



# Lynbrook Robotics

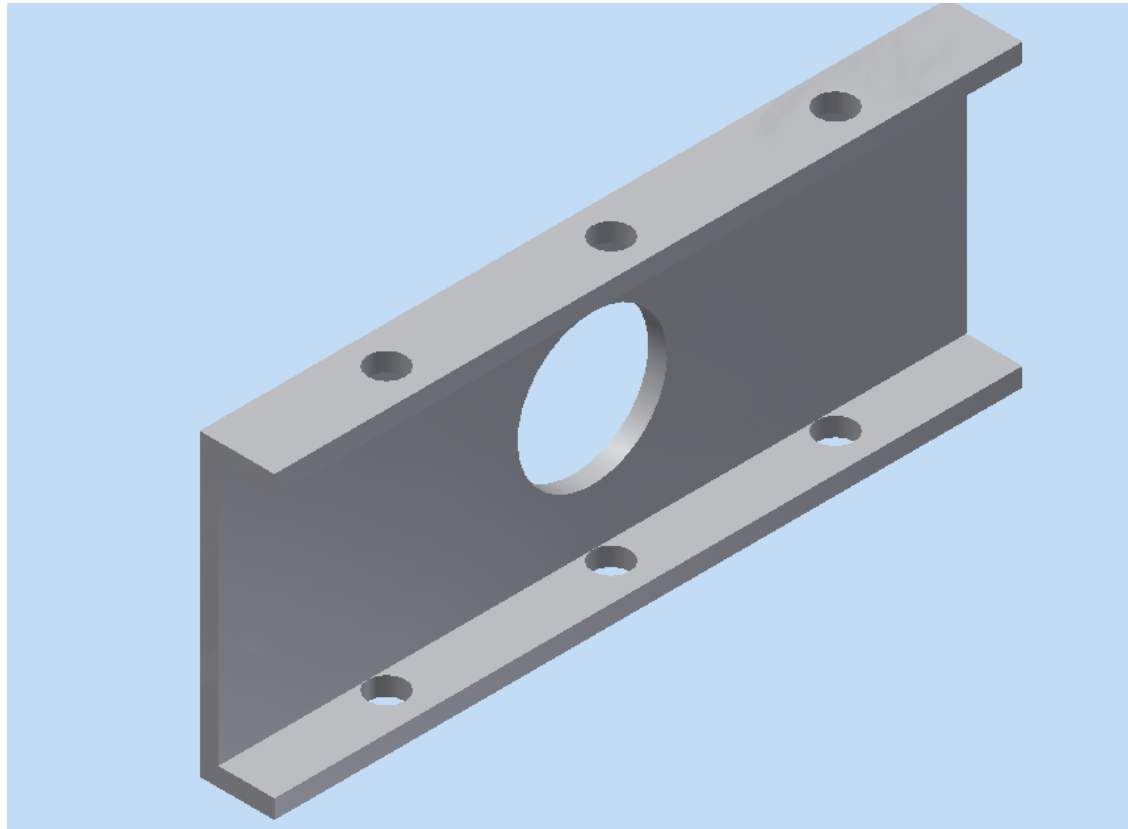
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CAD Parts + SVN Intro



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# A C-Channel Part





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# Make a Part File

- Click on the “I” in the top left
- Select the arrow next to “New”
- Select “Part”
- Save the File as “C\_Channel\_(your name).ipt”



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# Sketches

- The most basic design is a sketch
- 3D models are derived from basic sketches using features like:
  - Extrude
  - Revolve
  - Hole



