

Content Creation

Part 2 – Reference Planes, Geometry and Constraints



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Sessions

1. Planning it out
2. Reference planes, geometry and constraints
3. Parameter, formulae and coding
4. Graphical settings and final touches

Advanced techniques

- Parametric arrays
- Lookup tables
- Etc.



See it as this...

1. Method
2. Framework
3. System
4. Polish



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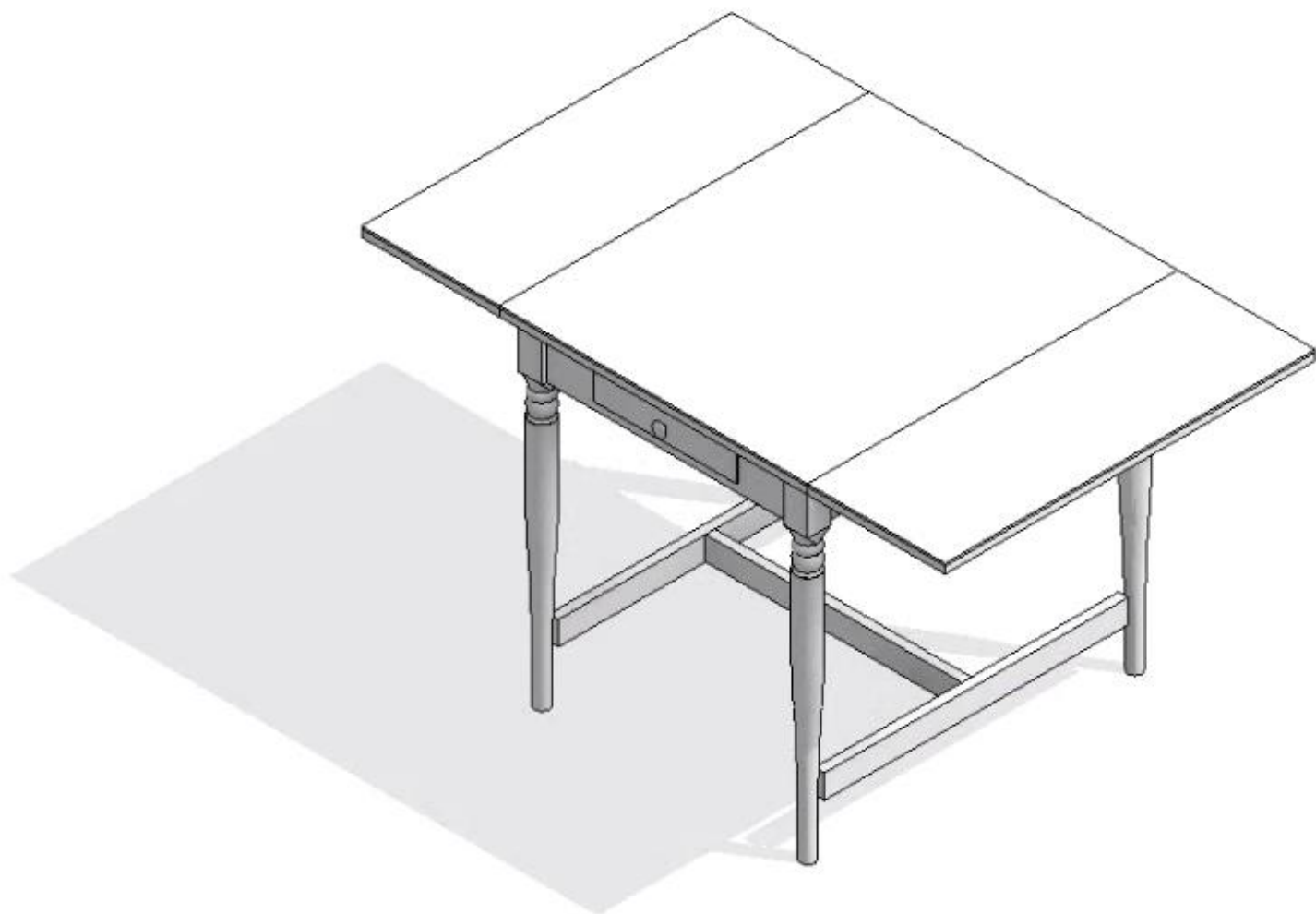
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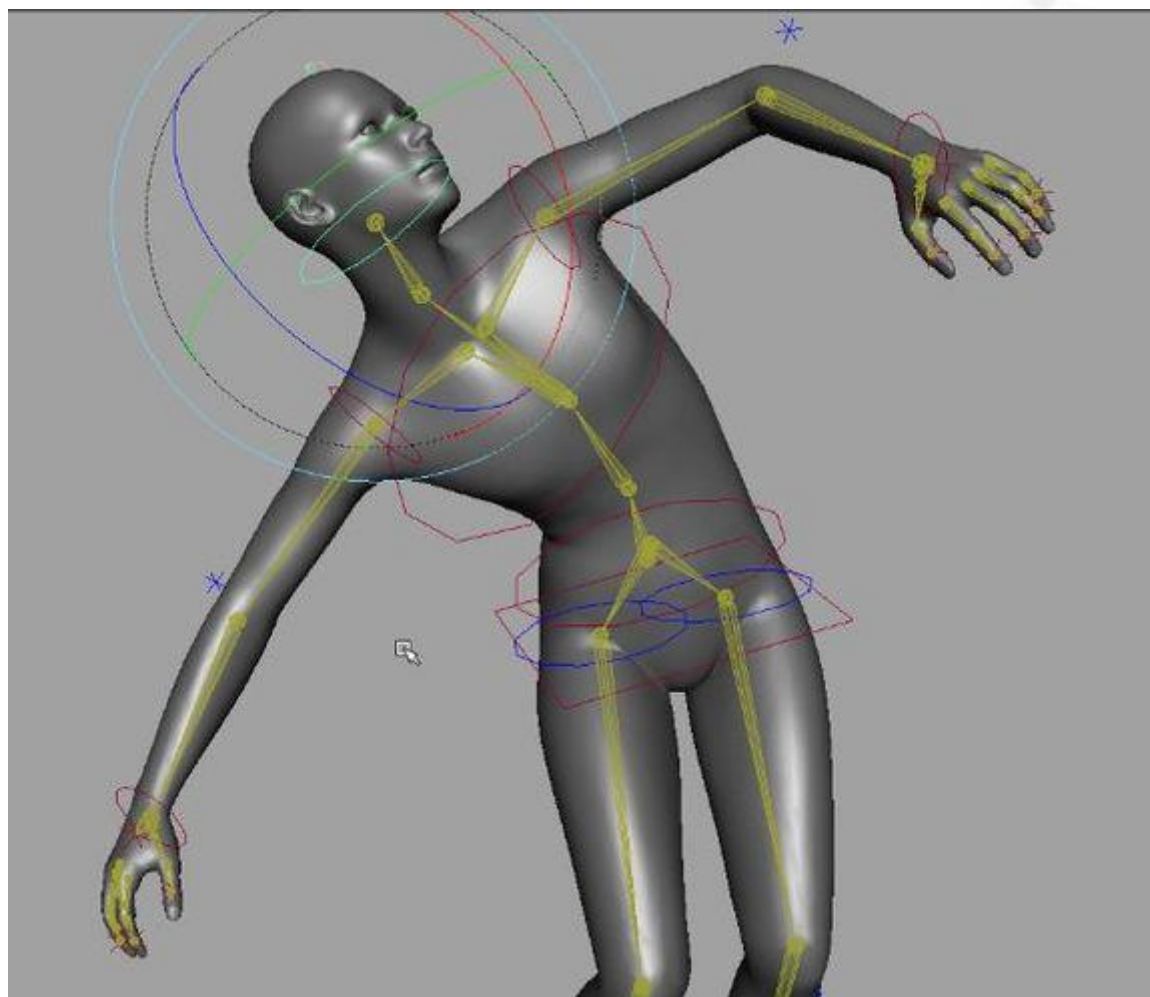
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Reference Planes

Before Geometry!



