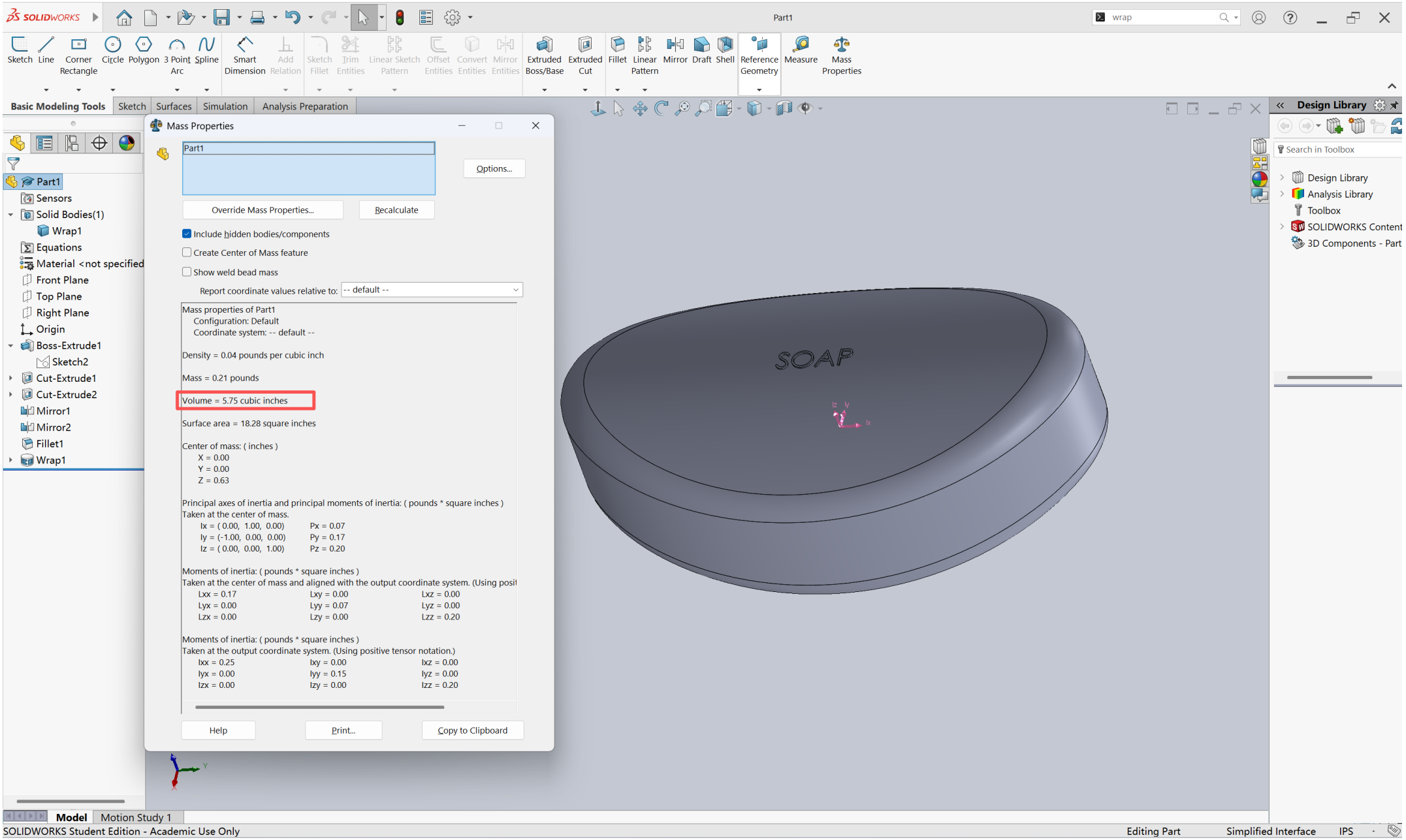
SOLIDWORKS
Part1
wrap
Sketch
Line
Corner Rectangle
Circle
Polygon
3 Point Arc
Spline
Smart Dimension
Add Relation
Sketch Fillet
Trim Entities
Linear Sketch Pattern
Offset Entities
Convert Entities
Mirror Entities
Extruded Boss/Base
Extruded Cut
Fillet
Linear Pattern
Mirror
Draft
Shell
Reference Geometry
Measure
Mass Properties
Basic Modeling Tools
Sketch
Surfaces
Simulation
Analysis Preparation
Part1
Sensors
Solid Bodies(1)
Wrap1
Equations
Material <not specified
Front Plane
Top Plane
Right Plane
Origin
Boss-Extrude1
Sketch2
Cut-Extrude1
Cut-Extrude2
Mirror1
Mirror2
Fillet1
Wrap1
Mass Properties
Part1
Options...
