

# Tap Handle Form

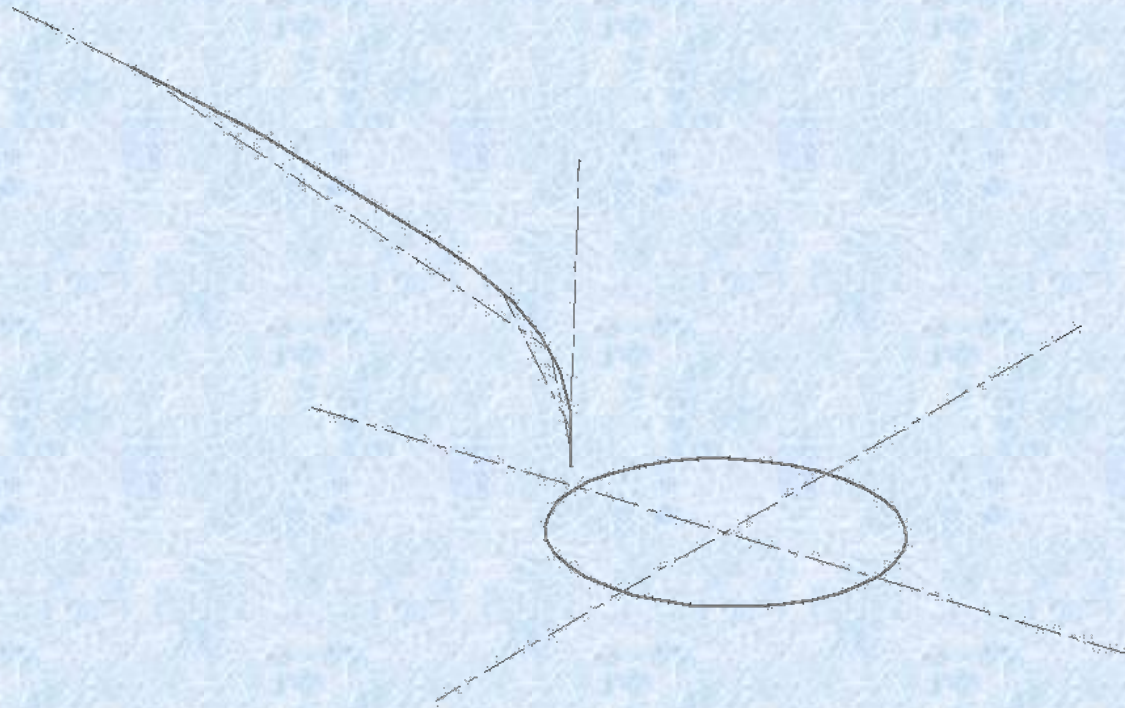
## A Surface Construction Example

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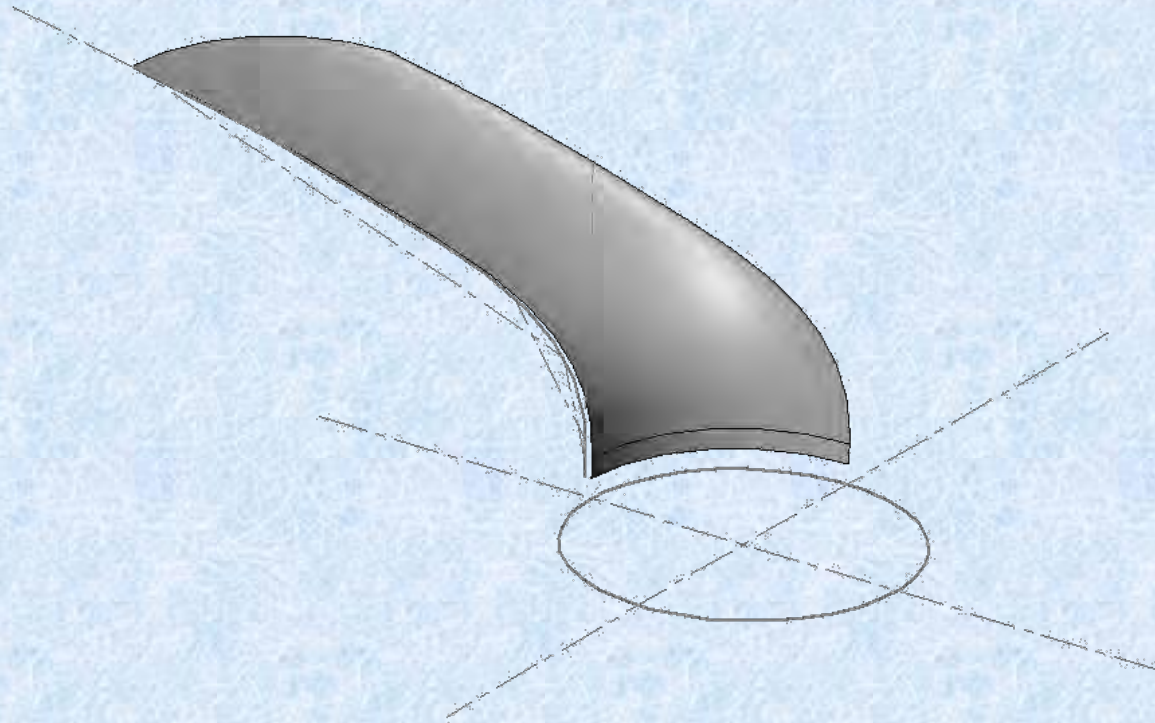
Innovative Mechanical Engineering

