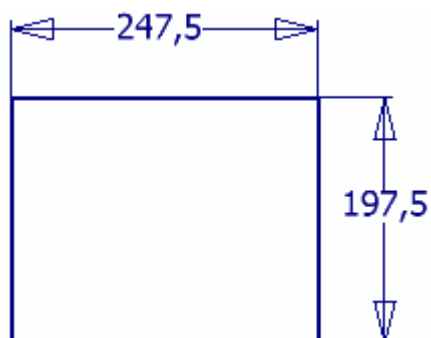

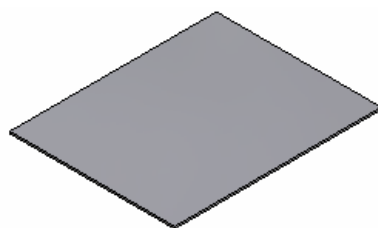
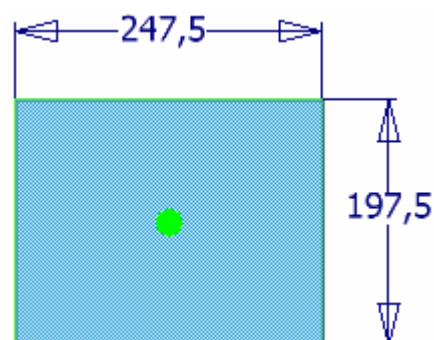
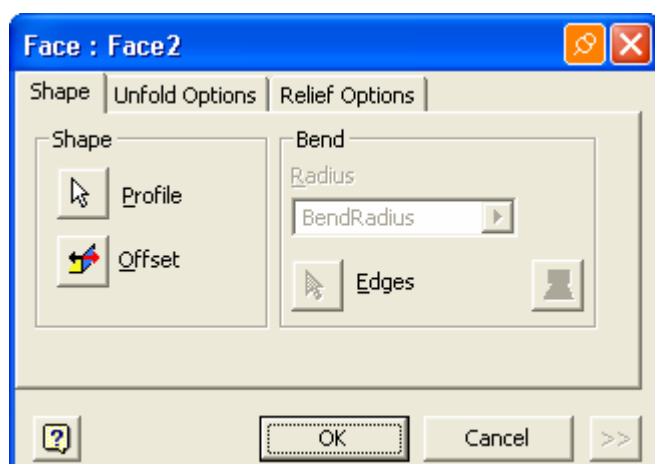



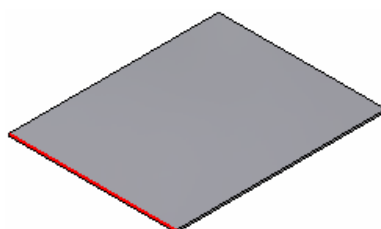
Crie o *sketch* seguinte

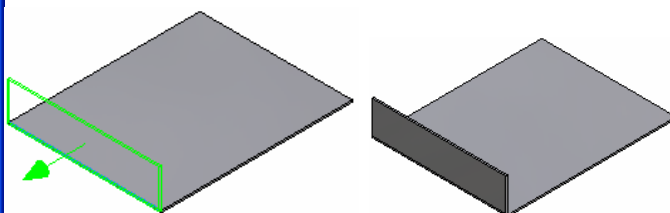
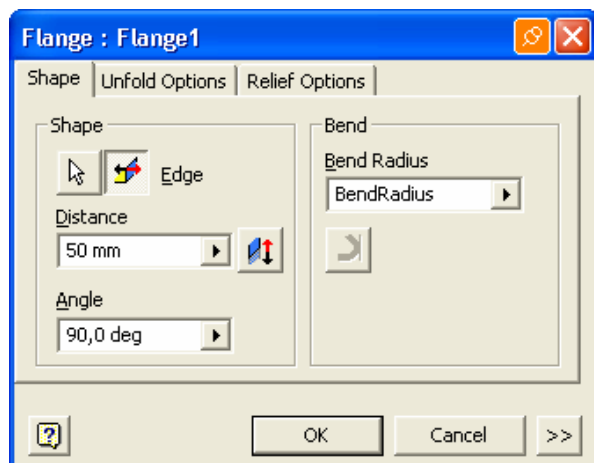


Faça clique em  para aplicar a espessura da chapa, ao *sketch*.

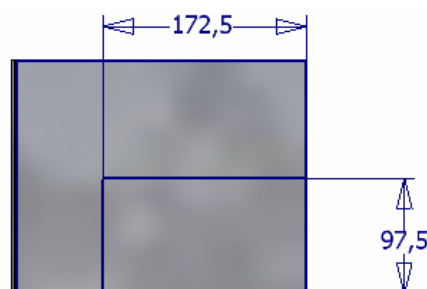
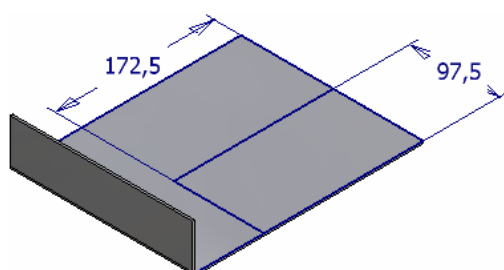



Faça clique em  para definir uma aba, a **90°**, com o comprimento de **50mm**. Selecciona a aresta indicada.

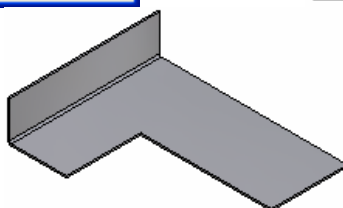
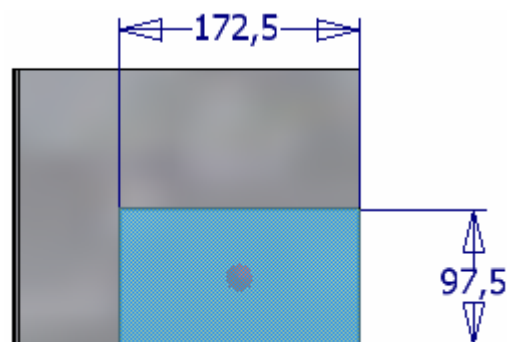
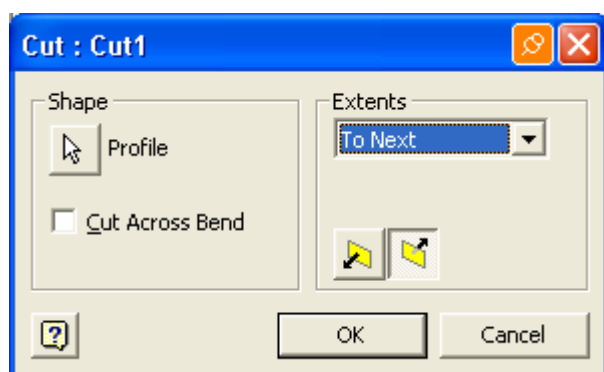





Na face indicada crie o *sketch* seguinte.



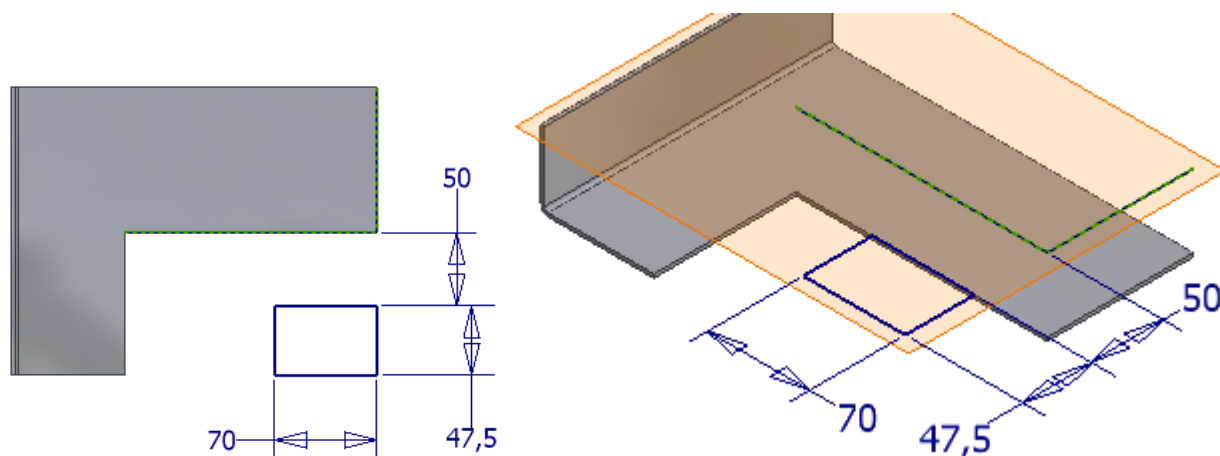
Faça clique em  **Cut** para cortar o modelo pelo *sketch* definido pelo método *To Next*.




