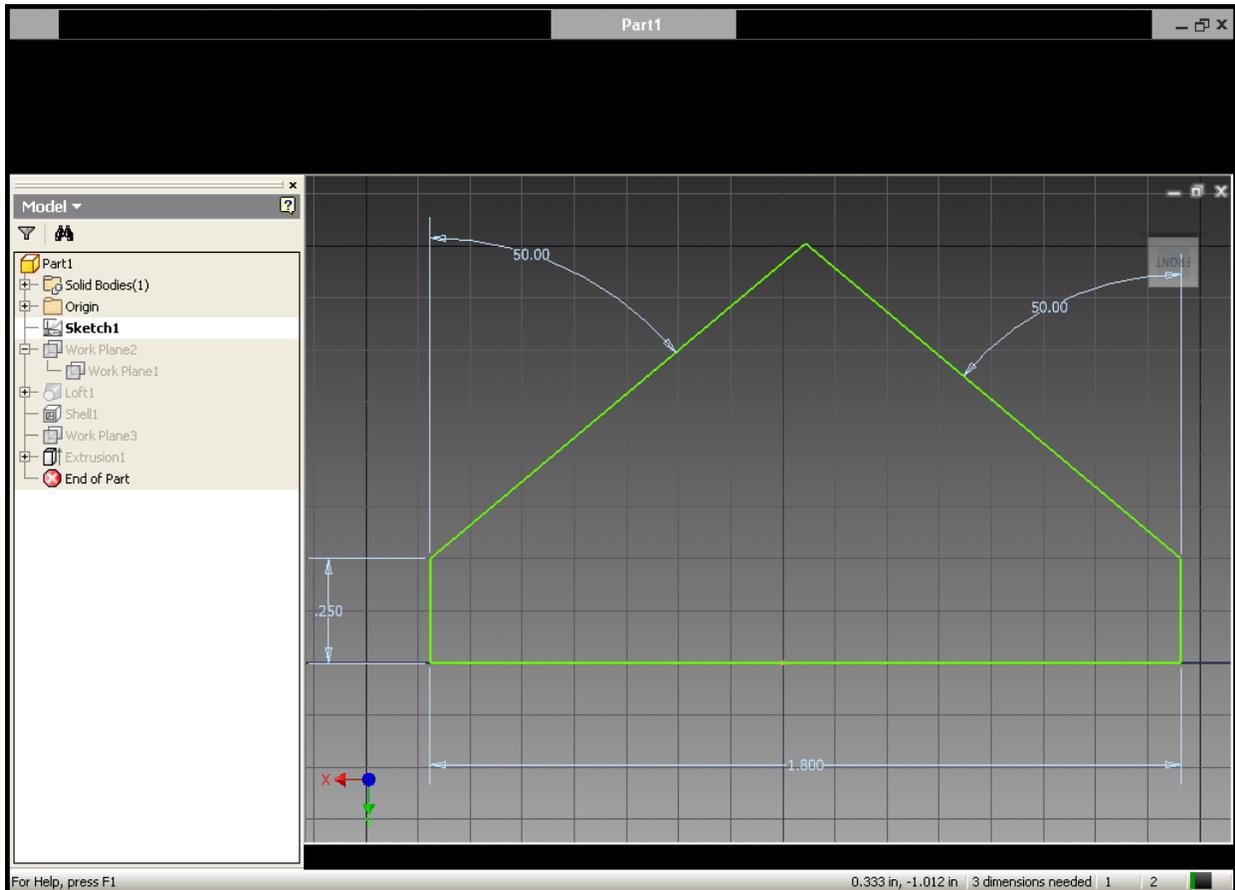
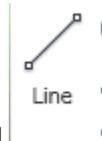


