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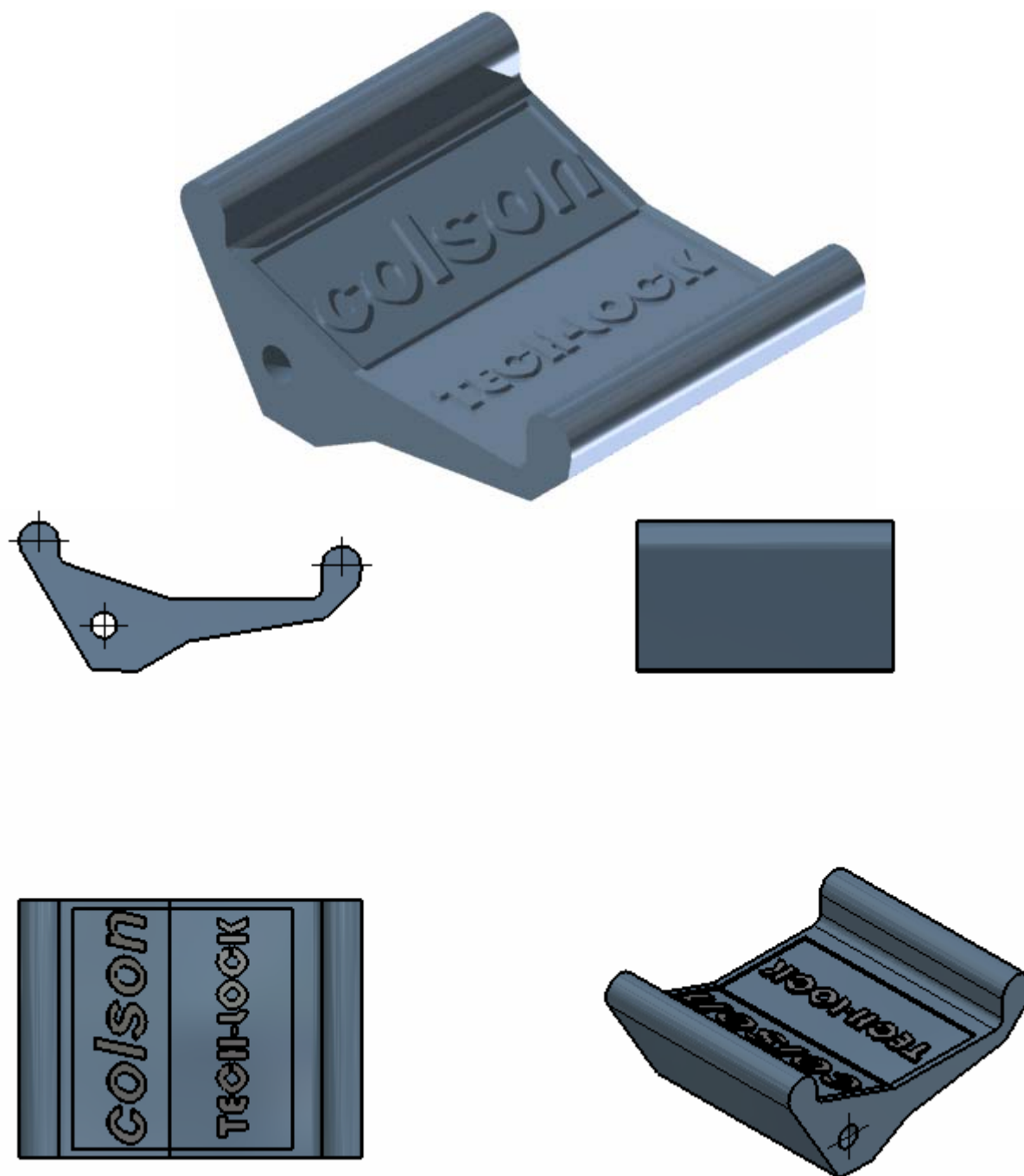
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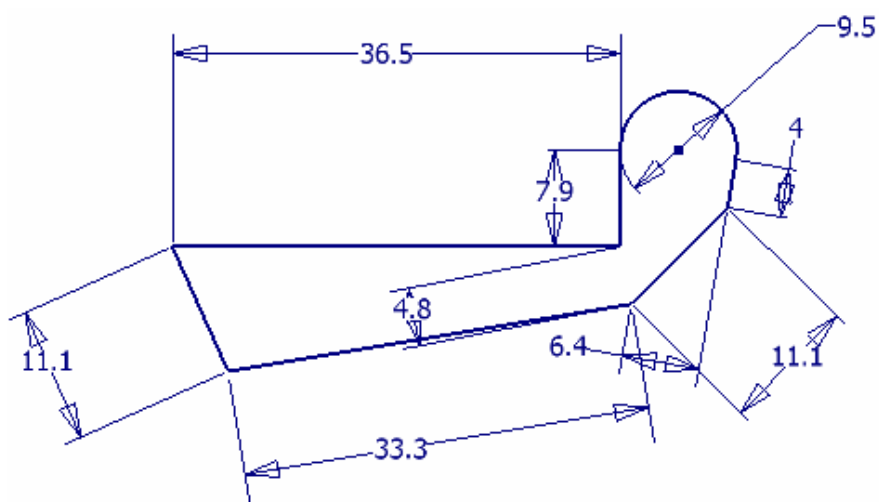
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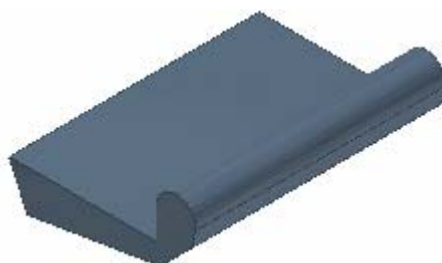
