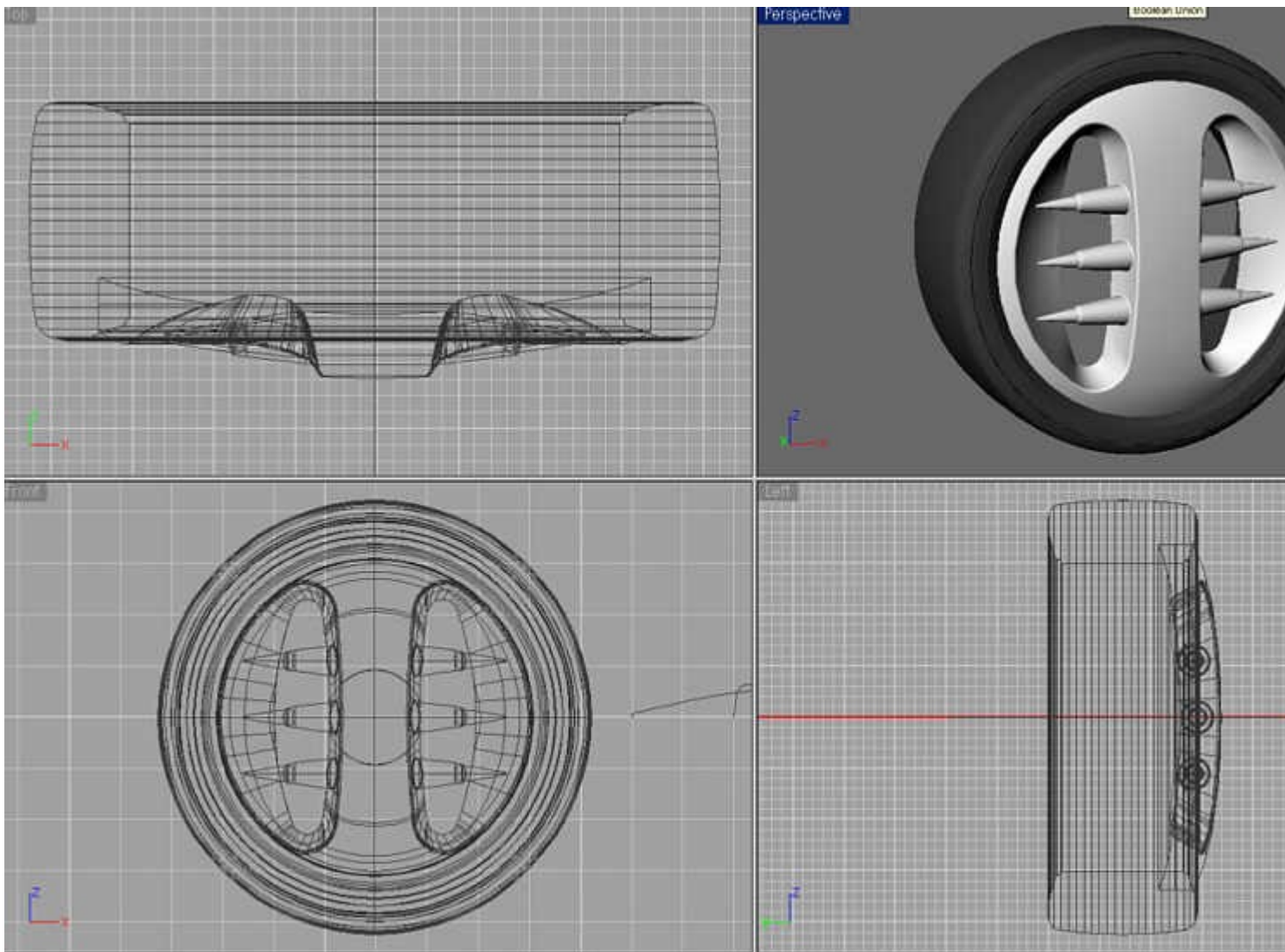


(fig 41)

Make a sweep surface with a Sweep2 command along the rails of 2 edge lines. (fig 41)



