

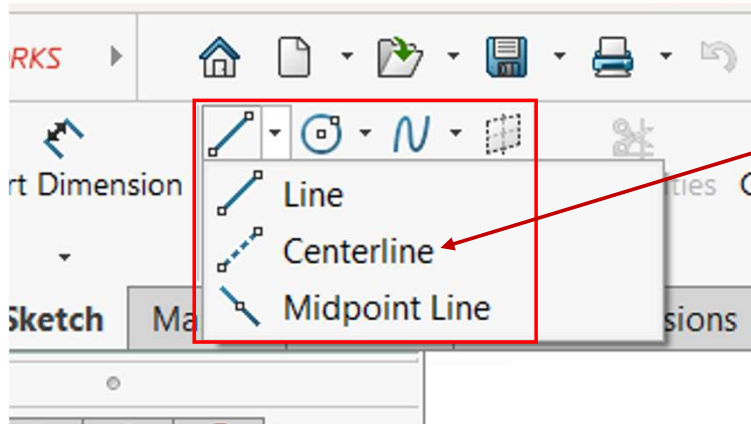


UNIVERSIDADE ESTADUAL DE SANTA CRUZ – UESC
Departamento de Engenharias e Computação
Engenharia Química

CET1011 – Engenharia Auxiliada por Computador
AULA 2

Prof. Dr. E. R. Edwards

Criação de linha central no Solidworks

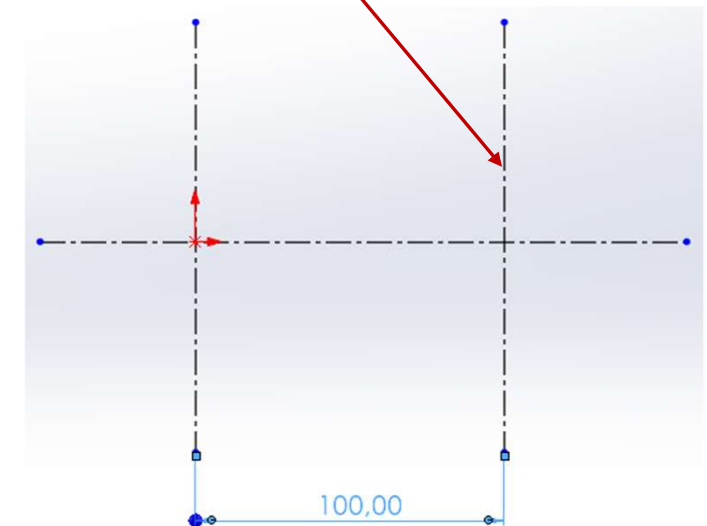
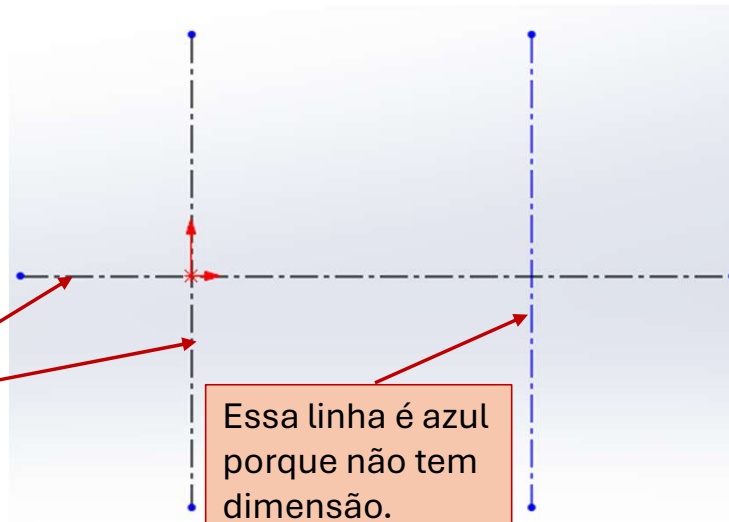


Clique na lista de linhas para encontrar a linha central.

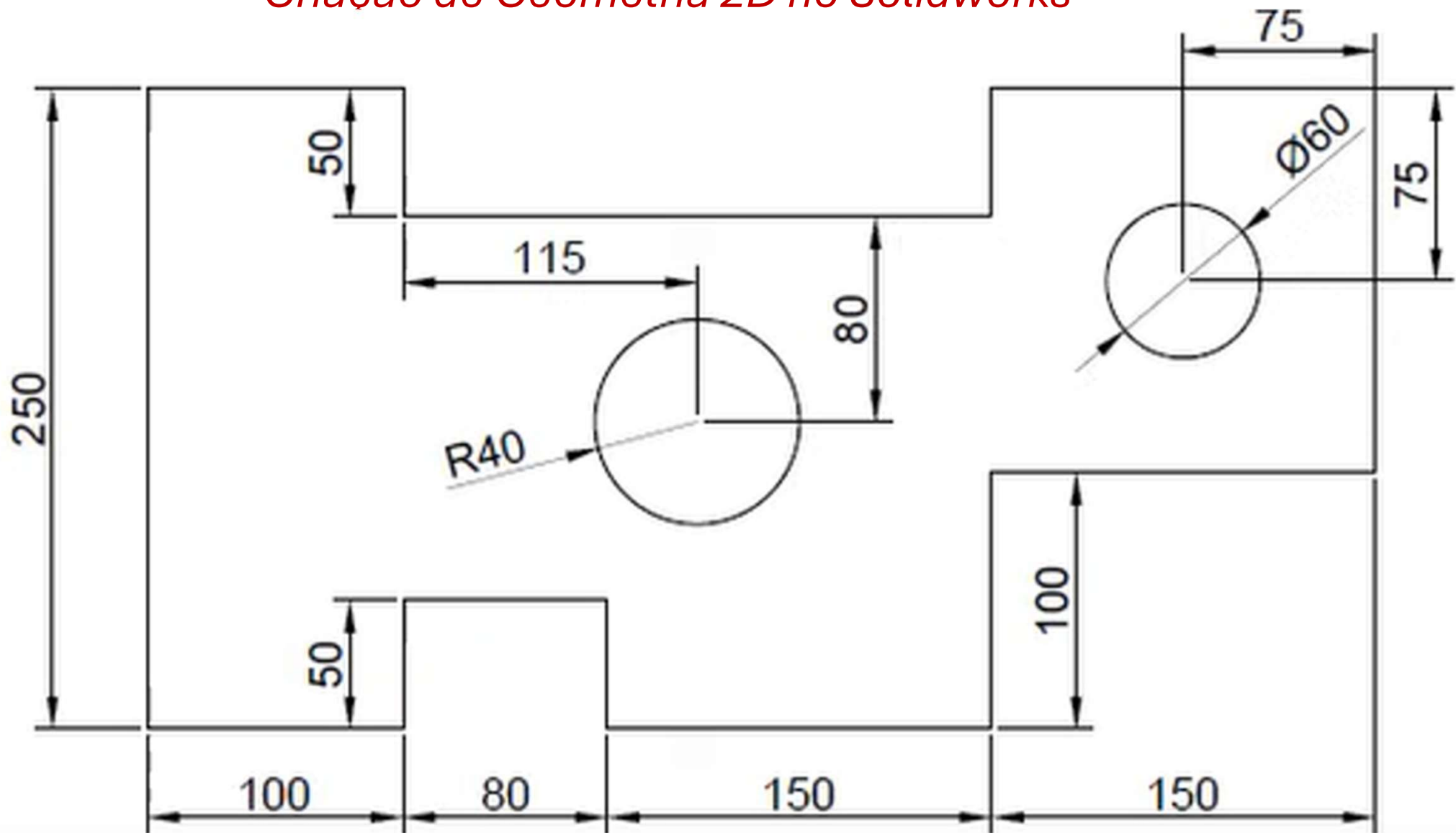
As duas linhas são pretas porque estão anexadas a origem.

