

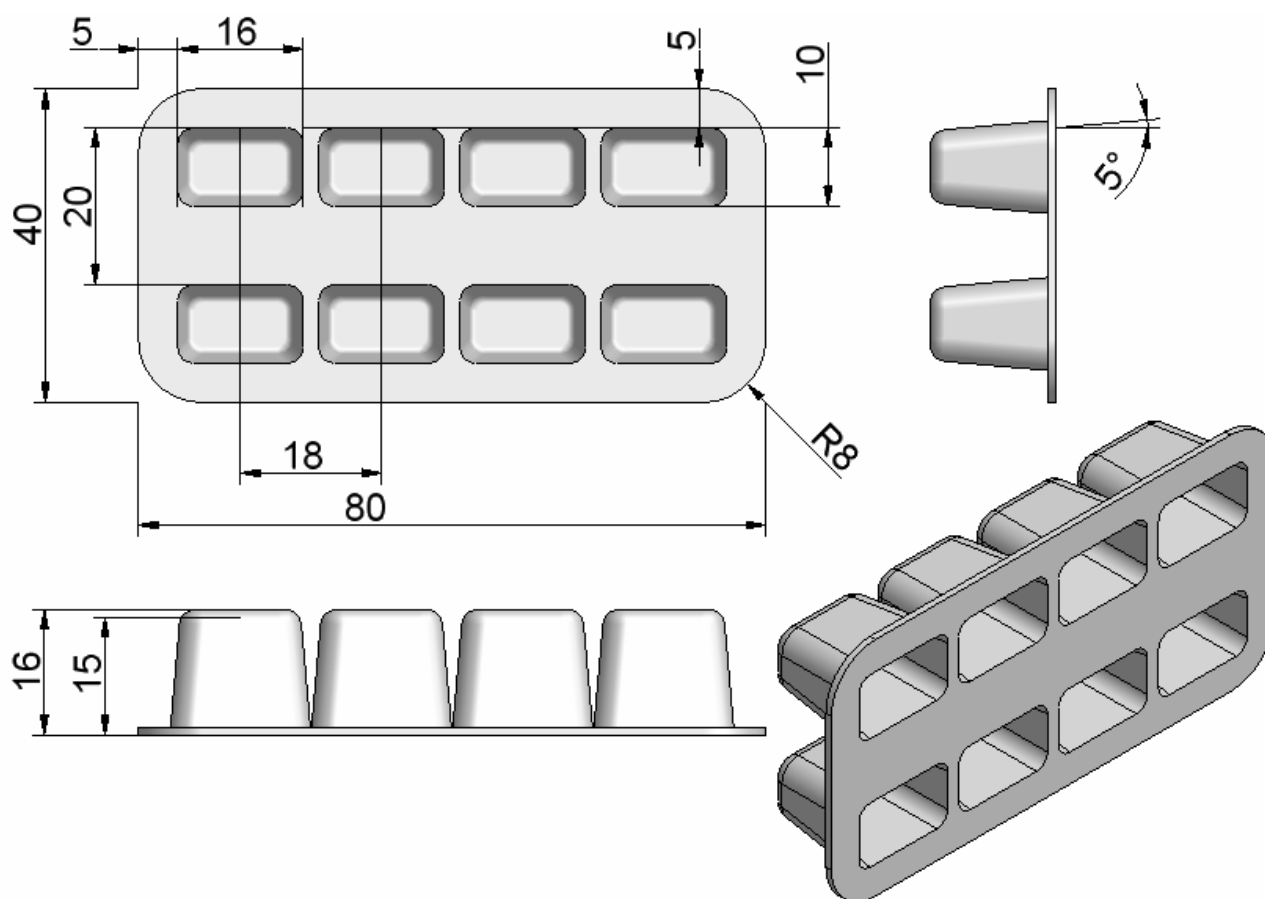
4

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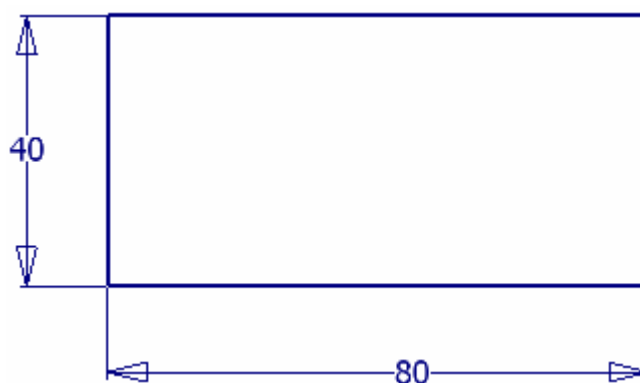
Ano 2005


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Crie o *sketch* seguinte.



Faça clique em  Extrude **E** ou em **E** para definir uma extrusão de **20mm**.

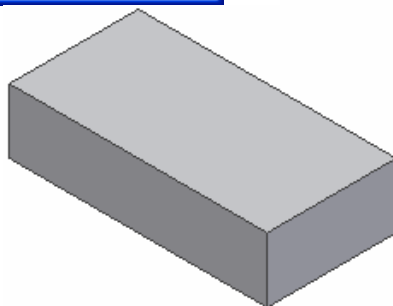
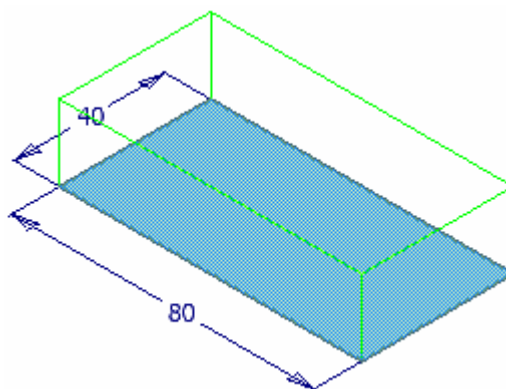
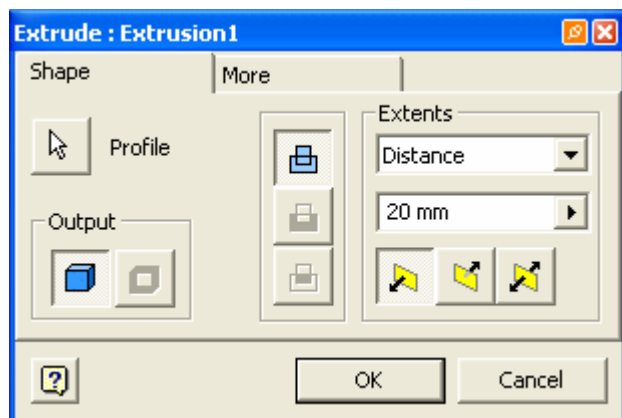
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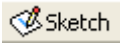
Tutoriais Autodesk Inventor

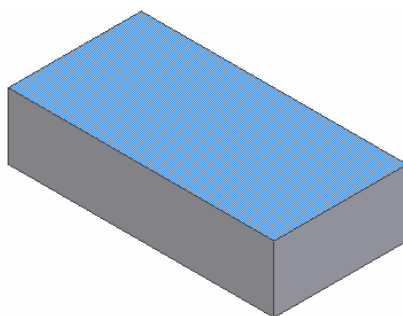
Ano 2005

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Faça clique em  **Sketch** e seleccione a face indicada do modelo para definir um novo *sketch*.



Crie o *sketch* seguinte.

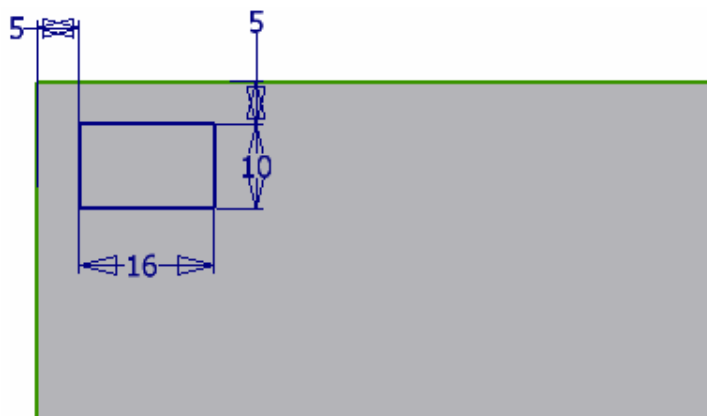
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Tutoriais Autodesk Inventor

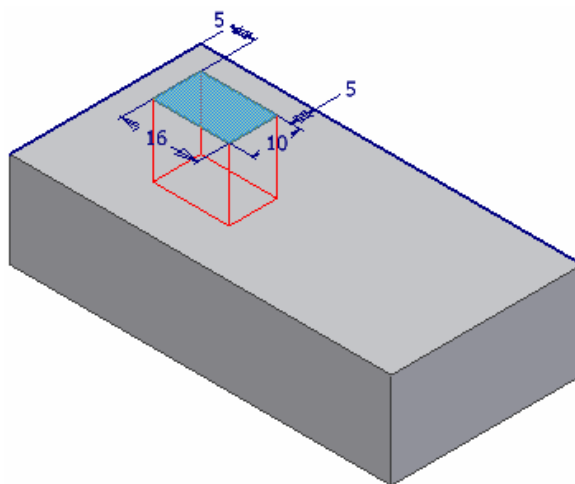
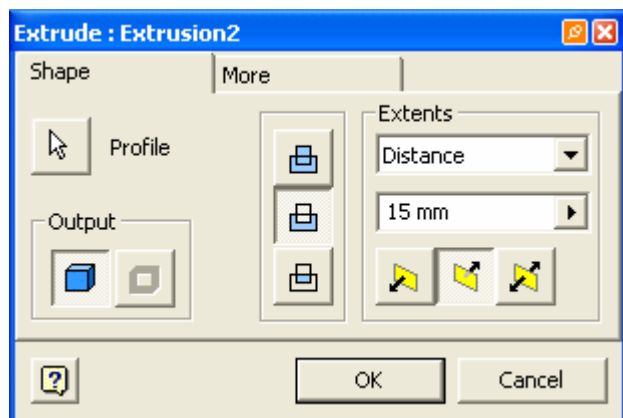
Ano 2005

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Faça clique em  **Extrude E** para definir uma extrusão em corte de **15mm** e um ângulo de inclinação de **-5°**. Selecciona a opção  e o método *Distance*.