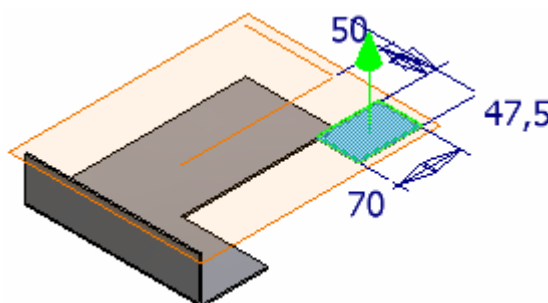
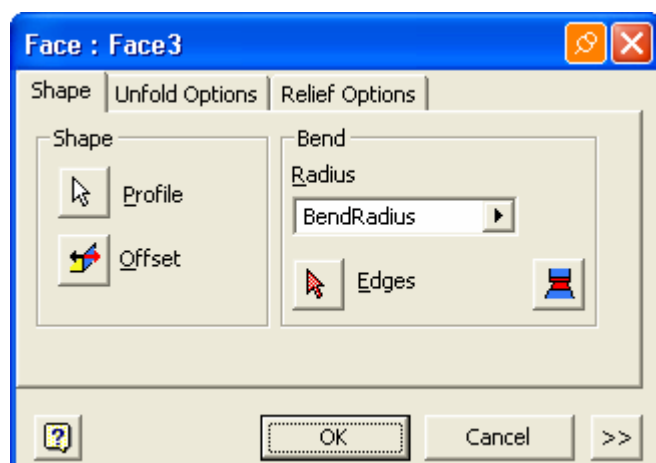
Faça clique em  Work Plane << e crie um plano paralelo à face indicada do modelo. Defina uma distância de **50mm**.

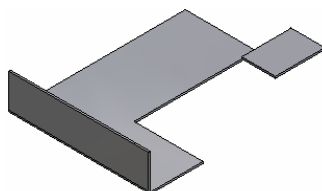



No plano anterior crie o *sketch* seguinte.

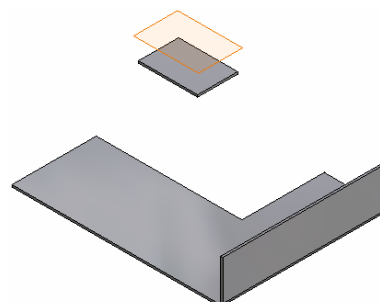
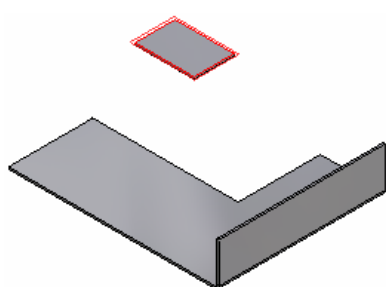


Faça clique em  Face para aplicar a espessura da chapa, ao *sketch*.

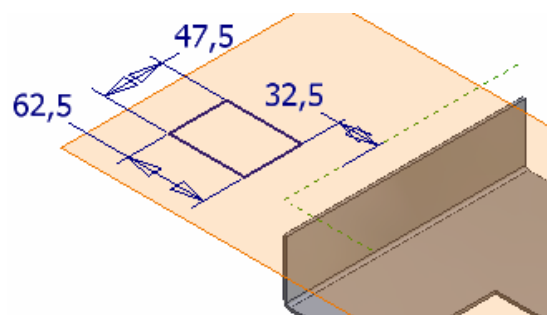
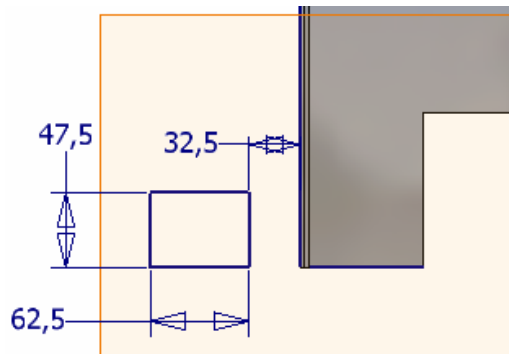





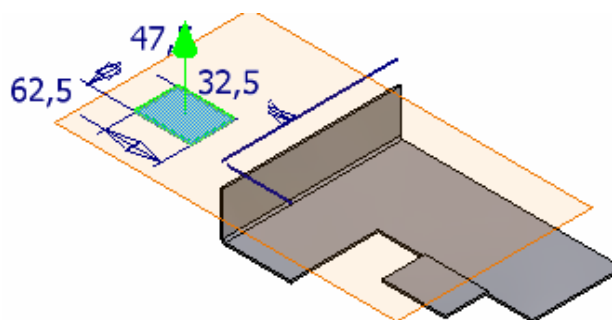
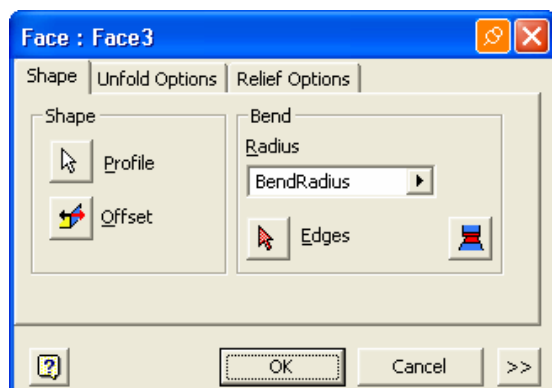
Faça clique em  Work Plane << e crie um plano paralelo à face indicada do modelo. Defina uma distância de **25mm**.

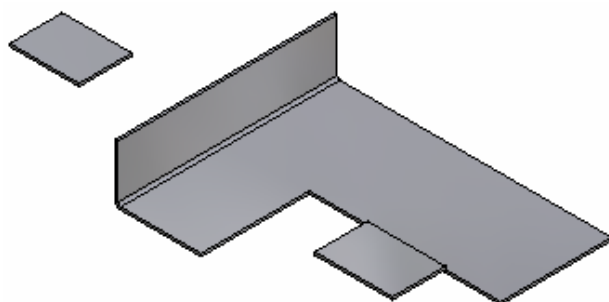


No plano anterior crie o *sketch* seguinte.

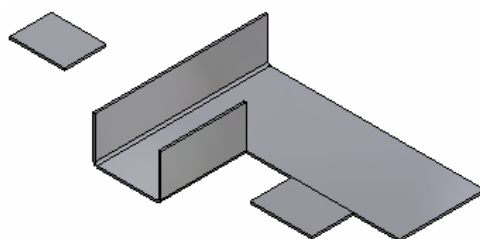
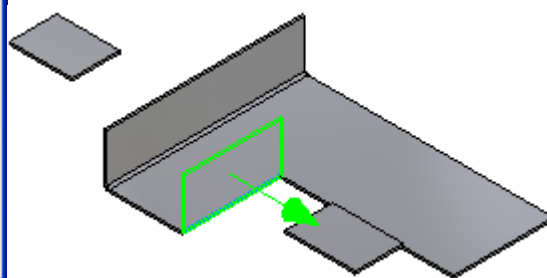
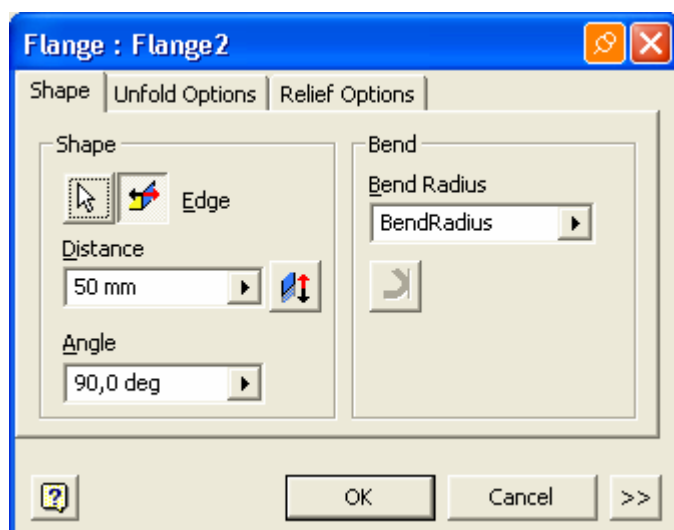
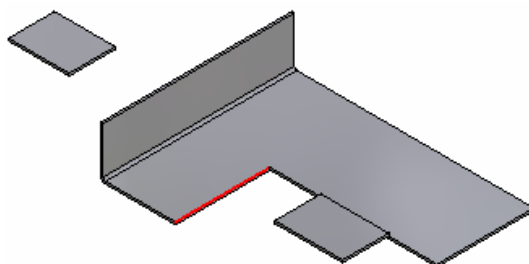



Faça clique em  Face para aplicar a espessura da chapa, ao *sketch*.

