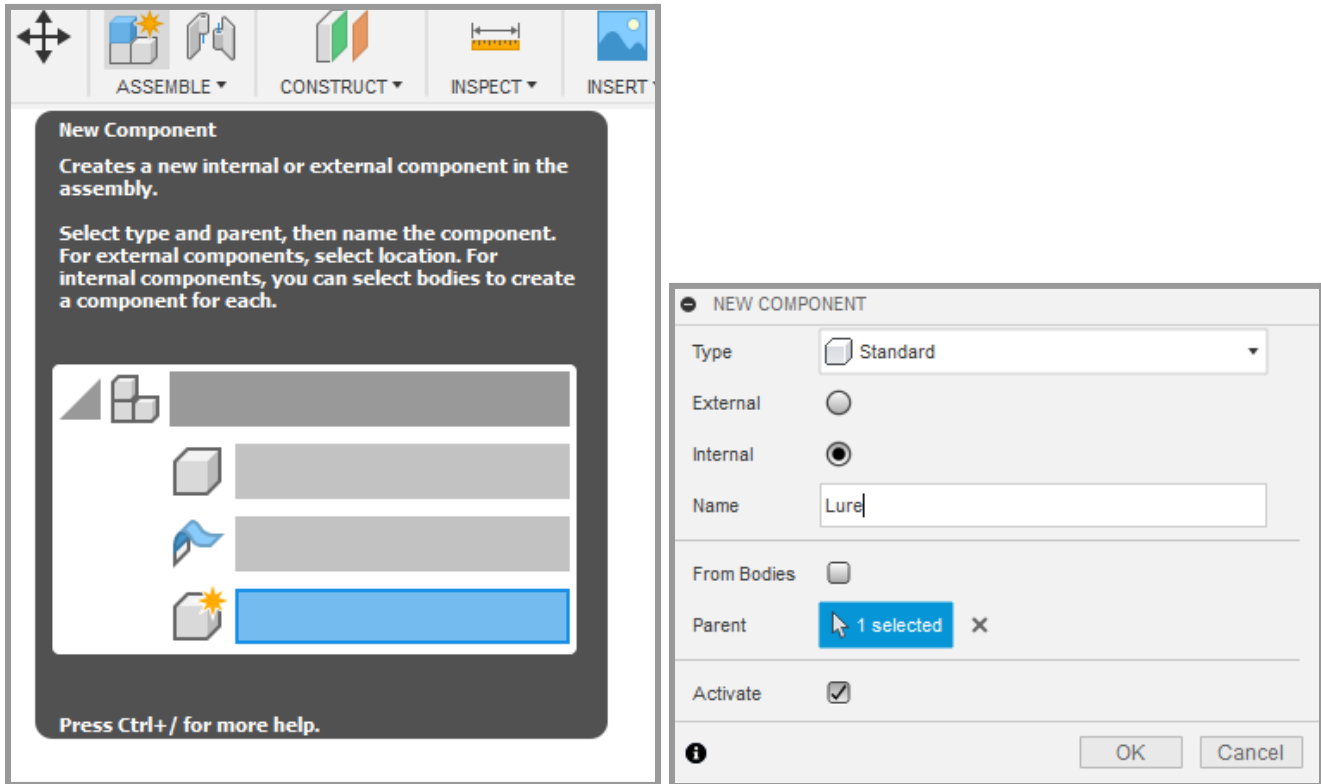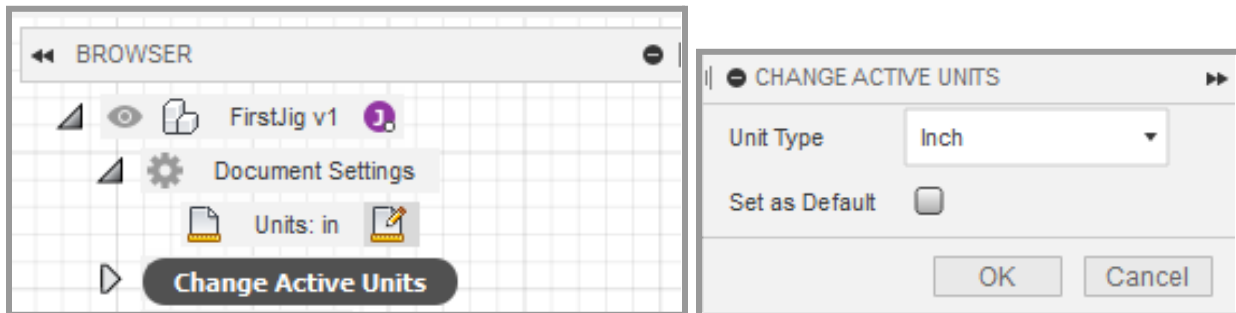1. Open Fusion 360, create a new Design (if one is not already open), and begin by creating a new component. Give it a name such as "Lure".


2. Save the Design now. Give it a descriptive name (such as "FirstJig").
3. Set the units to inches (if not already done).

4. Click on the "Create Sketch" button to start a new sketch. Select the right (YZ) plane for the sketch (the planes highlight in a light blue when they are selected). This sketch will be for the body.
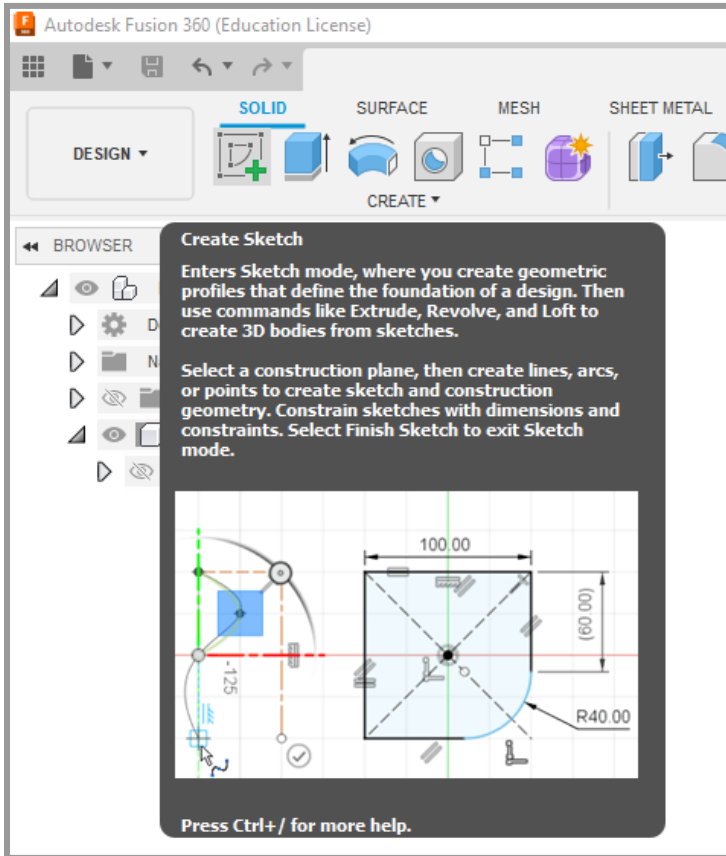

5. Use the line and arc tools to create the shape shown below. Note that the origin is used as the bottom left corner of this sketch. Just get the general idea; the next step will be adding these specific dimensions. Blue sketch elements are under defined; black sketch elements are fully defined.