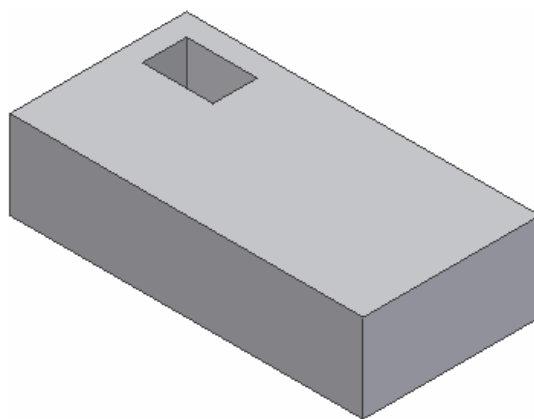
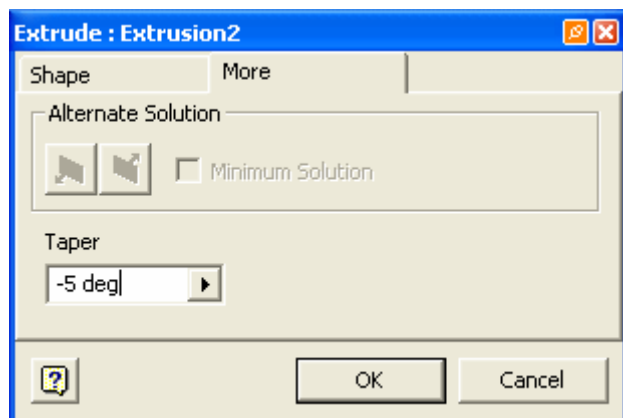
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Tutoriais Autodesk Inventor

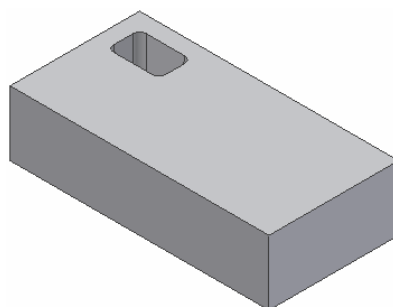
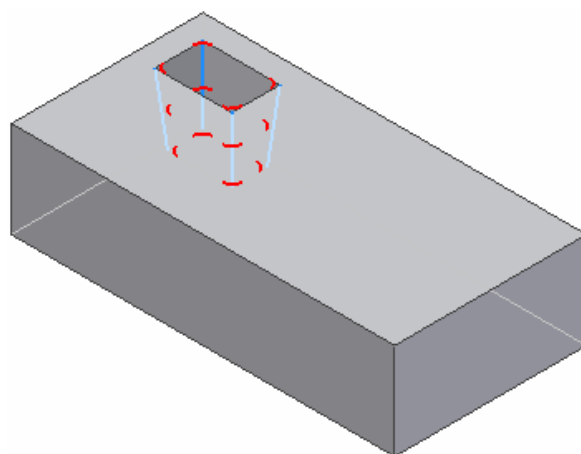
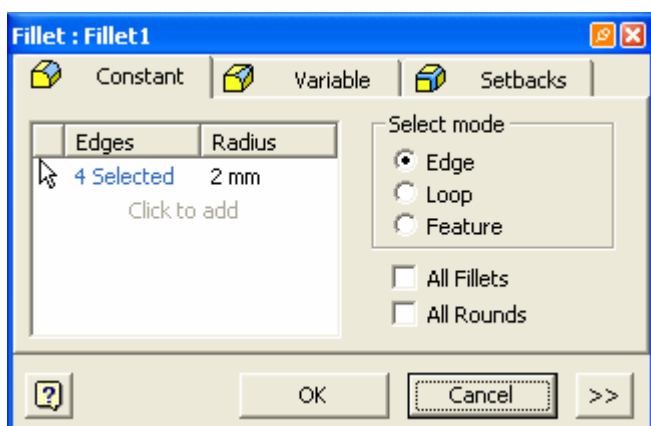
Ano 2005


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Faça clique em  **Fillet** Shift+F para definir um raio de **2mm** nas arestas indicadas do modelo.



Faça clique em  **Fillet** Shift+F para definir um raio de **1mm** nas arestas indicadas do modelo.

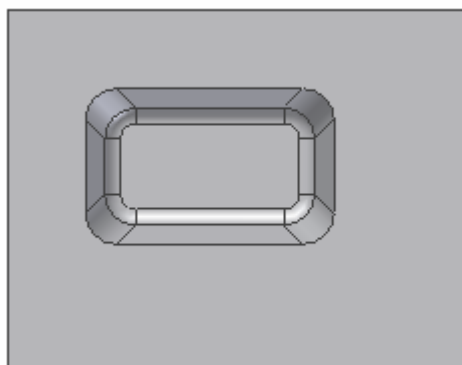
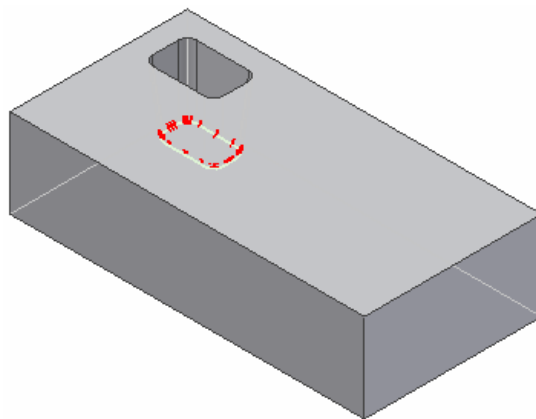
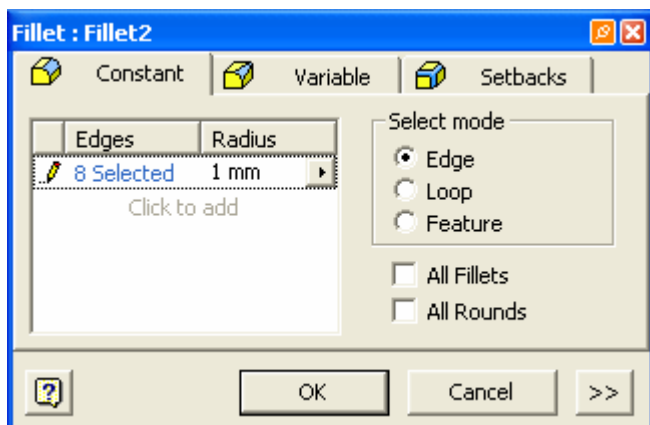
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Tutoriais Autodesk Inventor

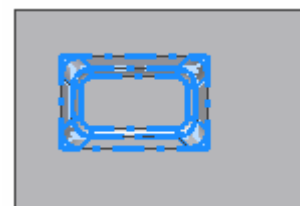
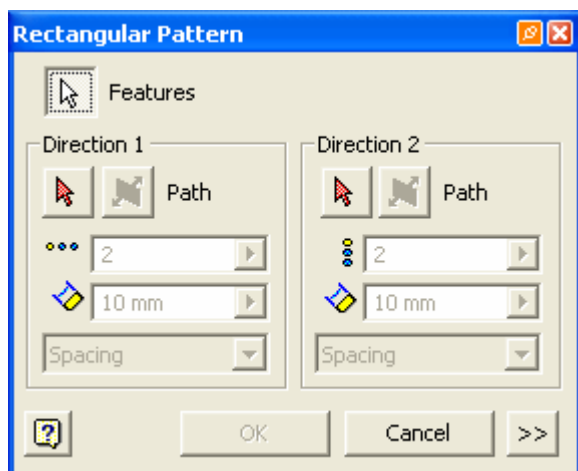
Ano 2005

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Faça clique em  Rectangular Pattern Shift+R para definir um *Rectangular Pattern*. Seleccione as *Features* a copiar (*Extrude* e *Fillet*).




4

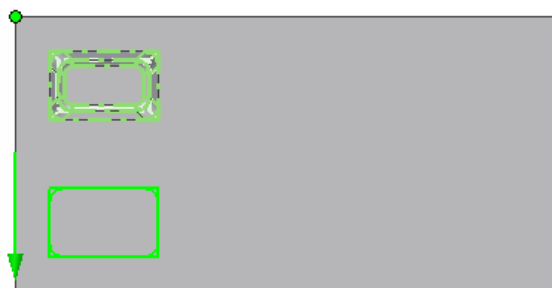
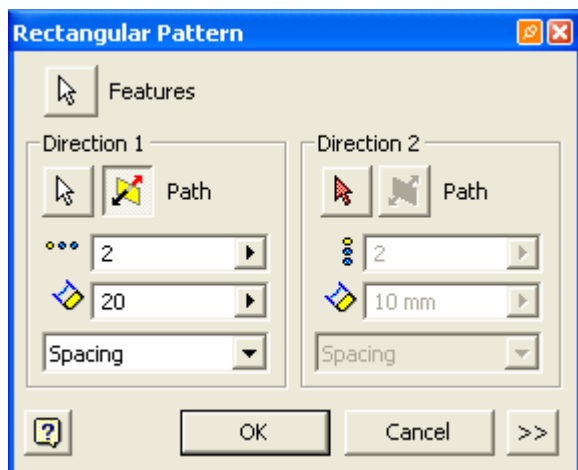
Tutoriais Autodesk Inventor


Ano 2005

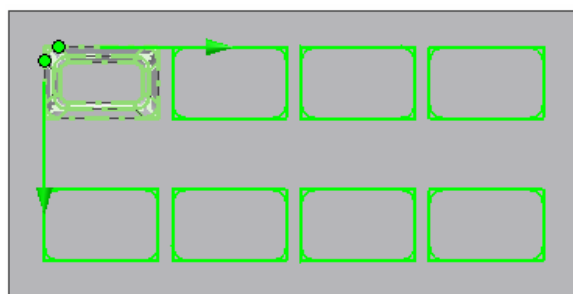
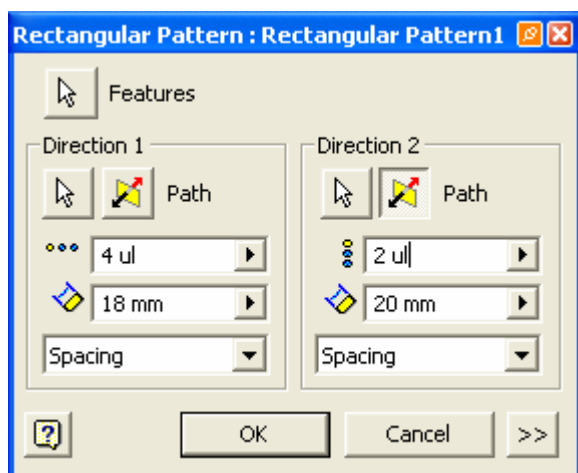
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Selecione  em *Direction1* e selecione uma aresta do modelo que defina a direcção de cópia de **2** elementos a uma distância de **20mm**.