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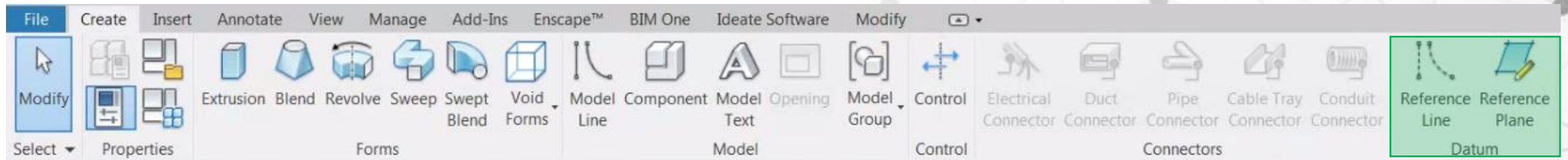
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Reference Planes/Lines

Used to create elements which we can **constrain** elements to.

Planes = infinite length

Lines = finite length



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Reference Planes/Lines

Types of Planes

Front, back, left, right etc.

Strong Reference

Weak Reference

Not a Reference



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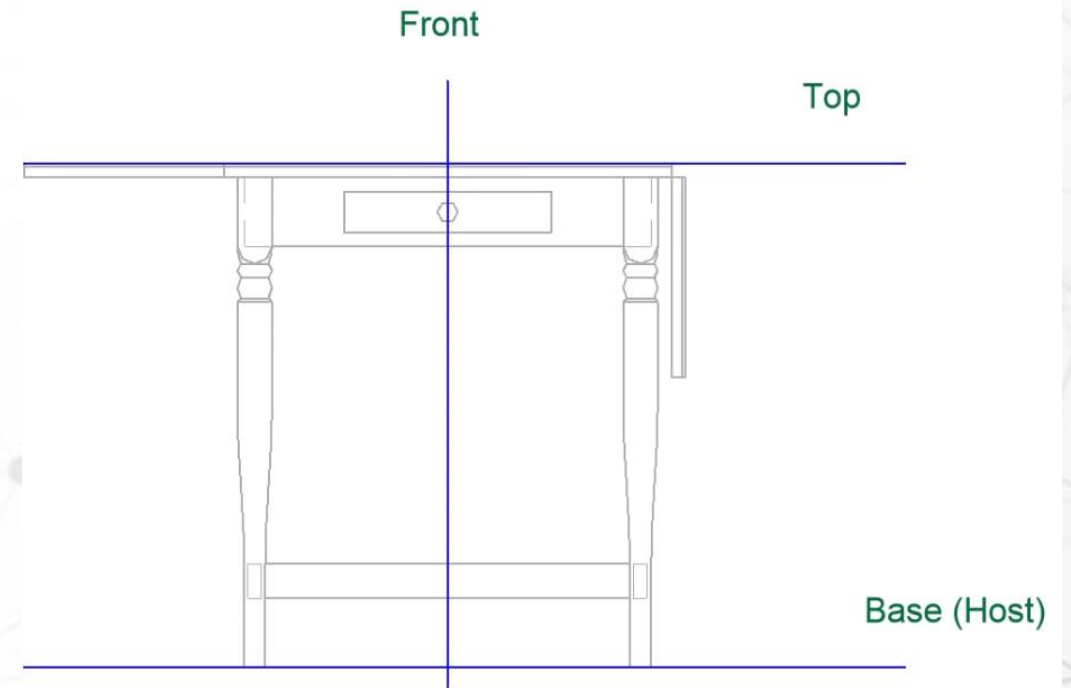
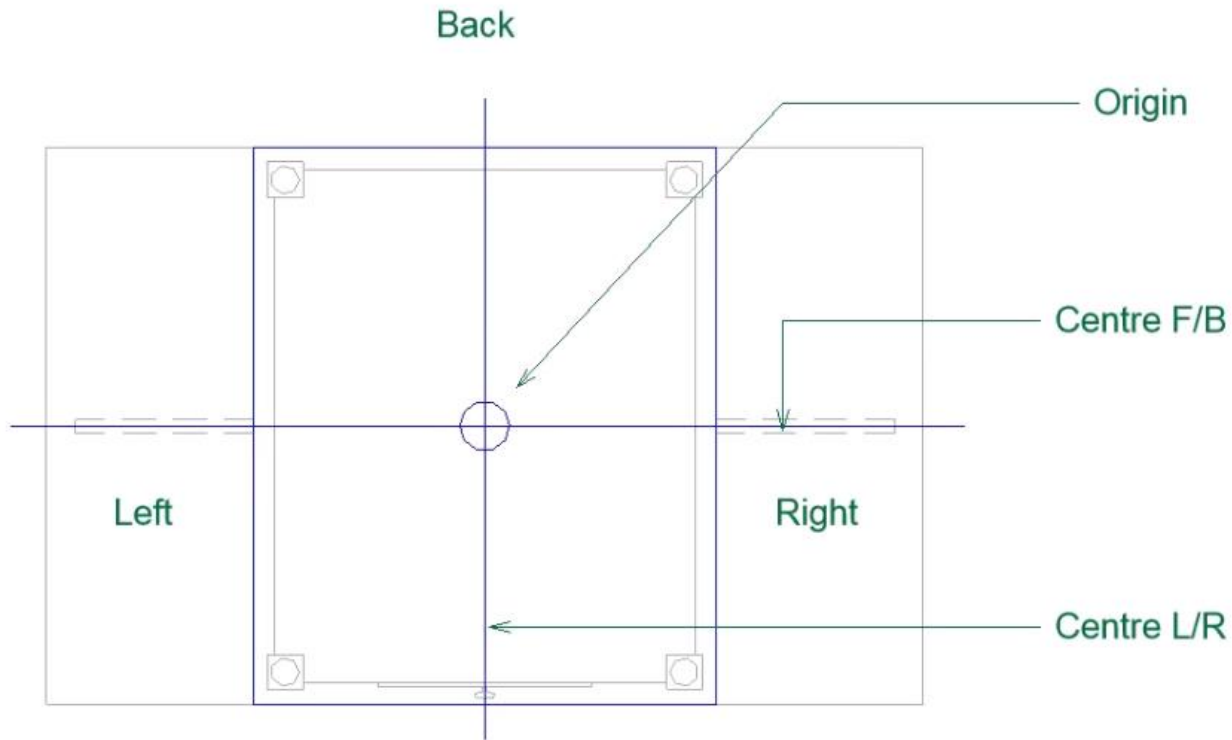
Strong vs. Weak