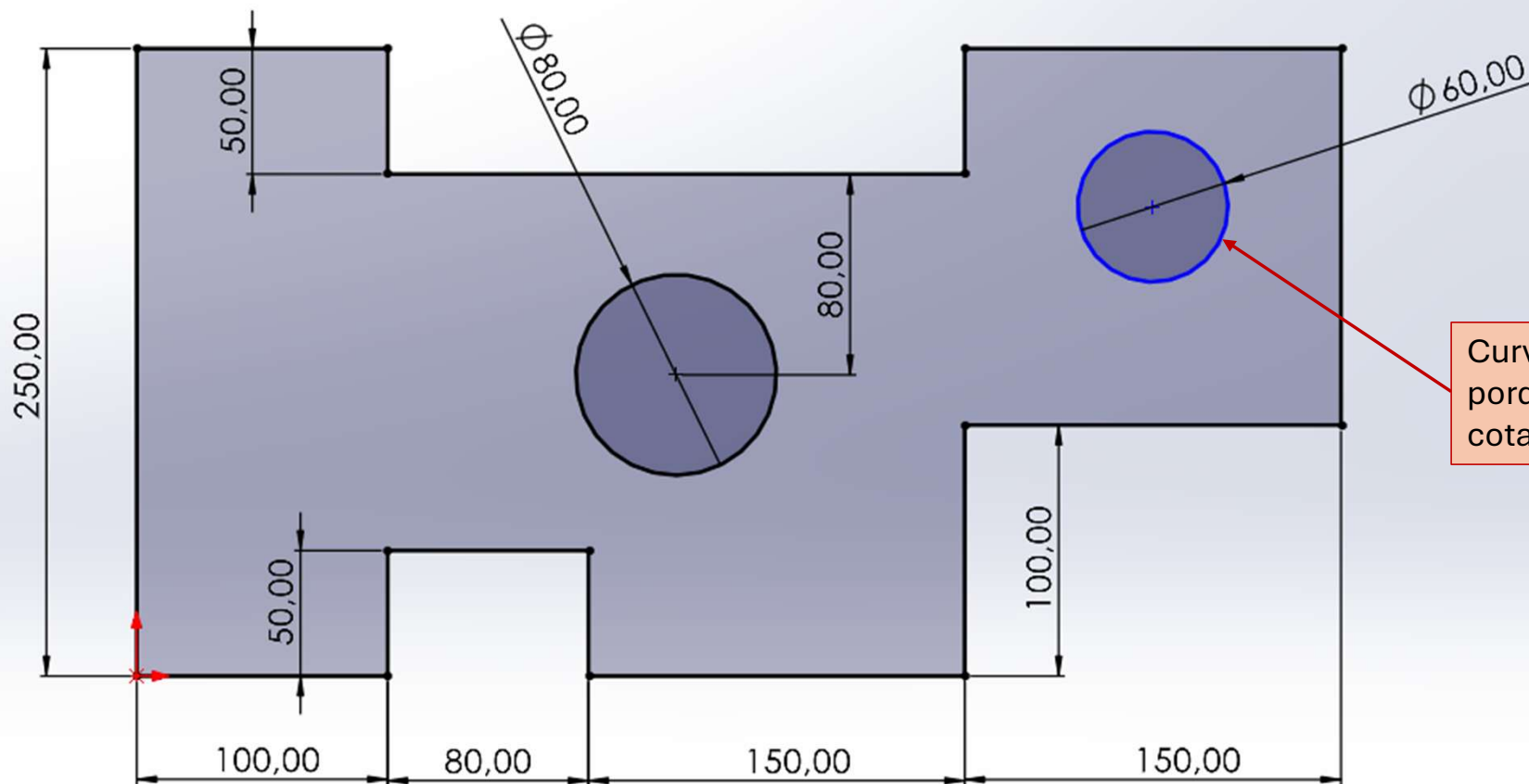
Essa linha é azul porque não tem dimensão.

Com a dimensão de 100 a linha ficará preta.

