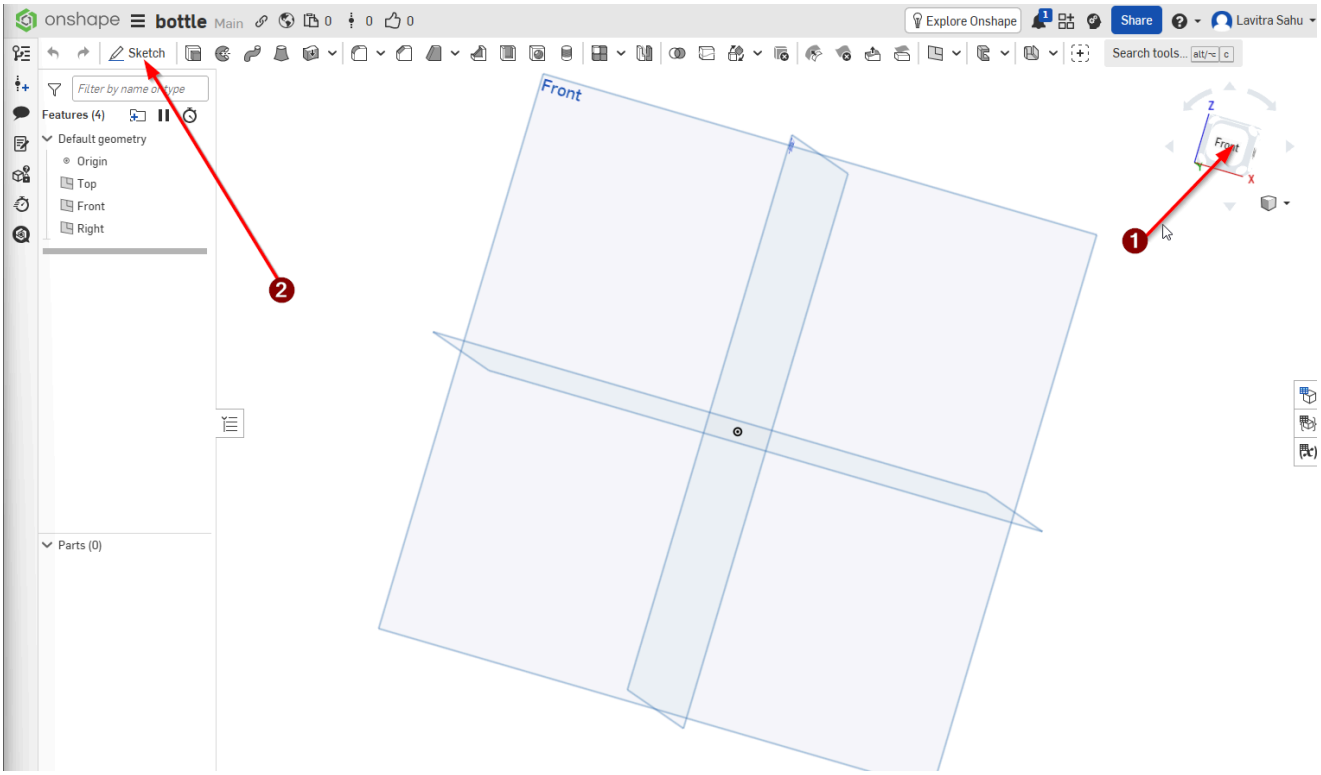
Getting Familiar with Onshape Tools (Sketch, Revolve, Shell, Fillet) – Fusion 360 Comparison Workflow

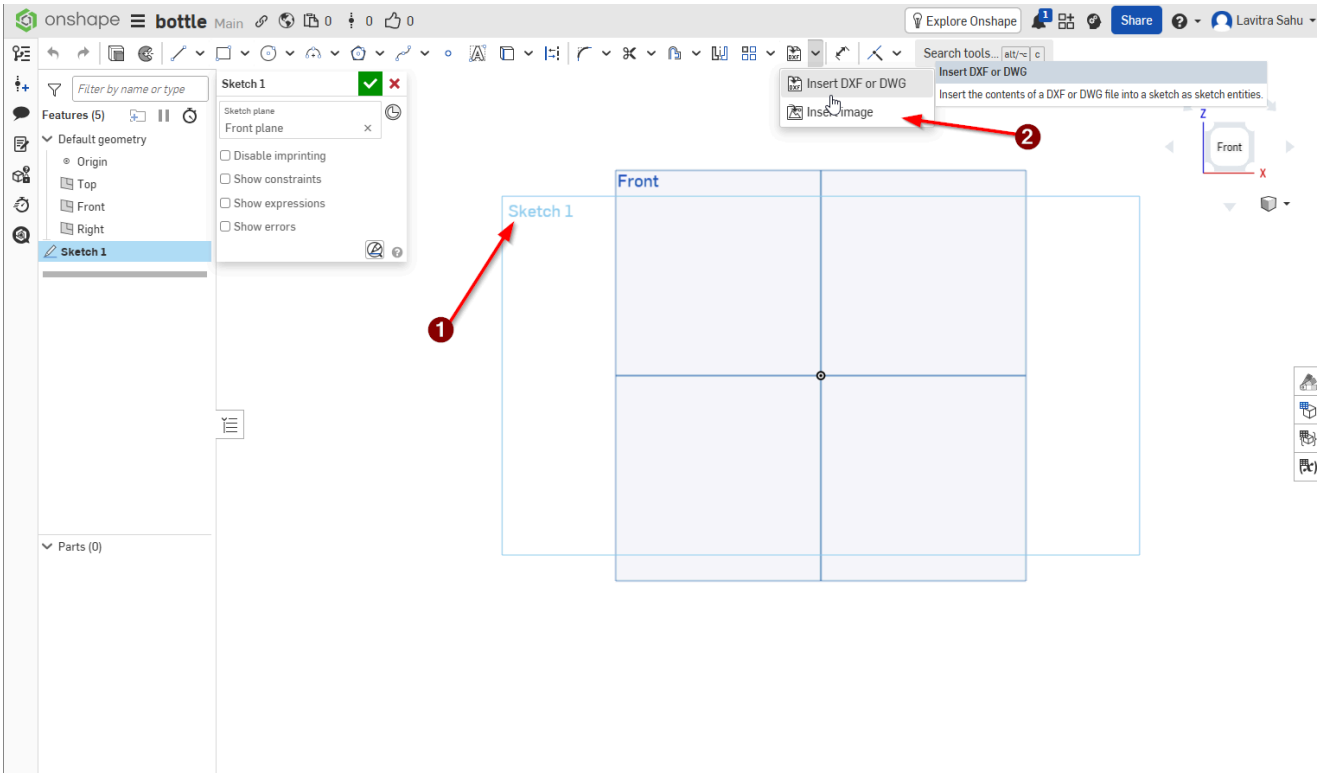
In this section, we are getting familiar with **Onshape tools**, assuming we already know similar workflows from **Fusion 360**.

