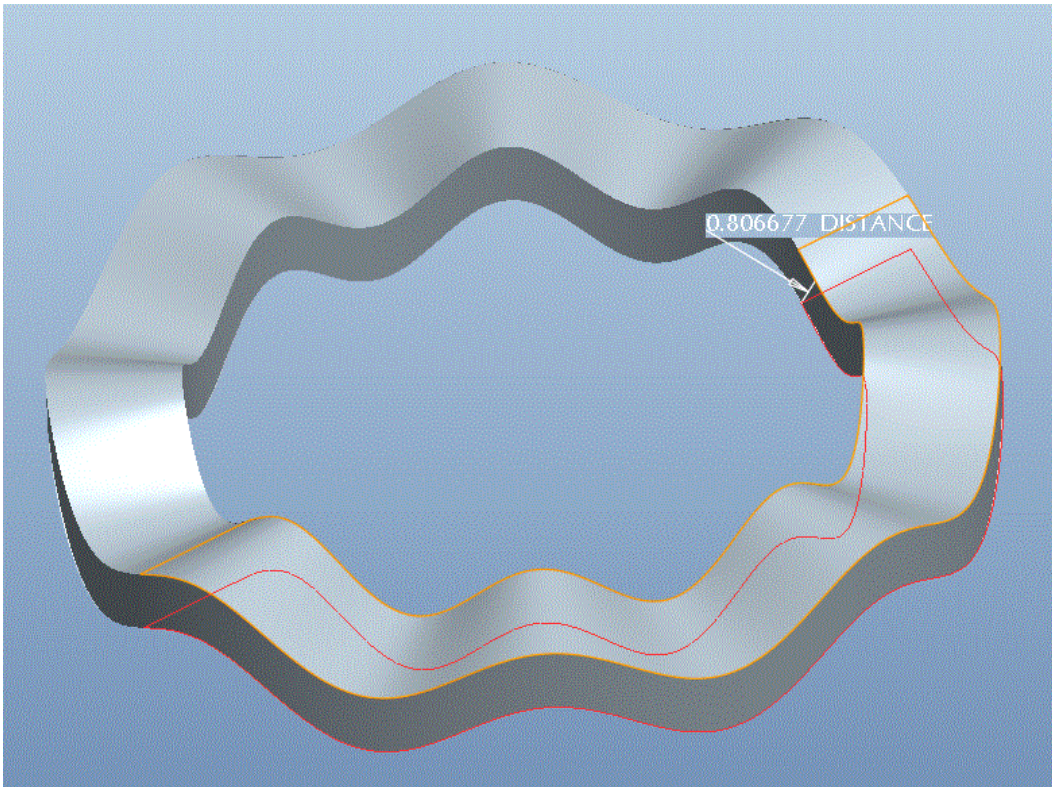
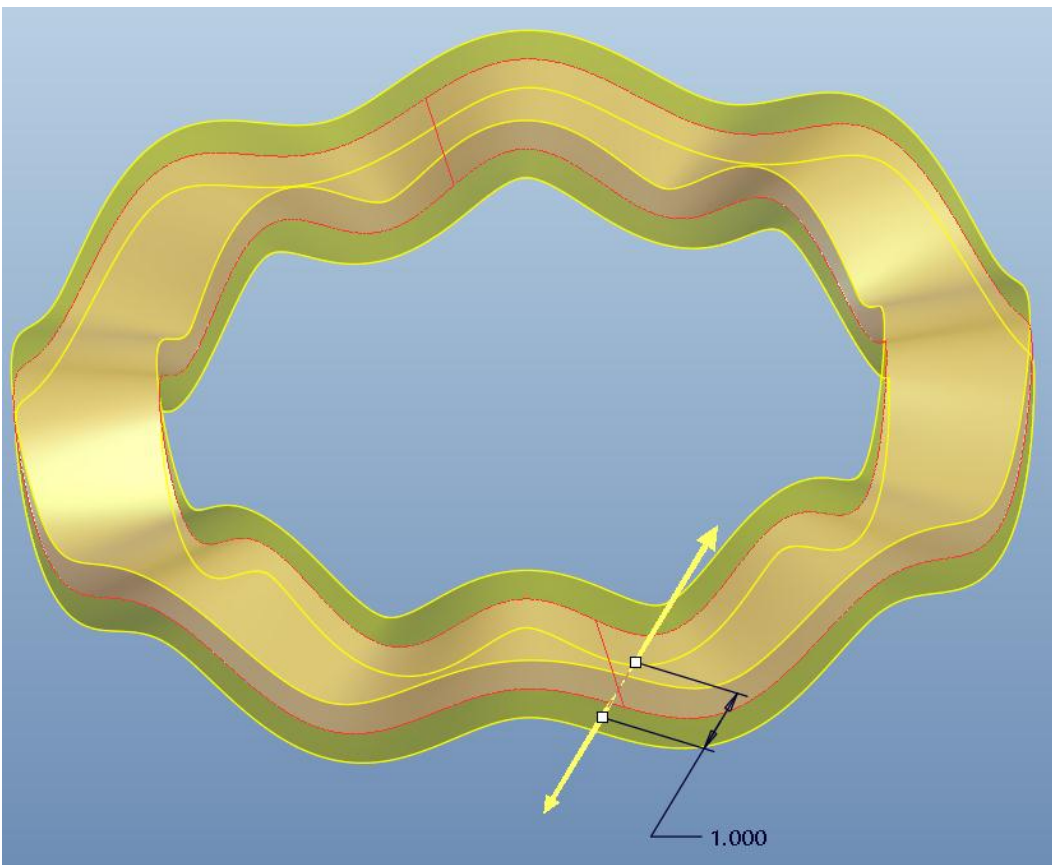