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# Create a 2D Sketch

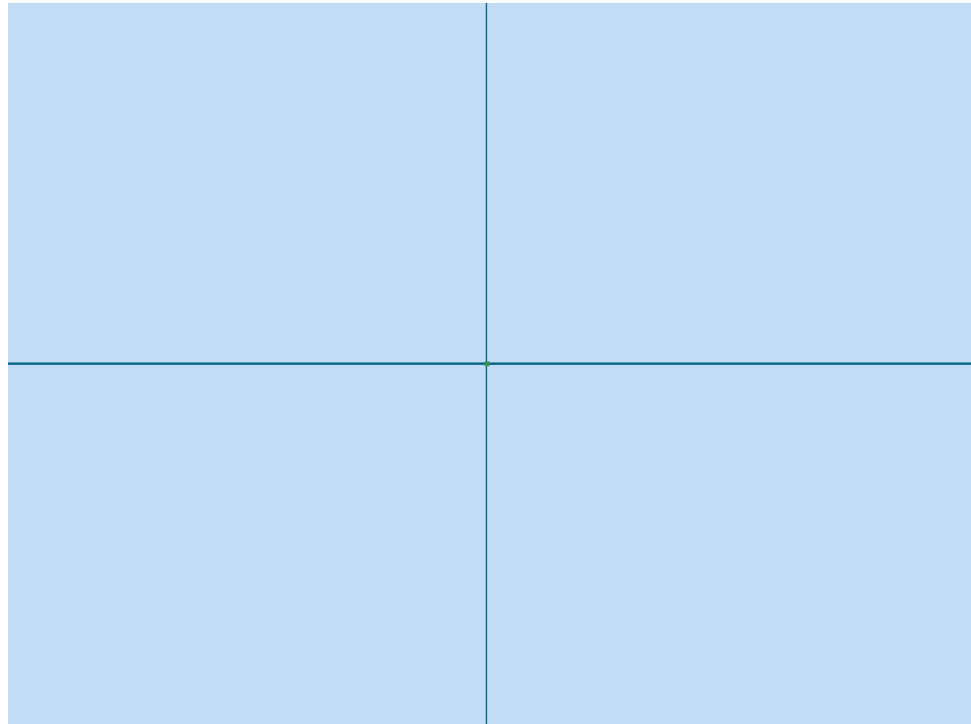
- Click “Create 2D Sketch” in the top left corner
- Click the (+) next to “Origin” on the sidebar and select “XY Plane”



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# Sketch Mode

- You will enter sketch mode now in Inventor
- The two lines that you see are the X and Y axes

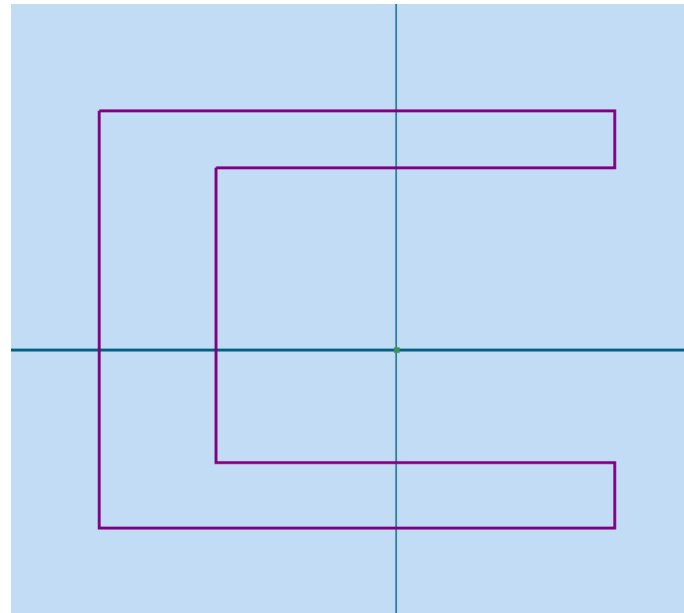




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# Make the "C"

- Start by Making Lines:
- Use the line tool in the top left to drag out perpendicular lines in the form of a general "C"





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# Constrain!

- Use collinear constraint to make the outside lines of the flanges lie on the same line...click collinear, then the two lines