Cow Catcher



Open a standard .ipt



Then click the line tool

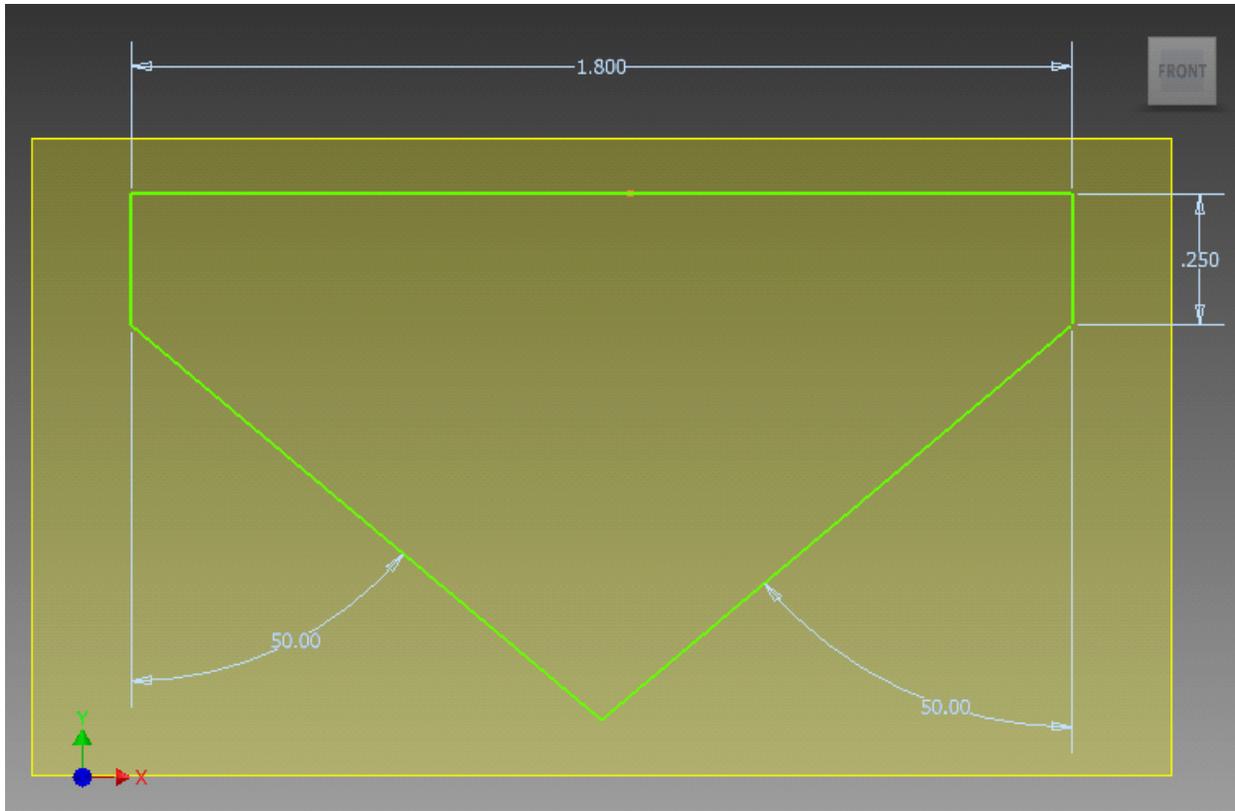
Make sure to right click when done to close loop