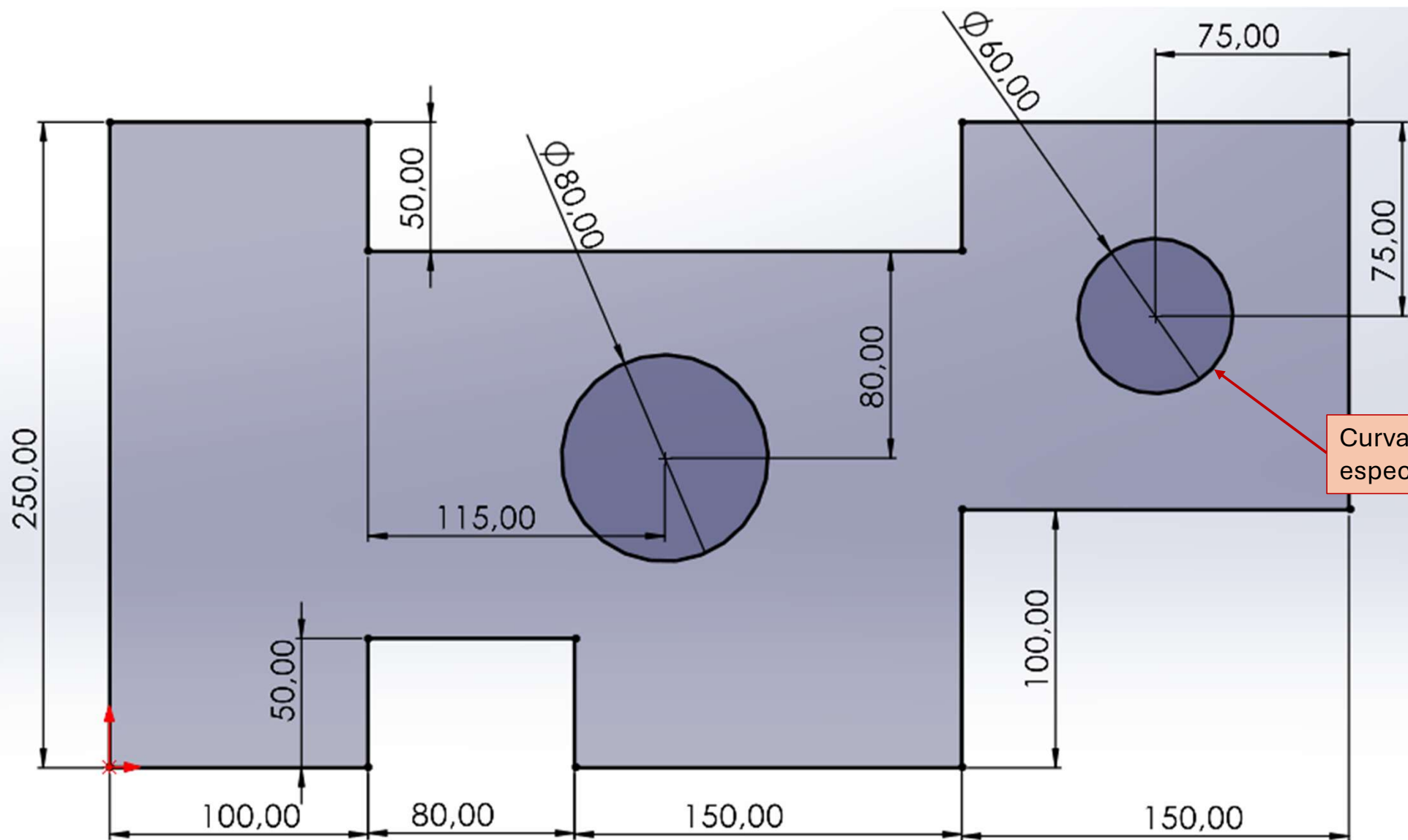


Criação de Geometria 2D no Solidworks

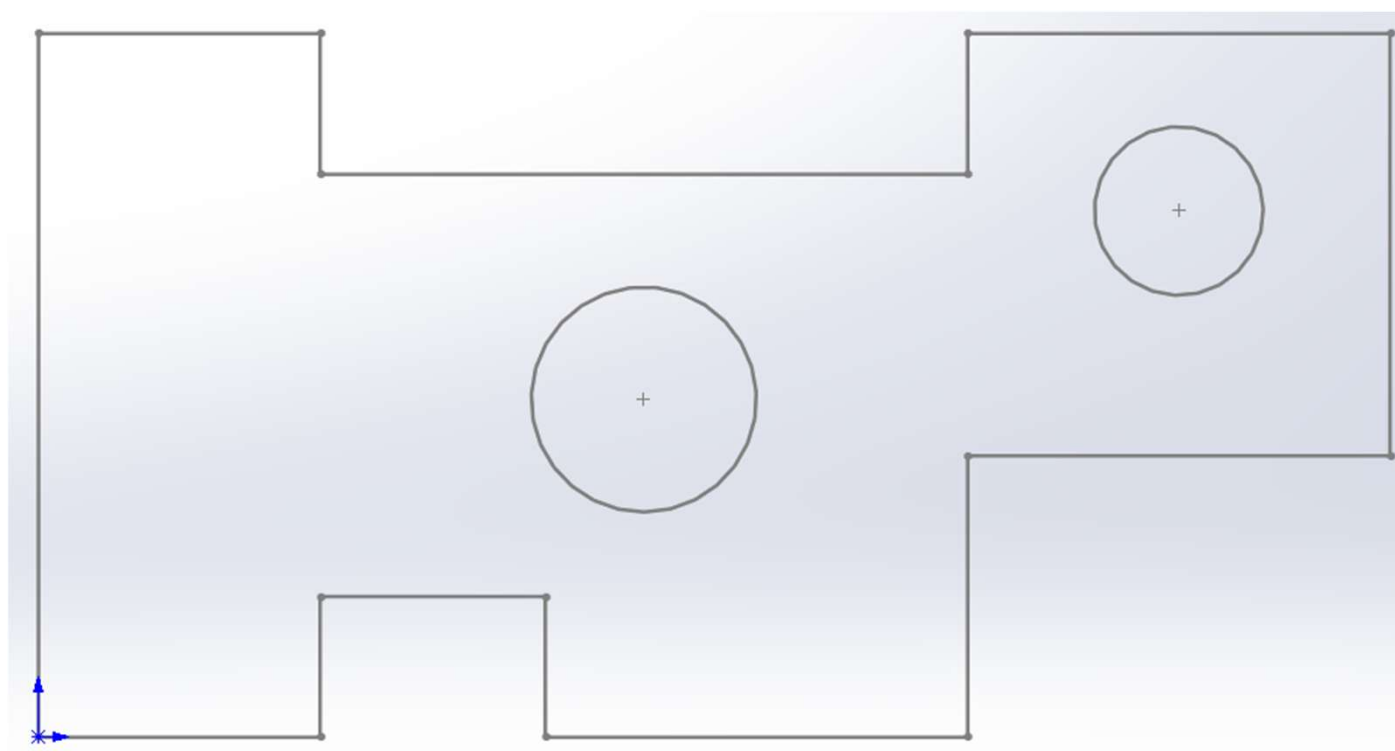




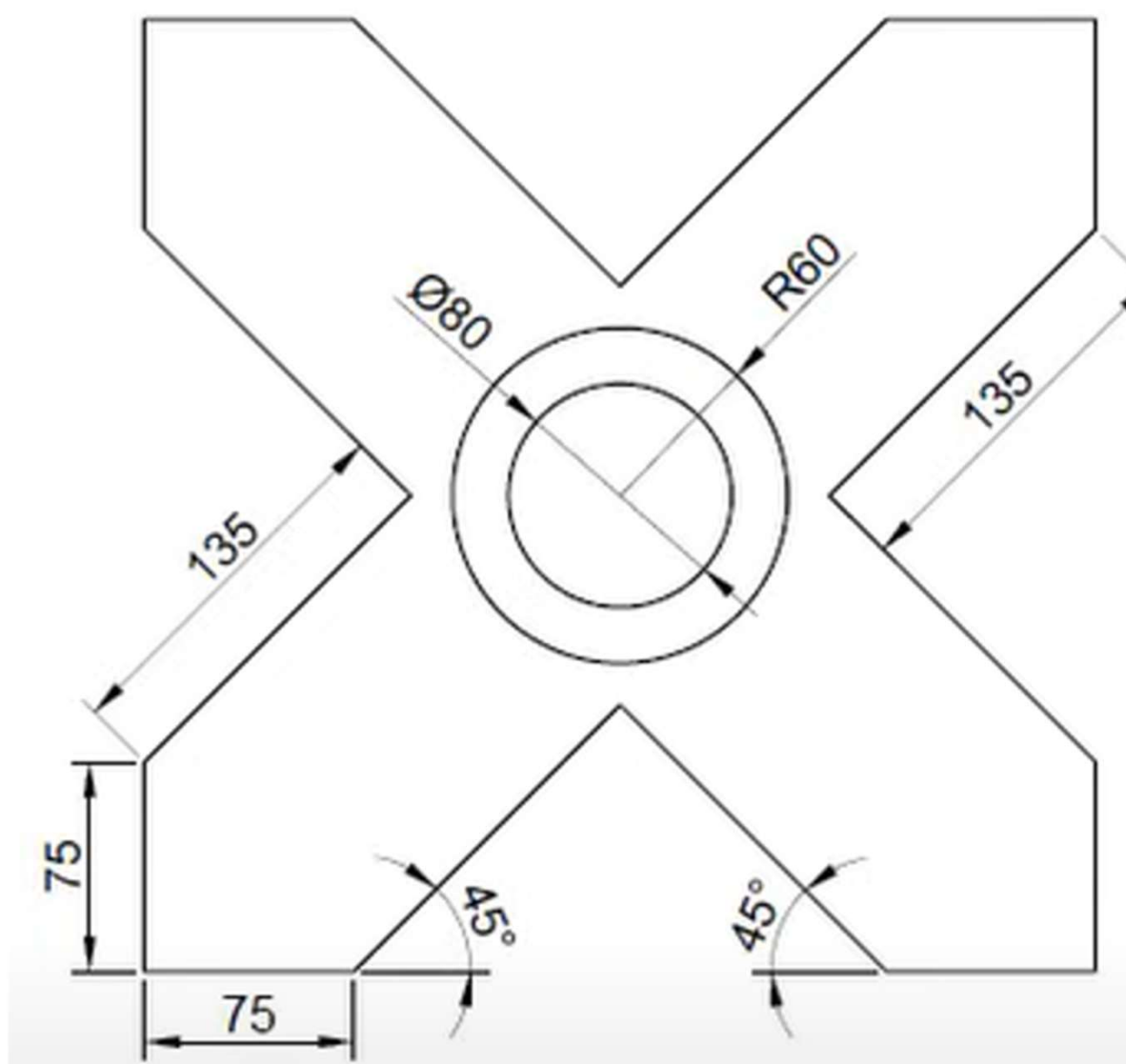
Curva esta com cor azul porque falta especificar cotas.



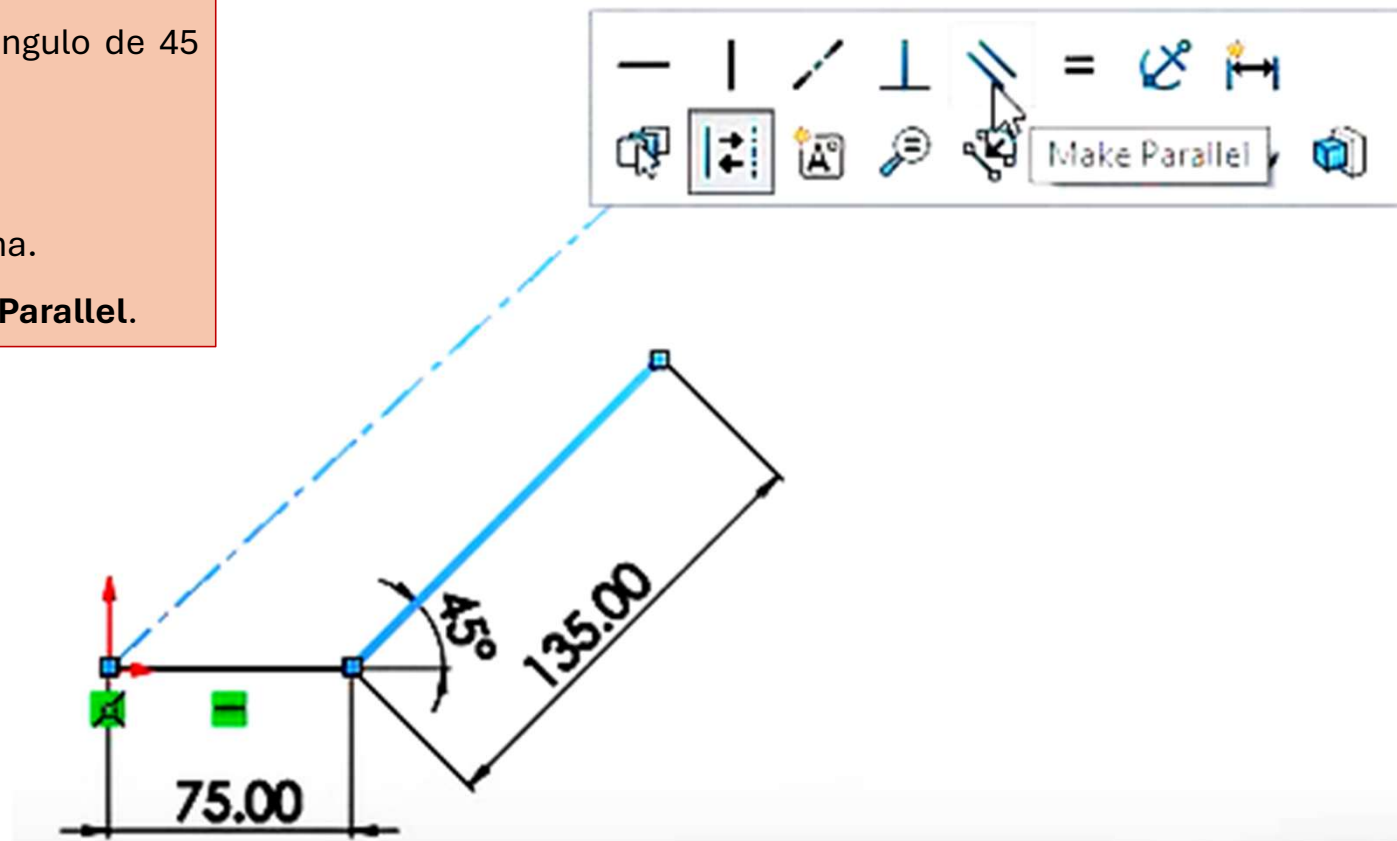
Curva com cotas especificadas.