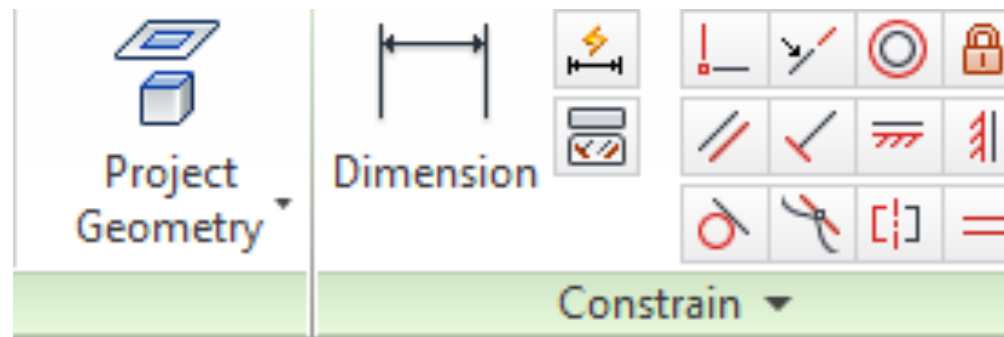




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# Dimensioning

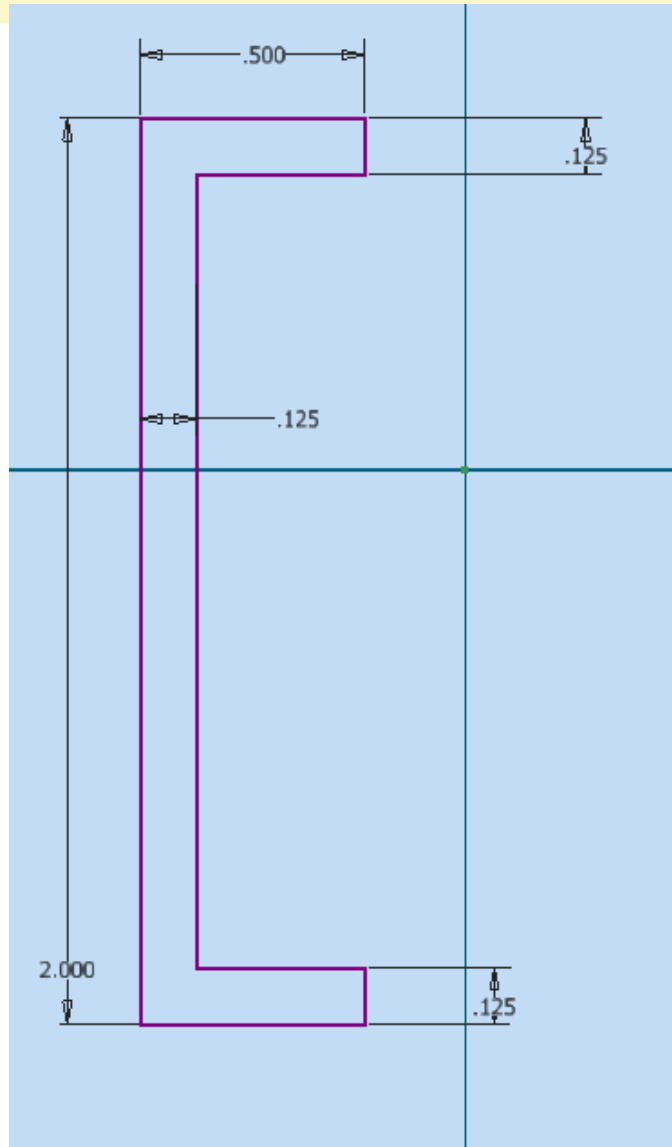
- Add dimensions (measurements) to the drawing!
- Click the “Dimension” Tool
- Create Dimensions





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# Sketch Dimensions

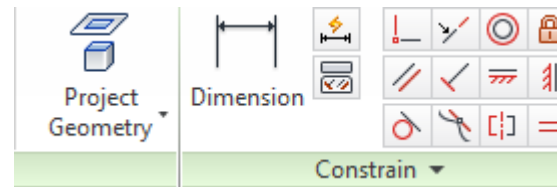




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# Constrain!

- Add Sketch Constraints to fix the locations of the lines in the sketch
- Project the x and y-axes onto sketch with Project Geometry



- Make top and bottom lines symmetrical on x-axis...click top, bottom, then x-axis





