

123D Design: Cell Phone Case Tutorial

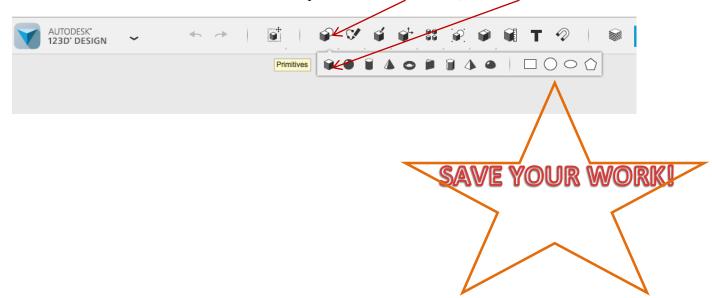
User manual with detailed instructions are available on 123D Design website:

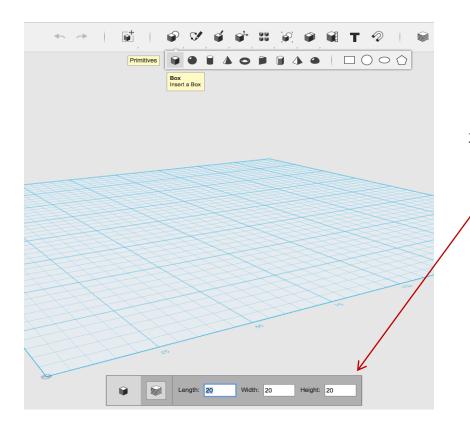
http://cdn.123dapp.com/wp/wp-content/uploads/2016/03/123d-design-manual.pdf



1. Open up 123D Design and select "Start a New Project" from the welcome screen.

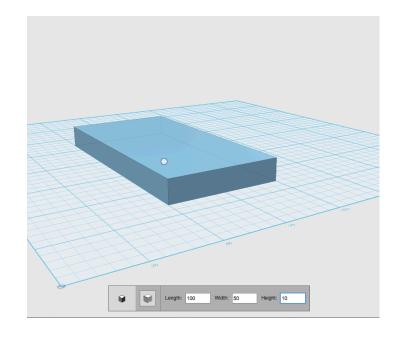
2. Find the toolbar at the top and select "Primitives," then "Box."

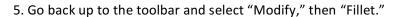


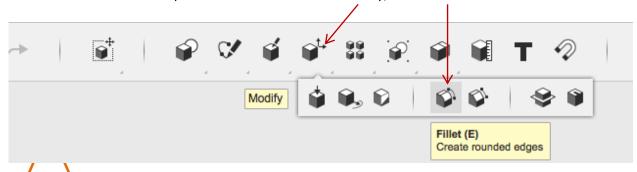


3. You can modify the size of the box by entering the dimensions at the bottom input area. Type these dimensions in the boxes: 100 in the first box, hit "tab", 50 in the second box, hit "tab", and enter 10 in the third box (100x50x10).

4. Then place your shape on the mat by clicking it.

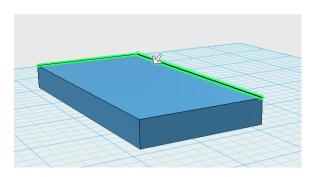


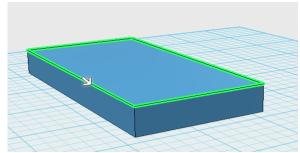


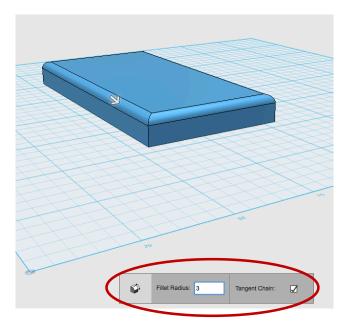




6. Select the four edges at the top of the shape (clicking on each edge to select it). Then enter 3 for the "Fillet Radius" at the bottom of the screen.





