SolidWorks 2012 Part II - Advanced Techniques

Parts, Surfaces, Sheet Metal, SimulationXpress, Top-Down Assemblies, Core and Cavity Molds

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Tutorial files on enclosed CD

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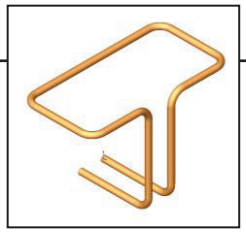
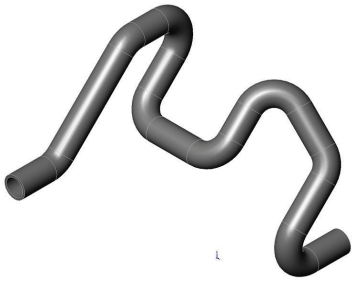
CHAPTER 1

Introduction To 3D Sketch



Introduction to 3-D Sketch

Using SolidWorks enables you to create 3D sketches. A 3D-sketch consists of lines and arcs in series and splines. You can use a 3D sketch as a sweep path, as a guide curve for a loft or sweep, a centerline for a loft, or as one of the key entities in a piping system. Geometric relations can also be added to 3-D Sketches.



Parameters

X Coordinate

Y Coordinate

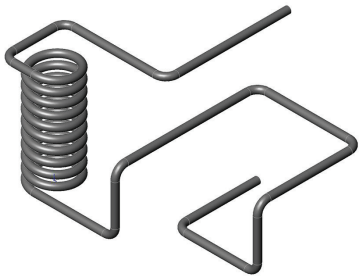
Z Coordinate

Curvature (Spline curvature at the frame point)

Tangency (In the **XY** plane)

Tangency (In the **XZ** plane)

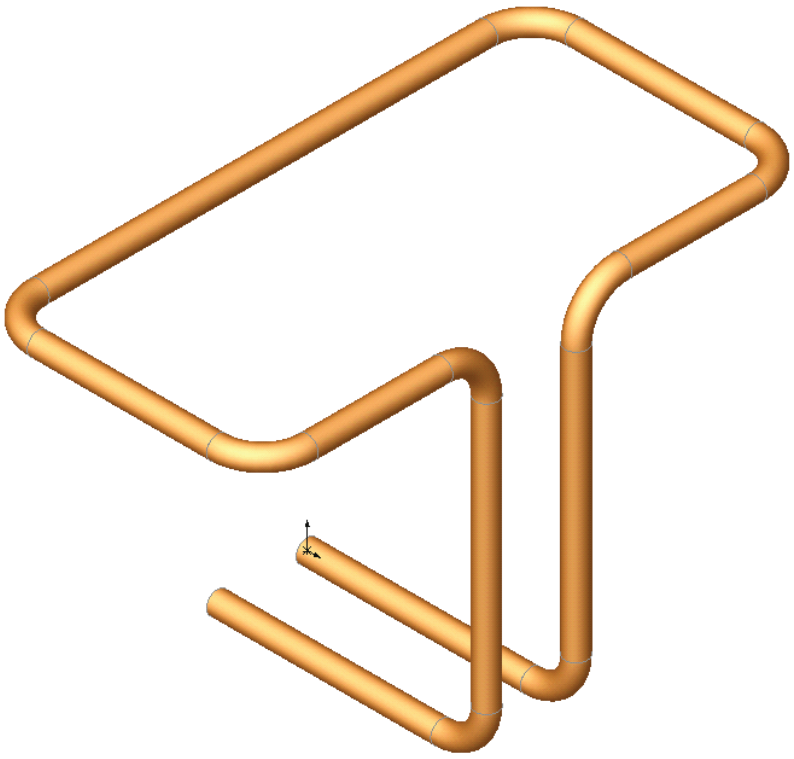
Tangency (In the **YZ** plane)



Space Handle

When working in a 3D sketch, a graphical assistant is provided to help you maintain your orientation while you sketch on several planes. This assistant is called a ***space handle***. The space handle appears when the first point of a line or spline is defined on a selected plane. Using the space handle you can select the axis along which you want to sketch.

Introduction to 3D Sketch

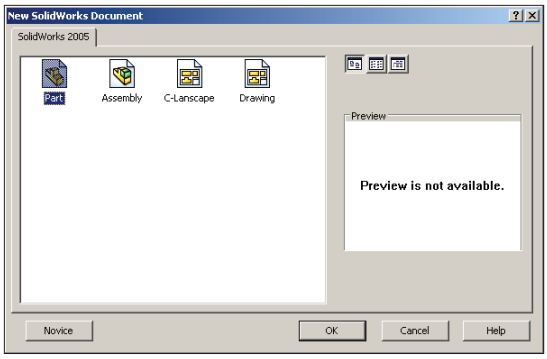


Dimensioning Standards: **ANSI**
Units: **INCHES** – 3 Decimals

Tools Needed:

3D Sketch	2D Sketch	Sketch Line
Circle	Dimension	Add Geometric Relations
Sketch Fillet	Tab Key	Base/ Boss Sweep

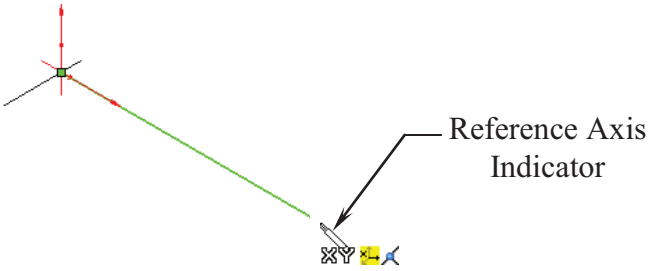
1. Starting a new part file: Select **File / New / Part / OK**.



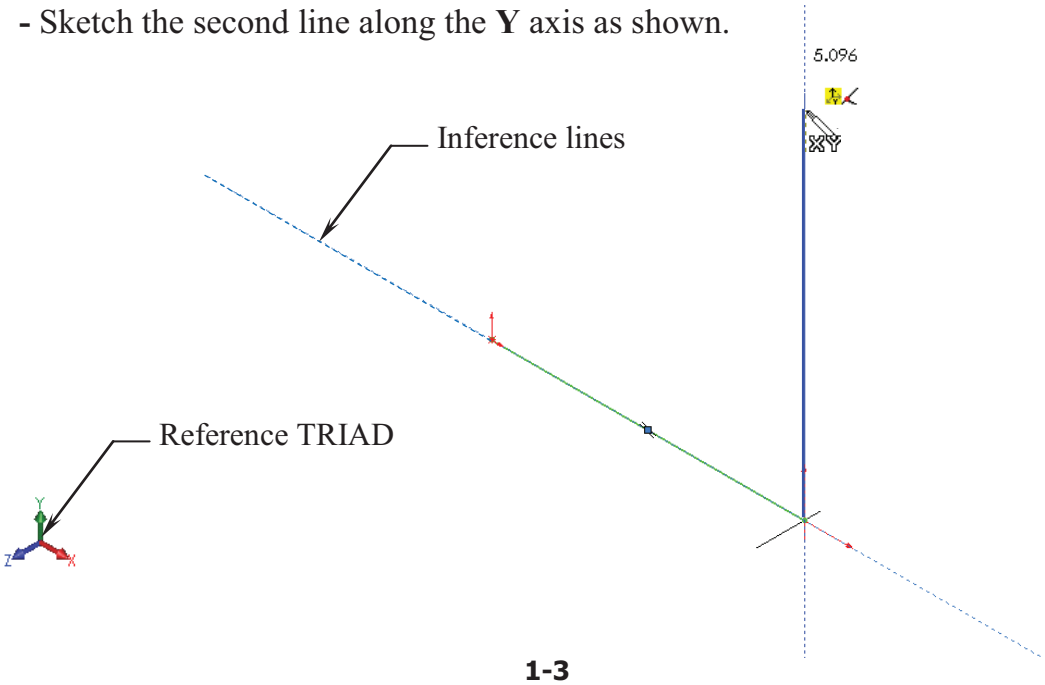
2. Using 3D Sketch:

- Click  or select **Insert / 3D Sketch**, and change to **Isometric view**  .

- Select the Line tool  and sketch the first line along the **X** axis.



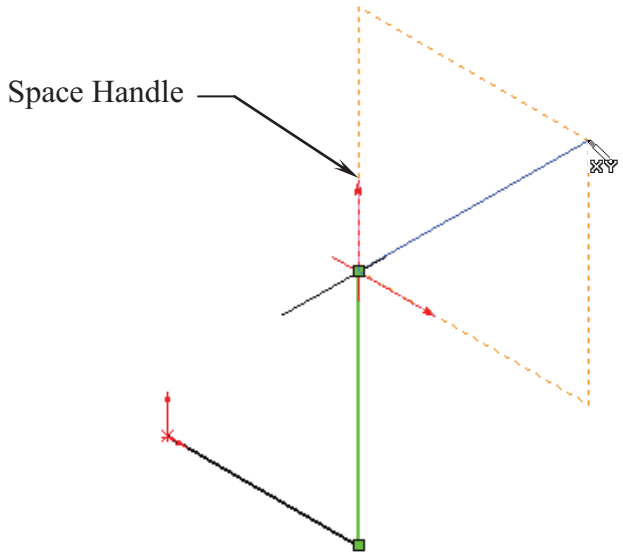
- Sketch the second line along the **Y** axis as shown.



3. Changing direction:

- By default your sketch is relative to the default coordinate system in the model.

- To switch to one of the other two default planes, press the **TAB** key. The reference origin of the current sketch plane is displayed.

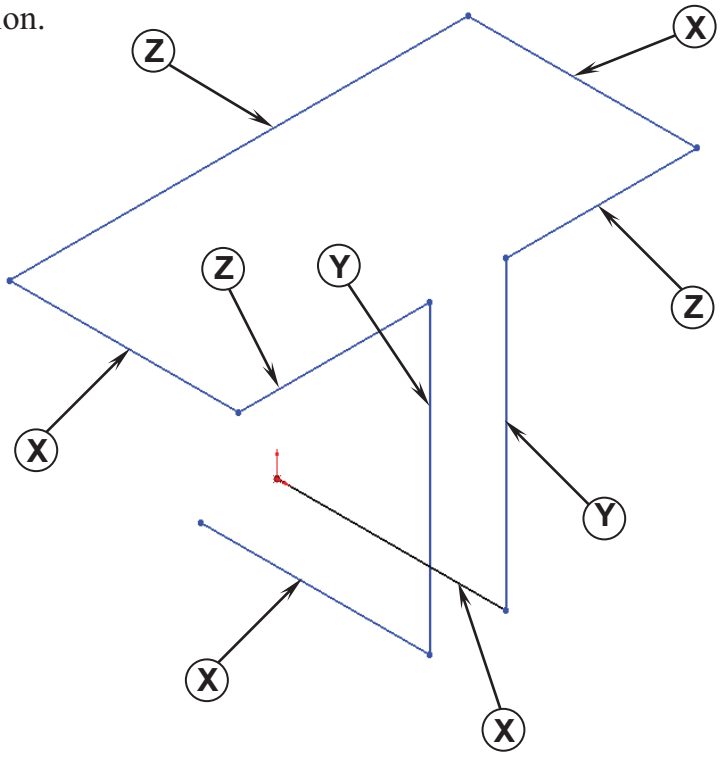


The TAB key

While sketching the lines, press the **TAB** key to switch to other planes/directions.