[www.DesignSMART.co.nz](http://www.DesignSMART.co.nz)

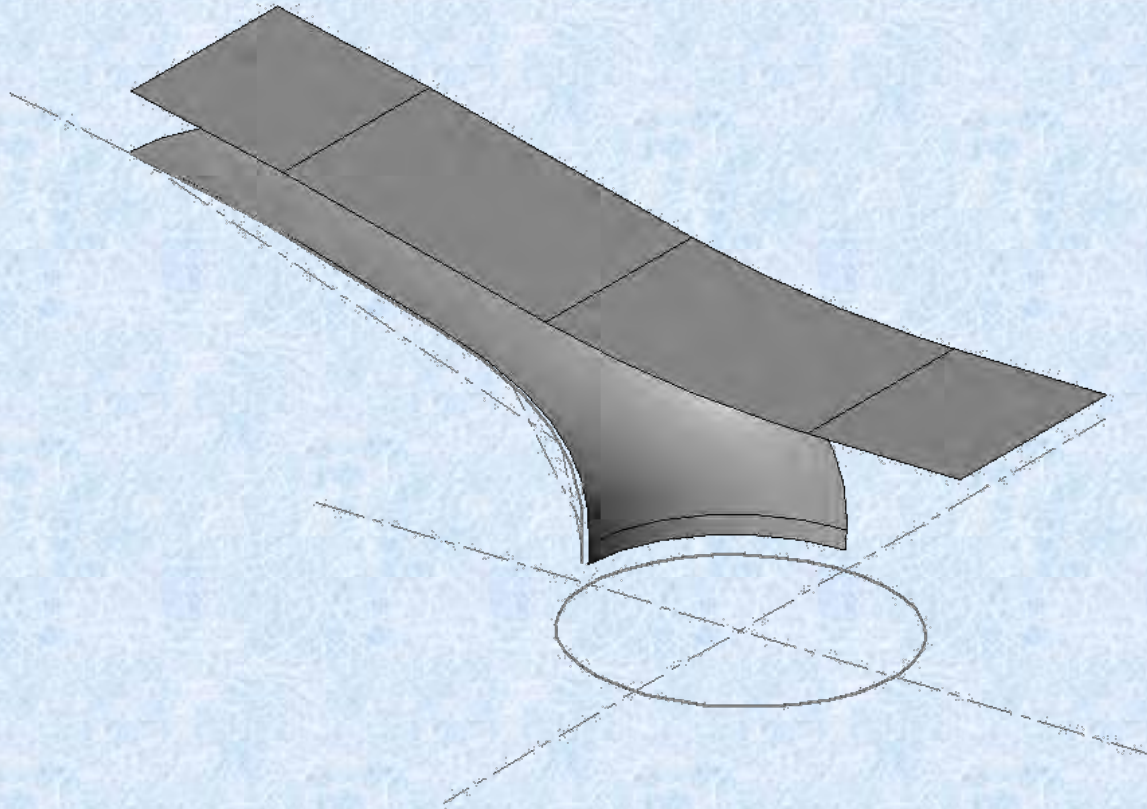
# Basic Construction



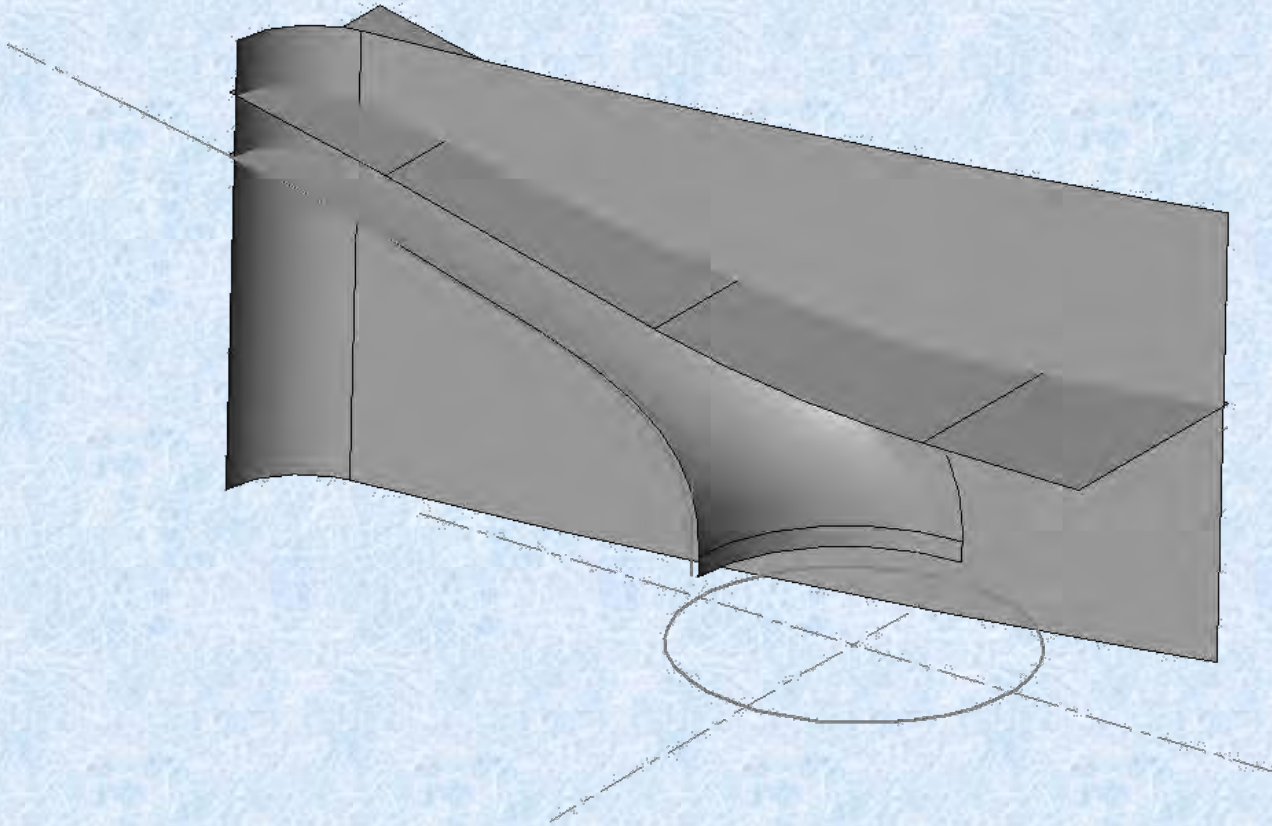