Step 1: Select Front Plane and Create Sketch



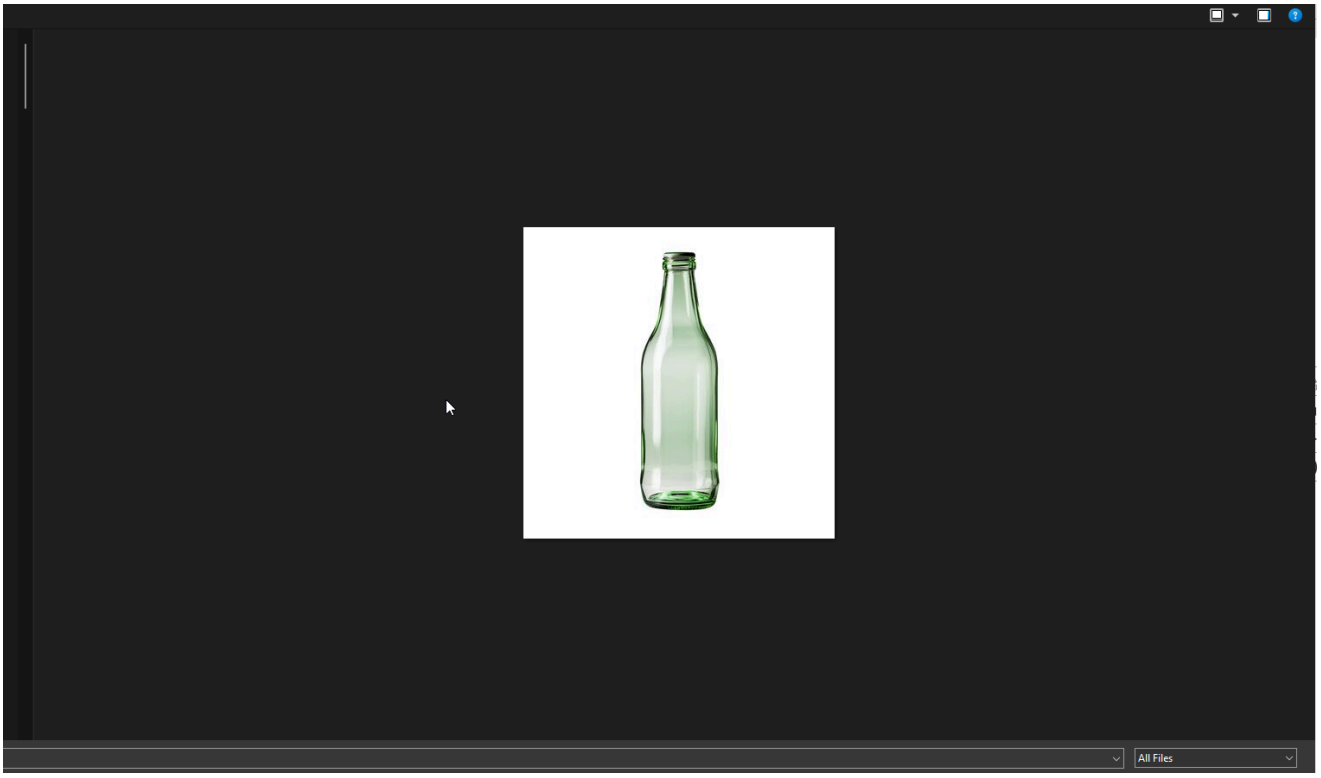
1. Click on **Front Plane**
2. Click on **Create Sketch** on the front plane

Step 2: Sketch Created and Insert Image



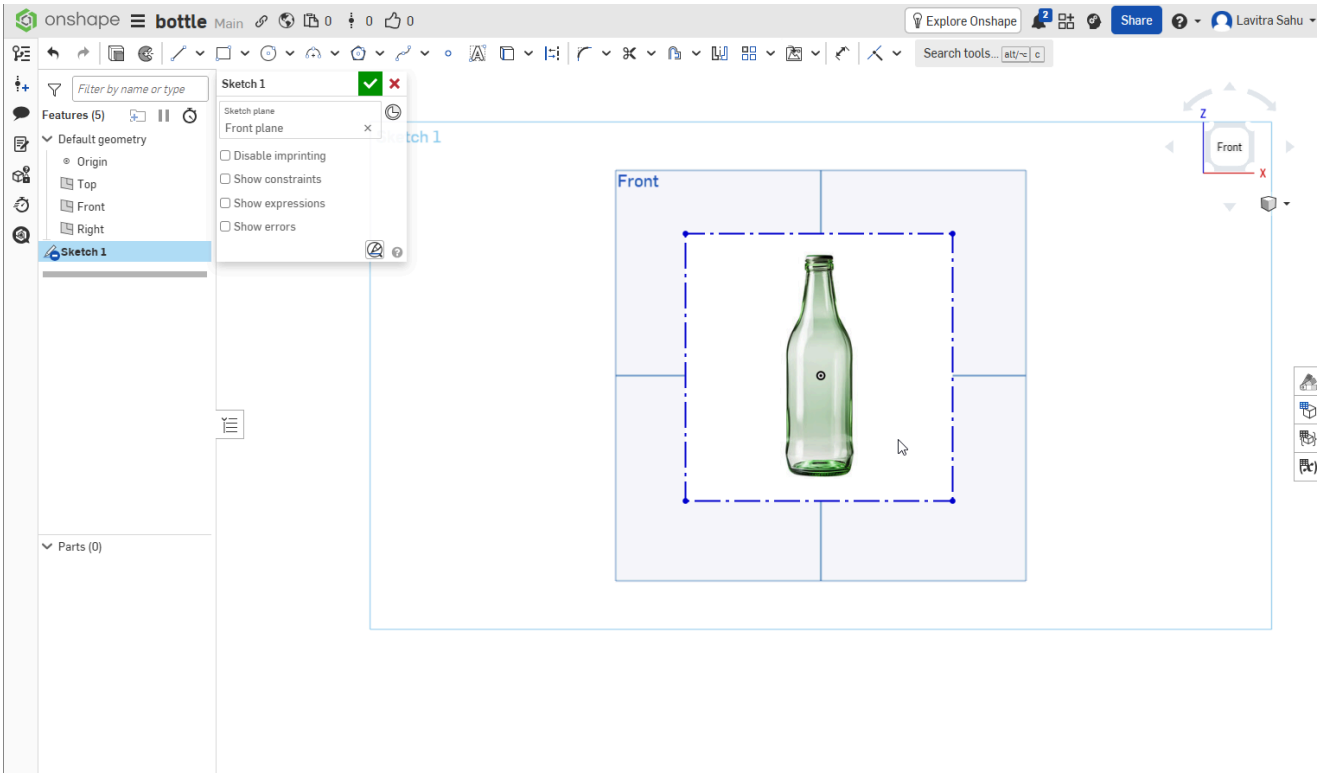
1. Sketch is created
2. Click on **Insert Image**

Step 3: Import Reference Image



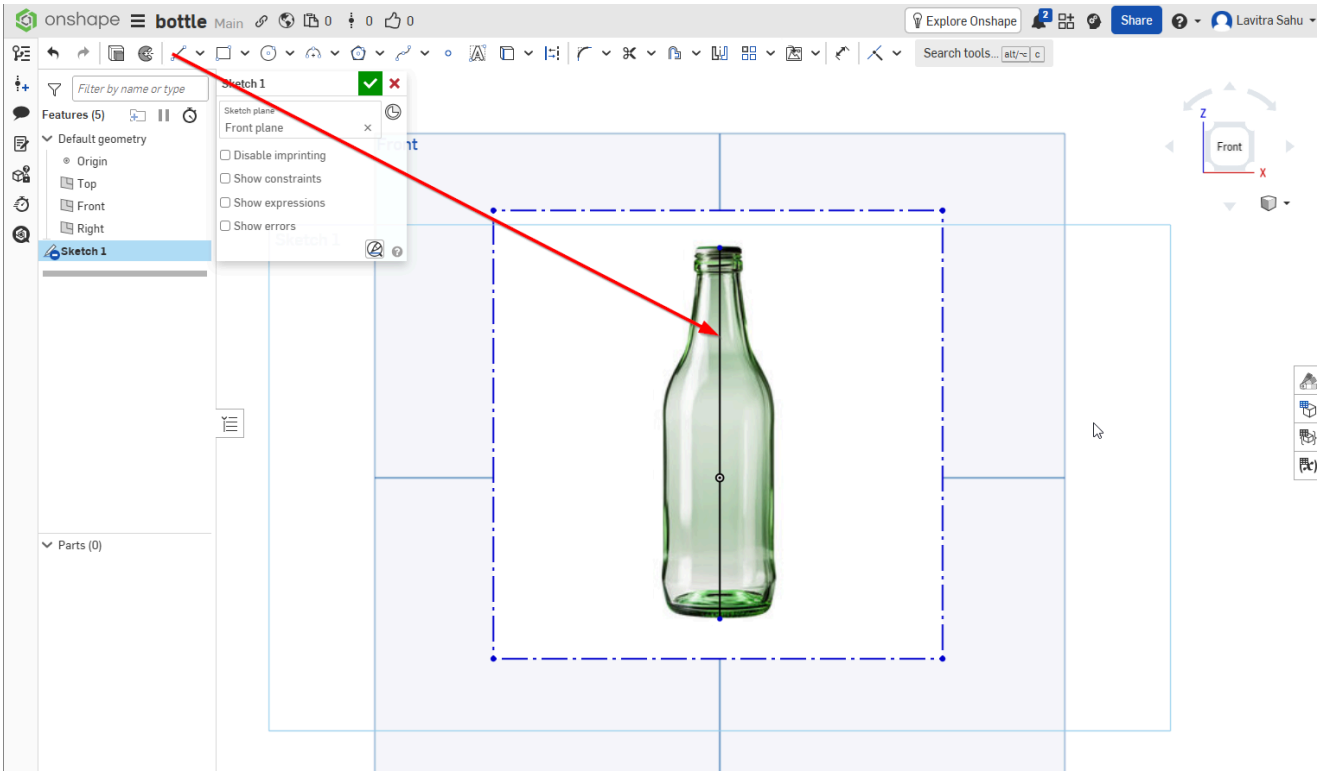
Insert an image (here, a **glass bottle image**) using the import option.

