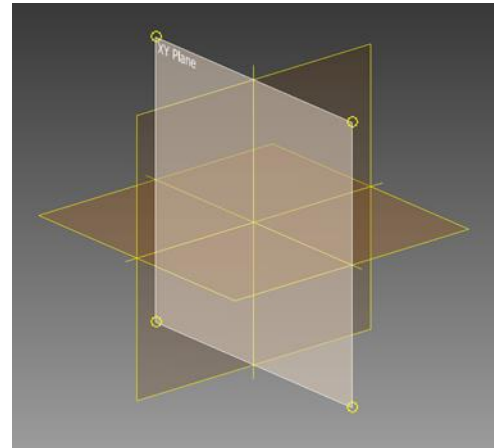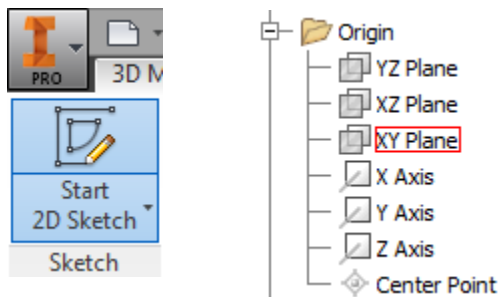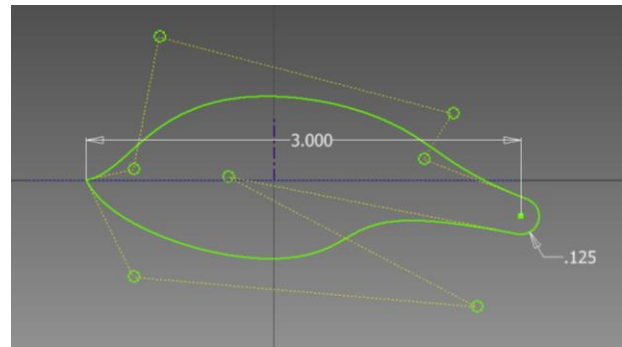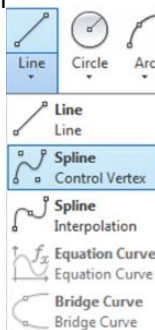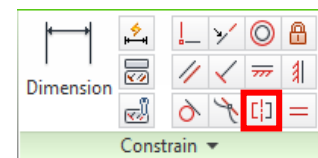Start a New 2D Sketch on the XY Plane.

Start by selecting the Spline tool under the Line tool and draw a sketch for the upper half. Do the same for the lower half. Use the 3-point Arch under the Arc tool for the tail.

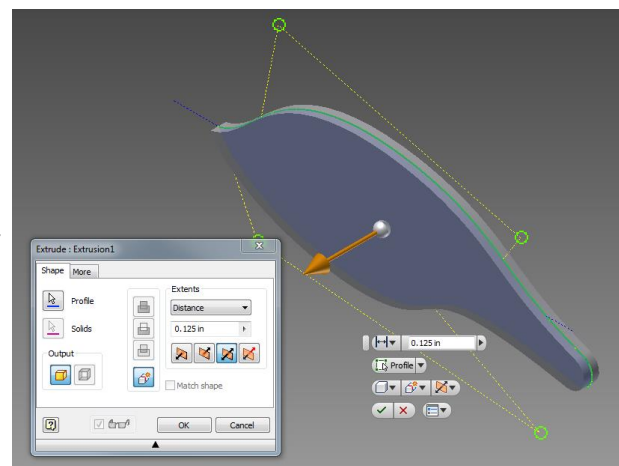Could use a Fillet as well to create the

 rounded end. Being a Spline you will not be able to fully define it.

Add dimensions to the sketch by selecting the dimension tool within the

Constrain ribbon toolbar. Select the points you desire as they turn white, this will snap to that point. Finish Sketch.

Choose Extrude select and the sketch as the profile.

