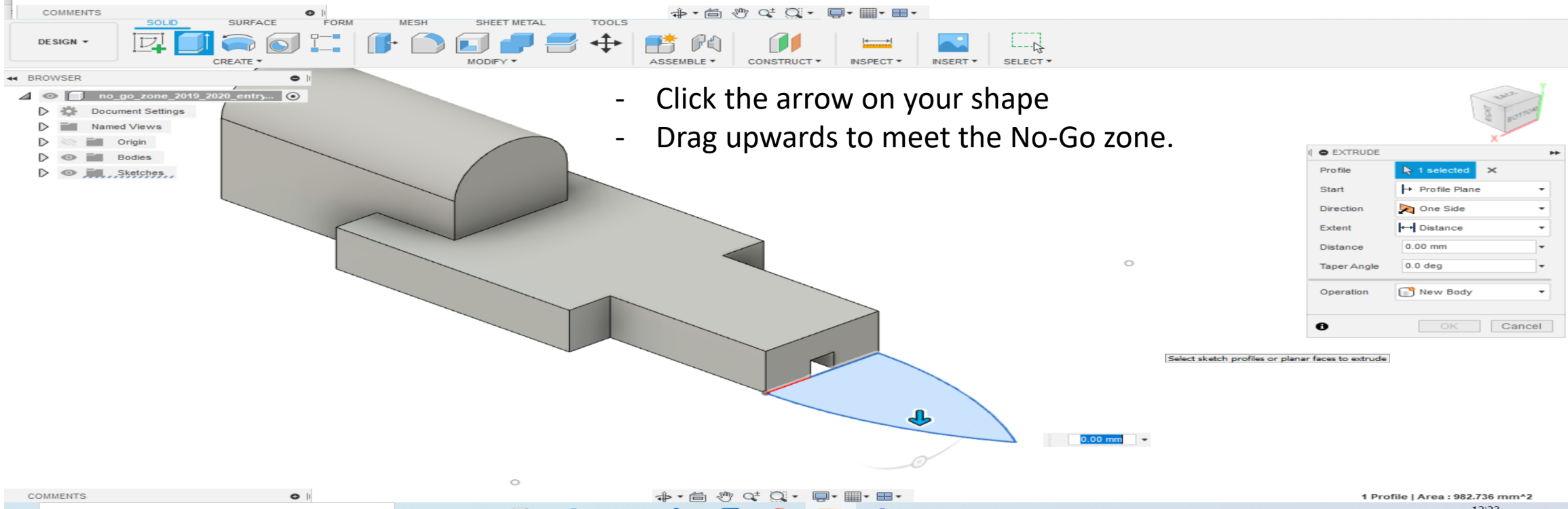
- Tap 'T' on your keyboard
- Trim the outside of the rectangle.