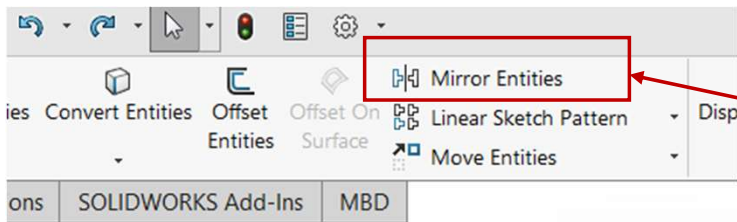


Criação de uma peça no formato de X no Solidworks

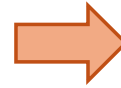


- 1 - Construa a linha horizontal com 75.00;
- 2 - Construa a linha com inclinação com 135.00
- 3 - clique nas duas linhas e coloque o ângulo de 45 (Smart Dimension)
- 4 - Construa a linha **centerline**
- 5 - Clique em uma linha + CTRL + outra linha.
- 6 - Na caixa que vai abrir clique em **Maker Parallel**.



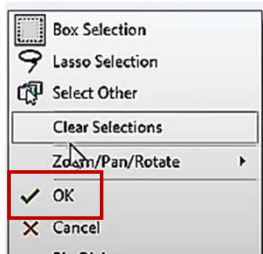
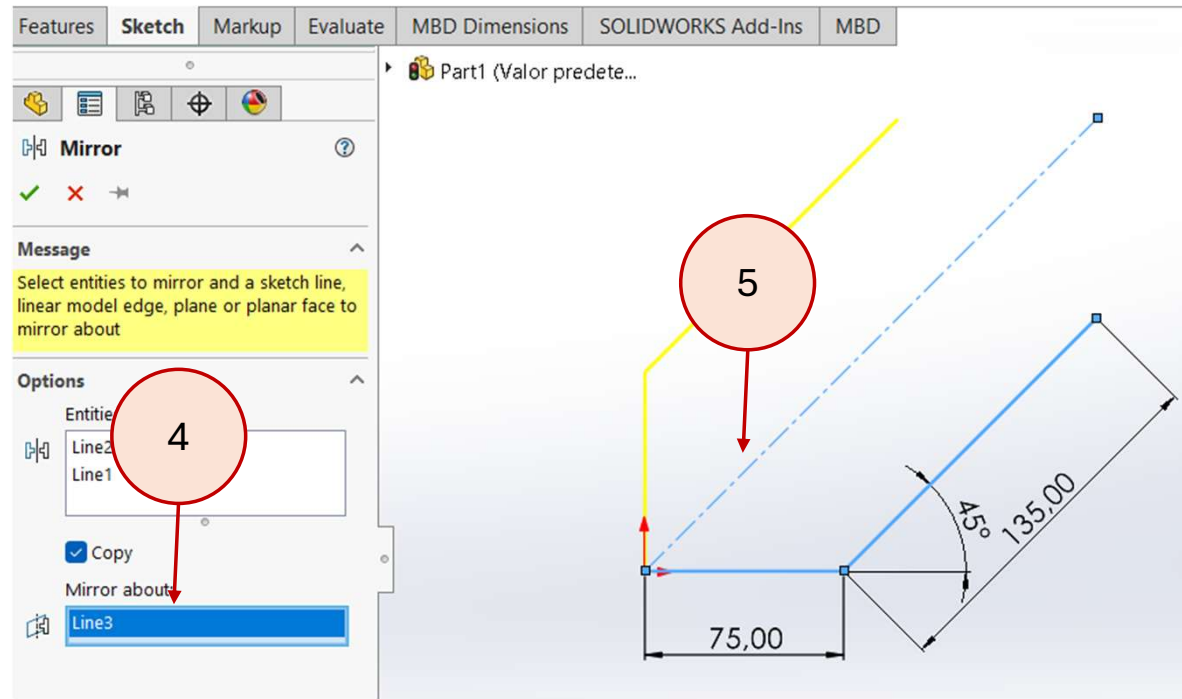
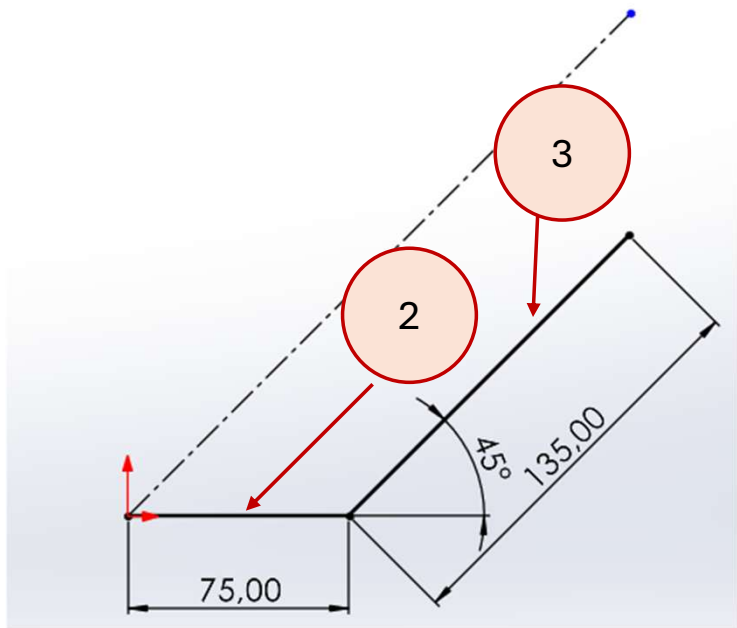


1



1 - Clique em **Mirror Entities** em seguida clique em 2 e 3.

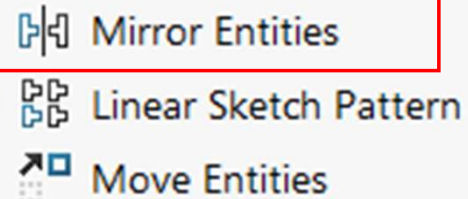
2 - Vai abrir uma caixa na esquerda, deixe marcado copy. Em seguida clique em 4.



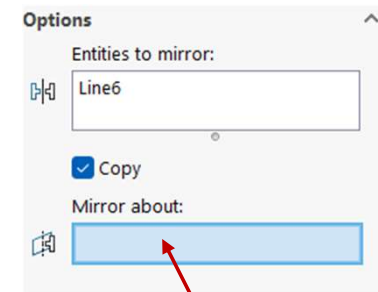
3 - Por fim, clique com o botão direito do mouse, vai abrir uma caixa e clique em OK.