Then dimension

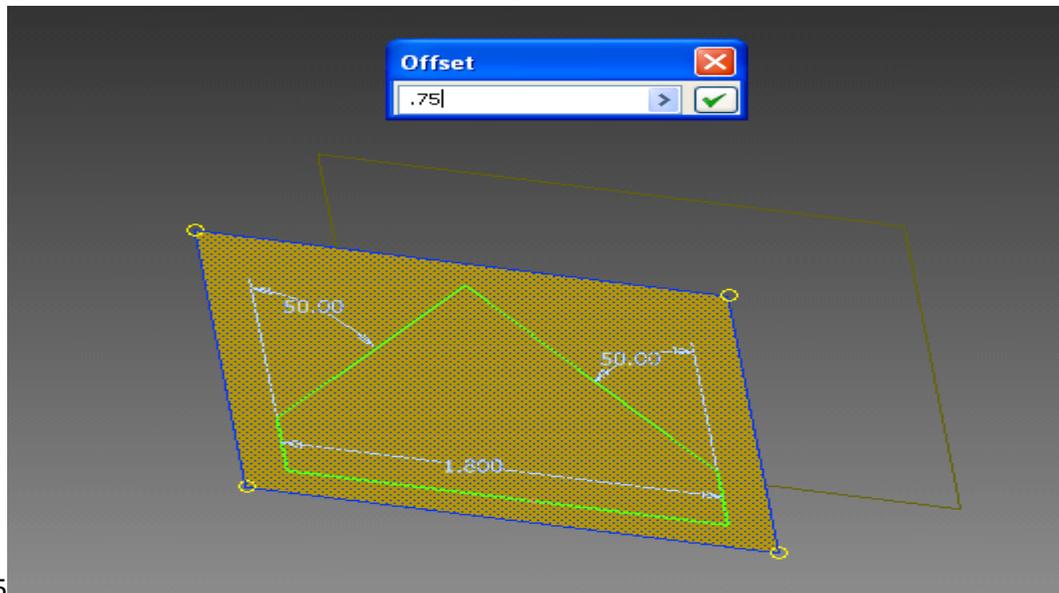


Then click on work plane

then click to sides (long line, and side line)

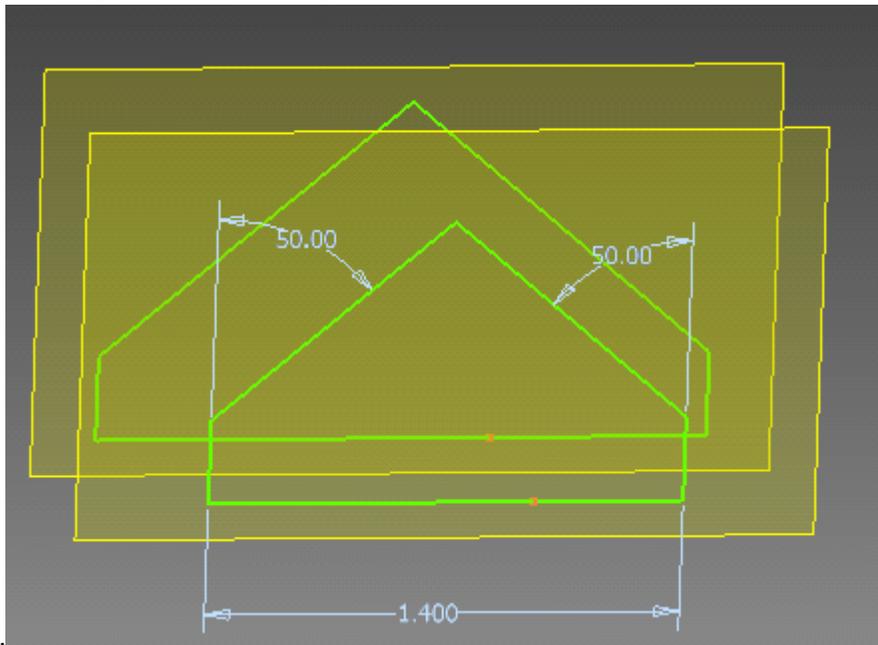


Next click the create 2d sketch button **Sketch** then click the edge of the work plane and while still holding the mouse down the offset window will