4. Completing the profile:

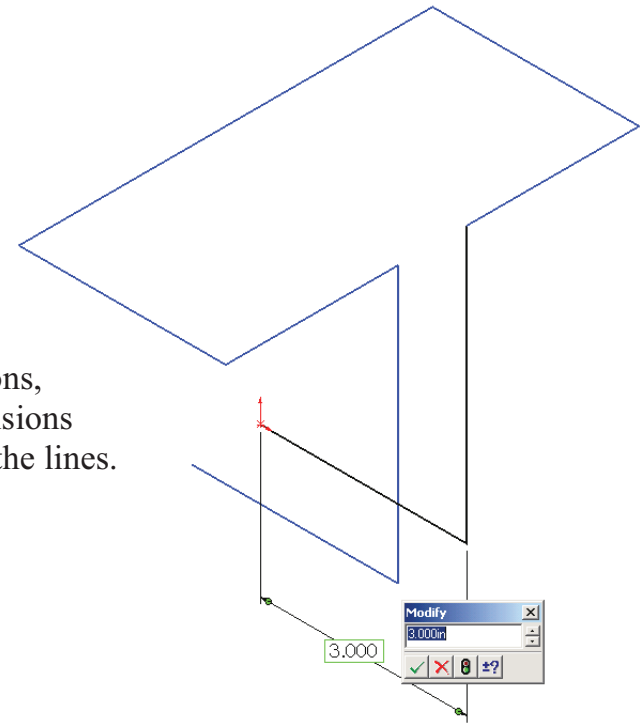
- Follow the axis as labeled; press **TAB** if necessary to change the direction.



5. Adding dimensions:

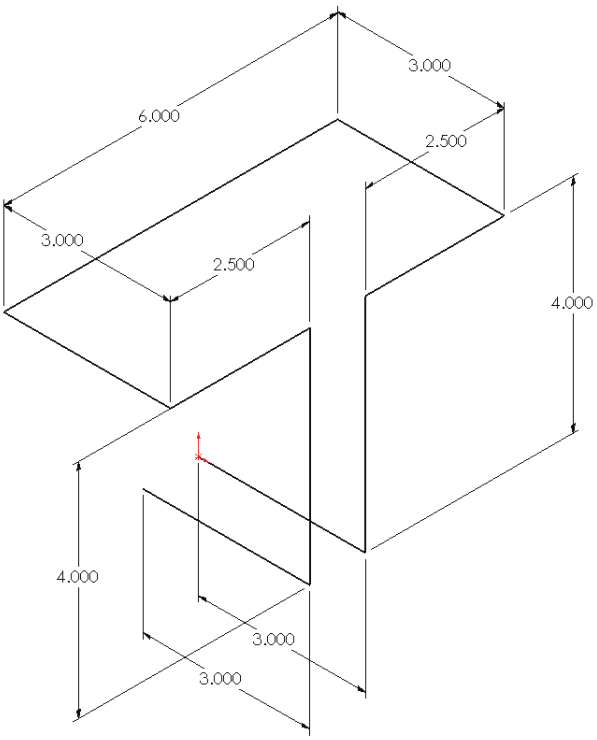
- Click  or select **Tools / Dimensions / Smart Dimension**.

- Click on the first line and add a dimension of **3.00”**.



- There is not a general sequence to follow when adding dimensions, so for this lesson, add the dimensions in the same order you sketched the lines.

- Continue adding the dimensions to fully define the 3D sketch as shown.



- Re-arrange the dimensions so they are easy to read, which makes editing an easier task.

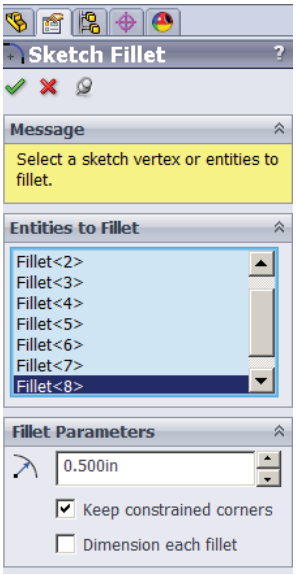
6. Adding the Sketch Filets:

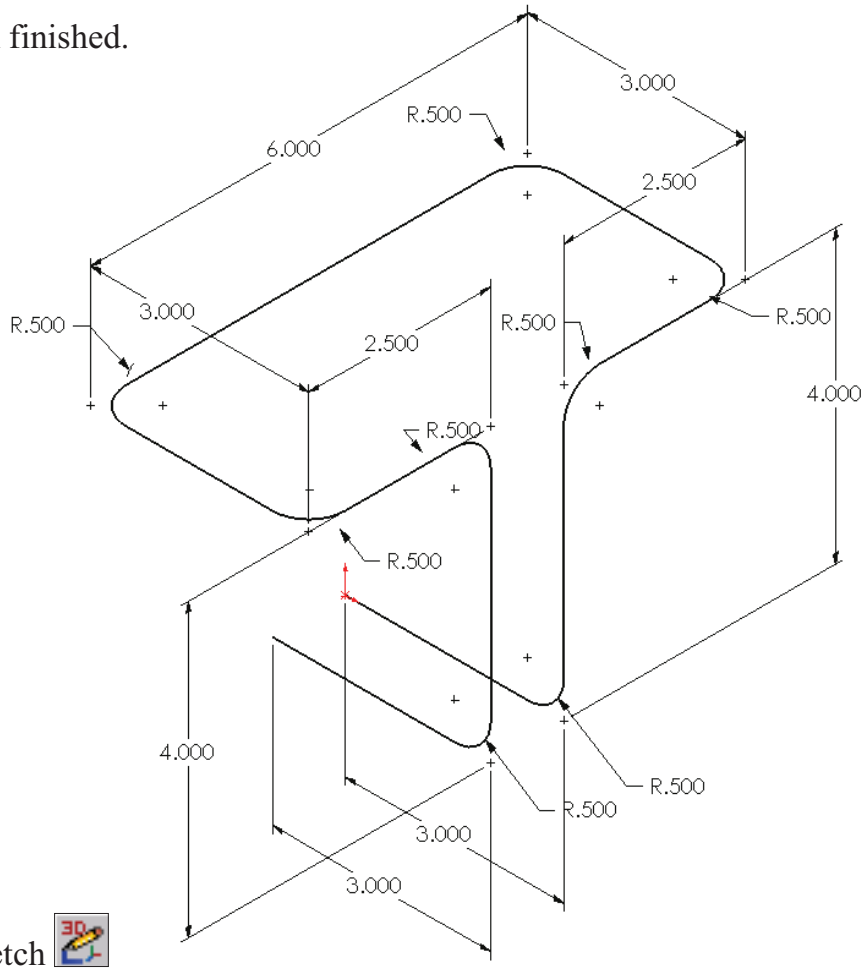
- Click  or select **Tools / Sketch Tools / Fillet**.

- Add **.500”** fillets to <u>all</u> the intersections as indicated.

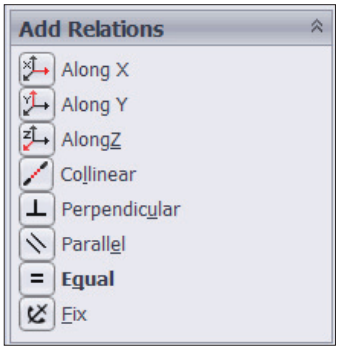
- Enable the **Keep Constrained Corner** check box (Maintains the virtual intersection point if the vertex has dimensions or relations).

- Click **OK** when finished.





- **<u>Exit</u>** the 3D Sketch or press **Control + Q**.



Geometric Relations

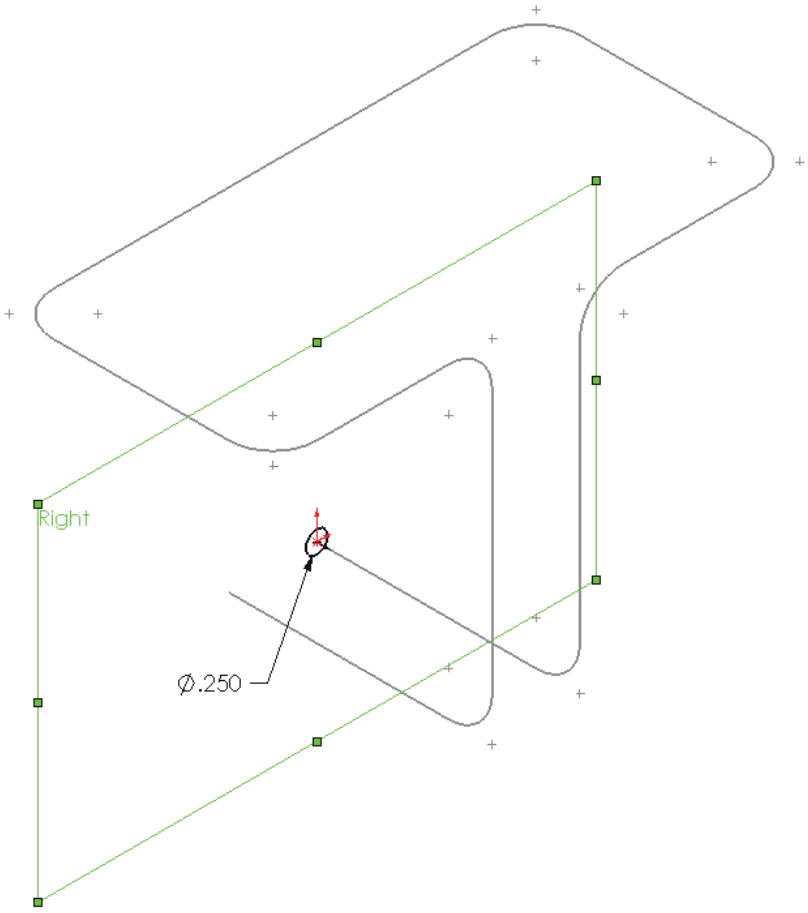
Geometric Relations such as Along Z and Equal can also be use to replace some of the duplicate dimensions.

7. Sketching the Sweep Profile:

- Select the RIGHT plane from the FeatureManager tree.

- Click  to open a new sketch or select **Insert / Sketch**.

- Sketch a Circle  using the Origin as the center. (The system automatically creates a Coincident relation between the Center of the circle and the Origin.)



- Add a **Ø.250** dimension  to fully define the circle.

- **Exit** the Sketch  or select **Insert / Sketch**.

Note:

- The Sweep Profile should be Pierced or Coincident with the Sweep Path.

- The Swept Boss/Base command is only available when the sketch pencil is off.

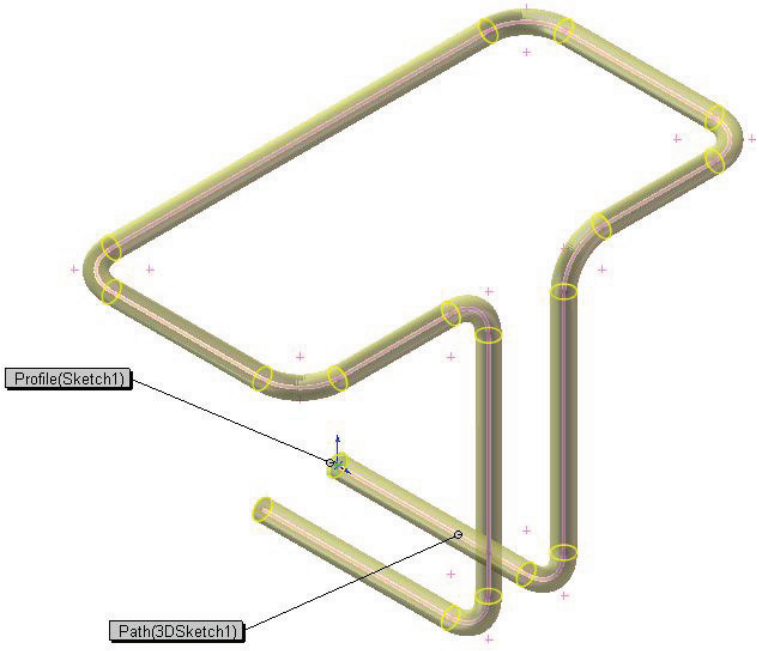
8. Creating the Swept feature:

- Click  or select **Insert / Boss-Base / Sweep**.