- 1 - Agora crie uma **centerline**.
- 2 - Clique novamente em **Mirror Entities**.

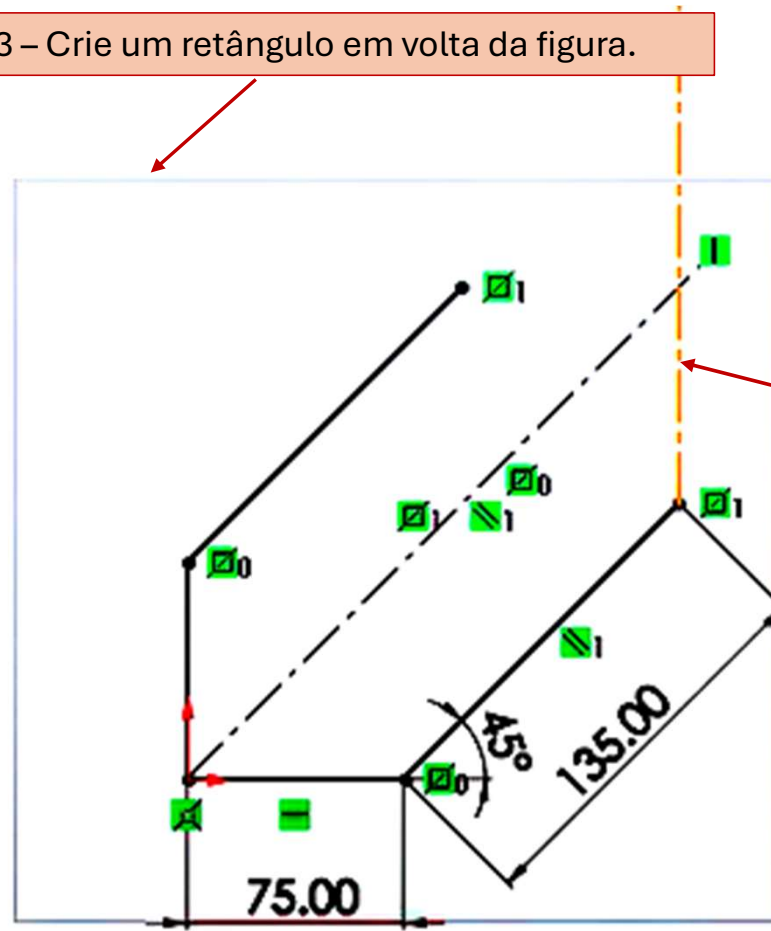
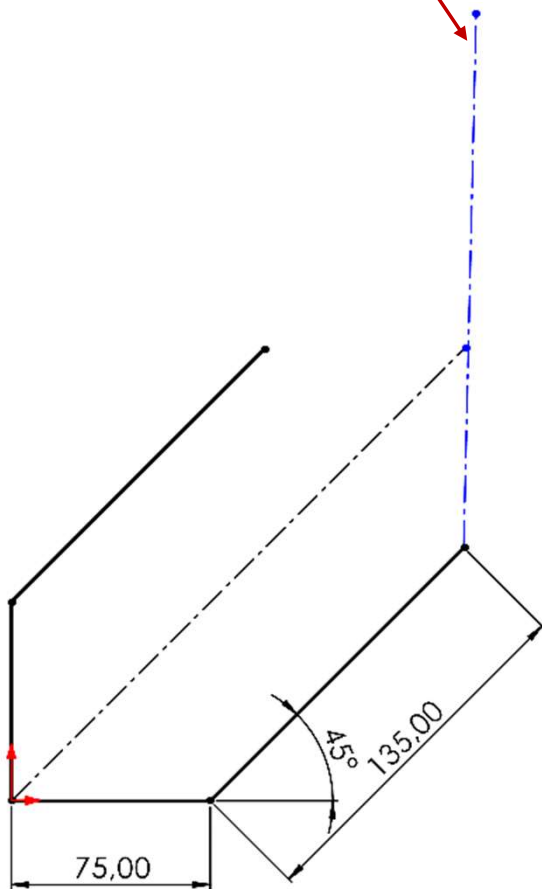


- 3 - Crie um retângulo em volta da figura.

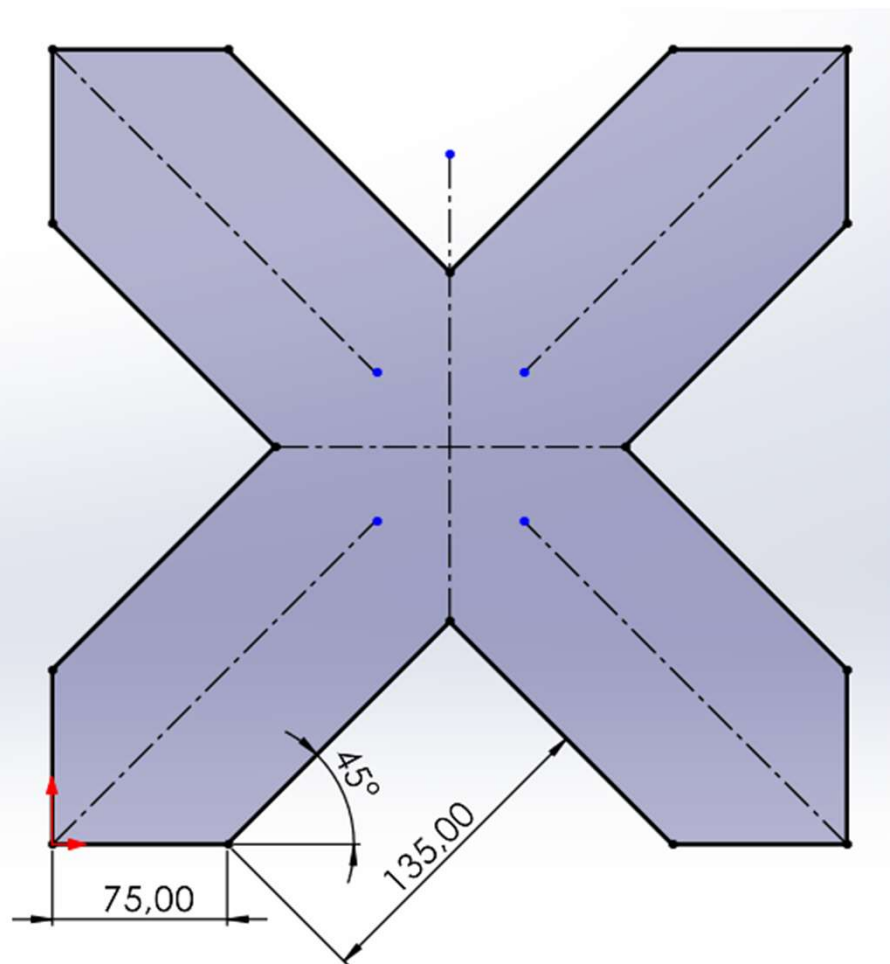


- 4 - Clique em **Mirror about**.

