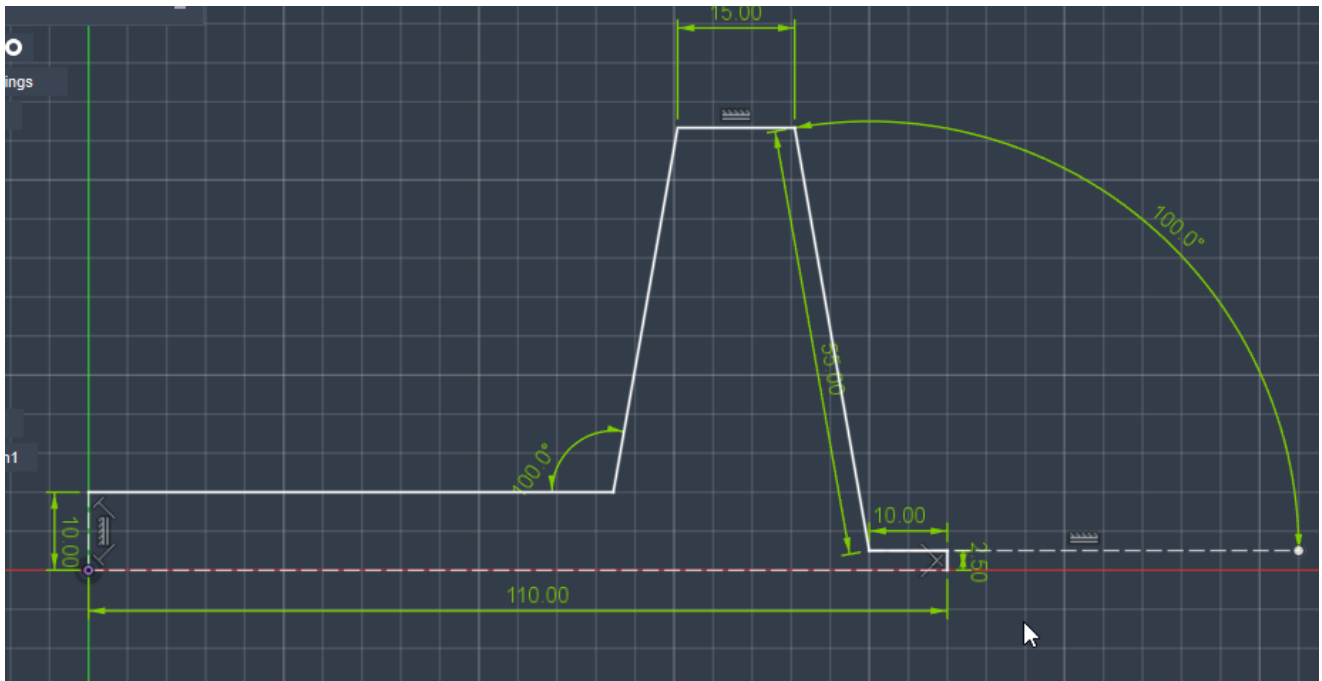


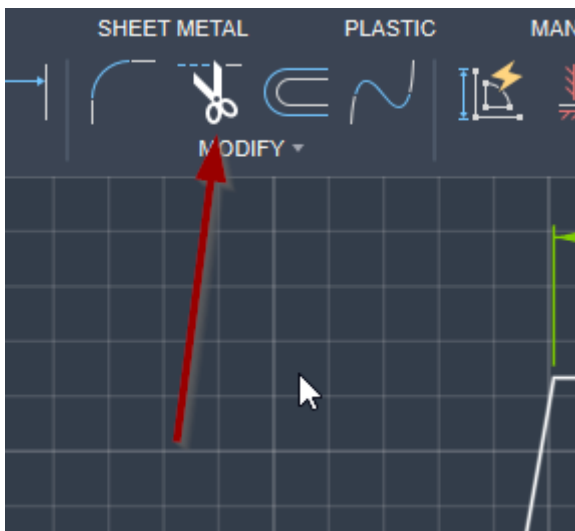
Dog Bowl (Surface Modelling)



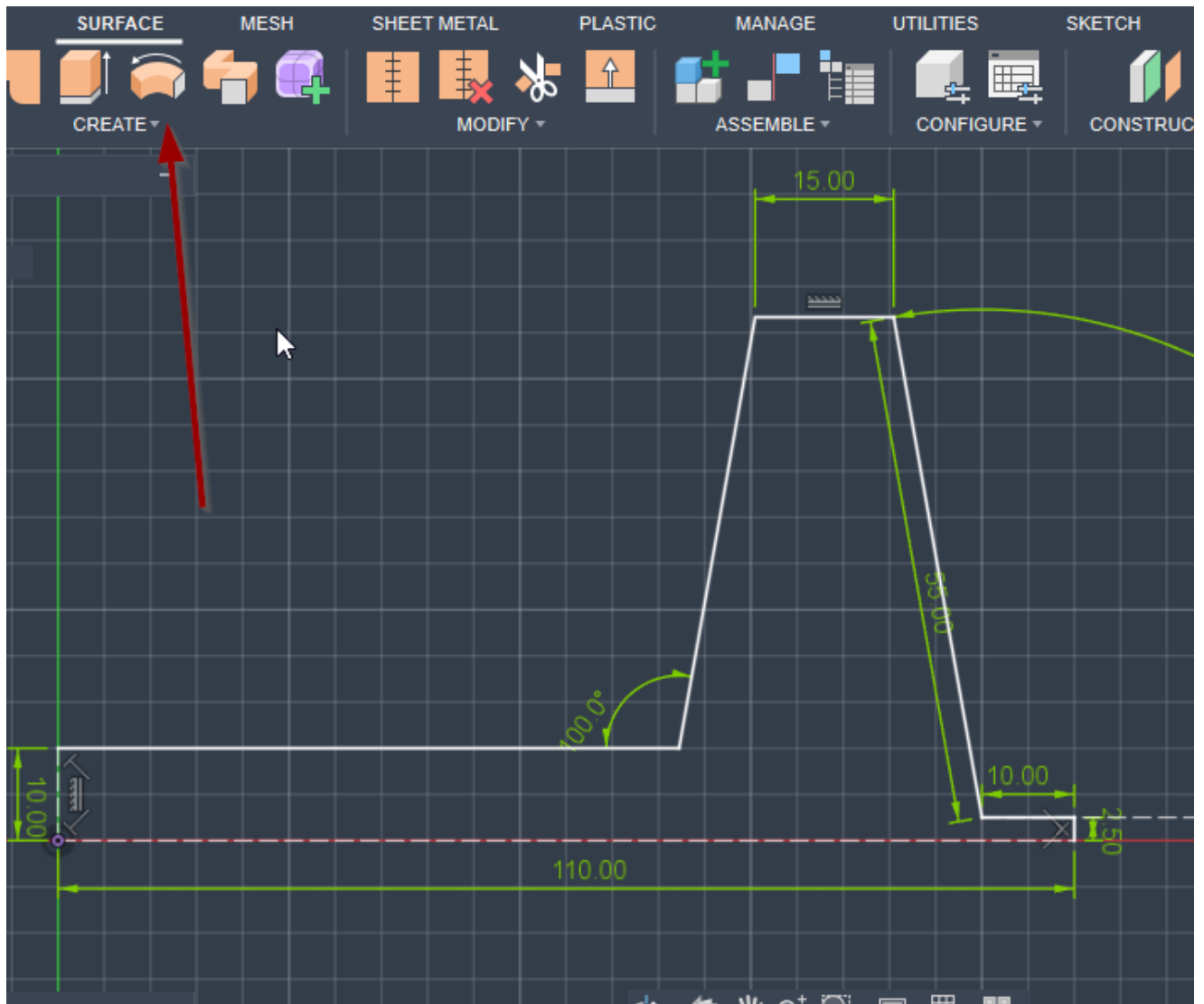
Sketch on YZ plane.