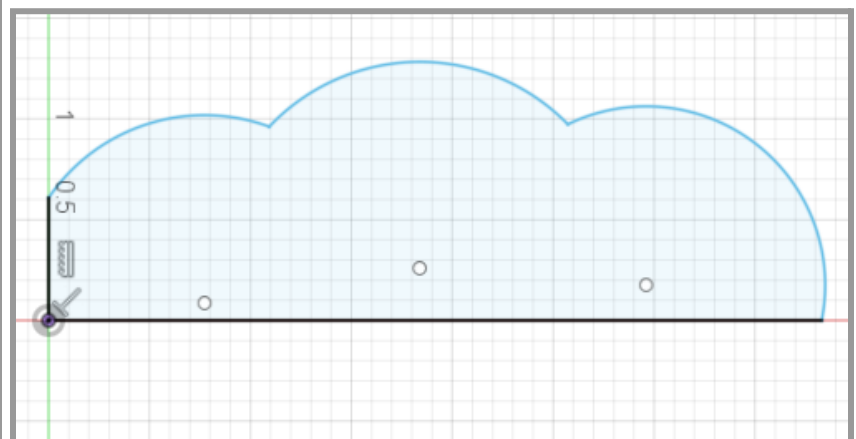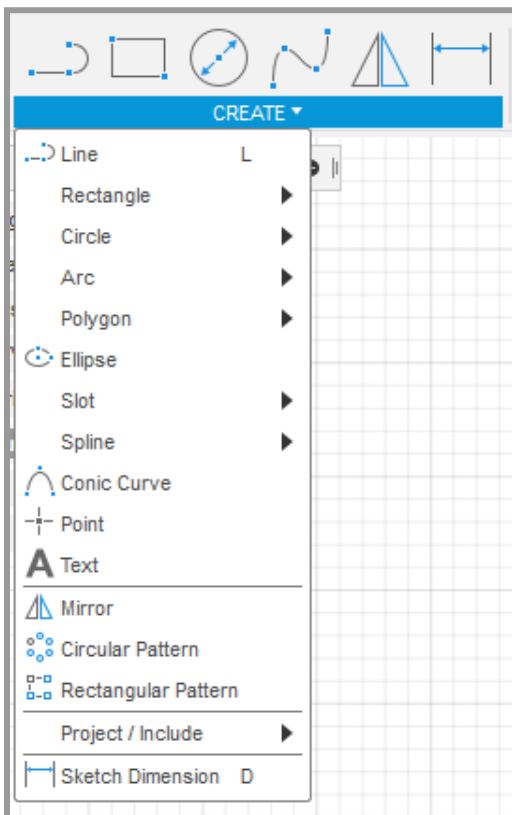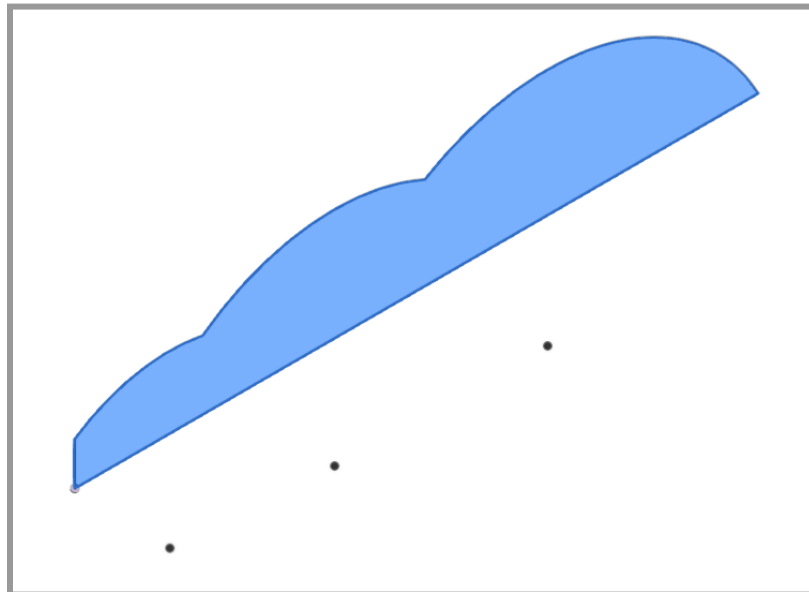
6. Use the dimension tool to set the dimensions as shown.
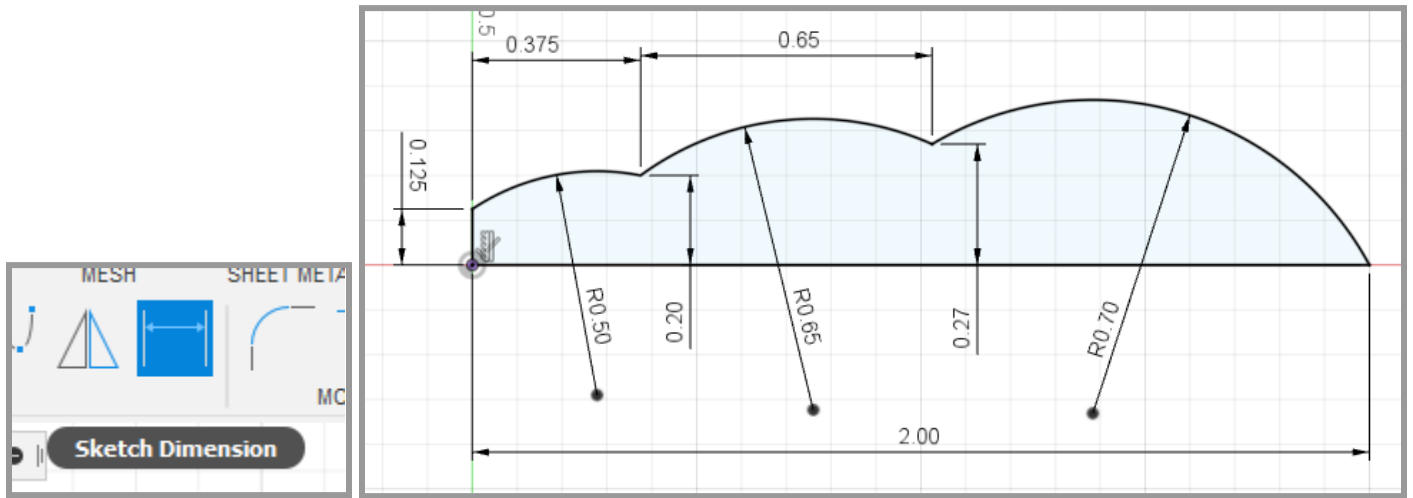
7. Finish the sketch by clicking the large green check mark at the top right of the ribbon.
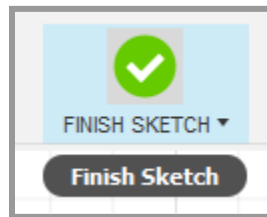
8. Select the Revolve tool. If the sketch profile is not selected (highlighted in blue), click it now.

9. Click the Axis button in the Revolve menu. Select the Y axis as the axis of revolution. Do this by moving the mouse over the axis close to the origin, clicking and holding the left mouse button, and selecting Y from the menu that appears. This method of selection is called "select through" and is one of the useful selection tools in Fusion 360.