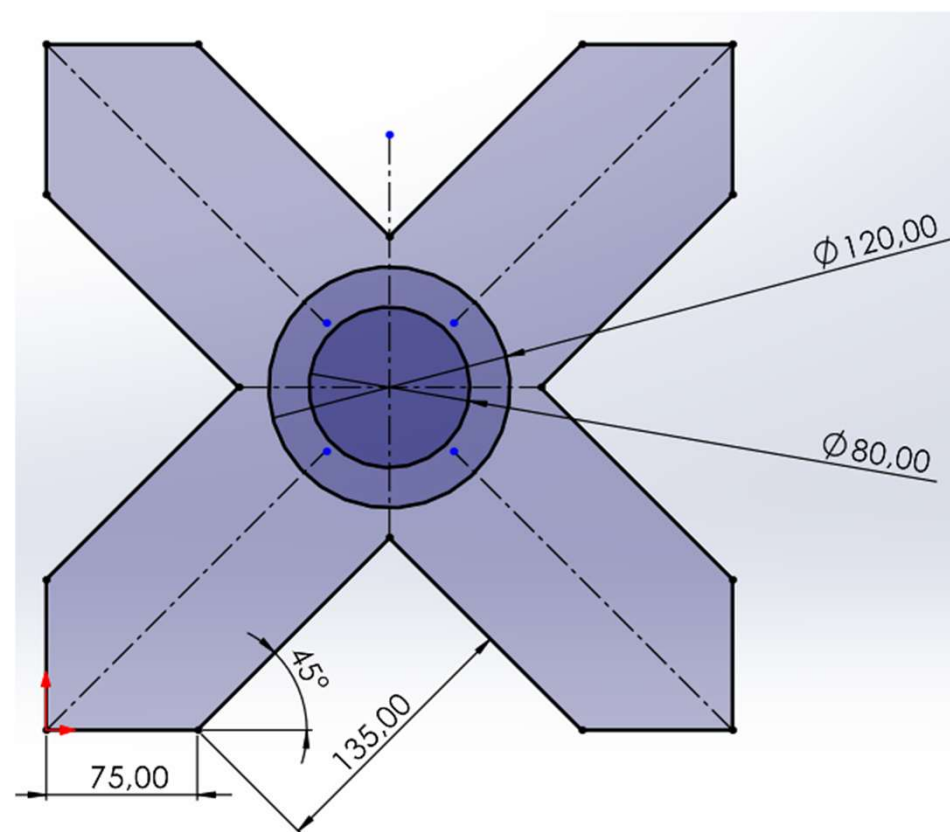
- 5 - Em seguida clique na linha **centerline**.



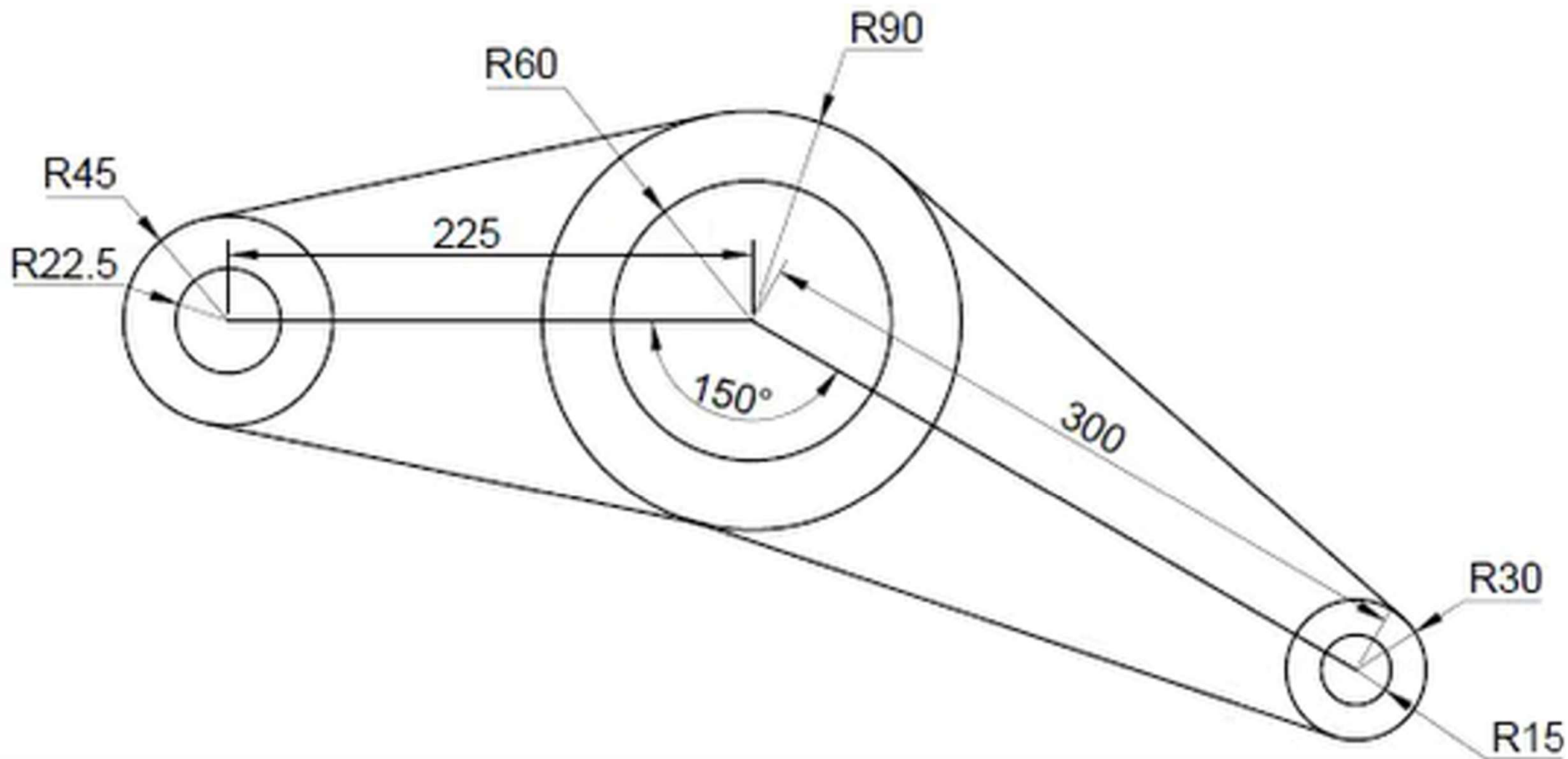
Fazendo o mesmo para todas as partes, teremos.

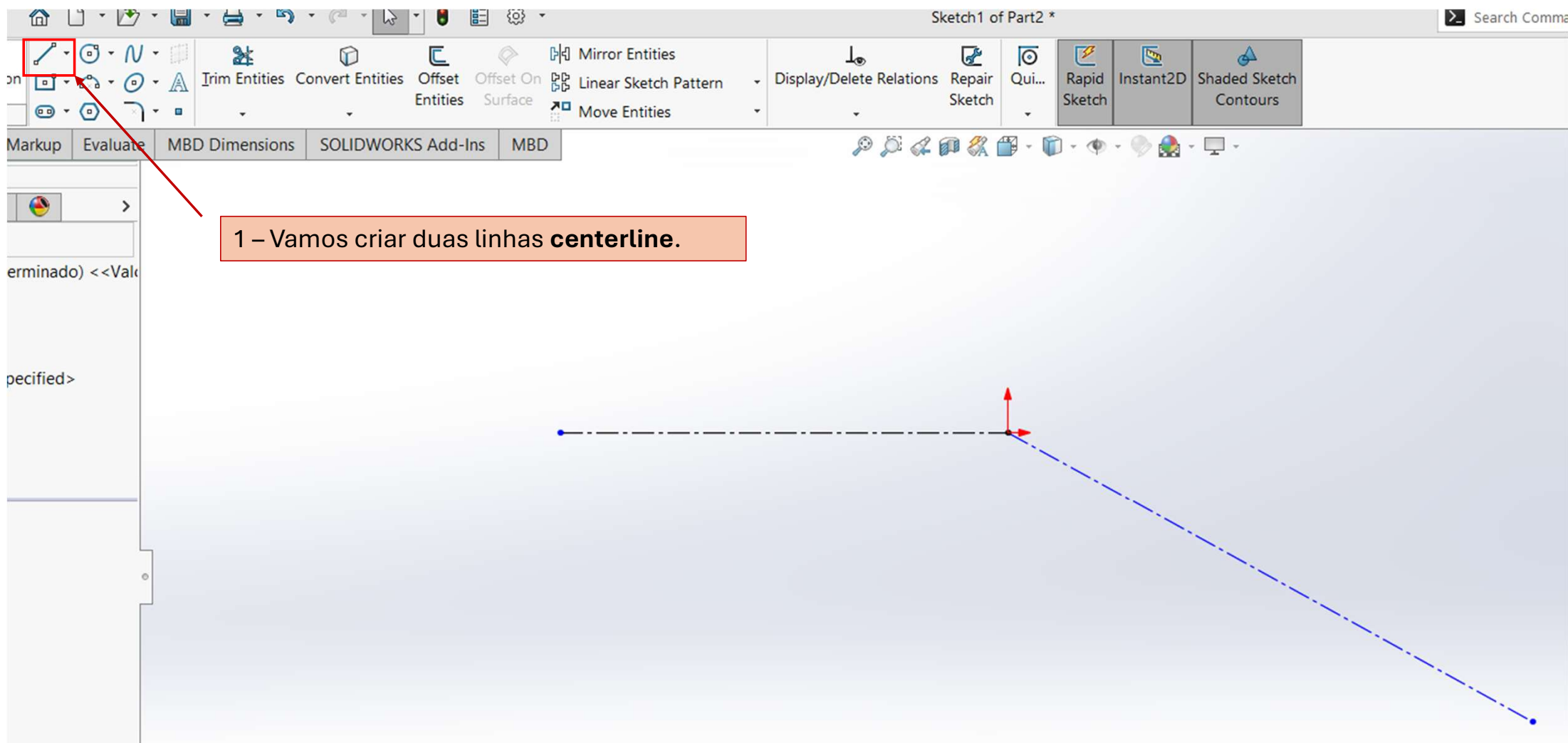


Fazendo os círculos e colocando cotas.