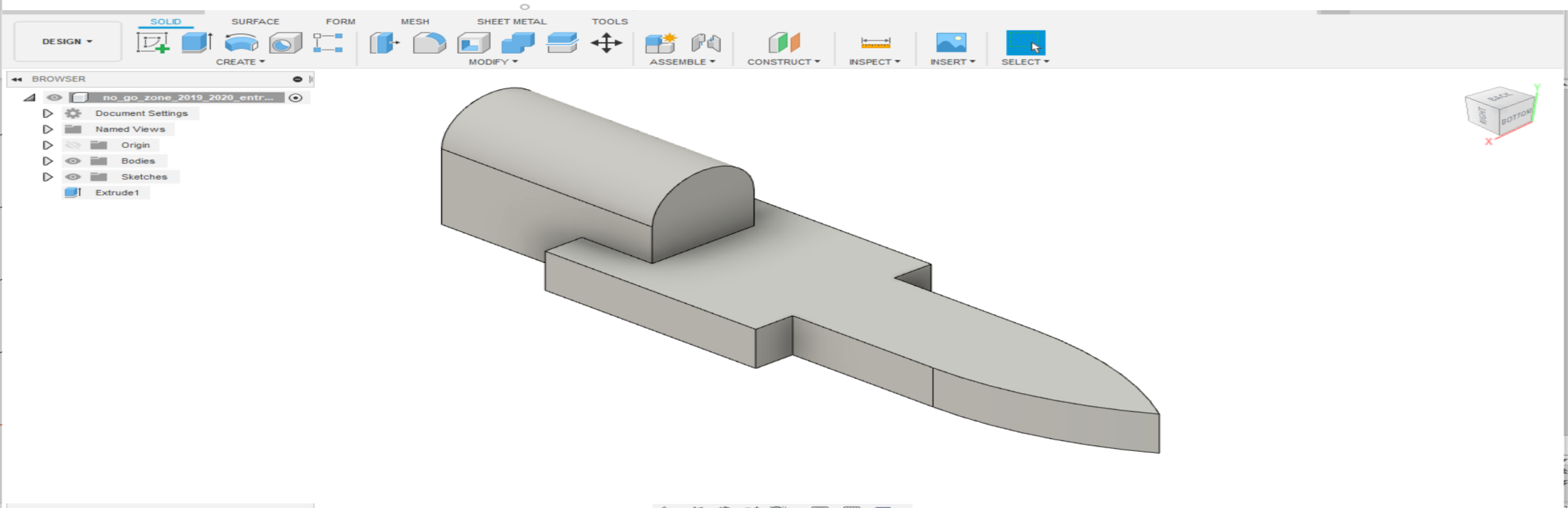
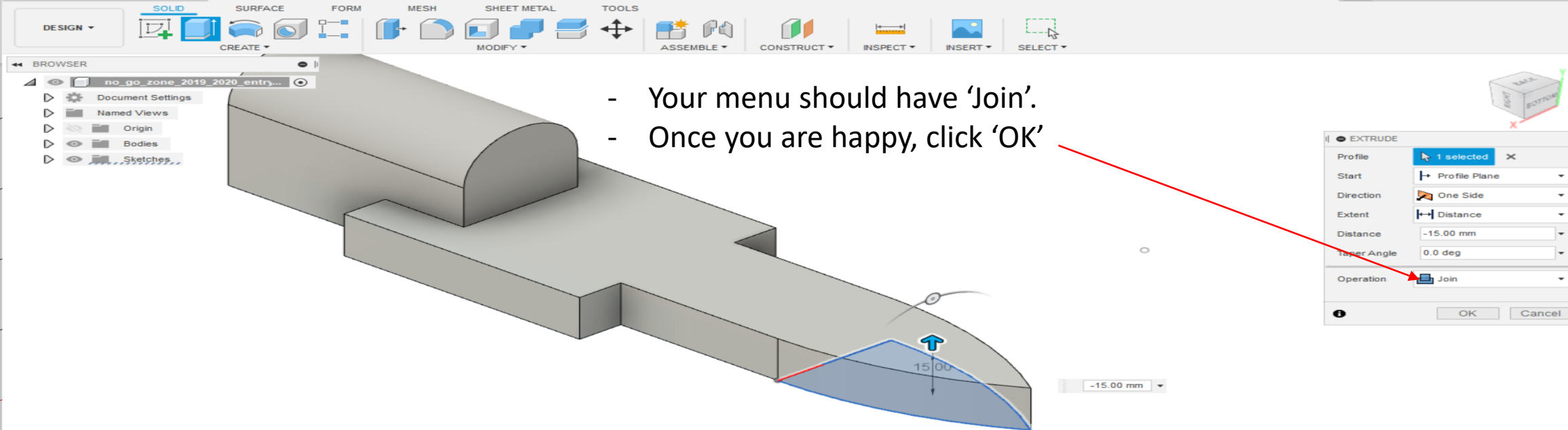
1 warning(s)
Constraints and/or dimensions were removed during operation.
[More Info](#)



- 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.