- Select the Circle as Sweep Profile  (Sketch1).

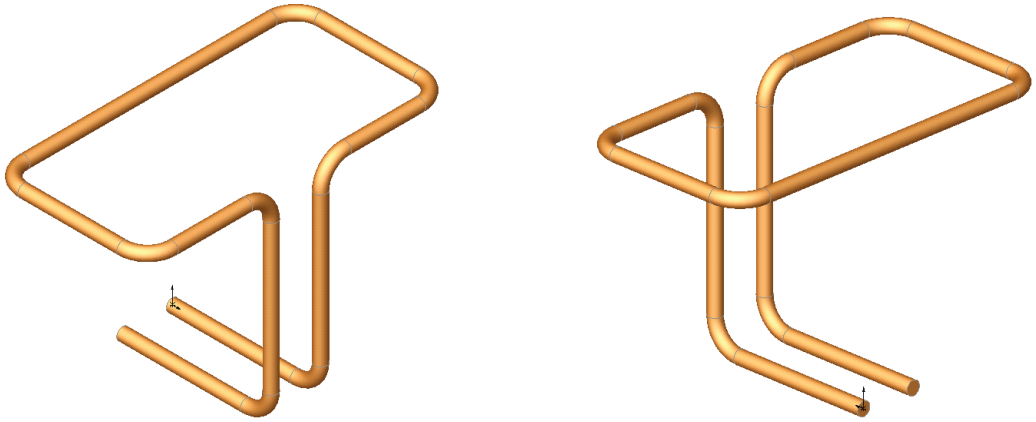
- Select the 3D Sketch to use as Sweep Path  (3Dsketch1).

- Click **OK**  .



9. Saving your work:

- Select **File / Save As / 3D Sketch / Save**.



Questions for Review

3D Sketch

1. When using 3D Sketch you do not have to pre-select a plane as you would in 2D Sketch.
   a. True
   b. False

2. The space handle appears only after the first point of a line is started.
   a. True
   b. False

3. To switch to other planes in 3D Sketch mode, press:
   a. Up Arrow
   b. Down Arrow
   c. TAB key
   d. CONTROL key

4. Dimensions cannot be used in 3D Sketch mode.
   a. True
   b. False

5. Geometric Relations cannot be used in 3D Sketch mode.
   a. True
   b. False

6. All sketch tools in 2D Sketch are also available in 3D Sketch.
   a. True
   b. False

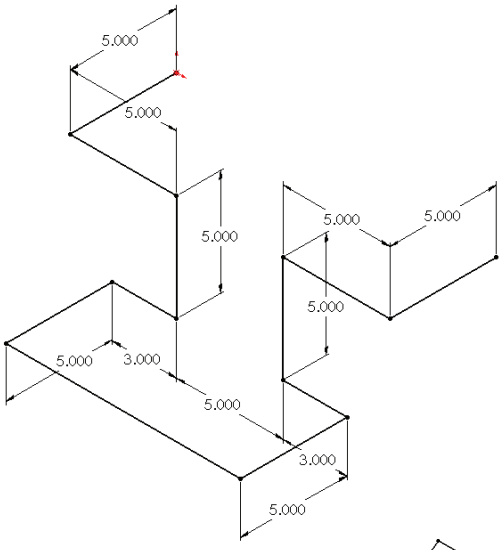
7. When adding sketch fillets, the option Keep Constrained Corner will create a virtual intersection point, but will not create a dimension.
   a. True
   b. False

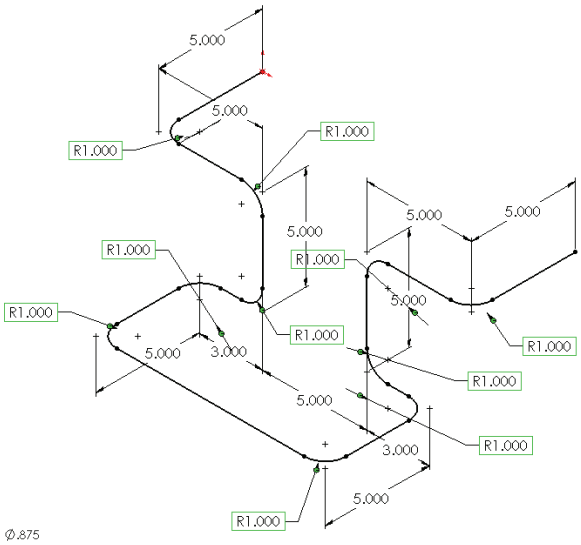
8. 3D Sketch entities can be used as a path in a swept feature.
   a. True
   b. False

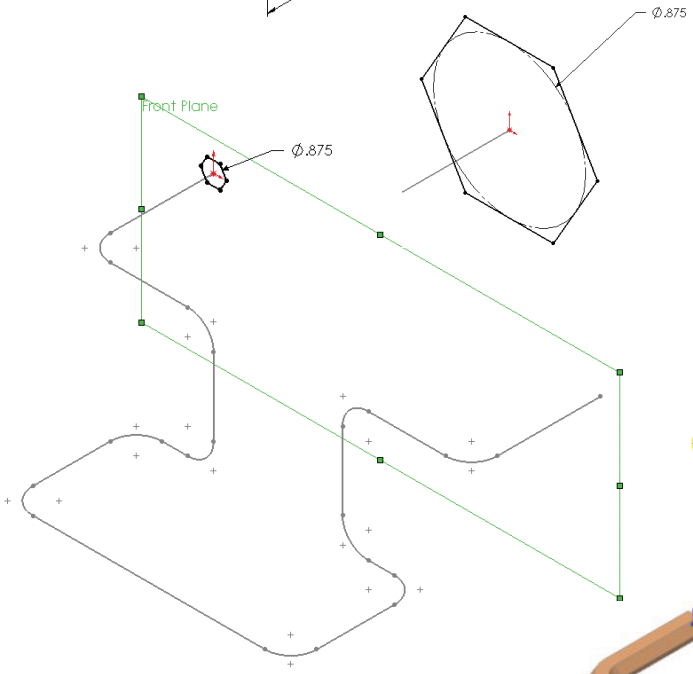
1. TRUE 2. TRUE
3. C 4. FALSE
5. FALSE 6. FALSE
7. FALSE 8. TRUE

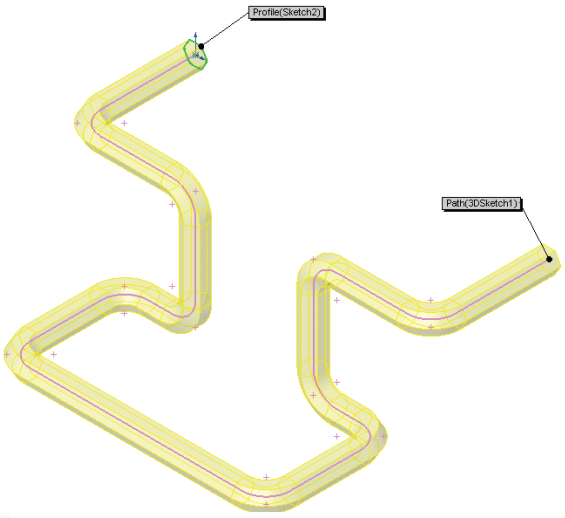
Exercise: Sweep with 3D Sketch

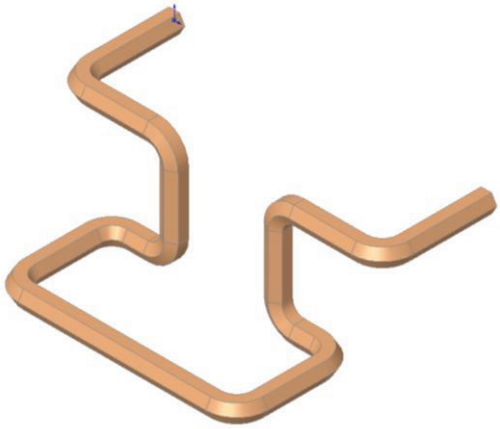
1. Create the part shown using 3D Sketch.





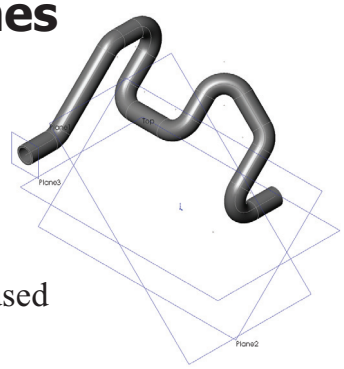






2. Save your work as:
   Sweep w 3D sketch Exe.

Exercise: 3D Sketch & Planes



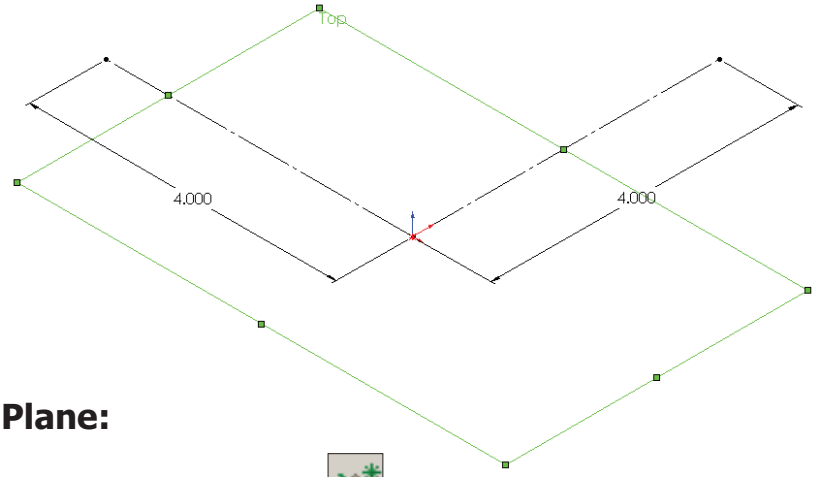
A 3D sketch normally consists of lines and arcs in series, and splines. You can use a 3D sketch as a sweep path, as a guide curve for a loft or sweep, a centerline for a loft, or as one of the key entities in a routing system.

The following exercise demonstrates how several planes can be used to help define the directions of 3D Sketch Entities.

1. Sketching the reference Pivot lines:

- Select the TOP plane and open a new sketch  .

- Sketch **2** Centerlines  and add Dimensions  as shown.

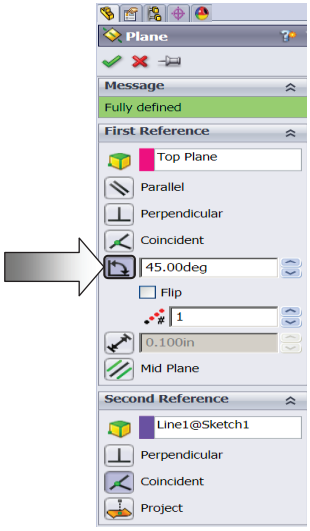


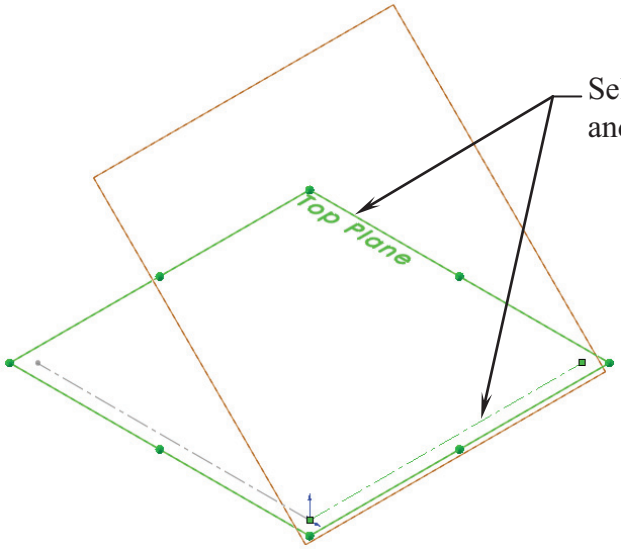
2. Creating the 1st 45º Plane:

- Select **Insert/Reference Geometry/Planes**  .