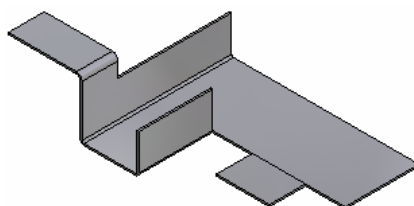
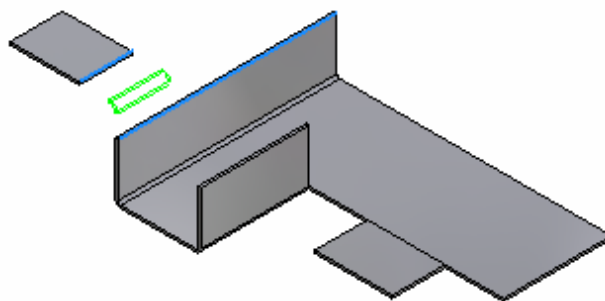
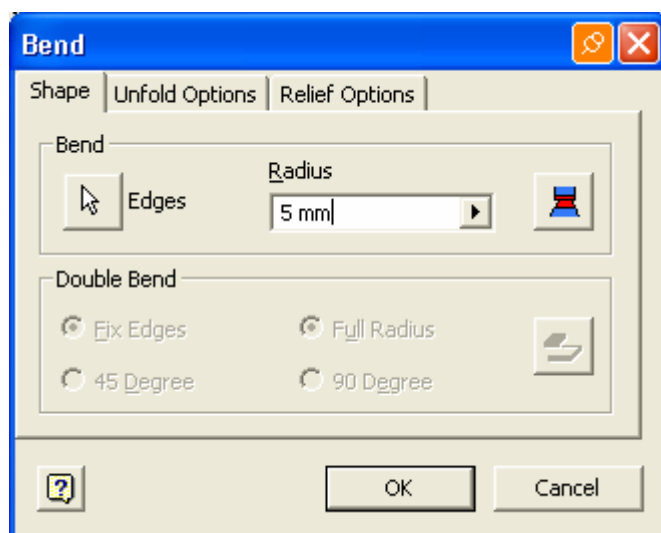





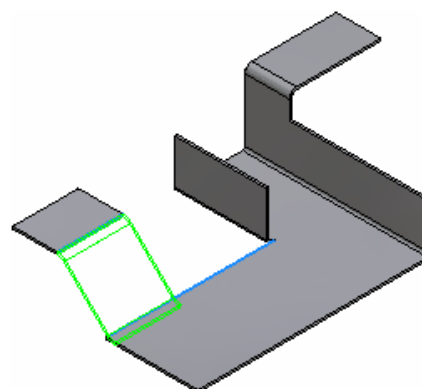
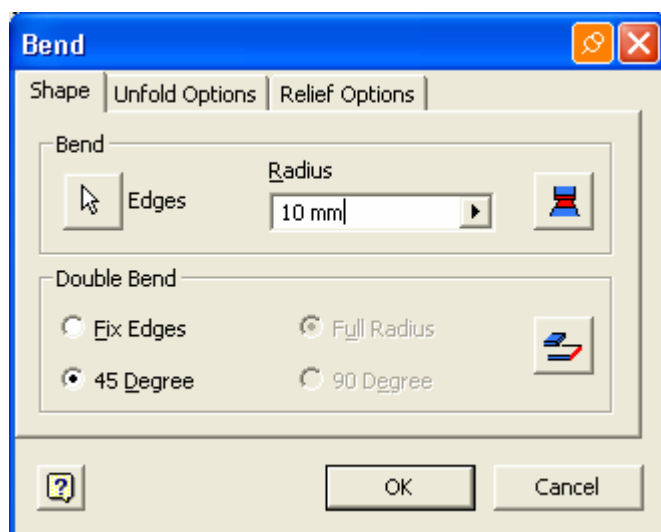
Faça clique em  para definir uma aba, a **90°**, com o comprimento de **50mm**. Selecciona a aresta indicada

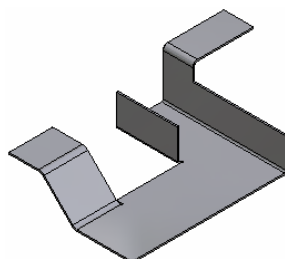


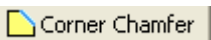
Faça clique em  para definir um quinagem entre os elementos seguintes. Selecciona as duas arestas seguintes e defina um raio de quinagem de **5mm**.

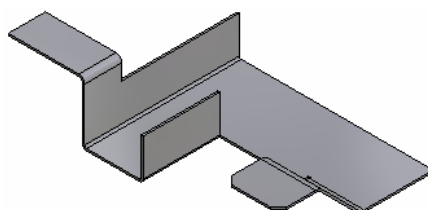
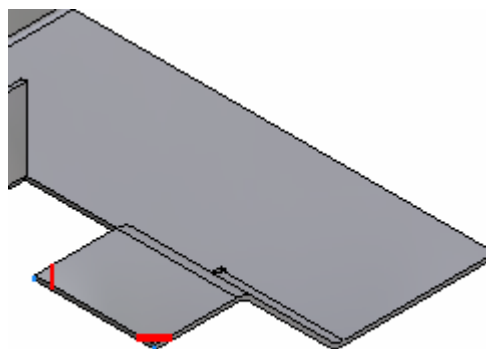
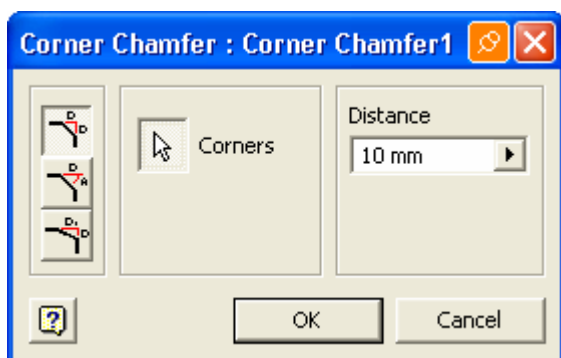



Faça clique em  para definir um quinagem entre os elementos seguintes. Selecciona as duas arestas seguintes e defina um raio de quinagem de **10mm**.

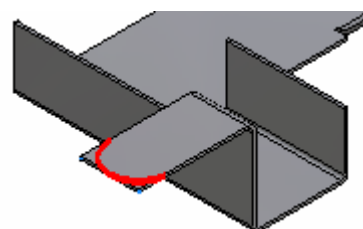
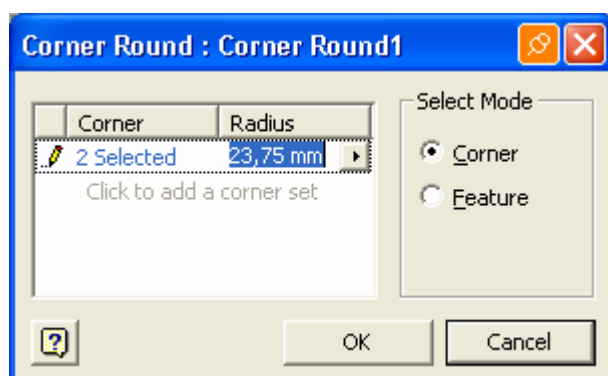


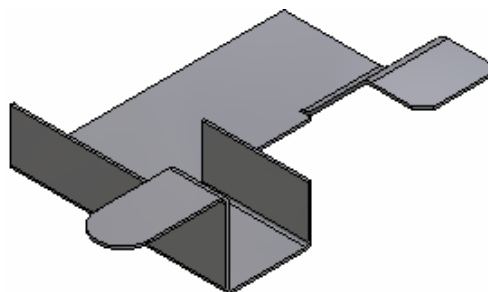


Faça clique em  para definir dois chanfros de **10mm** a **45°** nas arestas indicadas do modelo.

