



# Multiple Methods of Making the Pot

## Fusion 360 Tutorial



In the 'Money Pot' tutorial the pot was creating using a cylinder and the shell modification. However in fusion there are multiple methods to get to the same result. Can you think of another way we could have made the pot??

In this document there are 4 different ways I thought of creating the pot:

- Cylinder primitive then shell modification
- Circle sketch and extrude then circle sketch and cut
- Circle sketch and extrude base then offset extrude walls
- Side profile sketch then circular revolve

### Cylinder Primitive - Shell Modification

1) Create a cylinder by going to "CREATE" then selecting the cylinder primitive.

2) Select the plane you wish to set it on then define the diameter and height.

3) Shell your cylinder by going to "MODIFY" and selecting "Shell".

4) Select the top face then define the wall width of your pot.

### Circle Sketch and Extrude - Circle Sketch and Cut

1) Sketch a Circle by going to "SKETCH" then "Circle" then select "Centre Diameter Circle"

2) Place and define the diameter dimension your circle.

3) Extrude your circle (by pressing E on your keyboard) to make a cylinder.

4) Sketch a smaller circle on the top surface of your cylinder.

5) Cut this circle through the cylinder to create your pot.

## Circle Sketch and Extrude - Offset and Extrude

1) Press C on your keyboard to sketch a circle that will form the base of your pot.

2) Extrude to form the base of the pot.

3) Go to "SKETCH" then "Offset"

4) By selecting the edge of the circle offset a smaller circle.

5) Extrude the ring between the two circles to create pot walls.

## Side Profile Sketch - Circular Revolve

1) Use the "Line" tool to create a side profile view of your pot.

2) Sketch on the front plane. Use the dimension tool (D) to help define your sketch.

3) Use the "Revolve" feature to rotate your sketch.

4) Select your sketch and then define the z-axis as your rotation axis to create your pot.