Add all given dimensions.

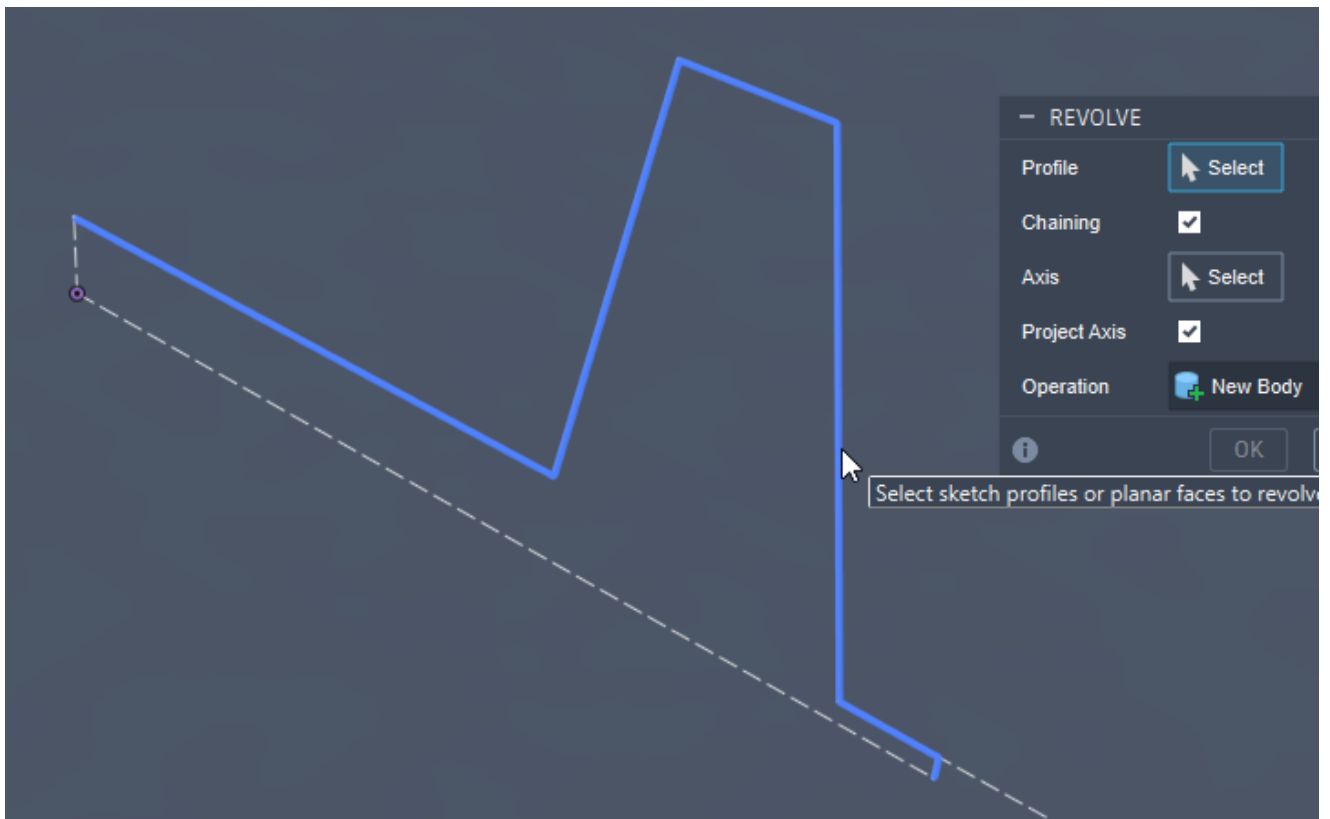
New tool shown = Trim (to cut extra sketch lines).



