

## Laser Cutting - Box

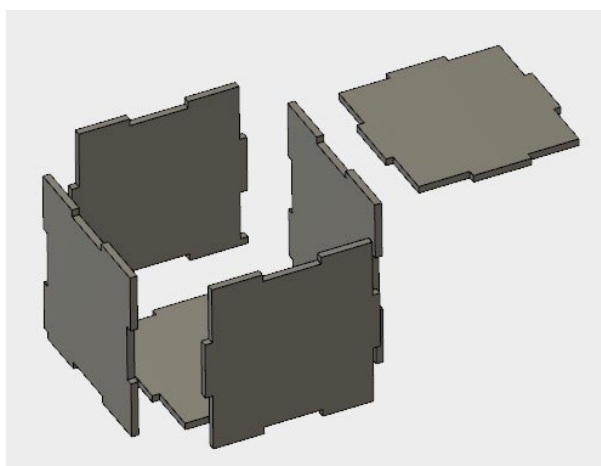
Fusion 360 commands:

1. Learn to set up parameters (Modify > Change Parameters)
2. Use dimensions to constrain drawing using parameters (Sketch > Dimension)
3. Defining & sketching on surfaces
4. Project existing faces & bodies as guides for new sketch (Sketch > Project)
5. Extruding selected faces to create slots (Create > Extrude)
6. Using one body as tool to shape a second body (Modify > Combine)
7. Using construction planes as aid in drawing (Construct > Midplane)
8. Using mirror command to duplicate objects (Create > Mirror)

### Goal:

Our goal is to create a 3D cube (size: 60mm x 60mm x 60mm), made of either plywood (thickness 2.5mm) or acrylic (thickness 3.0mm), with fingers & slots between the faces, to ensure proper alignment. The tab width (finger) is 20mm, or 1/3 of the length of each side.

An illustration of the 3D cube:



Note:

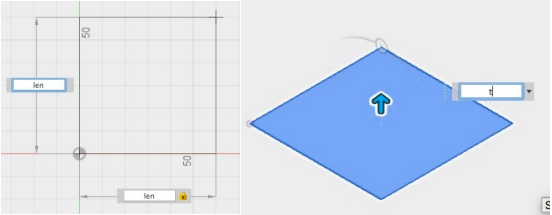
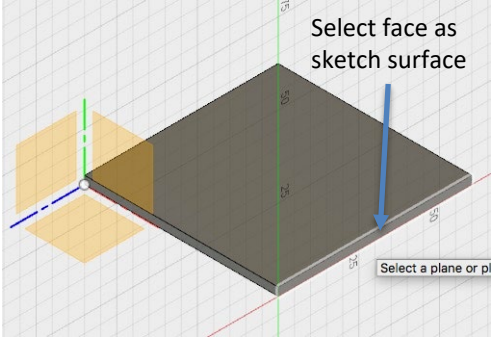
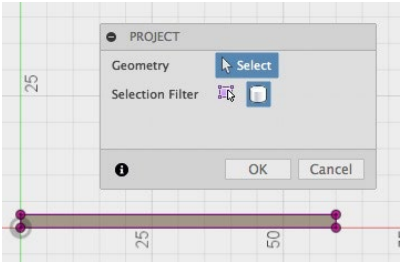

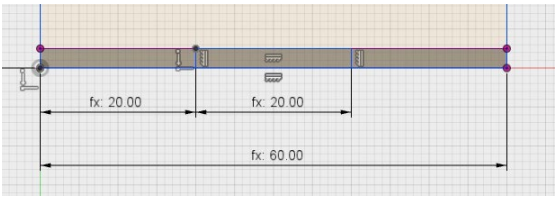
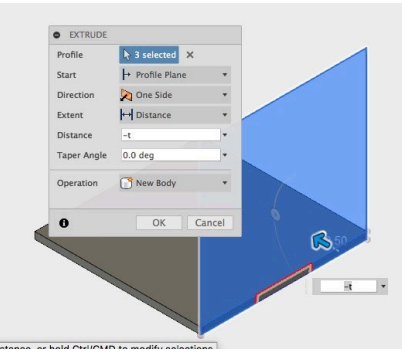
Length of each side: 60 mm  
 Length of each tab: 20 mm  
 Thickness of material: 2.5 mm