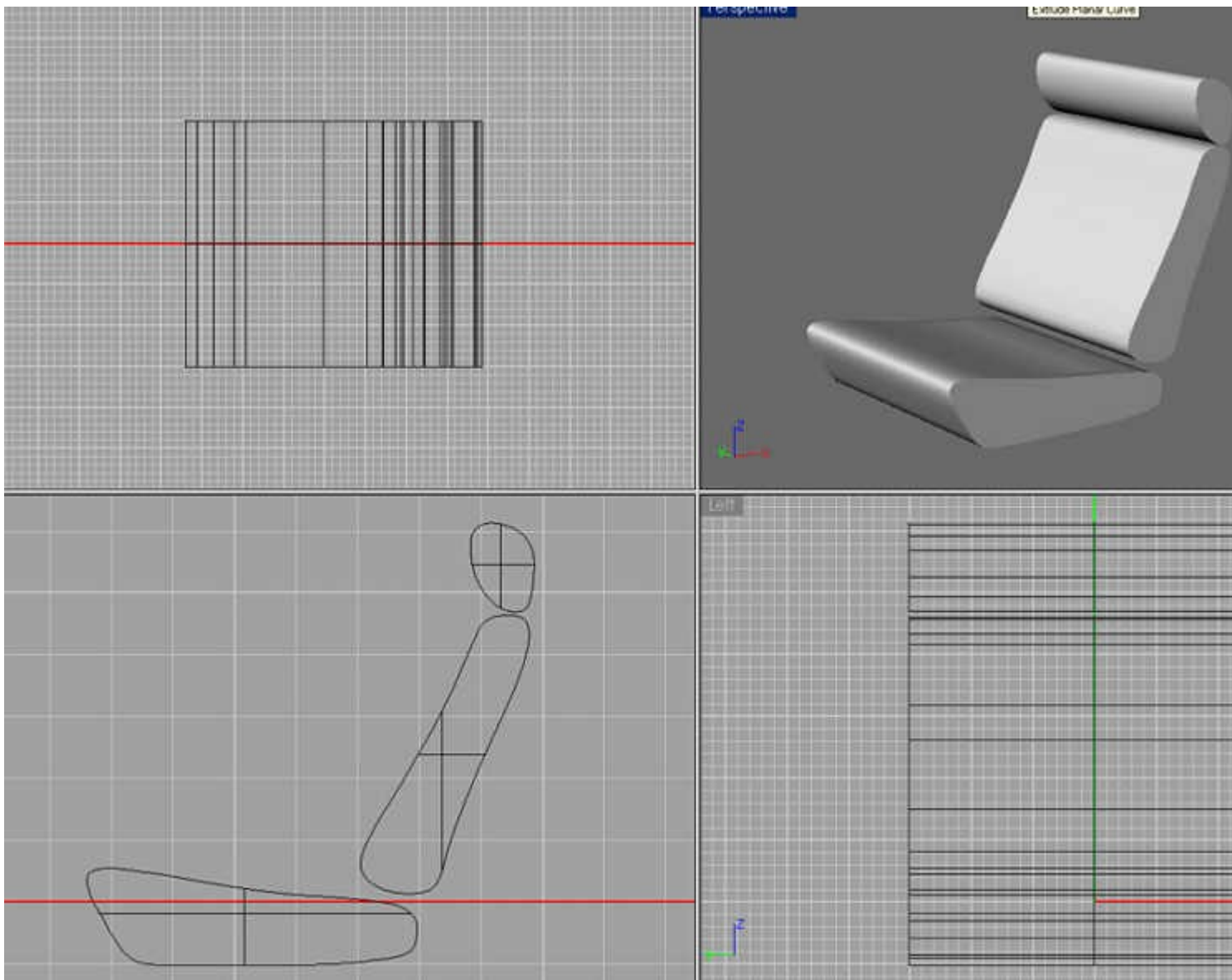
(fig 42)

Fillet the edge by using a FilletEdge command.

Next, Make the section line of the form of the nail and make the solid of revolution of the section form with a Revolve command. Arrange the parts, in the wheel main body with movement, copy, mirror.