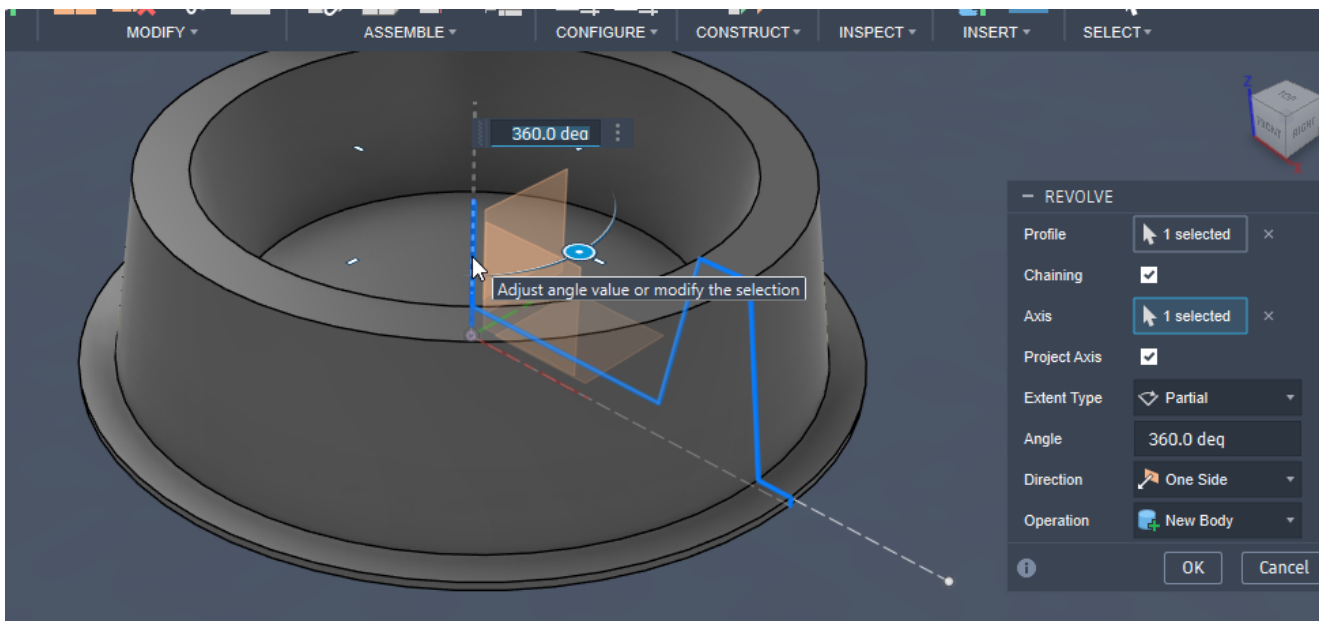
Use the Trim tool to remove excess sketch lines.



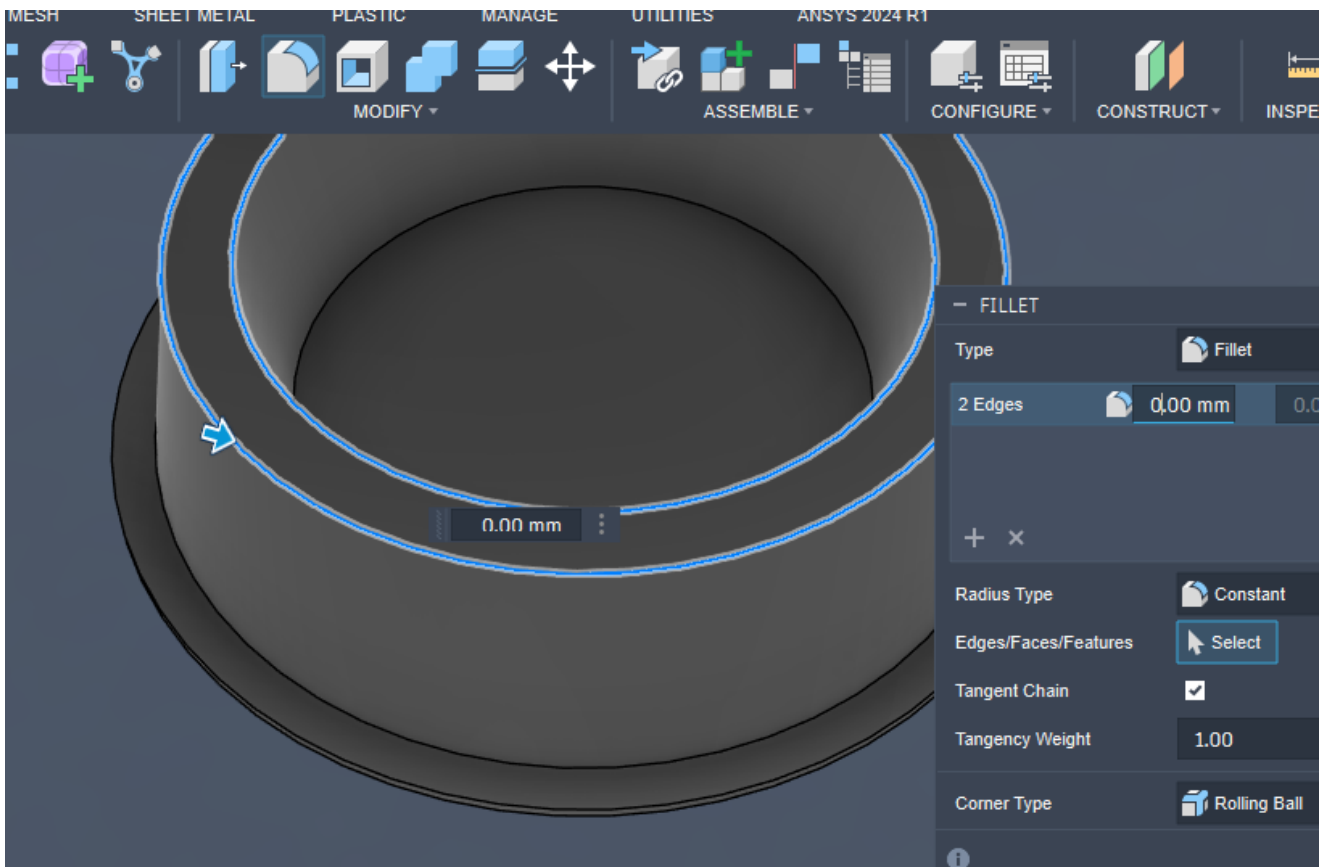
Go to Surface tab → select Revolve (orange Surface Revolve).