Wave Washer – initial minimum thickness (should be 1mm)

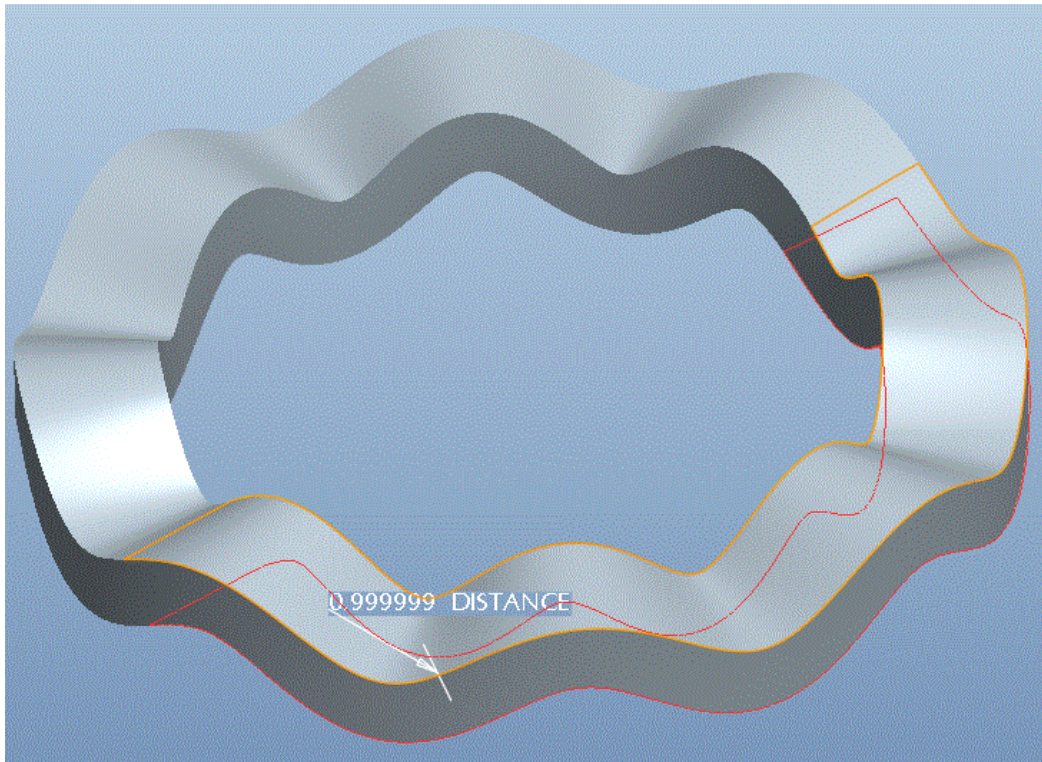


Wave Washer – middle surface thickened.