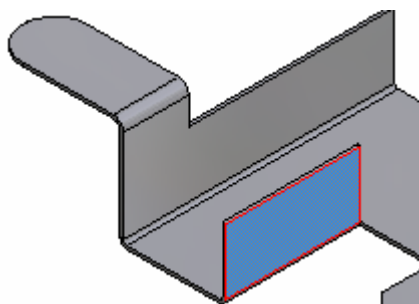



Faça clique em  para definir um raio de **23.75mm** nas arestas indicadas do modelo.

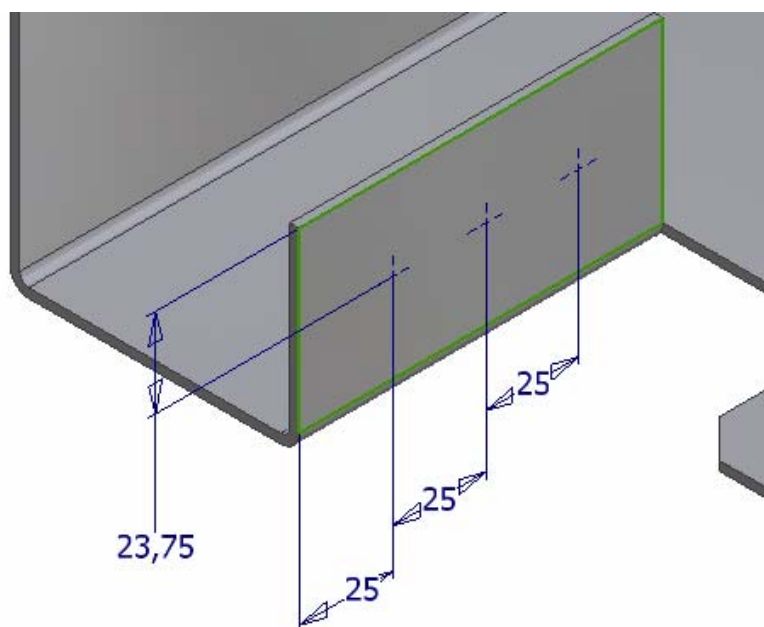





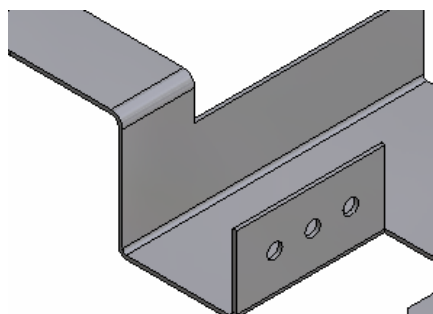
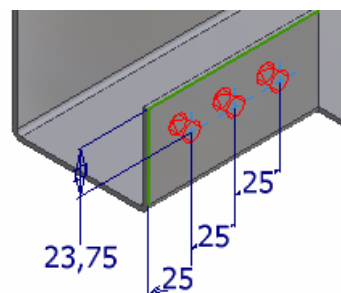
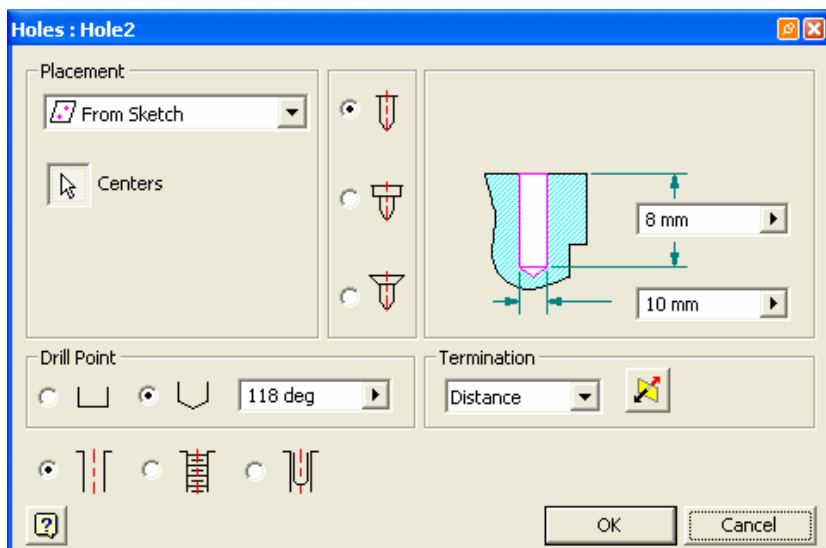
Na face indicada do modelo crie o *sketch* seguinte.



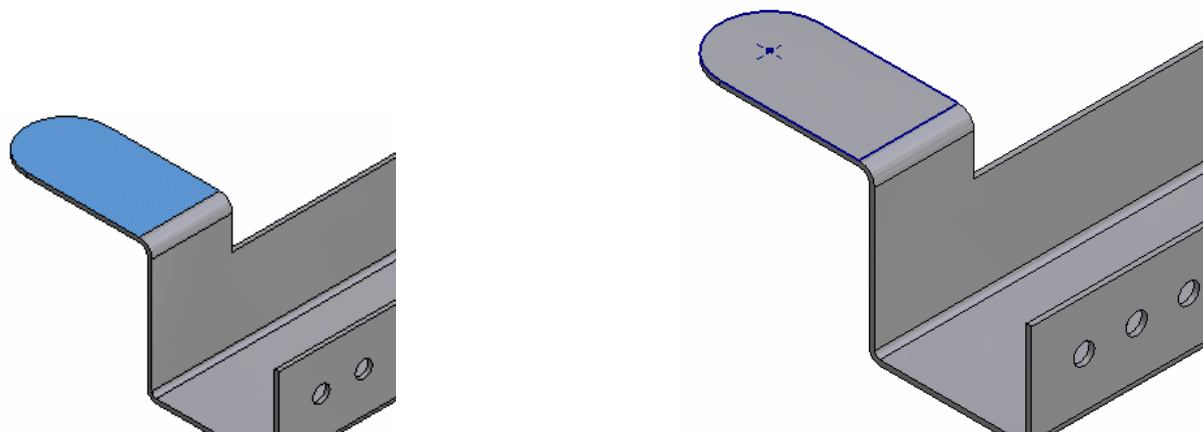
Faça clique  Point, Hole Center e defina os três pontos seguintes.



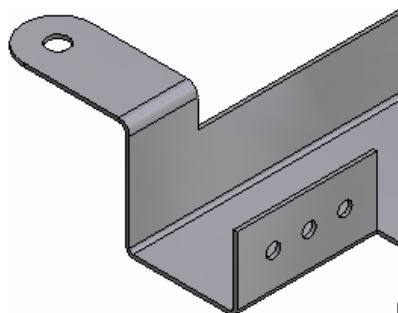
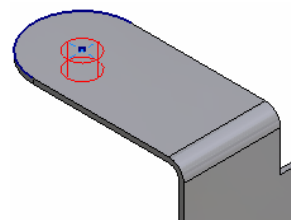
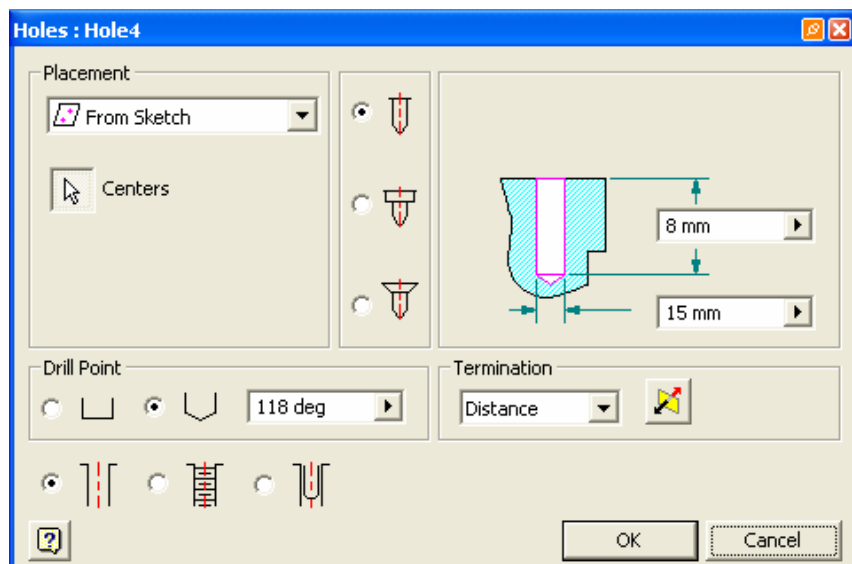
Faça clique em  Hole H e defina os furos seguintes.