Step 4: Place Image on Sketch



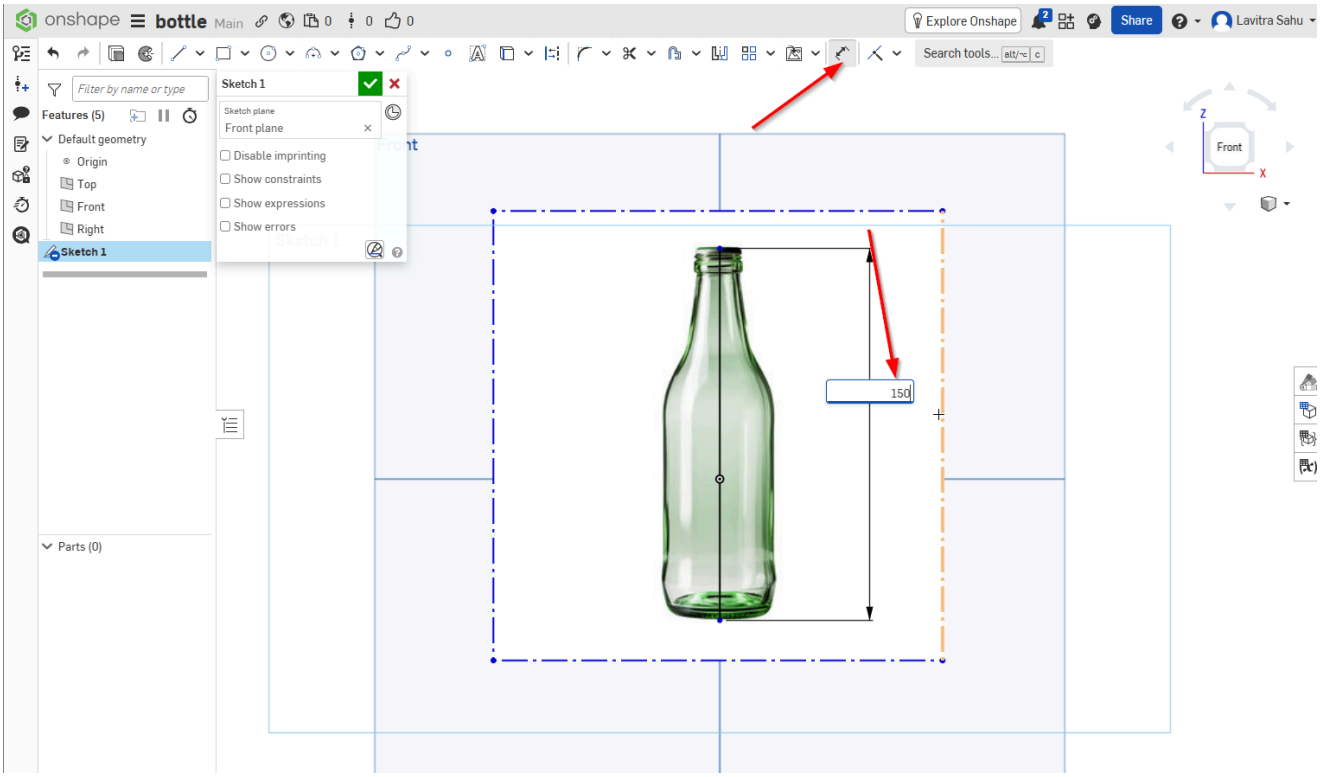
Drag the mouse in the sketch area to place and scale the image properly.

Step 5: Draw Reference Line



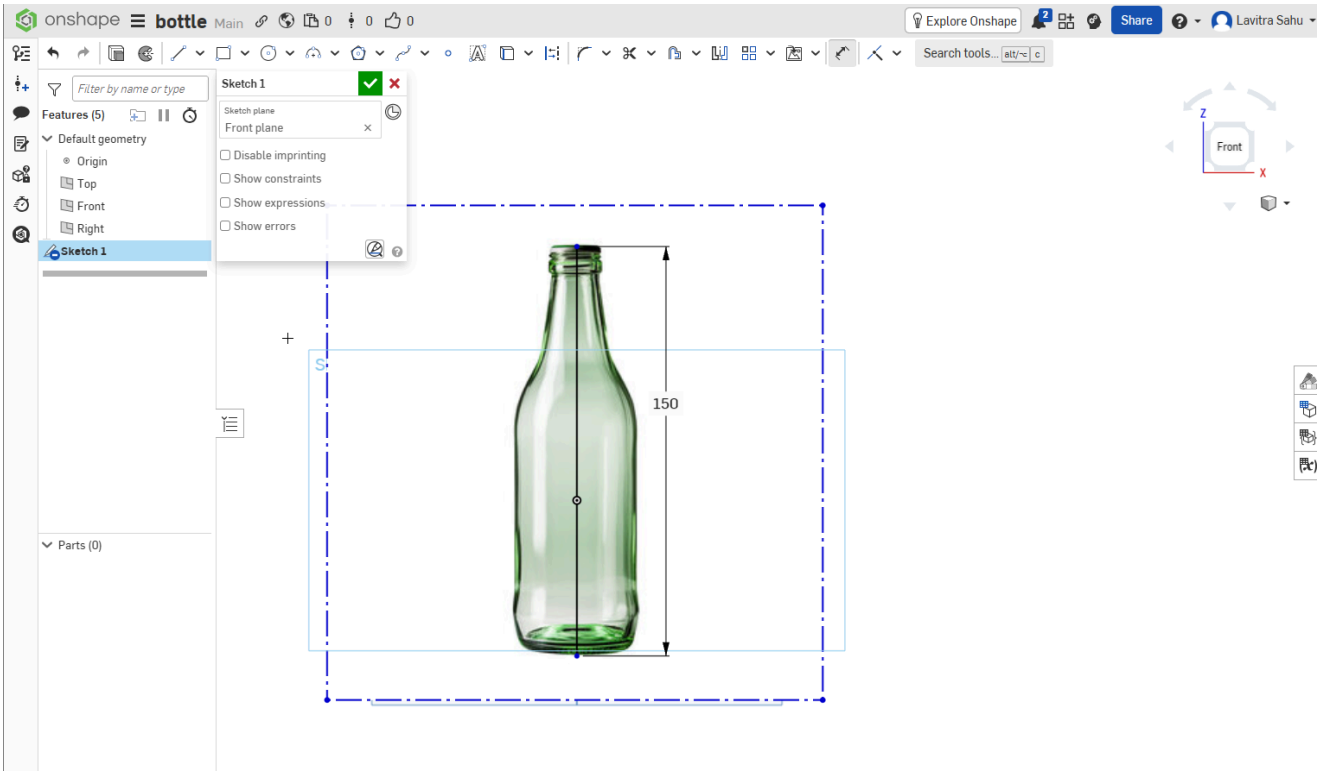
Use the **Line Tool** to draw a vertical reference line like shown.