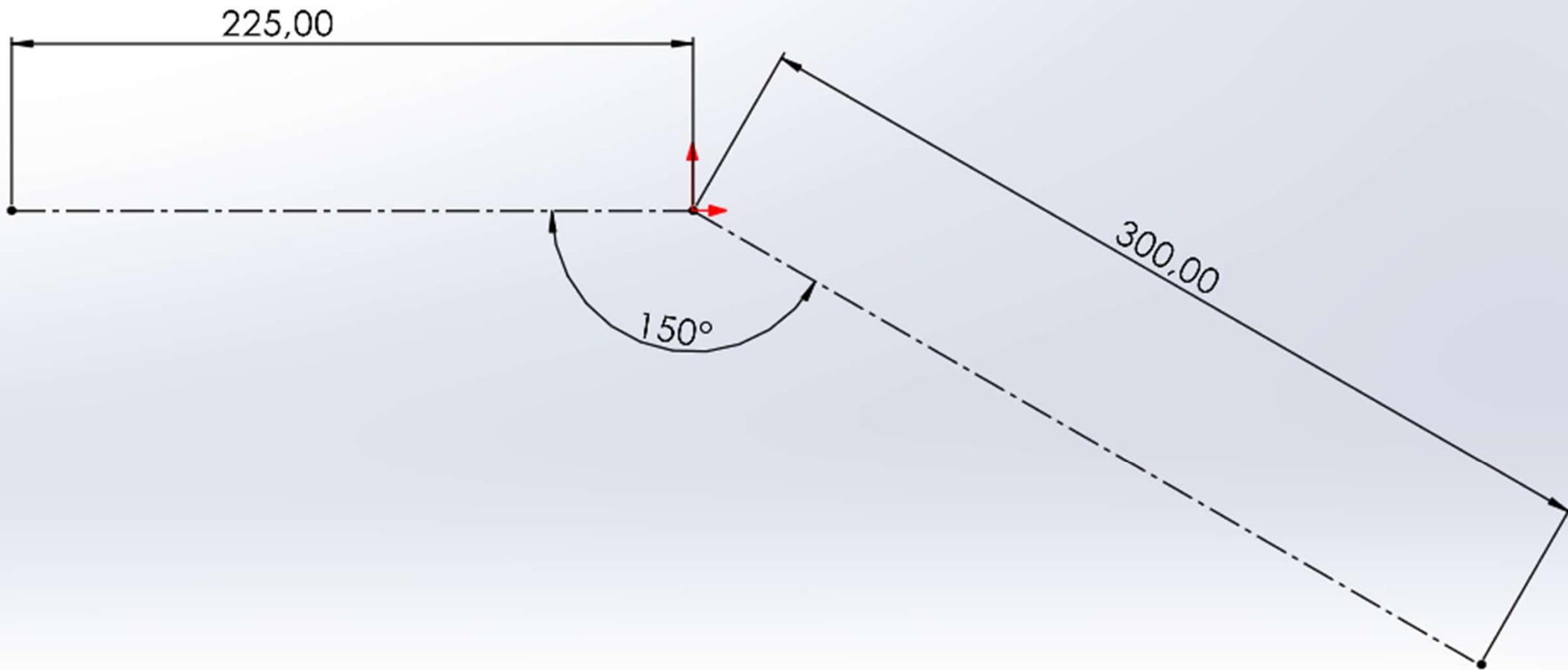


Criação de uma peça Angular no Solidworks.

