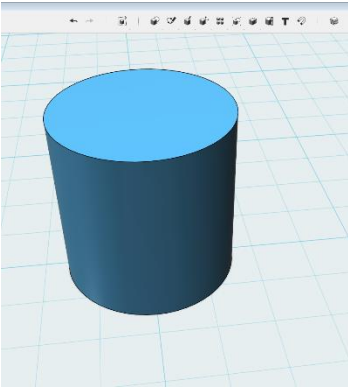
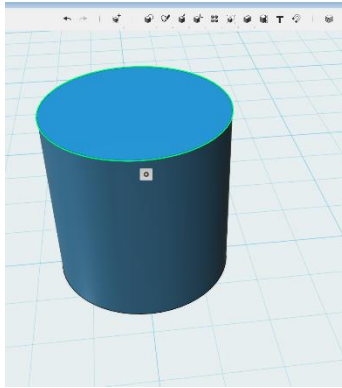


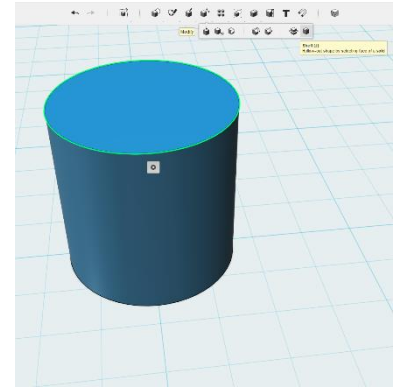
Autodesk 123D Design: Mug Instructions



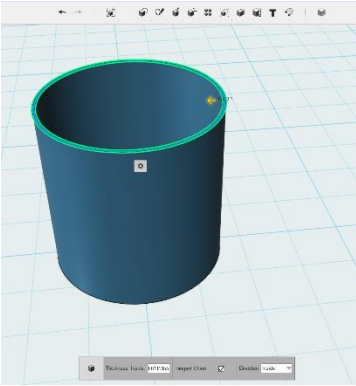
1. Insert a cylinder shape



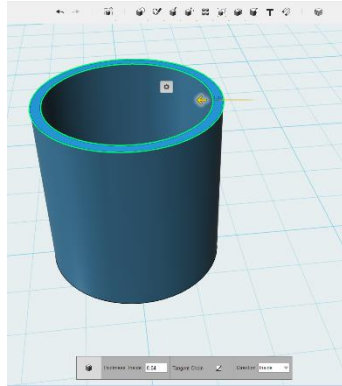
2. Highlight top of cylinder



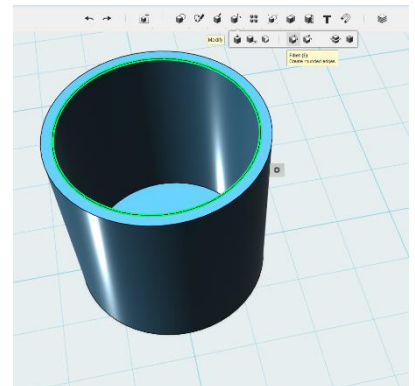
3. Select Shell



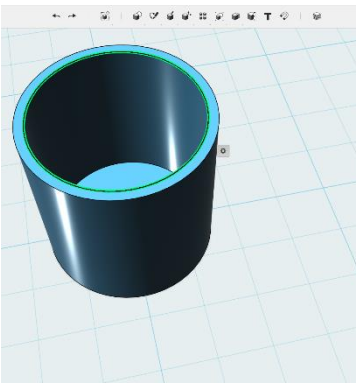
4. Find the arrow



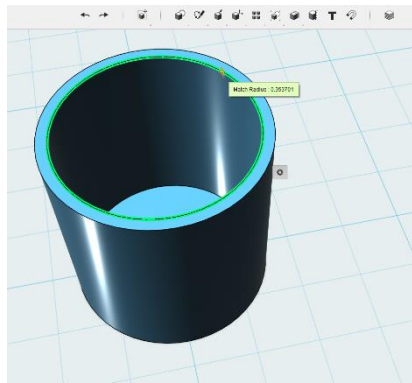
5. Pull arrow to thicken the cylinder