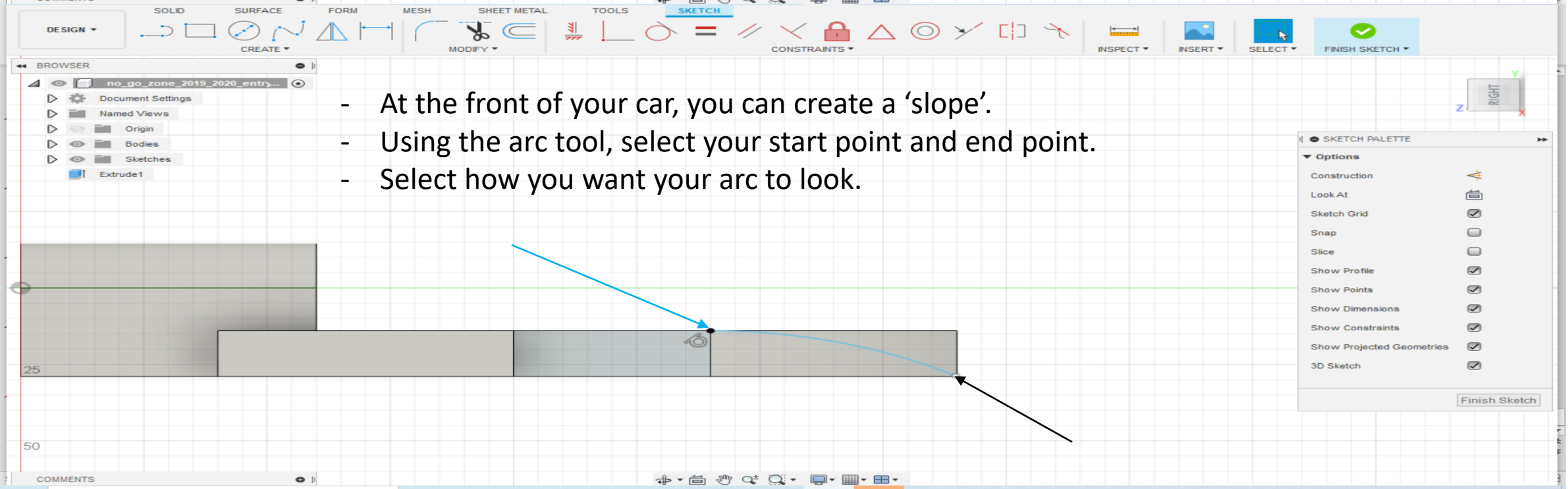
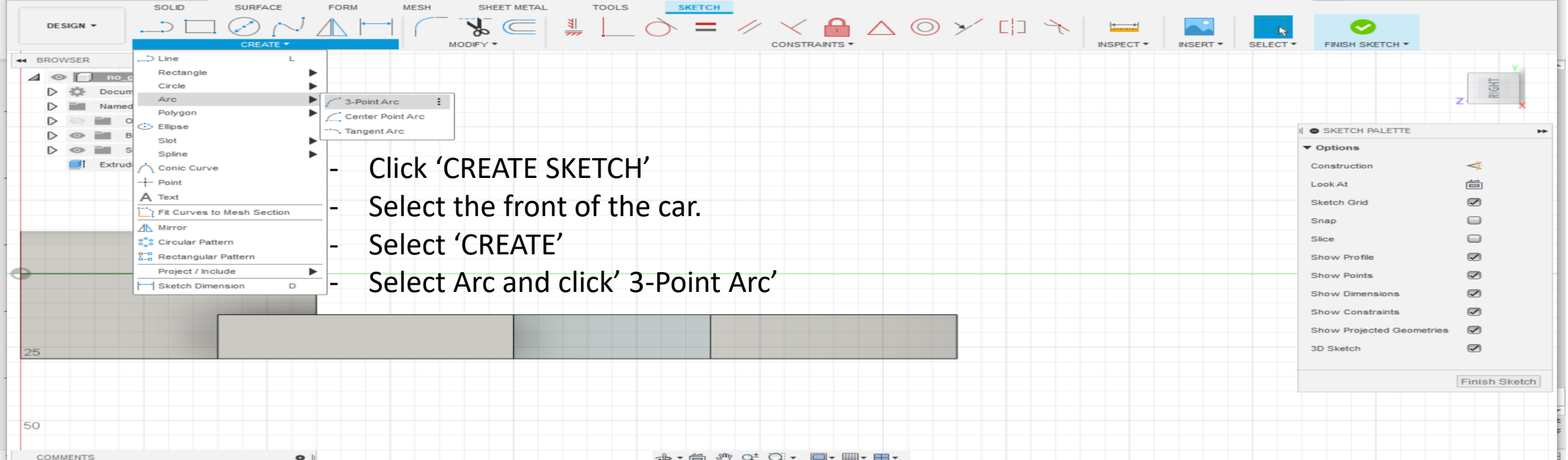