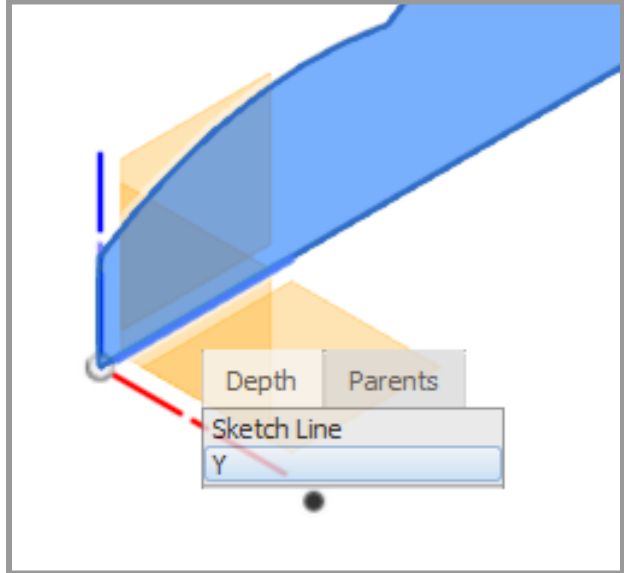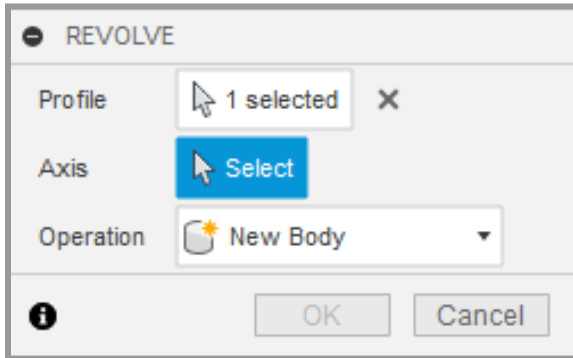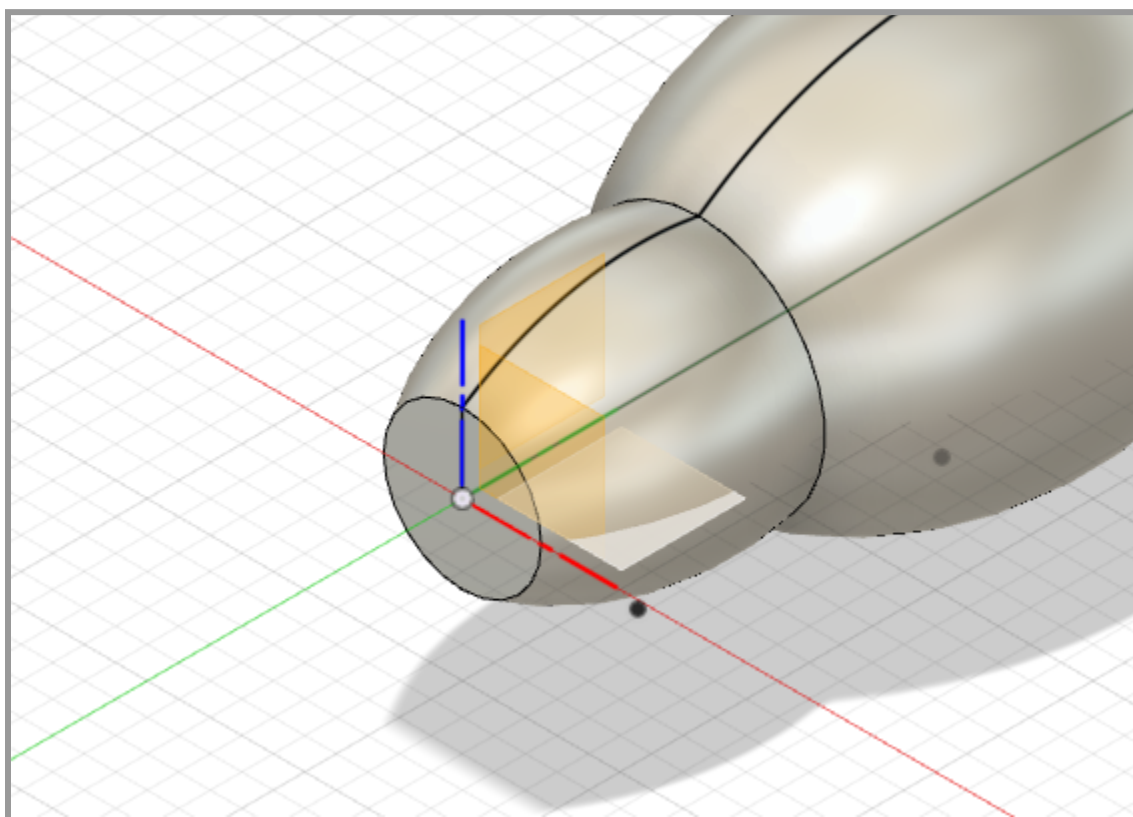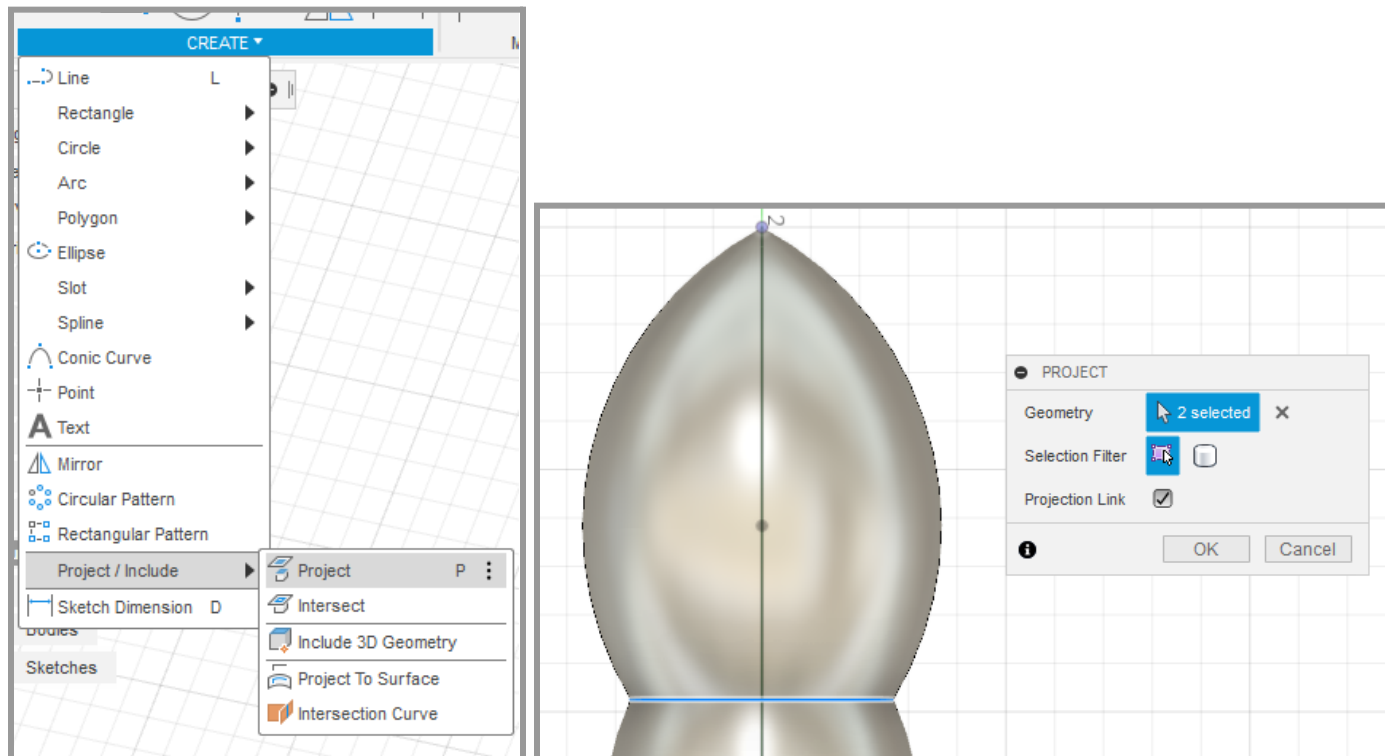

10.

11. Make sure the angle is set to 360 degrees and click OK.
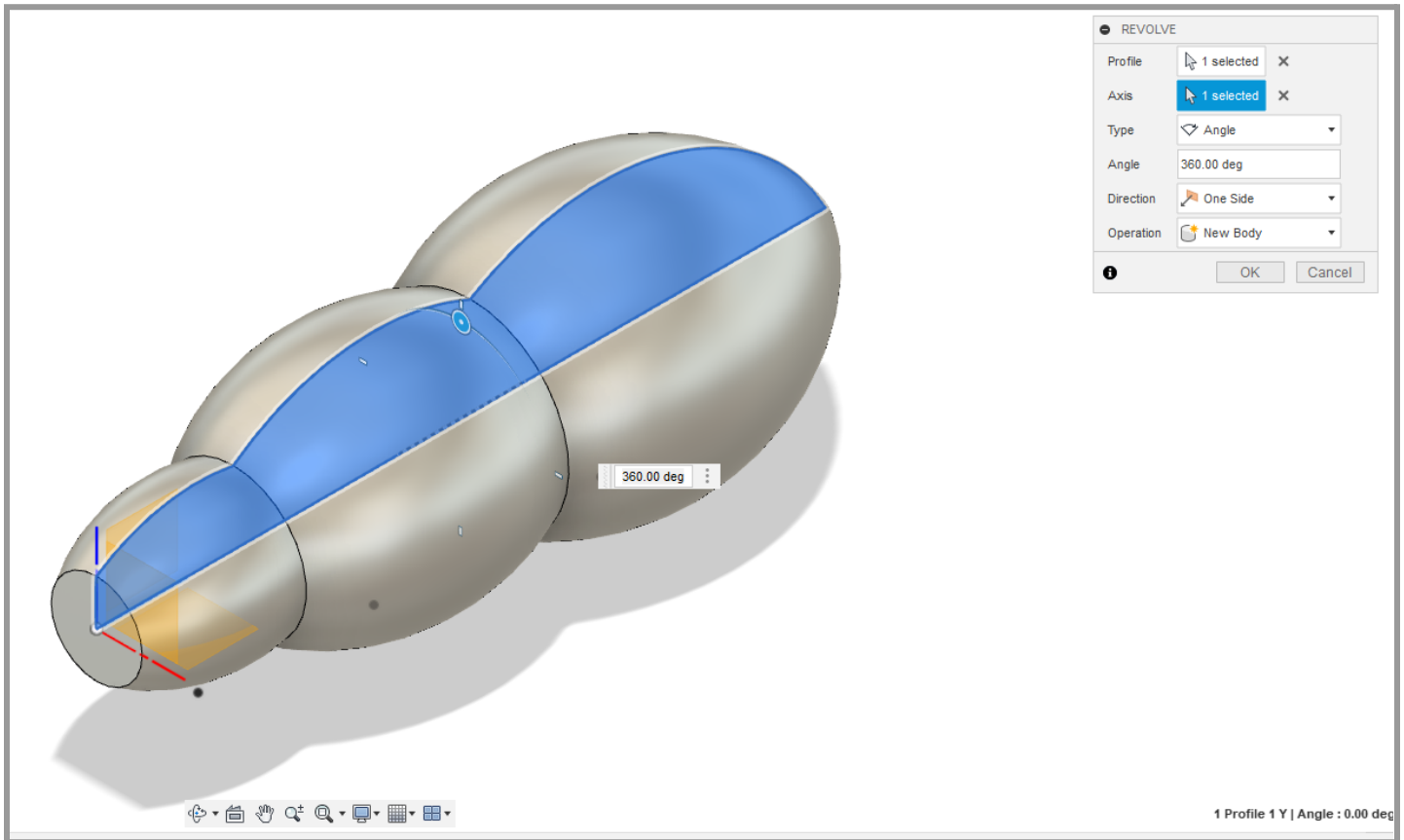
12. Create another sketch but this time select the bottom (XY) plane for it.


13. Use the Project tool to project the third ring and the tip onto the current sketch as shown below. Then click OK.

14. Create the sketch shown below using lines, arcs, and and a circle. Note that the top arc is actually two arcs. Click the "Slice" check box in the sketch palette in order to be able to see the sketch more clearly.
