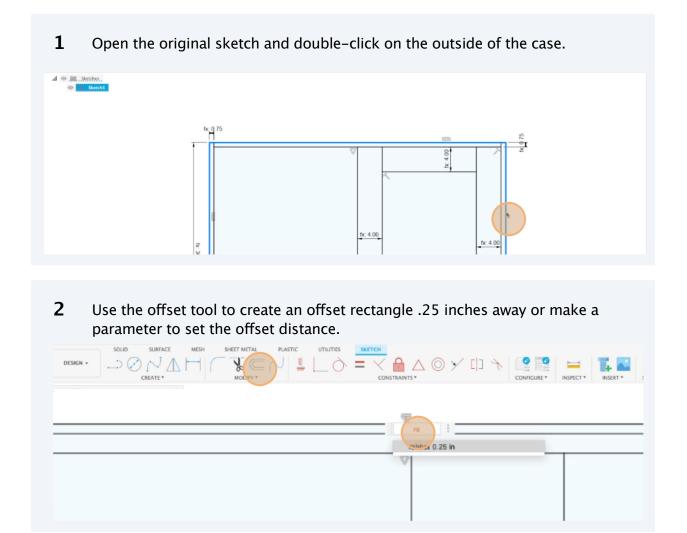
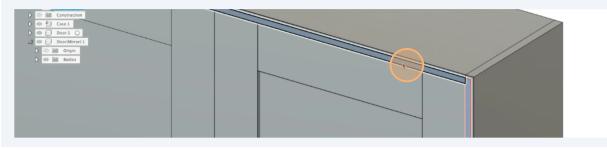
## Adding a back and shelf to the simple cabinet

Adding the back to the original sketch



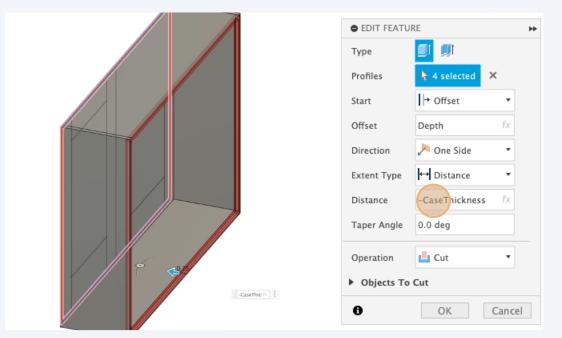
**3** Close out the sketch. Make the model and sketch visible. Select the inside elements of the rabbet.



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

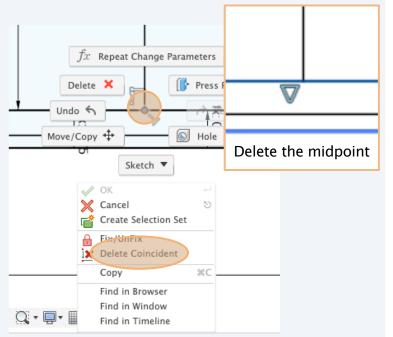
## **Back complete!**

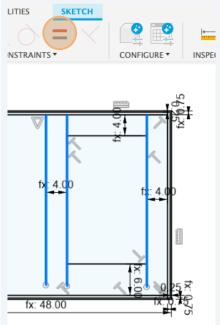
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## Adding a shelf to the cabinet

- 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.





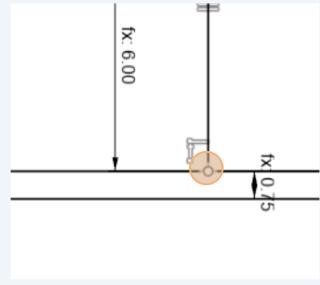
Woodorking

Adding a back and shelf to the simple cabinet - 3

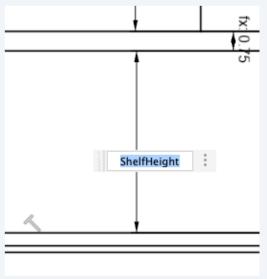
**8** Add two lines connecting from one side of the case to the other. Dimension them 'case thickness' apart.



**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>