Selecione  em *Direction2* e selecione uma aresta do modelo que defina a direcção de cópia de **4** elementos a uma distância de **18mm**.



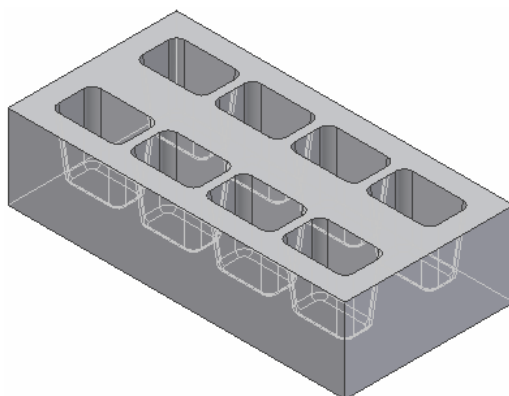
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
Tutoriais Autodesk Inventor

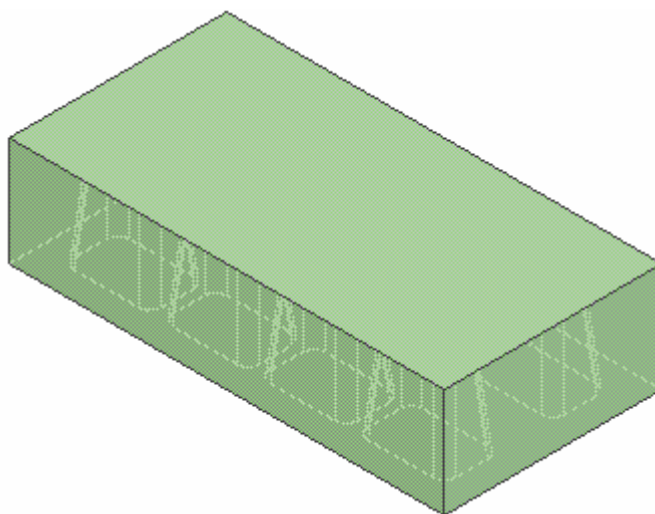
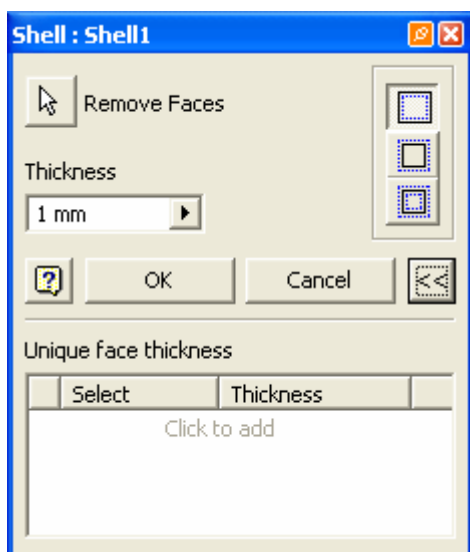
Ano 2005

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Faça clique em  para definir uma espessura constante de **1mm** em todo o modelo. Remova as faces laterais e inferior do modelo



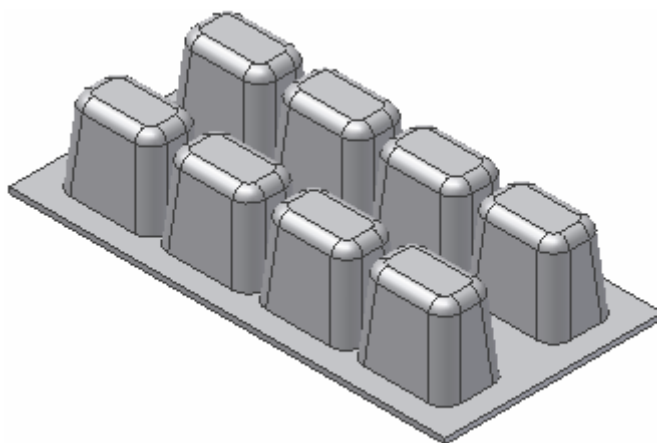
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Tutoriais Autodesk Inventor

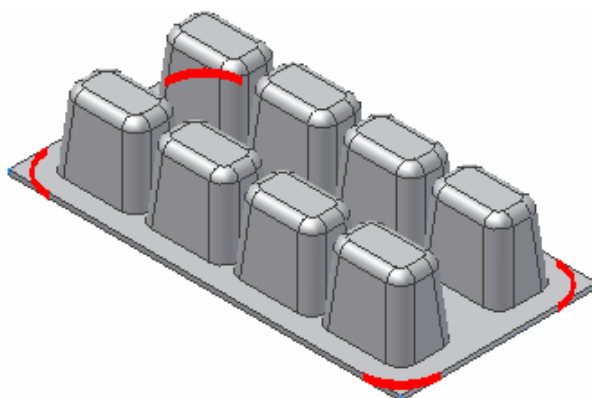
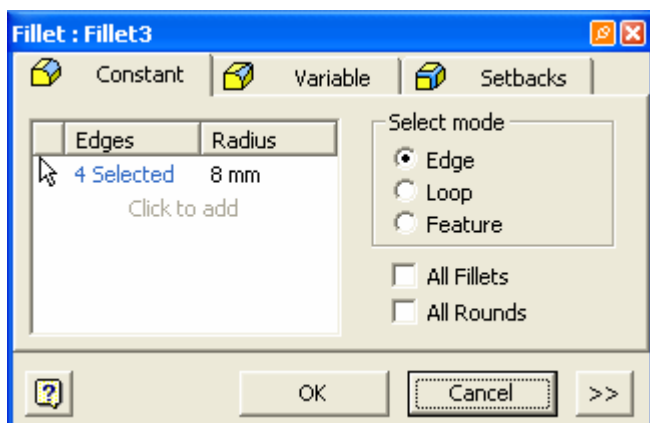
Ano 2005

Versão 10

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Faça clique em  **Fillet** **Shift+F** para definir um raio de **1mm** nas arestas indicadas do modelo.



4

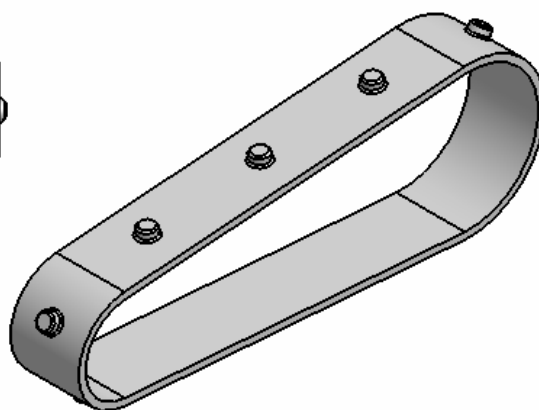
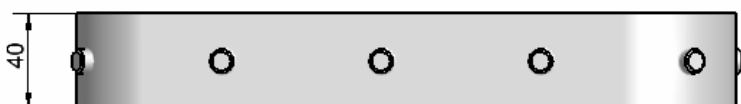
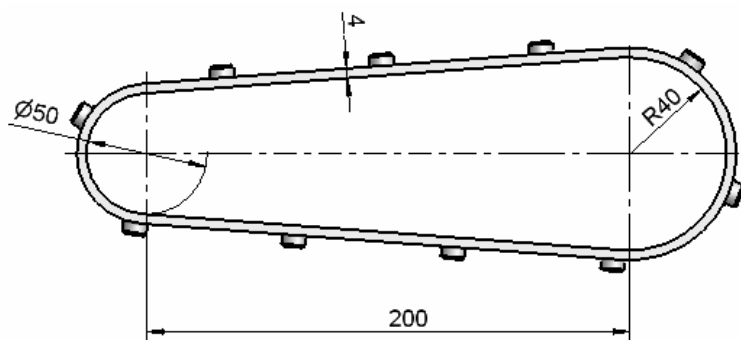
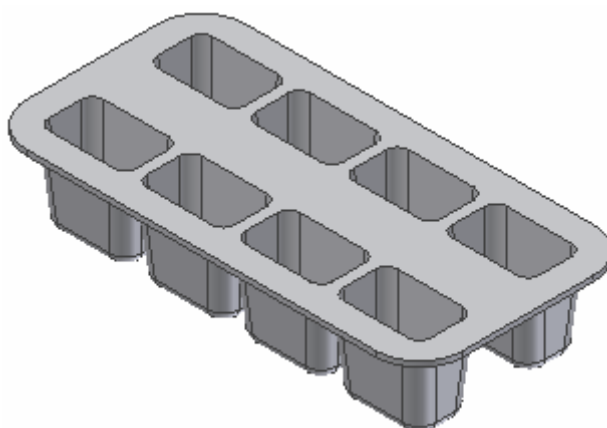
Tutoriais Autodesk Inventor