Override Mass Properties...
Recalculate
Include hidden bodies/components
Create Center of Mass feature
Show weld bead mass
Report coordinate values relative to:
-- default --
Mass properties of Part1
Configuration: Default
Coordinate system: -- default --
Density = 0.04 pounds per cubic inch
Mass = 0.21 pounds
Volume = 5.75 cubic inches
Surface area = 18.28 square inches
Center of mass: (inches)
X = 0.00
Y = 0.00
Z = 0.63
Principal axes of inertia and principal moments of inertia: (pounds * square inches)
Taken at the center of mass.
Ix = (0.00, 1.00, 0.00) Px = 0.07
Iy = (-1.00, 0.00, 0.00) Py = 0.17
Iz = (0.00, 0.00, 1.00) Pz = 0.20
Moments of inertia: (pounds * square inches)
Taken at the center of mass and aligned with the output coordinate system. (Using posit
Lxx = 0.17 Lxy = 0.00 Lxz = 0.00
Lyx = 0.00 Lyy = 0.07 Lyz = 0.00
Lzx = 0.00 Lzy = 0.00 Lzz = 0.20
Moments of inertia: (pounds * square inches)
Taken at the output coordinate system. (Using positive tensor notation.)
Ixx = 0.25 Ixy = 0.00 Ixz = 0.00
Iyx = 0.00 Iyy = 0.15 Iyz = 0.00
Izx = 0.00 Izy = 0.00 Izz = 0.20
Help
Print...
Copy to Clipboard
SOAP
Design Library
Search in Toolbox
Design Library
Analysis Library
Toolbox
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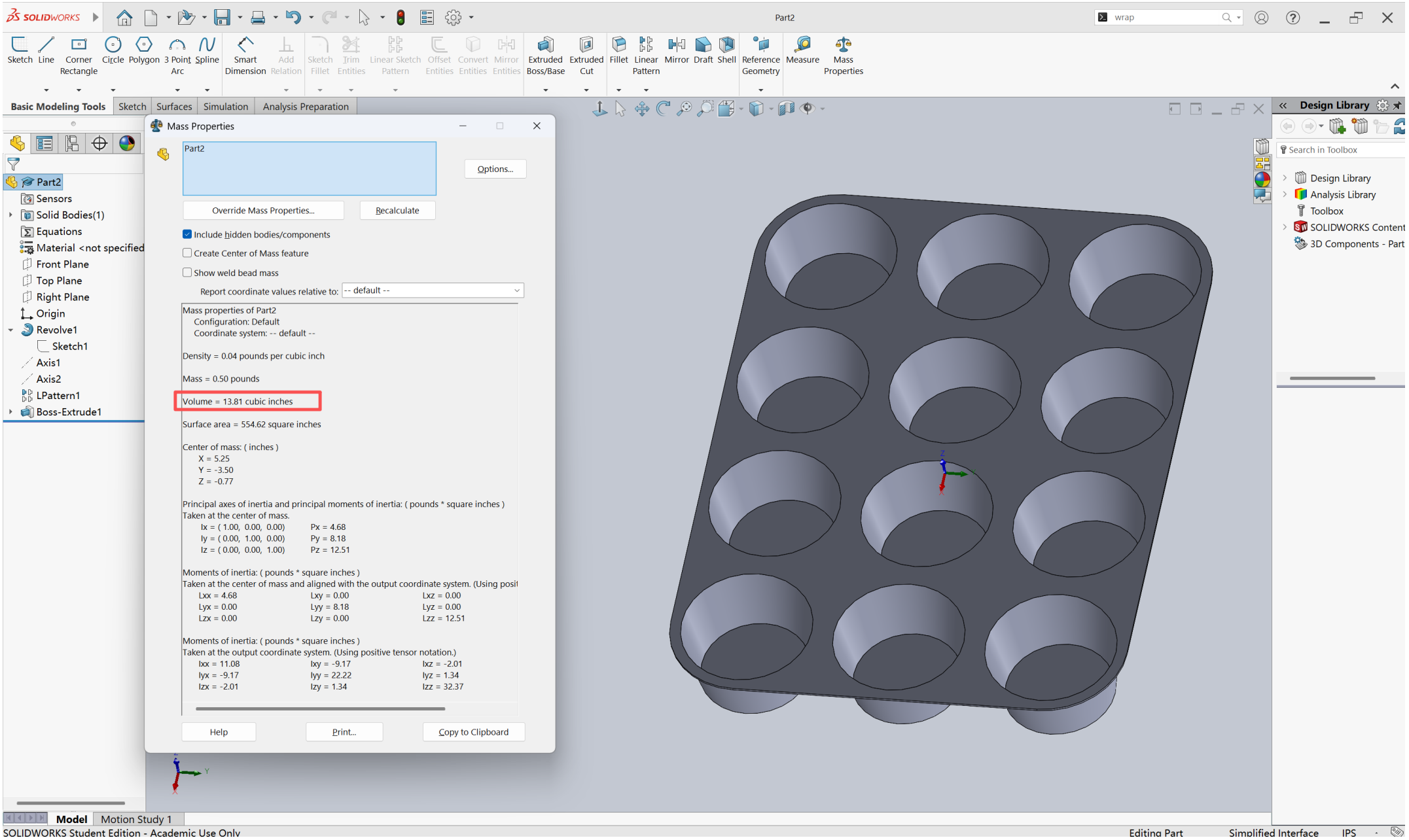
Part2
Mass Properties
Part2
Options...