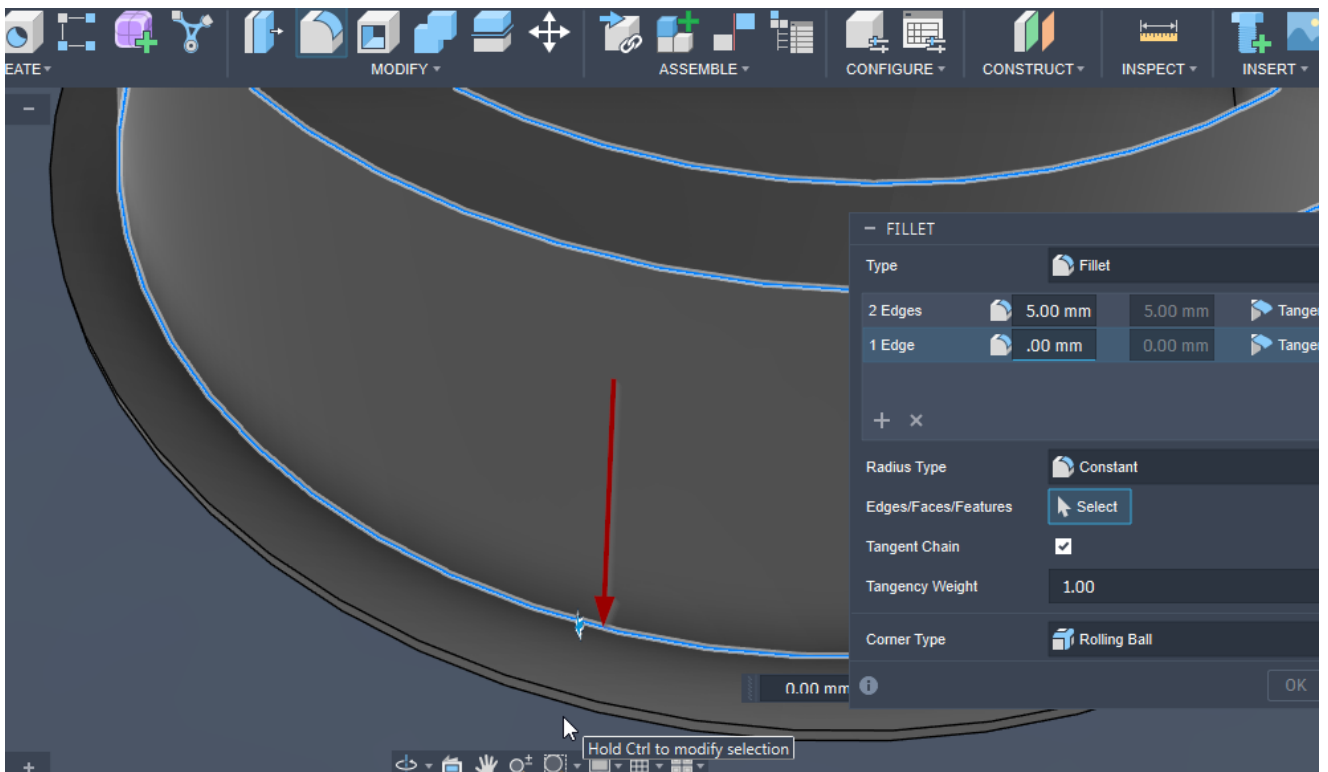
Select this profile line for Revolve.



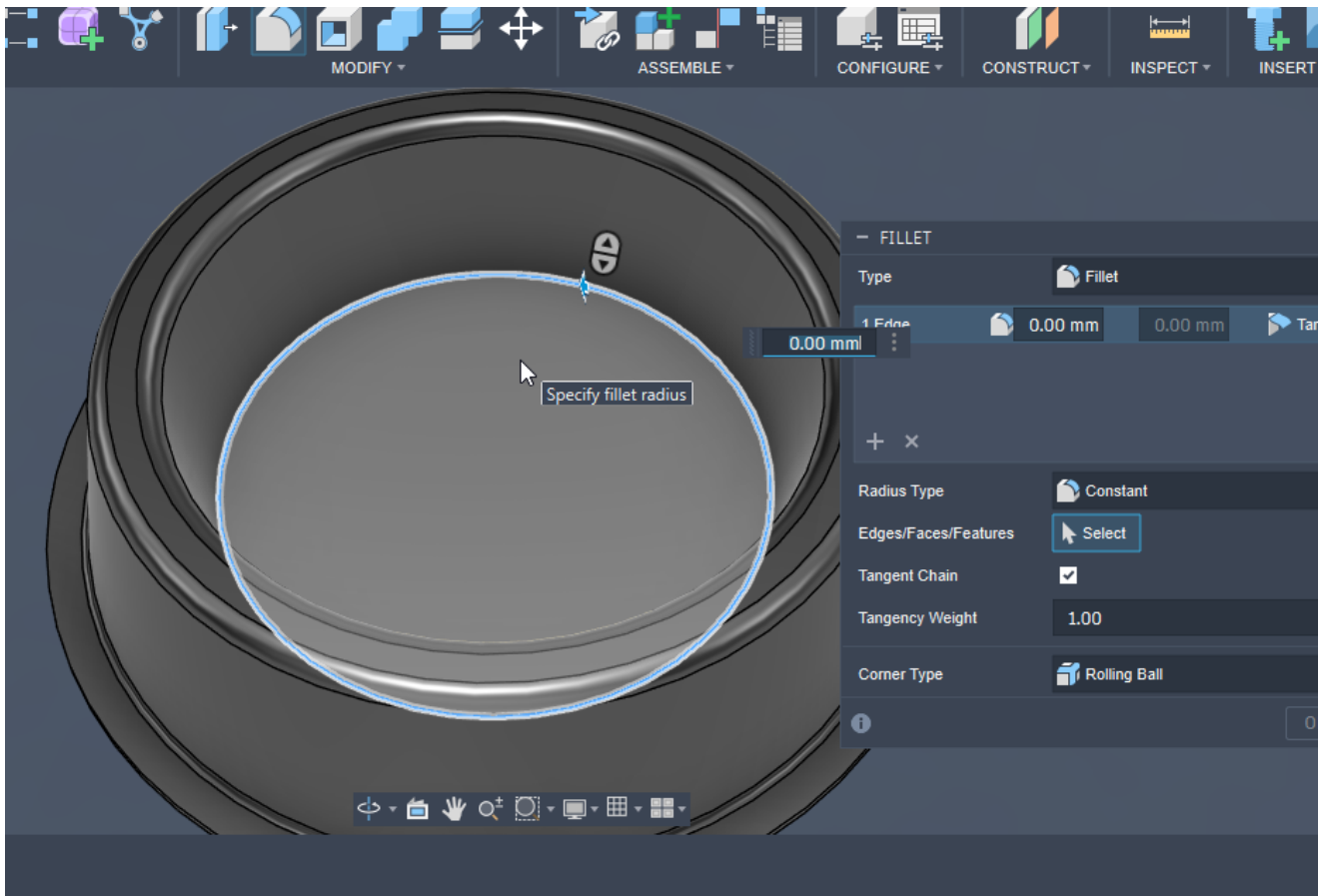
Select the Z axis as the revolve axis.