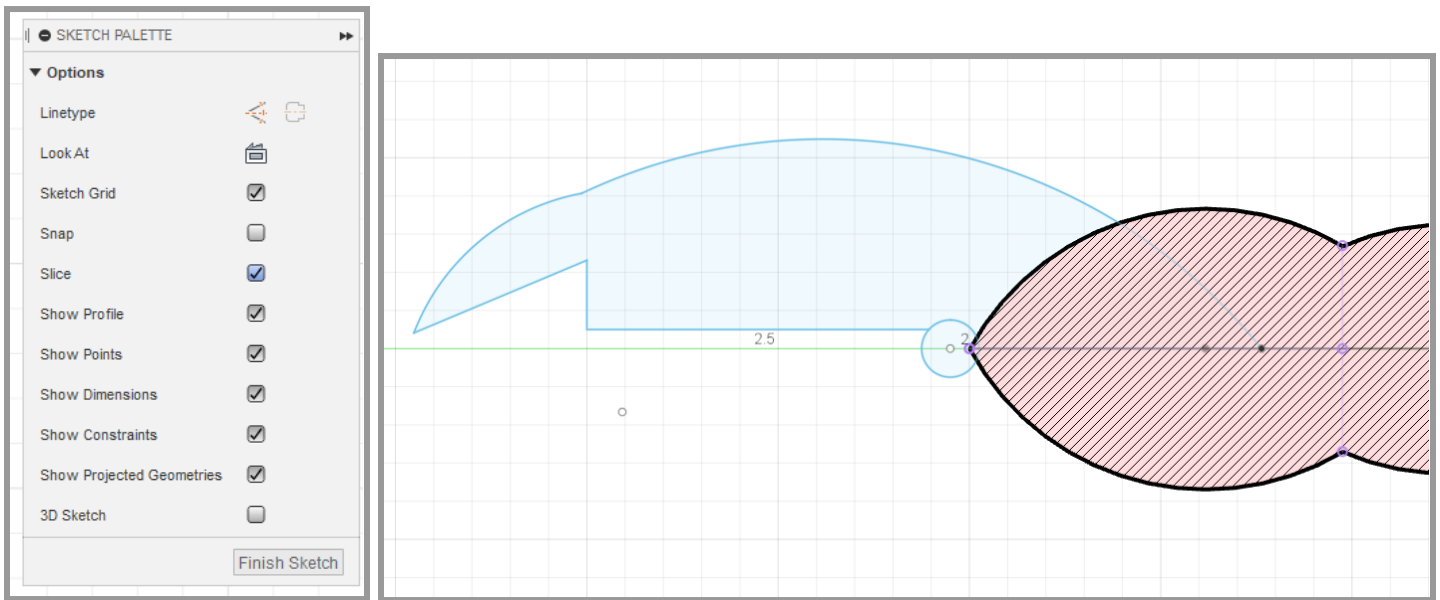

15. Constrain the two arcs at the top of the sketch in the image below. Select the first sketch entity (in this example an arc), hold CTRL on the keyboard, select the second entity (another arc), and then click the appropriate constraint (tangent).