Ano

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4

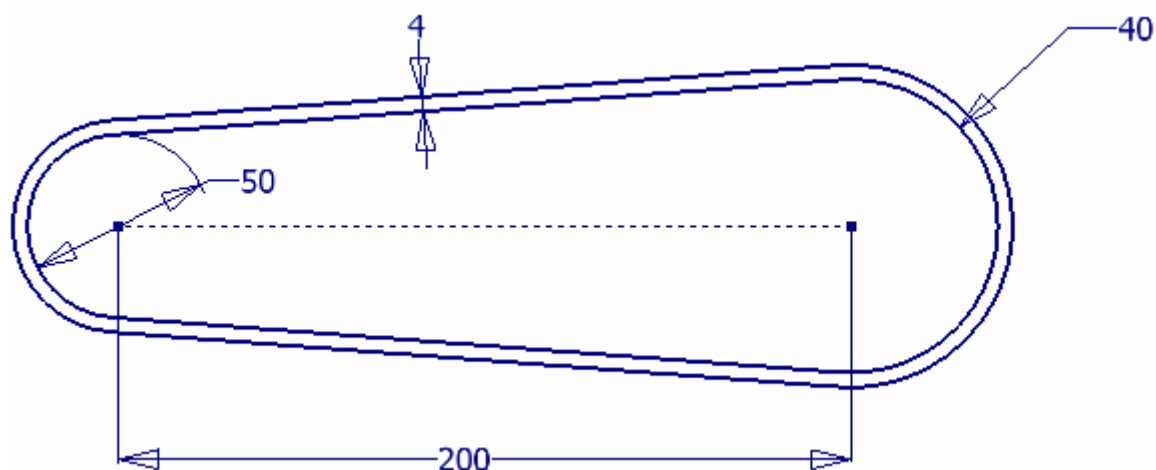
Tutoriais Autodesk Inventor


Ano 2005

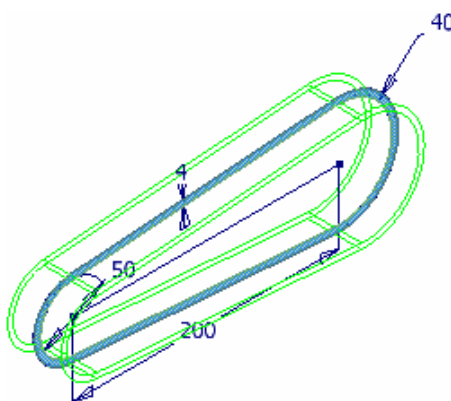
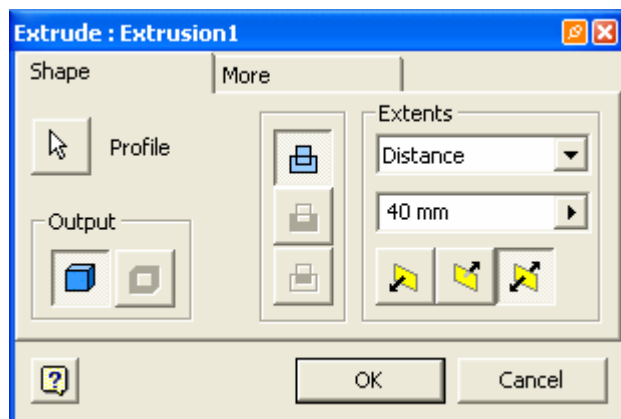
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Crie o *sketch* seguinte.



Faça clique em  Extrude E ou em E para definir uma extrusão de **40mm**.



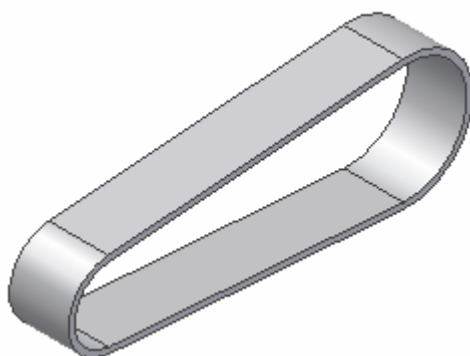
4


Tutoriais Autodesk Inventor

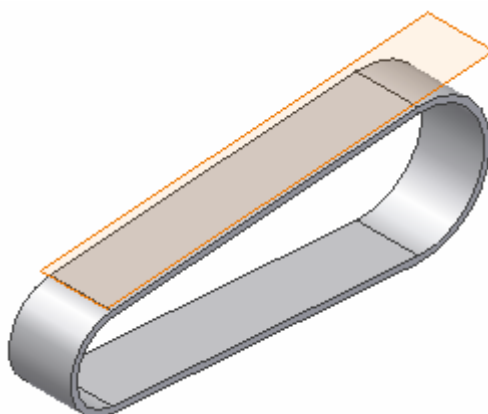
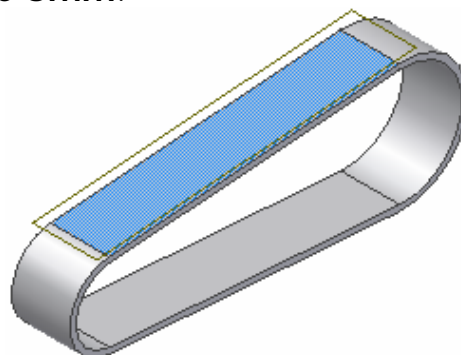
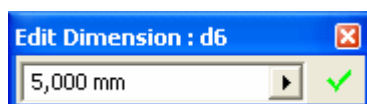
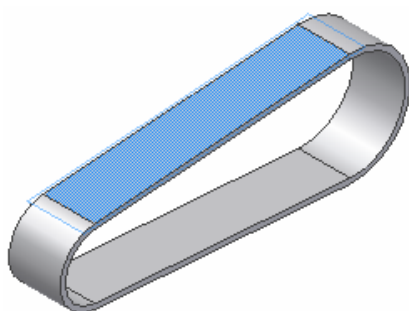
Ano 2005


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Faça clique em  Work Plane << para criar um plano. Selecciona a face em relação à qual deseja criar o plano paralelo. Faça clique com o botão esquerdo do rato sobre o plano e arraste-o. Defina uma distância de **5mm**.



Faça clique em  Sketch e selecione o plano anterior para definir um novo *sketch*.

Faça clique em  e selecione o plano.

4

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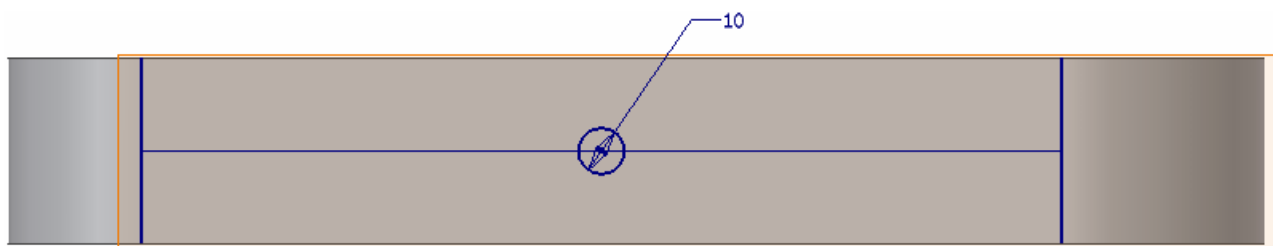
Ano 2005


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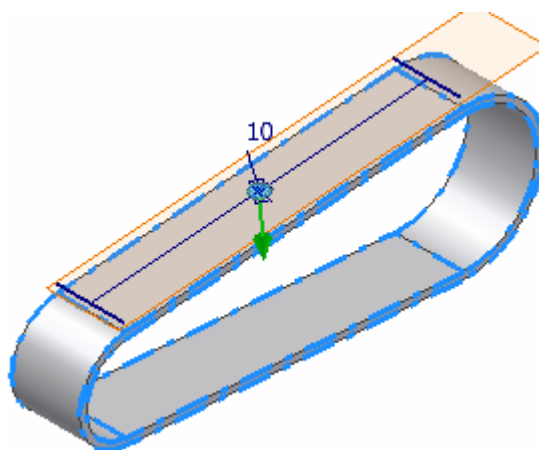
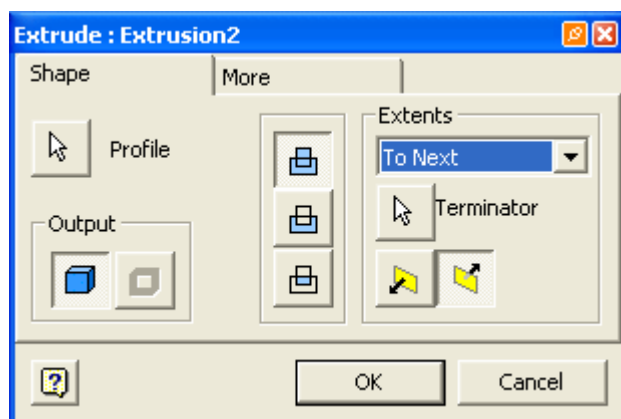
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Crie o *sketch* seguinte.



Faça clique em  Extrude E ou em E para definir uma extrusão do perfil anterior até ao modelo. Seleccione a opção *To Next*.



4

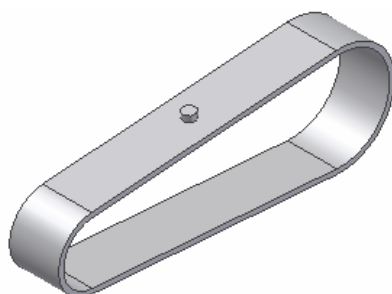
Tutoriais Autodesk Inventor


Ano

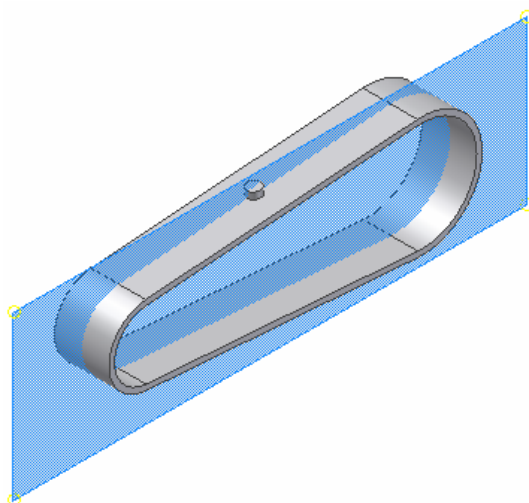
2005

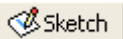
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Faça clique em  para criar um plano que passe pelo centro do modelo.



Faça clique em  e seleccione o plano anterior para definir um novo *sketch*.

Crie o *sketch* seguinte.