Select the Symmetric option and set the Extents to

Distance and set the distance to "X", determine your

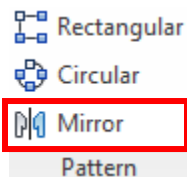Needs for thickness for "X."

Click OK.

Start a new 2D Sketch by clicking on the front face of the Extrusion. Click on the extrusion and select Project Geometry. Use the new geometry (Yellow) for constraint points. And sketch as desired.

Next choose Extrude. Select the sketch and choose Distance under the Extents and set it to 0.125in or Or to a desired thickness. Click OK
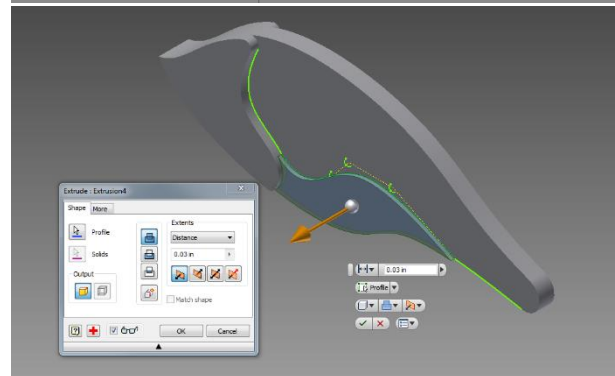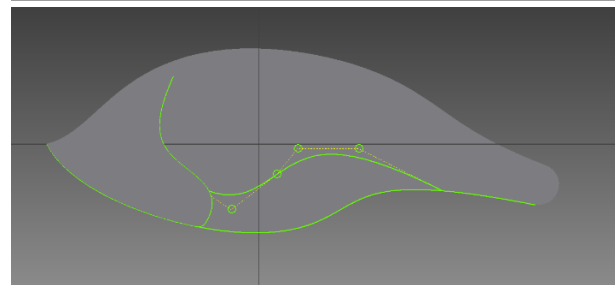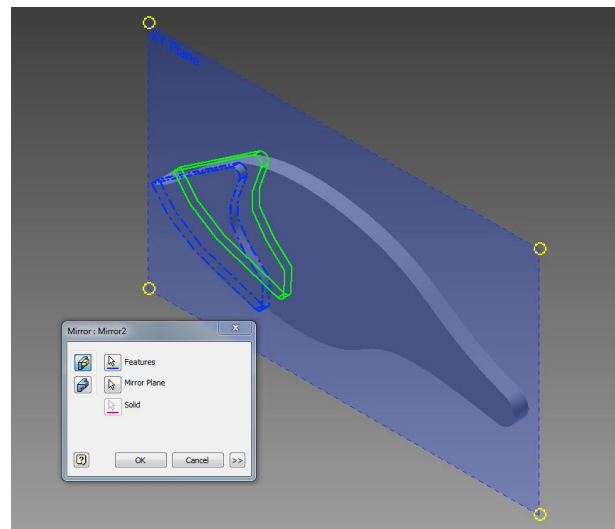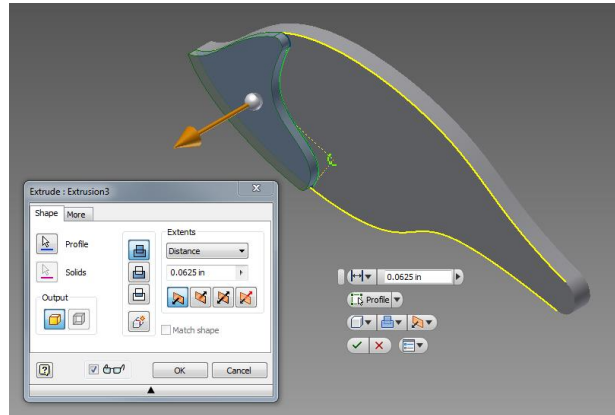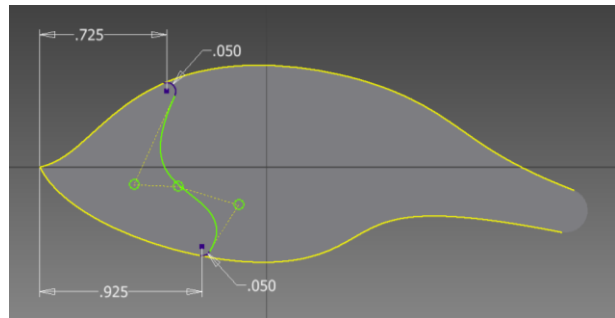
Choose the Mirror tool under 3D Model tab In the Pattern panel. Choose the Mirror as the Feature and the XY Plane as the Mirror Plane. Click OK.