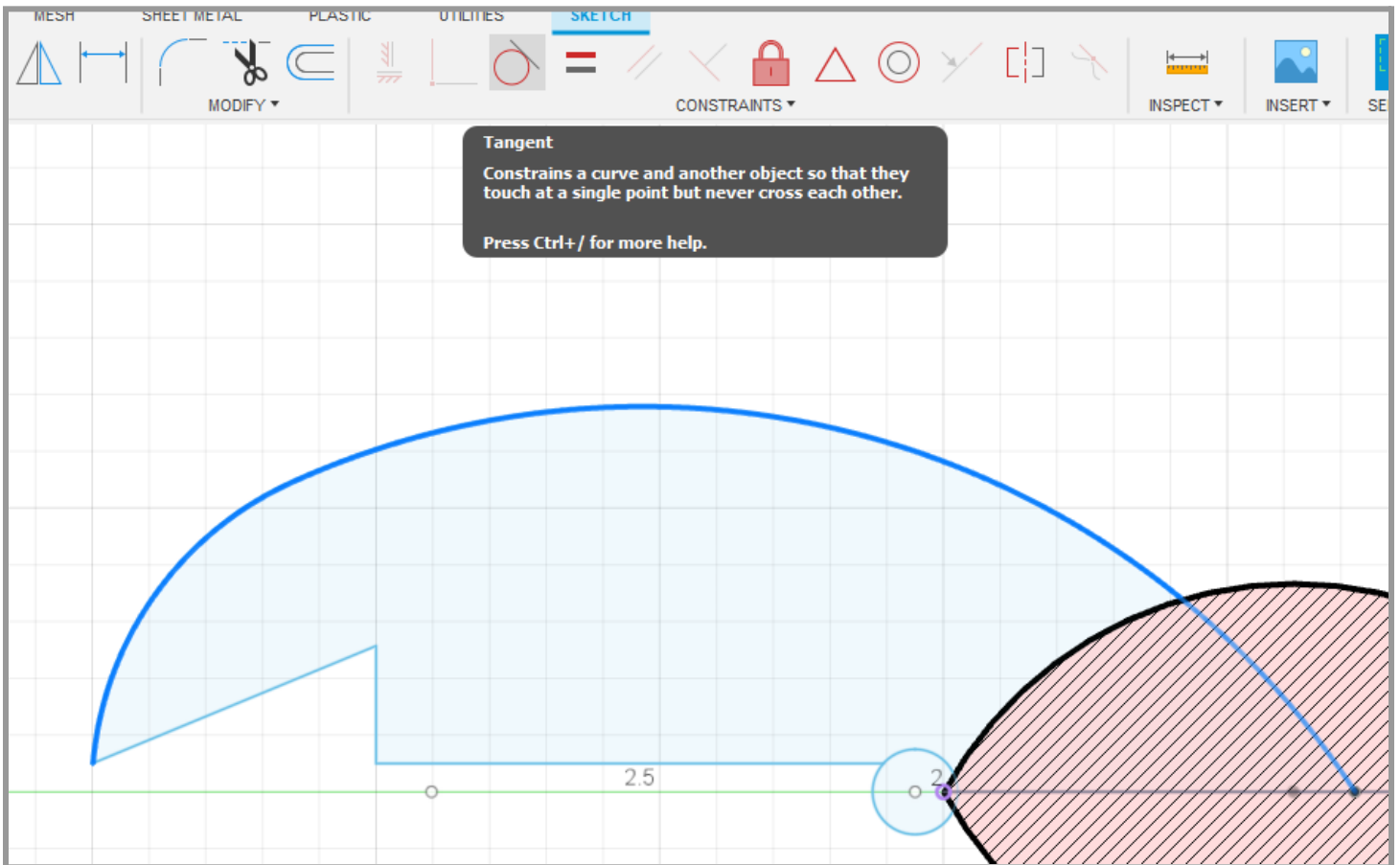
16. Use dimensions and constraints to fully define the sketch geometry as shown.
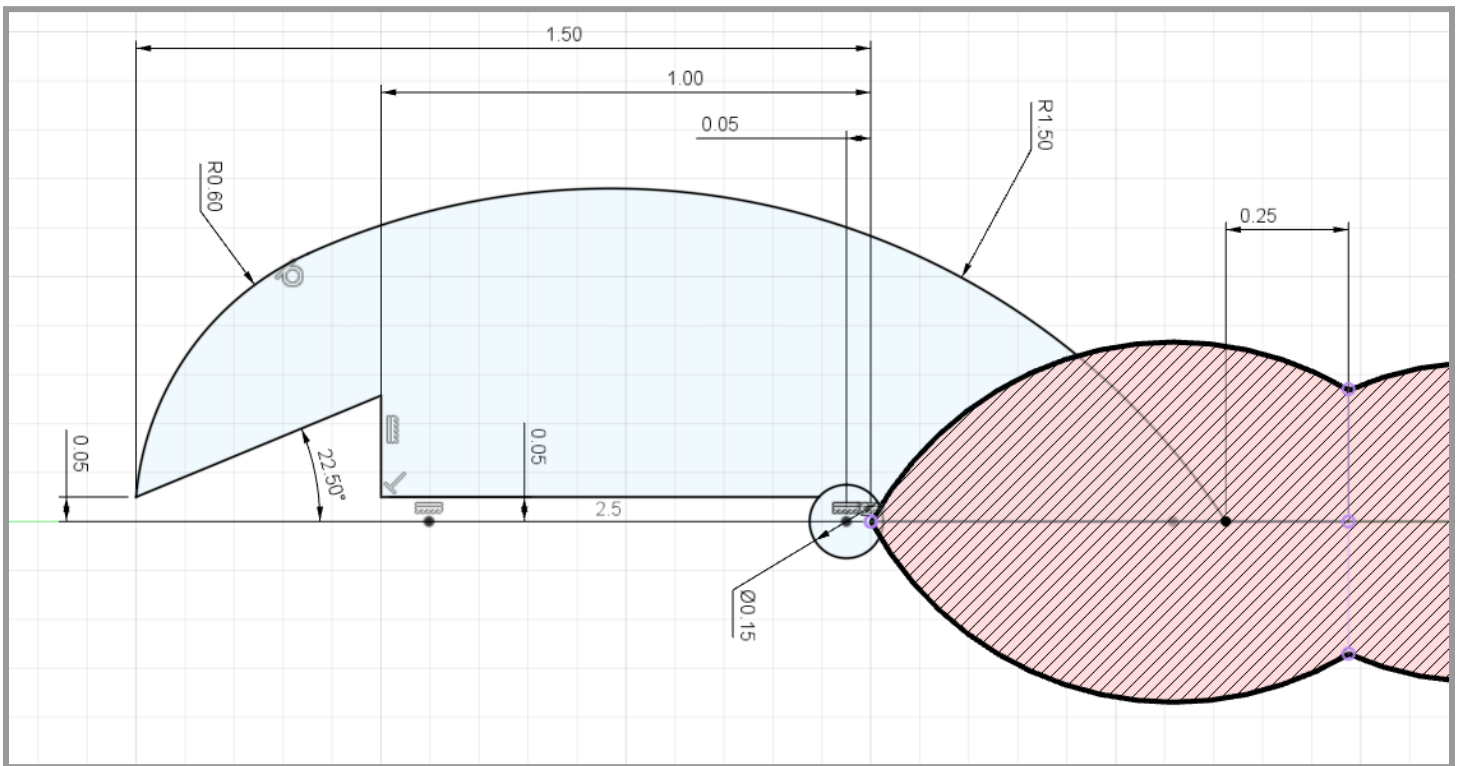

17. Once half of the sketch is completed, the other half can be created by using the mirror tool. Select the two arcs and three lines as the objects. Then click the Mirror Line button and select the sketch line in the middle. Click OK to complete the mirror. Click the Finish Sketch button when done.
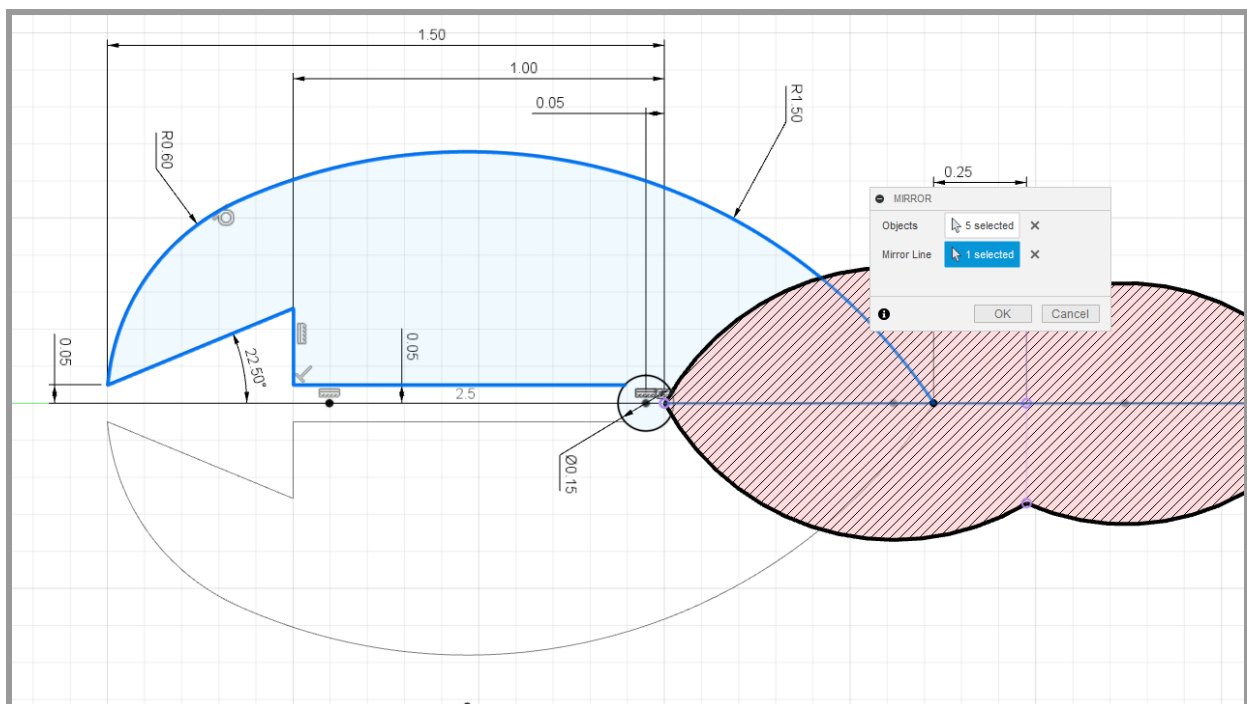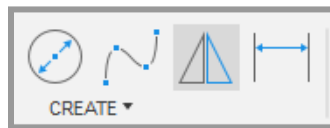
18. Click the Extrude button. Select the two sketch areas shown below. Change the Direction to "Symmetric", the Measurement to "Whole Length", and the Distance to 0.1 in. Make sure the Operation is set to "Join". Click OK.