4

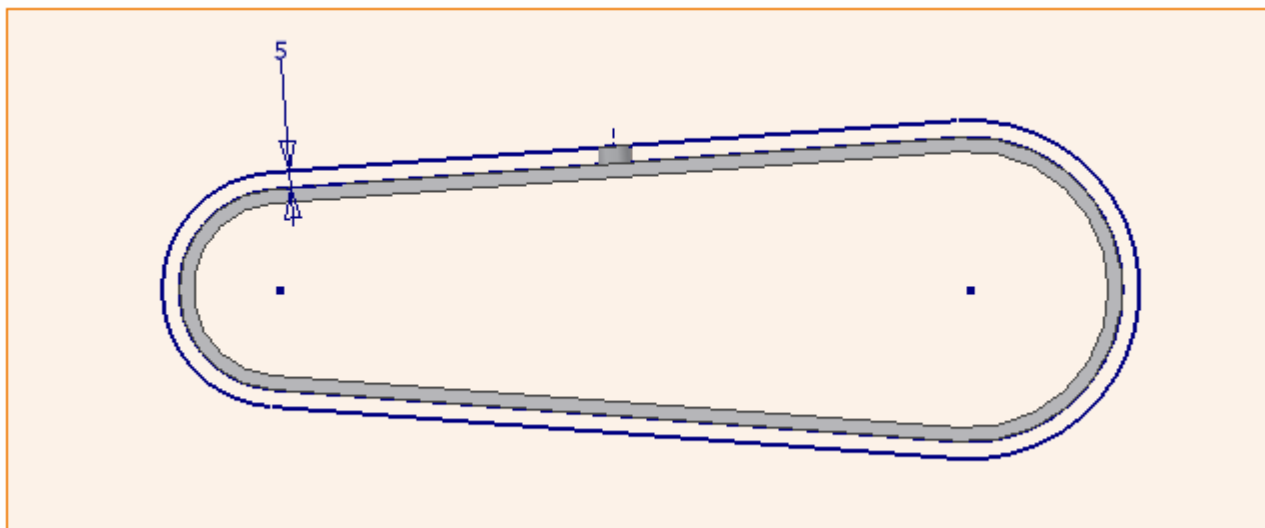
Tutoriais Autodesk Inventor


Ano

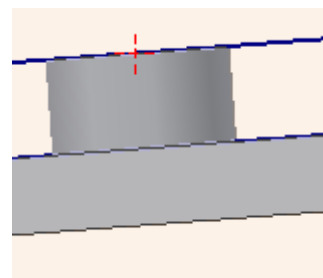
2005


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Faça clique em  Point, Hole Center para definir um ponto no centro da forma anterior.



Faça clique em  Rectangular Pattern Shift+R para definir um *Rectangular Pattern*.
Selecione a *Feature* anterior (*Extrude*).

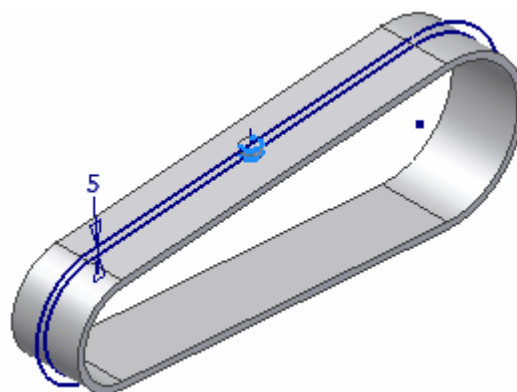
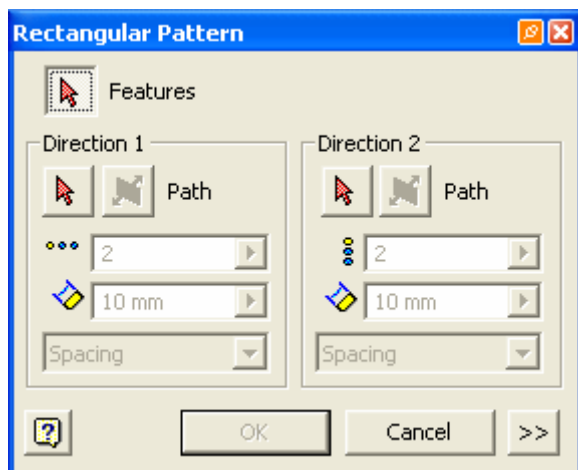
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Tutoriais Autodesk Inventor

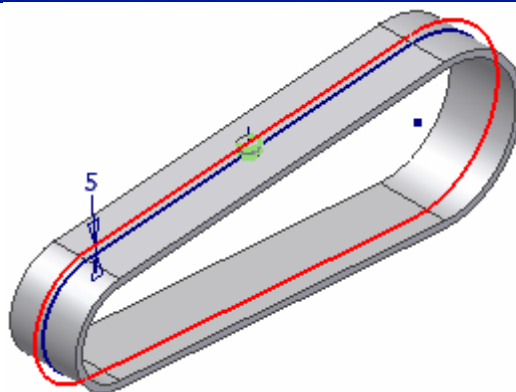
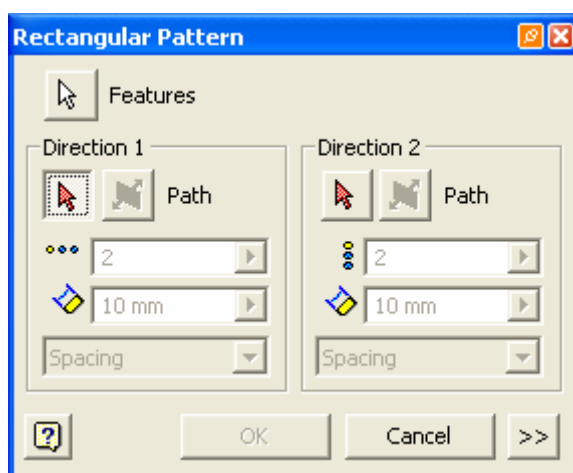
Ano 2005

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Selecione  em *Direction1* e selecione o perfil exterior.



4

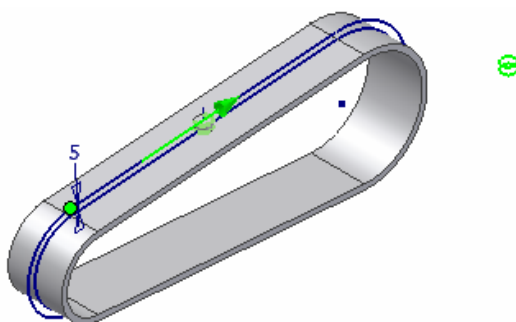
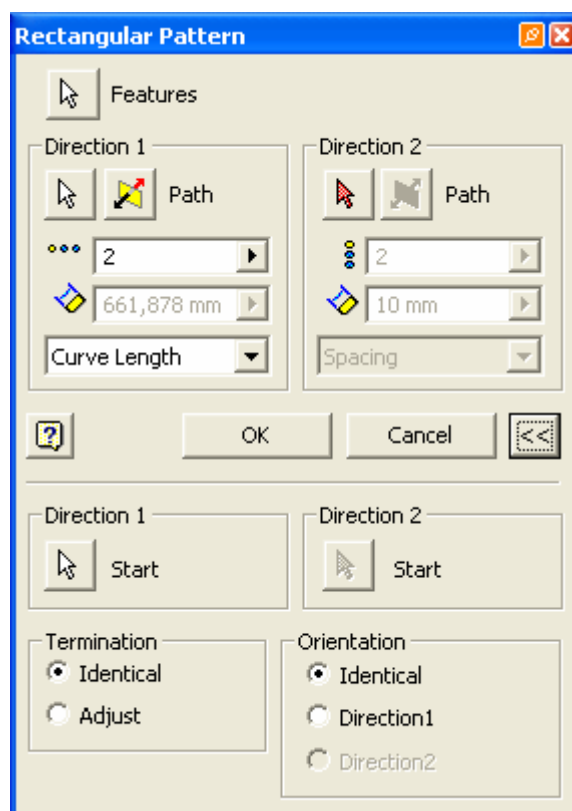
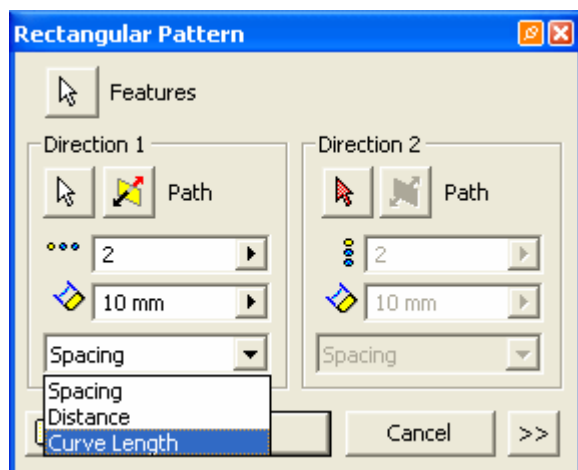
Tutoriais Autodesk Inventor

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Faça clique em *Spacing* e seleccione *Curve Length*.



Faça clique em *Start* e seleccione o ponto de *sketch* anteriormente definido.

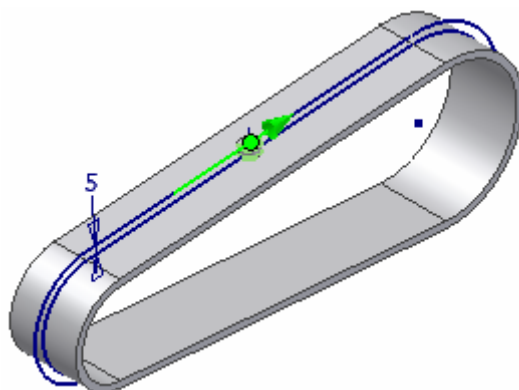
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
Tutoriais Autodesk Inventor

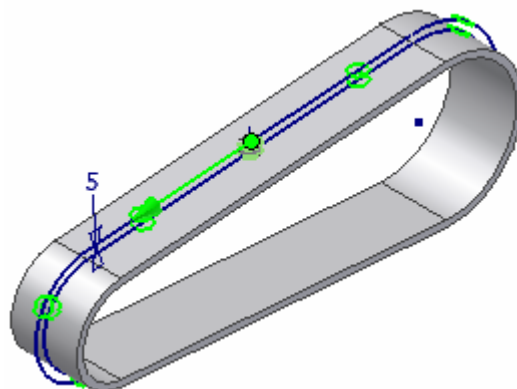
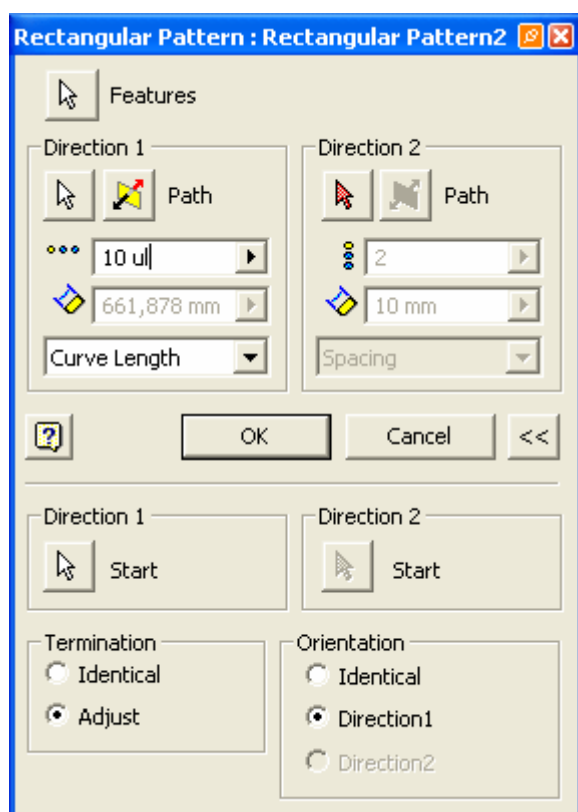
Ano 2005

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Em  defina **10** elementos. Em *Orientation* seleccione *Direction1*.