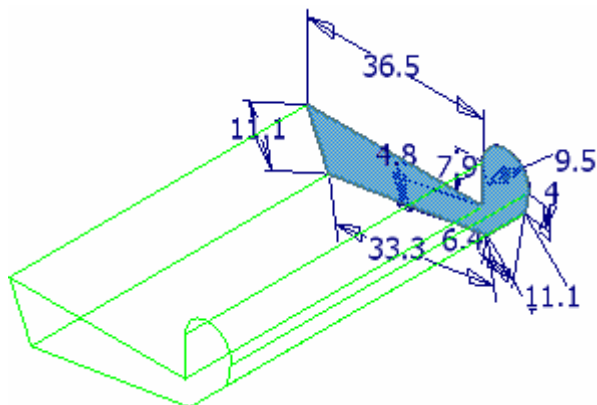
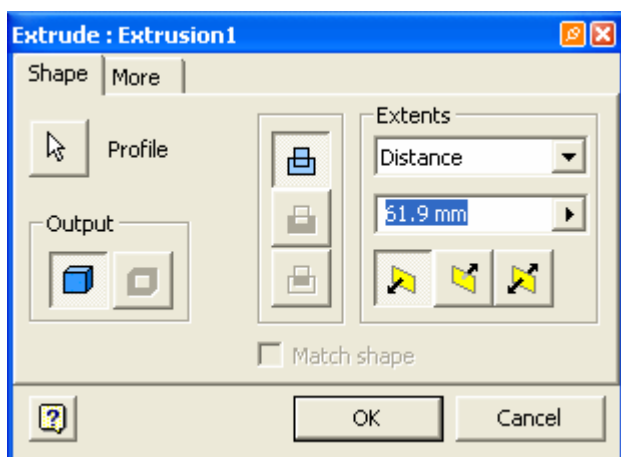
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Crie o *sketch* seguinte.



Faça clique em  Extrude E ou em E para definir uma extrusão de **61.9mm**.



