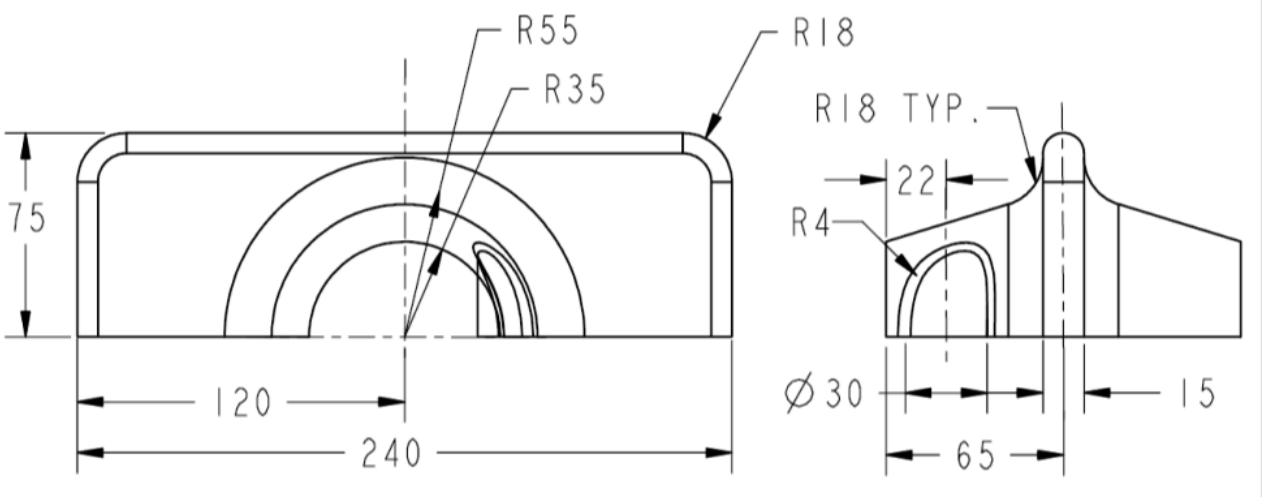
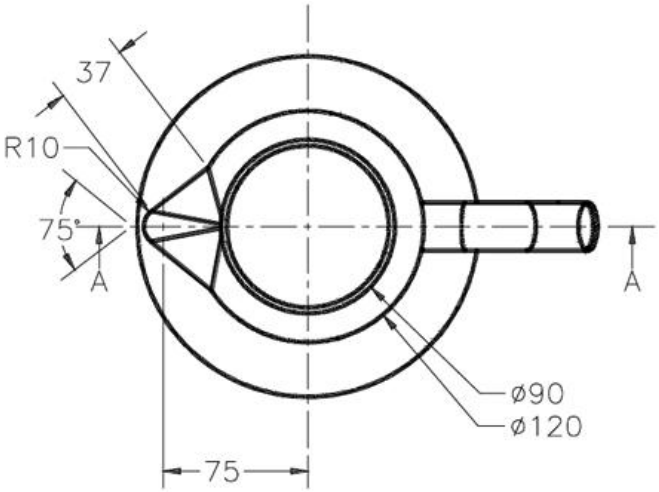
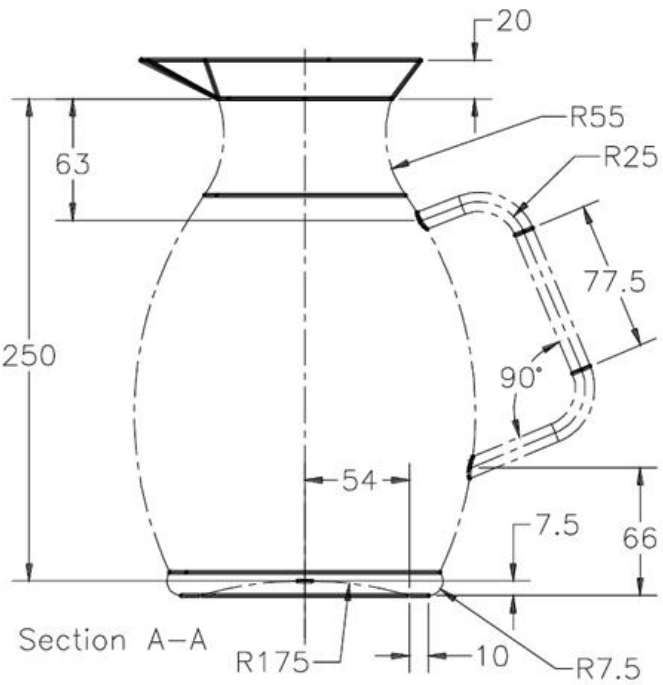
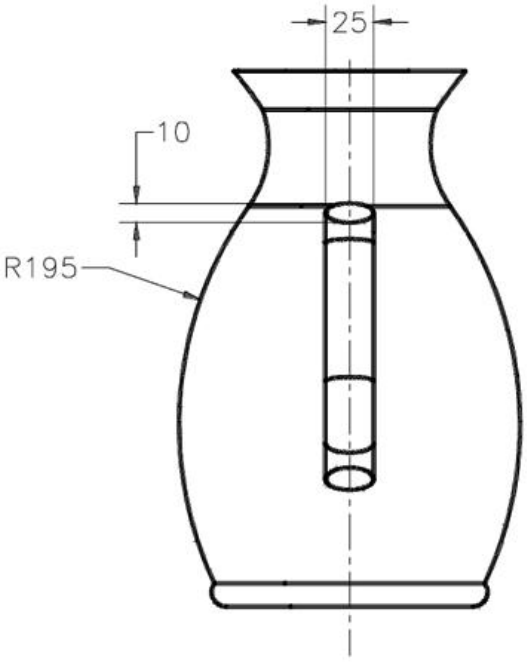
Example 1:



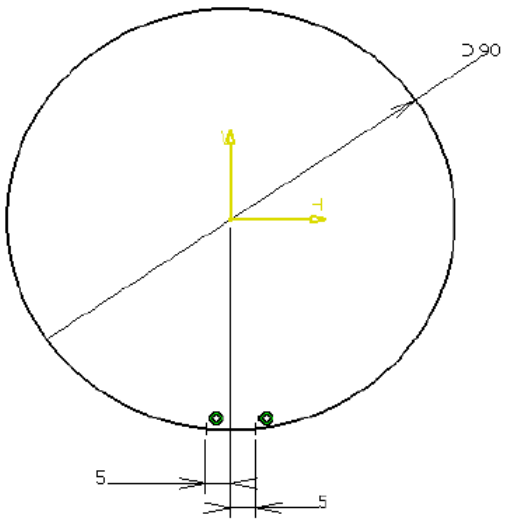
Example 2:



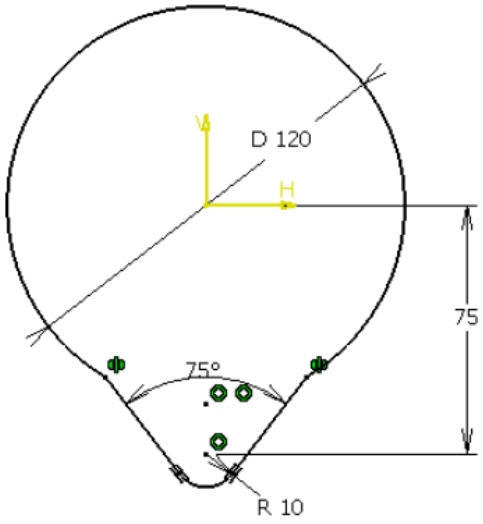




1. Cirle Ø90 (F 1)



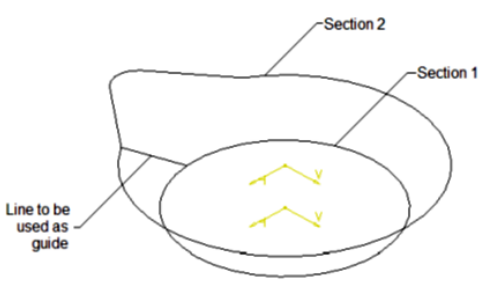
F 1

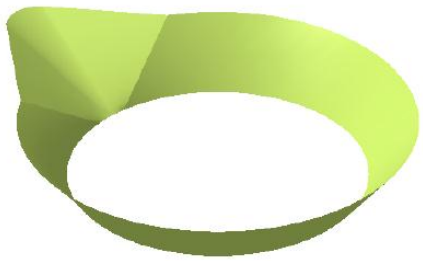


F 2

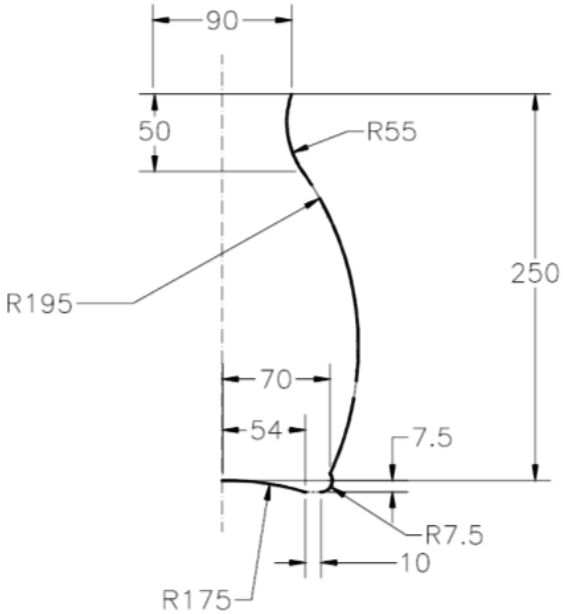
2. Offset Plane 20 and draw the sketch (F 2)