Override Mass Properties...
Recalculate
Include hidden bodies/components
Create Center of Mass feature
Show weld bead mass
Report coordinate values relative to: -- default --
Mass properties of Part2
Configuration: Default
Coordinate system: -- default --
Density = 0.04 pounds per cubic inch
Mass = 0.50 pounds
Volume = 13.81 cubic inches
Surface area = 554.62 square inches
Center of mass: (inches)
X = 5.25
Y = -3.50
Z = -0.77
Principal axes of inertia and principal moments of inertia: (pounds * square inches)
Taken at the center of mass.
Ix = (1.00, 0.00, 0.00) Px = 4.68
Iy = (0.00, 1.00, 0.00) Py = 8.18
Iz = (0.00, 0.00, 1.00) Pz = 12.51
Moments of inertia: (pounds * square inches)
Taken at the center of mass and aligned with the output coordinate system. (Using posit
Lxx = 4.68 Lxy = 0.00 Lxz = 0.00
Lyx = 0.00 Lyy = 8.18 Lyz = 0.00
Lzx = 0.00 Lzy = 0.00 Lzz = 12.51
Moments of inertia: (pounds * square inches)
Taken at the output coordinate system. (Using positive tensor notation.)
Ixx = 11.08 Ixy = -9.17 Ixz = -2.01
Iyx = -9.17 Iyy = 22.22 Iyz = 1.34
Izx = -2.01 Izy = 1.34 Izz = 32.37
Help
Print...
Copy to Clipboard
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Search in Toolbox
Design Library
Analysis Library
Toolbox
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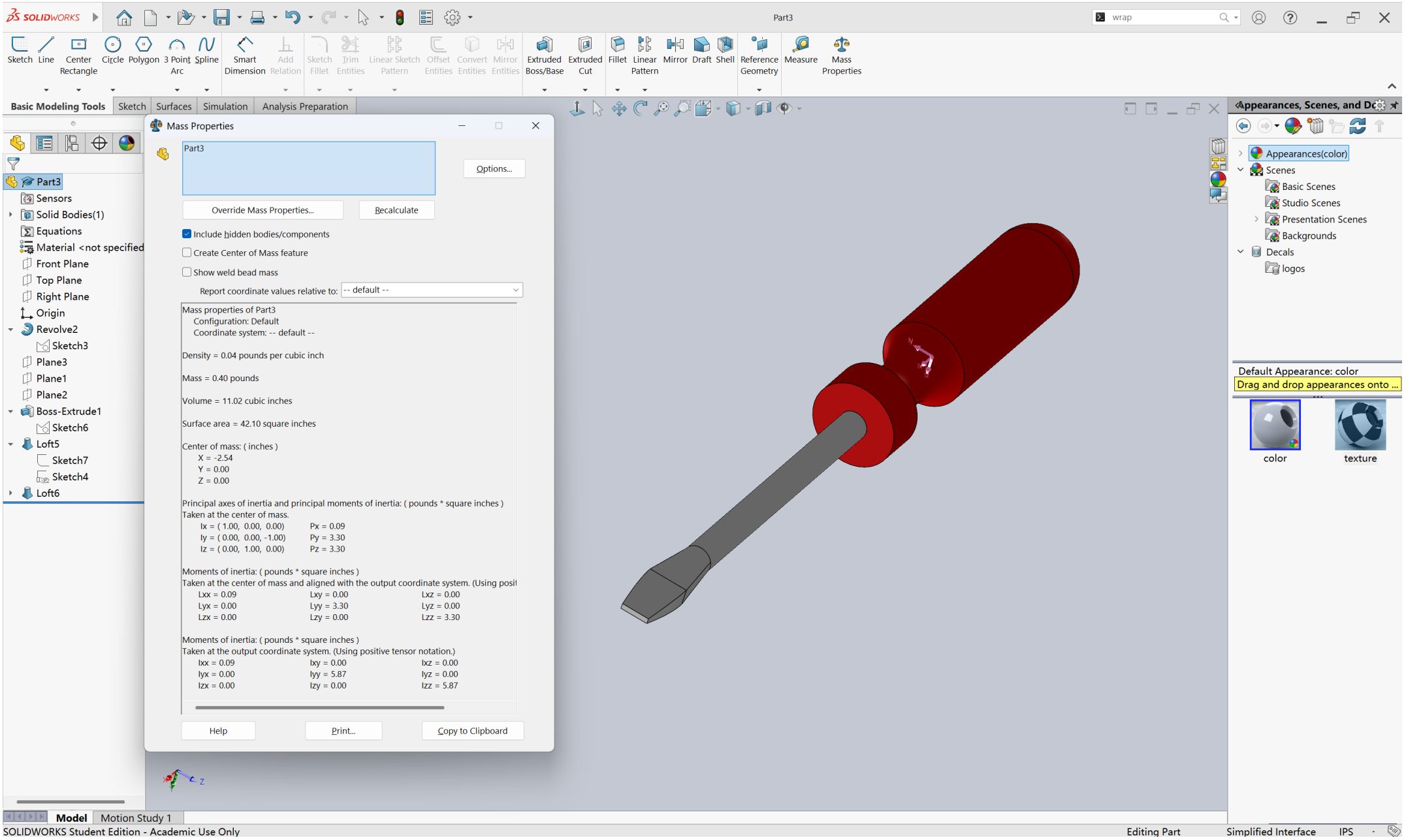
SOLIDWORKS
Part3
wrap
Sketch
Line
Center Rectangle
Circle
Polygon
3 Point Arc
Spline
Smart Dimension
Add Relation
Sketch Fillet
Trim Entities
Linear Sketch Pattern
Offset Entities
Convert Entities
Mirror Entities
Extruded Boss/Base
Extruded Cut
Fillet
Linear Pattern
Mirror
Draft
Shell
Reference Geometry
Measure
Mass Properties
