**TOPIC: RIBBING**

**Ribs**

The **Rib** tool enables you to create ribs using minimal sketch geometry. The tool prompts you for the thickness, direction of the rib material, how you want to extend the sketch if necessary, and whether you want draft.

**Tip**

Unlike other sketches, the rib sketch does not have to cover the complete length of the rib feature. This is due to the fact that the rib feature automatically extends the sketch to the next feature it finds on both ends.

**Introducing:**

**Insert Rib**

**Insert Rib** creates a flat topped rib either with or without draft. The rib is based on a sketched contour line that defines the path of the rib. A full round fillet can be added to round off the rib.

**Where to Find It**

- From the **Insert** menu, choose **Features, Rib**....
- Or the pick the **Rib** tool on the Features toolbar.
The rib sketch can be simple or complex. It can be as simple as a single sketched line that forms the rib centerline, or it can be more elaborate. Depending on the nature of the rib sketch, the rib can be extruded parallel or normal to the sketch plane. Simple sketches can be extruded either parallel to or normal to the sketch plane. Complex sketches can only be extruded normal to the sketch plane. Here are some examples:

| Simple sketch extruded parallel to the sketch plane. |
| Simple sketch extruded normal to the sketch plane. |
| Complex sketch extruded normal to the sketch plane. |