Unify those solid with a BooleanUnion command.

Fillet to the edge that connected it by using a FilletEdge command. (fig 42)

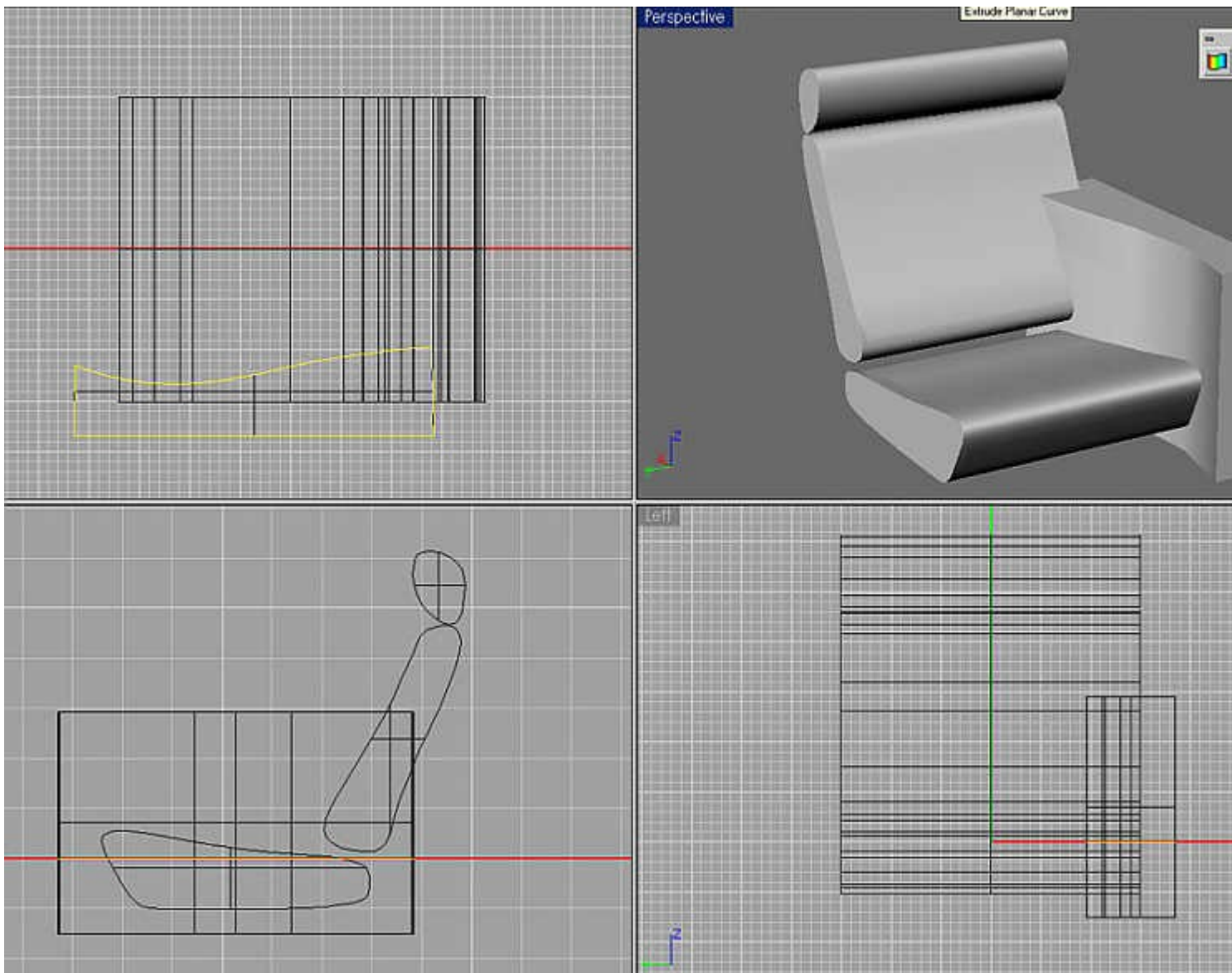


(fig 43)