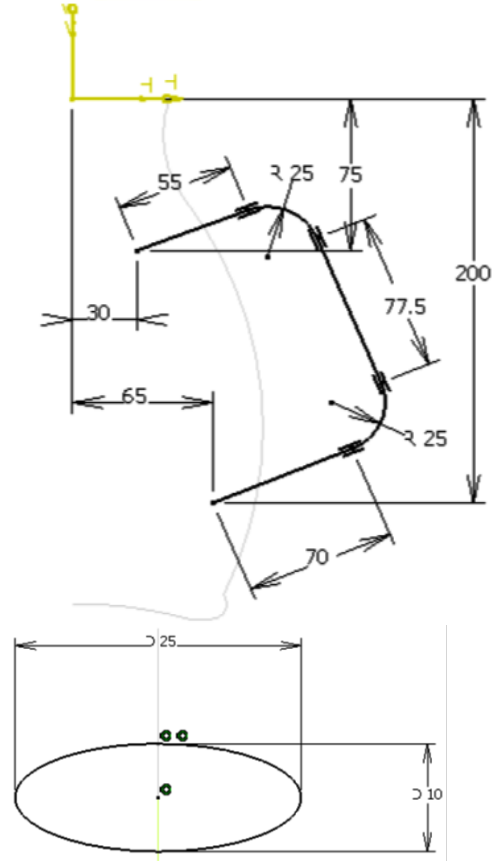
3. Make surface:



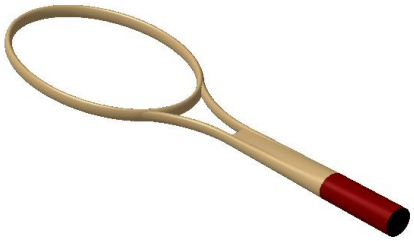


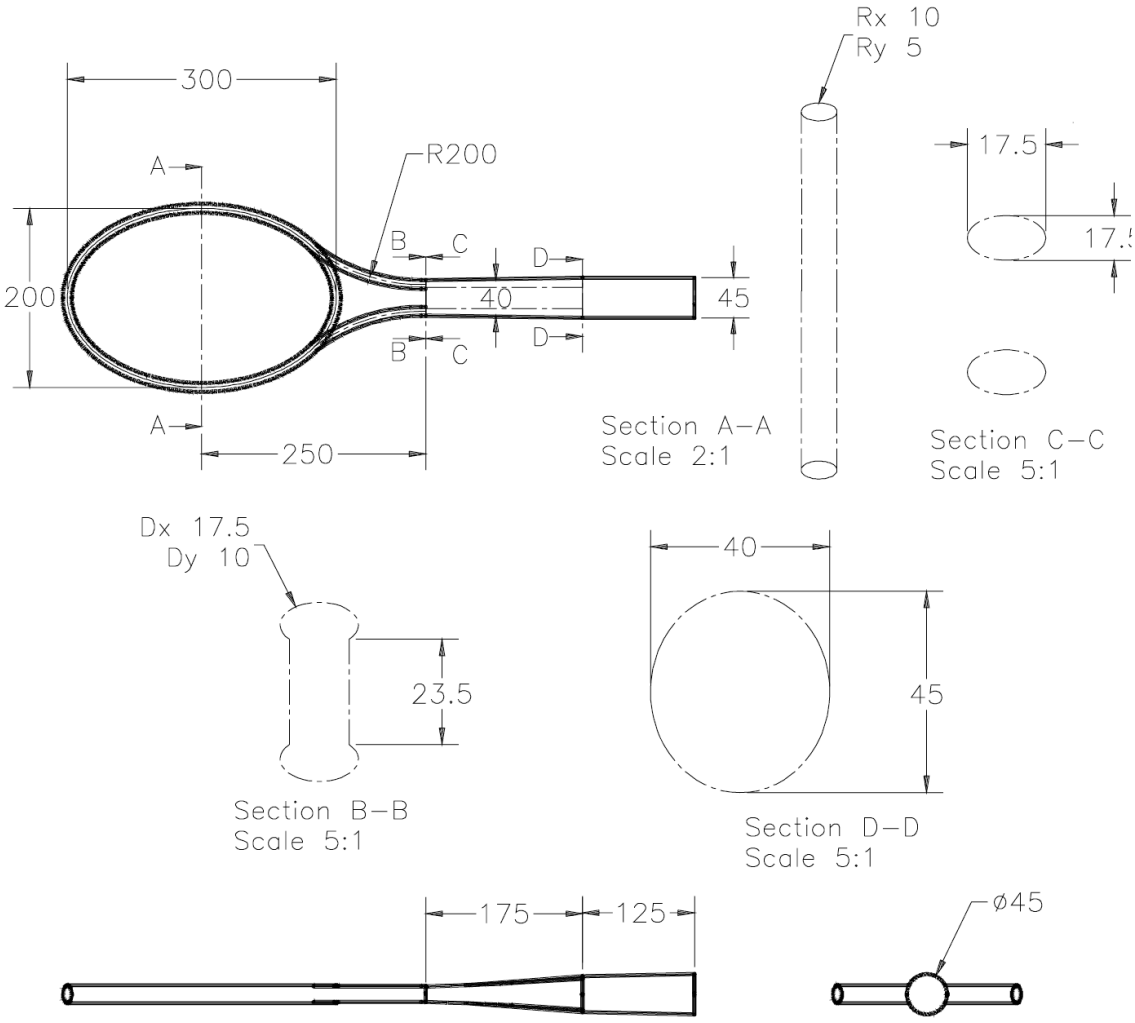
4. Revolve, Handle:



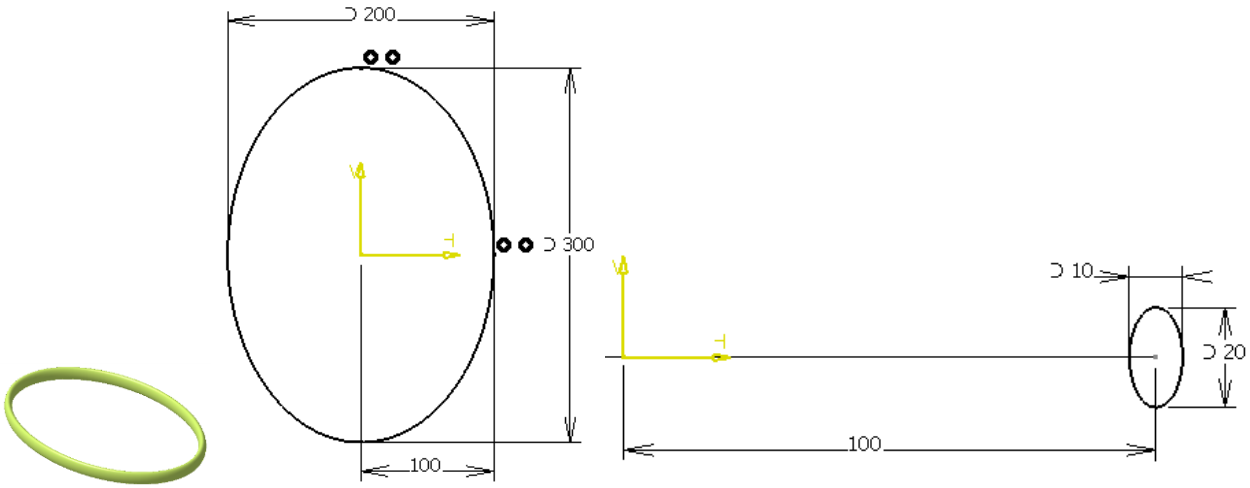


Example 3.