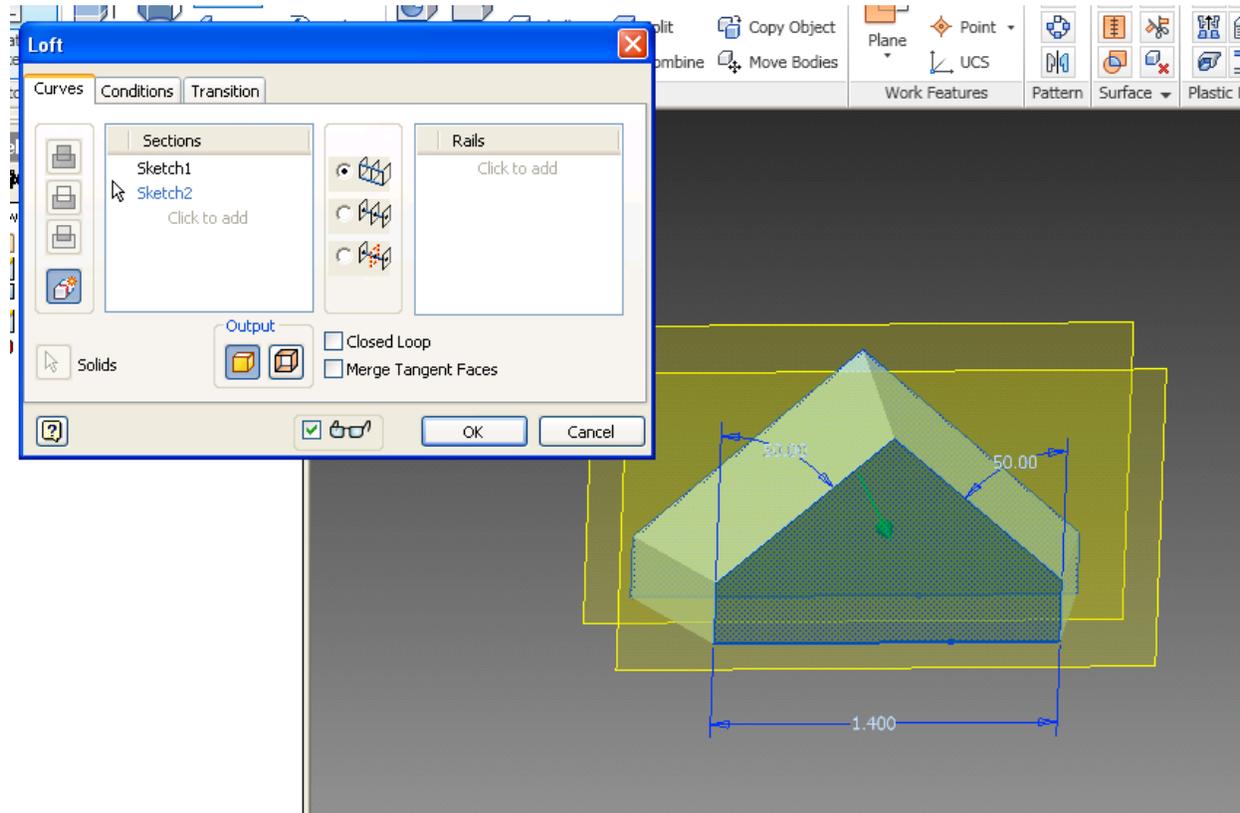
appear type .75

Then repeat the steps and draw the top of the cow catcher with the correct



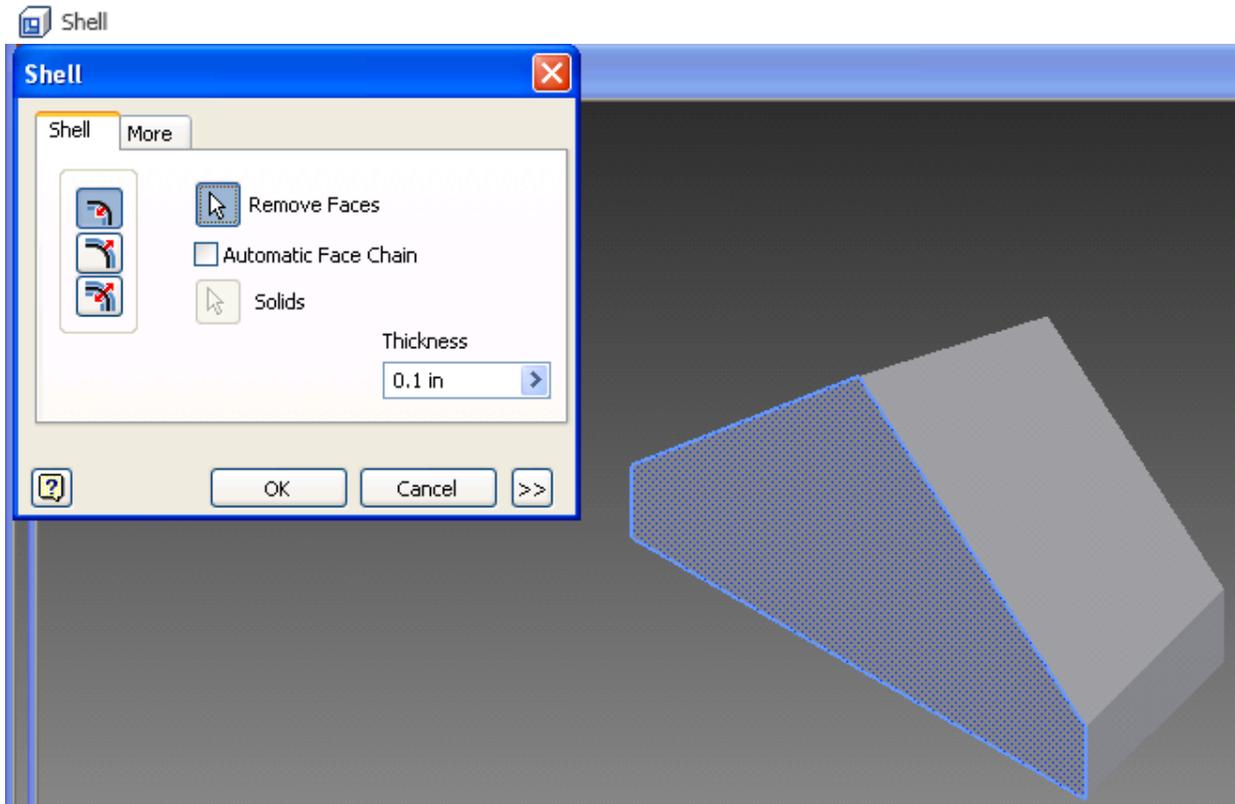
dimensions.

Next you click Loft  and click 2 edges