Creating of a seat

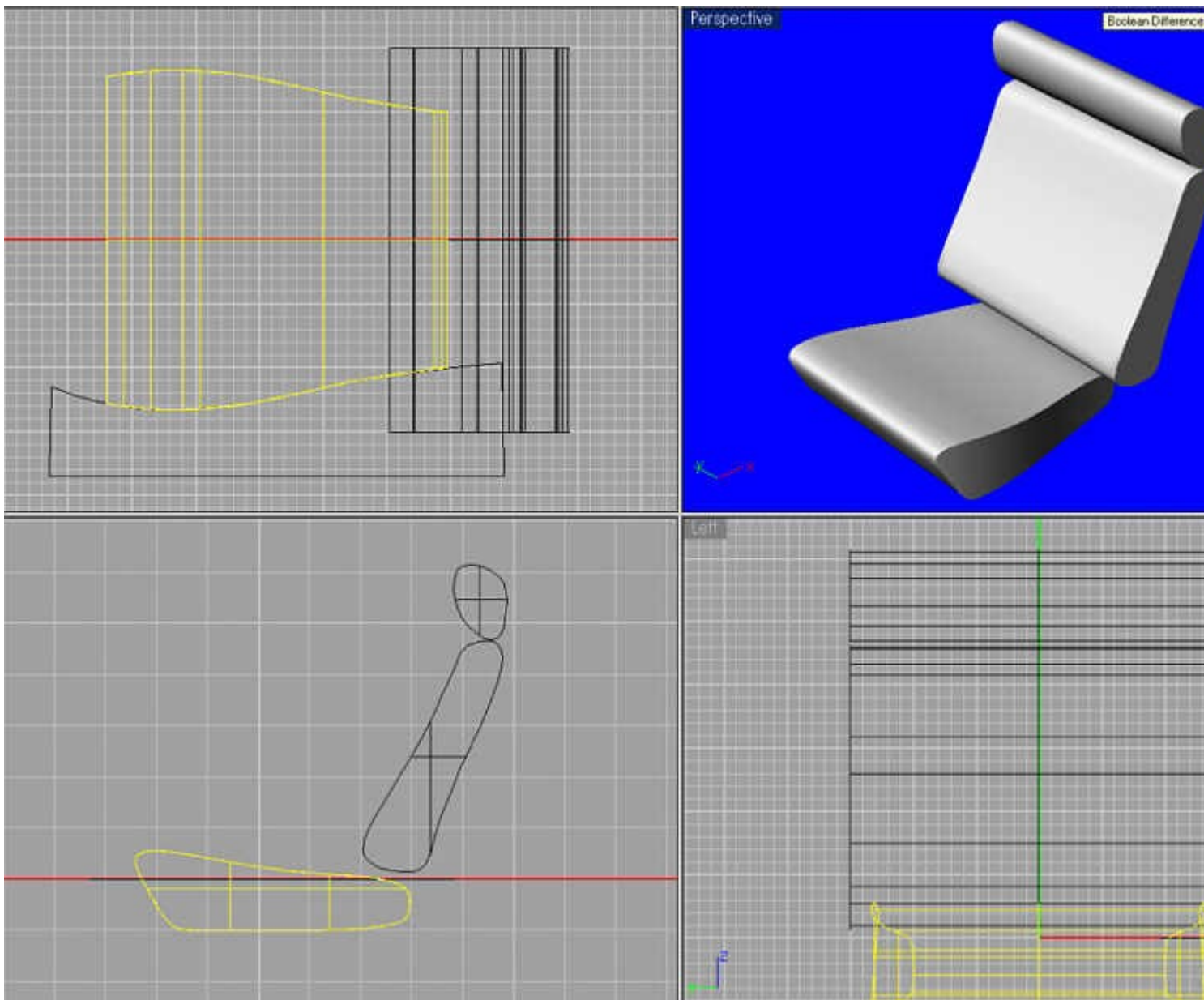
Make the section line of a seat.

