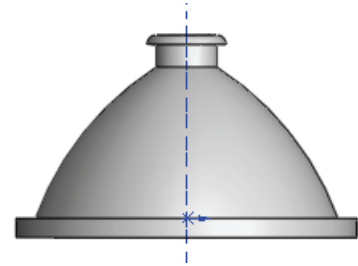Verify the position of the extruded feature.

409) Click the **Top view** . View the extruded feature.

410) Rename **Boss-Extrude2** to **LensCover**.

411) Click **Isometric view** .
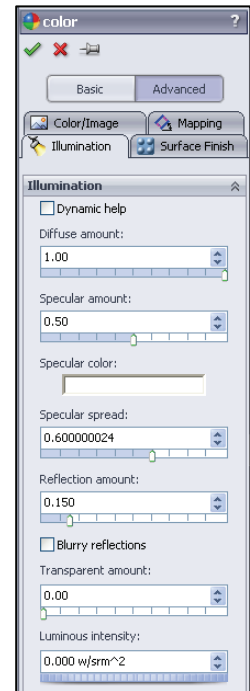
412) Click **Save** .

LENS Part-Extruded Boss Feature and Transparency

Apply the Extruded Boss/Base feature to create the LensShield. Utilize the Convert Entities Sketch tool to extract the inside circular edge of the LensCover and place it on the Front plane.

Apply the Transparent Optical property to the LensShield to control the ability for light to pass through the surface. Transparency is an Optical Property found in the Color PropertyManager. Control the following properties:

- **Diffuse amount, Specular amount, Specular spread, Reflection amount, Transparent amount and Luminous intensity**.

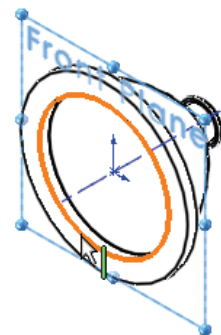**Activity: LENS Part-Extruded Boss Feature and Transparency**

Create the sketch.

413) Right-click **Front Plane** from the FeatureManager. This is your Sketch plane.

414) Click **Sketch** from the Context toolbar. The Sketch toolbar is displayed.

415) Click **Isometric view** from the Heads-up View toolbar.

416) Click the **front inner circular edge** of the LensCover (Boss-Extrude2) as illustrated.

417) Click the **Convert Entities** ⬚ Sketch tool. The circle is projected onto the Front Plane.

418) Click **OK** ✔ from the Convert Entities PropertyManager.

Insert an Extruded Boss feature.

419) Click the **Extruded Boss/Base** 🗔 feature tool. The Boss-Extrude FeatureManager is displayed.

420) Enter **.100**in, [**2.54**] for Depth in Direction 1.

421) Click **OK** ✔ from the Boss-Extrude PropertyManager. Boss-Extrude3 is displayed in the FeatureManager.
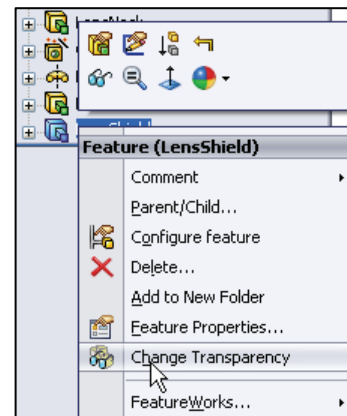
422) Rename **Boss**-**Extrude3** to **LensShield**.
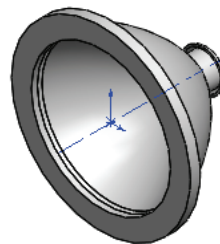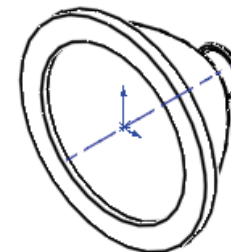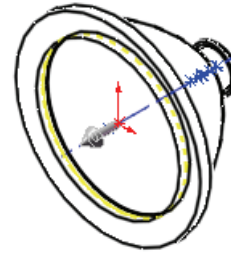
423) Click **Save** 💾.

Apply Transparency to the LensShield
424) Right-click **LensShield** in the FeatureManager.

425) Click **Change Transparency**. View the results.

Save the model.
426) Click **Save** 💾.

🔍 Additional information on Revolved Boss/Base, Shell, Hole Wizard and Appearance is located in SolidWorks Help Topics. Keywords: Revolved (features), Shells, Hole Wizard (Counterbore) and Appearances.

Refer to Help, SolidWorks Tutorials, Revolve and Swept for additional information.