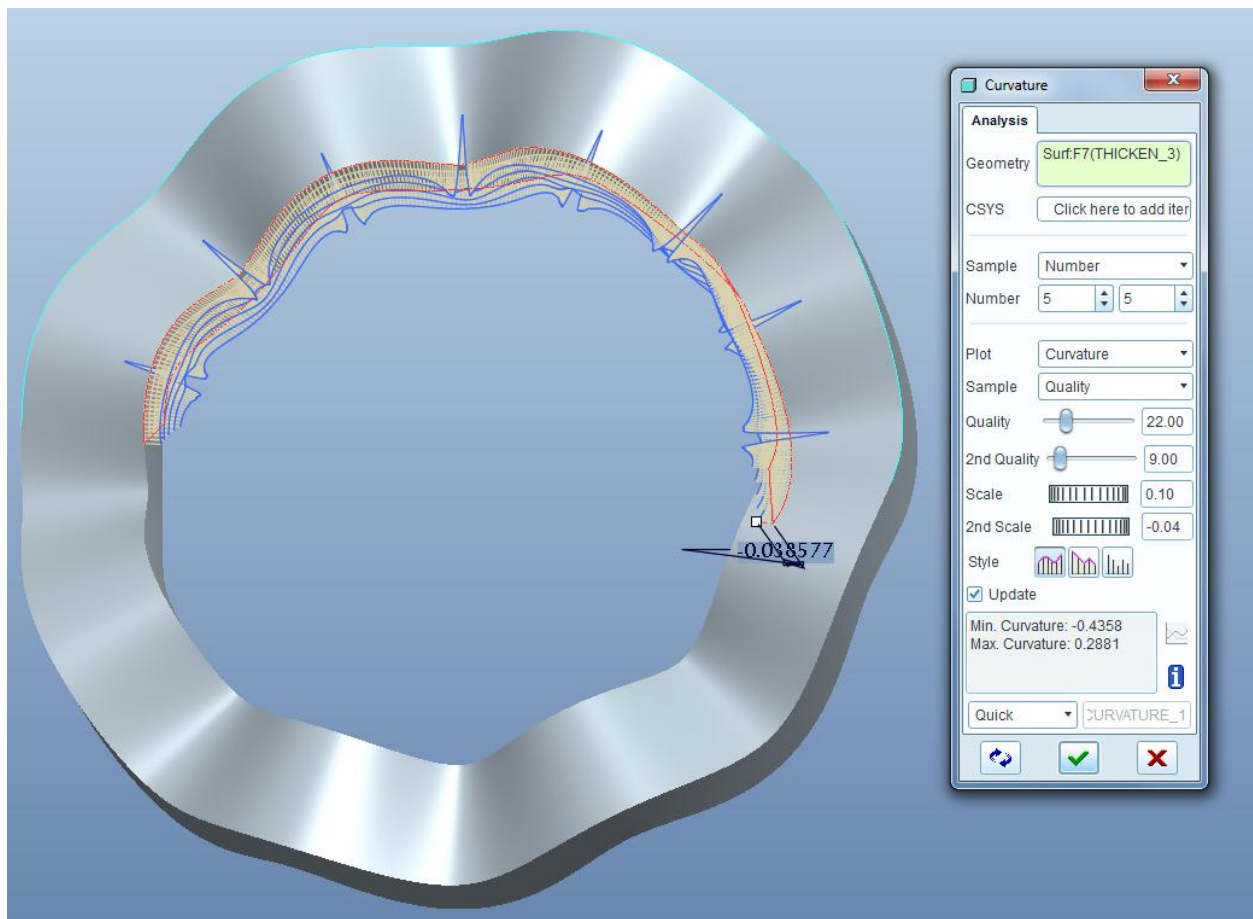




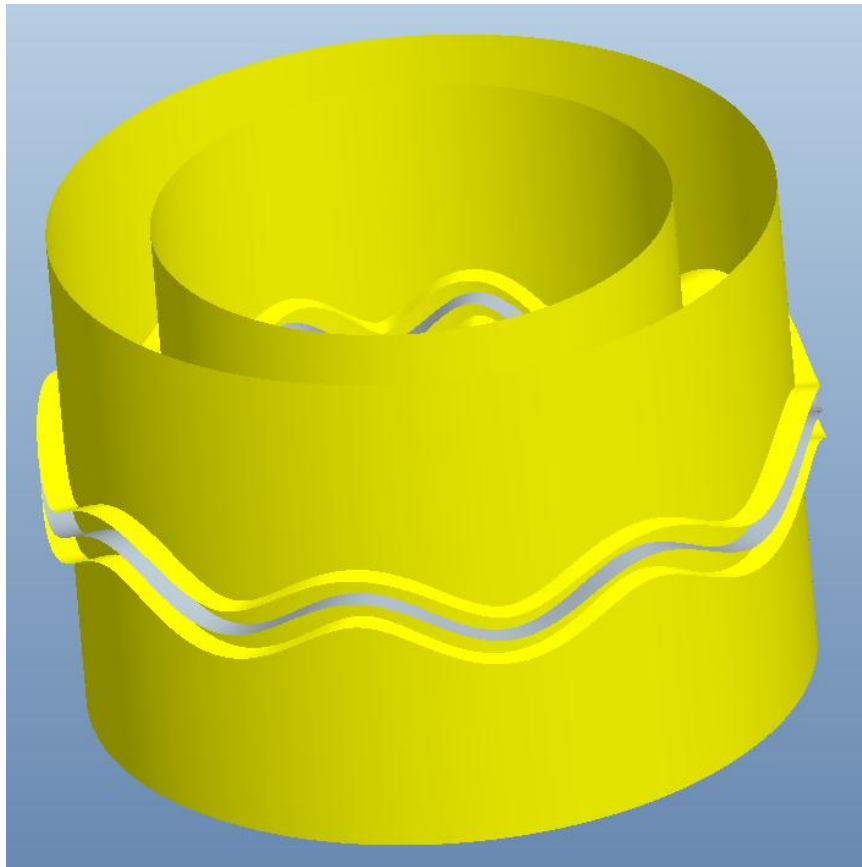
Wave Washer – minimum thickness after thickening