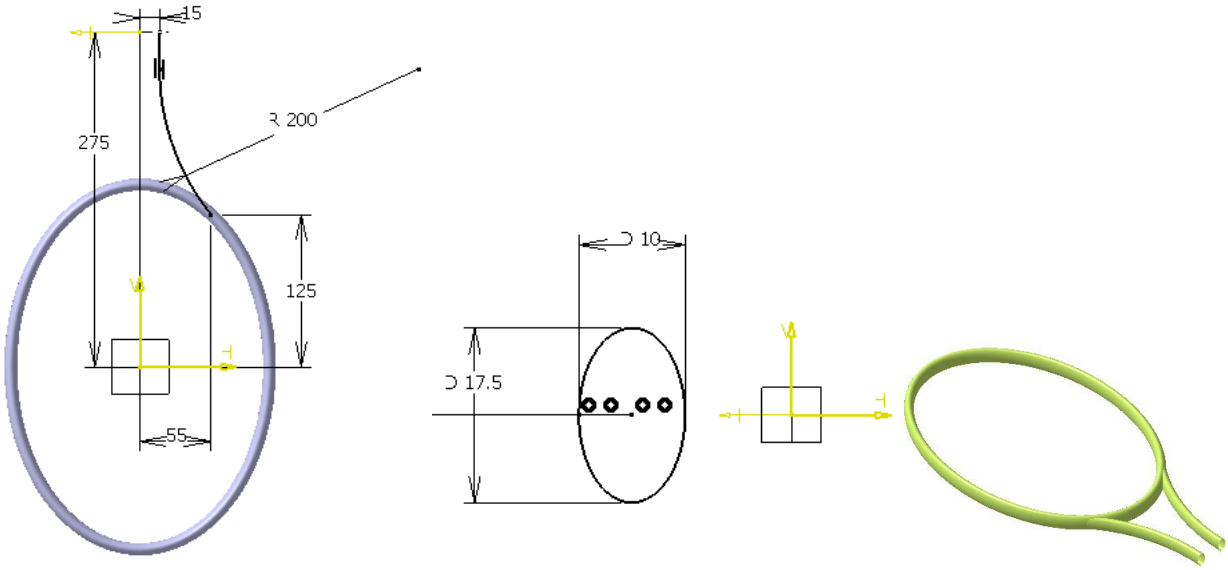




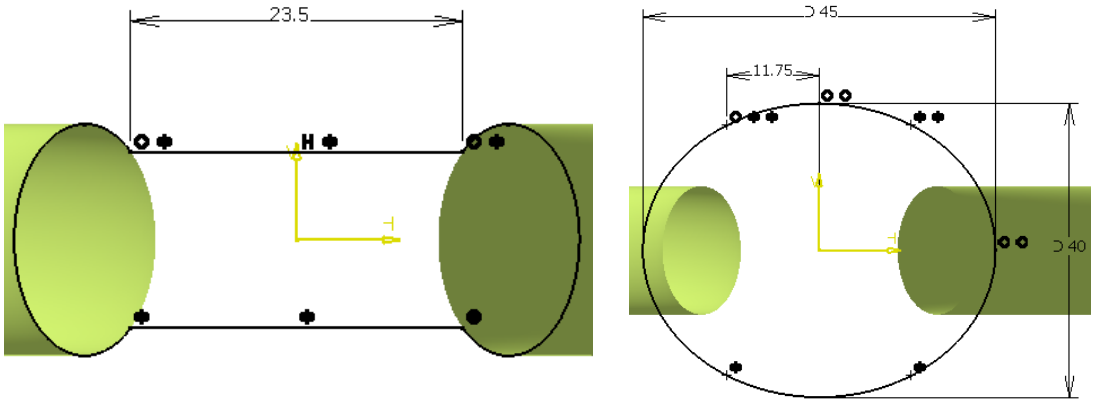
1. Sweep



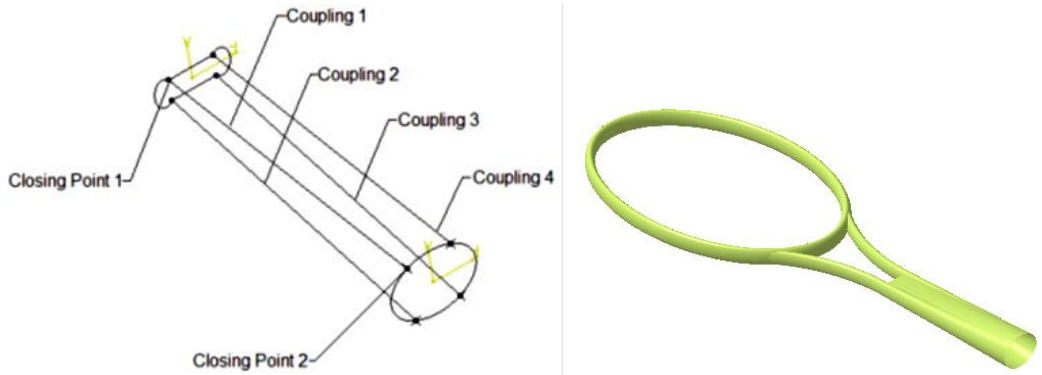
2. .....


15
R 200
275
125
55
D 10
D 17.5

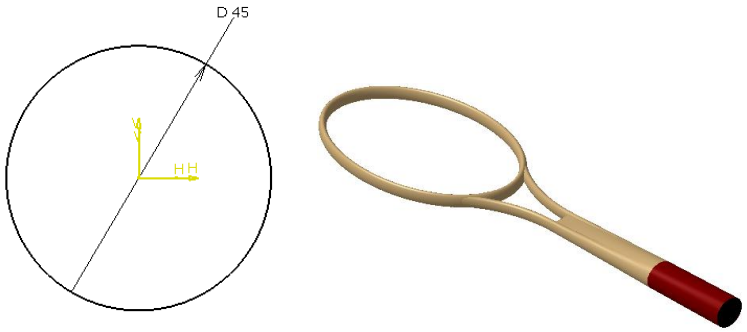
3. .....


23.5
D 45
11.75
D 40

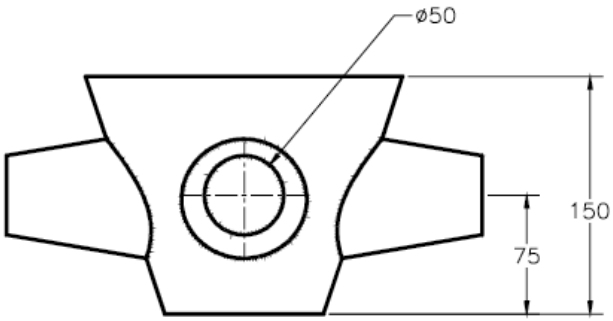
4. .....

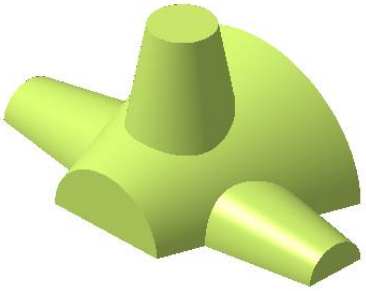

Coupling 1
Coupling 2
Coupling 3
Coupling 4
Closing Point 1
Closing Point 2

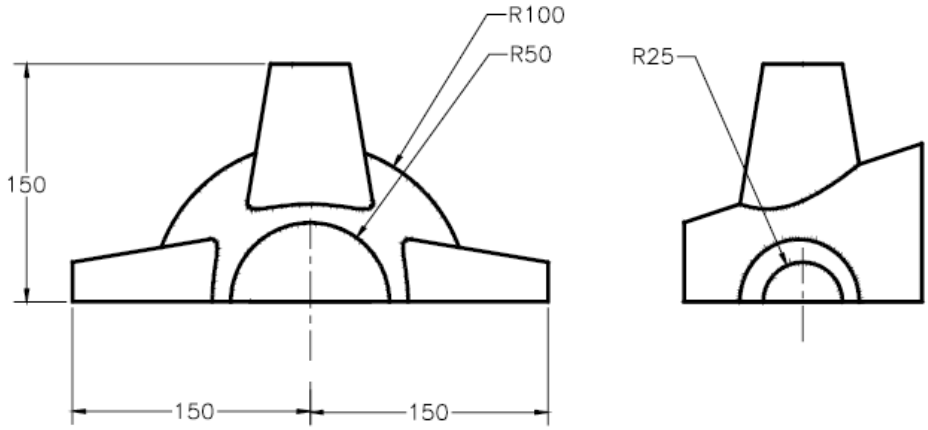
5. .....


D 45

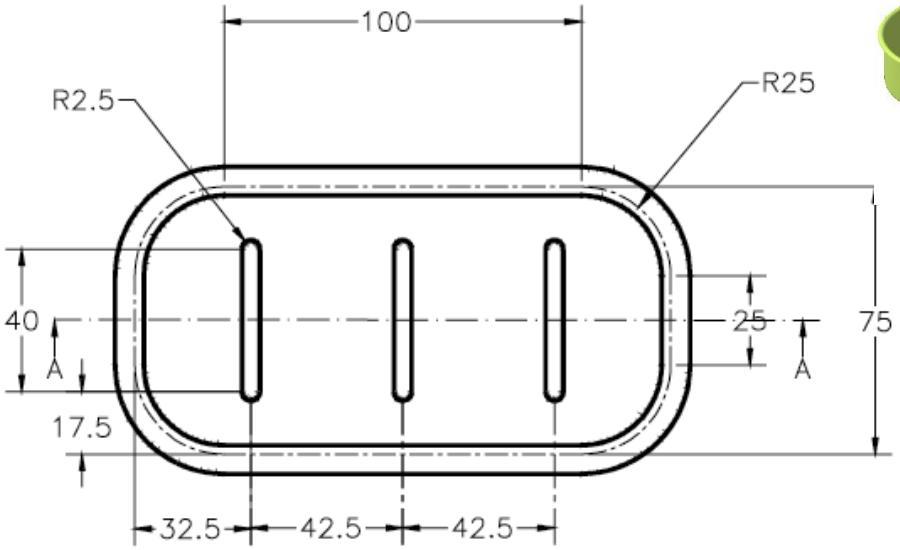
Example 4:

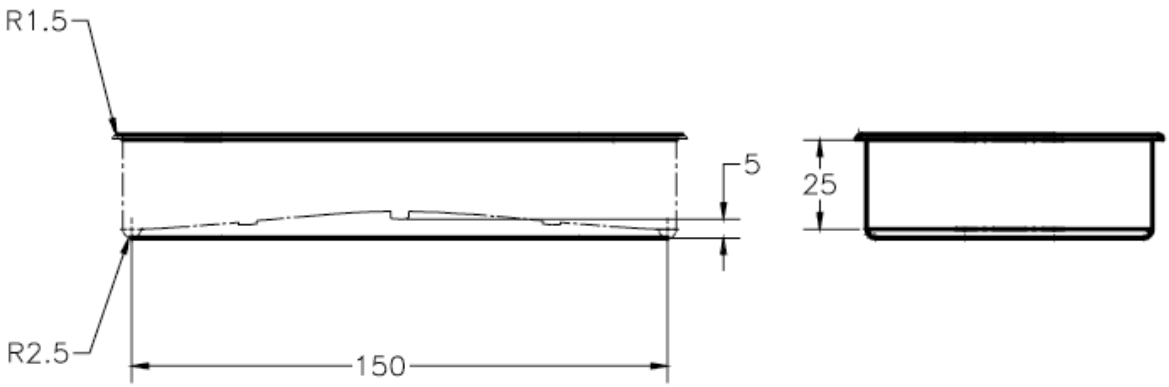




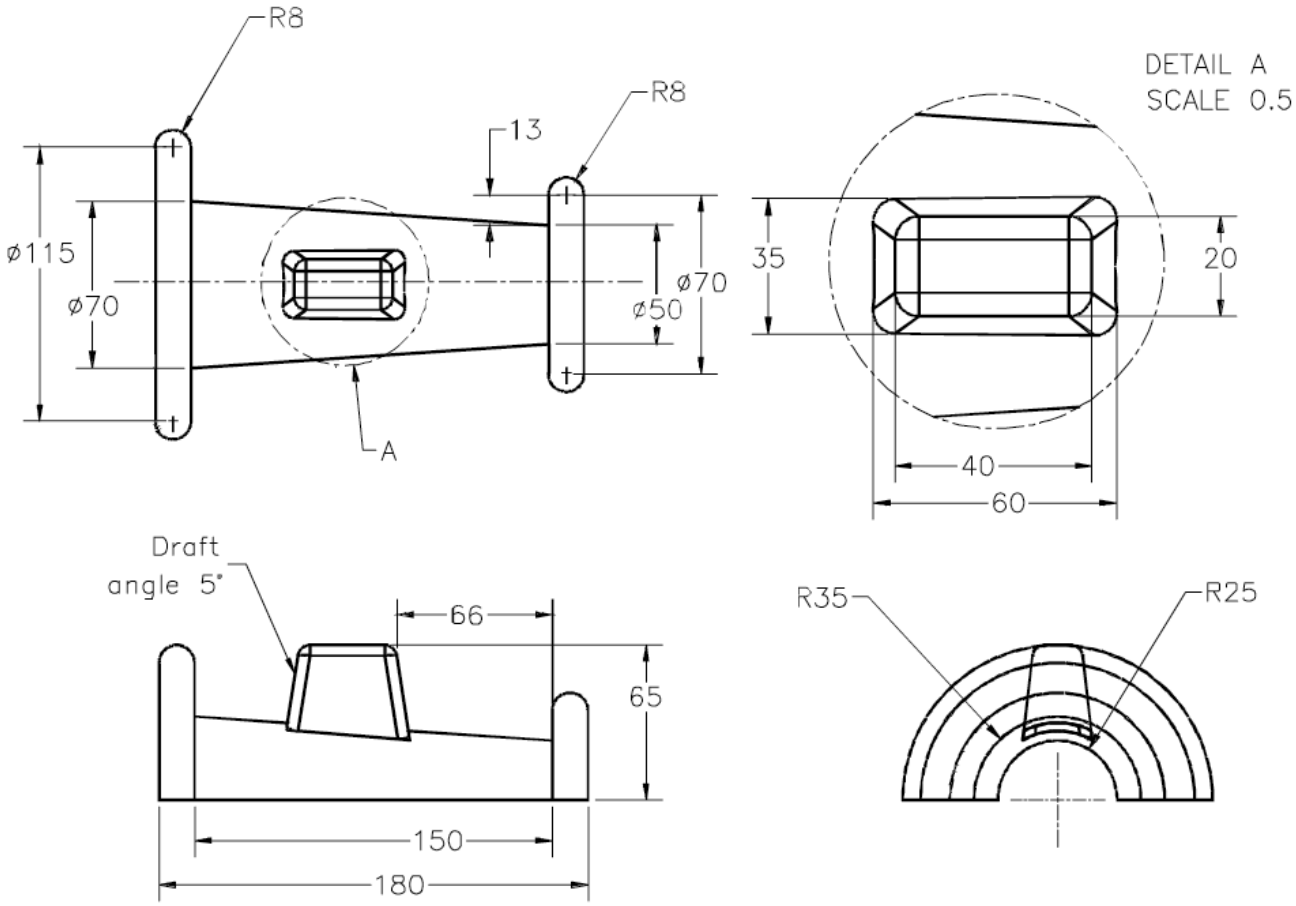


Example 5:

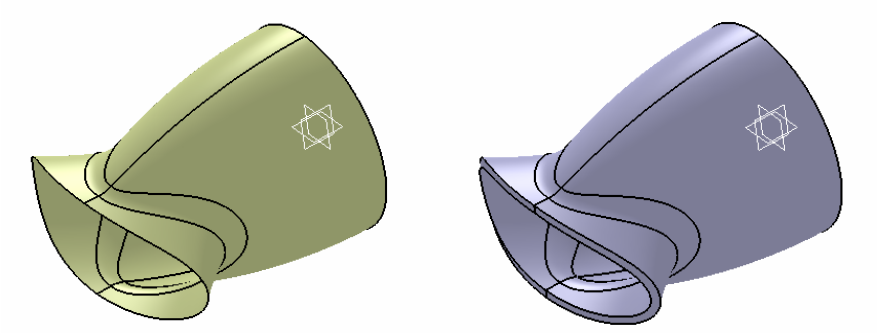




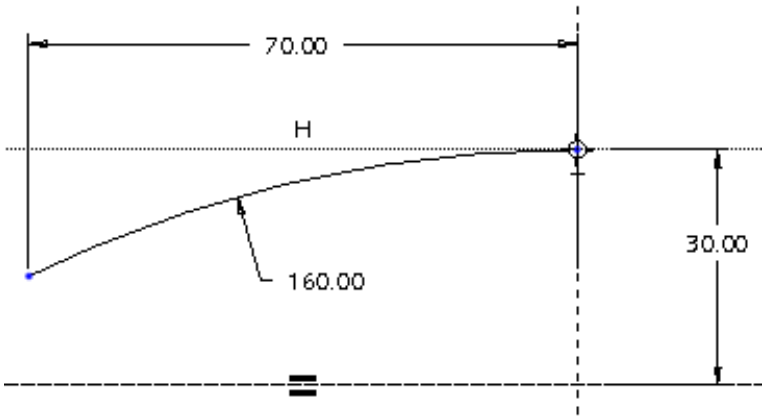
Example 6:

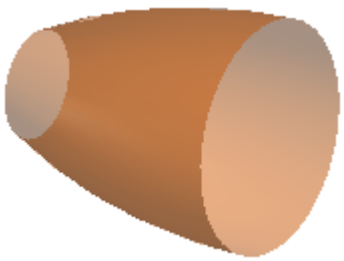


Example 7:

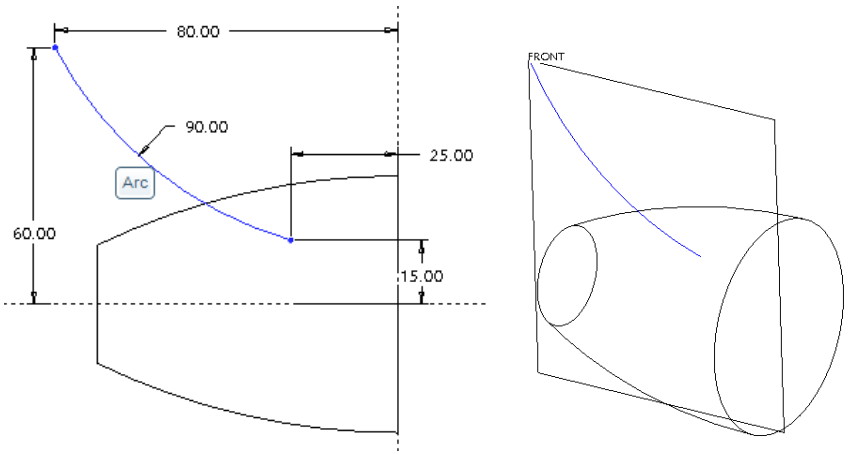


Step 1:

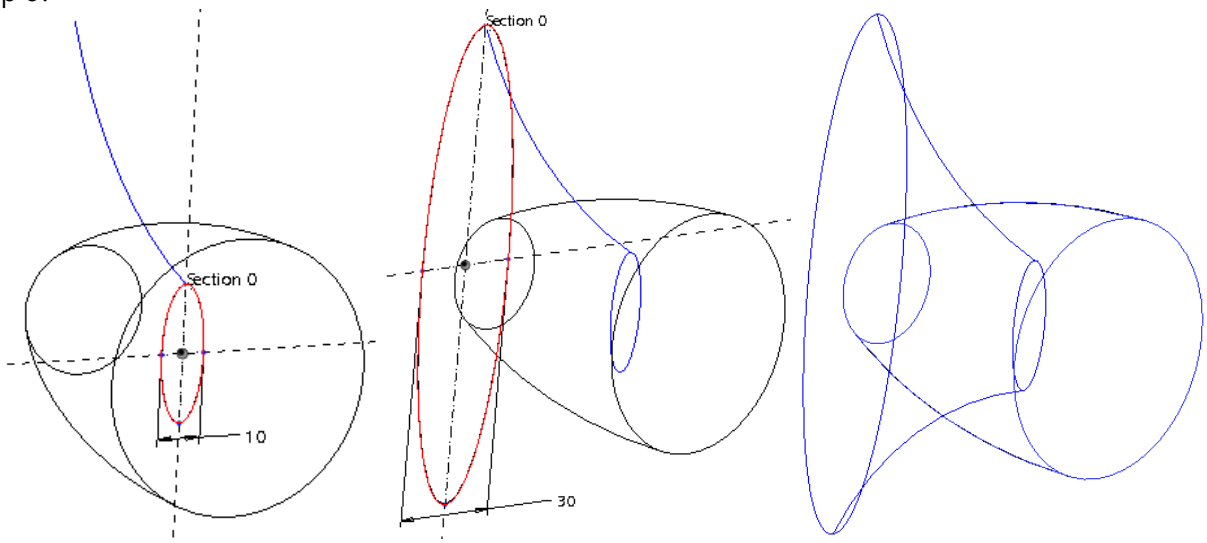




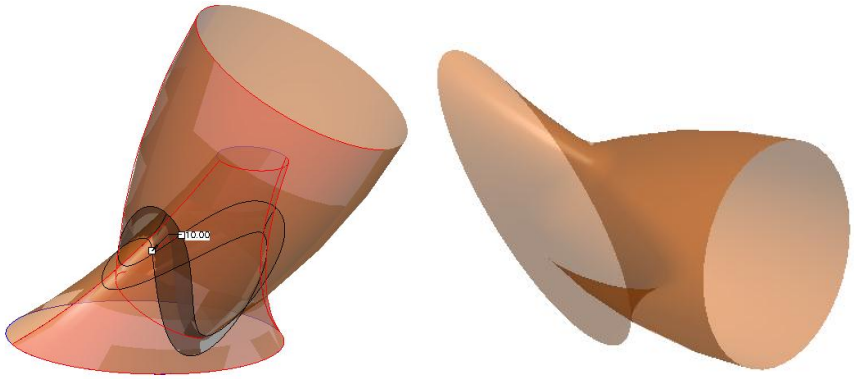
Step 2:



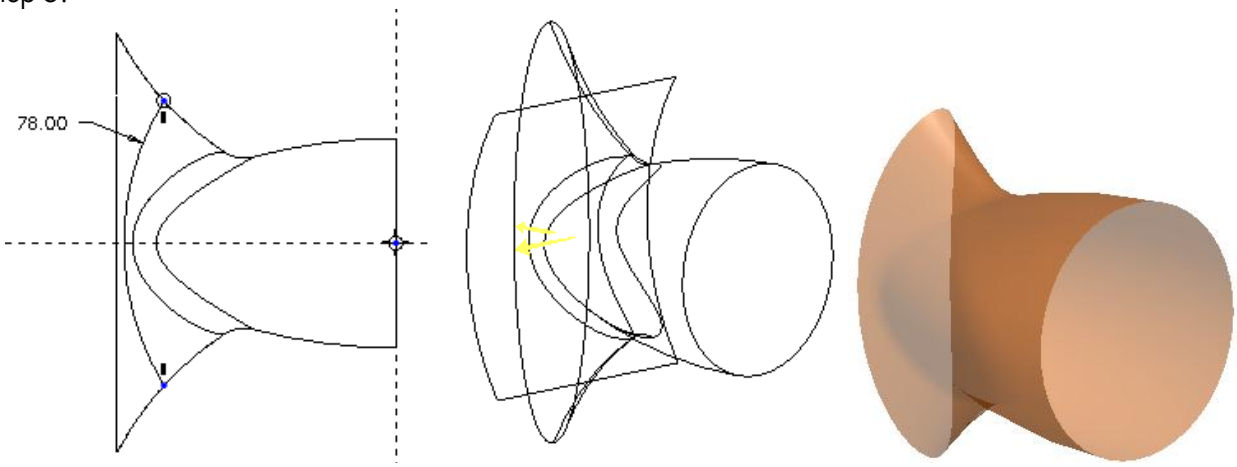
Step 3:



Step 4:



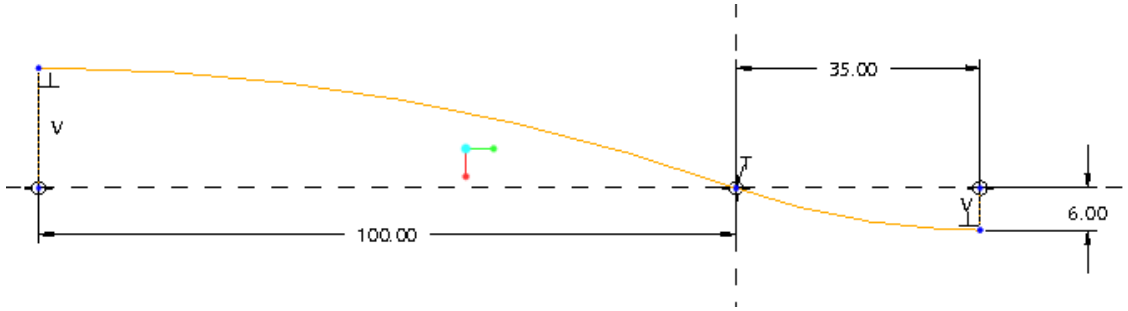
Step 5:



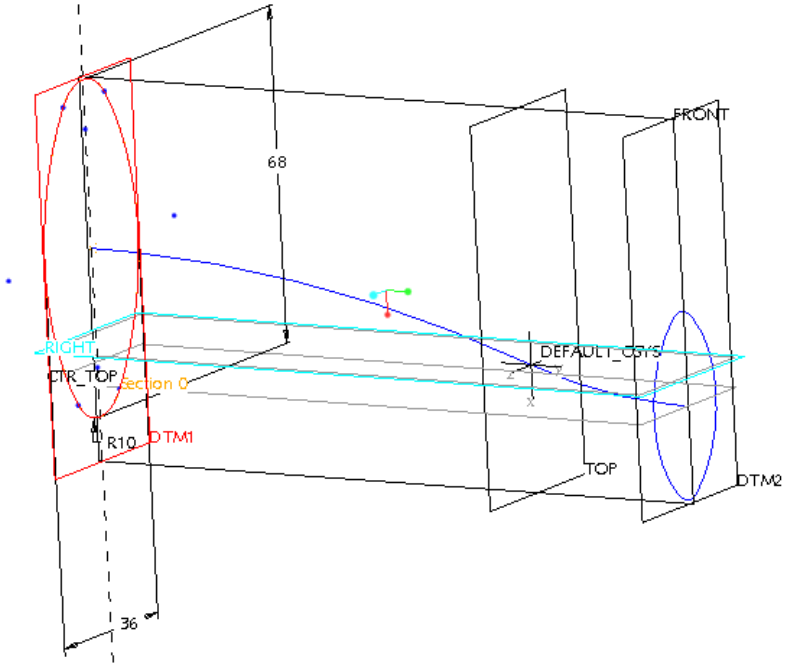
Step 6: Thicken 2 mm, Round 0.5

BÀI TẬP 1

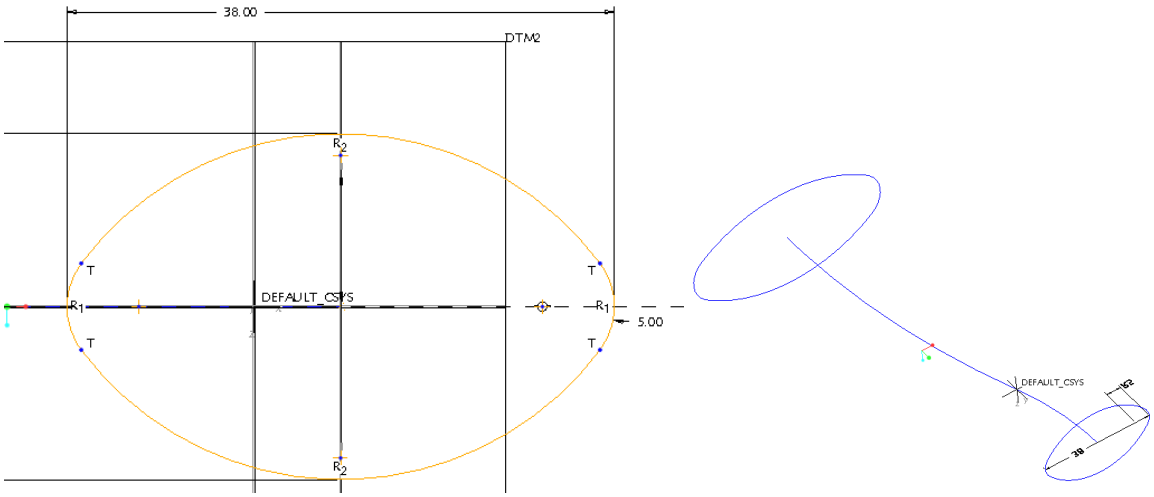
1. Vẽ biên dạng.



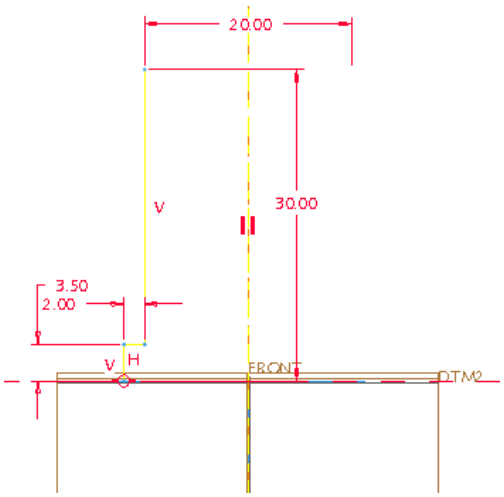
2. Vẽ tiết diện thứ nhất.

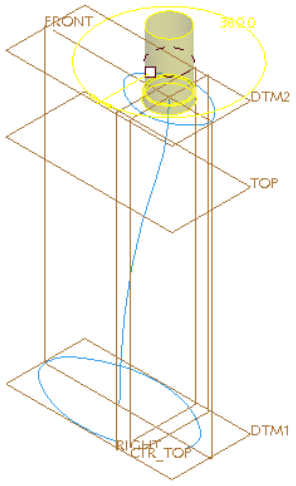


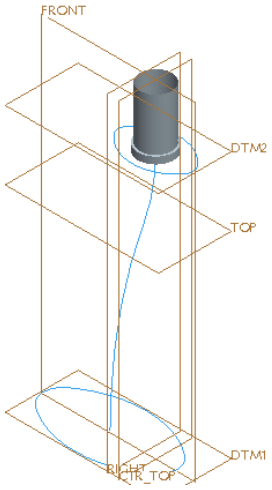
3. Vẽ tiết diện thứ 2.



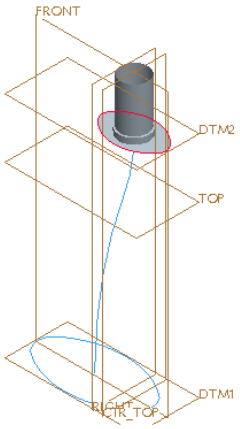
4. Revolve.



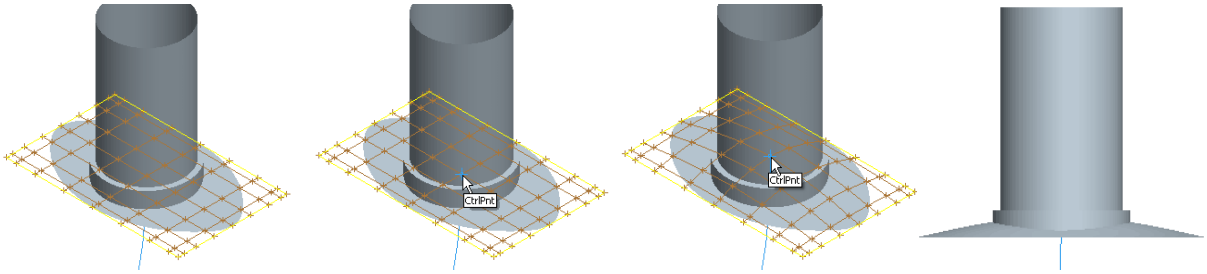




5. Fill.

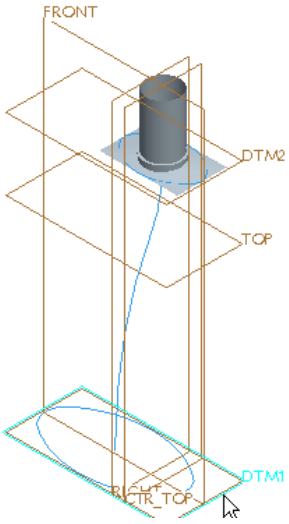


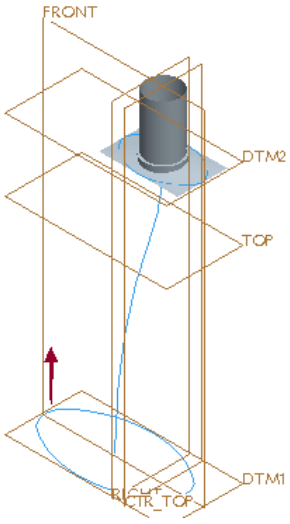
6. Surface Free Form.