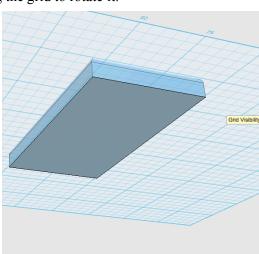


- 7. Rotate the view to expose the underside of the box. There are two ways to rotate the view:
 - a. Use the View Cube at the top right corner to view your object at different angles. The home button returns the view to the front.

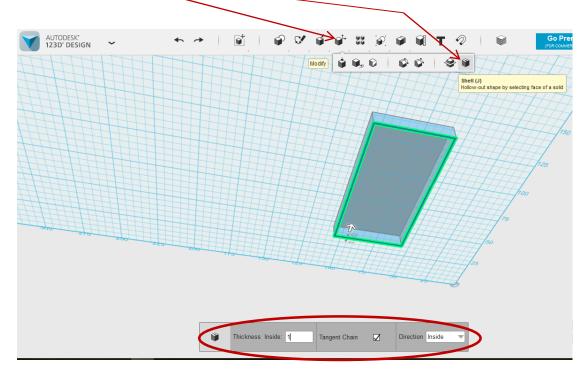
OR

b. Right click the mouse while selecting the grid to rotate it.

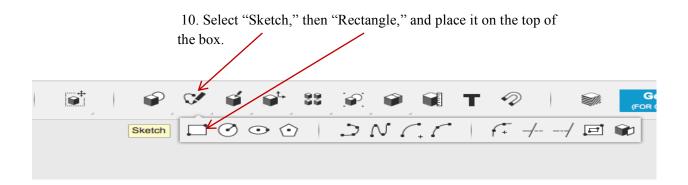




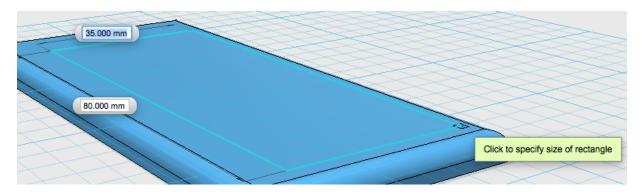
8. Select "Mo<u>dify</u>," then "Shell." Click the middle of the underside surface of the box, and change the "Thickness Inside" to 1.



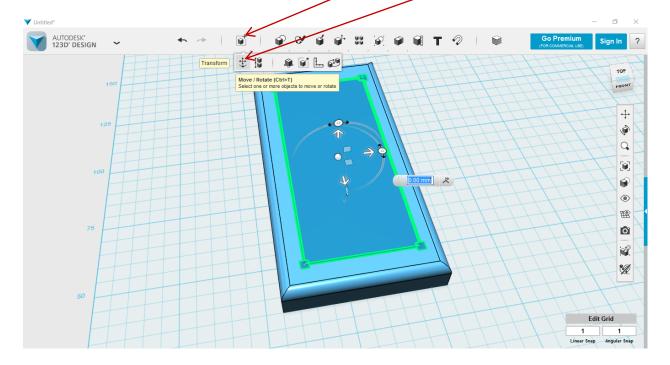
9. Flip your box so that the top surface by using the home button of the View Cube at the top right corner.



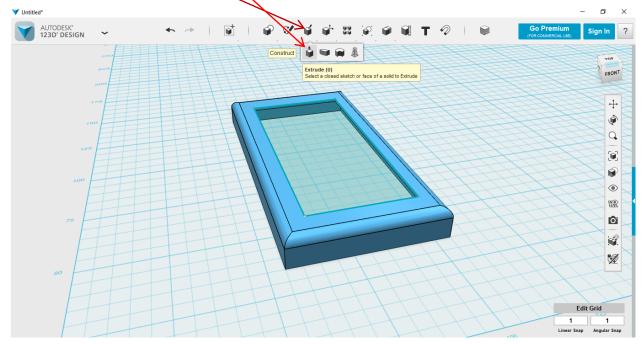
11. Adjust the size to 35×80 mm by entering the values in each input area. Hit enter. Click on the green check mark to exit sketch mode.



12. Center the Rectangle on the top of the box. Select "Transform," then "Move." Press on the arrows to center the rectangle.



13. Select "Construct," then "Extrude." select the sketch that you created, and pull the arrow down through the material to cut.



14. Now you have a cell phone case!