Start a new 2D Sketch on the Face of the first Extrusion. Click on the first extrusion and click on Project Geometry. Us the Spline to recreate this Sketch. The sketch must be closed in order to extrude.

Select the Extrude tool and choose the sketch as the profile. Set the distance to 0.03in or desired thickness. Click OK.

Choose the Mirror tool under 3D Model above

Pattern. Select the Extrusion as the Feature and the

XY Plane as the Mirror Plane.

Click OK.

To make the Eyes, start a new 2D sketch on the

face of the 2nd extrusion. Choose Circle and make

a diamet0er of 0.2 in. Choose Offset under Modify.

Click the circle and type in .010 in for the offset.
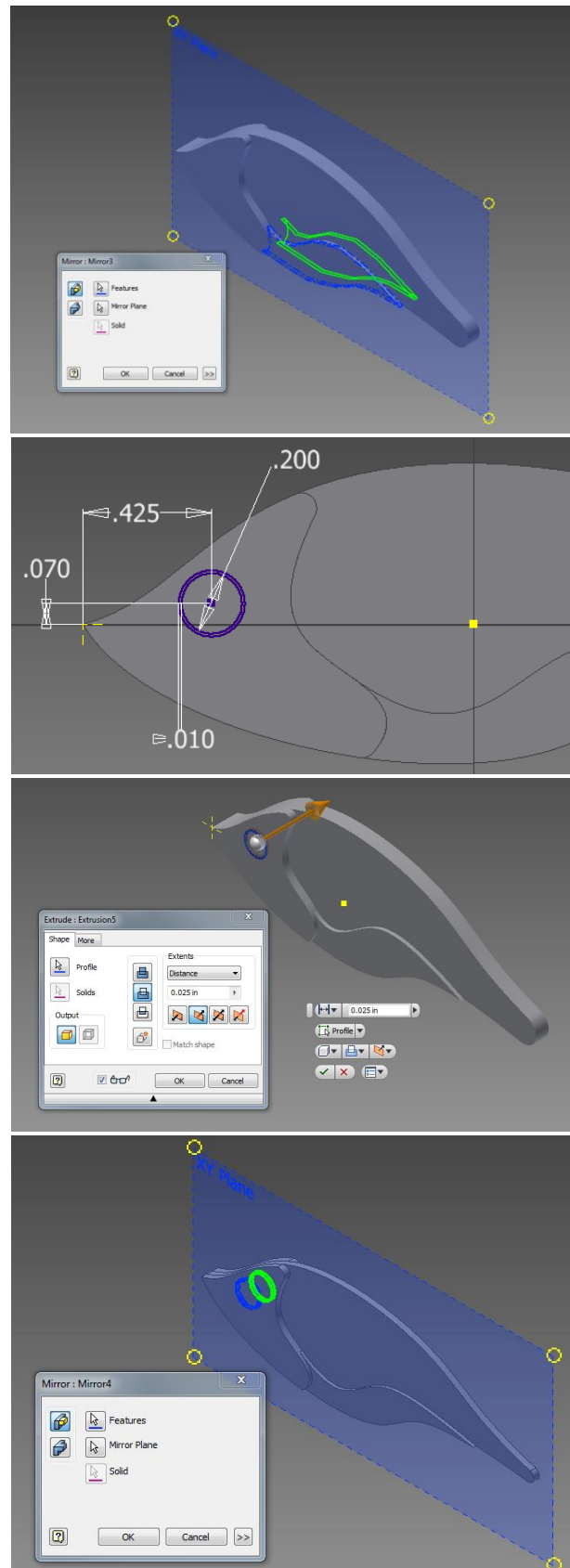