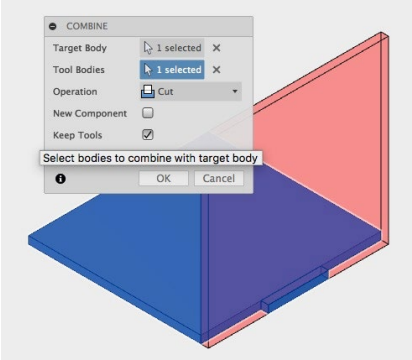
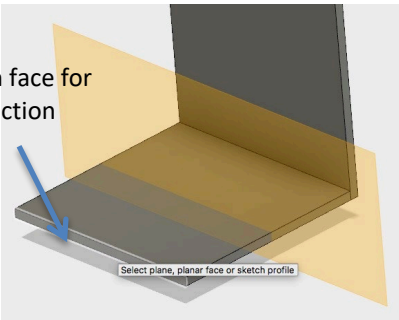
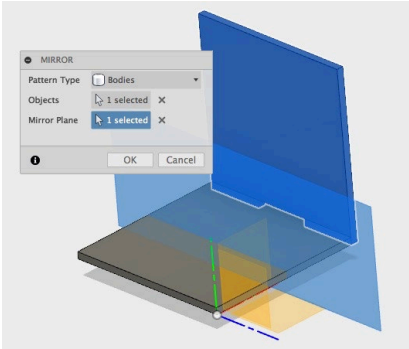
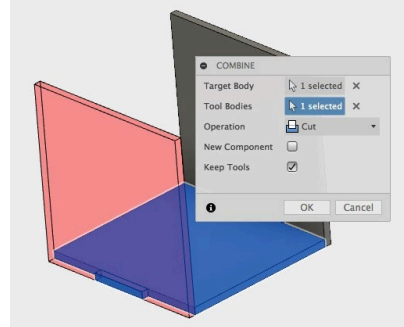
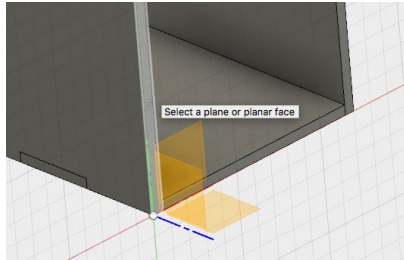
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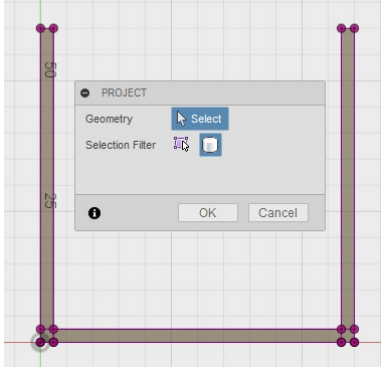
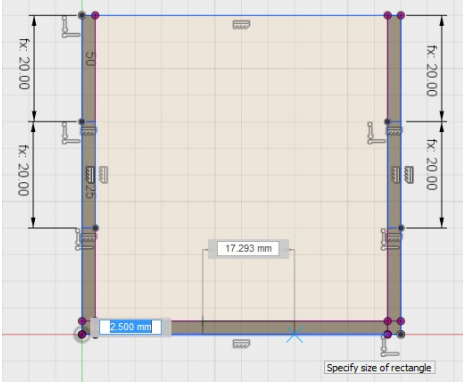
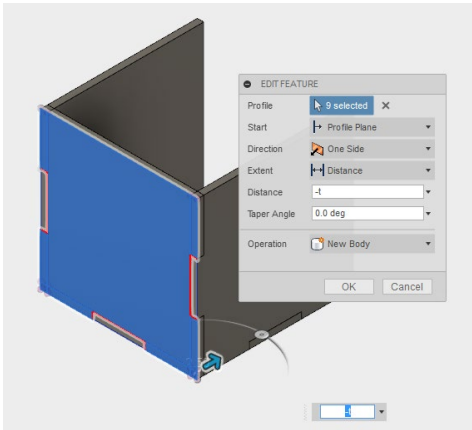
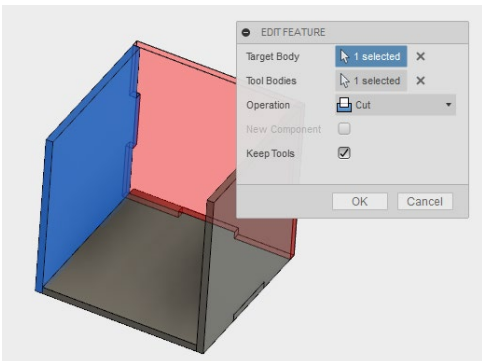
len - 60 (length)  
 t - 2.5 (thickness)  
 tab - len/3 (tab width)

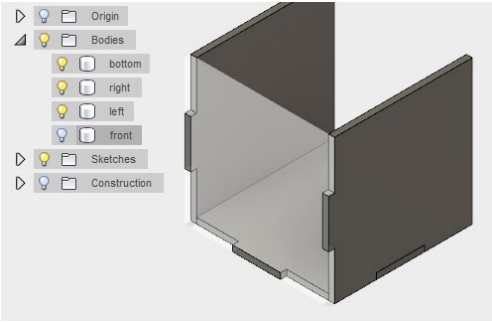
Process:

	<ol style="list-style-type: none"> <li>1. Start a new Fusion 360 design (File &gt; New Design)</li> <li>2. Create parameters for your 3D cube:             <ol style="list-style-type: none"> <li>a. t – 2.5mm (thickness)</li> <li>b. len – 60mm (length)</li> <li>c. tab – len/3 (tab width)</li> </ol> </li> <li>3. Click OK when done.</li> </ol>
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	<ol style="list-style-type: none"> <li>4. Create a new sketch on the X-Z plane.</li> <li>5. Draw a rectangle from the origin, with dimensions len x len.</li> <li>6. Stop Sketch and extrude the rectangle to height t.</li> </ol>
	<ol style="list-style-type: none"> <li>7. Create a new sketch. Select the right face of the bottom plate as the sketch surface.</li> </ol>
	<ol style="list-style-type: none"> <li>8. Project the existing body (bottom) onto the sketch surface using Sketch &gt; Project/Include &gt; Project.</li> <li>9. Select Body for Selection Filter and bottom body for Geometry and click OK.</li> </ol>
	<ol style="list-style-type: none"> <li>10. Draw a rectangle starting at the bottom left (origin), with dimensions len x len.</li> <li>11. Draw a 2<sup>nd</sup> rectangle, using the bottom profile as a guide. Note the "X", indicating that the rectangle lies on the profile line. Width of this rectangle is tab (20mm).</li> </ol>
	<ol style="list-style-type: none"> <li>12. Use the dimension command (Modify &gt; Dimension) and set the rectangle to be tab (20mm) away from the left edge.</li> <li>13. Click Stop Sketch to end the sketch.</li> </ol>
	<ol style="list-style-type: none"> <li>14. We want to create a new body based on the sketch profile that we just drew.</li> <li>15. Select Create &gt; Extrude and click on the profiles for the right face. Enter -t for the thickness and New Body for the Operation. Click OK.</li> <li>16. Congratulations! You have just created the right face.</li> </ol>

	<ol style="list-style-type: none"> <li>17. We now want to use the new face to cut out the slot for the bottom face. Click Modify &gt; Combine.</li> <li>18. Select the bottom plate as target body and side plate as tool body. Select Cut as the Operation and check Keep Tools. Click OK.</li> <li>19. Hide and show each body one at a time to see the parts that you have created.</li> </ol>
<p>Click on face for construction</p> 	<ol style="list-style-type: none"> <li>20. We now want to draw the left face of the cube. Rather than redraw everything, we will mirror the right face about a center plane.</li> <li>21. Create a construction plane, midway between the left and right face of the bottom plate (Construct &gt; Midplane).</li> <li>22. Click on the right face, rotate the view, then click on the left face.</li> </ol>
	<ol style="list-style-type: none"> <li>23. With the construction plane created, click Create &gt; Mirror. Select Bodies as the Pattern Type, right face as the object and the construction plane as the mirror plane. Click OK.</li> </ol>
	<ol style="list-style-type: none"> <li>24. Using the left plate as tool body, cut a slot on the bottom plate using Modify &gt; Combine. Remember to check "Keep Tools".</li> <li>25. Selectively hide and show each body to see the parts that you have created.</li> </ol>
	<ol style="list-style-type: none"> <li>26. We not want to draw the front plate. Create a new sketch, selecting the front face of one of the bodies as the sketch surface.</li> </ol>

	<p>27. Project the profiles of the 3 existing bodies onto the sketch surface by clicking Sketch &gt; Project/Include &gt; Project, then selecting the 3 bodies. Click OK.</p> <p>28. Draw a rectangle (len x len), from the top left to bottom right corner of the cube profile.</p>
	<p>29. Draw 3 rectangles for the tabs. Make sure that the rectangles are on the profile lines ("X" appears when you are on the line).</p> <p>30. Add dimension constraints, setting spacing &amp; tabs to 20mm (tab). Click Stop Sketch.</p>
	<p>31. You are now ready to extrude the front face of the cube. Click Create &gt; Extrude, then select the profiles to extrude. Distance is -t and Operation is New Body. Click OK.</p>
	<p>32. We will now use the front plate to cut out the tabs for the first 3 sides. Click Modify &gt; Combine. Select the right plate as target, front plate as tool and Cut as Operation. Tick the Keep Tools checkbox and click OK.</p> <p>33. Repeat for the other 2 sides.</p>

	<ol style="list-style-type: none"><li>34. Selectively show/hide each face to make sure that the tabs on each face is correct.</li><li>35. We have now created 4 sides of our 3D cube.</li><li>36. Complete the cube by creating the remaining 2 sides, using the commands that you have learnt.</li></ol>
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