Step 6: Apply Dimension



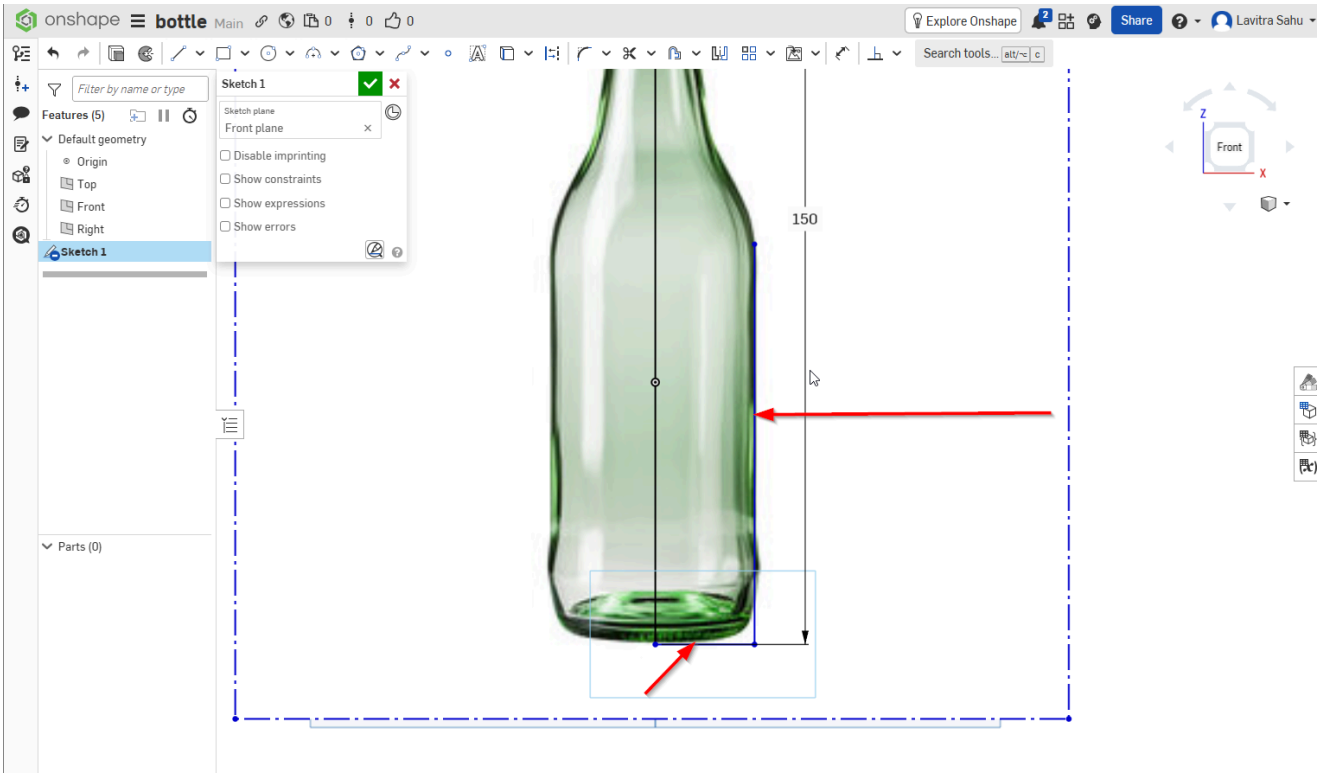
1. Click on the **Dimension Tool**
2. Select the line
3. Set the dimension to **150 mm**

Step 7: Image Scales to Dimension



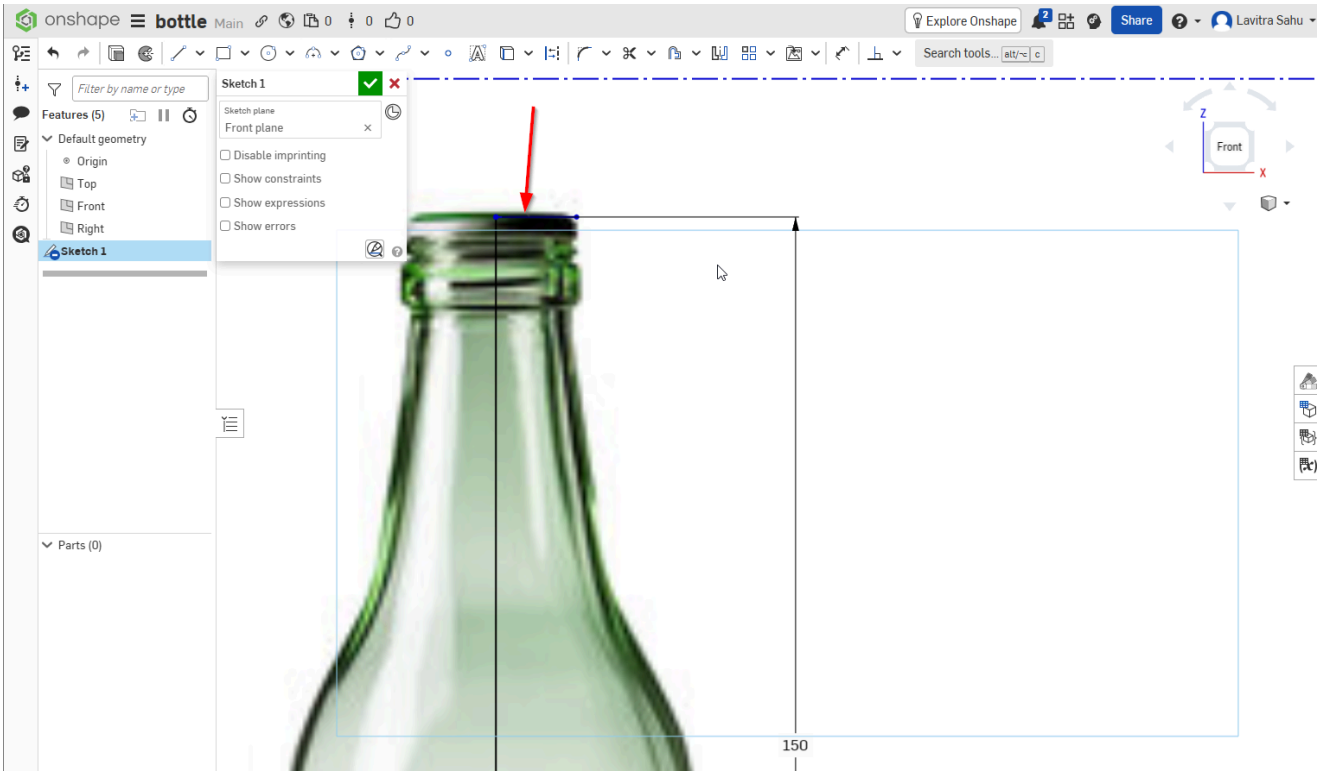
The bottle reference image now scales according to the **150 mm height**.