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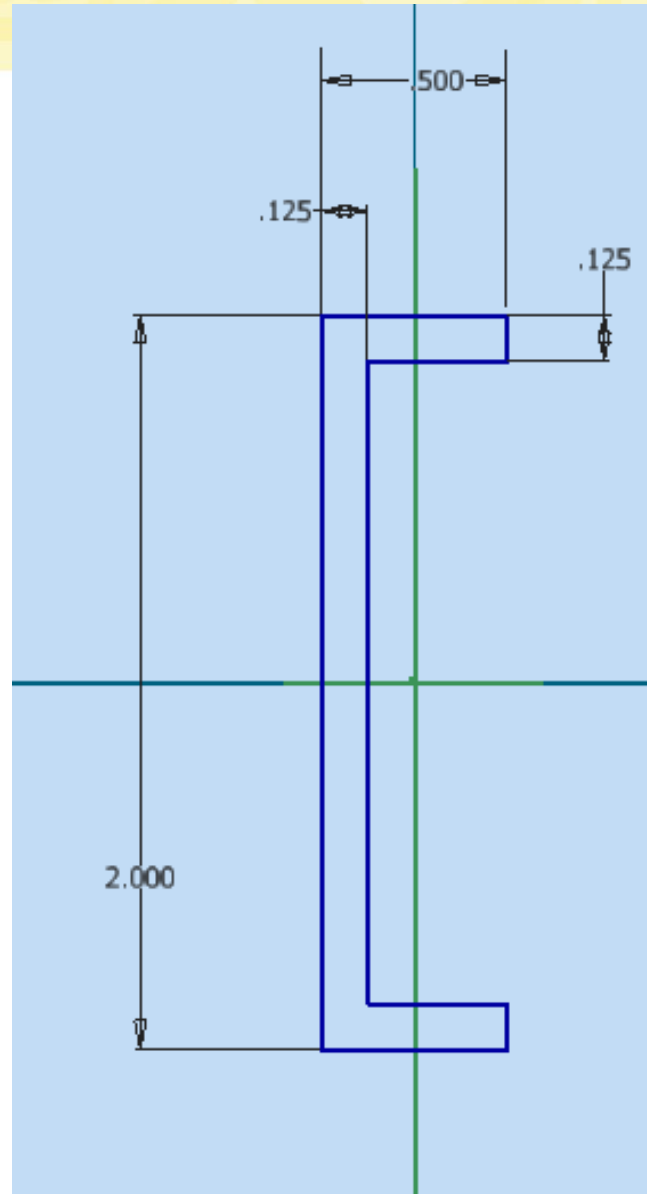
# Constrain!

- Use symmetry constraint again to make left and right sides symmetrical on the y-axis



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# What it Should Be

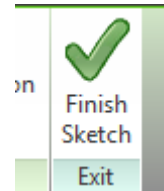




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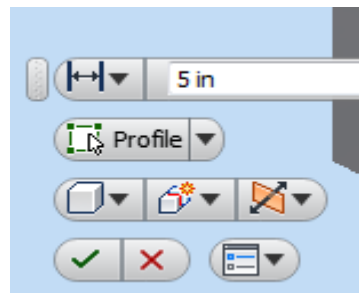
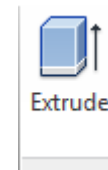
# Make it 3D!

- Click “Finish Sketch” on the top bar



- We will now extrude the 2D sketch into a 3D part...

- Click “Extrude” on the top bar
- Enter “5” in the dimension field and select the two directional extrusion option





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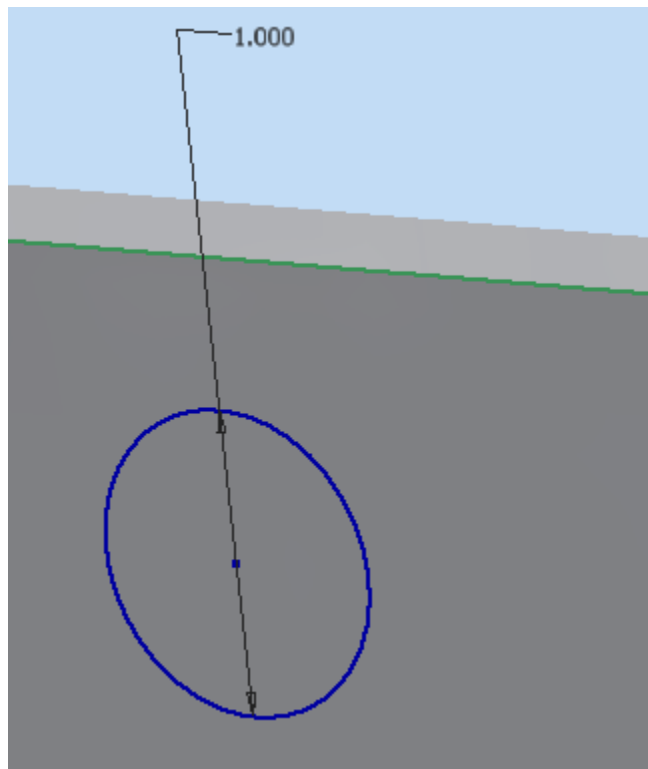
# A Second Sketch

