**F1 in Schools Tutorial Script - 05 Style with Sync**

* Start by opening the previously made F1 Body design assembly. (My\_F1\_Car\_Assembly.asm)
* To enter the face priority selection mode while working in the assembly:
	+ Press and hold the Ctrl key, then press the spacebar to enter editing mode.
* Select the lateral face at the front of the car as indicated in the picture.
	+ Click and drag the steering wheel to the vertical edge to pivot the face.
	+ Click on the torus of the steering wheel to initiate rotation.
	+ ![2017-10-23 09_31_57-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()Rotate the face -30 degrees.

![2017-10-23 09_31_33-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()

* Relocate the steering wheel to the top edge of the same face.
	+ Click the middle of the steering wheel and drag to desired location.
	+ Rotate the face -25 degrees.

![2017-10-23 09_34_26-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()![2017-10-23 09_33_32-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()

* Notice the changes made to one side is applied to the other side automatically.
* Move the steering wheel to lateral edge of the side of the car.
	+ Click and drag the arrow along the same axis to shorten the length as shown in the picture.
	+ Change the length to 15mm.

![2017-10-23 09_39_01-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()![2017-10-23 09_38_34-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()

* Click on the back face of the same structure.
	+ Click and drag the steering wheel to the vertical edge.
	+ Rotate the face 8 degrees to add more clearance for the wheel.



* Click and drag the steering wheel to the top edge of the face.
	+ ![2017-10-23 09_41_47-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()Rotate the face 25 degrees.

* Select the face behind the rear wheel.
	+ Click and drag the steering wheel to the vertical edge of the face.
	+ Rotate the face -8 degrees.




* Move the steering wheel to the bottom edge of the face.
	+ Rotate the face 10 degrees.



* Select lateral face at the end of the car body.
	+ Click and drag the steering wheel to the vertical edge of the face.
	+ Rotate the face -30 degrees.
	+ ![2017-10-23 10_47_26-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()![2017-10-23 10_45_55-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()![2017-10-23 10_48_38-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()Remember to uncheck coplanar option from the design intent box.
* Orient the model to a right side view by clicking the view box at the bottom right corner of the screen.
* Click and drag a box around the front of the car to select the front include the front wing.
	+ Move the Steering wheel above the car.
	+ Click the arrow on the steering wheel to shorten the length of the car.
	+ Shorten the length to 12mm.

![2017-10-23 09_46_35-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()![2017-10-23 09_47_02-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()![2017-10-23 09_46_17-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()

* Select the complete front of the car including the front wheel.
	+ Click and drag a box around the desired features to select.
	+ Shorten the length additional 12mm.

![2017-10-23 09_47_52-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()

![2017-10-23 09_48_06-Solid Edge ST10 - Assembly - [My F1 Car Assembly .asm].png]()

* You have now completed the F1 Car assembly.
	+ KeyShot can be used to generate photo-realistic renderings of your car.