Step 8: Draw Side Profile Lines



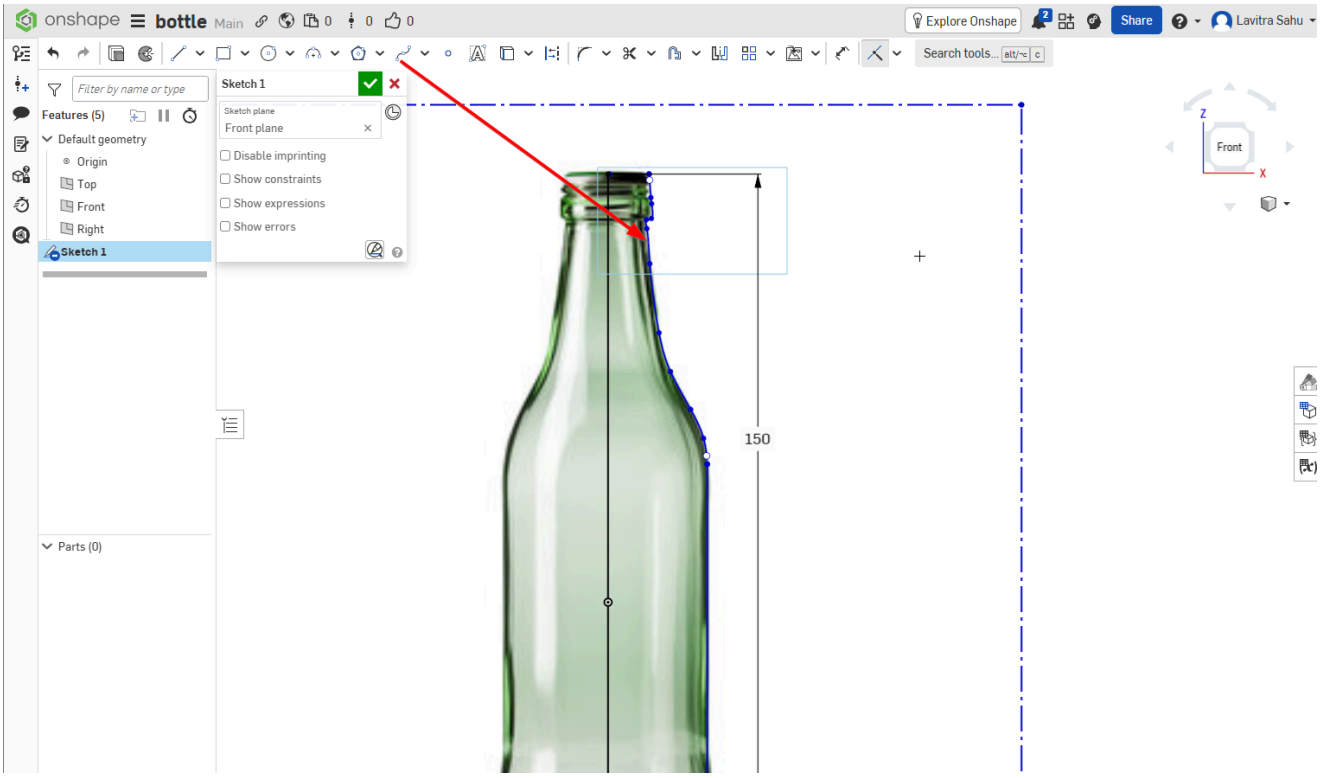
Draw two side profile lines as shown.

Step 9: Add Bottom Line



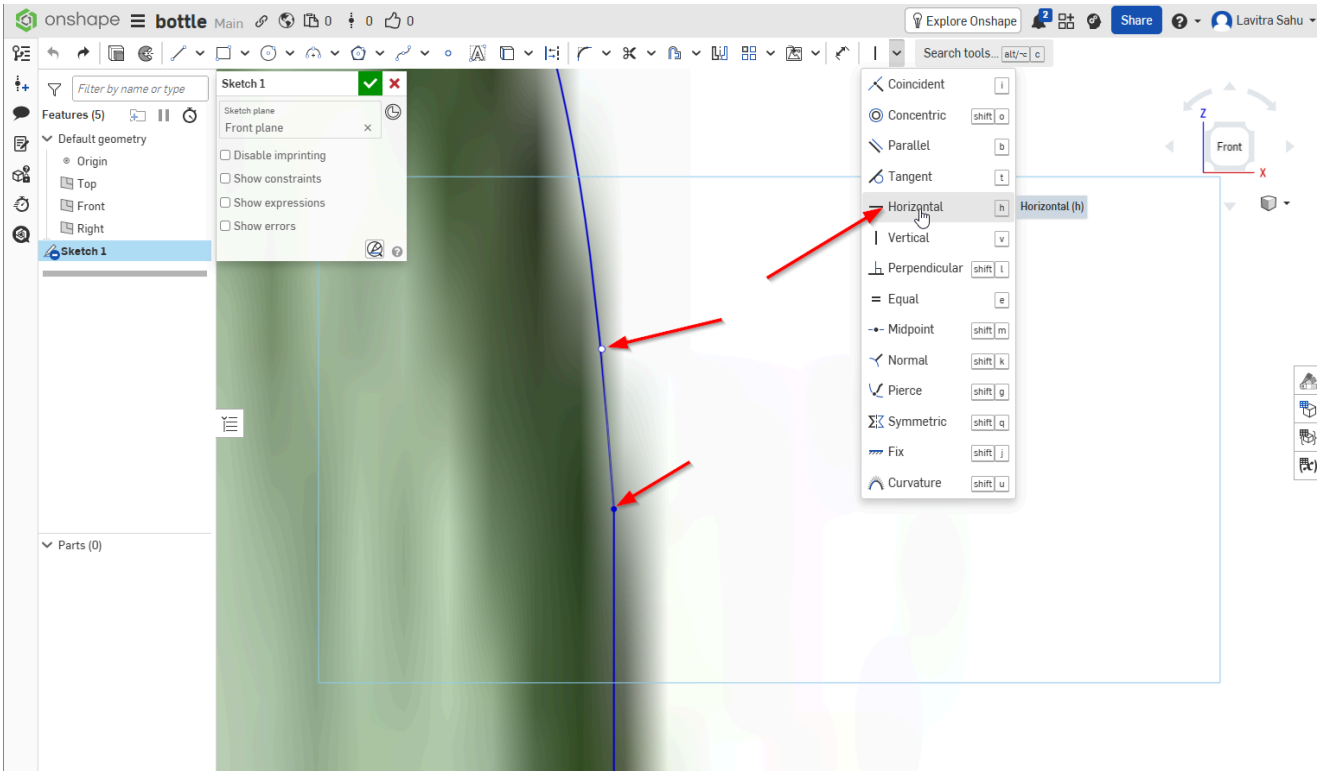
Draw an additional line at the bottom to complete the base reference.

Step 10: Use Spline Tool



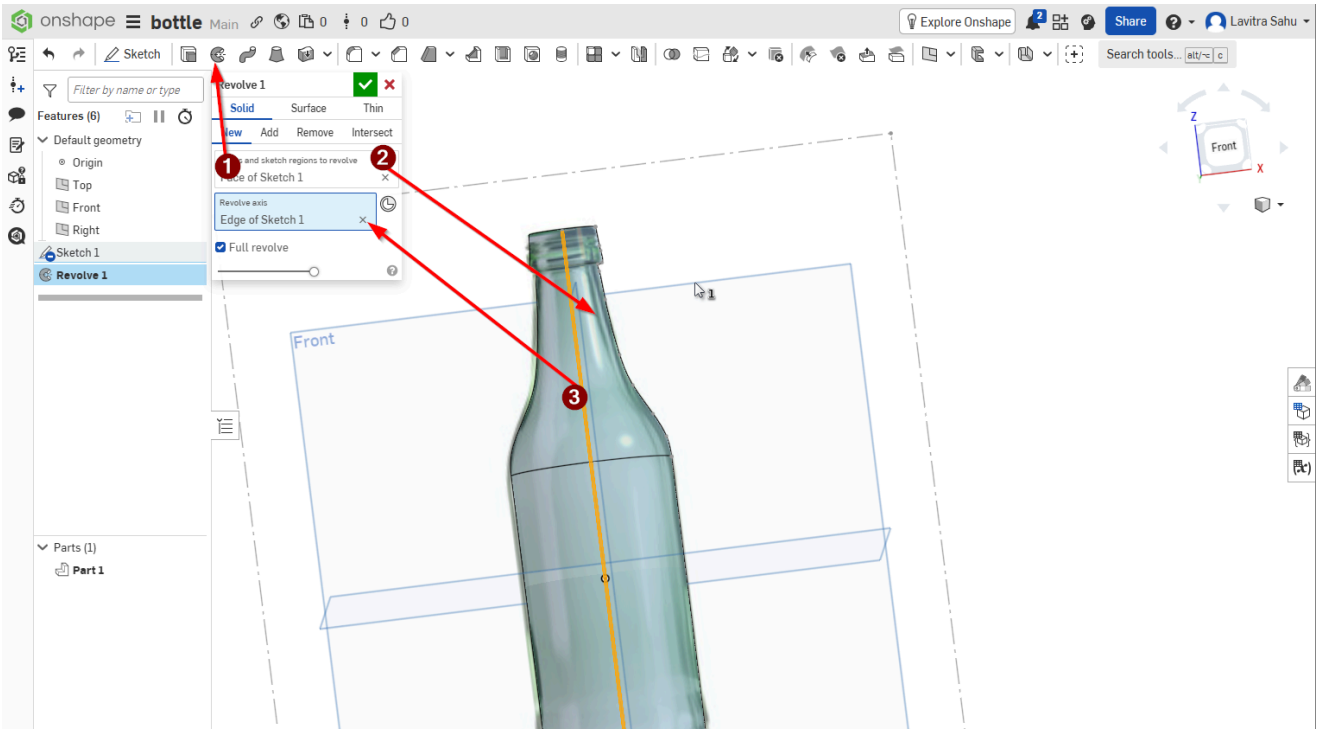
Use the **Spline Tool** to trace the curved profile of the bottle.