- Click the **At Angle** Option and enter **45** as Angle  .

- Select the TOP plane and the Vertical line as noted.





Select the TOP plane and the Vertical Line…

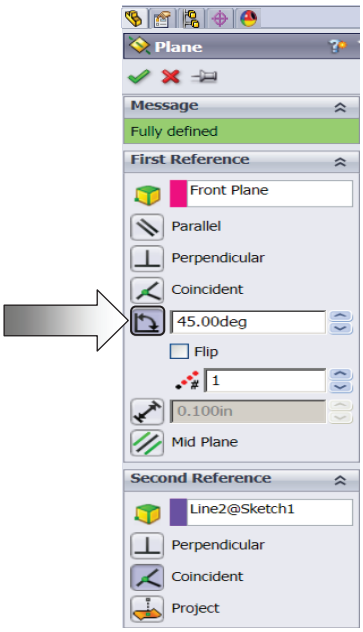
- Click **OK** ✔.

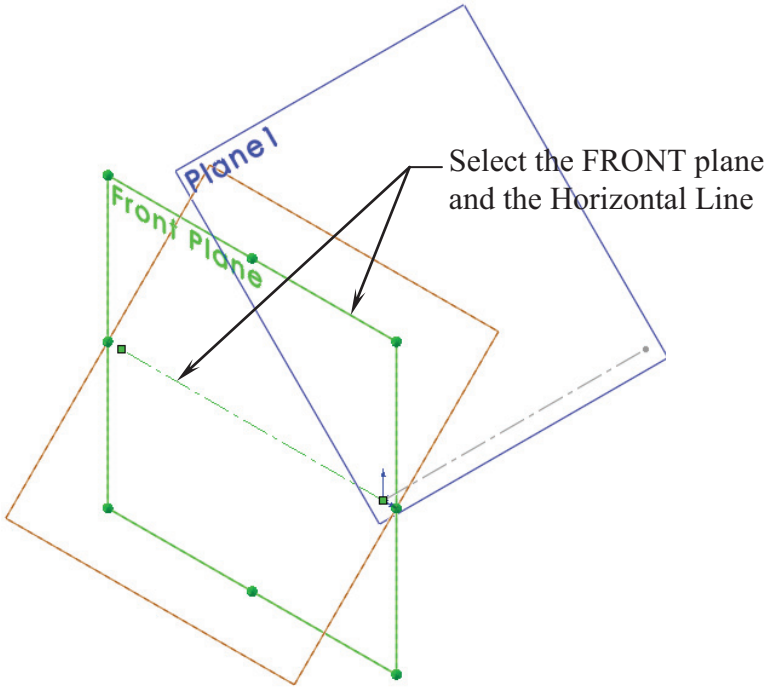
3. Creating the 2nd 45º Plane:

- Select **Insert/Reference Geometry/Planes**  .

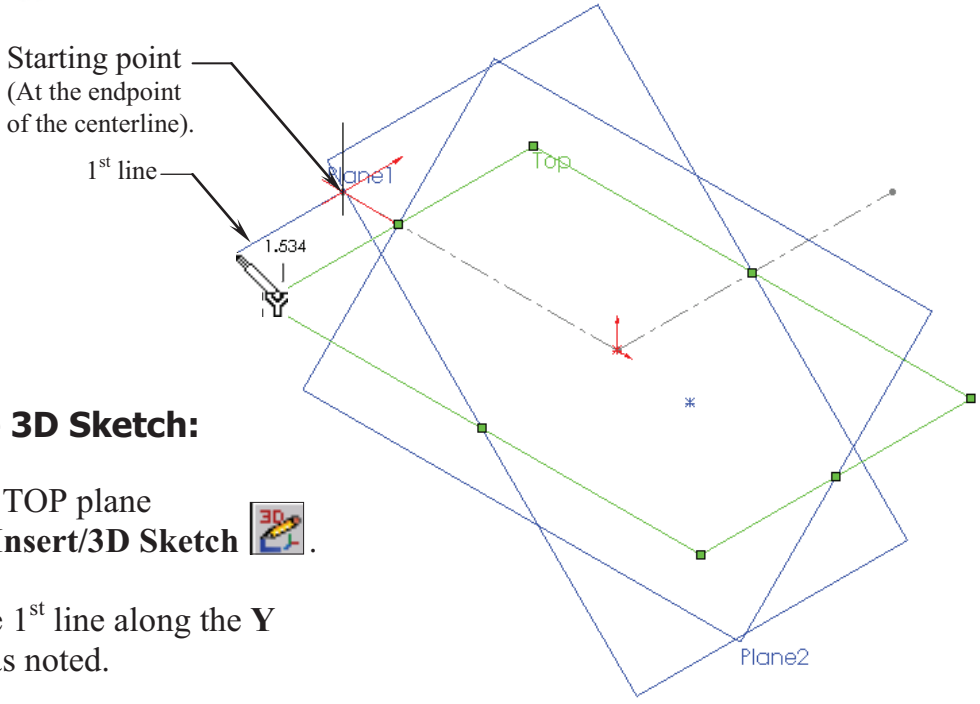
- Click the At Angle Option and enter **45** for Angle  .

- Select the FRONT plane and the Horizontal line as noted.





- Click **OK**  .

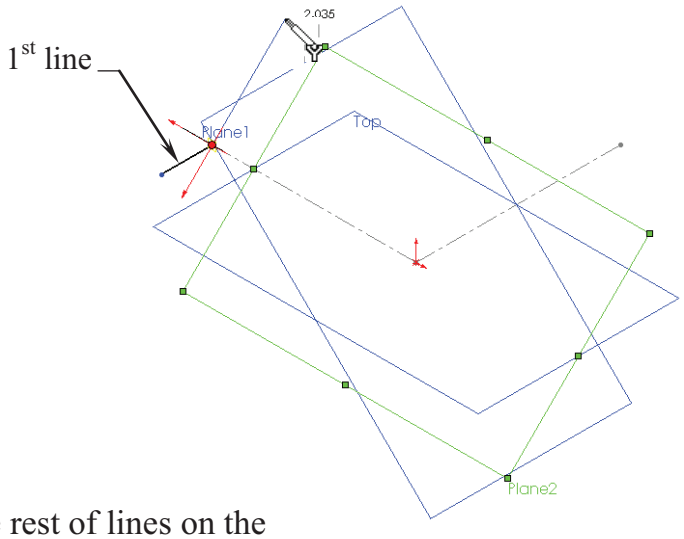


4. Creating the 3D Sketch:

- Select the TOP plane and click **Insert/3D Sketch** .

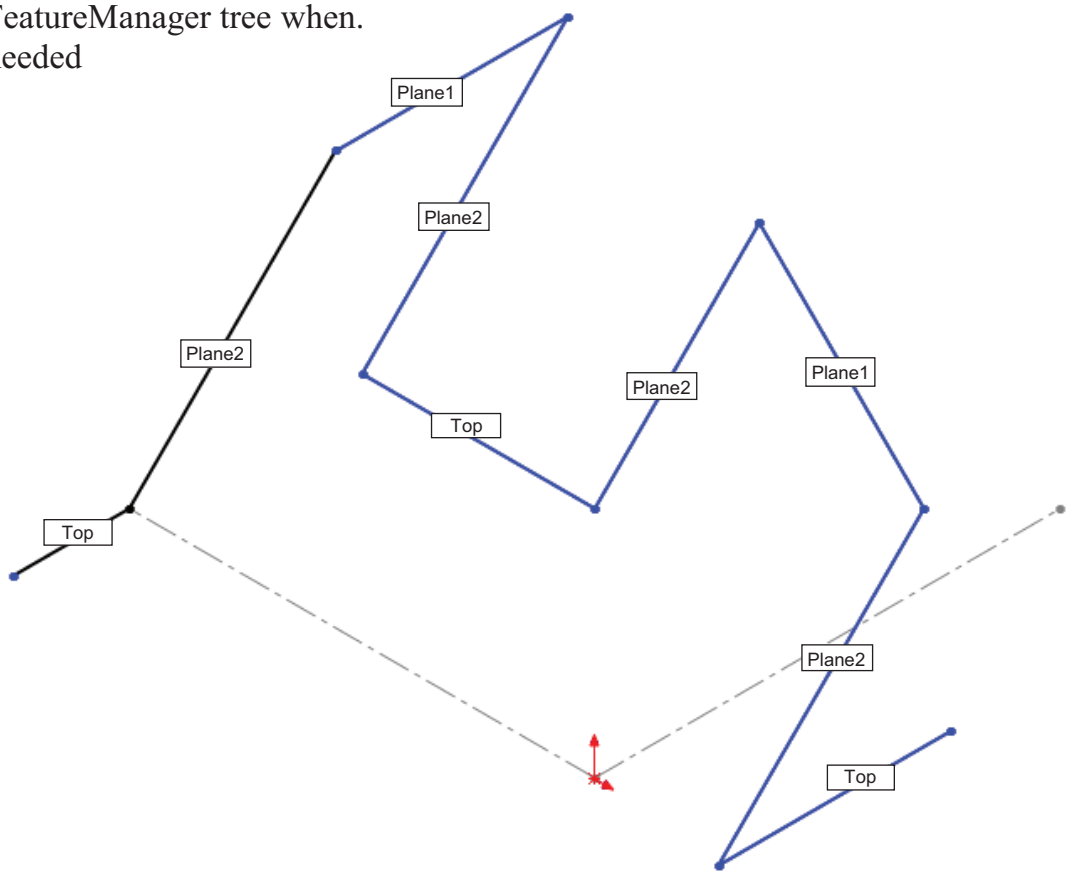
- Sketch the 1st line along the **Y** direction as noted.

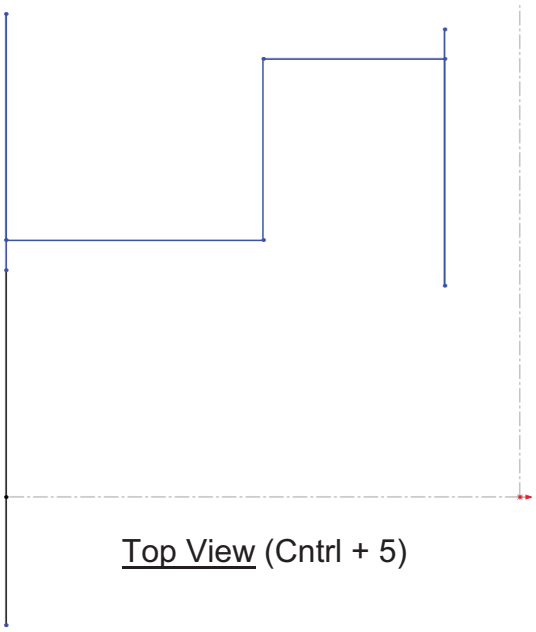
- Select the **PLANE2** (45 deg.) from the Feature Manager tree and Sketch the 2nd line along the **Y** direction (watch the cursor feedback symbol).