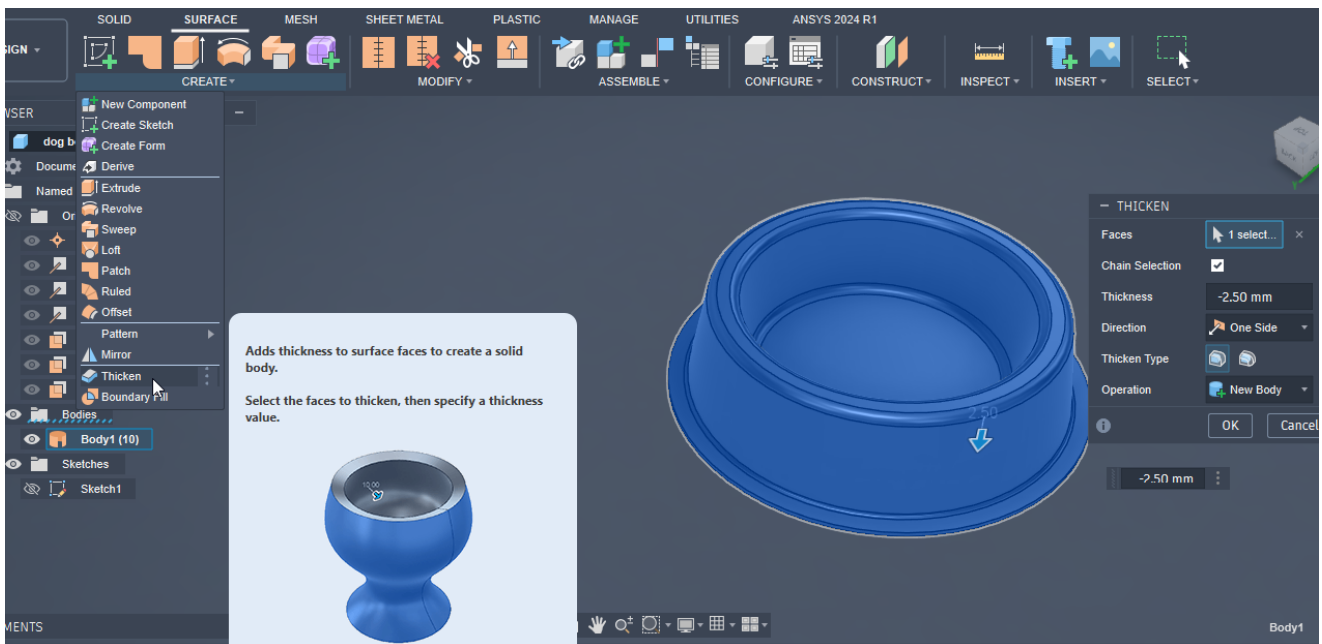
Apply a 5 mm fillet to the top edges.



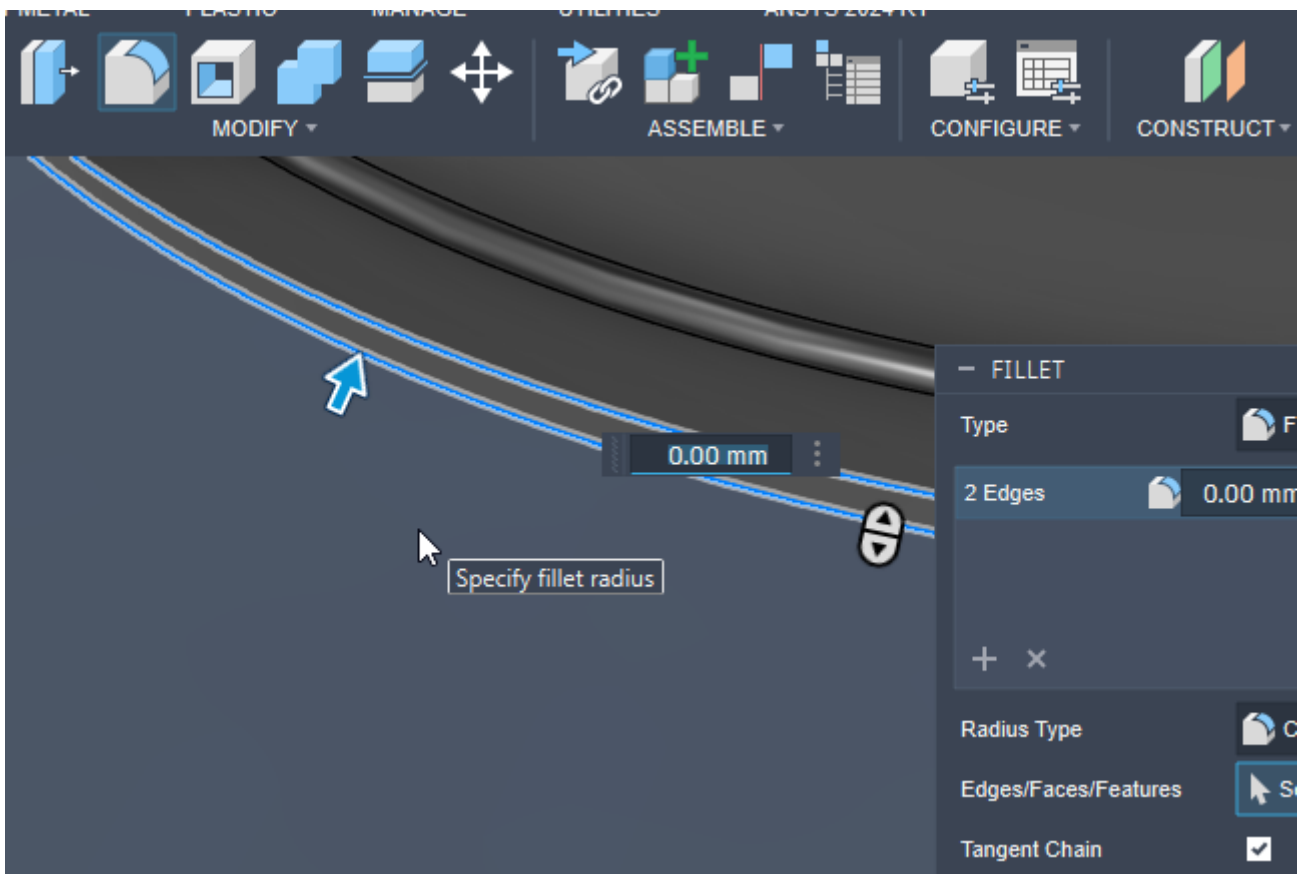
Apply a 2 mm fillet to the inner lower edge.