Choose Extrude and select the gap between the

circles as the Profile and choose the cut option.
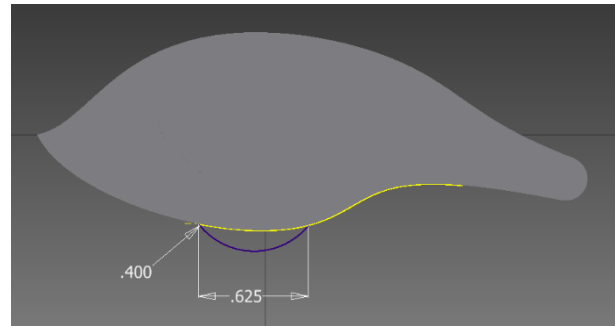
Set the distance to 0.025in.

Click OK.

Mirror the feature by selecting the extrusion as the

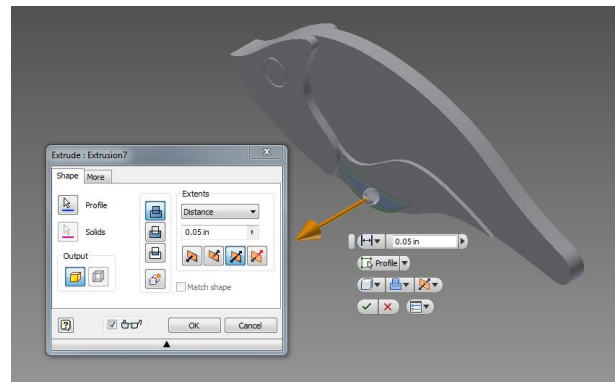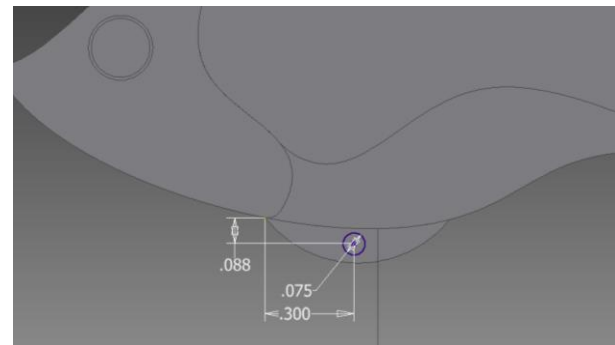Feature and the XY Plane as the Mirror Plane.

Click OK

Start a new sketch on the XY Plane. Click on the bottom edge of the component and project the geometry. Draw the sketch as shown with dimensions.
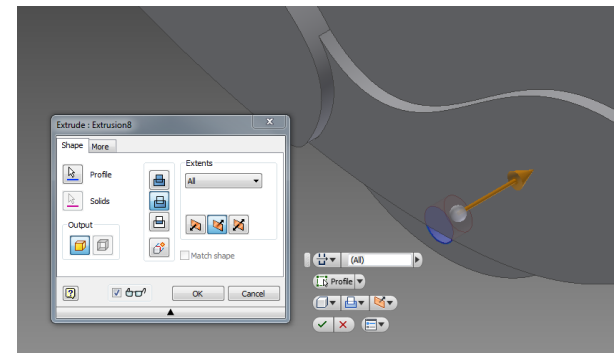

Extrude the sketch. Select the symmetric option and set the distance to 0.05in or a desired thickness. Click OK.