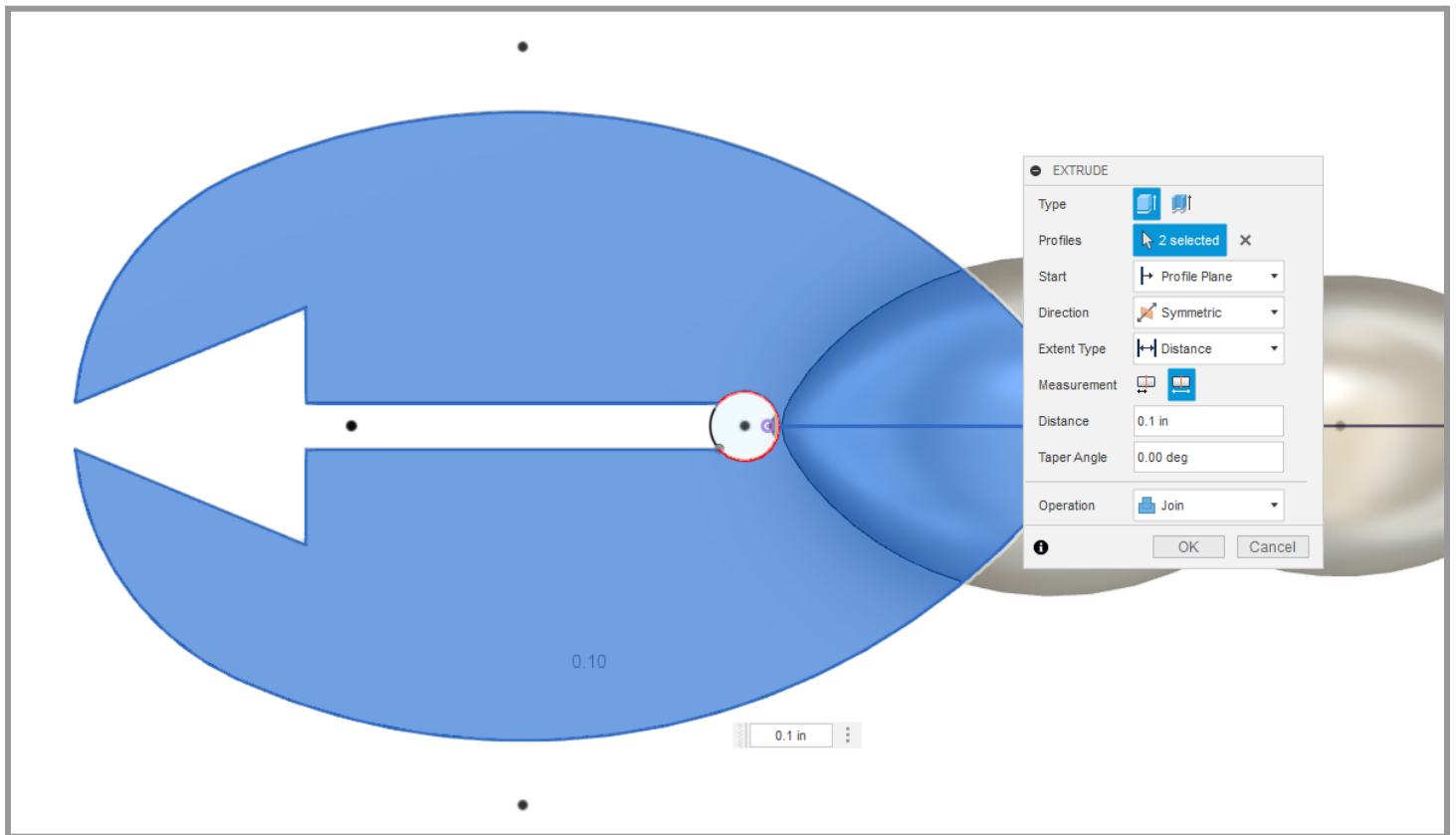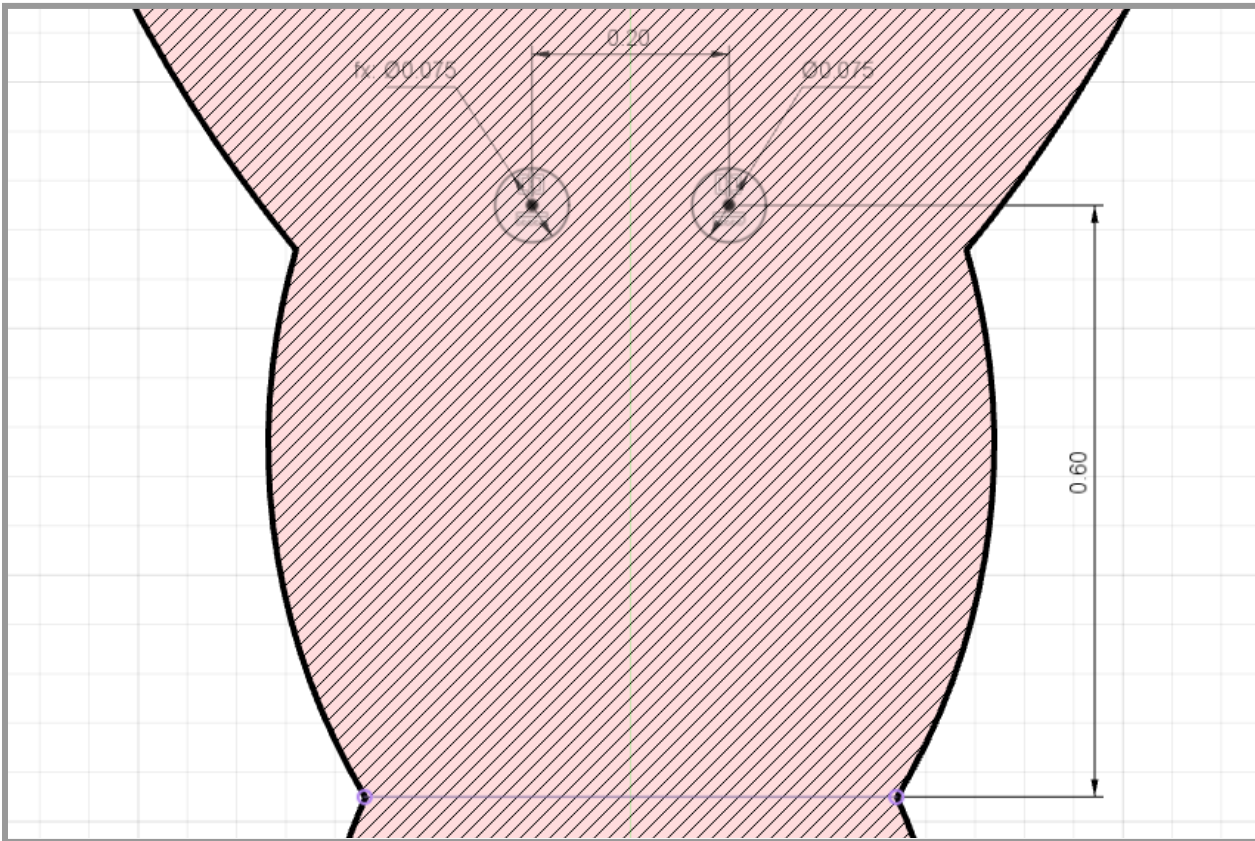

19. The sketches can be hidden from view by clicking the eye icon in the browser next to each sketch.
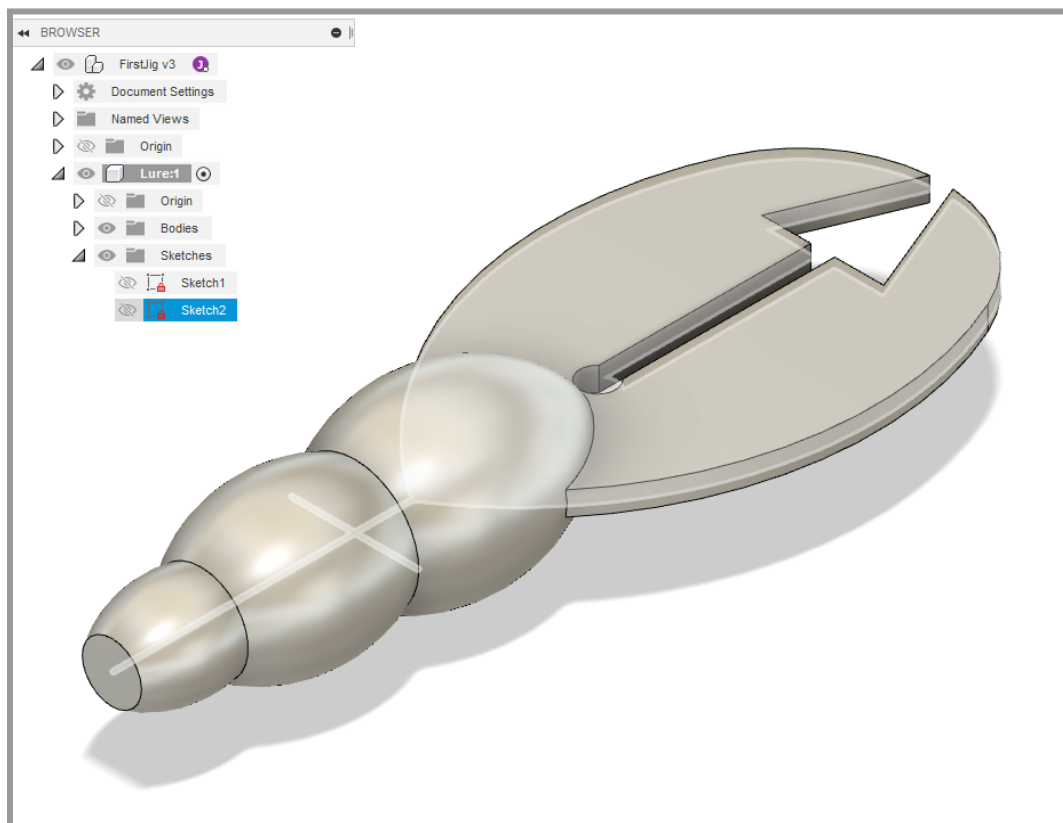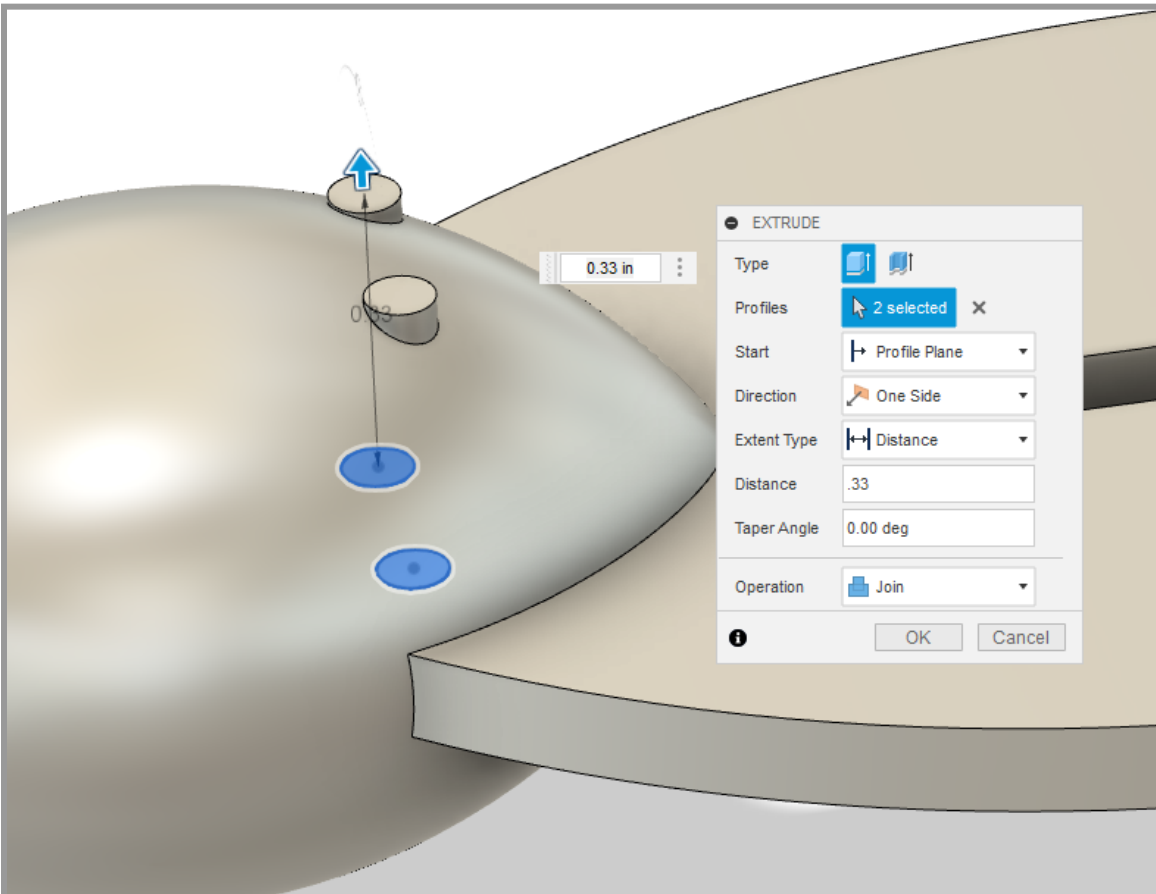
20. Create another sketch on the bottom (XY) plane. This will be for the eyes. Dimension the sketch as shown below. Click the Finish Sketch button when done.


