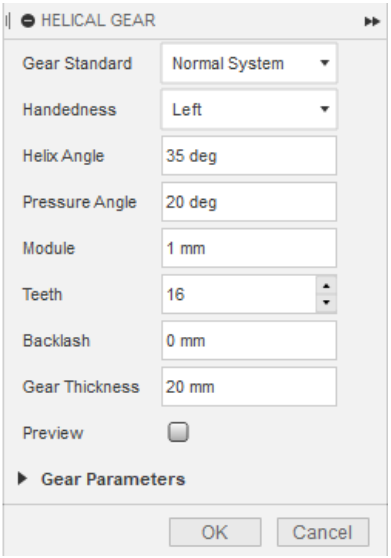
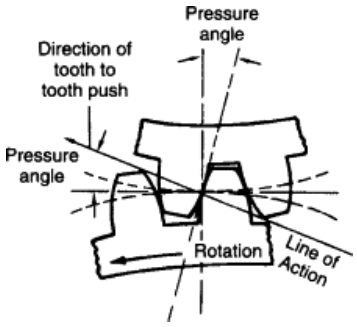
# Helical Gears in Fusion 360

Plugin at: https://apps.autodesk.com/FUSION/en/Detail/Index?id=9029586664984391977&os=Win64&appLang=en

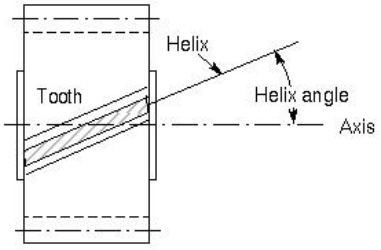

## Pressure angle:

Pressure angle is the angle of tooth drive action, or the angle between the line of force between meshing teeth and the tangent to the pitch circle at the point of mesh. Typical pressure angles are 14.5° or 20°.




## Helix angle ( $\frac{circular\ pitch}{\pi}$ ):

Helix angle is the angle at which the gear teeth are aligned compared to the axis.




## Circular pitch:

A circular pitch is the distance between the corresponding points of the adjacent teeth measured on the pitch circle. In other words, it is the space between the teeth. In order for the gears to mesh properly, the meshing gear teeth must be of an equal size. That is to say, the circular pitches must be equal.