Strong will **dimension/snap** before weak

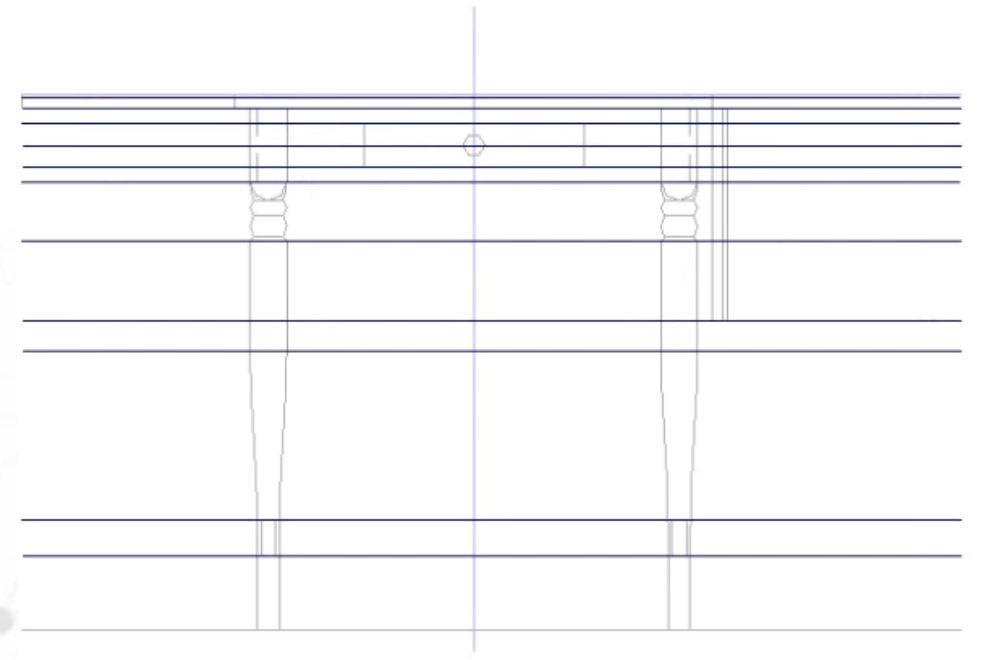
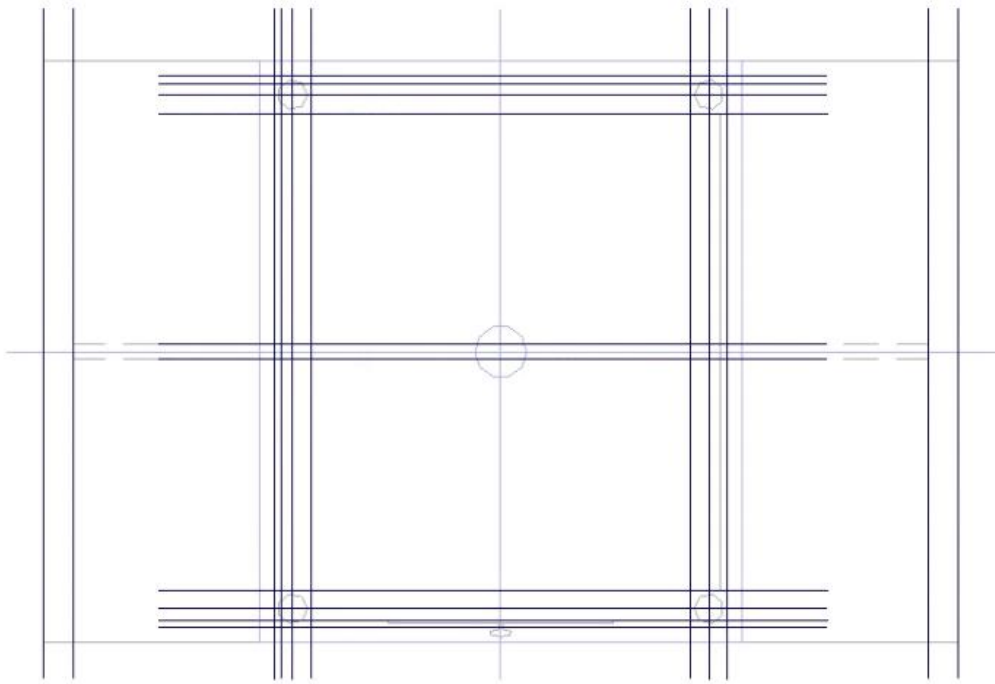
Strong will **move** the family, weak will move
with the family



Strong/Named Planes



Weak/Not a Reference Planes



A background network diagram consisting of numerous grey dots connected by thin grey lines, forming a complex web-like structure that fills the right side of the slide.

Without further ado...

Let's set up our references



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Geometry comes

After references

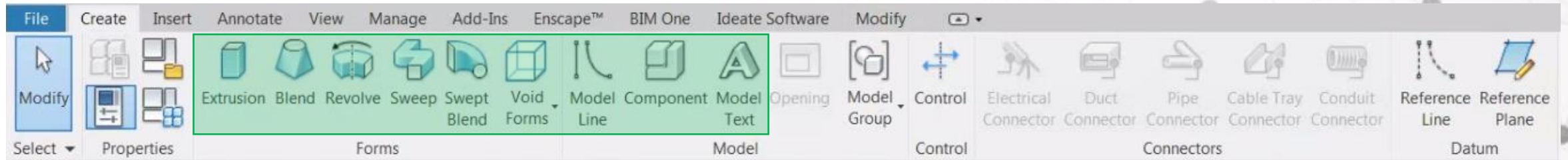
As we can **constrain** to it!