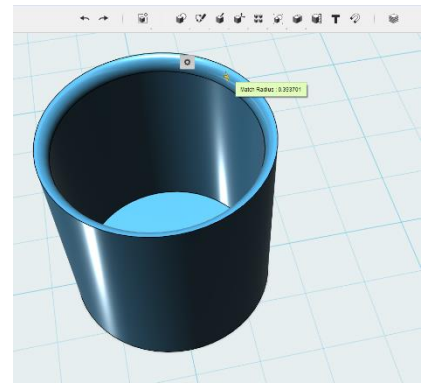
6. Choose Fillet



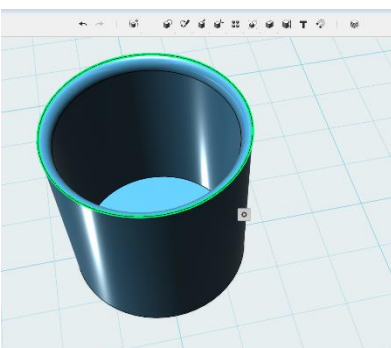
7. Select the inside lip of the mug



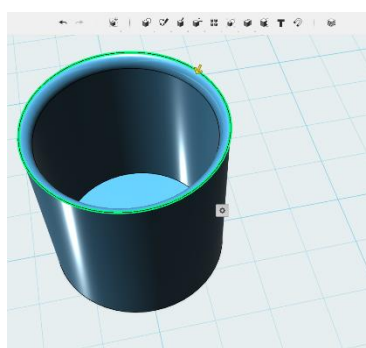
8. Pull arrow to round the edge of the inside lip



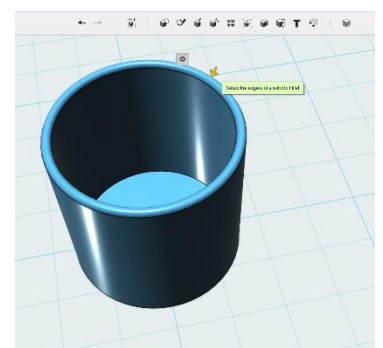
9. Inside fillet



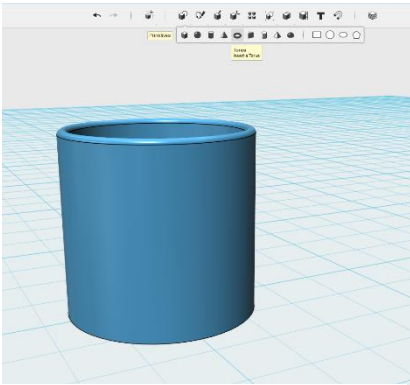
10. Choose fillet & select outside lip



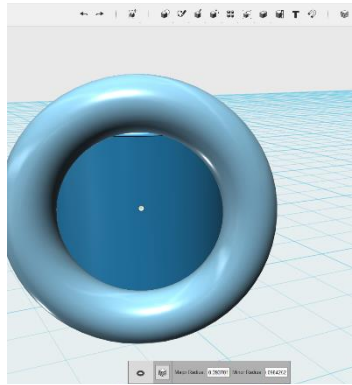
11. Pull arrow to round the edge of the outside lip