21. Extrude the circle sketches as shown below. Click OK.

22. The last step is to add some fillets. These will help the jig appear more realistic and aid with releasing it from the mold if you choose to create a soft bait. Click on the Fillet tool. Select the top edges of the eye extrusions and enter 0.01 in as the radius.
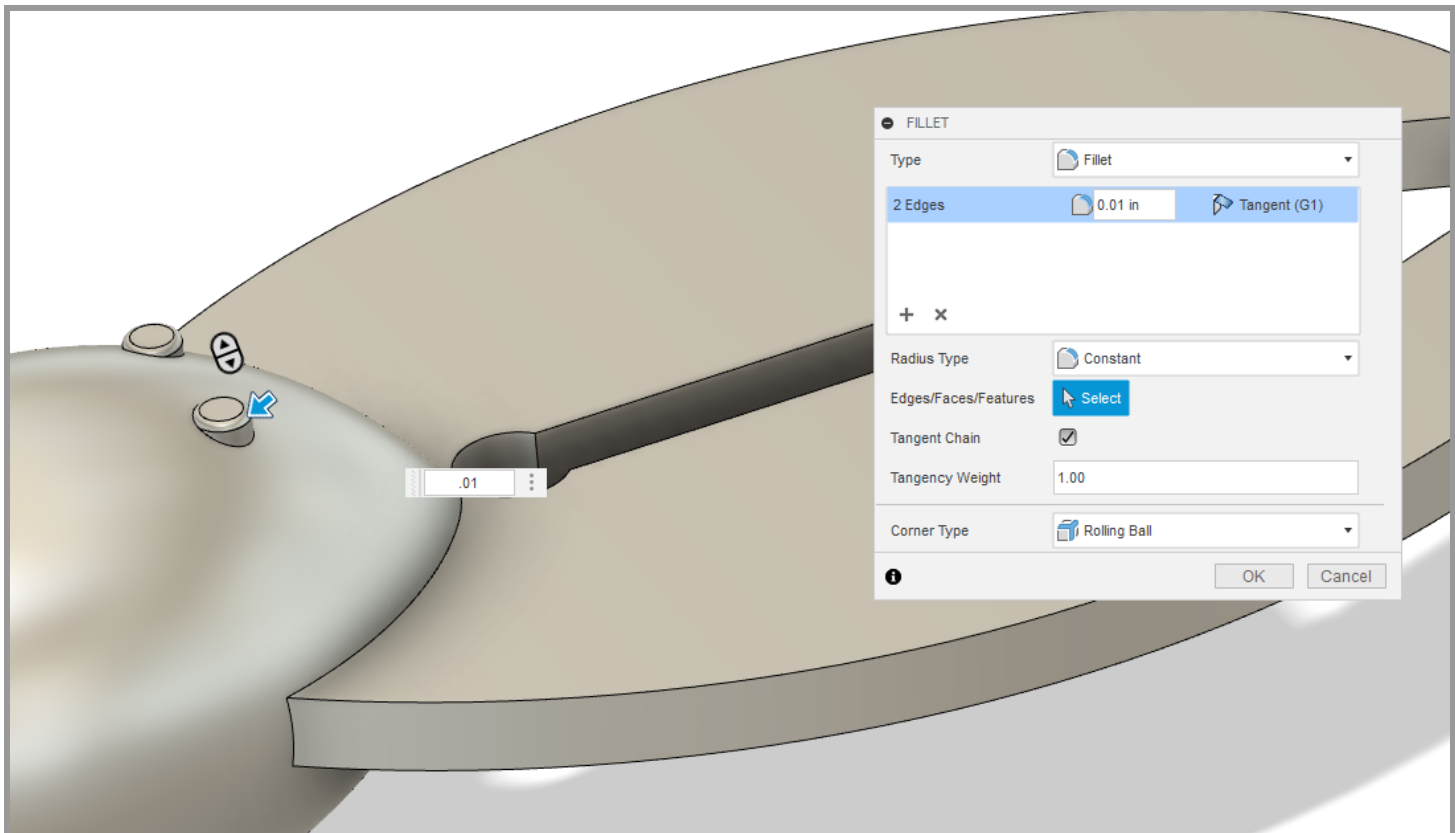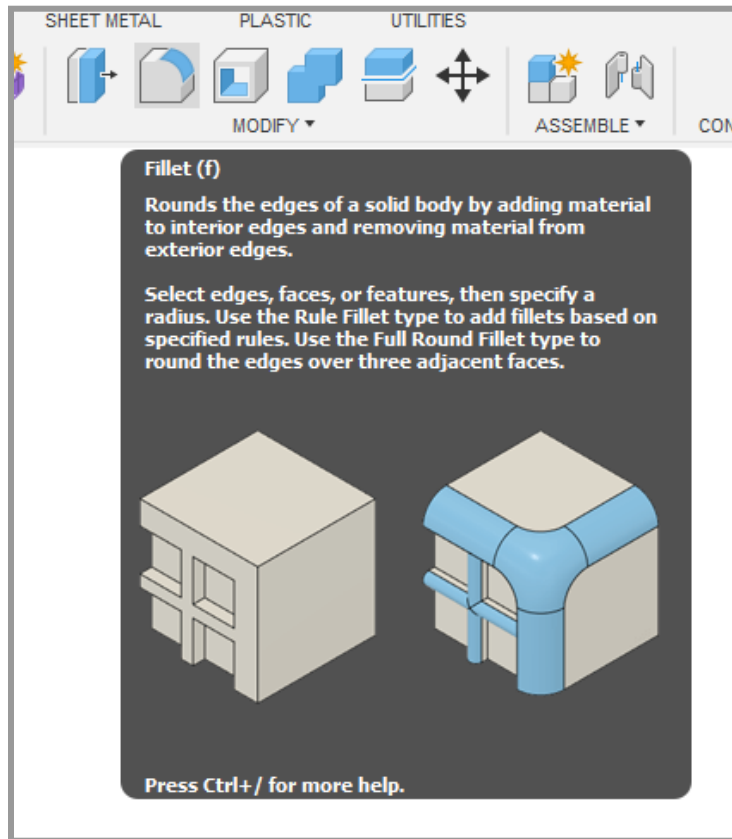
23. Click the + to add another set of fillets. This time select the top and bottom faces of the claws. Use 0.04 in for the radius.