4

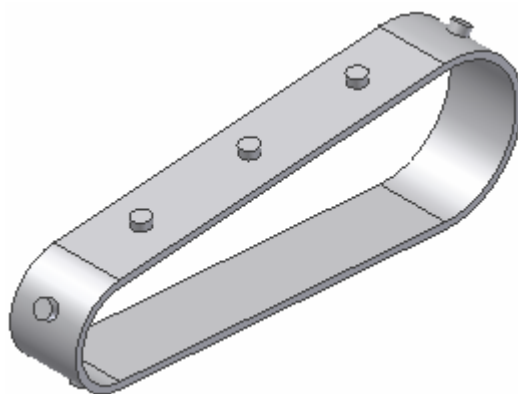
Tutoriais Autodesk Inventor


Ano

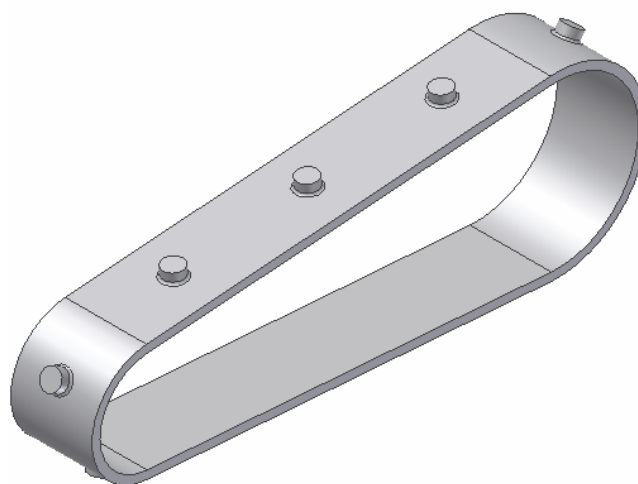
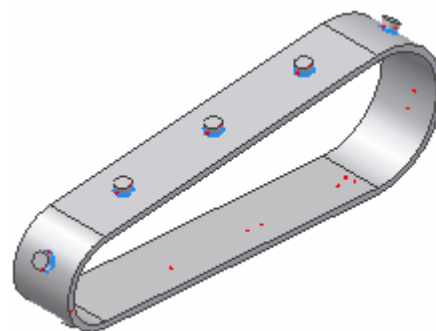
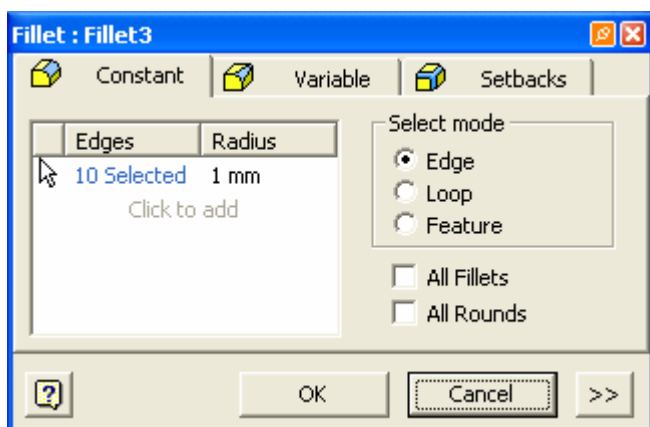
2005

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Faça clique em  **Fillet** Shift+F para definir um raio de **1mm** nas arestas indicadas do modelo.




4

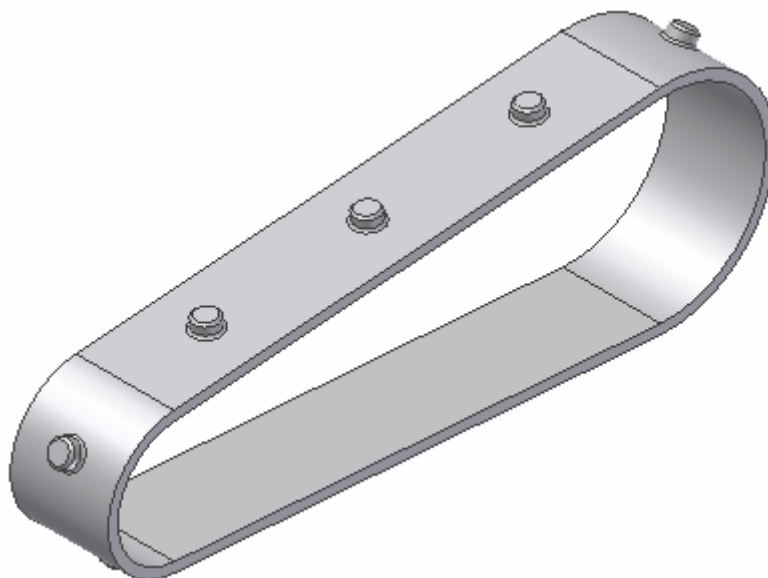
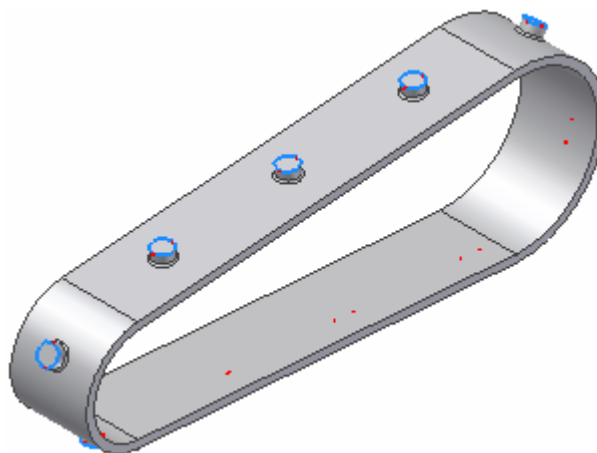
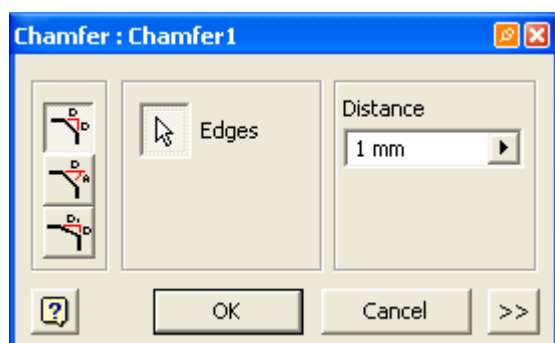
Tutoriais Autodesk Inventor

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Faça clique em  Chamfer Shift+K para definir um chanfro de **2mm** nas do furo criado anteriormente.