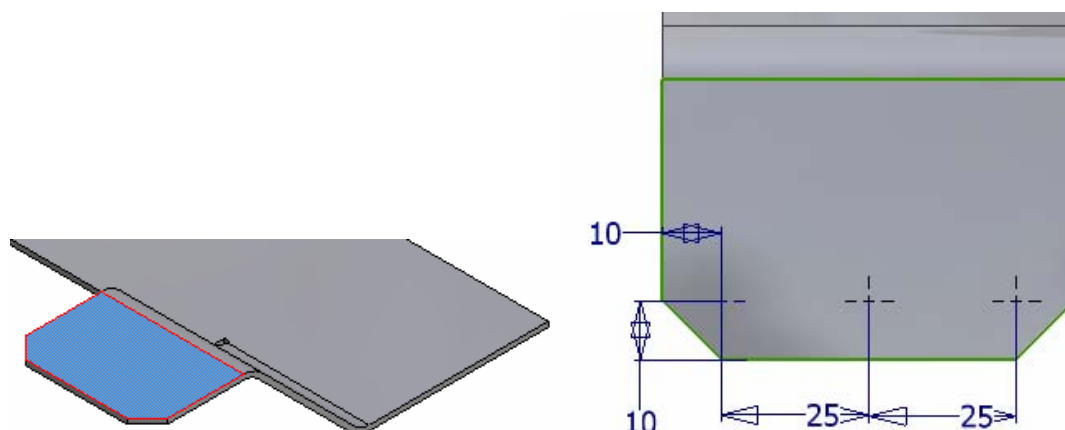
Na face indicada do modelo crie o *sketch* seguinte.




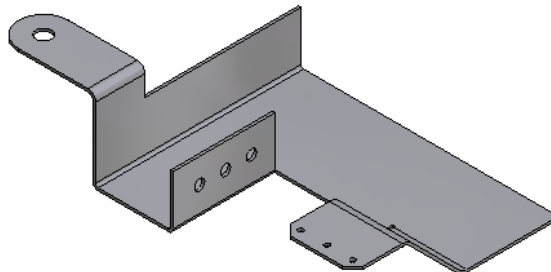
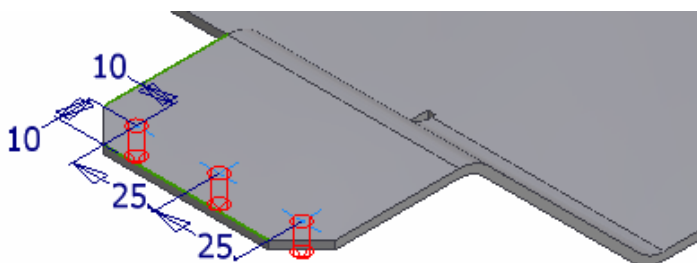
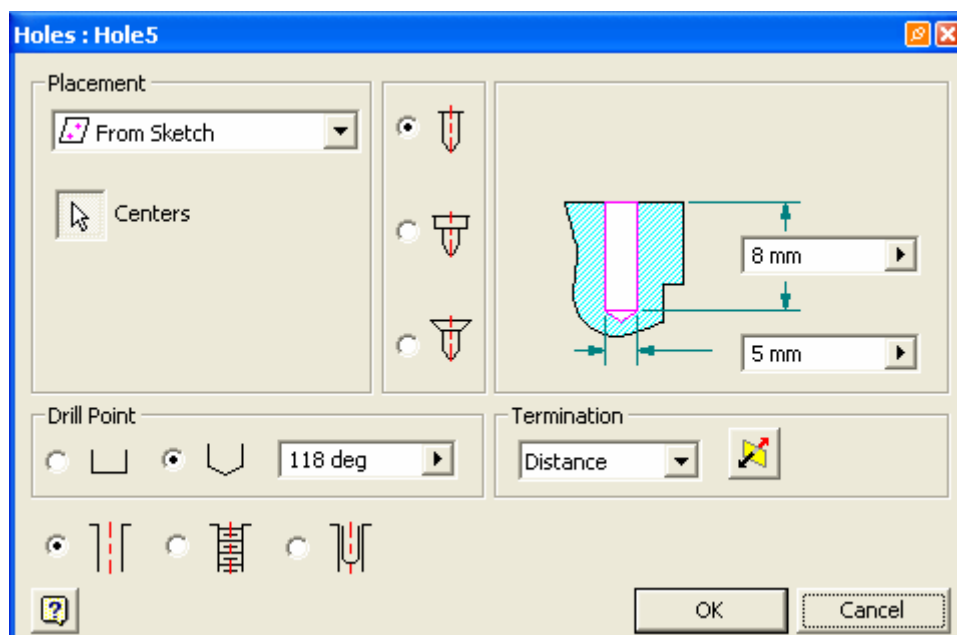
Faça clique em  Hole H e defina o furo seguinte.




Na face indicada do modelo crie o *sketch* seguinte.

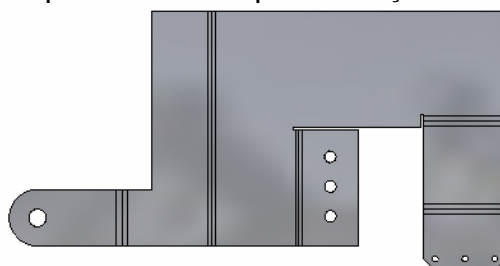


Faça clique em  Hole H e defina os furos seguintes.



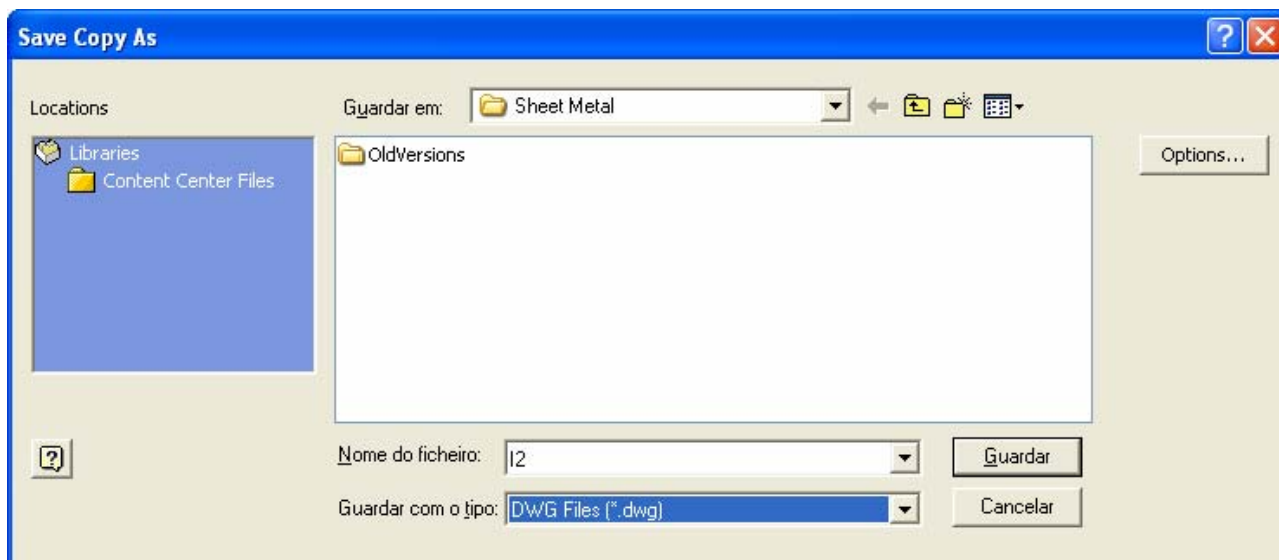
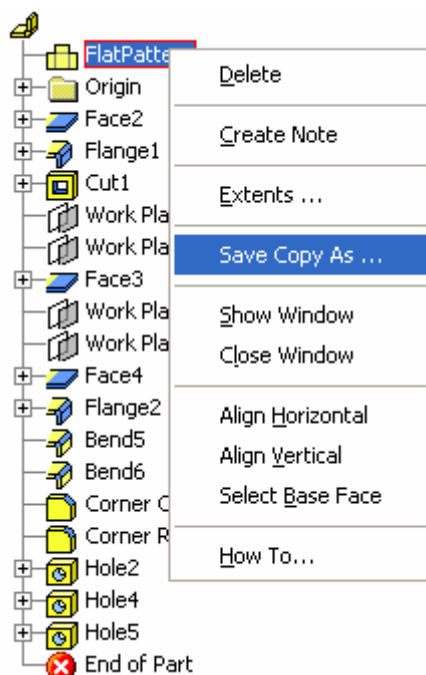
Para criar um vista do modelo planificado

Faça clique em  Flat Pattern para obter a planificação do modelo.

