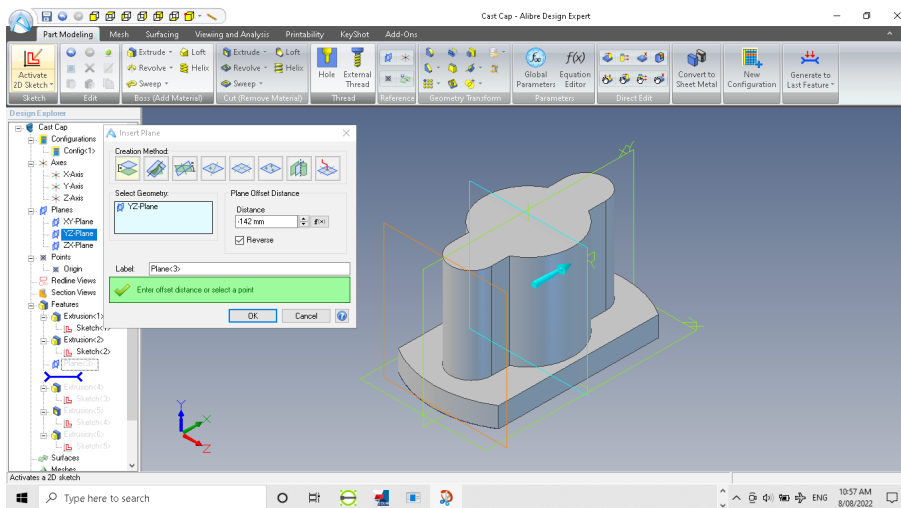
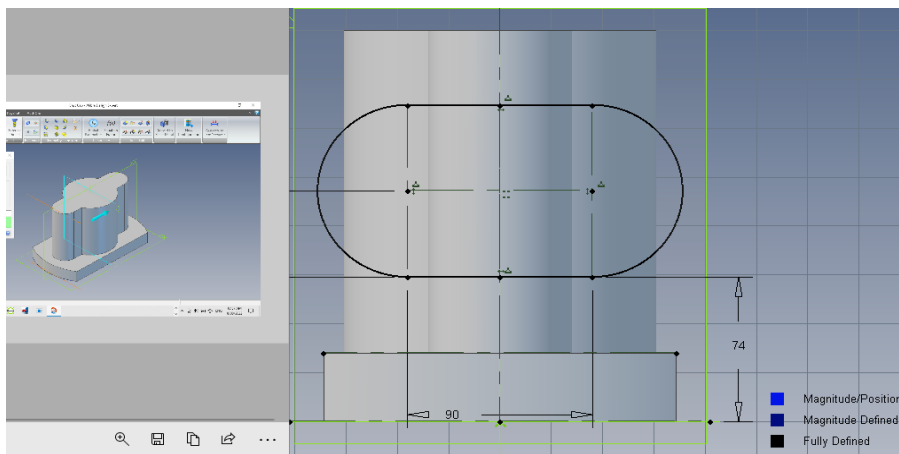
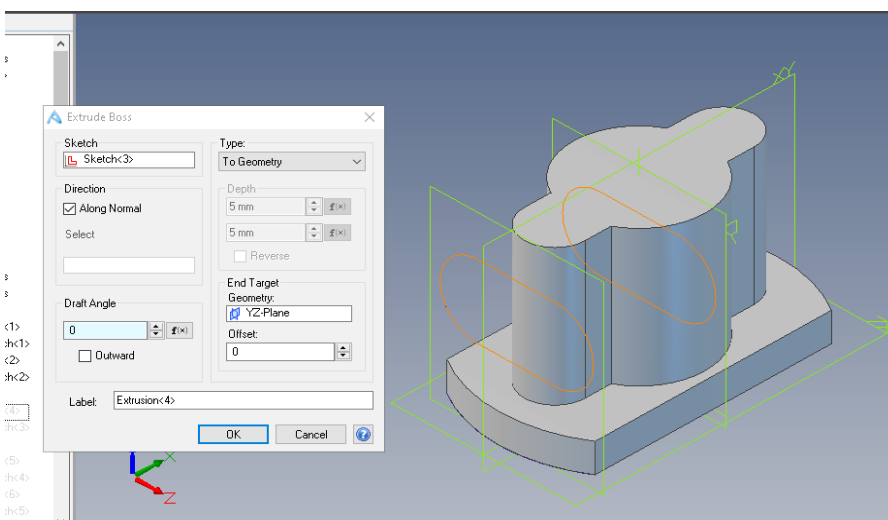




The first step is to make a new plane parallel to the YZ plane at a distance of 142mm.



On this plane we make a sketch of the required shape



Next we extrude that sketch back to the YZ plane to make that part of the Body.

I have used the software that I own, Alibre Design. As it is affordable and up to most modelling and drafting tasks. As I am now retired I have not updated annually as I used to. The version I use is from 2017. You actually own the software, you don't just rent it as seems to be the case with most CAD applications now. It still sells for around NZ\$3,000 for the full professional option. It works the same as most of the main player's Inventor and Solid Works.