4

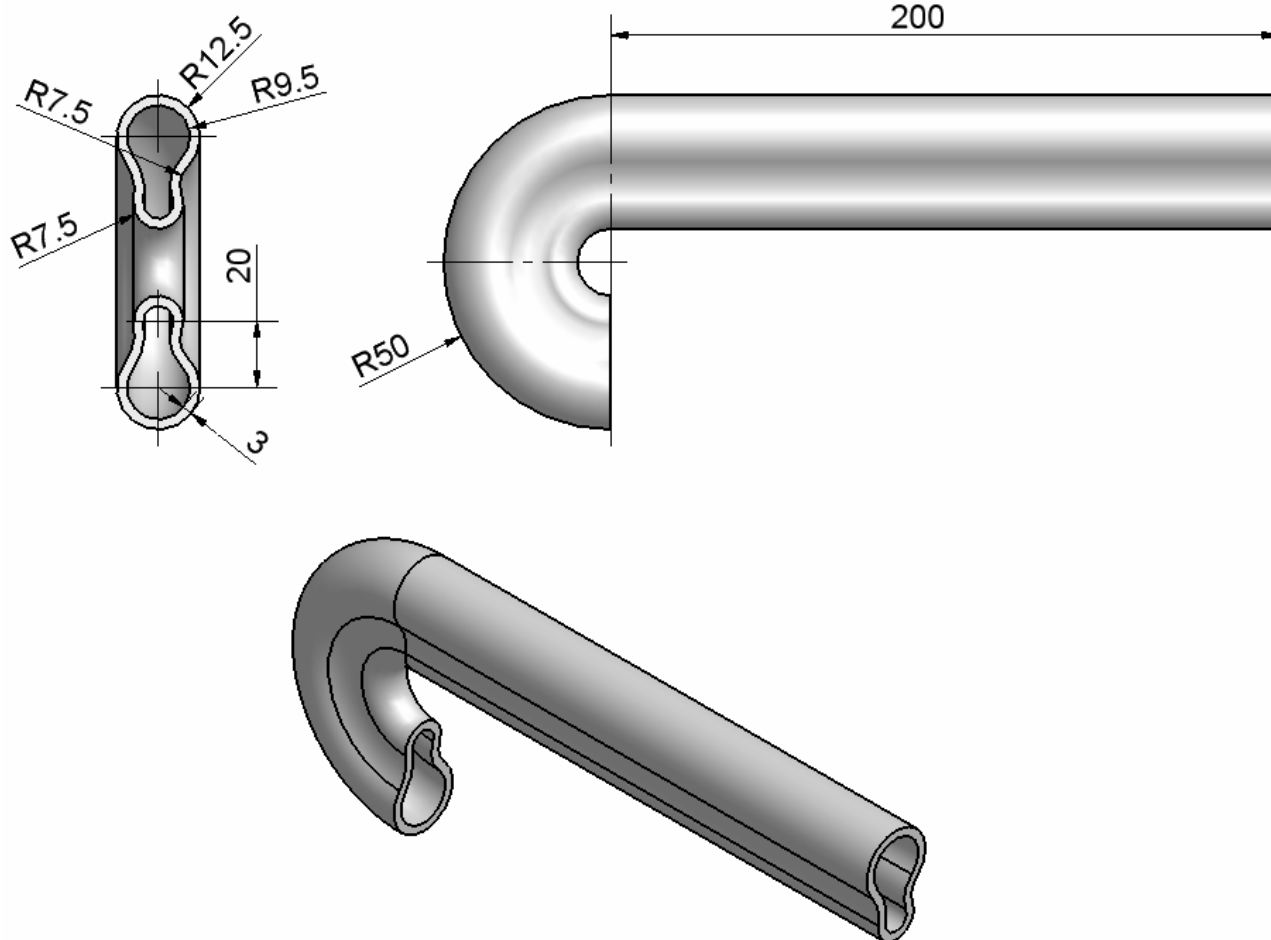
Tutoriais Autodesk Inventor

Ano

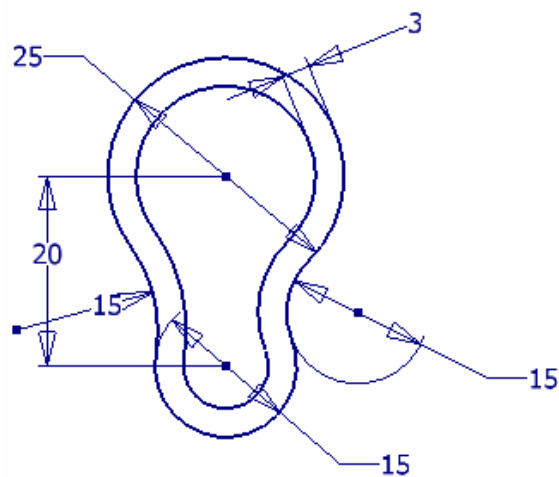
2005

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Crie o *sketch* seguinte




4

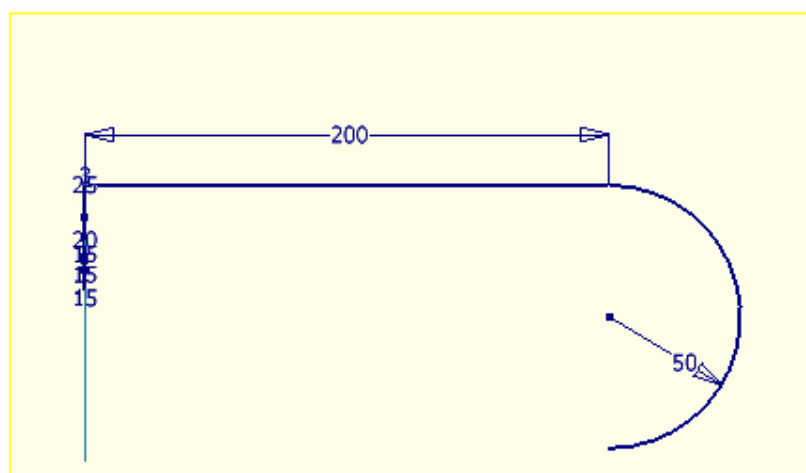
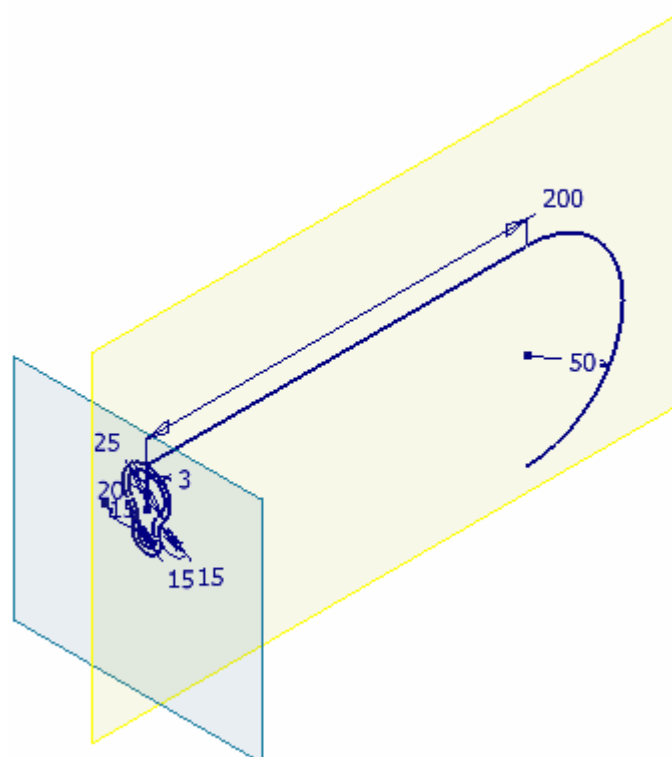
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Num plano perpendicular ao plano do *sketch* anterior crie o *sketch* seguinte. Utilize a ferramenta  Project Geometry para garantir a coincidência entre os dois *Sketchs*.



Feche o *sketch* anterior.

4

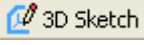

Tutoriais Autodesk Inventor

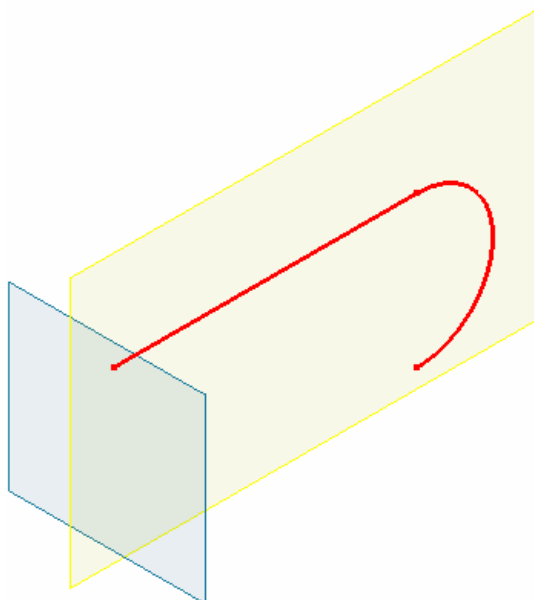
Ano 2005

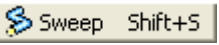
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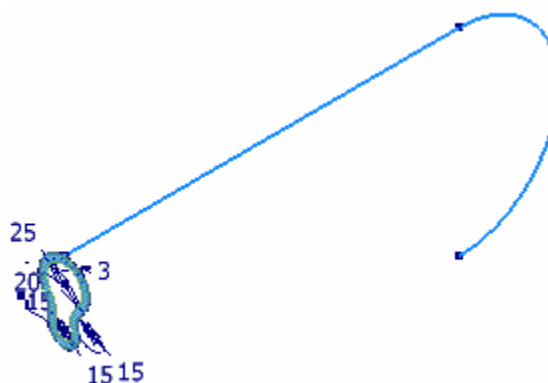
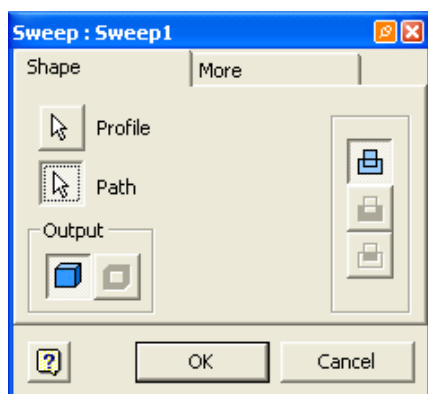
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Faça clique em  para criar um *3D Sketch* a partir do *sketch* anterior. Faça clique em  para incluir a geometria pretendida no *3D sketch*.



Faça clique em  para definir uma extrusão da secção cilíndrica ao longo do perfil anterior. Em *Profile* seleccione a secção cilíndrica. Em *Path* seleccione o caminho a percorrer.



4

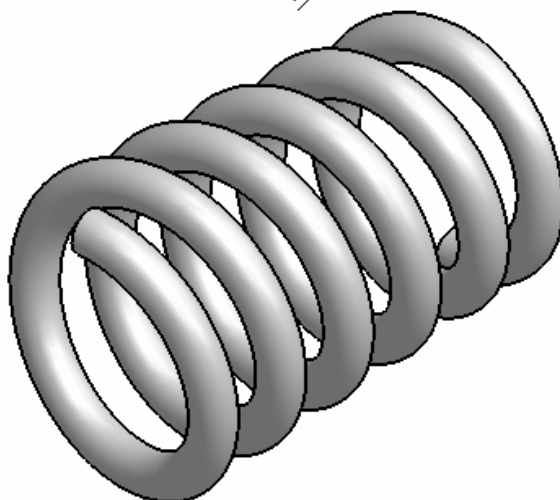
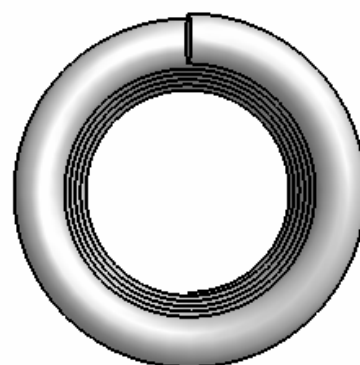
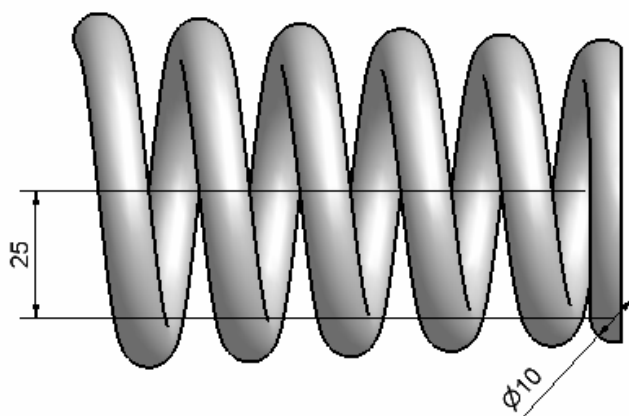
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4

