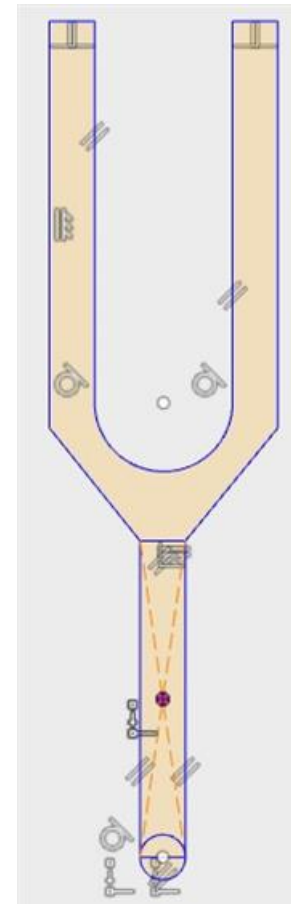


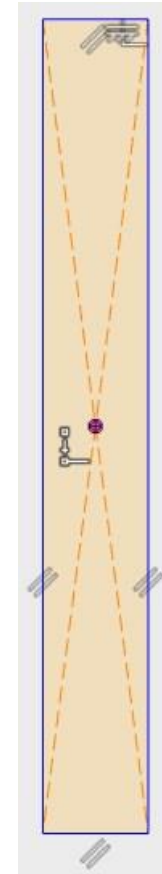
Goals:

1. Getting comfortable switching between sketch tools.
2. Choosing the correct sketch tool to use to recreate a sketch profile.
3. Practice selecting key points in the sketch associated with the different sketch commands.



Instructions:

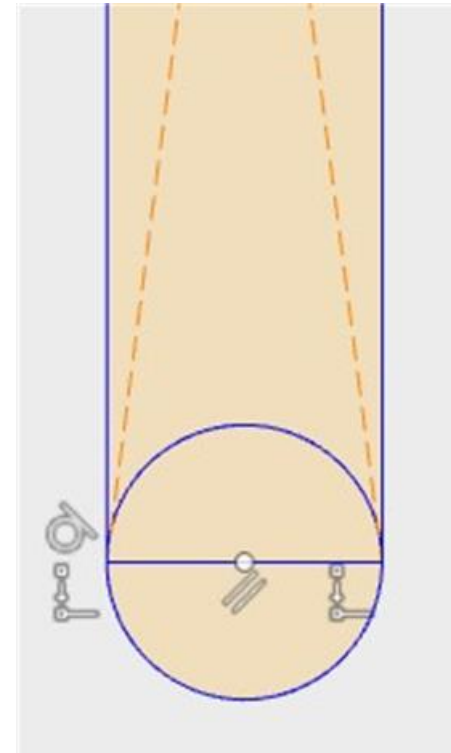
1. Open a new Fusion 360 document.
2. Create a Sketch on any of the default planes.
3. Use one of the Rectangle commands to create the main handle of the tuning fork. Be sure it's positioned correctly.



Instructions (continued):

4. To finish sketching the handle, add a circle at the bottom.

(Hint: Notice where the circle intersects the rectangle, along with the constraints added. Be sure to select a circle command that will help you easily create this sketch entity.)



Instructions (continued):

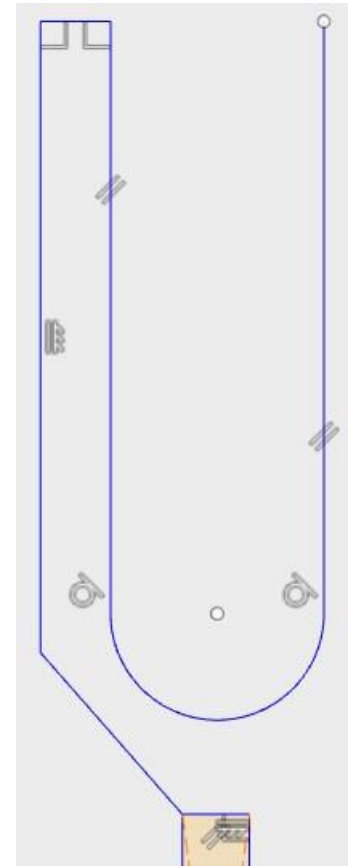
5. Begin creating the upper part of the fork by drawing the three lines in a chain on the left. Make sure the second line is vertical, which is confirmed by the vertical glyph  appearing next to the line. The third line should be at a right angle to the second, indicated by a perpendicular glyph  appearing in the corner.



Instructions (continued):

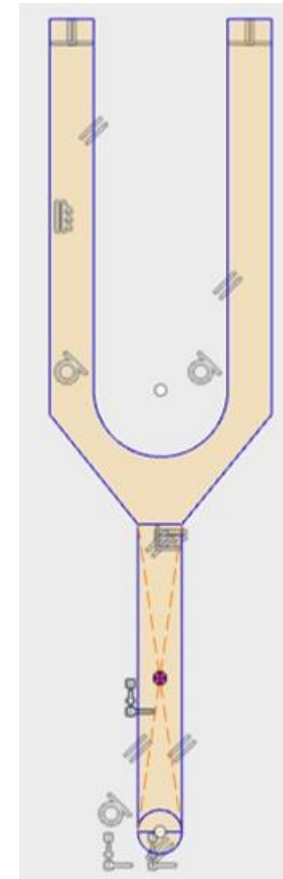
6. Sketch the inside of the fork, made up of two lines and an arc.

(Hint: this section can be sketched using only the line tool.)



Instructions (continued):

7. Finish the sketch by recreating the geometry from the left side on the right side.



Self-Check:

1. Does the rectangle handle in the sketch have construction lines and is it centered on the origin?
 - If so, good job!
 - If not, double check which rectangle command was used to create this sketch entity. Another one may need to be used instead.

Self-Check:

2. If you move the bottom right point on the rectangle, do the rectangle and circle change in size simultaneously? Do the angled lines also change in size?

- If so, good job!
- If not, double check that a coincident constraint  was added when the circle was drawn. Also make sure that the entire profile is enclosed (highlights on screen) and that all of the lines connect.