- Rename the Extrusion-Click two times slowly on the extrusion name in the sidebar
- Make a hole on the side of the part.
- Rotate view to see side of channel and click face.
- Select "Create 2D Sketch"
- Make a circle on the center dot on this face using the circle tool
- Dimension the Circle as "1 inch"



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# The Sketch



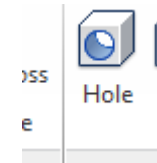




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# Make a Hole

- Click “Hole” in the top bar



- Click the center point on the sketch and dimension to hole to be 1 inch
- Select Termination “Through All”
- Rename the Hole in the sidebar



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# More Holes

- Create a 2D sketch on the upper flange face
- Draw horizontal and vertical centerlines
- Draw 3 circles on the vertical centerline... one on the intersection, one on top, and one below
- Make the distance between the centers and the horizontal centerline symmetrical



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# More Holes

- Add a dimension for the distance from the center of one hole to the horizontal centerline
- Enter "1.5 inches"
- Dimension one hole size as "0.25 inches"
- Make the holes equal with the equal constraint





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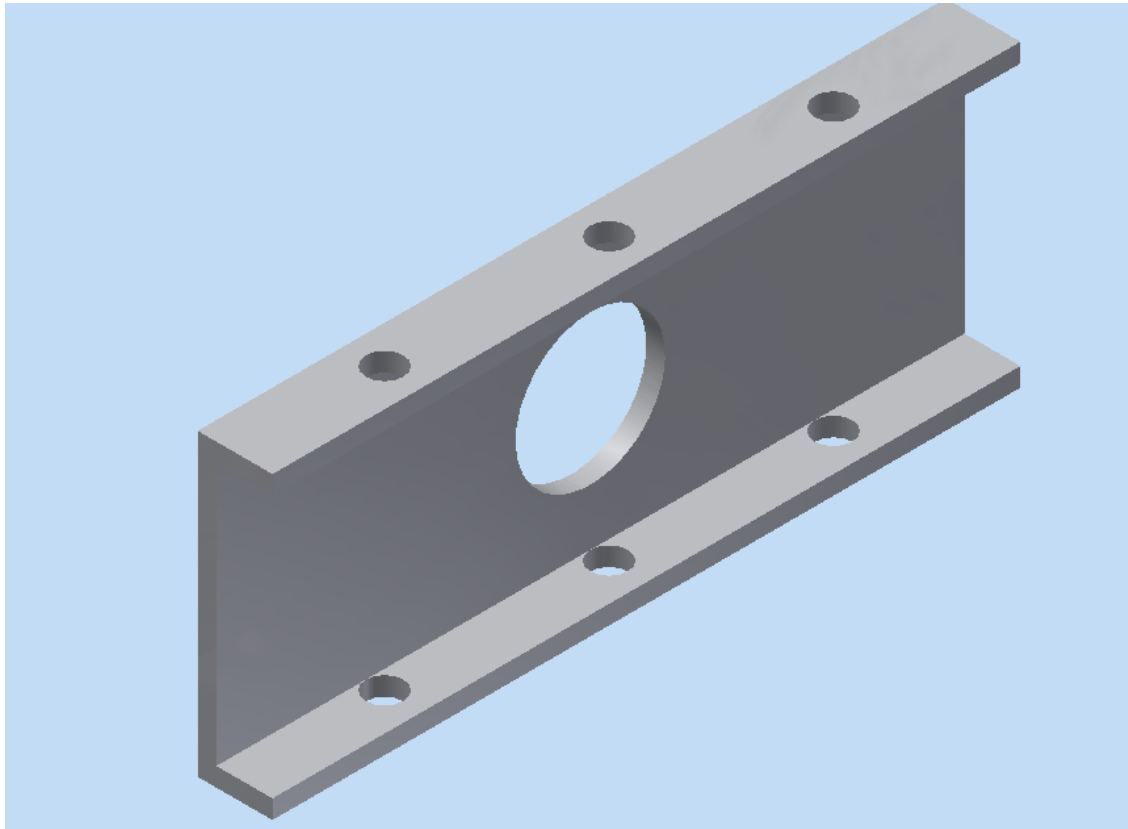
# Make the sketch 3D

- Use the hole feature to make the holes
- Click on all three centers and dimension the holes as 0.25 inches
- Select Termination "Through All"
- Rename the Hole in the sidebar



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# The Final Part





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# You're Done!

## Congratulations!