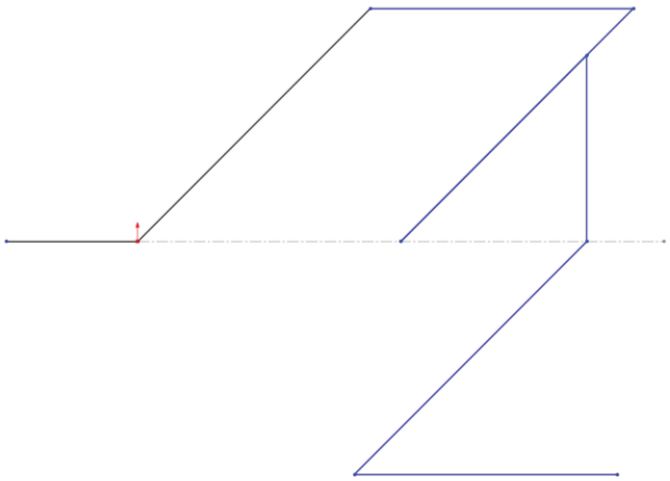
- Sketch the rest of lines on the planes as labeled.

- For clarity, hide all the planes (select the **View** menu and click off **Planes**). We will select the planes from the FeatureManager tree when. needed



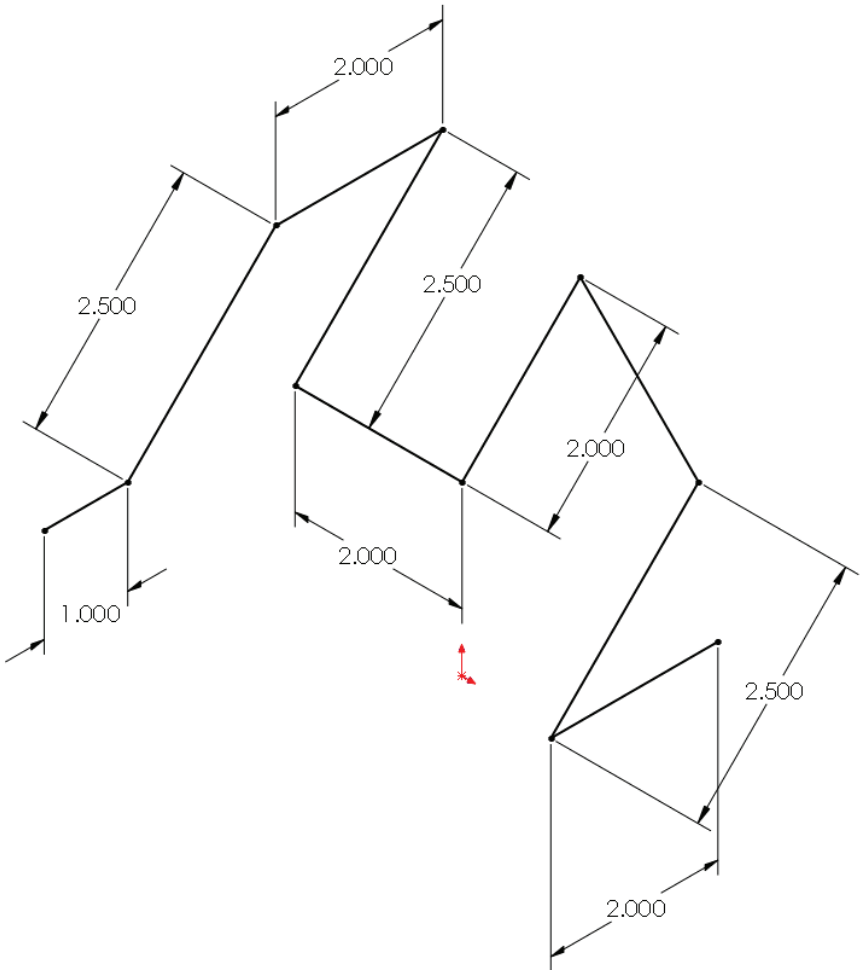


Top View (Cntrl + 5)

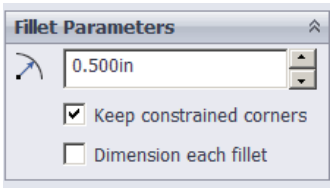


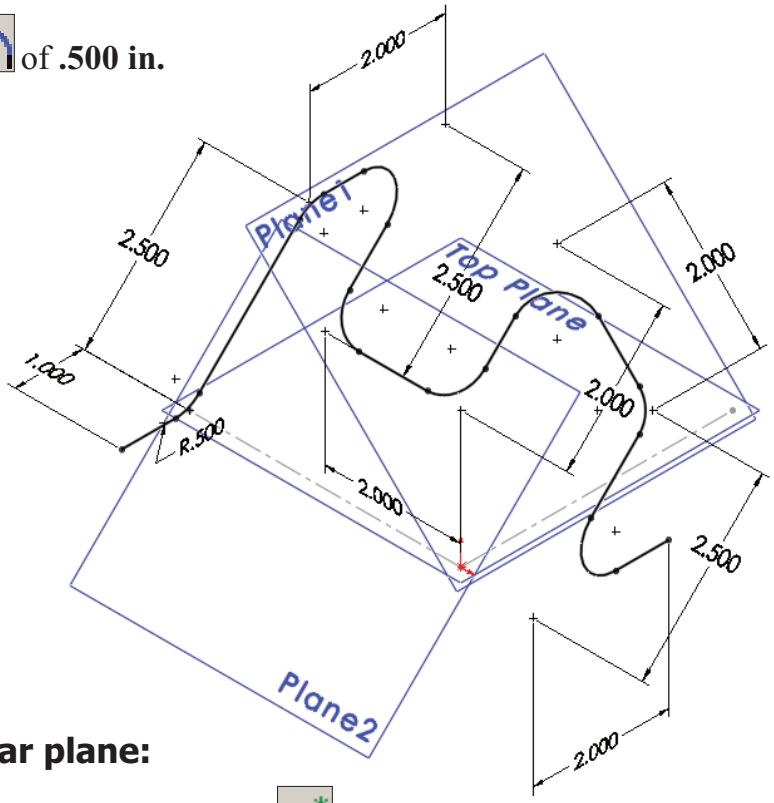
Right View (Cntrl + 4)

- Add Dimensions  to fully define the sketch.



- Add **Sketch Fillets**  of **.500 in.** to all corners.





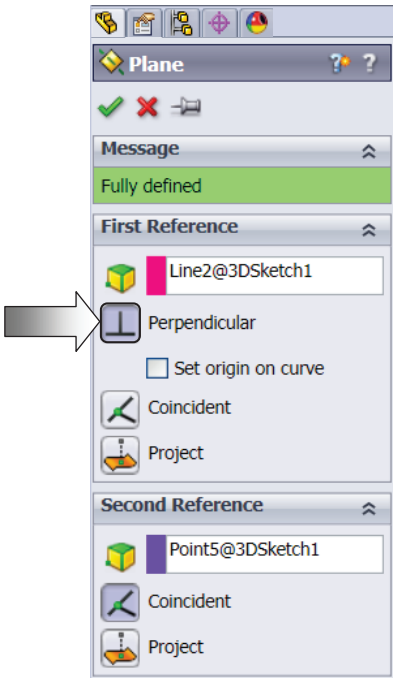
- **Exit** the 3D Sketch or press **Cntrl+Q**.

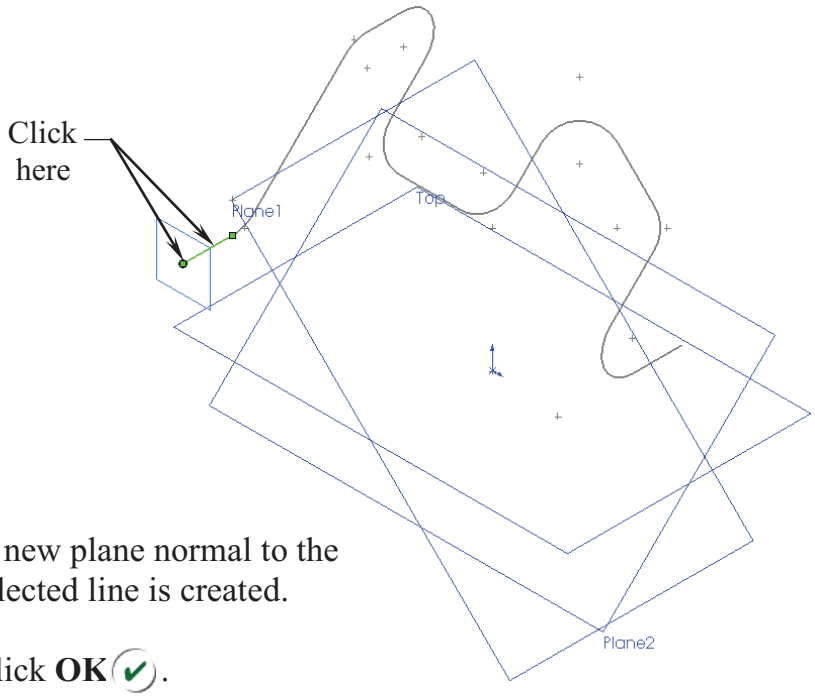
5. Creating a Perpendicular plane:

- Select **Insert/Reference Geometry/Plane**  .

- Select the **line** and its **endpoint** approximately as shown.

- The **Perpendicular** option should be selected by default.



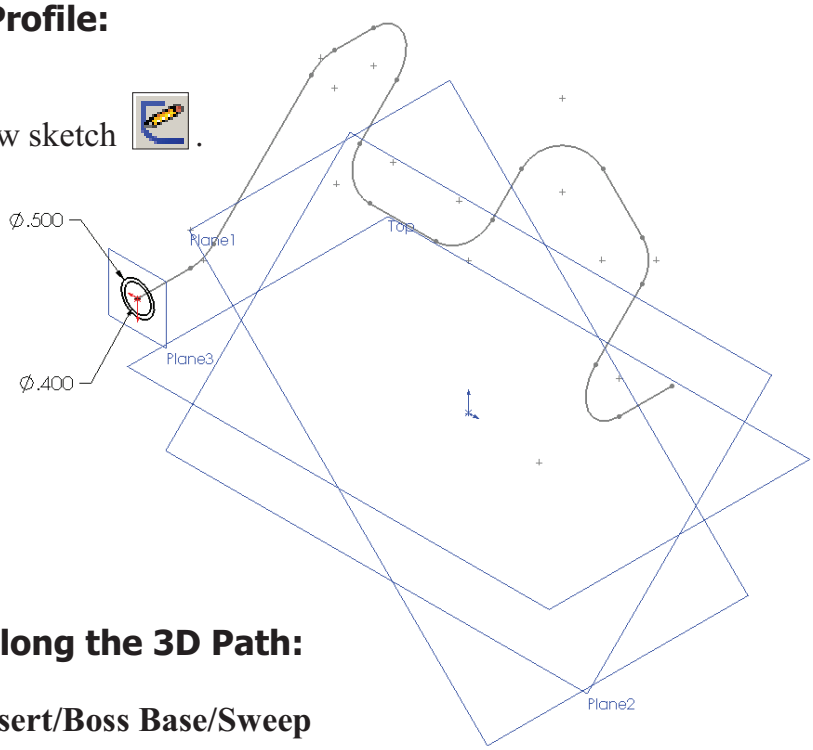


- A new plane normal to the selected line is created.

- Click **OK** .