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Types of Geometry

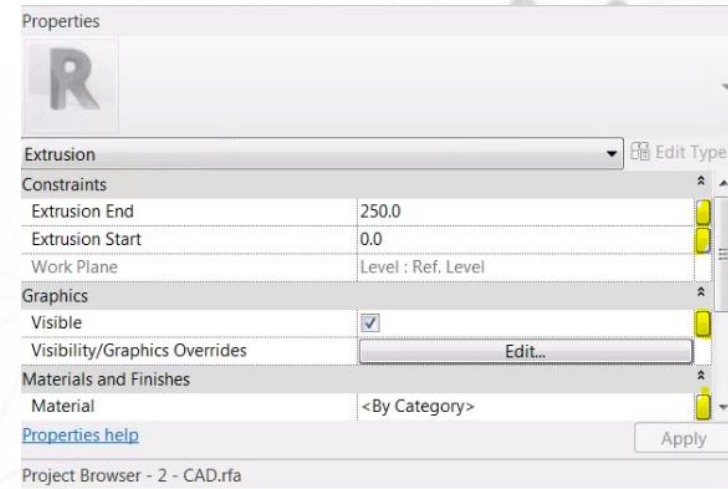
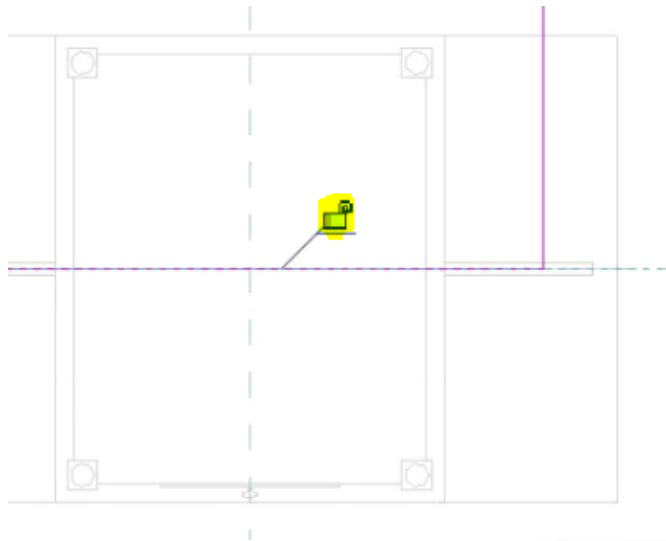
Each is useful for building families



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Constraining

Basically, the **locking** of elements...
(or data)



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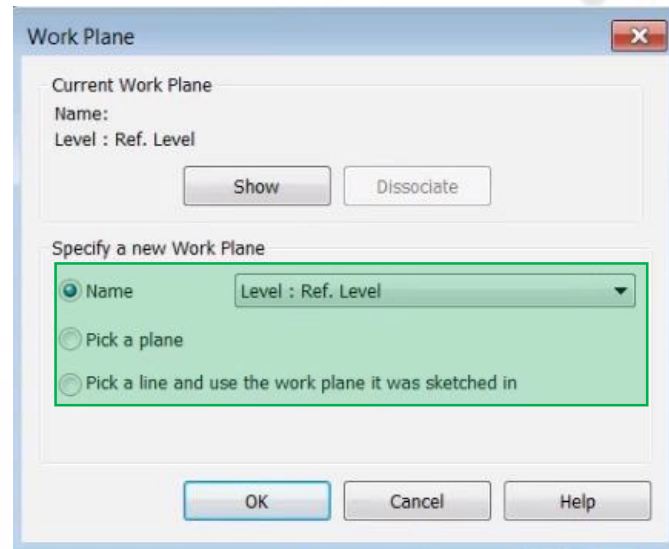
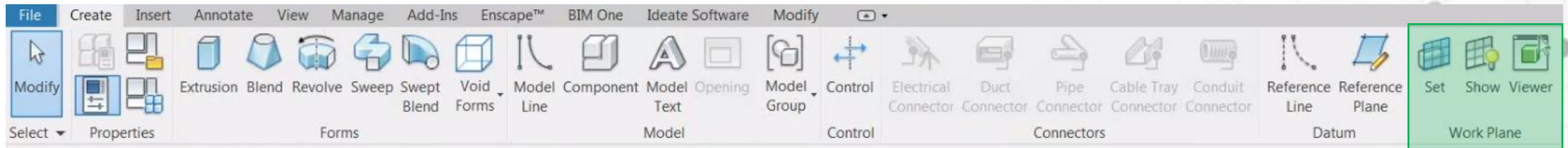
Do not Constrain to Geometry,
Constrain to **References**
(Unless it is absolutely necessary)



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Set Work Plane often...

Does not always have to be the plane you draw in...



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A faint, light gray background graphic consisting of a network of interconnected nodes and lines, resembling a molecular structure or a complex web, positioned on the right side of the slide.

Without further ado...

Let's set up our geometry



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