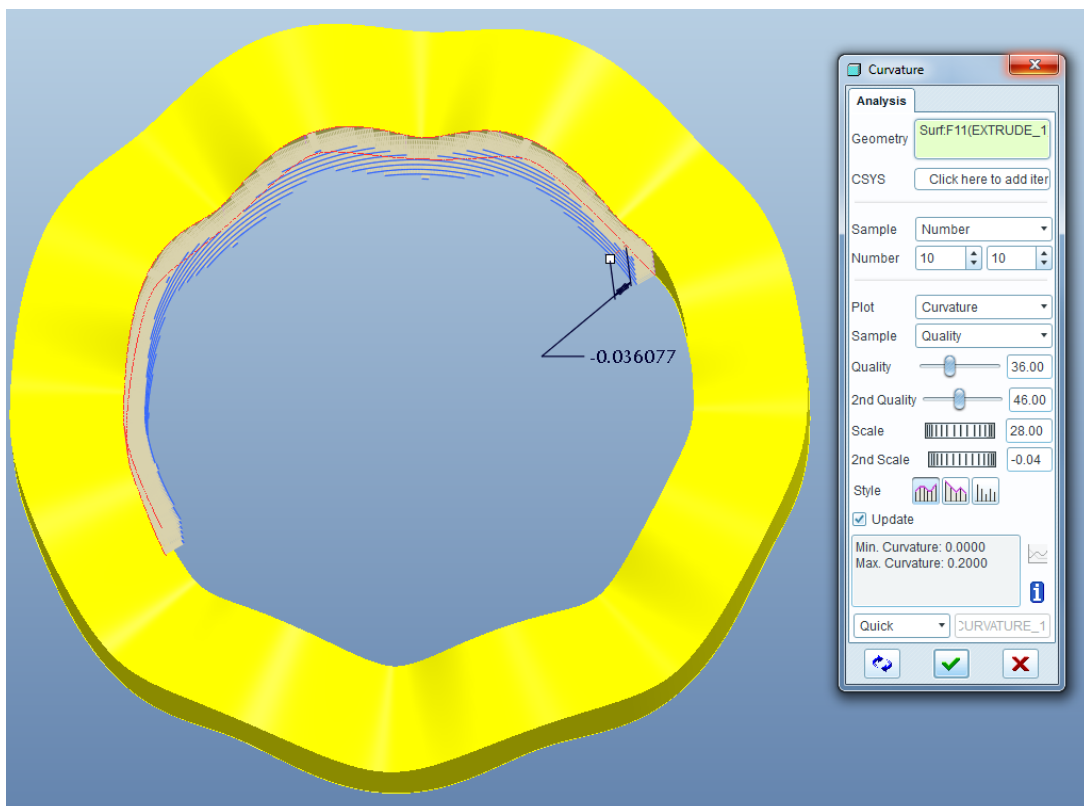
Wave Washer – thickened version has non-cylindrical side walls