# First Sweep



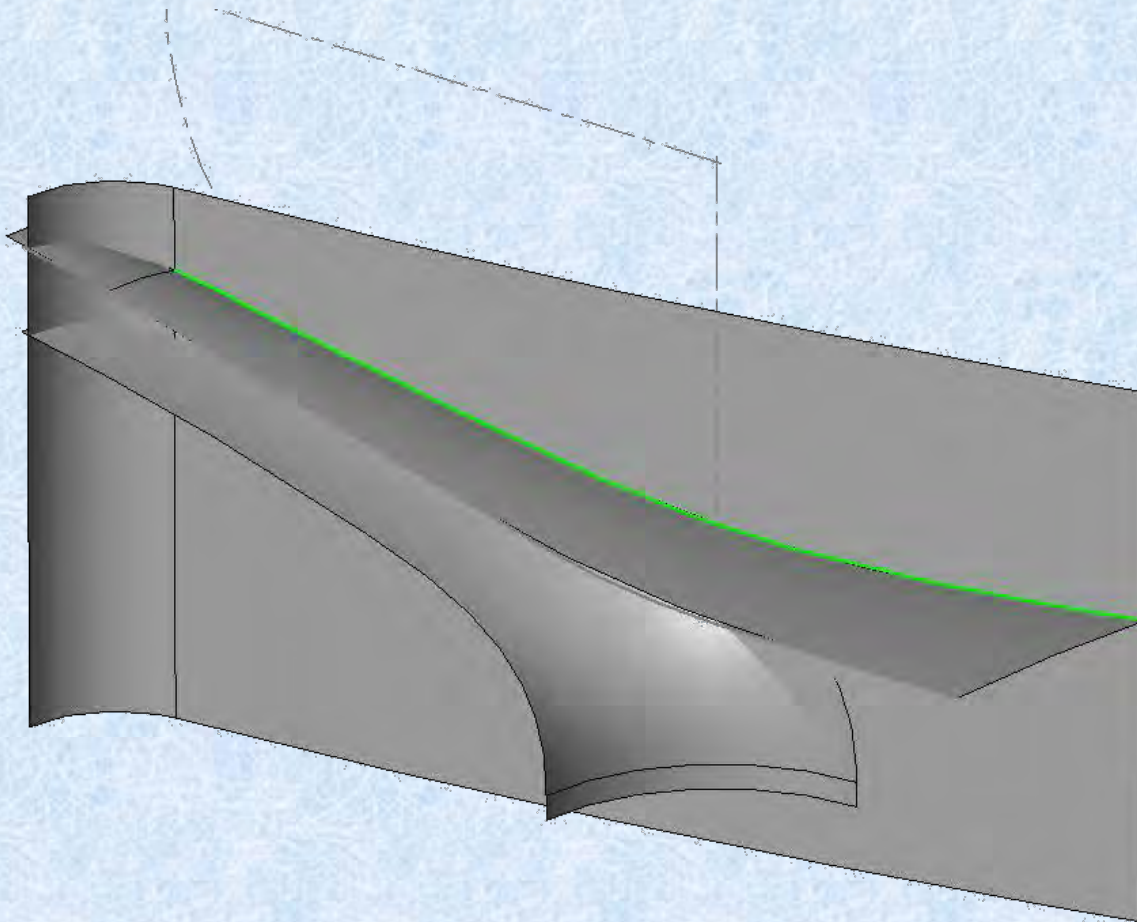
# Top Construction Surface



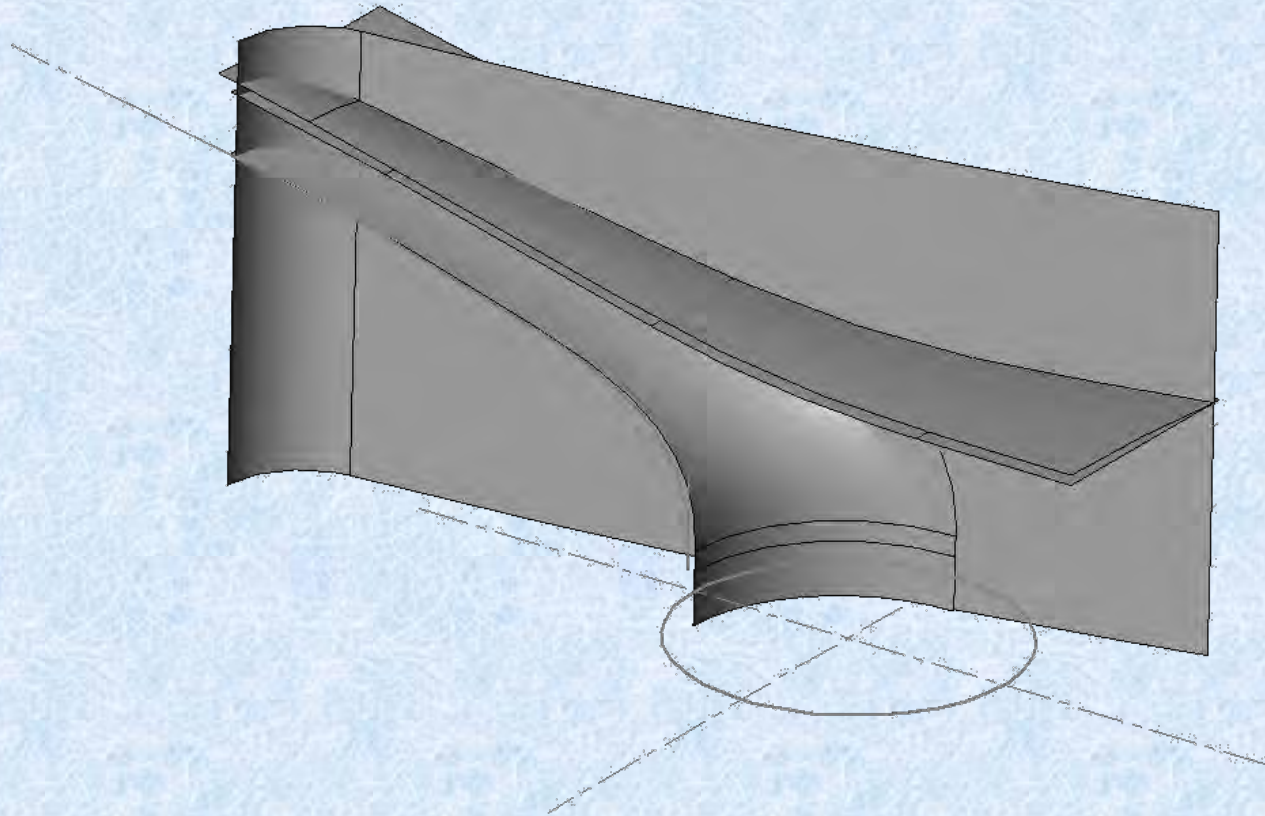