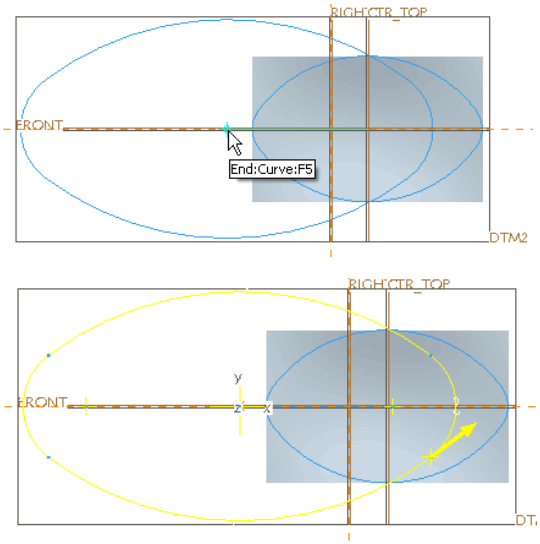


7. Blend: General, Regular Section, Sketch Section > Done, Smooth, Open End.

Section 1:

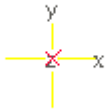


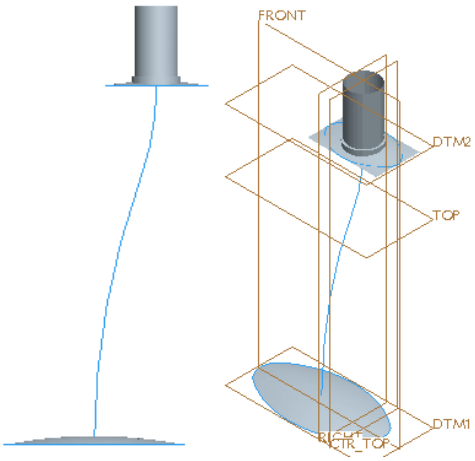




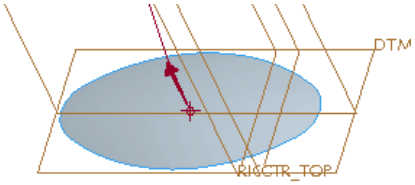
Section 2:

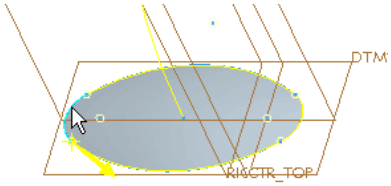
Axis rotation: 0, 0, 0; Depth: 3.5

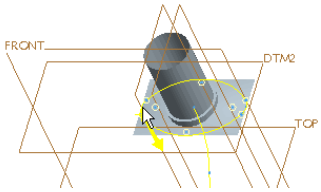




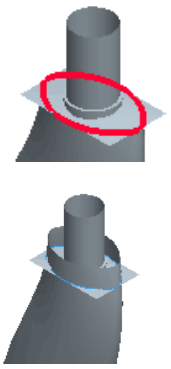
8. Swept Blend.