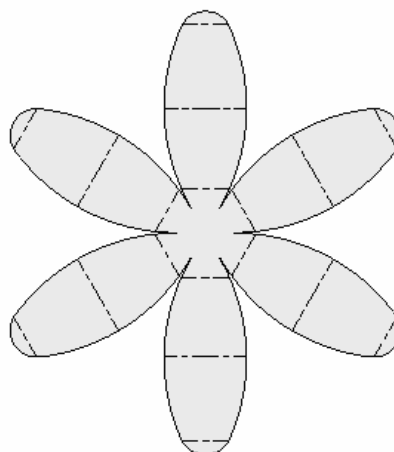
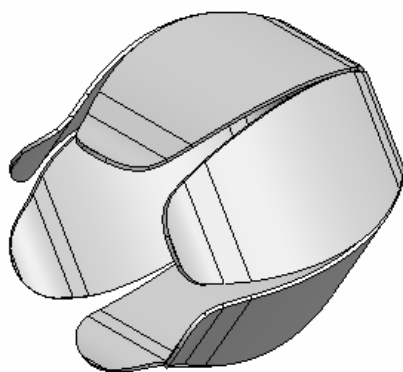
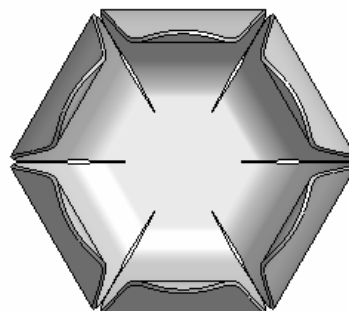
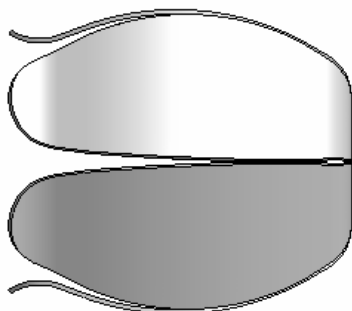
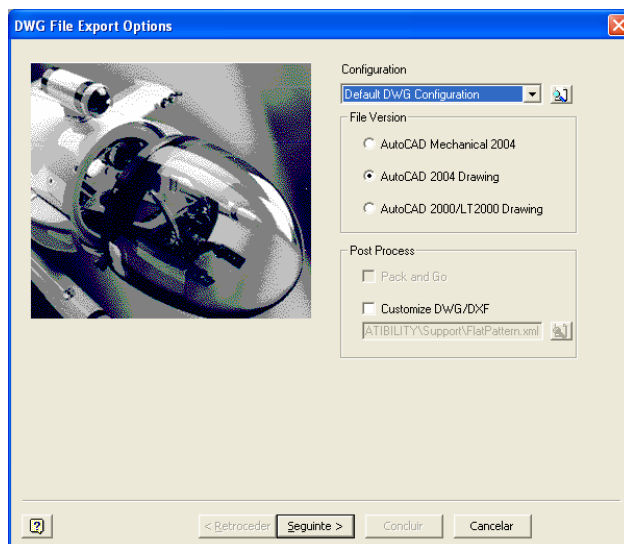



Para gravar a planificação em formato DWG

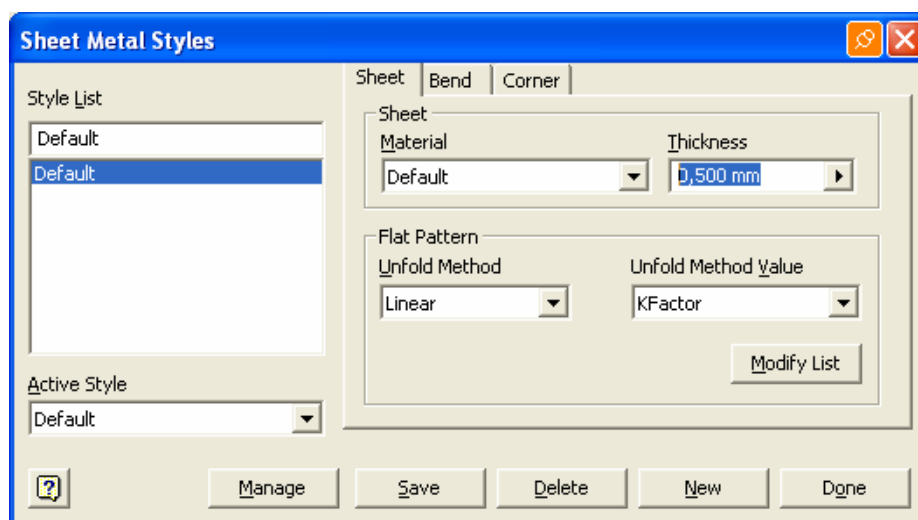
No *browser* faça clique com o botão direito sobre *FlatPattern* e seleccione *Save Copy As*.



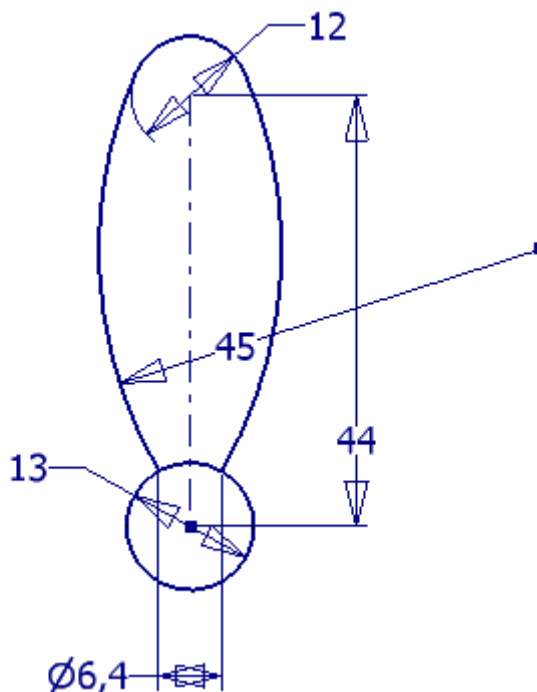
Faça clique no botão **Options...** e defina a versão desejada.