# Side Surface



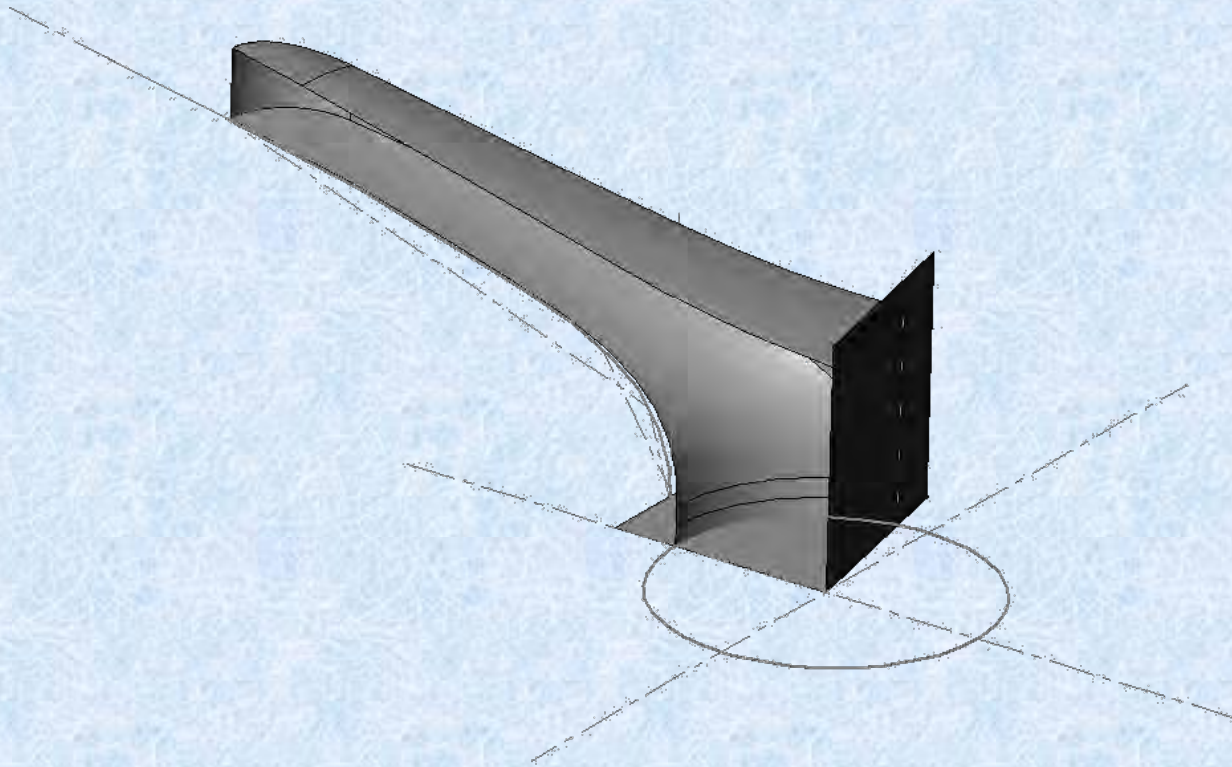
# Create Construction Curve



# Create Top Surface

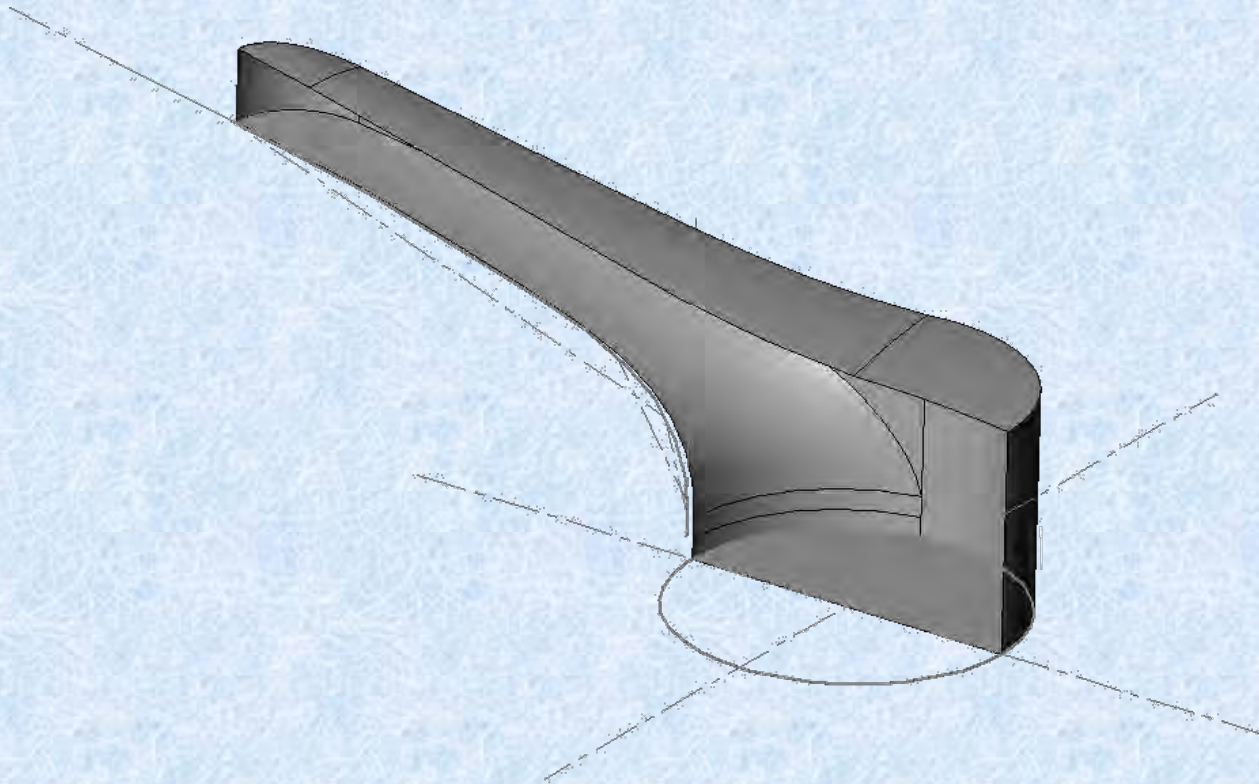