Wave Washer – offset middle surface, build side surfaces

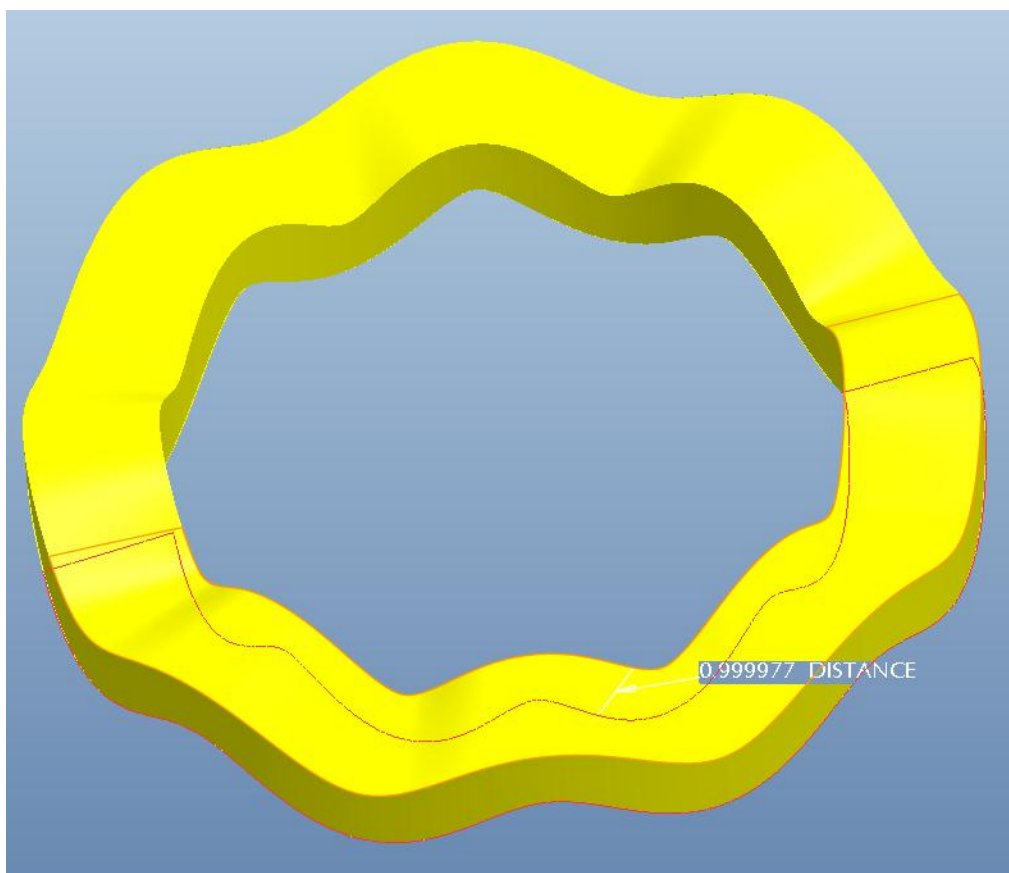


Wave Washer – straight cylindrical sidewalls, constant curvature

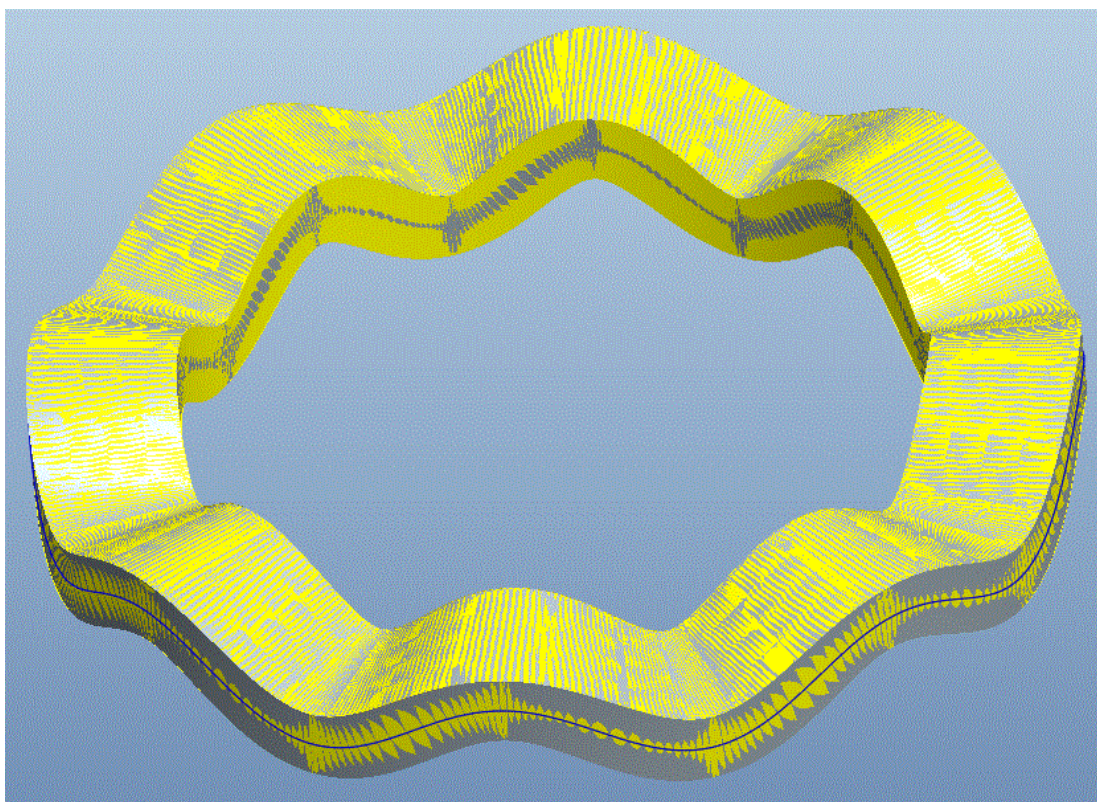




Wave Washer – consistent thickness (or at least really close)



Wave Washer – Comparison between thickened version and surfaced version (w/ straight sides)





Variable Section Sweep Question - How does one use the red line as the trajectory, keep the sketch plane perpendicular to the trajectory, and at the same time keep the sketch side reference perpendicular to either a plane through the center axis or to a cylindrical surface (so that the side walls are straight and parallel with each other in a cross section)?