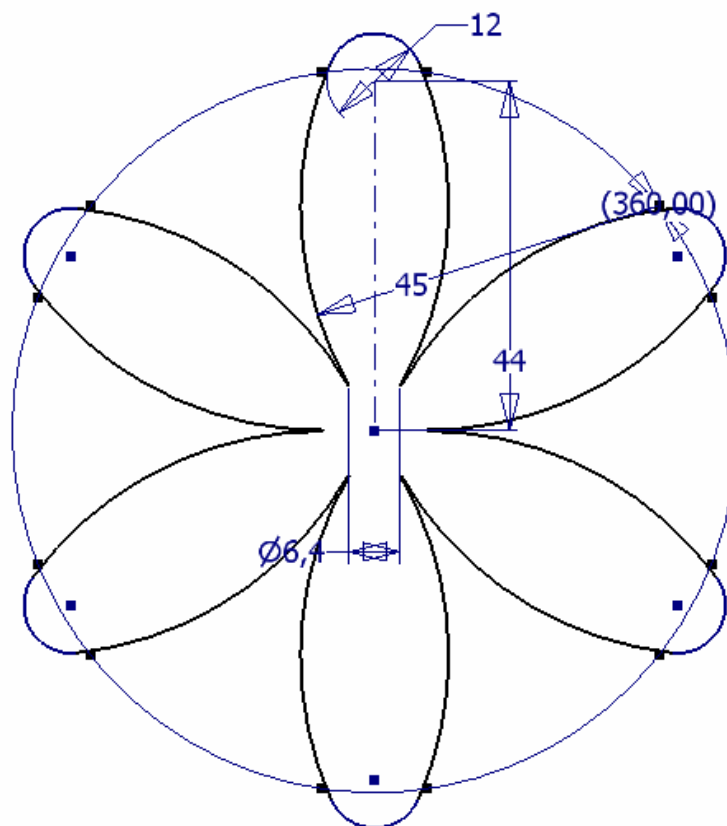
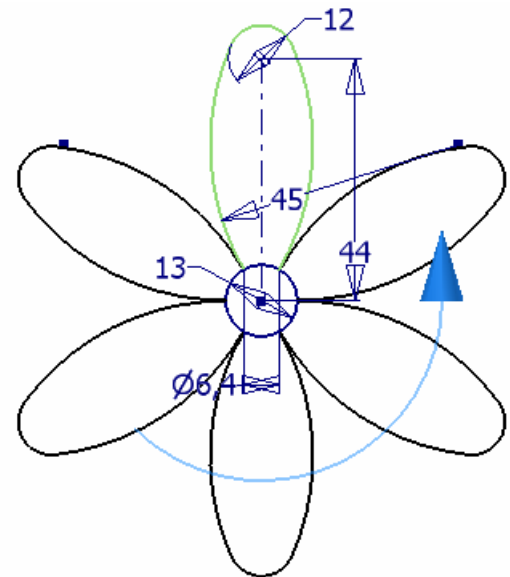
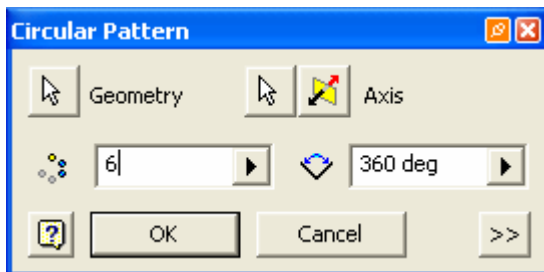
Faça clique em  **Styles** e defina a espessura da chapa a trabalhar. Em *Thickness* defina uma espessura de **0.5mm**.




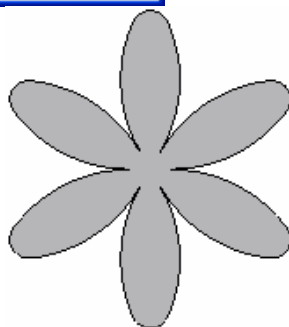
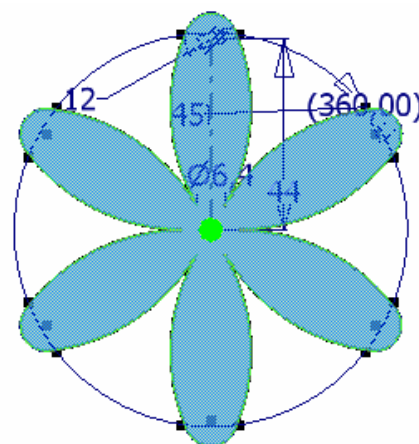
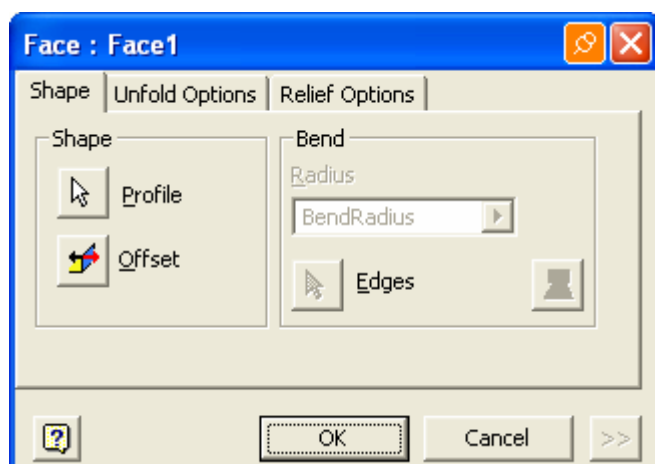
Crie o *sketch* seguinte



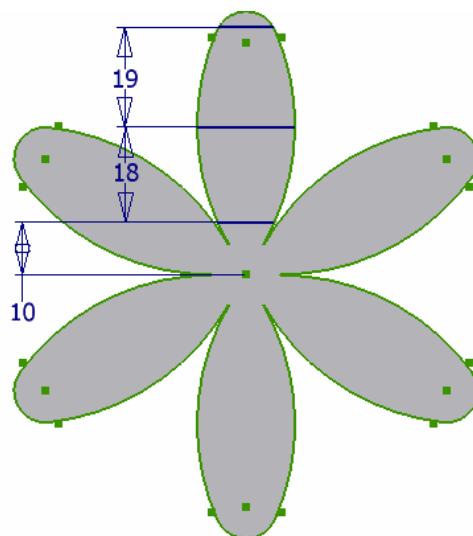
Faça clique em  **Circular Pattern** para criar uma cópia circular do *sketch* anterior.

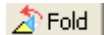


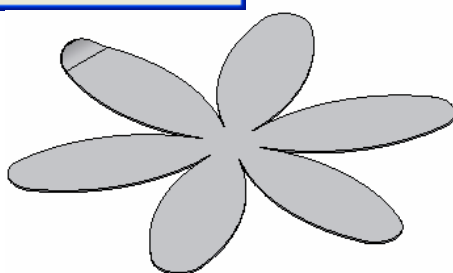
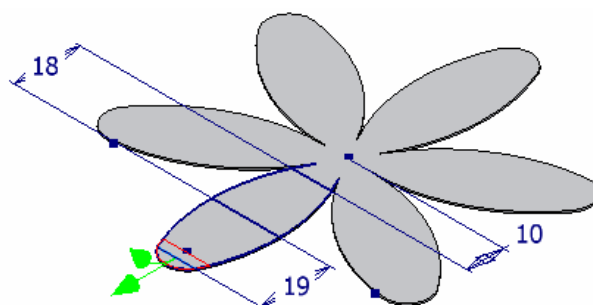
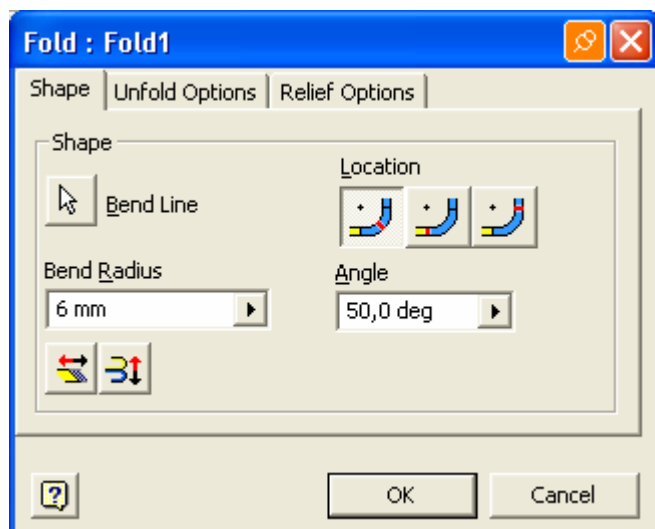
Faça clique em  para aplicar a espessura da chapa, definida anteriormente, ao *sketch*.



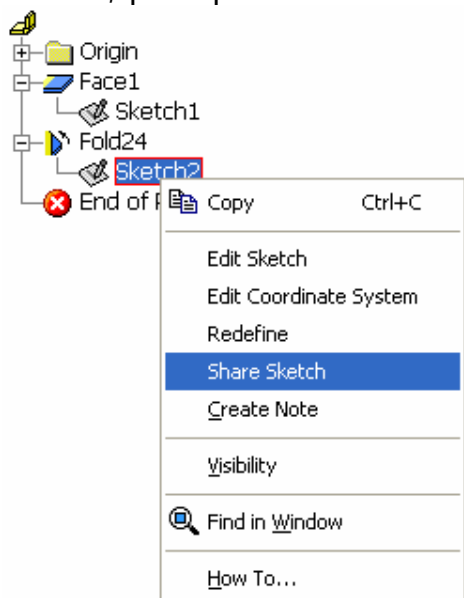
Crie o *sketch* seguinte.