# Trim Surfaces & Start Base

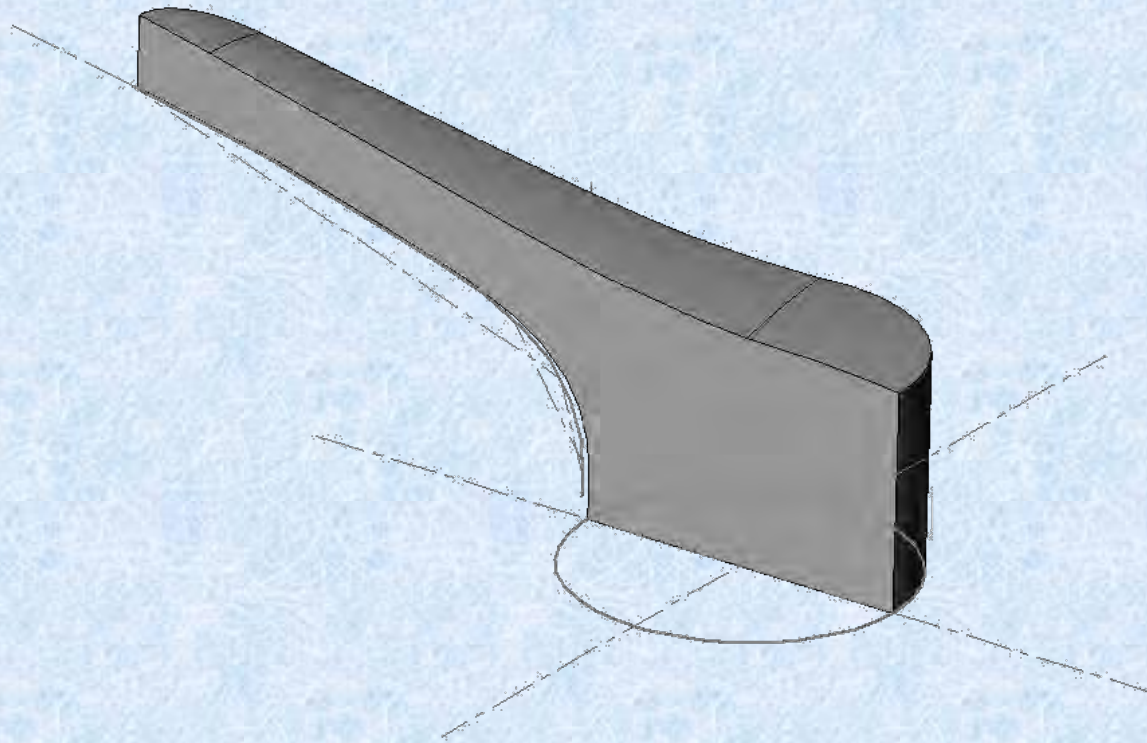




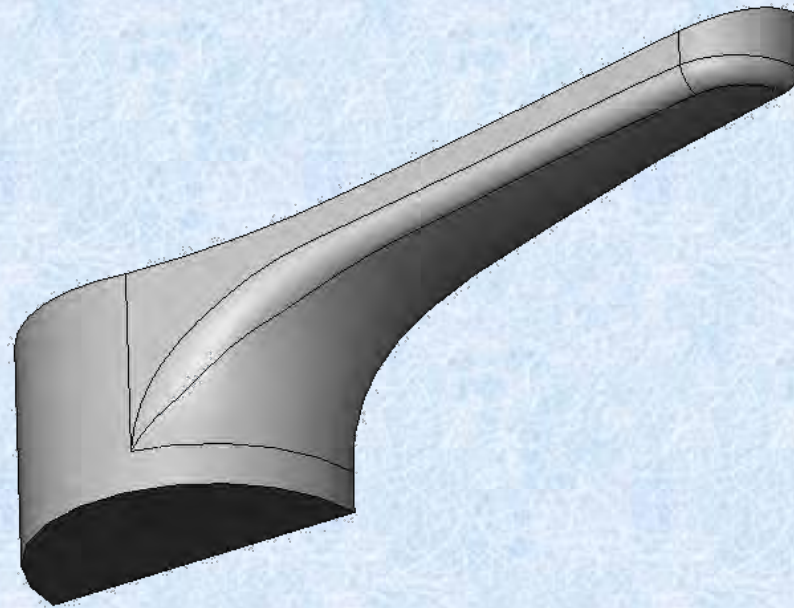
# Base Revolve



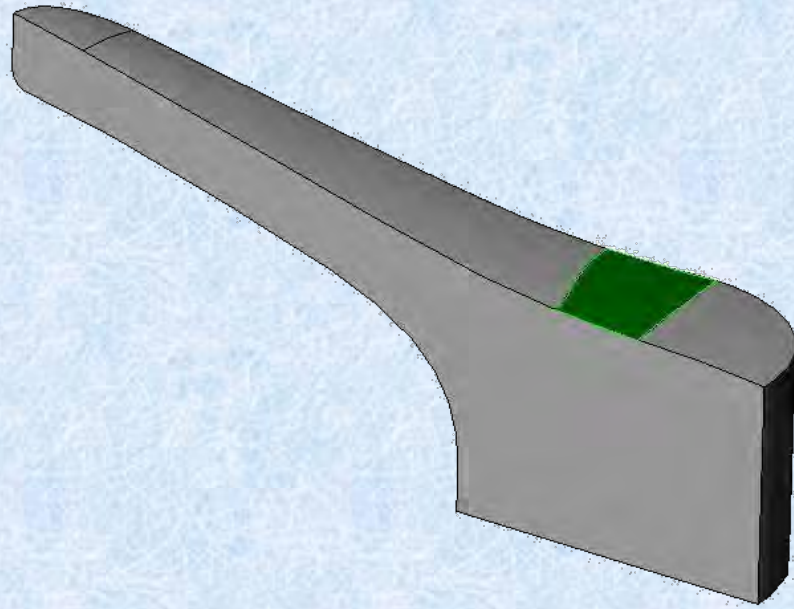