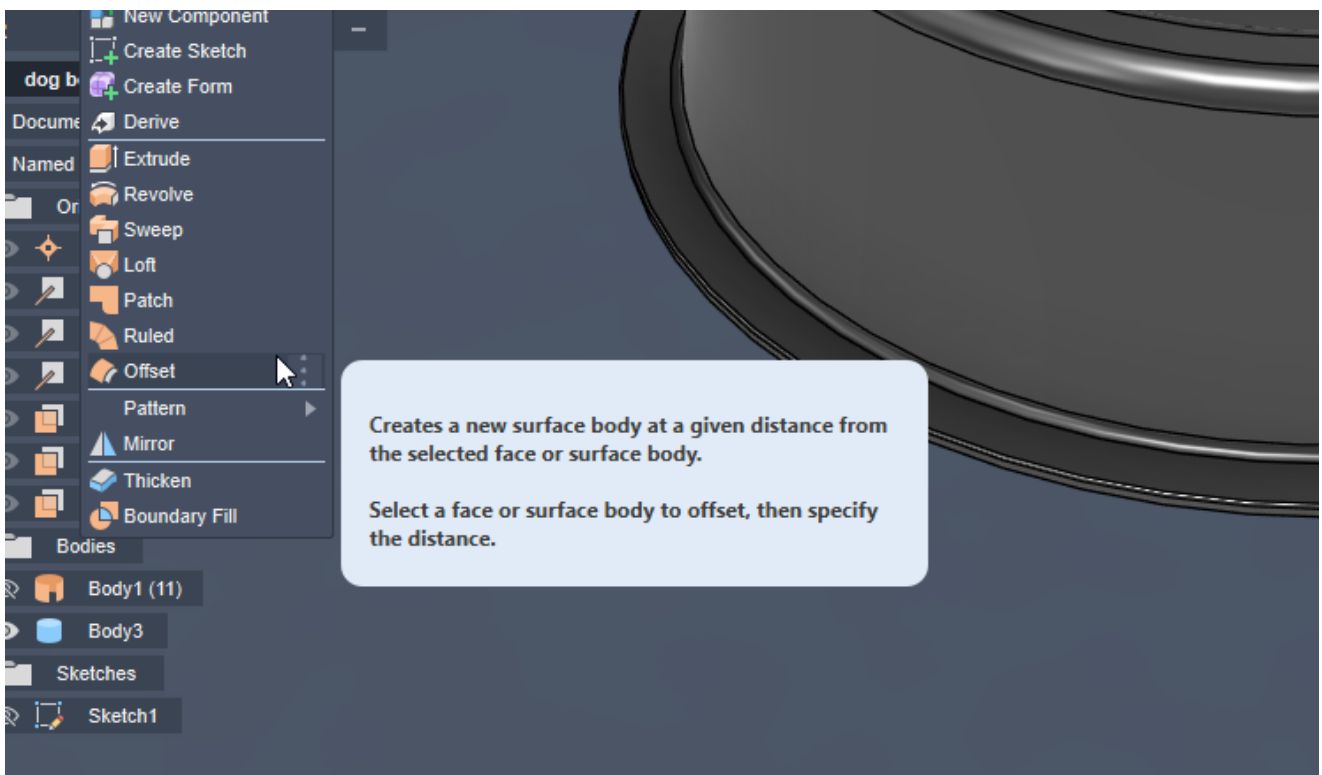
Apply another 5 mm fillet to the bottom rim.



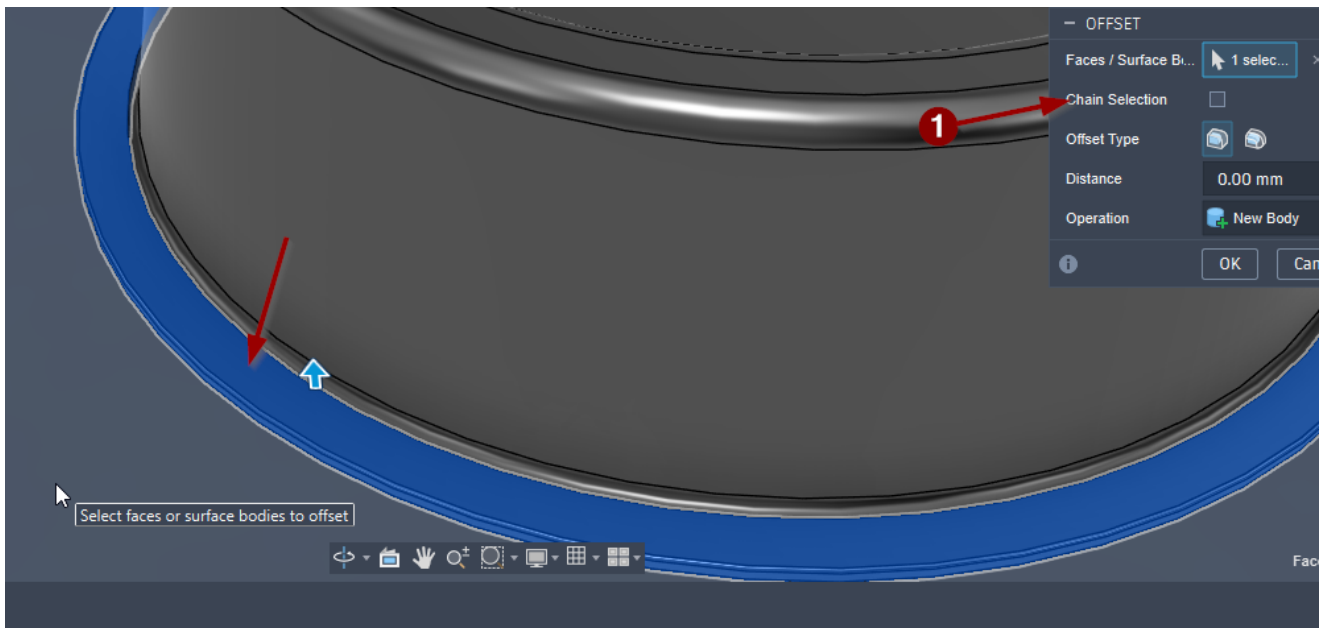
Use Thicken → set thickness to -2.5 mm (negative direction thickens inward).