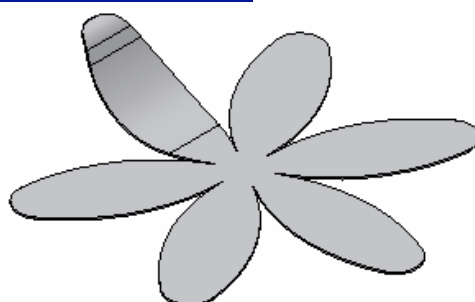
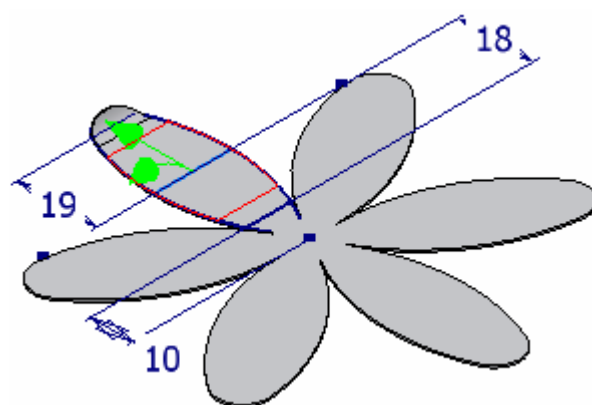
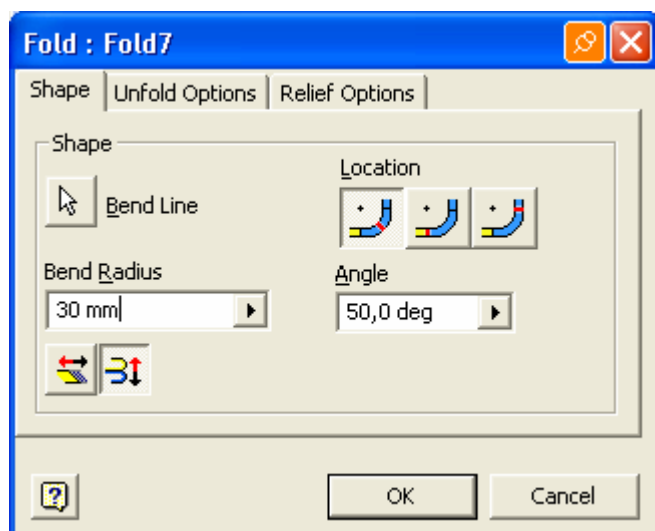
Faça clique em  para quinar o modelo pela linha indicada do *sketch*. Com um raio de **6mm** e um ângulo **50°**.




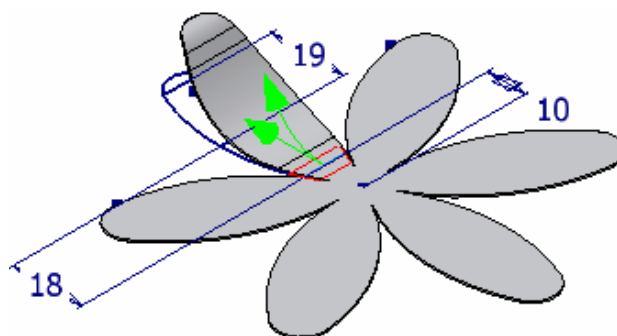
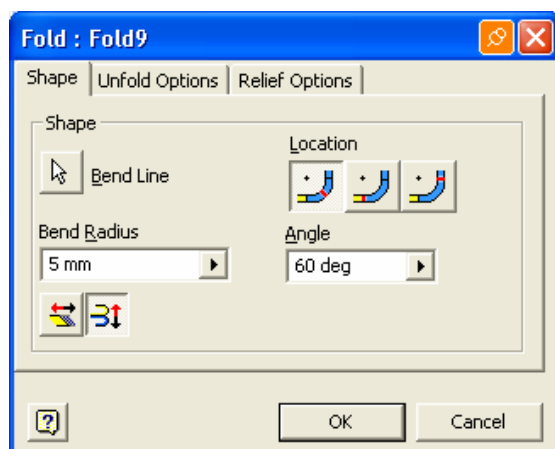
Faça clique com o botão direito sobre o *sketch* anterior e seleccione *Share sketch*, para permitir reutilizar o *sketch* em outras *Features*.

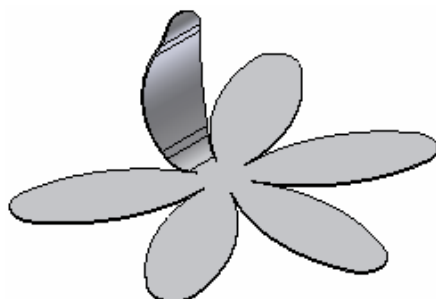



Faça clique em  para quinar o modelo pela linha indicada do *sketch*. Com um raio de **30mm** e um ângulo **50°**.

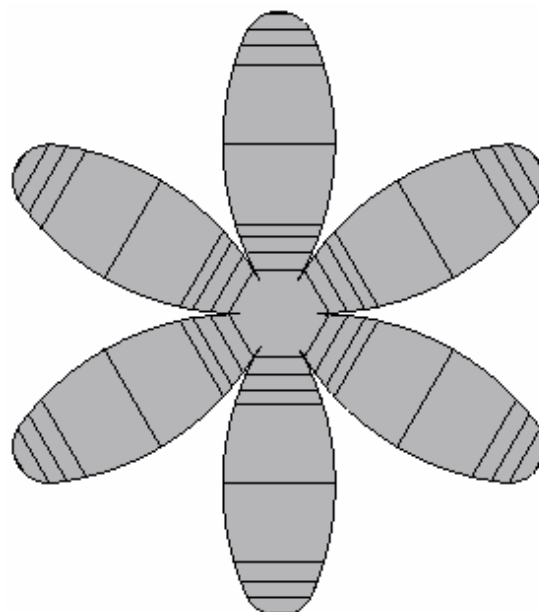
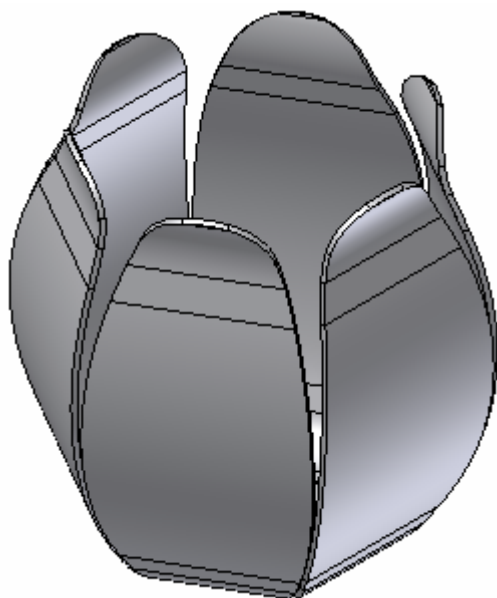
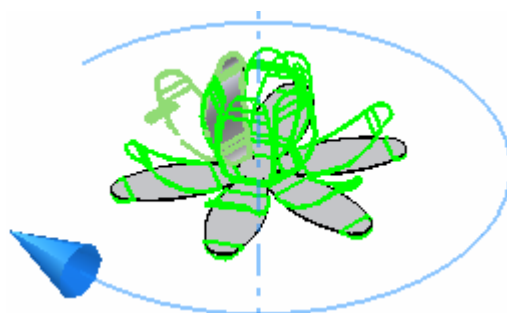
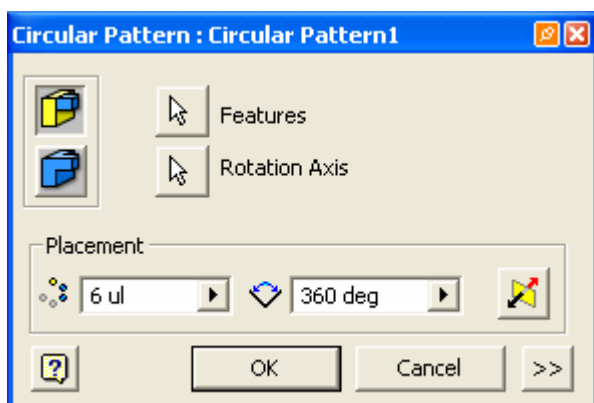



Faça clique em  para quinar o modelo pela linha indicada do *sketch*. Com um raio de **5mm** e um ângulo **60°**.





Faça clique em  Circular Pattern Shift+O para executar uma cópia circular das três features anteriores.



Faça clique em  Flat Pattern para obter a planificação do modelo.