

Lab 3: Extrude

2-D to 3-D

- Once we have a fully defined sketch, we proceed to making it into a 3 dimensional solid object.

Boss/Base or Cut Extrude: Table 4-1, page 107

End Condition Name	Results of Using End Condition
Blind	Extrusion distance is specified by the user.
Through All	Extrusion continues through the entire part
Up to Next	Extrusion terminates at the next face encountered
Up to Vertex	Selected vertex or point dictates extrusion distance
Up to Surface	Selected surface, face, or plane dictates extrusion distance
Offset from Surface	Extrusion terminates the specified distance either before or after the selected surface, face, or plane
Up to body	Selected body dictates the extrusion distance
Mid Plane	Extrudes equal amounts in opposite directions. Distance specified is the total distance of the extrusion.

Extrude Tips:

- If this is the first extrude, select the *Mid-plane* option.
- Use the *Blind* option only if there is no other definition, i.e. surfaces, vertex points, through all...
- You can ALWAYS extrude in two directions, you are never limited by a single sided plane.