Start a new 2D sketch on the face of that extrusion. Place a circle with the given dimensions.
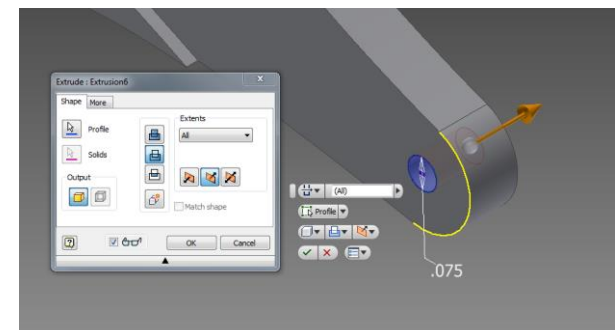

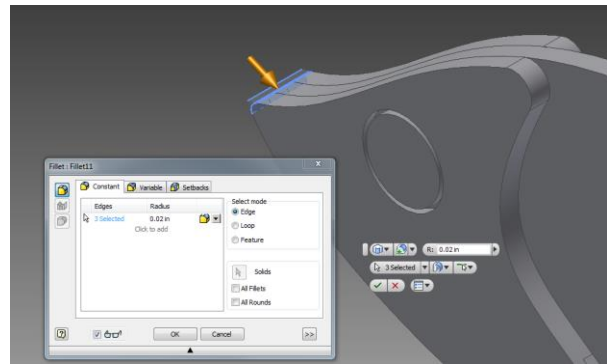Extrude the hole through. Set the it to cut and set the Extents to All.

Place a 2D Setch on to the tail end and draw a circle .075in in diameter. Make it concentric with the back Arch using the Concentric Constraint.
Extrude Cut it through.
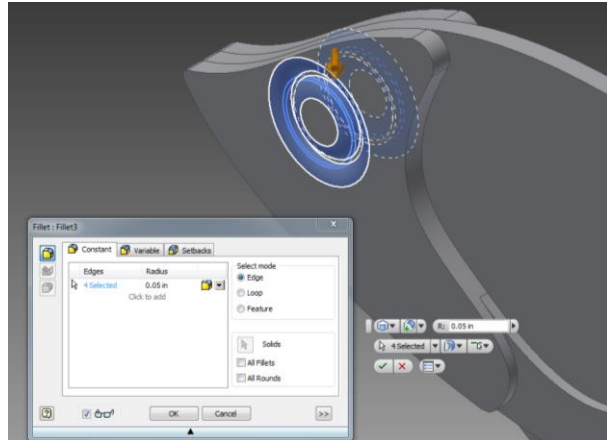Choose Fillet and select the front nose edge of the
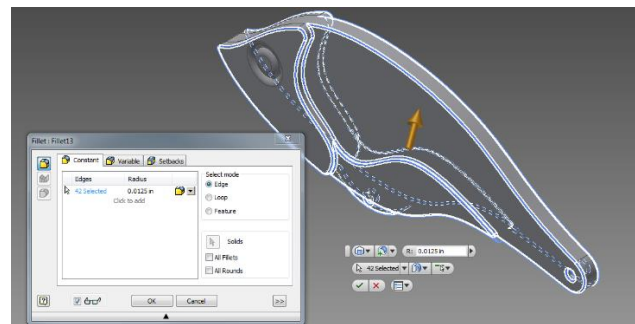
Lure and set the radius to 0.02 to round it off .

Place another fillet on both edges of both eyes.

Set the radius to 0.05 in.

Add additional Fillets as needed.

Double check all sketches, so to have proper

Dimensions to define the size of your part.

For additional information and details apply a material as desired by. **By adding materials you will be able to determine properties of the model. Mass, Density, Center of Gravity, Area, Volume… to list a few**. **This can be accomplished by clicking on the top icon in the Model/Tree…will be the name of the file you have saved as. Once selected, Right click and select the iProperties option from the box. From within the iProperties box select the last TAB from the top labeled Physical. From within the Physical options add a material desired.**

Click Apply and then Click Close.
Save as: NAME_LURE1.ipt