6. Sketching the Sweep Profile:

- Select the new plane (Plane3) and open a new sketch .



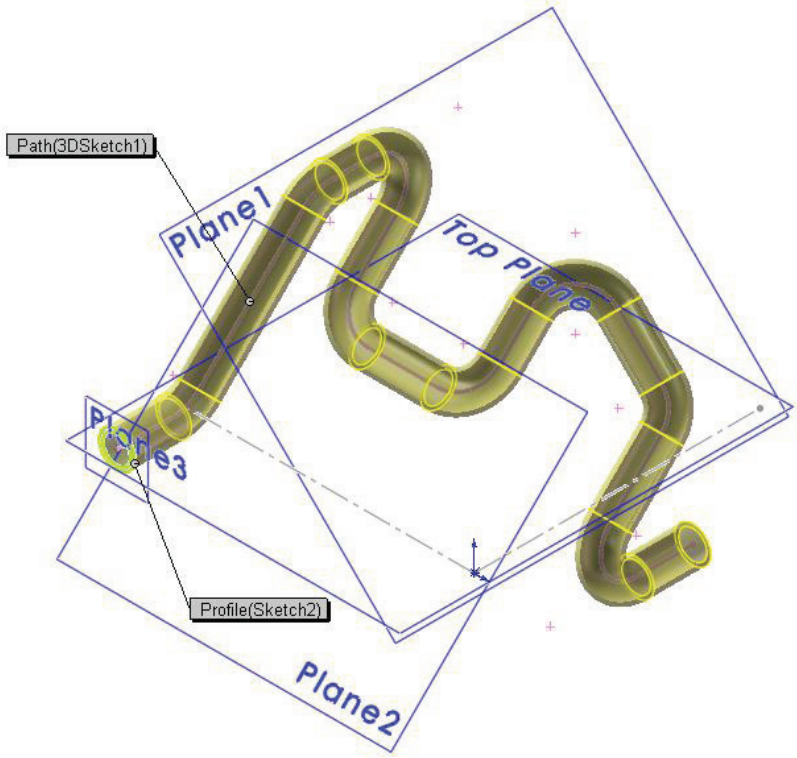
- Sketch 2 Circles on the same center and add the dimensions as shown to fully define the sketch.

7. Sweeping the Profile along the 3D Path:

- Click or Select **Insert/Boss Base/Sweep**

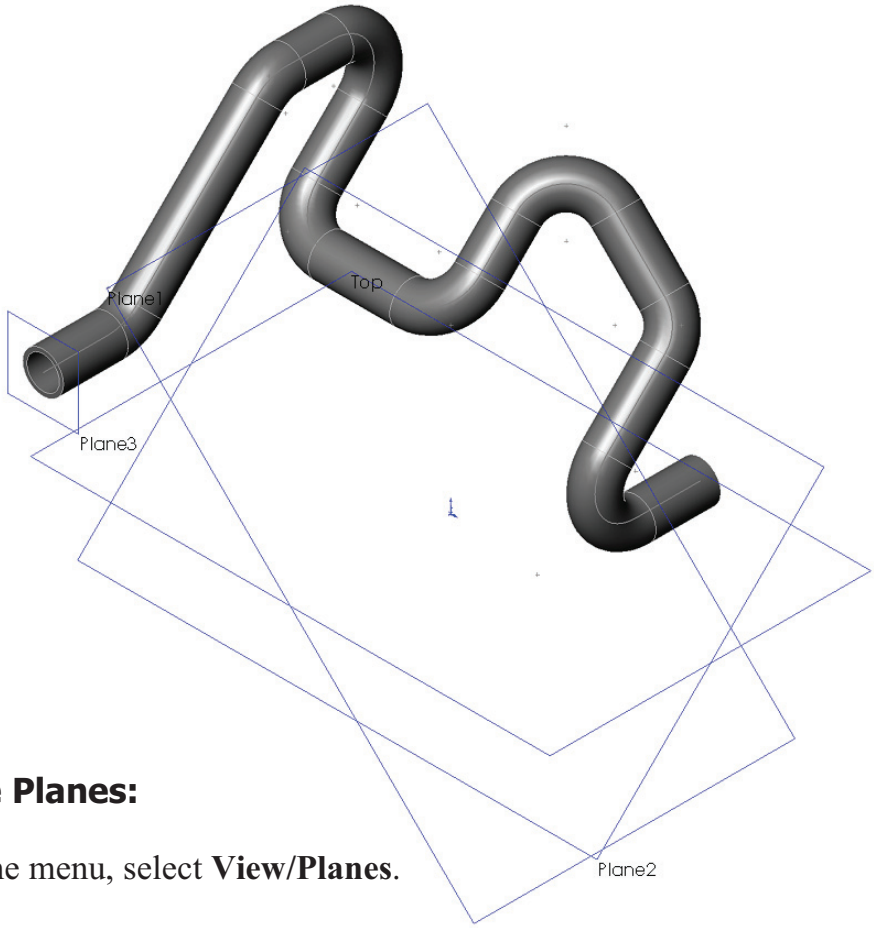
- Select the Circles as the Sweep Profile .

- Select the 3D Sketch as the Sweep Path .



- Click **OK** .

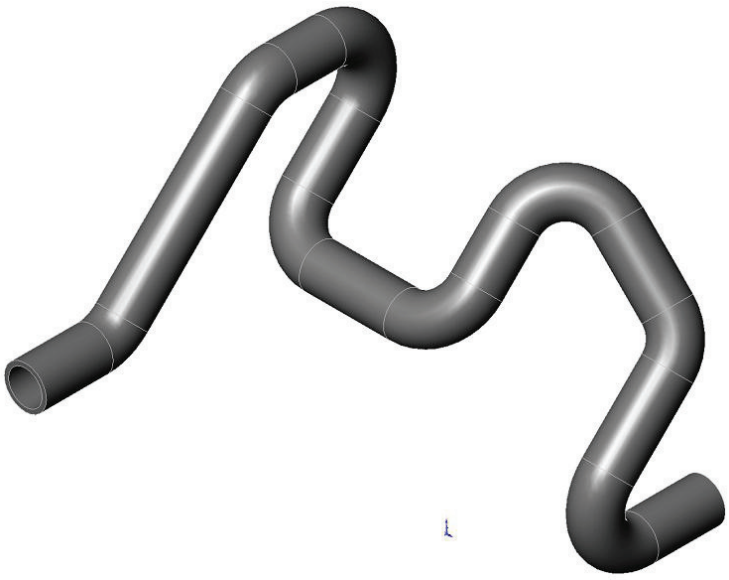
- The resulting Swept feature.



8. Hiding the Planes:

- From the menu, select **View/Planes**.

- The planes are temporarily put away from the scene.

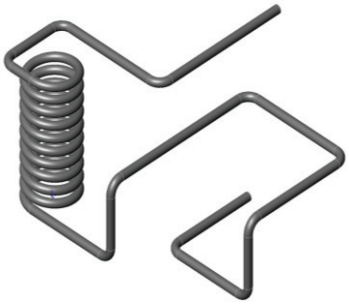


9. Saving your work:

- Click **File/Save As: 3D Sketch_Planes**.

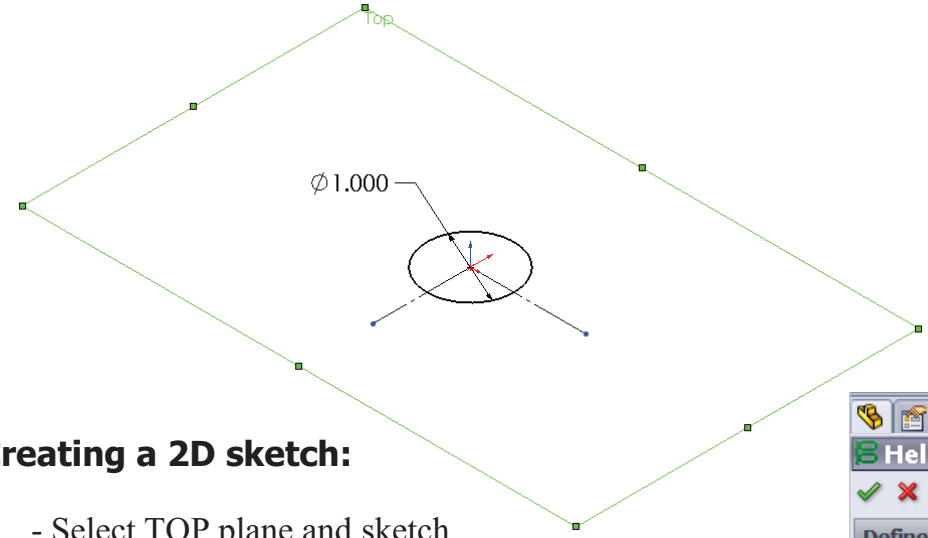
- Click **Save**.

Exercise: 3D Sketch & Composite Curve



A 3D sketch normally consists of lines and arcs in series and Splines. You can use a 3D sketch as a sweep path, as a guide curve for a loft or sweep, a centerline for a loft, or as one of the key entities in a routing system.

The following exercise demonstrates how several 3D Sketches can be created, combined into 1 continuous Composite Curve, and used as a Sweep Path.

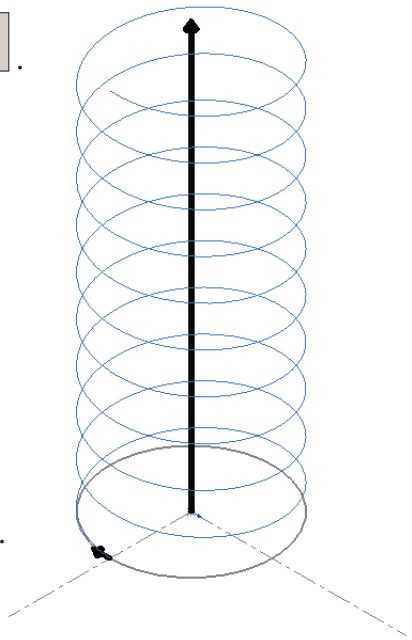


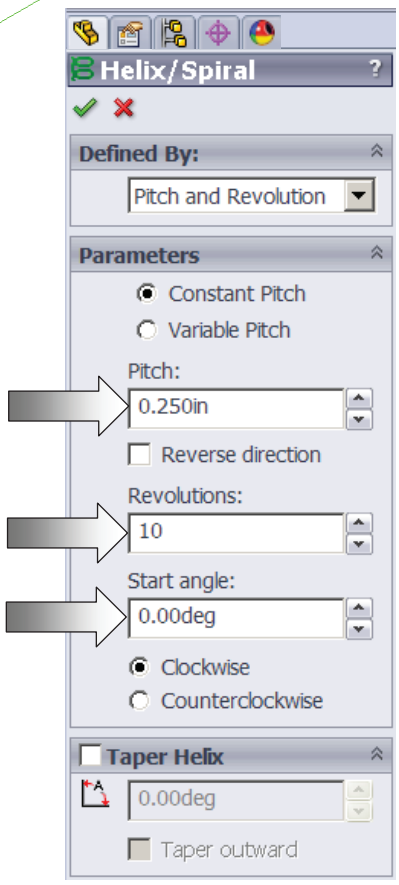
1. Creating a 2D sketch:

- Select TOP plane and sketch a **1.00" dia**. Circle and 2 Centerlines .

2. Creating a Helix:

- Select **Insert/Curve/ Helix-Spiral** .
- Pitch: **.250 in**.
- Revolution: **10**.
- Starting Angle: **0 deg**.
- Click **OK** .