to connect the object together then click ok.

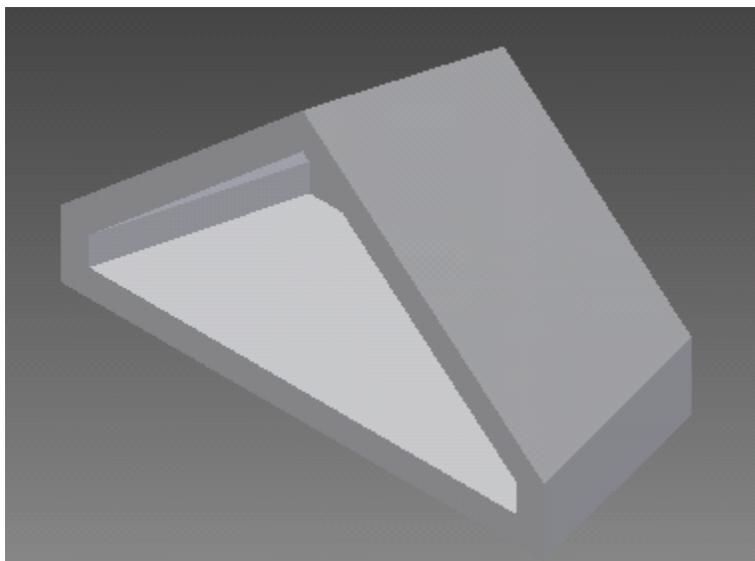


To make sure the work plans aren't a distraction you can right click on the edge of them or in the browser window and deselect visibility.