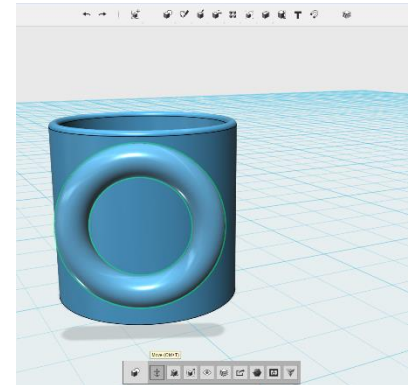
12. Lip is now rounded



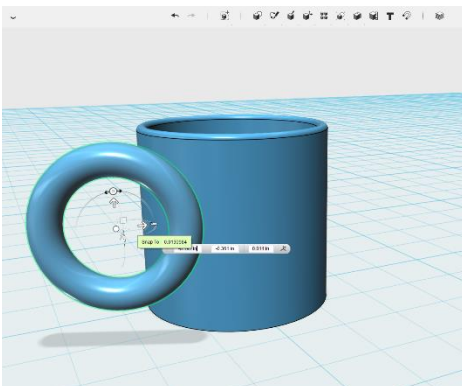
13. To make a handle, insert a Torus



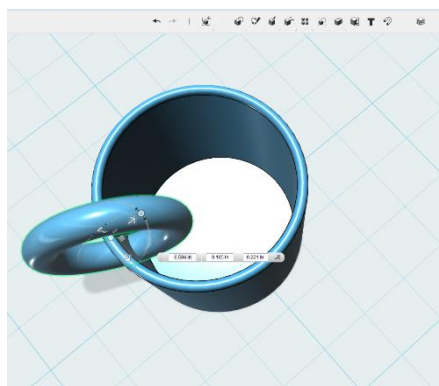
14. Do NOT click to place the handle, change the radius first!



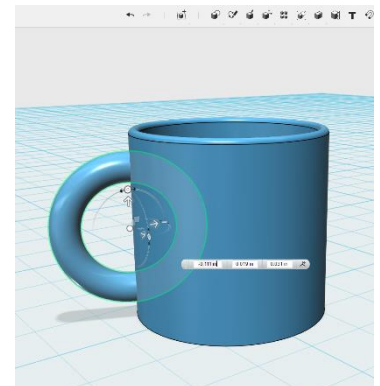
15. Choose the move tool (anchor)