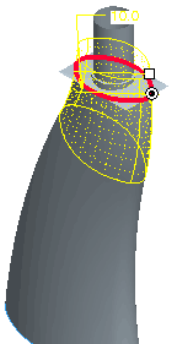




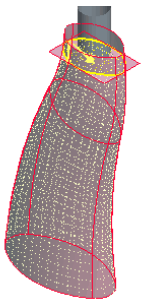


9. Extend Surface 10 mm.

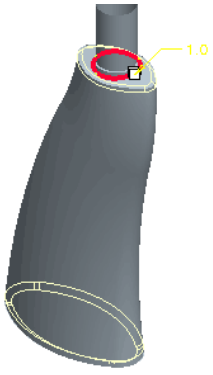


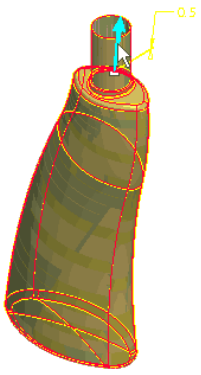


10. Merge Surface.

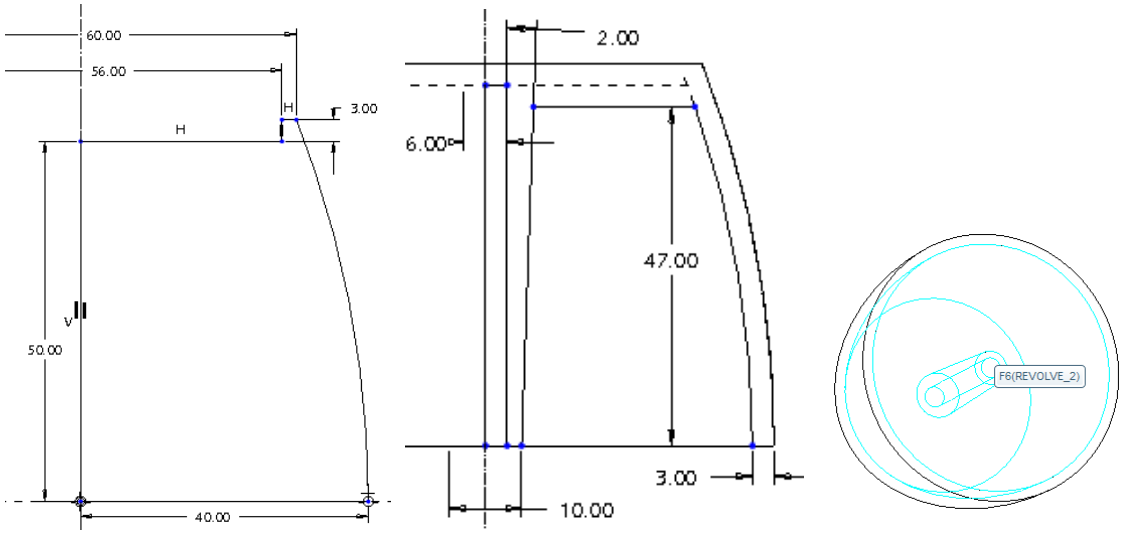


11. Round 2, 1 and thicken 0.5.

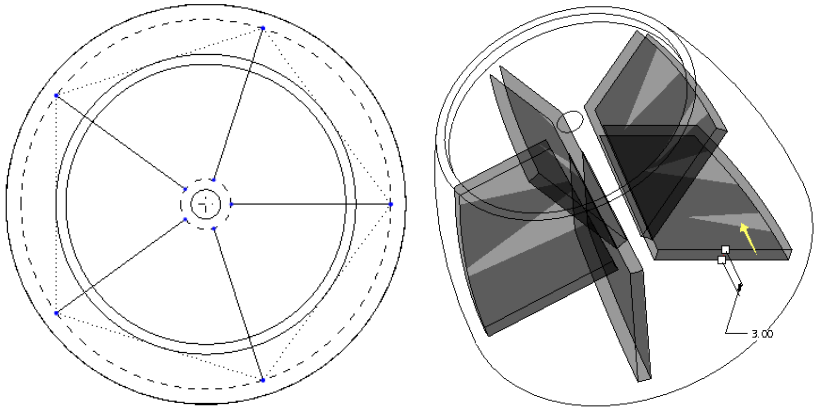




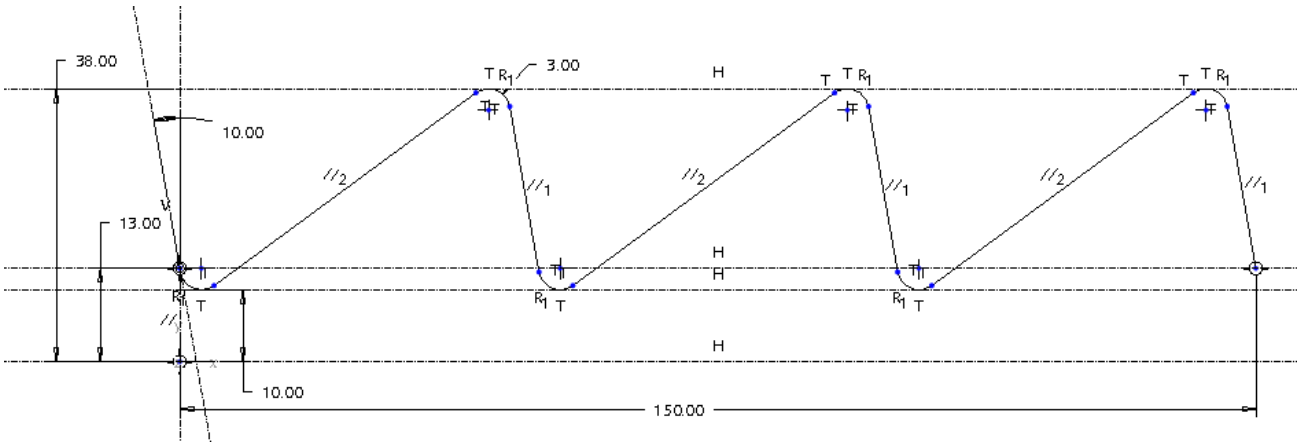
BÀI TẬP 2

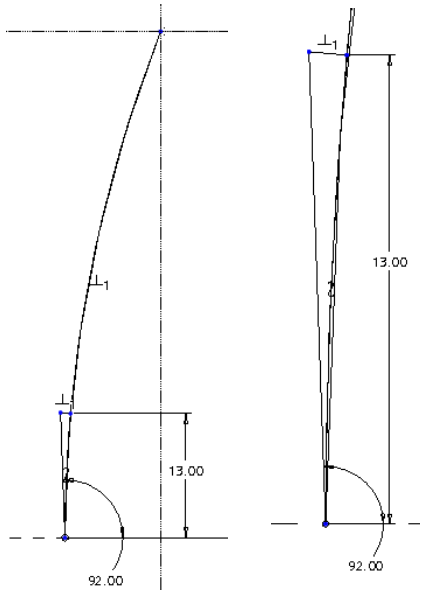


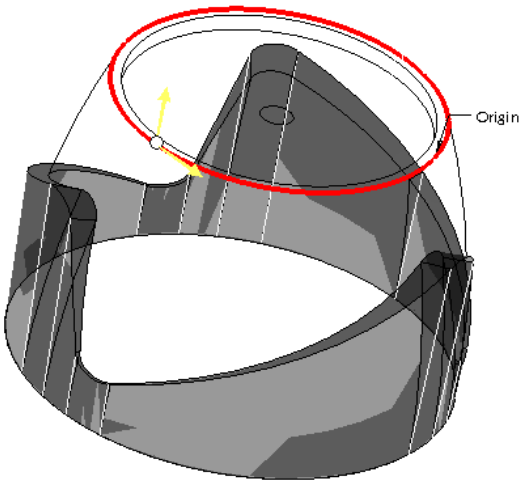
** Tạo mặt phẳng cách đáy lớn 3 mm về phía đỉnh để tạo gân tăng độ cứng.*



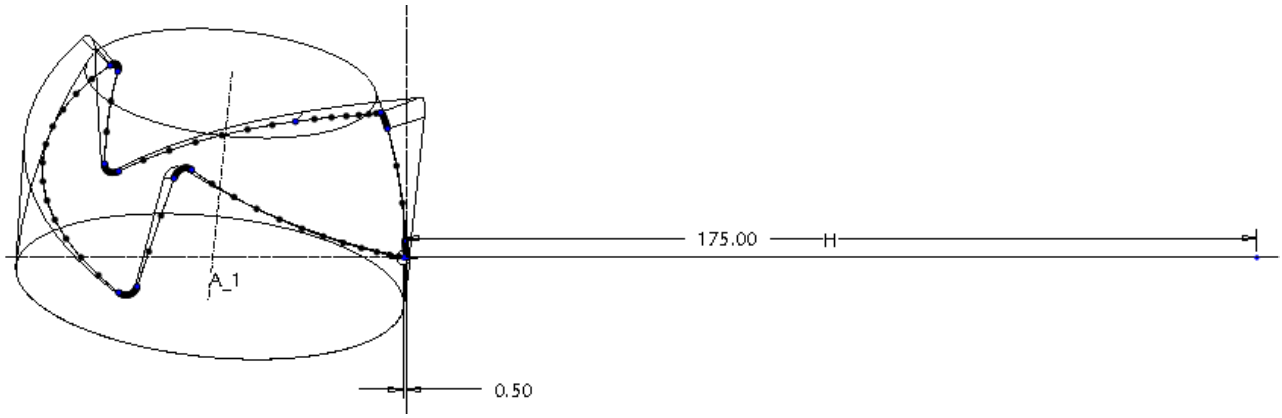
ĐỒ THỊ PHẦN ĐỠ THÂN CÁNH QUẠT ĐƯỢC CHO BỞI ĐỒ THỊ SAU

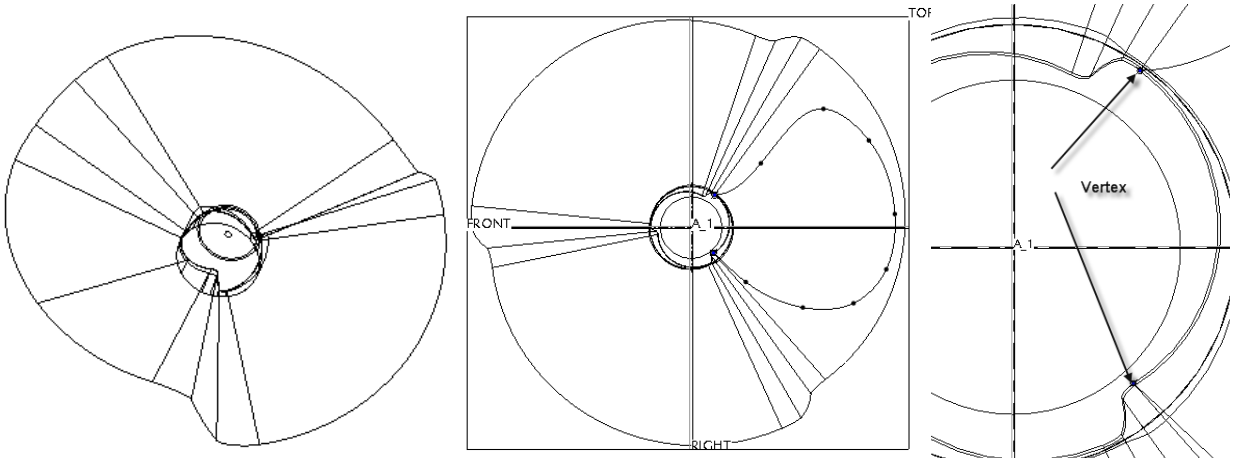




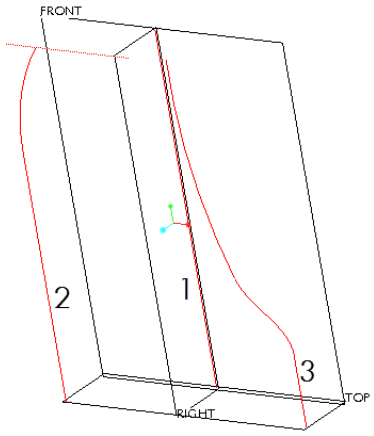


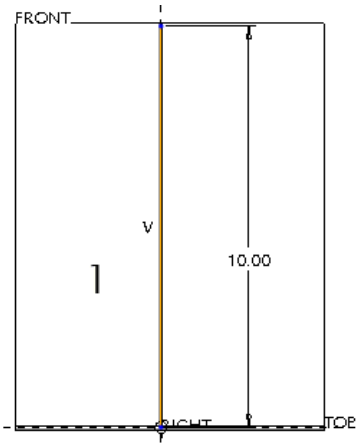
Tạo mặt để vẽ cánh

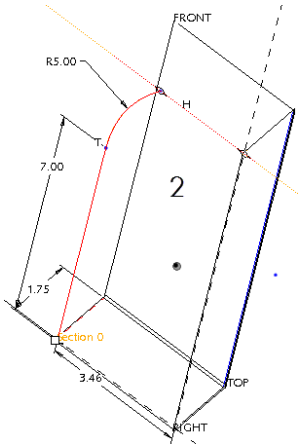


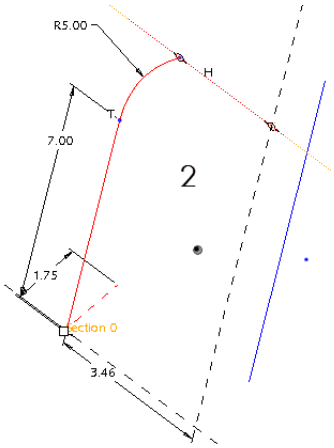


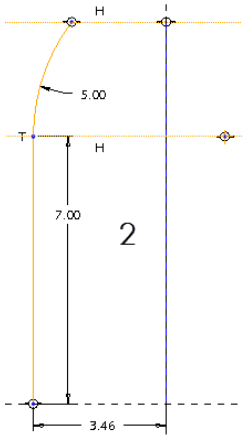
BÀI TẬP 3

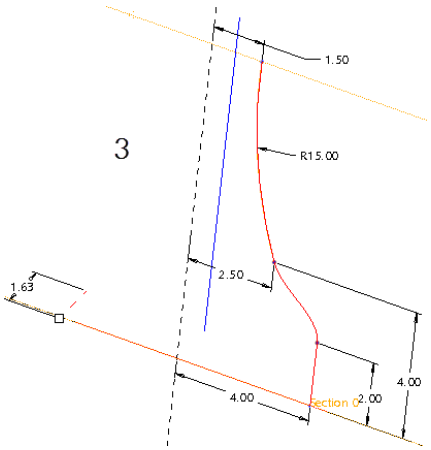

FRONT
2
1
3
RIGHT
TOP

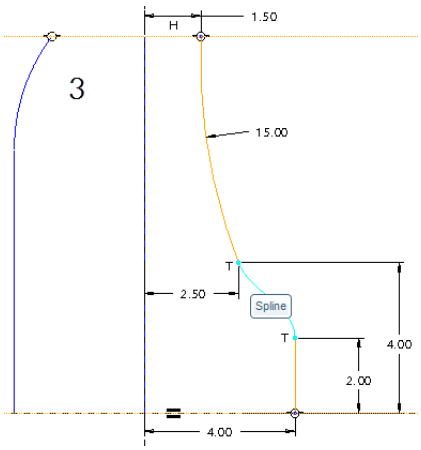

FRONT
V
1
10.00
RIGHT
TOP


FRONT
R5.00
H
T
7.00
2
1.75
Section 0
3.46
TOP
RIGHT


R5.00
H
T
7.00
2
1.75
Section 0
3.46


H
5.00
T
H
7.00
2
3.46


3
1.50
R15.00
2.50
1.63
4.00
Section 0
2.00
4.00


3
H
1.50
15.00
T
2.50
Spline
T
4.00
2.00
4.00

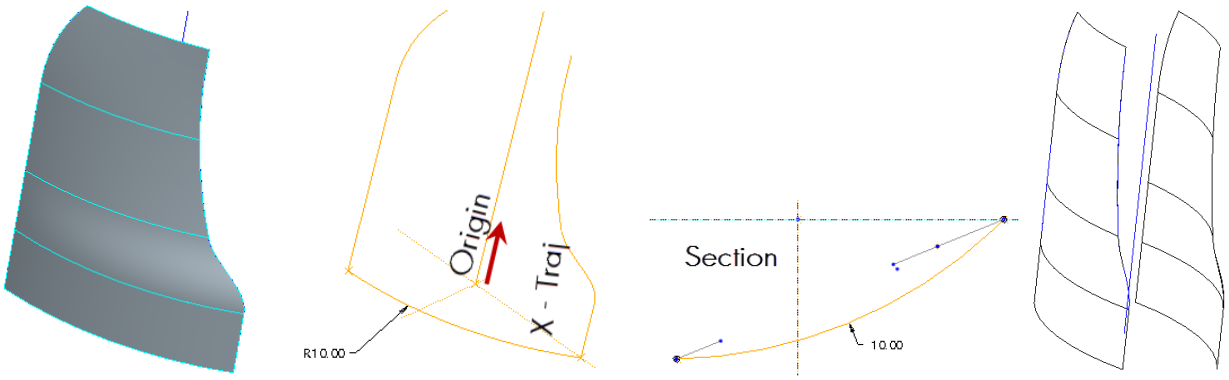
1. .....