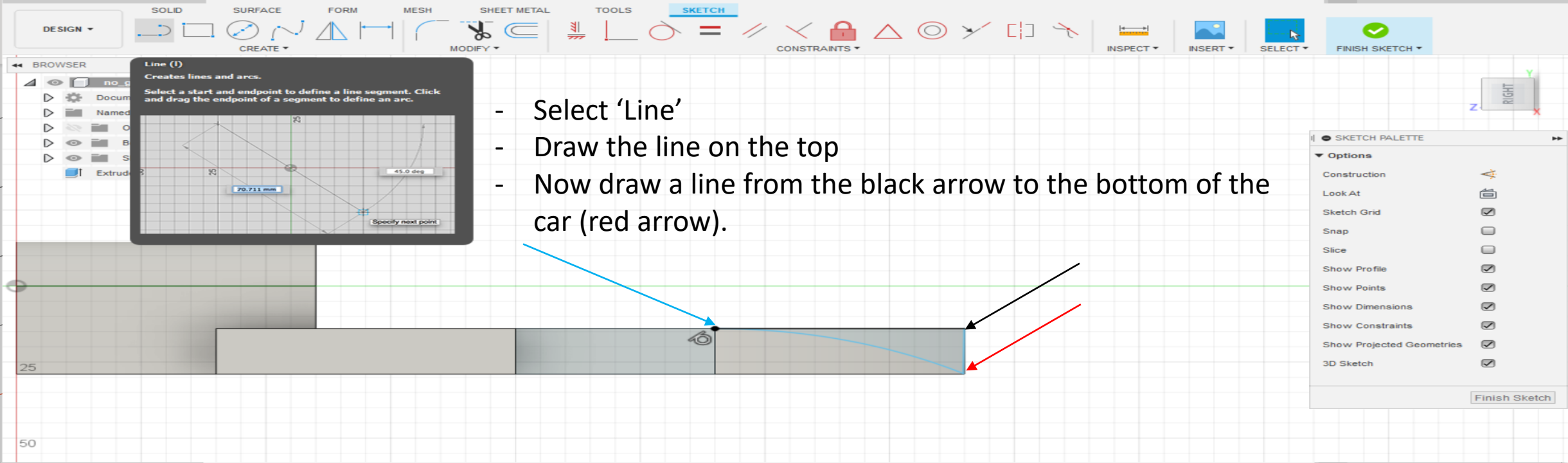
Well done, you have created the front of your car!

Remember-

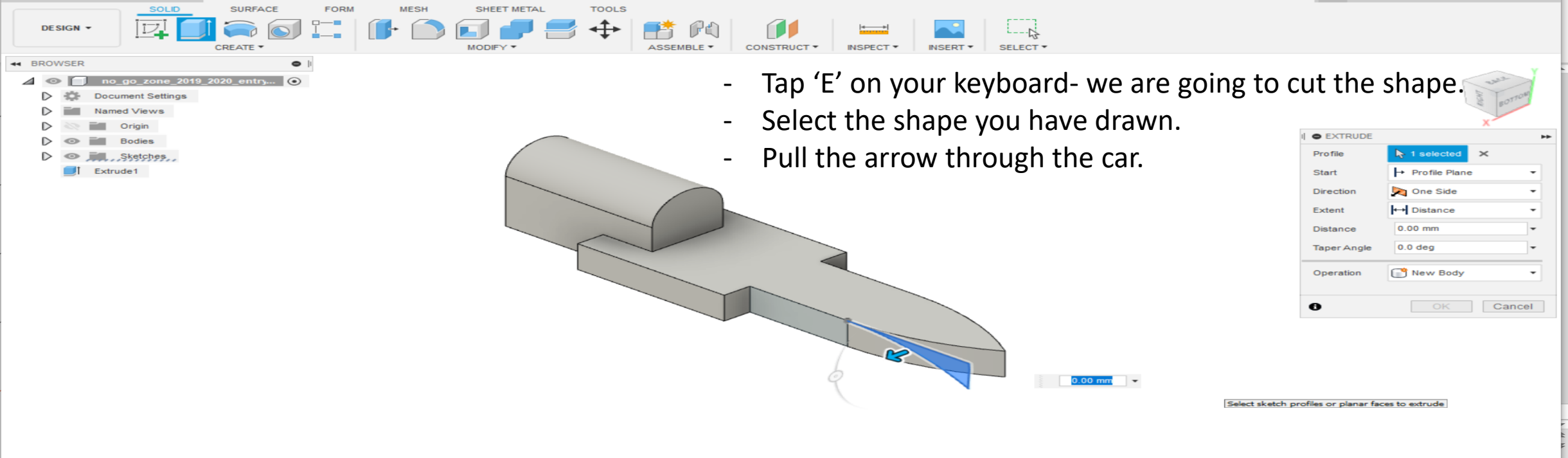
- You can use the timeline on the bottom to edit parts of your car.
- This is only a sample car. Try to play around with the tools you have used today to come up with your own design.

If you want to try something new to the front of the car, take a look at the next few slides.





- 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.