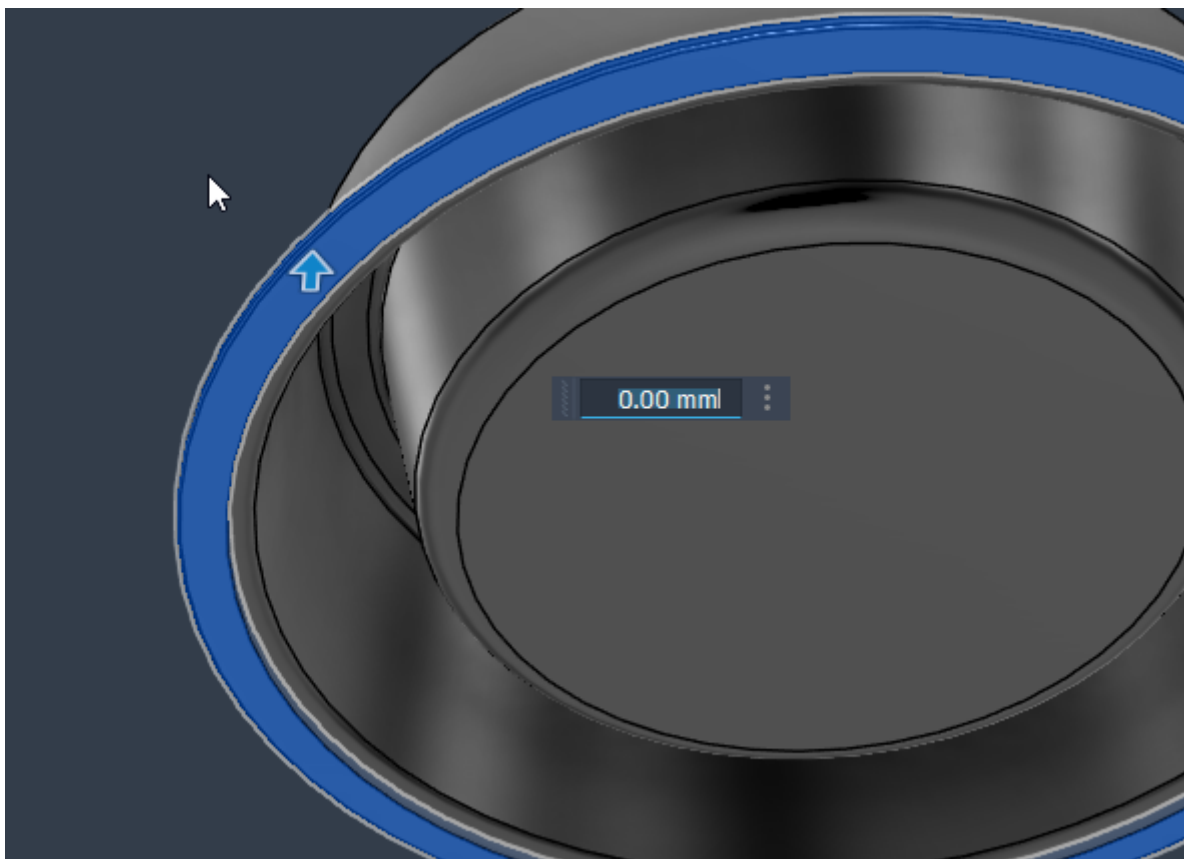
Add a 0.5 mm fillet to soften the edge.



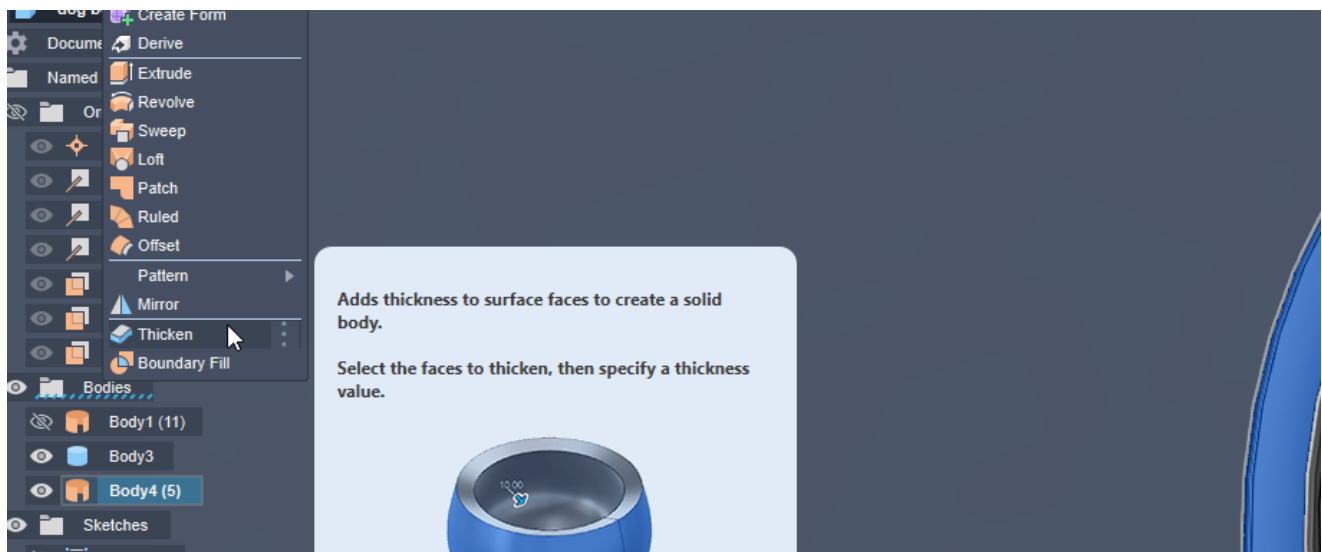
Now go to Surface → Offset.



