Sweep Overview

- The Sweep feature is created by moving a 2D profile along a path.

- A Sweep feature is used to create the handle on the candlestick.

- The Sweep feature requires two sketches:
  - Sweep Path
  - Sweep Section
Sweep Overview – Rules

- The sweep path is a set of sketched curves contained in a sketch, a curve, or a set of model edges.
- The sweep section must be a closed contour.
- The start point of the path must lie on the plane of the sweep section.
- The section, path or the resulting solid cannot be self-intersecting.
Sweep Overview – Tips

- Make the sweep path first. Then make the section.

- Create small cross sections away from other part geometry.

- Then move the sweep section into position by adding a Coincident or Pierce relation to the end of the sweep path.
To Create a Revolved Base Feature:

1. Select a sketch plane.

2. Sketch a 2D profile.

3. Sketch a centerline.

4. Revolve the sketch around the centerline.