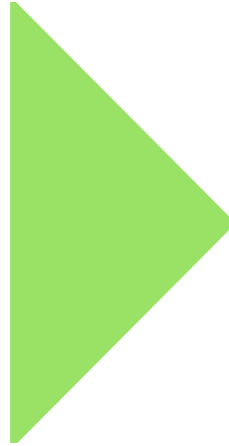
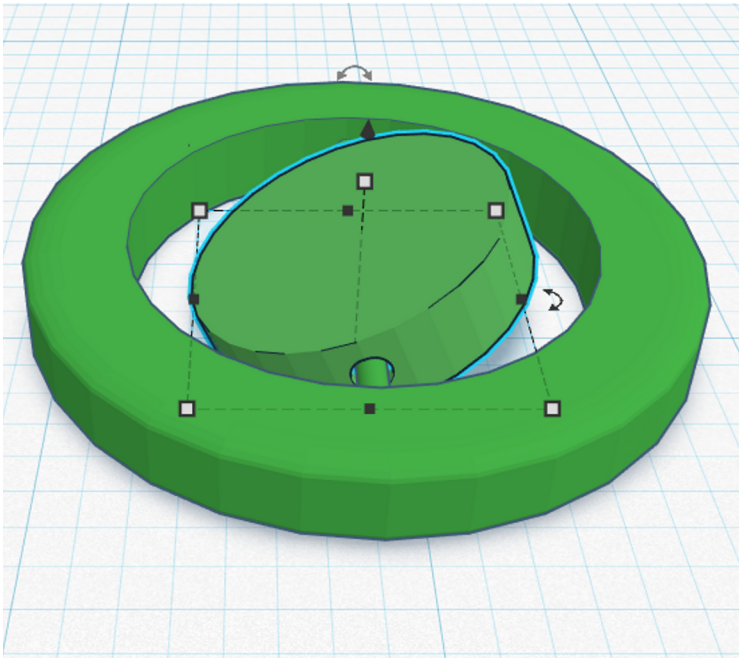


SPIN ANYTHING



DRAG A TUBE FROM BASIC SHAPES

OVERALL - 2" X 2" X .25"
RADIUS - .5
WALL THICKNESS - .15
SIDES - 30
BEVEL - .05
BEVEL SEQ. - 5



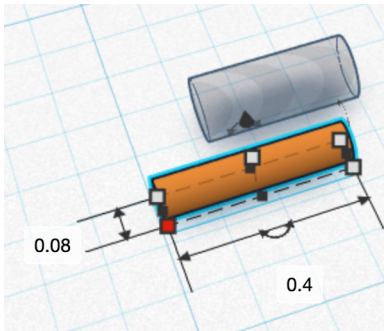
DRAG A CYLINDER FROM BASIC SHAPES

OVERALL - 1" X 1" X .25"
SIDES - 30
BEVEL - .05
BEVEL SEQ. - 5

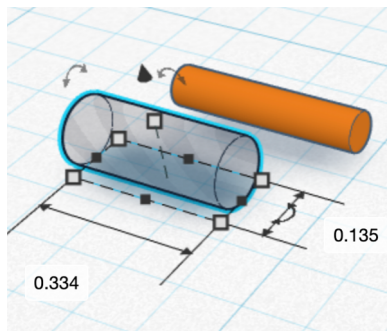


ALIGN BOTH OBJECTS

ADD POST AND HOLE TO CREATE THE SPINNING MECHANISM



ORANGE POST - .08 X .08 X .4



TRANSPARENT HOLE - .135 X .135 X .334

ADD HOLE TO BOTH SIDES OF THE **CYLINDER**, ALIGN BOTH TO THE CENTER AND VERTICAL, THEN GROUP.

ADD POST TO THE **TUBE**, ALIGN BOTH TO THE CENTER AND VERTICAL. THEN GROUP.

HINT: CHANGE THE CYLINDER AND TUBE TO HOLE TO SEE INSIDE THE PARTS FOR CORRECT ALIGNMENT.