Make solid with an ExtrudeSrf command. (fig 43)



(fig 44)

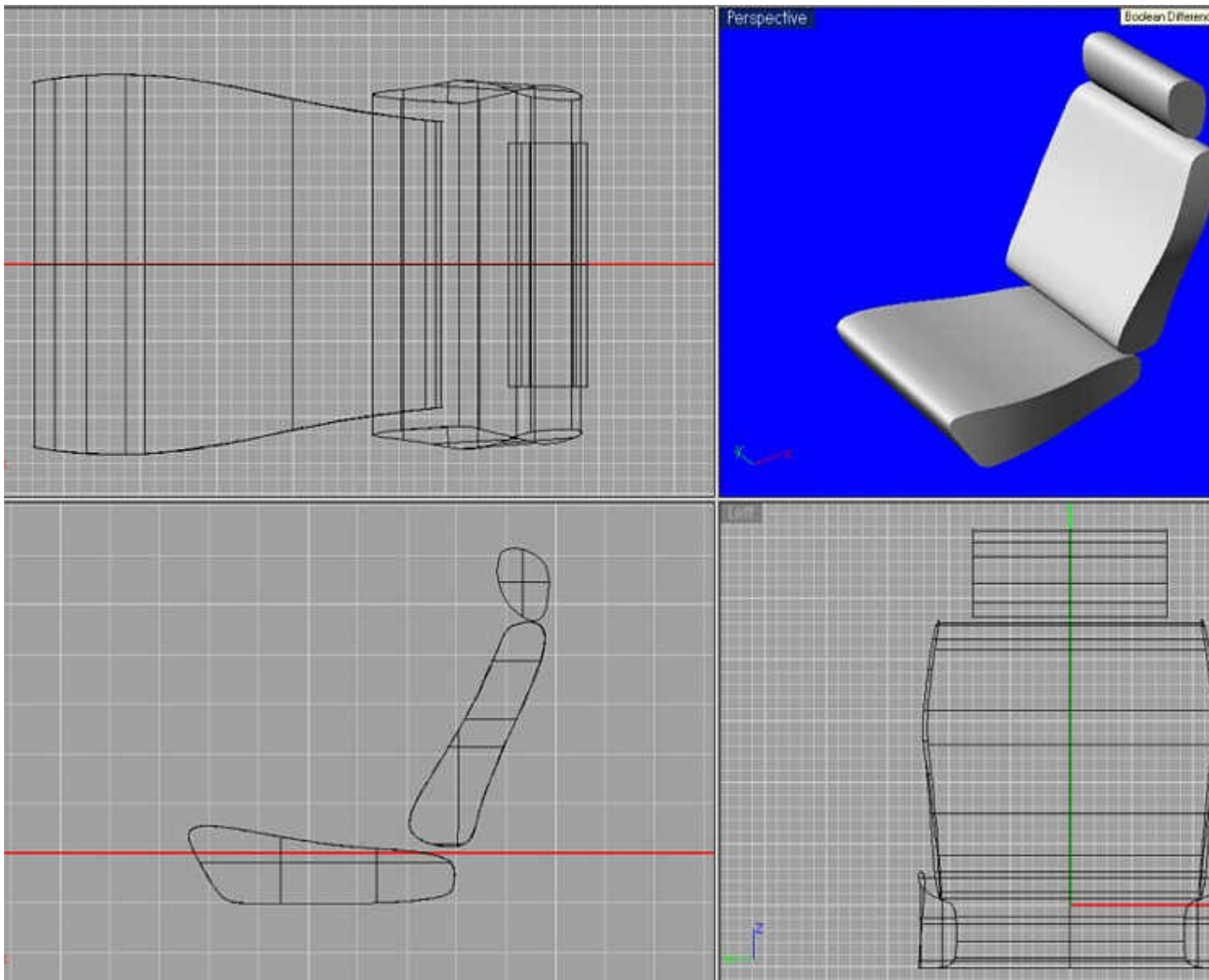
Make the line that cuts by a surface using ExtrudeSrf command.
Make solid of the part that you want to eliminate. (fig 44)



(fig 45)