Step 11: Make Spline Vertical at Start



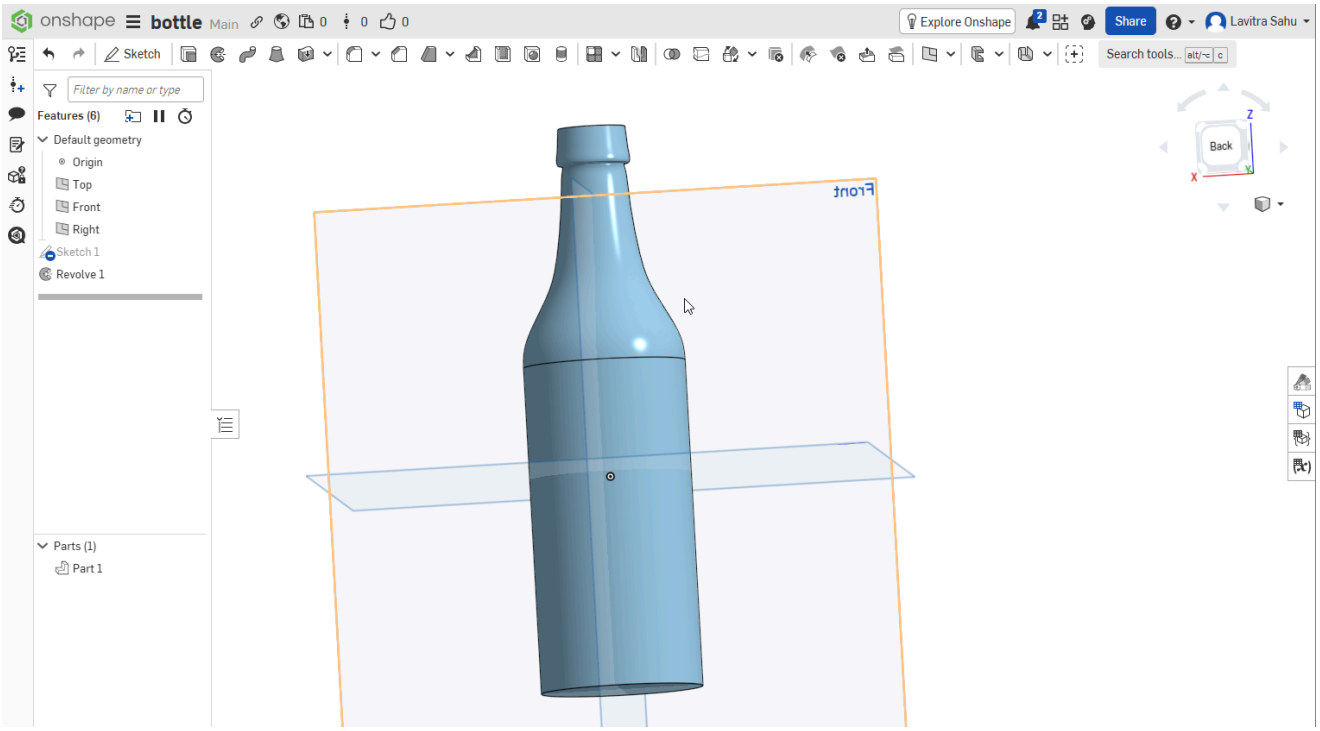
Click **Vertical Constraint**, then select the two starting spline points to make the spline start vertically straight.

Step 12: Revolve the Sketch



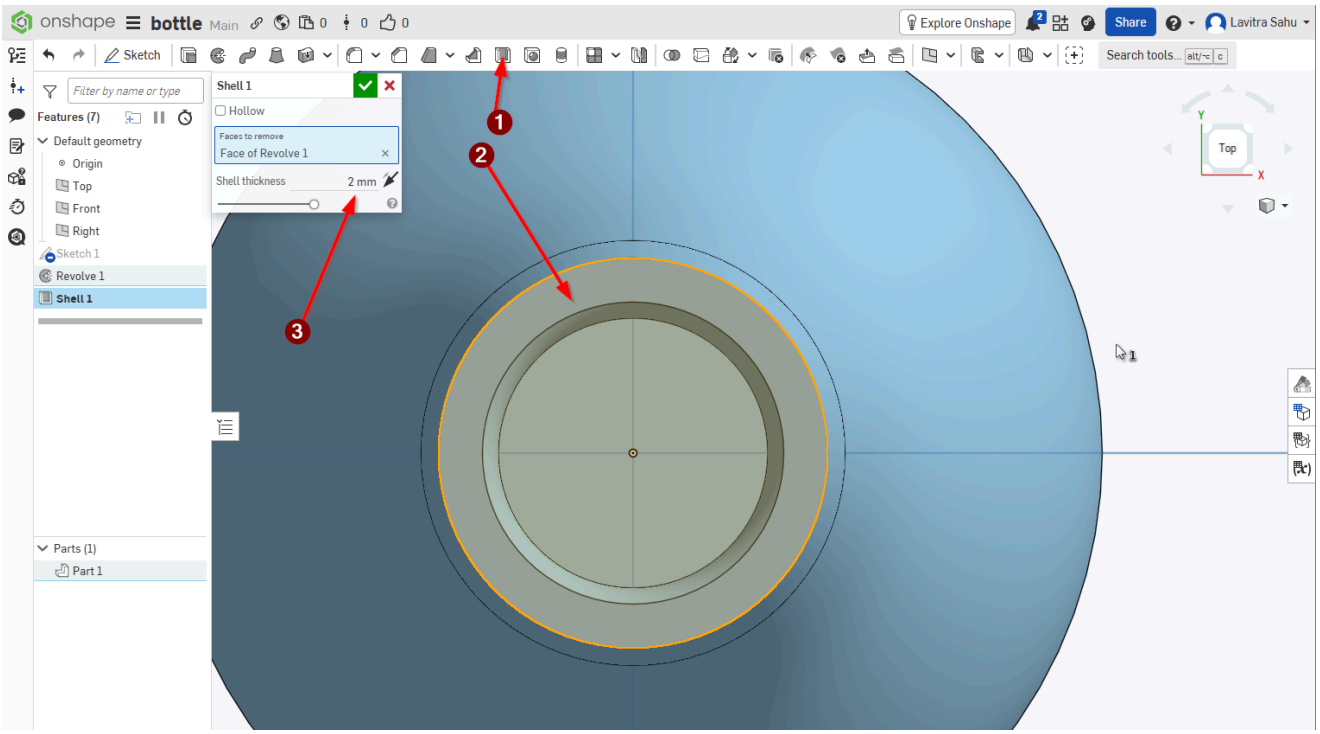
1. Confirm the sketch
2. Go to **Revolve Tool**
3. Select the sketch face
4. Select the revolve axis
5. Click **Confirm**