.....

.....

.....

.....



2. Datum Curve > Thru Point: .....

Spline: Đường chuẩn là một đường Spline. .....

Single Rad: Bán kính cong tại chỗ của đường chuẩn không đổi. .....

Multiple Rad: Bán kính cong tại chỗ lượn của đường chuẩn có thể thay đổi với các góc lượn khác nhau. .....

Single Point: Đường cong chuẩn nối từ nhữ ng điểm riêng biệt. .....

Whole Array: Tất cả các điểm chuẩn được chọn để xây dựng Curve các điểm chuẩn này là những Datum Point.

Add Point: Thêm điểm. Delete Point: Xóa điểm. Insert Point: Chèn thêm điểm. .....

Tangency: START, END: Chọn cạnh để Datum Curve tiếp tuyến ở điểm đầu, điểm cuối. .....

Crv/Edge/Axis: Chọn đường cong, cạnh hoặc trục để chỉ phương tiếp tuyến. .....

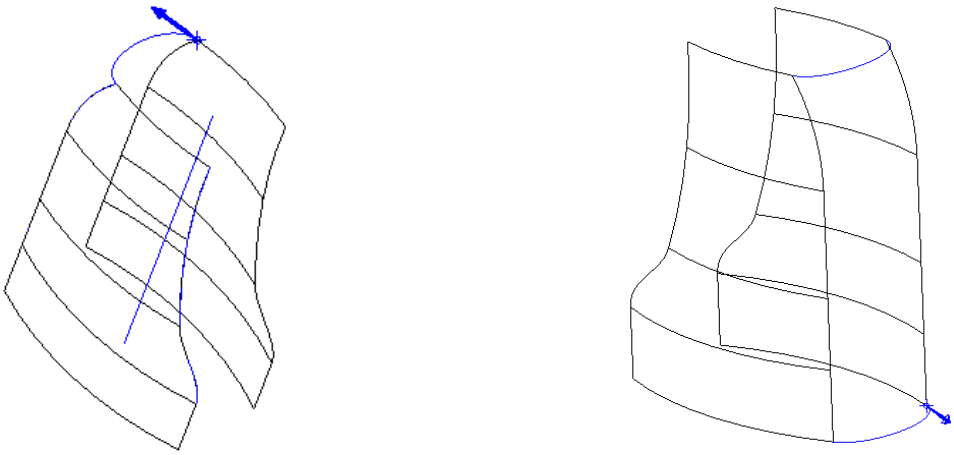
Create Axis: Tạo trục chuẩn để chỉ phương tiếp tuyến. .....

Srf Nrm Edge: Chọn một mặt và một cạnh để chỉ phương tiếp tuyến. .....

Clear: Hủy điều kiện tiếp tuyến. .....

Tangent: Chọn điều kiện là tiếp tuyến. .....

Normal: Chọn điều kiện là pháp tuyến. .....

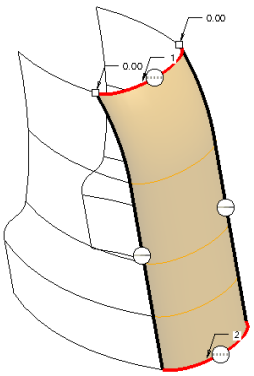


3. Boundary Blend: .....

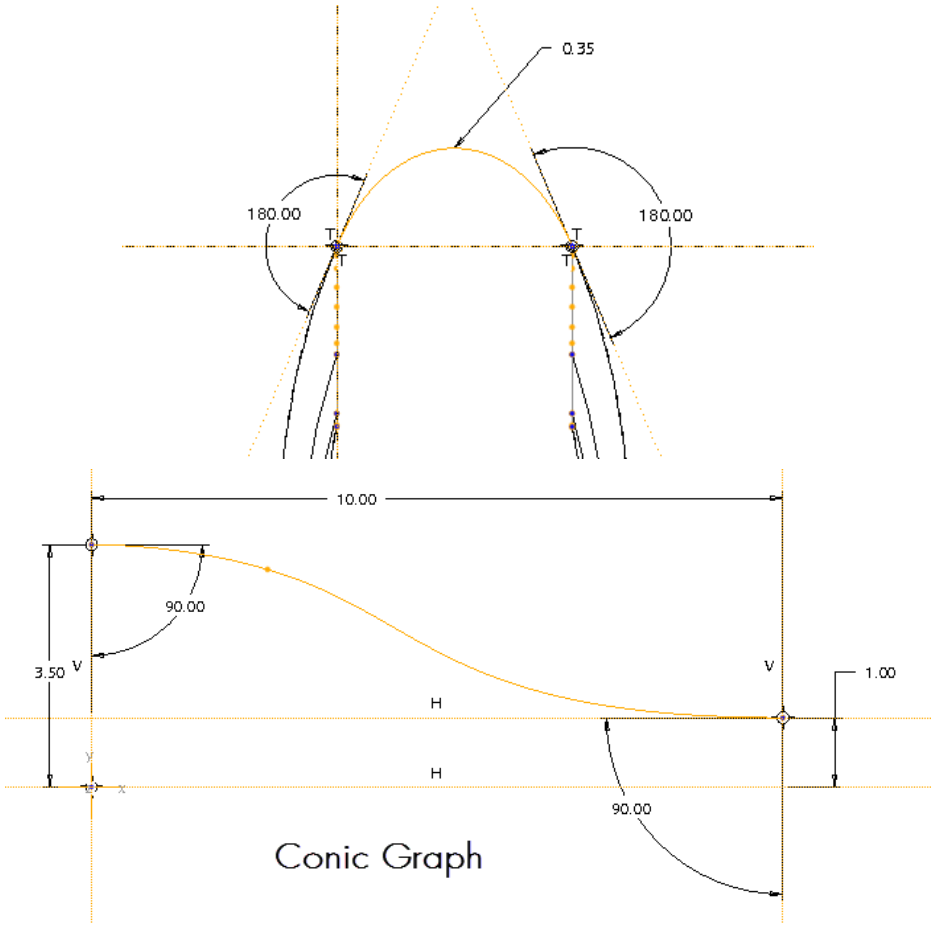
.....

.....

.....



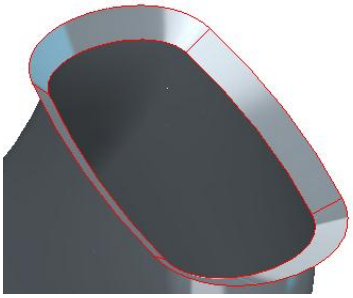
4. Variable Section Swept, Pivot Dir: .....



Sd___=evalgraph("conic",trajpar*10)/10

5. Fill > Merge and Round 0.5: .....

6. Blend Surface Dept 0.375, section offset 0.5: .....

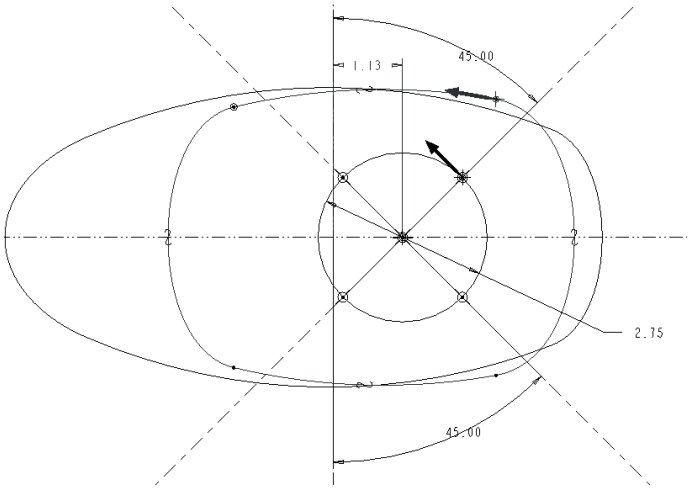


7. Surface Extend 1.125: .....

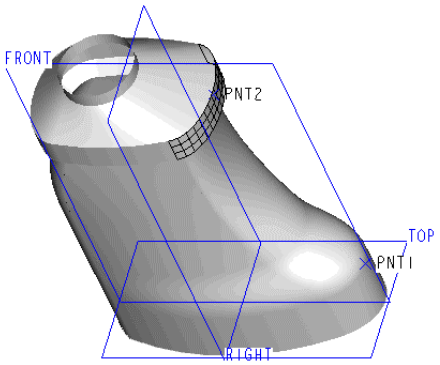
.....

.....

8. Surface Blend Depth 1: .....



9. Surface Extrude: 0.375
10. Merge.
11. Datum Point 2 on Surface Ref., Offset 11 from Top.



12. Datum Point 1 on Curve and Front.
13. Datum Curve through Datum Point 1, 2 and Sweep