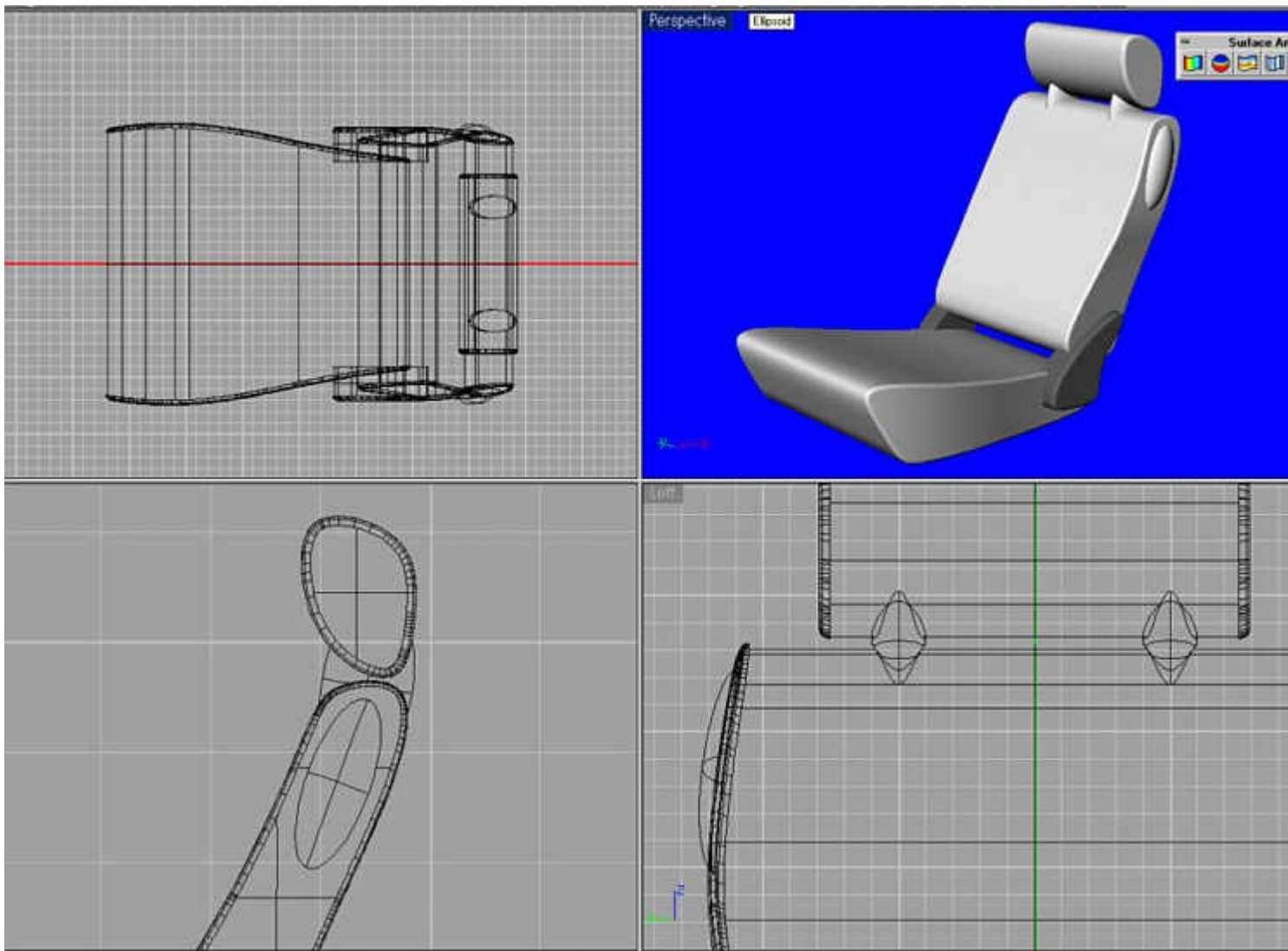
Copy the solid by Mirror command.