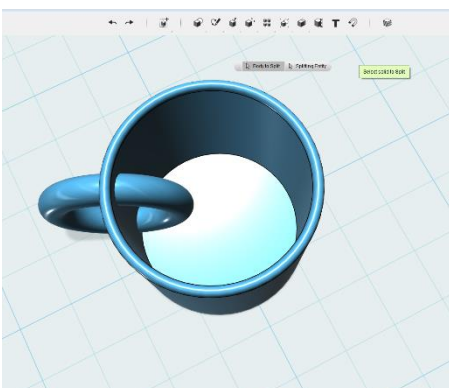
16. Pull dot in center to new location



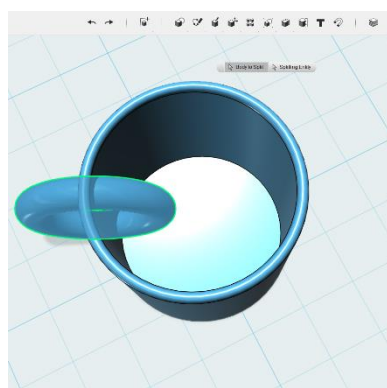
17. Change view to insert handle



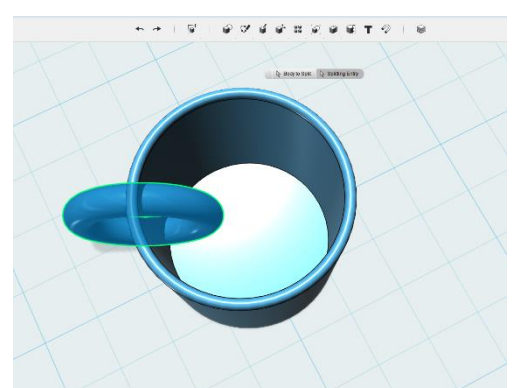
18. Change view to center handle



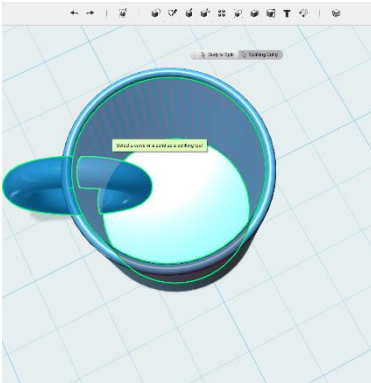
19. Select Split Solid



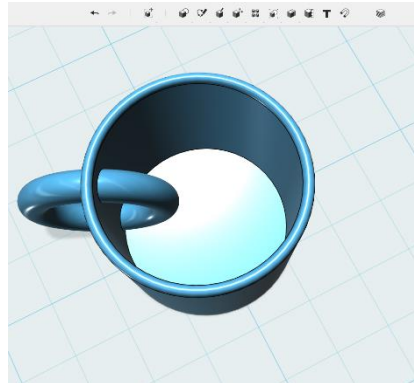
20. Select handle



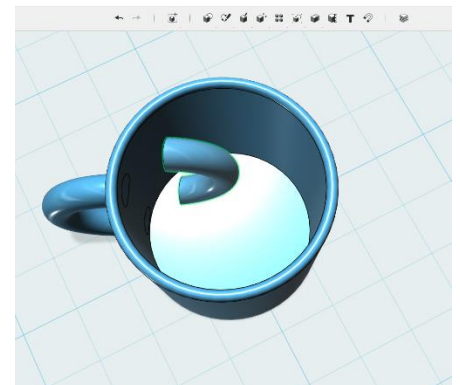
21. Select Split Entity



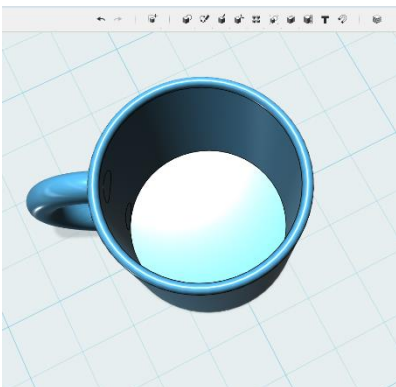
22. Select inside of mug as the splitting tool



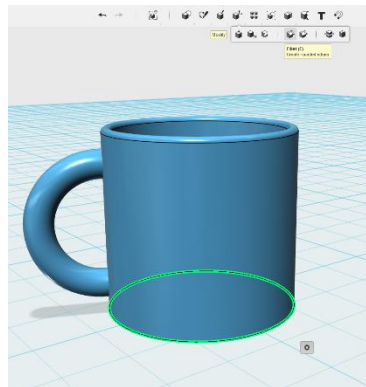
23. Click the Enter button on your keyboard to split the handle



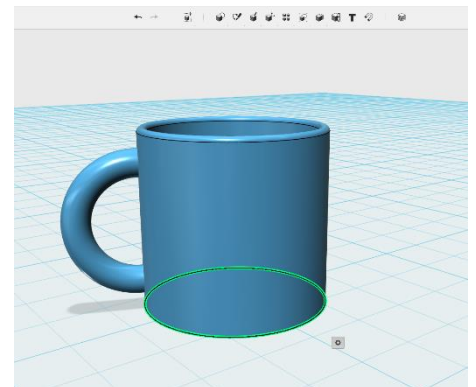
24. Click on the inside half of the handle



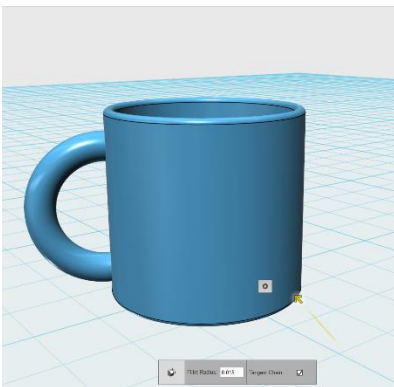
25. Delete the inside half of the handle



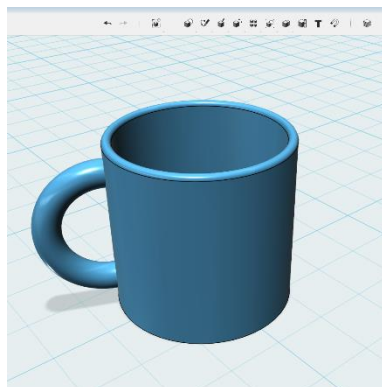
26. Select Fillet



27. Select bottom of mug



28. Pull arrow to make bottom rounded



29. Final product