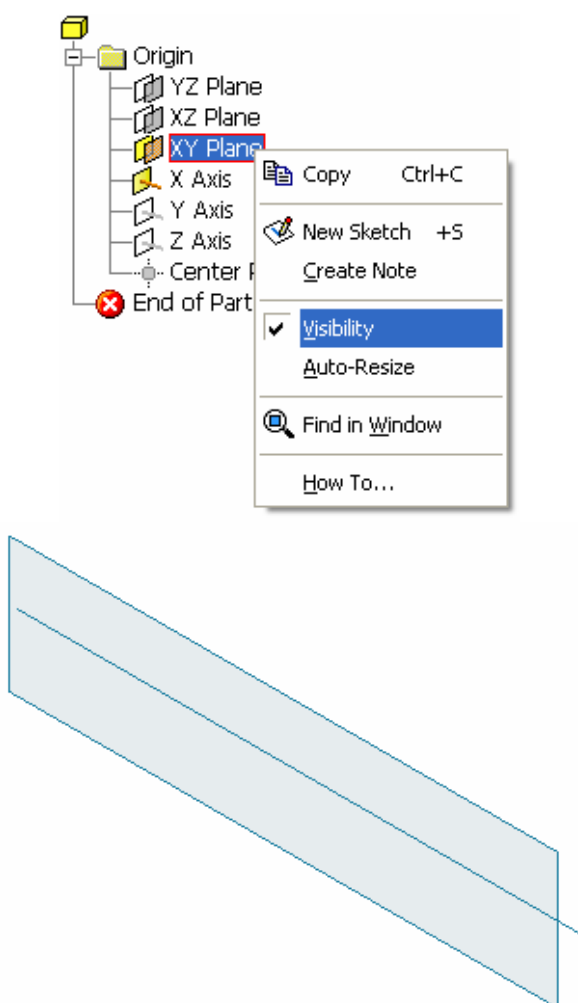
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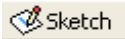
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Faça clique com o botão direito sobre o *Workplane XY* e o *Work Axis X* e seleccione a opção *Visibility*.



Faça clique em  e seleccione o *Workplane XY*, para definir um *sketch*.

Crie o *sketch* seguinte.

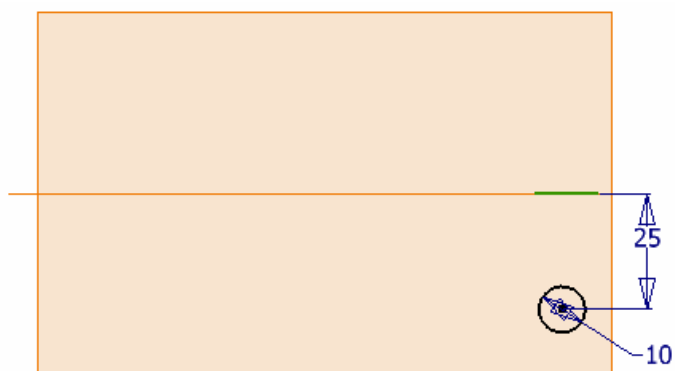
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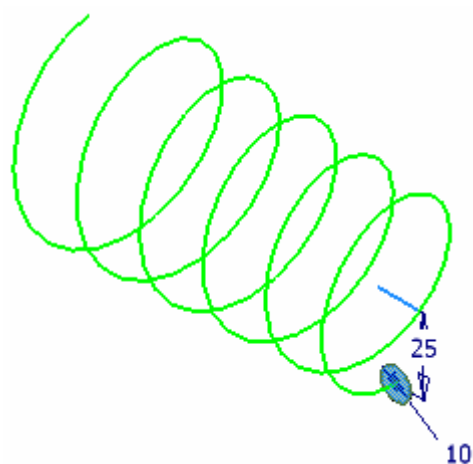
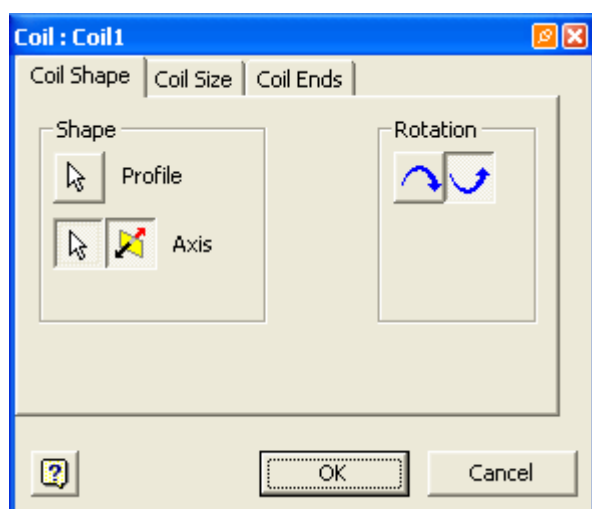
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Faça clique em  Coil para definir a forma em espiral.



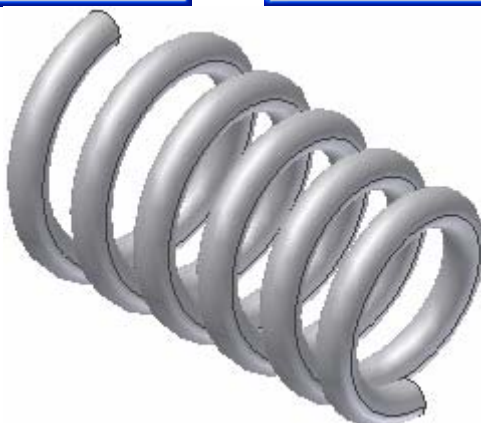
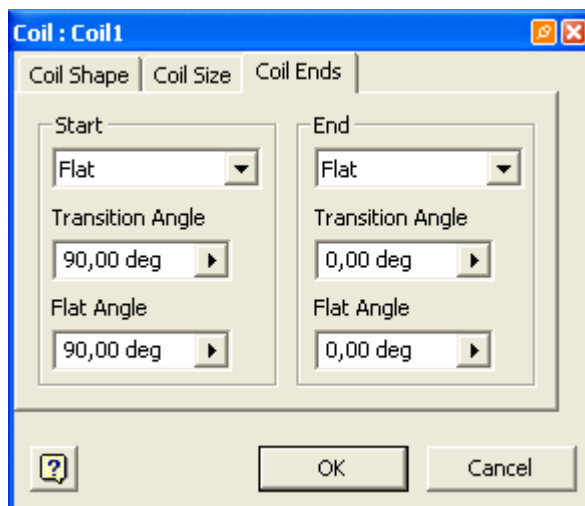
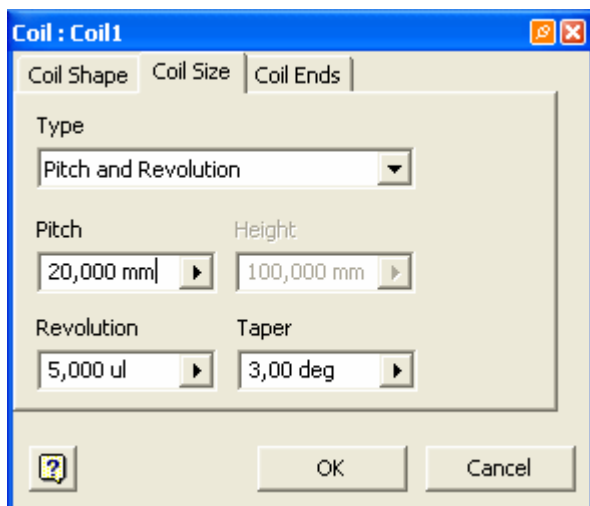
4

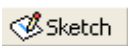
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Faça clique em  e seleccione o *Workplane XY*, para definir um novo *sketch*.

Crie o *sketch* seguinte.

4

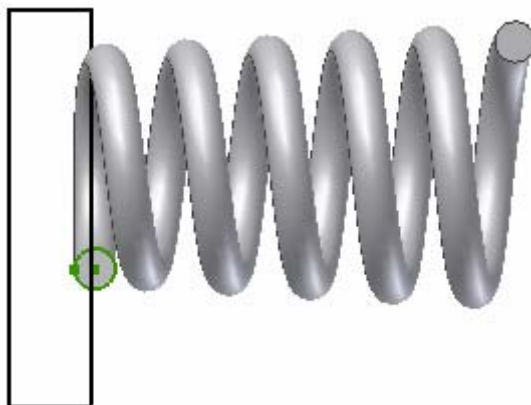
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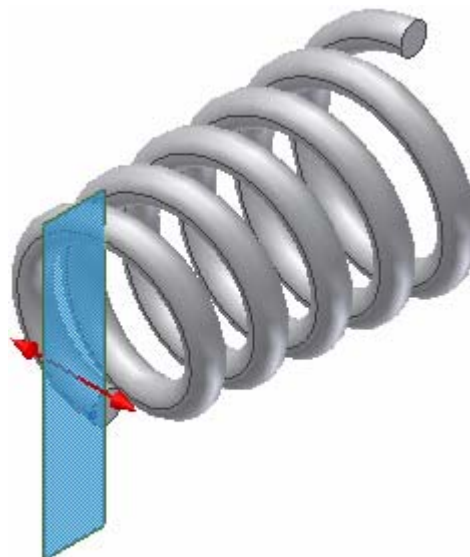
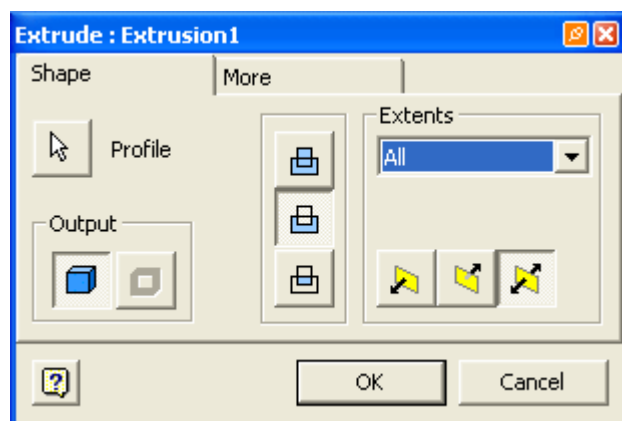
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Faça clique em  Extrude E para definir uma extrusão em corte por todo o modelo. Selecciona a opção  e o método *Distance*.



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