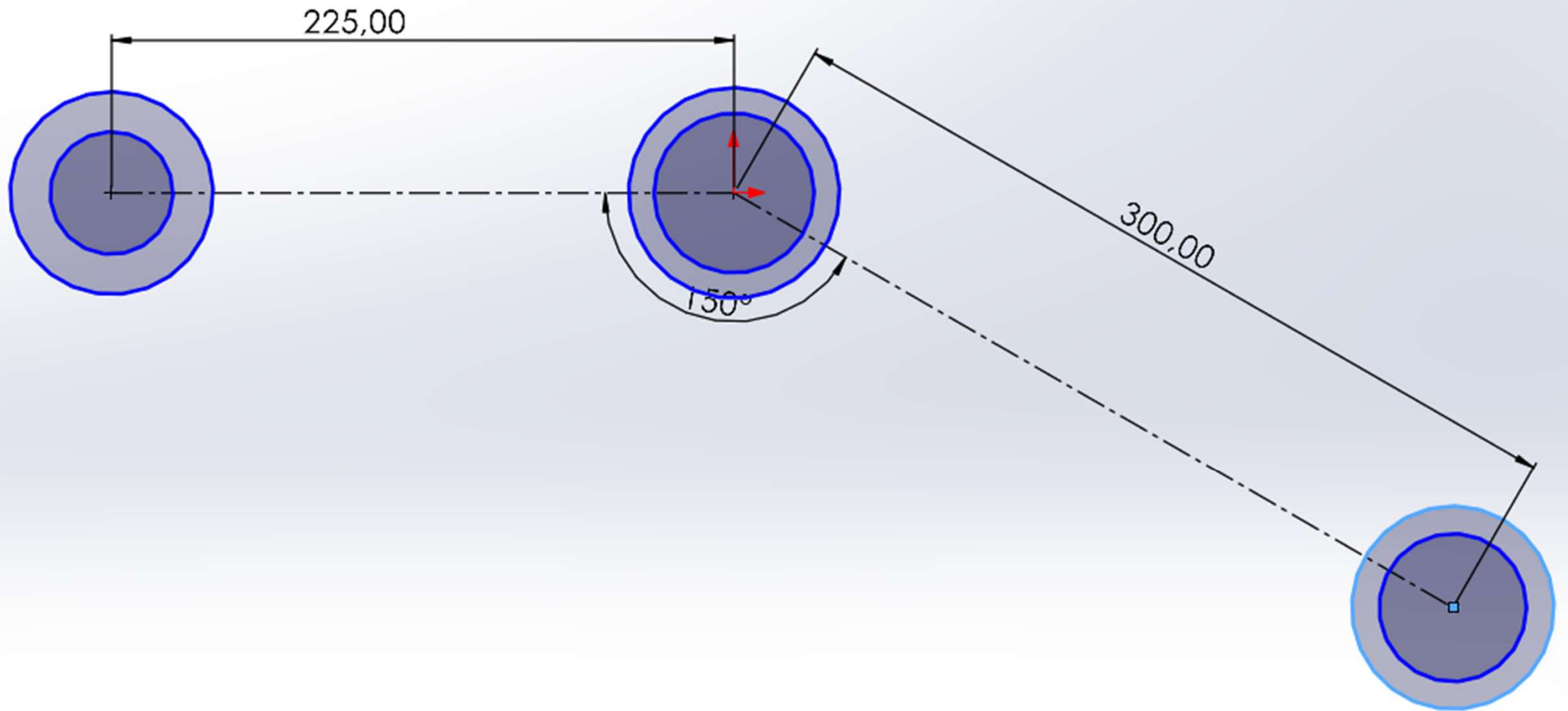




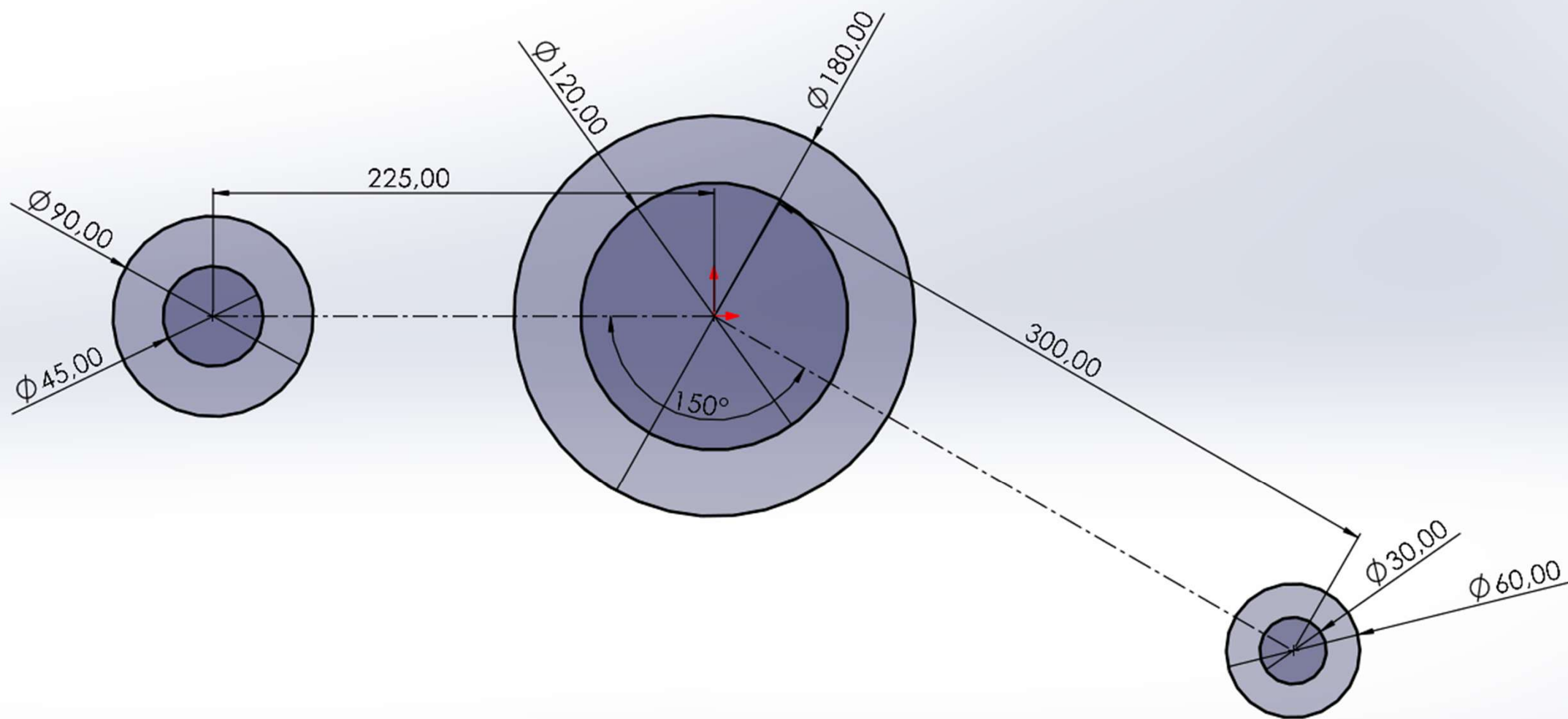
Vamos colocar as cotas conforme abaixo.



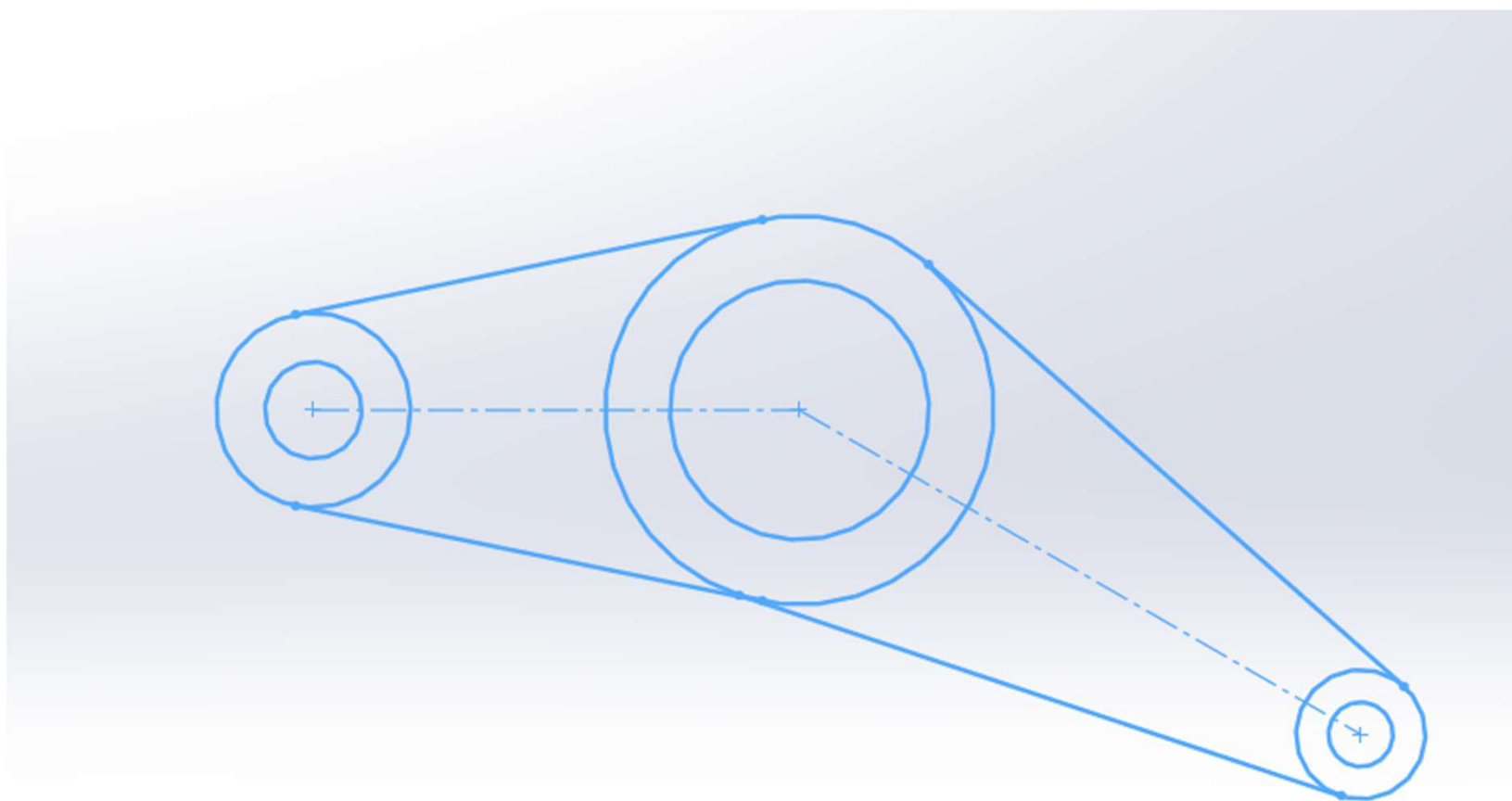
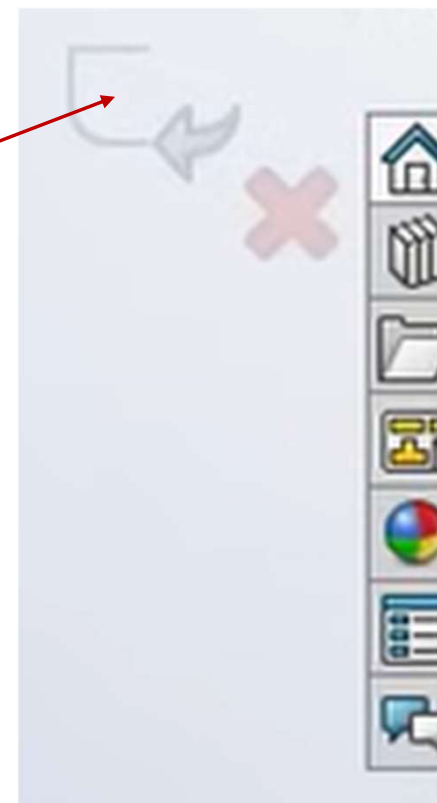
Vamos criar 6 círculos aleatórios conforme abaixo.



Vamos colocar cotas nos círculos.



Clique em finalizar a peça nesse ícone.



Fim