# Close and Thicken to Solid



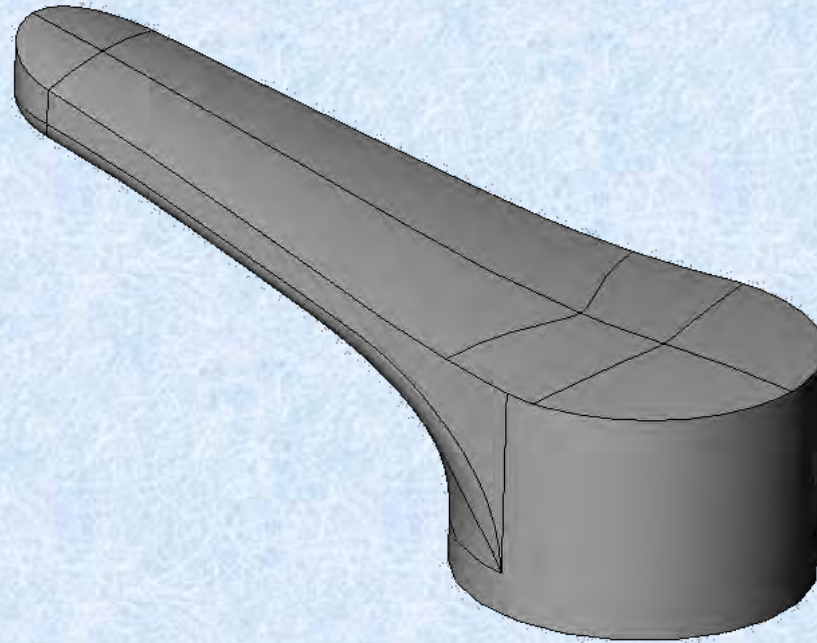
# Add Bottom Fillet



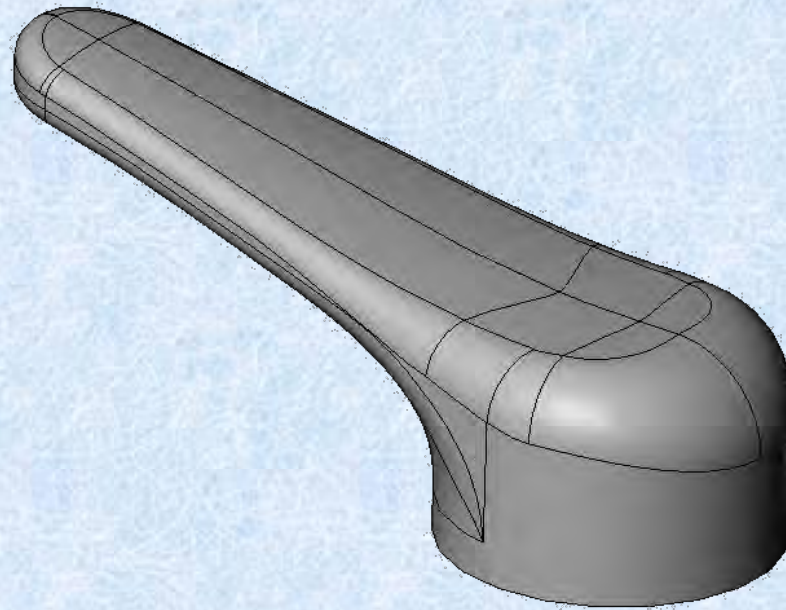