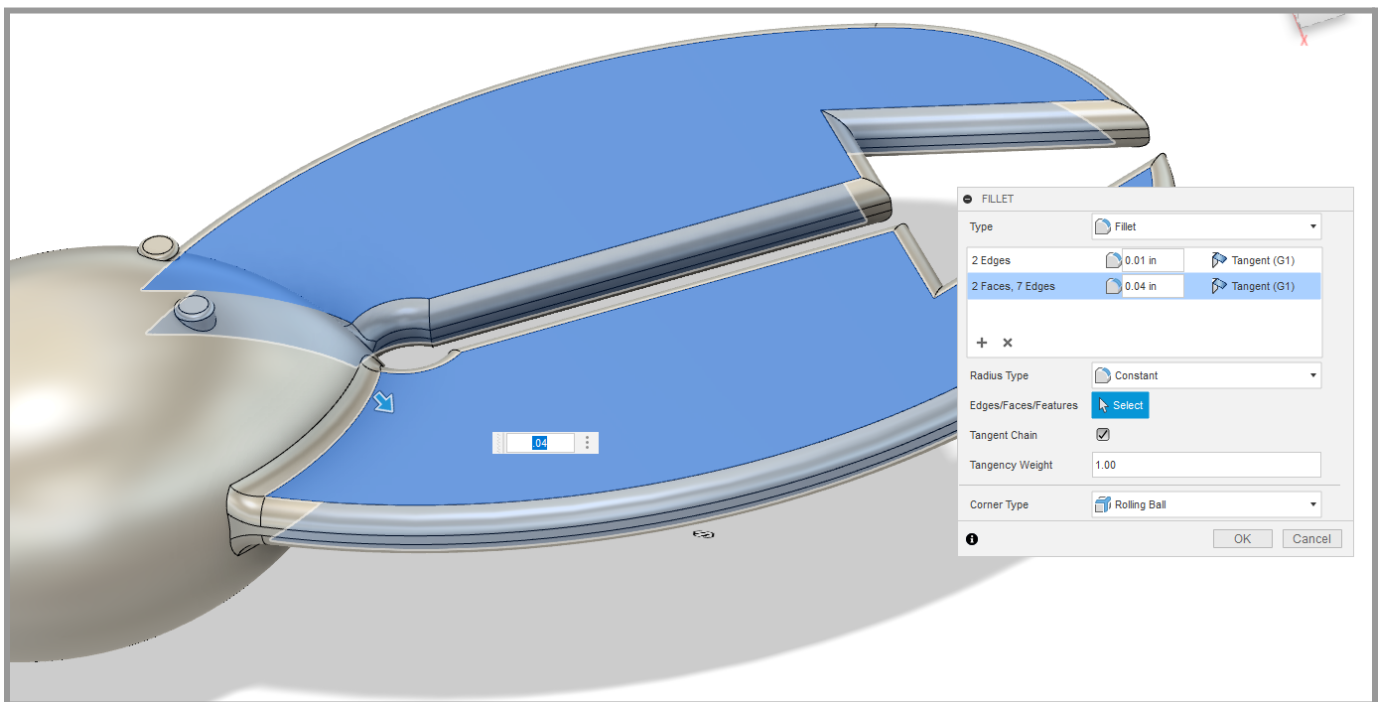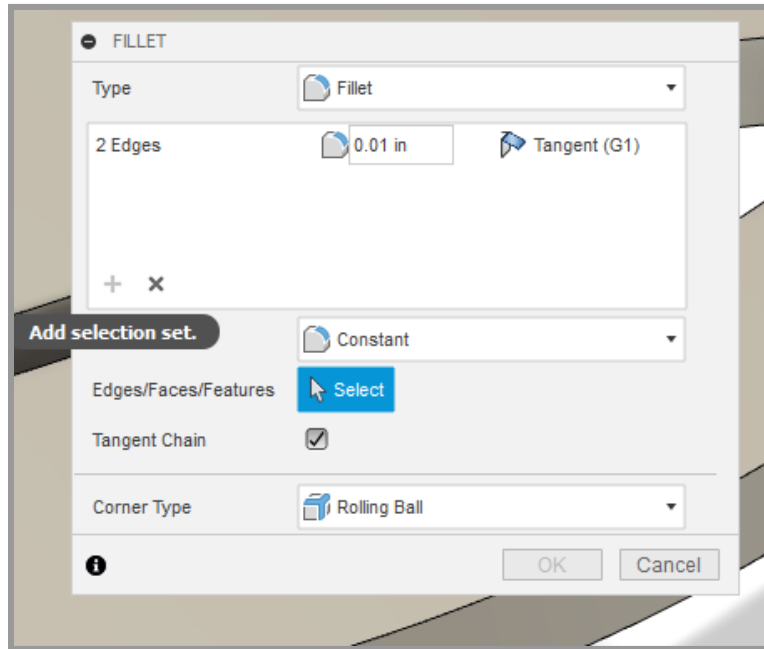
24. Create another selection set and select the back edge of the jig's body. Enter 0.1 in as the radius. Press OK to complete the Fillet command.
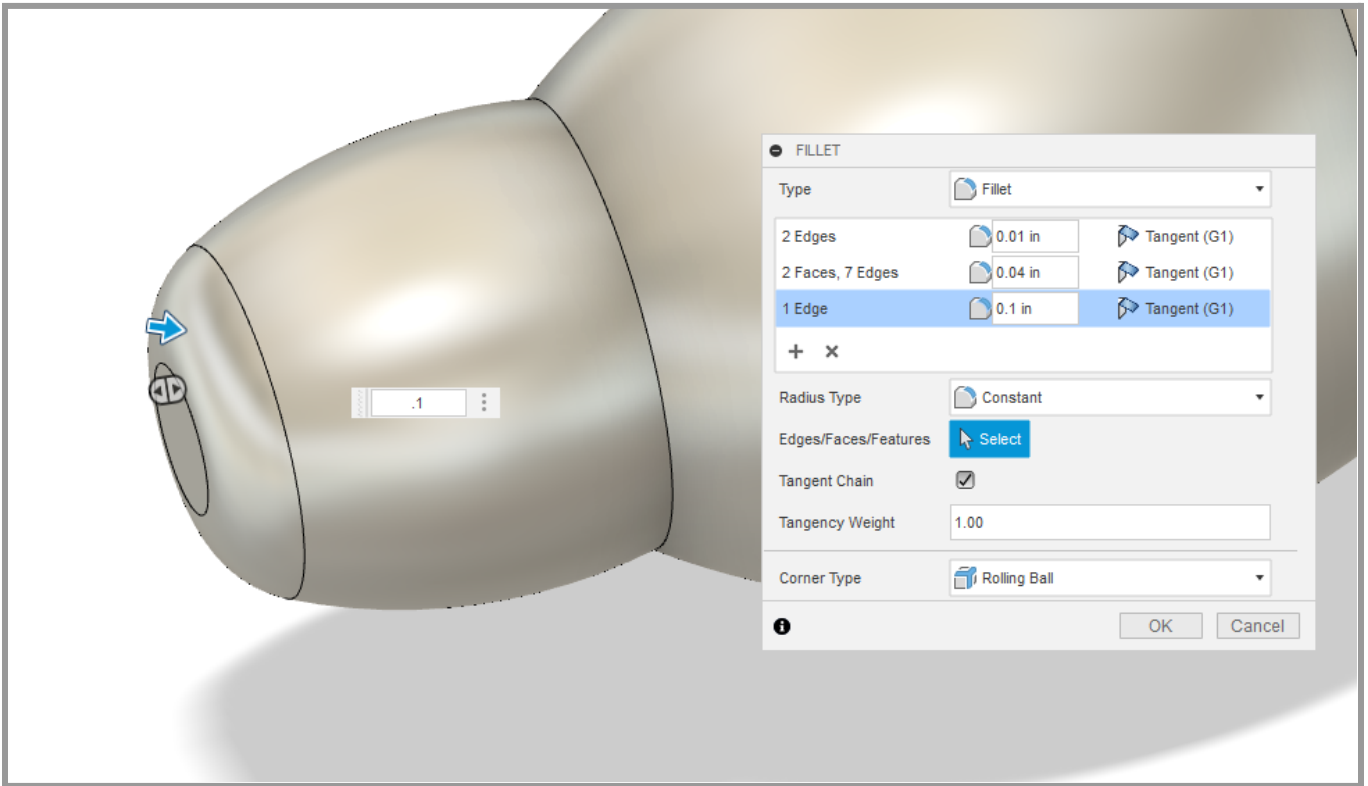
25. The jig should look like the one in the image below. Do not forget to save the Design.