Cut the solid by using a BooleanDifference command. (fig 45)



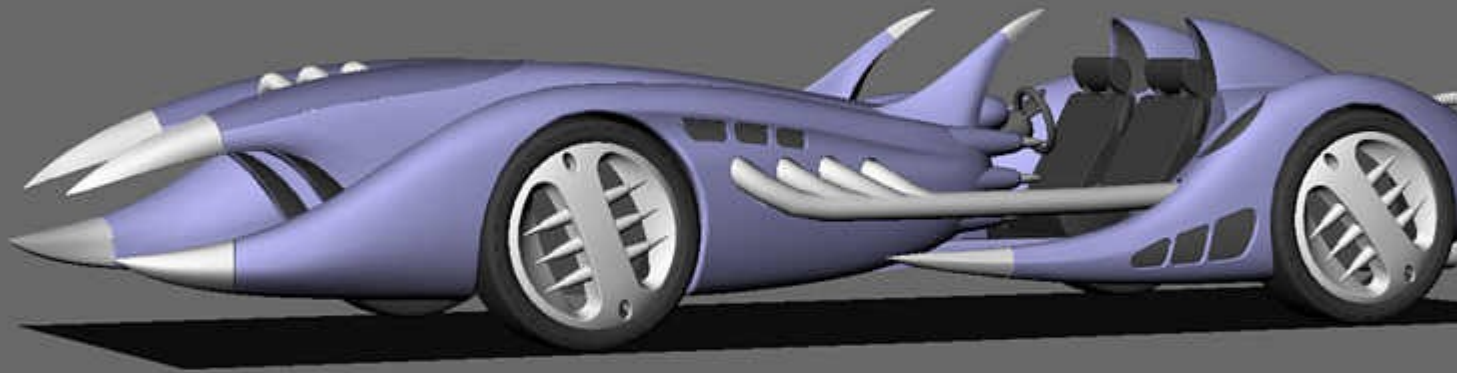
(fig 46)

Create the back of the seat similarly too. (fig 46)



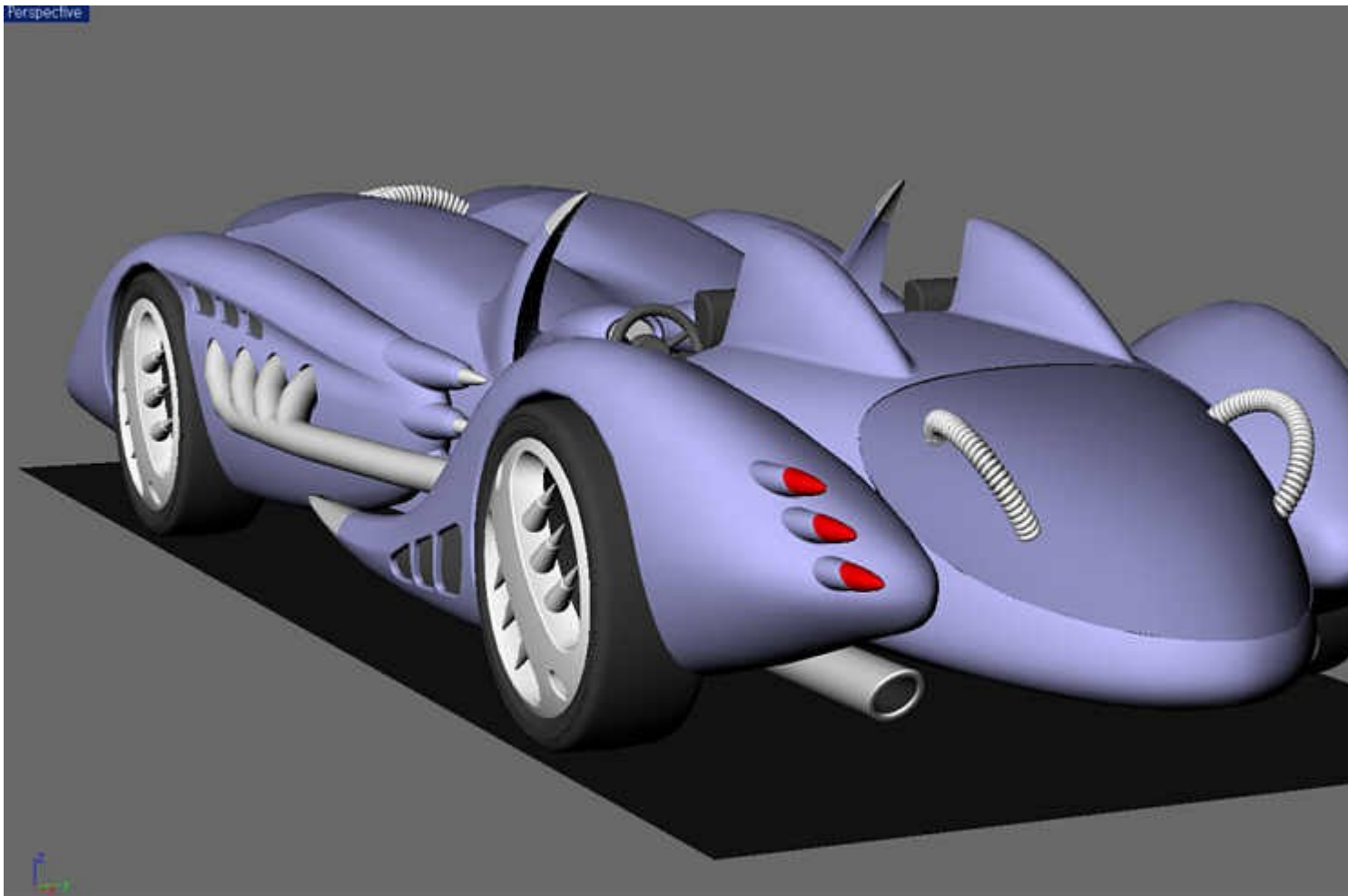
(fig 47)