Step 13: Revolved Body Created



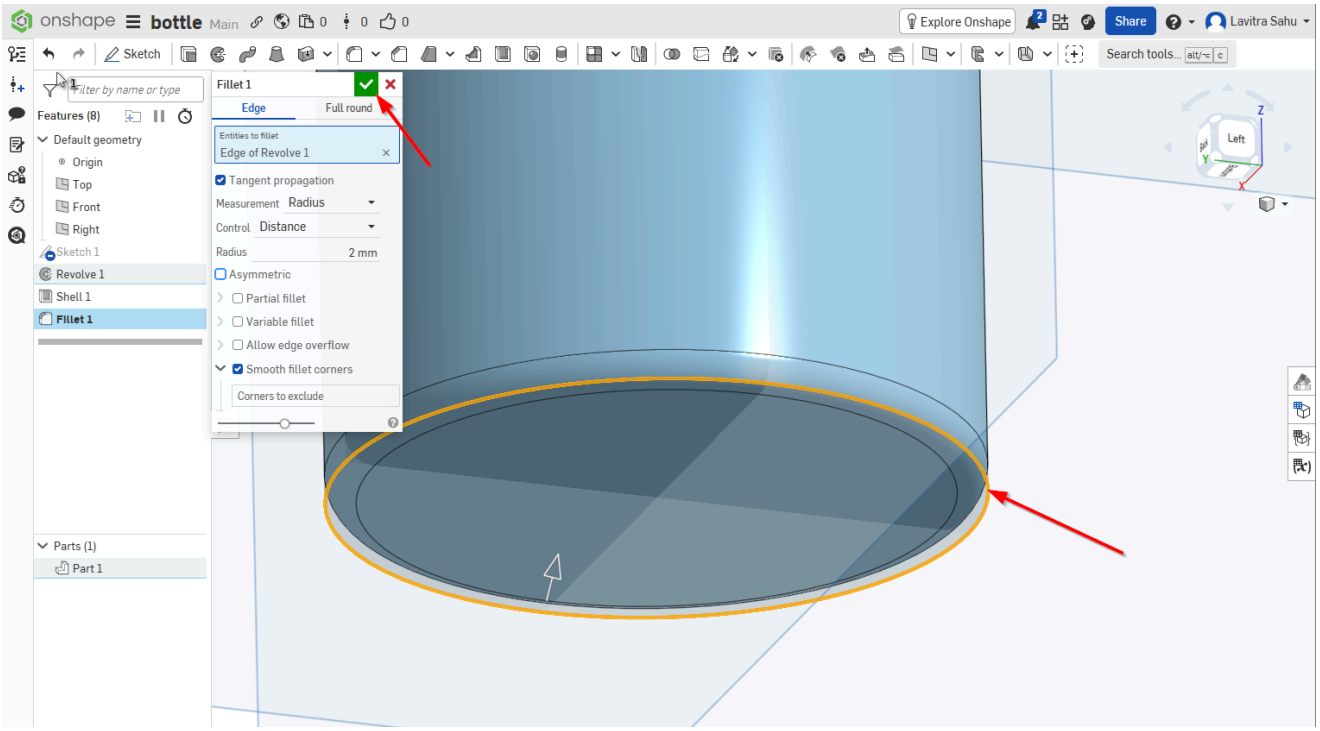
The bottle body is now created using revolve.

Step 14: Apply Shell



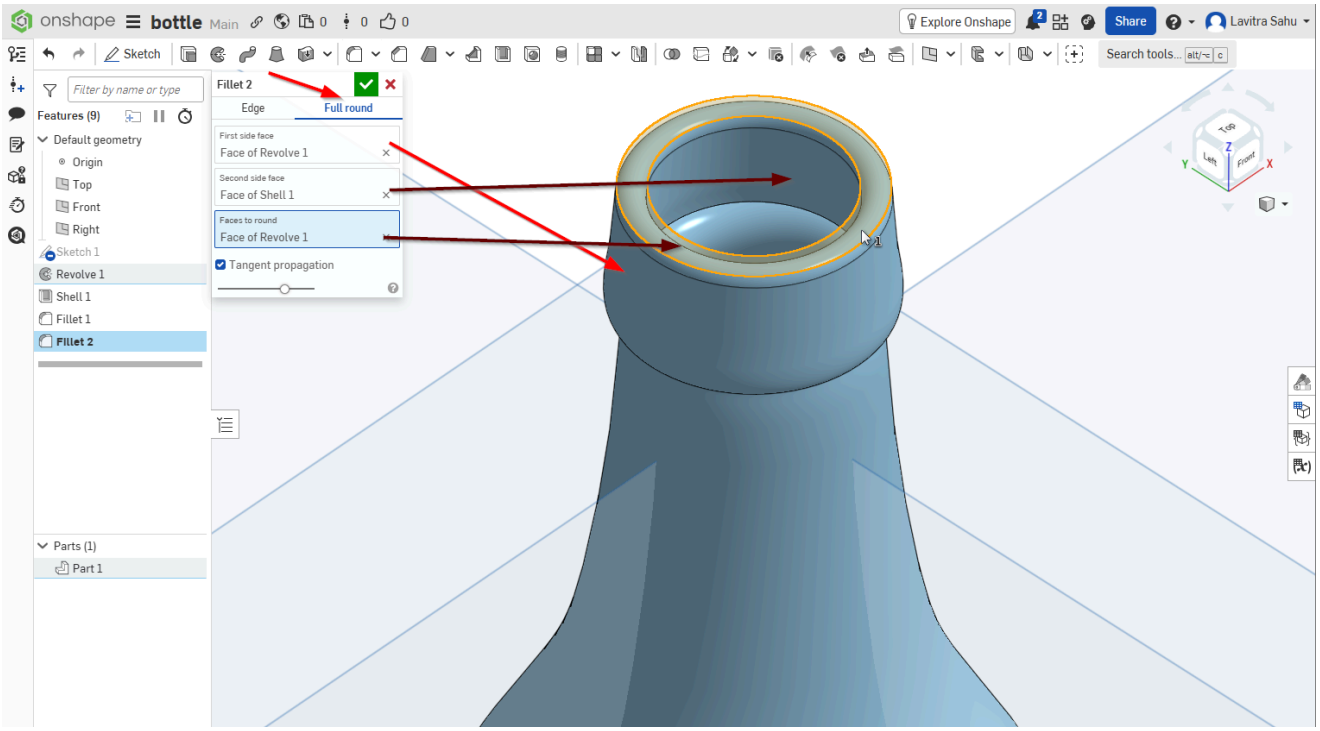
1. Go to **Shell Tool**
2. Select the **top face**
3. Set shell thickness to **2 mm**
4. Confirm

Step 15: Bottom Fillet



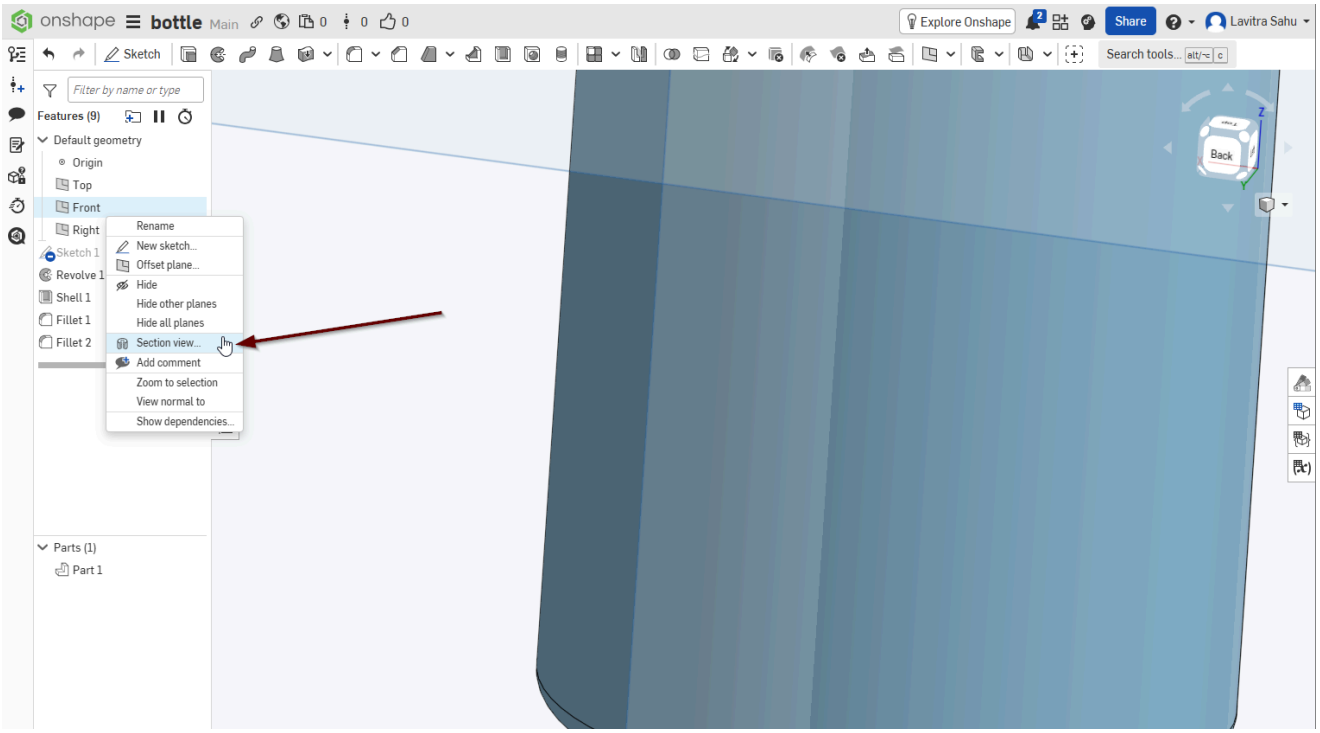
Go to **Fillet Tool**, select the **bottom face**, and apply a **2 mm fillet**.

