

# Basic Features 2

## Goals:

1. Practice creating a sweep feature using existing sketches.
2. Learn where to place the rollback bar in the features list in order to create a shell feature.
3. Practice shelling a part.
4. Practice using the "Delete Face" and "Replace Face" tools given existing surfaces.



# Basic Features 2

## Instructions:

1. Open the Onshape document "[Onshape Instructor Kit - 2.2.2 - Basic Features 2](#)".
2. Determine which two sketches in the features list can be used to create the sweep feature for the handle. Show these two sketches in the model.
3. Create a sweep feature using these two sketches.



# Basic Features 2

## Instructions:(continued)

4. Determine where to place the rollback bar in the features list to create the shell feature as it appears in the image to the right.
5. Shell the water pitcher using a thickness of 0.25 in.



# Basic Features 2

## Instructions:(continued)

6. Use the "Delete Face" tool to remove the portions of the handle protruding into the inside of the water pitcher.

*(Hint: Selecting "Cap Voids" will smooth out any gaps created by deleting the faces.)*



# Basic Features 2

## Instructions:(continued)

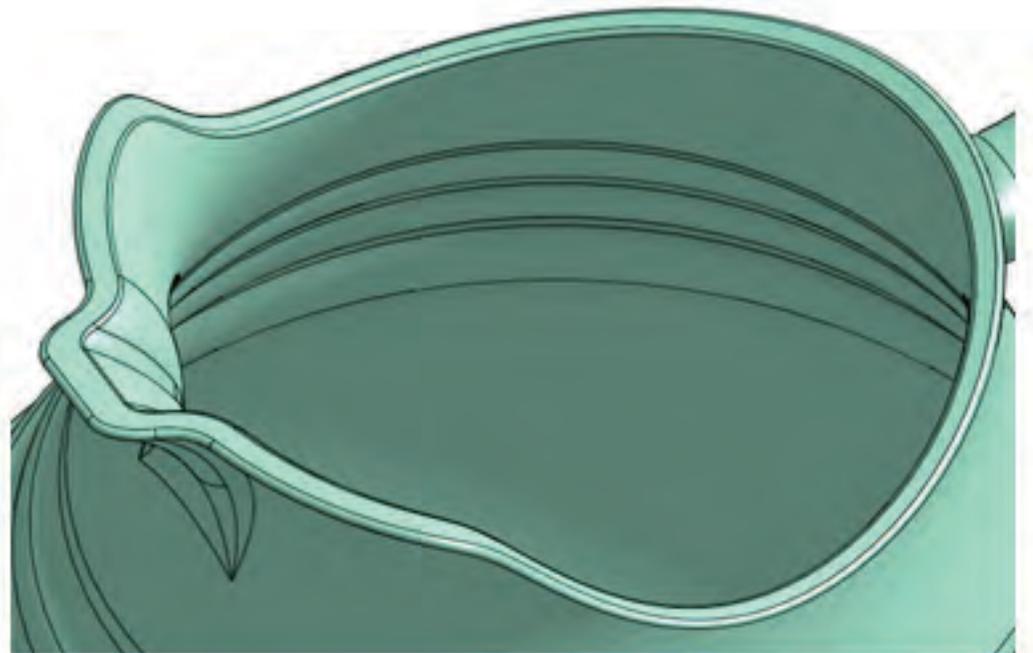
7. Show the wavy extruded surface in the features list that cuts through the top of the water pitcher.
8. Use the Replace Face tool to replace the upper rim of the water pitcher with the wavy extruded surface. Leave the offset distance set to zero.
9. Hide the wavy extruded surface.



# Basic Features 2

## Instructions:(continued)

10. Add a 0.05 inch fillet to the top face of the water pitcher.



# Basic Features 2

## Assessment:

1. Select the part in the features list.
2. Click on the  icon in the lower right corner of the Onshape interface.

What is the volume of the part (in<sup>3</sup>)?

