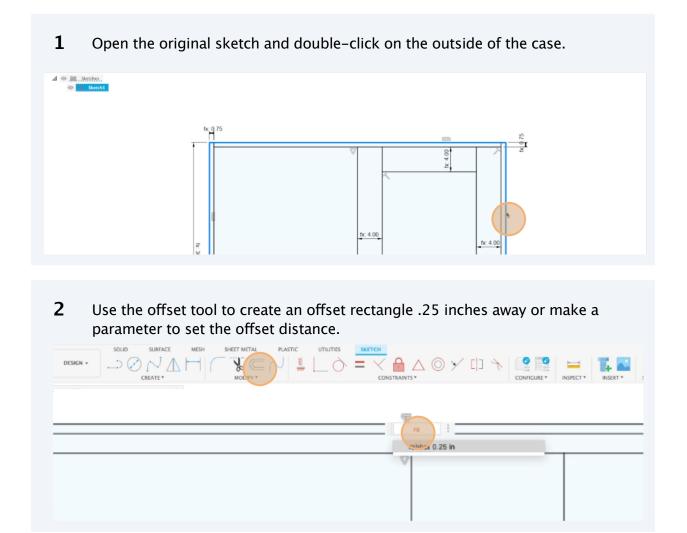
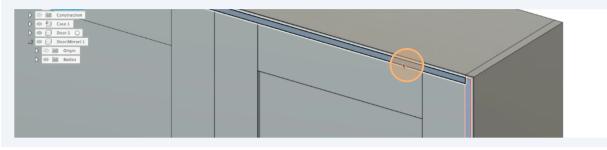
Adding a back and shelf to the simple cabinet

Adding the back to the original sketch



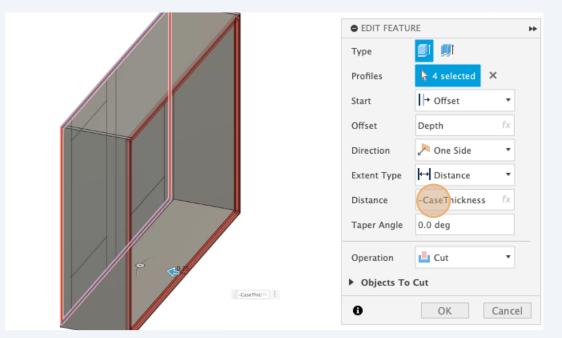
3 Close out the sketch. Make the model and sketch visible. Select the inside elements of the rabbet.



Woodorking

Adding a back and shelf to the simple cabinet - 1

4 Change the start to offset, the offset length to 'Depth', and extrude the rabbet as a cut with a distance of 'CaseThickness".



5 Show the sketch again and select the segments that make up the back. Extrude the back as a new body nested into the existing 'case' component.

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2 - Adding a back and shelf to the simple cabinet

Woodorking

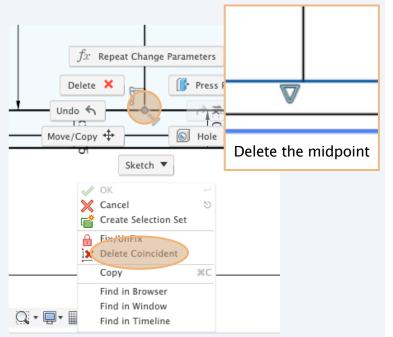
Back complete!

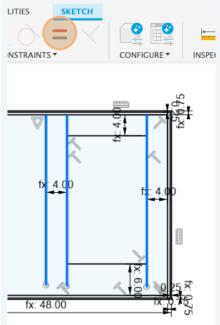
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Adding a shelf to the cabinet

- 6 Create a parameter for the shelf height. Open the sketch, right-click on the coincidence points connecting the styles to the cabinet bottom, and select 'Delete Coincident'.
- 7 Select the newly freed lines and use the equal constraint to lock their length together.





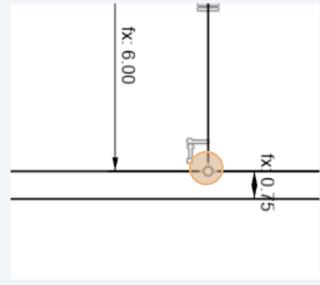
Woodorking

Adding a back and shelf to the simple cabinet - 3

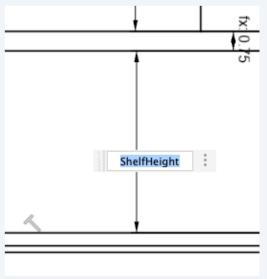
8 Add two lines connecting from one side of the case to the other. Dimension them 'case thickness' apart.



9 Drag the style lines down until they snap onto the new shelf line. They are now coincident.



10 Dimension the bottom of the shelf to the top line of the case bottom.



11 Hide the back and extrude the shelf using the 'To Object' extent type and select the back rabbet as a new body.

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4 - Adding a back and shelf to the simple cabinet



Woot! You've added a back and shelf to the simple cabinet!



Adding a back and shelf to the simple cabinet - 5

<u>Woodorking</u>