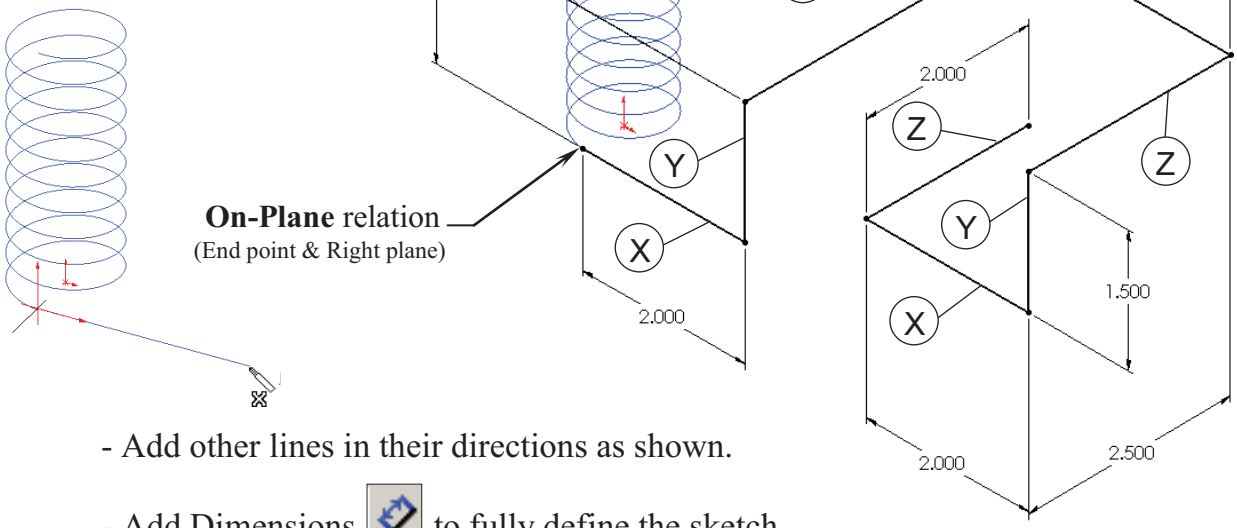




3. Creating the 1st 3D sketch:

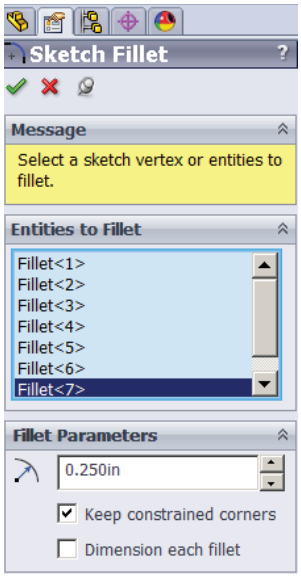
- Select **Insert/3D Sketch**

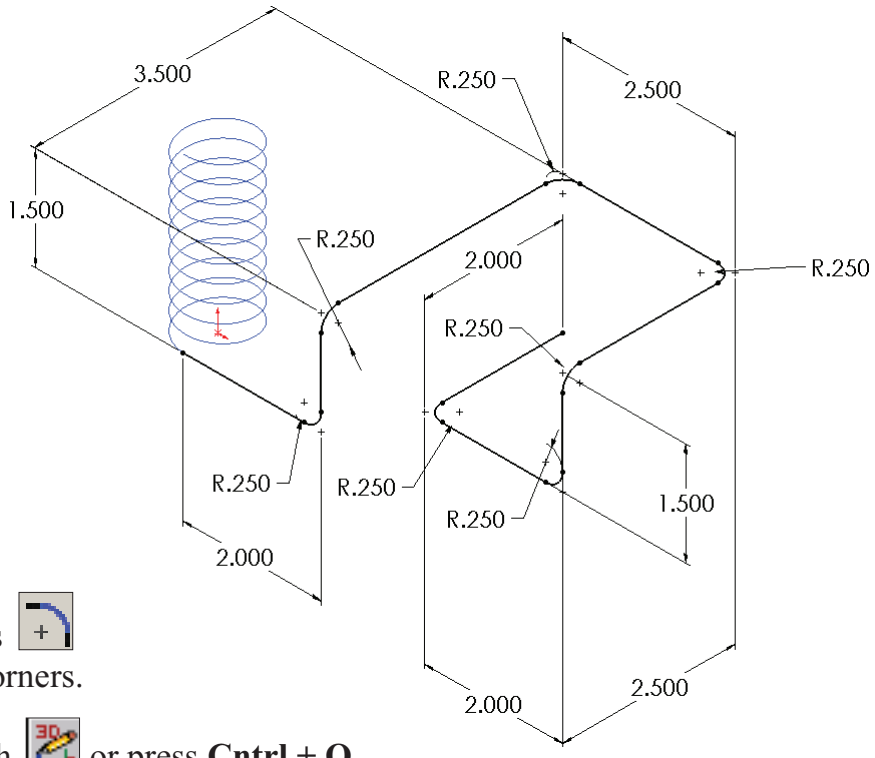
- Select the Line command and sketch the 1st line along the X direction.



- Add other lines in their directions as shown.

- Add Dimensions to fully define the sketch.





- Add Sketch Fillets of **.250 in**. to all corners.

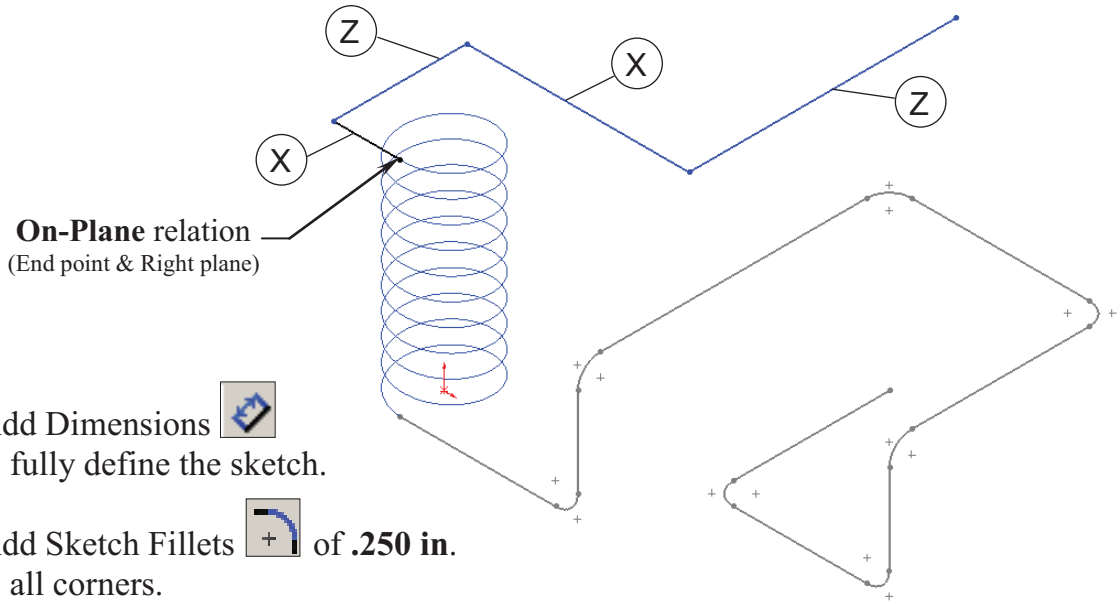
- **Exit** the 3D Sketch or press **Cntrl + Q**.

4. Creating the 2nd 3D sketch:

- Select **Insert/3D Sketch** .

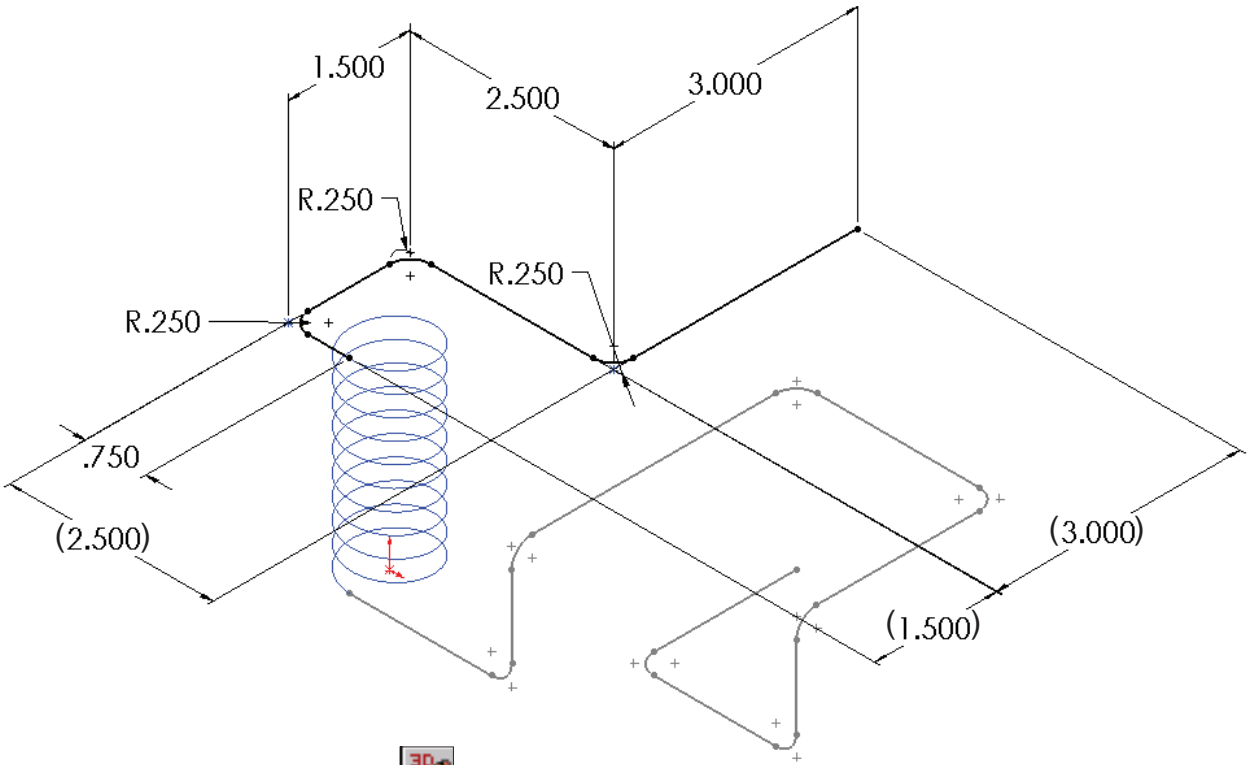
- Select the Line command and sketch the 1st line along the X direction.

- Sketch the rest of the lines following their direction shown below.



- Add Dimensions to fully define the sketch.