Fillet those edges by using a FilletEdge command.
Create and attache small parts of the seat. (fig 47)

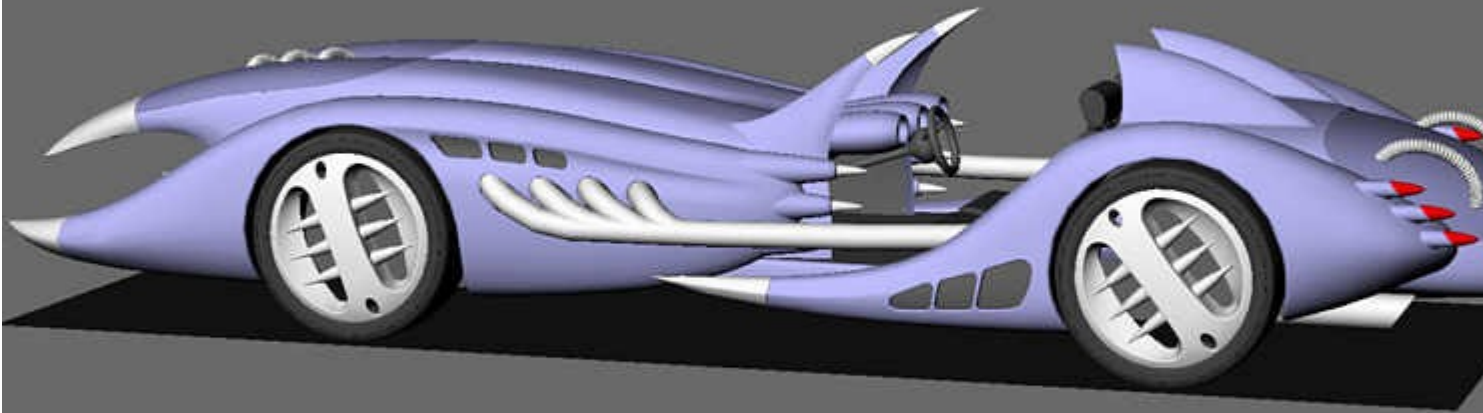


(fig 48)

Perspective



(fig 49)



(fig 50)

Create the details with observing the whole body.
It finished completely modeling. (fig 48) (fig 49) (fig 50)



END