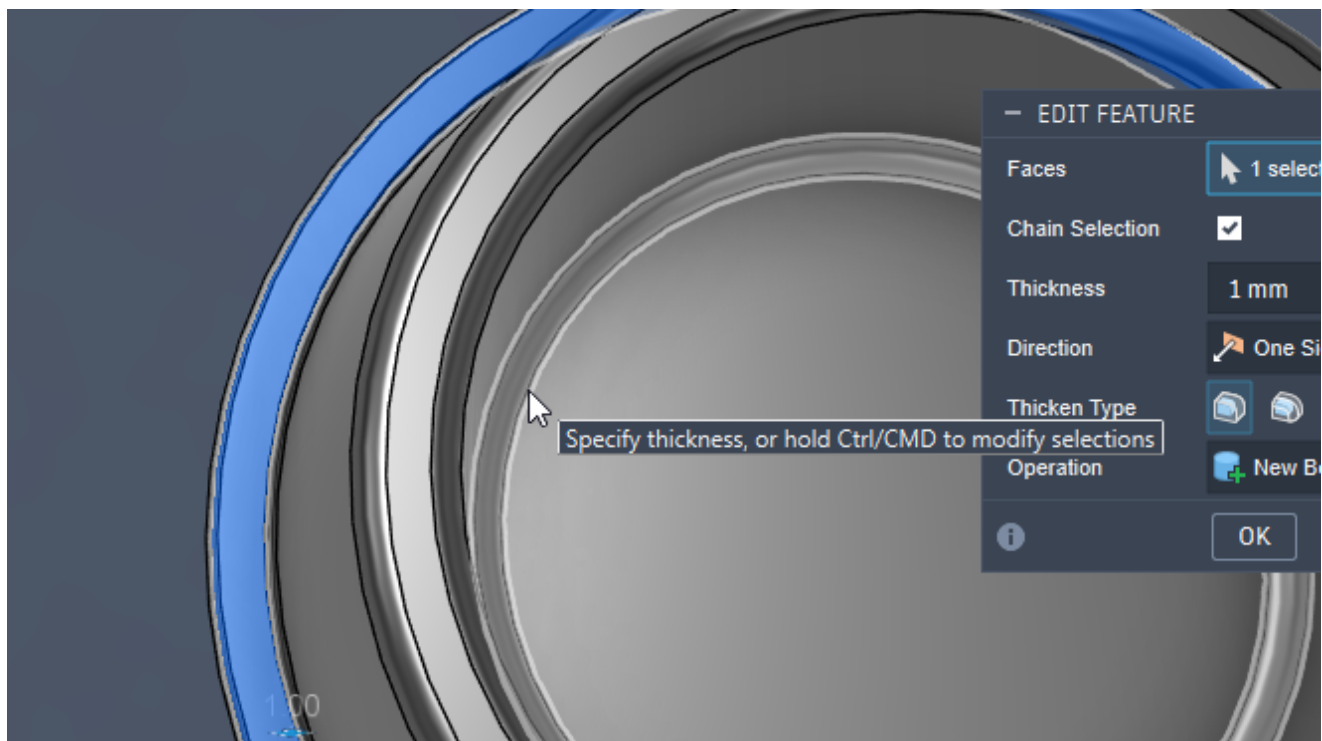
Uncheck “Chain Selection”.
Manually select all outer flange faces.



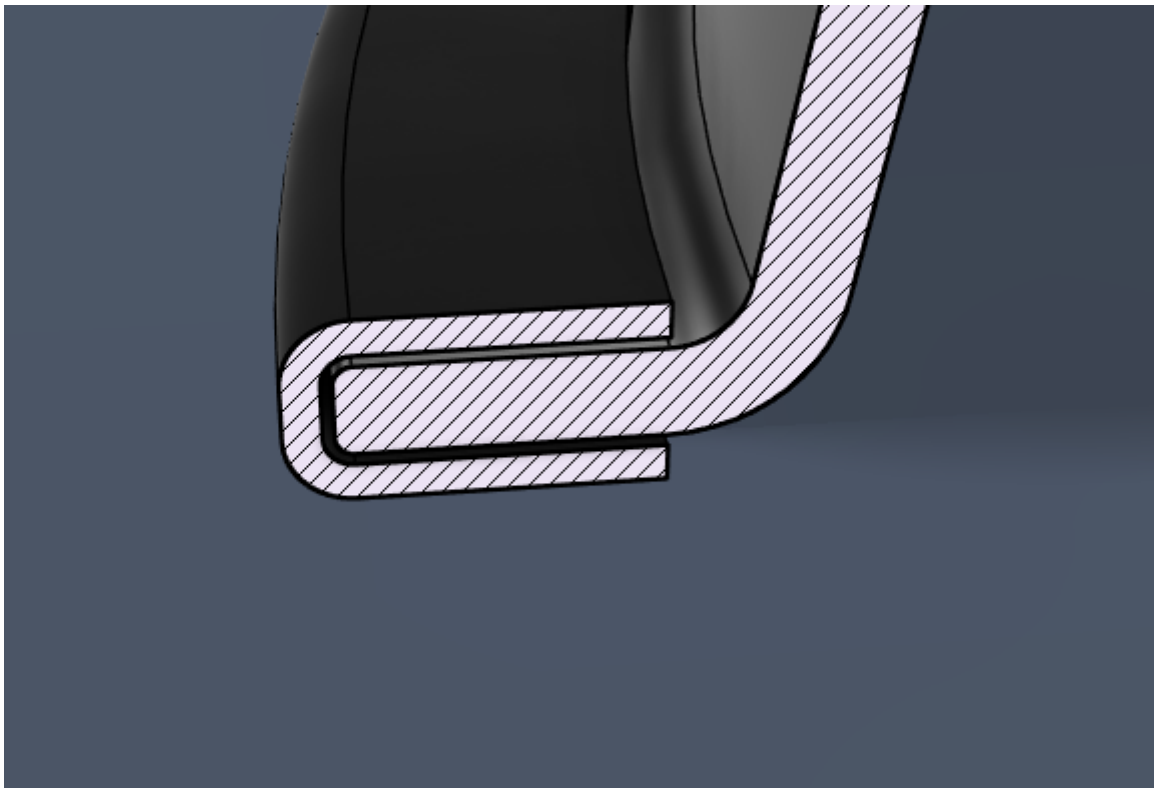
Select extra faces shown → set offset distance to 0.3 mm.



Use Thicken on the new offset surface.



Set Thicken to 1 mm (creating rubber layer).



Use Inspect → Section Analysis to view the bowl interior.