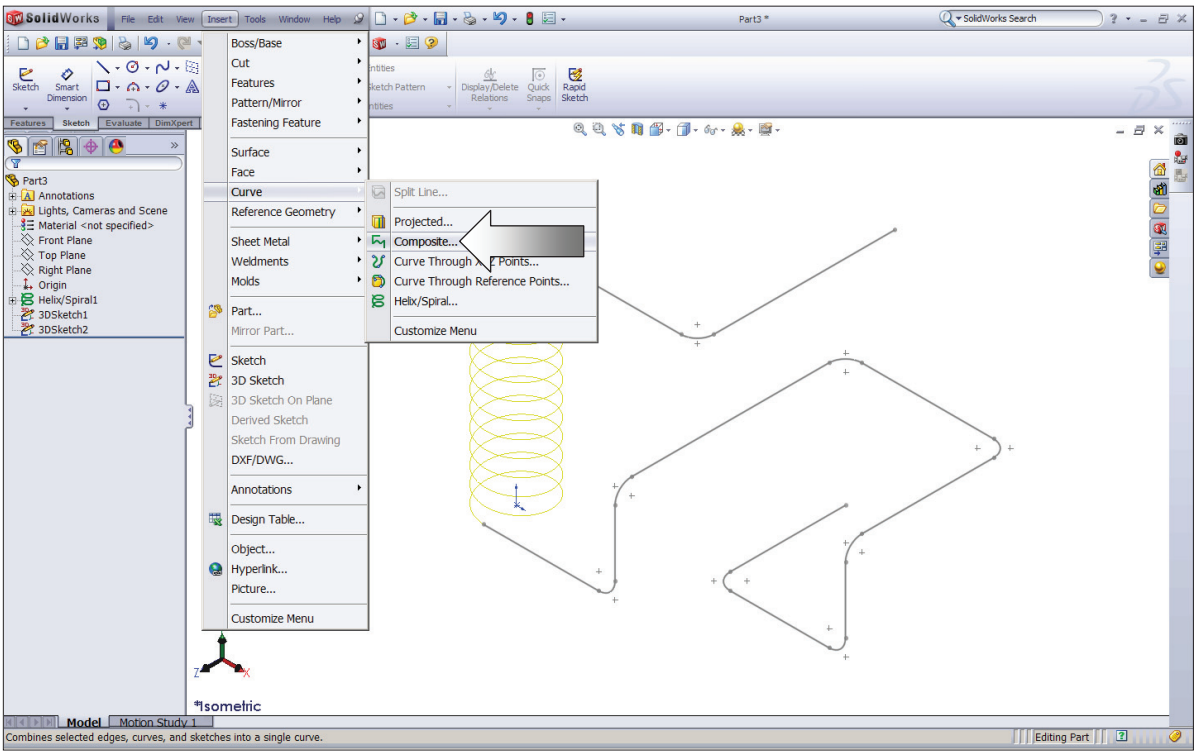
- Add Sketch Fillets of **.250 in**. to all corners.



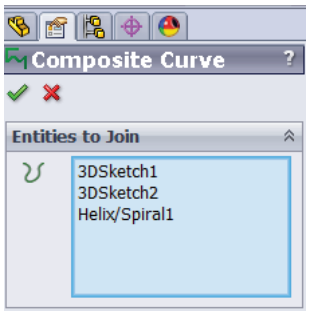
- **Exit** the 3D Sketch or press **Cntrl+Q**.

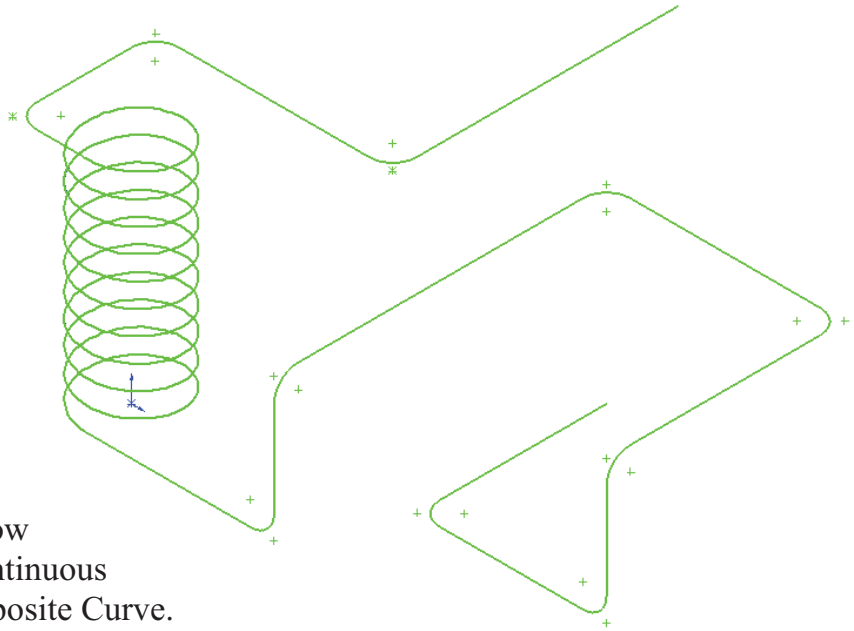
5. Combining the 3 sketches into 1 curve:

- Select **Insert/Curve/Composite**  or select it from the Curves button on the Features toolbar.



- Select the 3 Sketches either from the Feature Manager tree or directly from the graphics area.





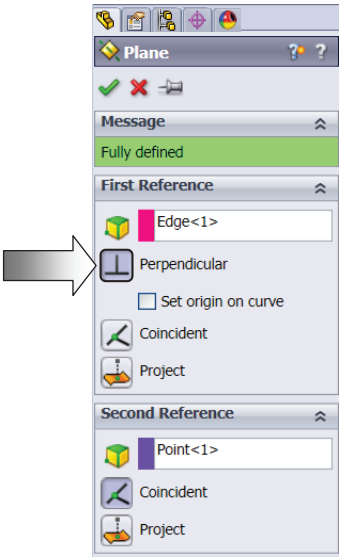
- Click **OK** ✔.

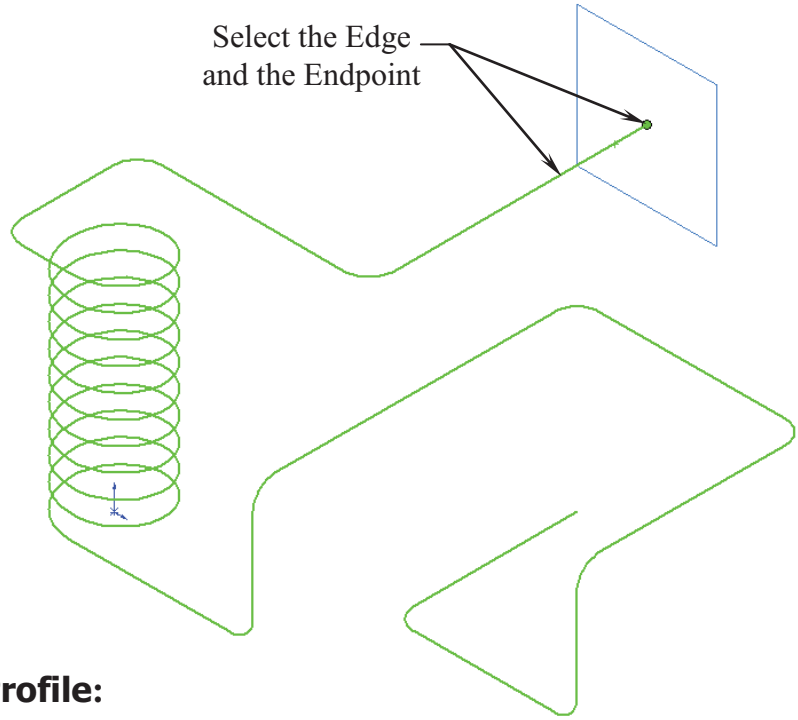
- The Sketches are now combined into 1 continuous curve called a Composite Curve.

6. Creating a new work plane:

- Select **Insert/Reference Geometry/Plane**  .

- Select the **edge** and **endpoint** as noted, the Perpendicular should be selected.





- Click **OK**  .

7. Sketching the Sweep Profile:

- Select the new plane (Plane1) and open a new sketch  .

- Sketch a Circle  and add a **.165** dia. Dimension  .

- Add a **Pierce** relation between the center of the circle and the curve.

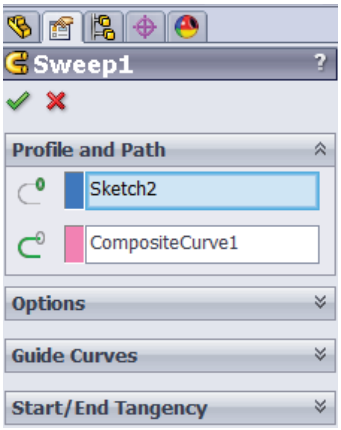
- **Exit** the Sketch .

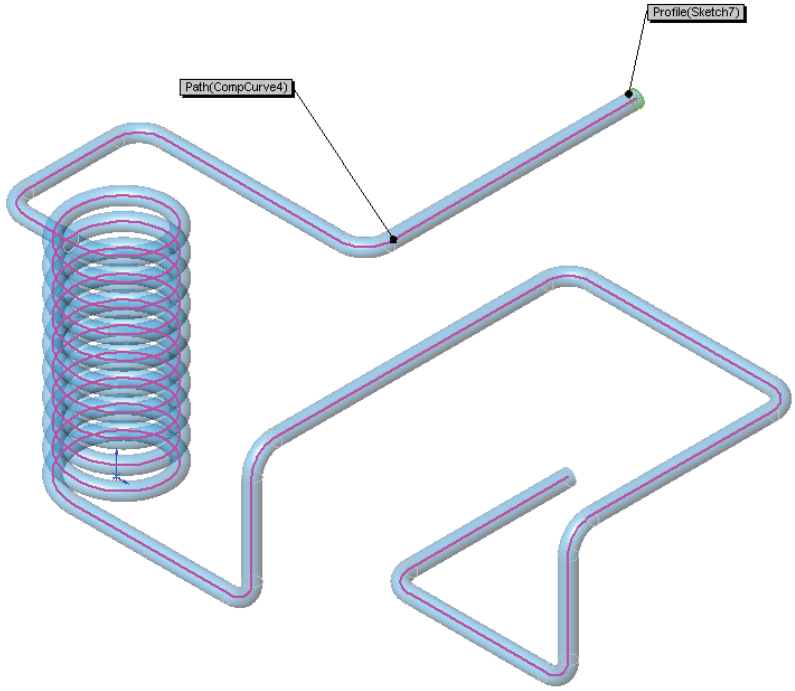
8. Sweeping the Profile along the Path:

- Select **Insert/Boss Base/ Sweep**  .

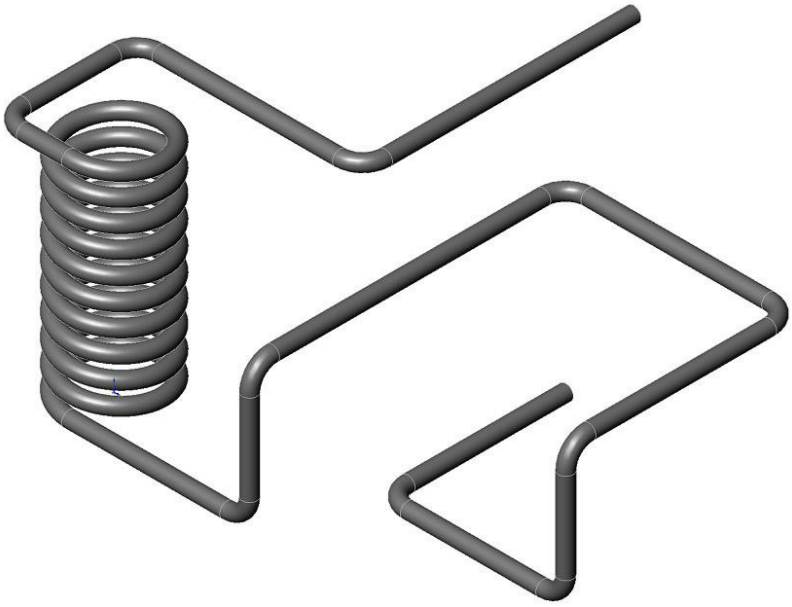
- Select the Circle as the Sweep Profile  .

- Select the Composite Curve as the Sweep Path  .





- Click **OK**  .



9. Saving your work:

- Click **File/Save As**.

- Enter **3D Sketch_ Composite Curve**.

- Click **Save**.