Next you want to shell the piece from the bottom. Click the icon for shell



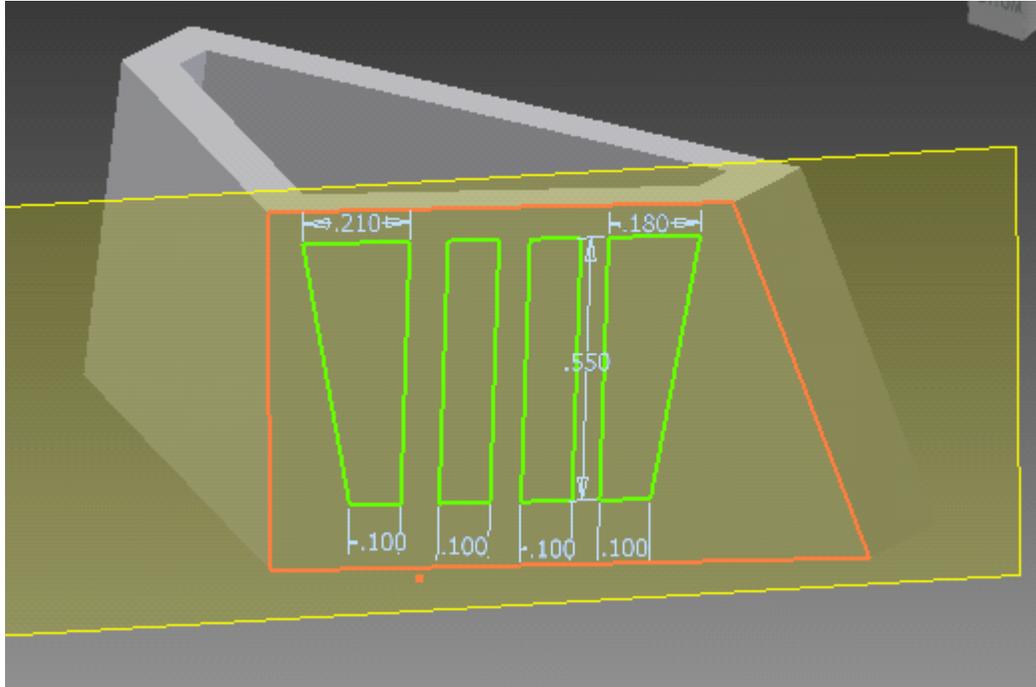
Your object should look like this



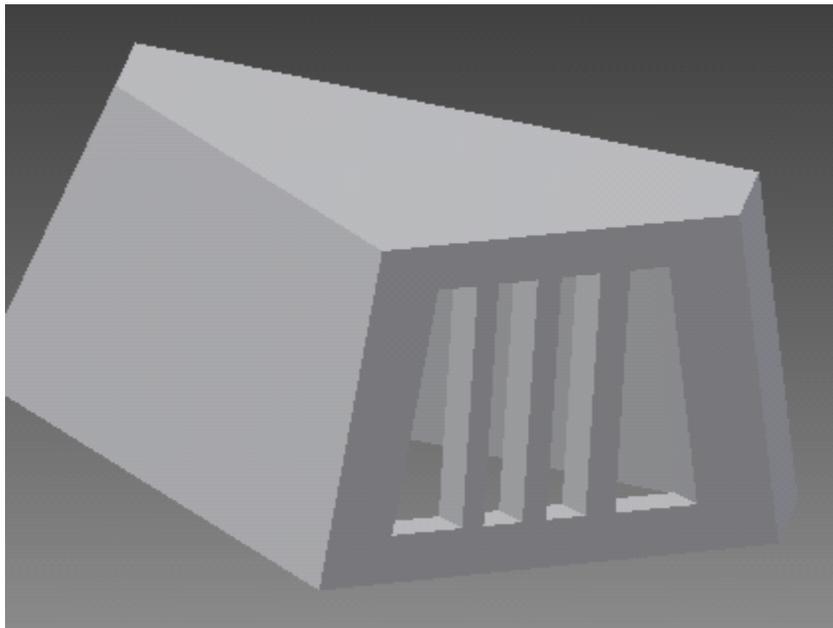
After you shell you need to put work planes on the front angles. Use 3 point work plane



click on 3 corners and the work plane will appear. Once the work plane has appeared click on create 2d sketch and click the edge of the work plane and draw in the grill side.



Once laid out click extrude and select the geometric shapes that have been created and cut them back.



Repeat steps for the other side. Then piece is finished.