Basic Modeling Tools
Sketch
Surfaces
Simulation
Analysis Preparation
Part3
Sensors
Solid Bodies(1)
Equations
Material <not specified
Front Plane
Top Plane
Right Plane
Origin
Revolve2
Sketch3
Plane3
Plane1
Plane2
Boss-Extrude1
Sketch6
Loft5
Sketch7
Sketch4
Loft6
Mass Properties
Part3
Options...
Override Mass Properties...
Recalculate
Include hidden bodies/components
Create Center of Mass feature
Show weld bead mass
Report coordinate values relative to: -- default --
Mass properties of Part3
Configuration: Default
Coordinate system: -- default --
Density = 0.04 pounds per cubic inch
Mass = 0.40 pounds
Volume = 11.02 cubic inches
Surface area = 42.10 square inches
Center of mass: (inches)
X = -2.54
Y = 0.00
Z = 0.00
Principal axes of inertia and principal moments of inertia: (pounds * square inches)
Taken at the center of mass.
Ix = (1.00, 0.00, 0.00) Px = 0.09
Iy = (0.00, 0.00, -1.00) Py = 3.30
Iz = (0.00, 1.00, 0.00) Pz = 3.30
Moments of inertia: (pounds * square inches)
Taken at the center of mass and aligned with the output coordinate system. (Using posi
Lxx = 0.09 Lxy = 0.00 Lxz = 0.00
Lyx = 0.00 Lyy = 3.30 Lyz = 0.00
Lzx = 0.00 Lzy = 0.00 Lzz = 3.30
Moments of inertia: (pounds * square inches)
Taken at the output coordinate system. (Using positive tensor notation.)
Ixx = 0.09 Ixy = 0.00 Ixz = 0.00
Iyx = 0.00 Iyy = 5.87 Iyz = 0.00
Izx = 0.00 Izy = 0.00 Izz = 5.87
Help
Print...
Copy to Clipboard
Appearances, Scenes, and D
Appearances(color)
Scenes
Basic Scenes
Studio Scenes
Presentation Scenes
Backgrounds
Decals
logos
Default Appearance: color
Drag and drop appearances onto ...
color
texture
Model
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