# Add Top Surface fillet



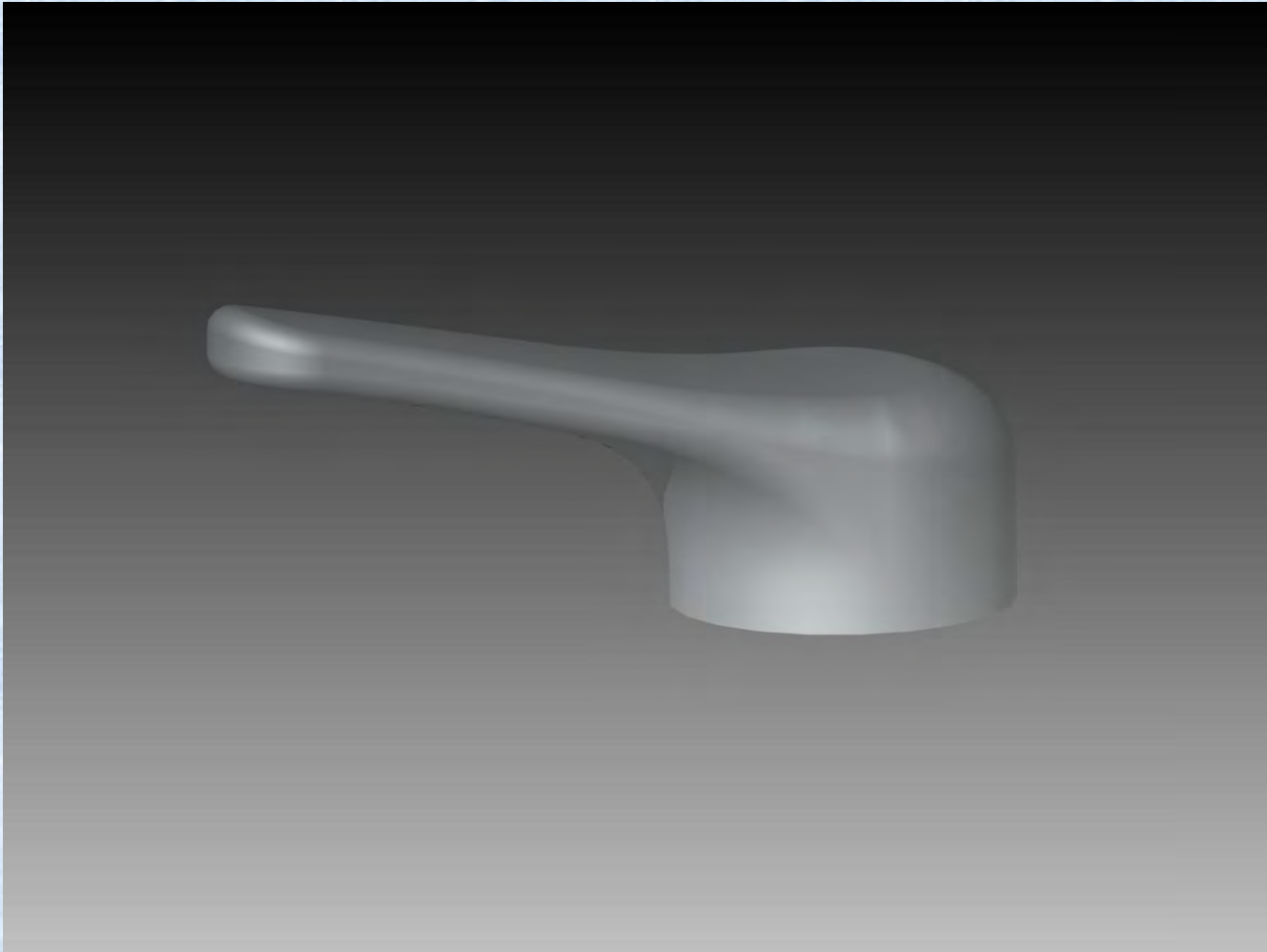
# Mirror



# Add Top Fillet



# Render for Best Observation



# Further SolidWorks Tips

My SolidWorks World 2003  
conference presentation can be  
downloaded from

[www.\*Design\*SMART.co.nz](http://www.DesignSMART.co.nz)