Step 16: Full Round Fillet on Top



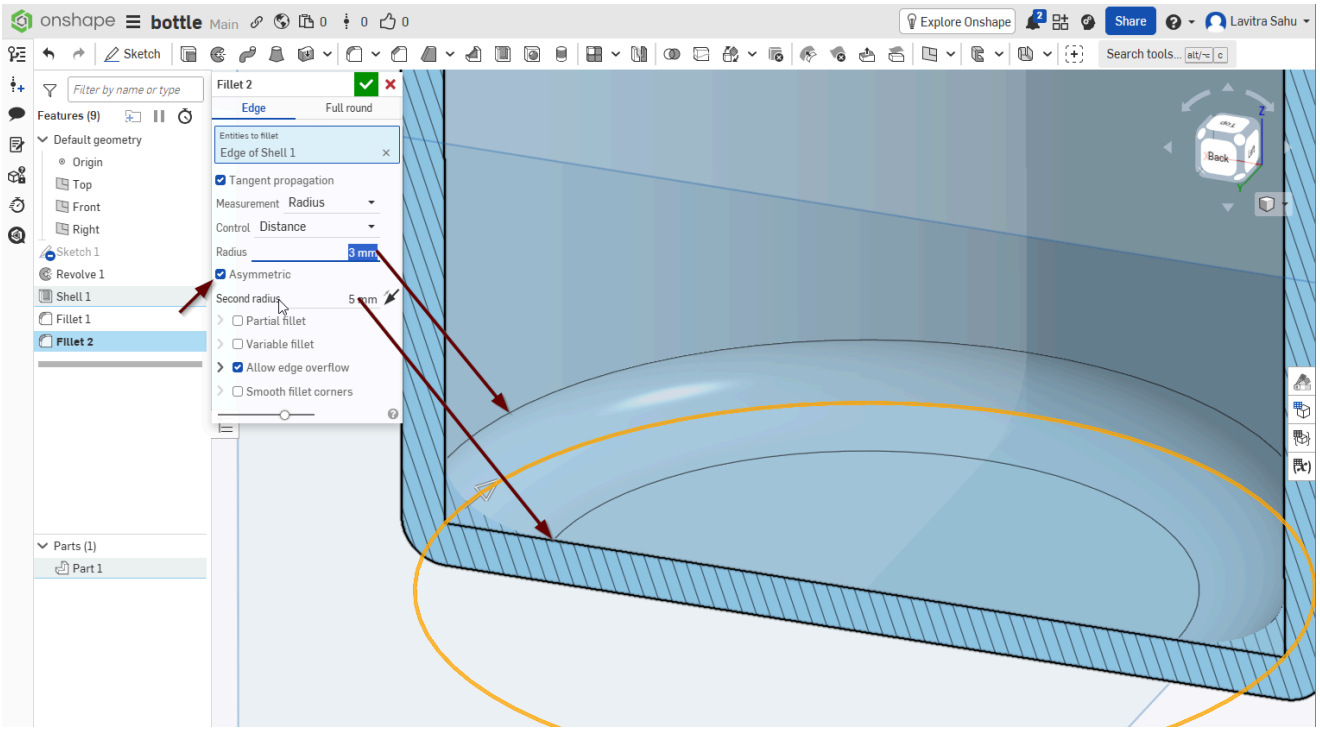
1. Go to **Fillet Tool** again
2. Select **Full Round** option
3. Face 1: Outer body
4. Face 2: Inner body
5. Middle face: Top face
6. Confirm

Step 17: Section View



Click on the **Front Face** and enable **Section View**.

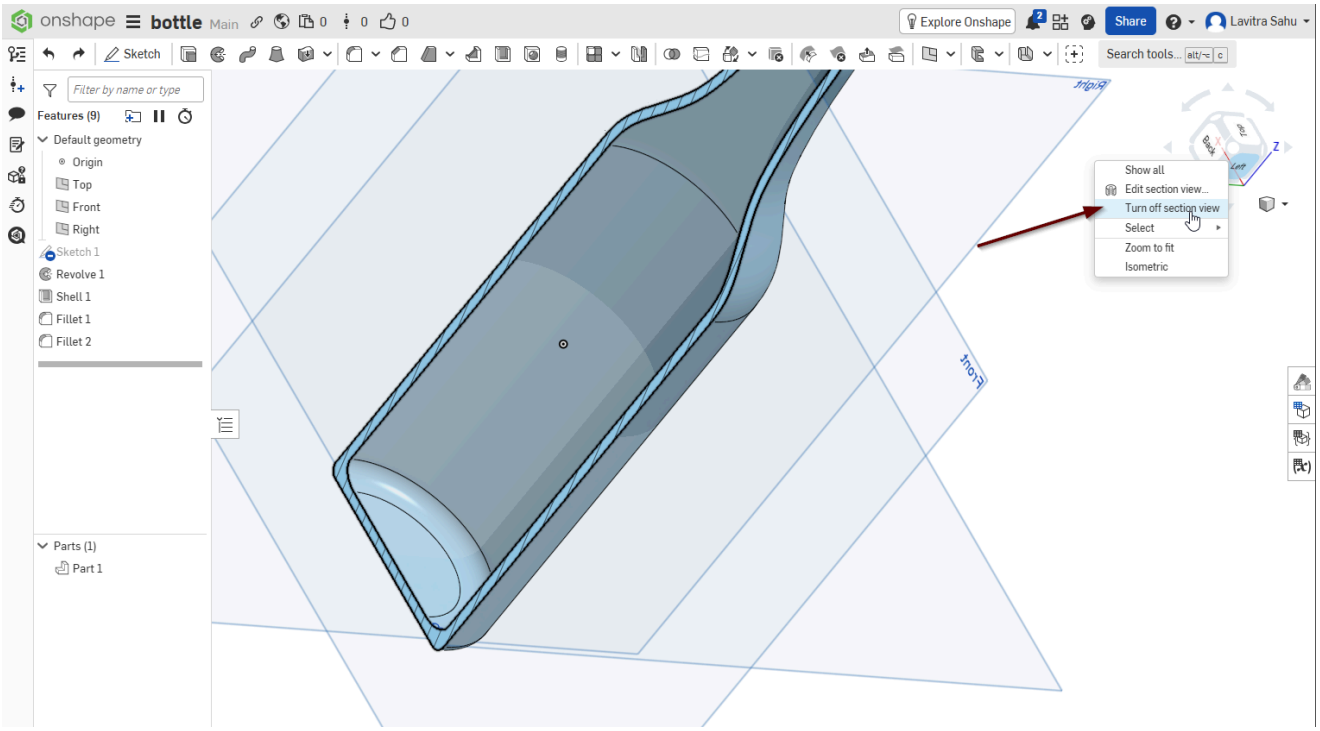
Step 18: Asymmetric Fillet on Inner Edge



1. Select **Fillet Tool**
2. Select the **inner round surface**
3. Enable **Asymmetric Option**

4. Set one radius to **3 mm**
5. Set the other radius to **5 mm**
6. Confirm

Step 19: Turn Off Section View



Disable **Section View** to return to normal view.

Done

You have successfully:

- Used sketches and reference images in Onshape
- Applied constraints and dimensions
- Created a solid using **Revolve**
- Used **Shell**, **Fillet**, **Full Round**, and **Asymmetric Fillet**
- Compared a Fusion 360–style workflow inside Onshape