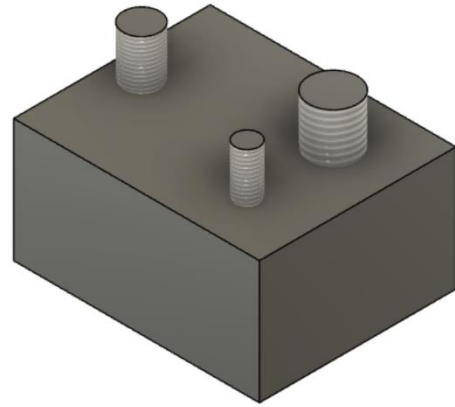


## Practice exercise: Apply Sketch Constraints

Fully define holes in a sketch using sketch constraints.

### Learning objectives:

- Create a sketch projection onto a surface.
- Apply a sketch constraint.



The completed exercise

1. Open the supplied dataset ***sketch constraints.f3d***.

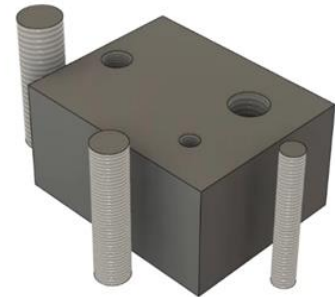


Figure 1. Uploaded design.

2. In the Browser, expand the Sketches folder and edit the sketch titled **Rod**.

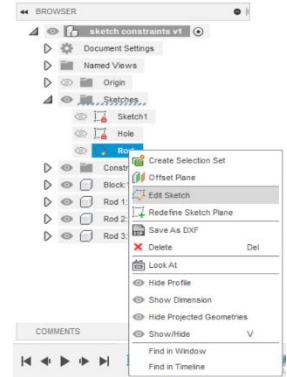


Figure 2. Open sketch in Browser

3. In the active sketch, use Create > Project/Include > Project to reference the 3 holes on the solid body.

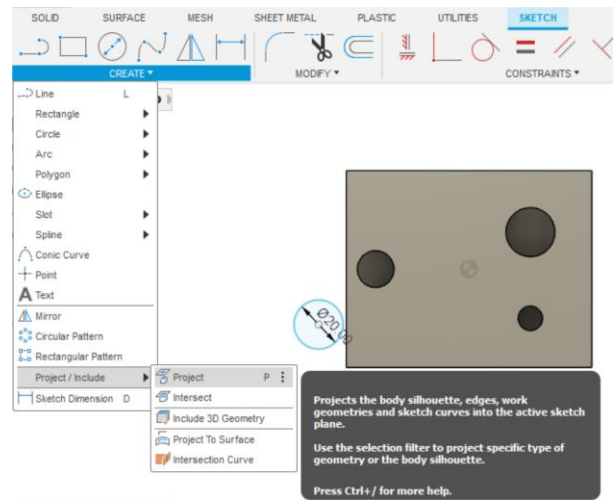


Figure 3. Launch the Project tool

4. Use either the Concentric or Coincident sketch constraints to appropriately position each sketch circle to the correct hole.

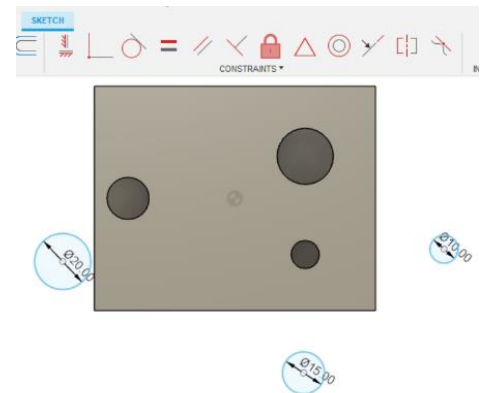


Figure 4. Apply constraints to the sketch circles

5. Review the geometry by selecting Finish Sketch.

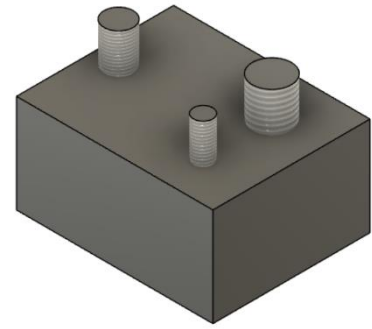


Figure 5. Updated model

6. Save the Design.

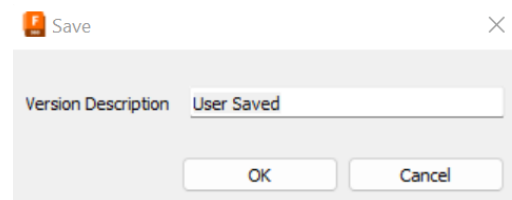


Figure 6. Save