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

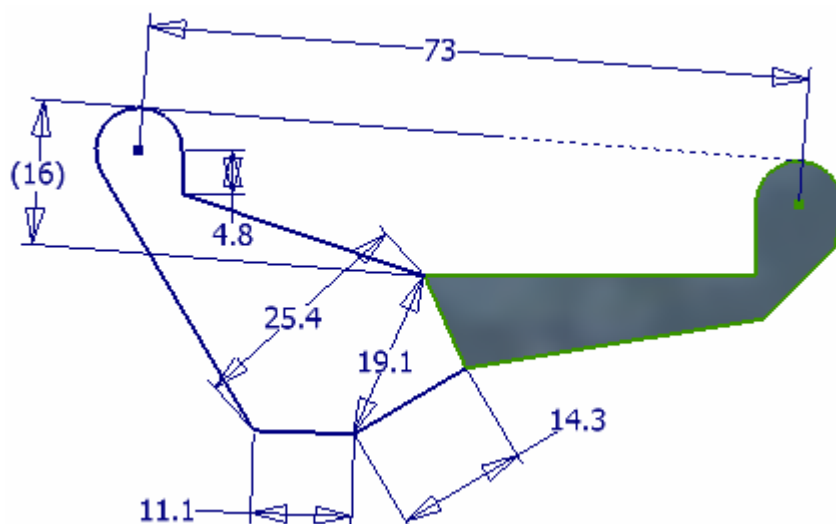
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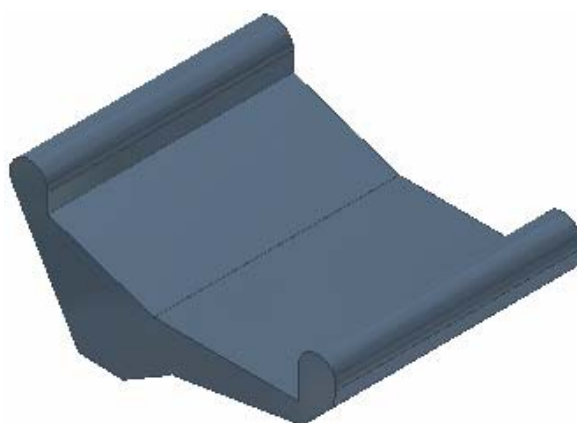
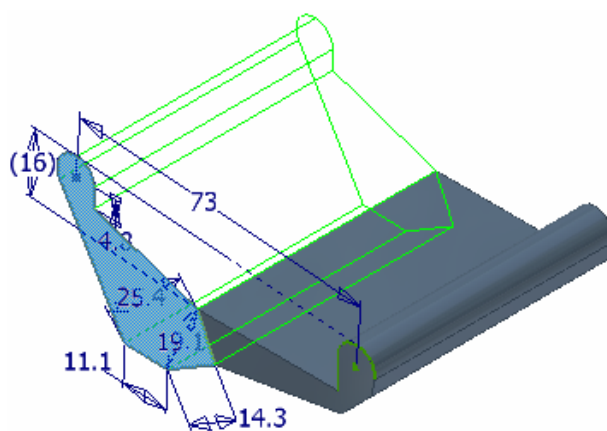
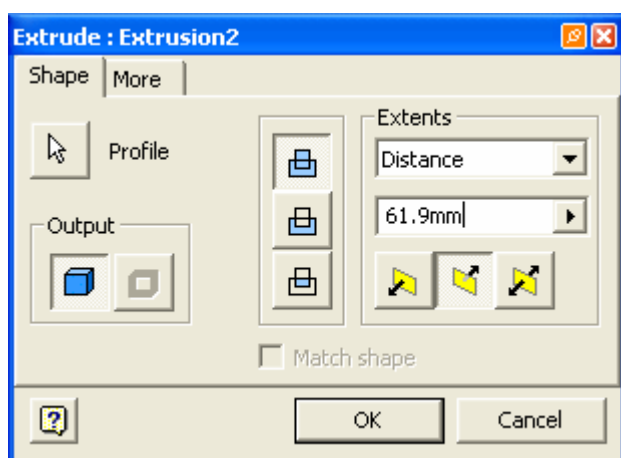
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Faça clique em  Extrude E ou em E para definir uma extrusão de **61.9mm**.



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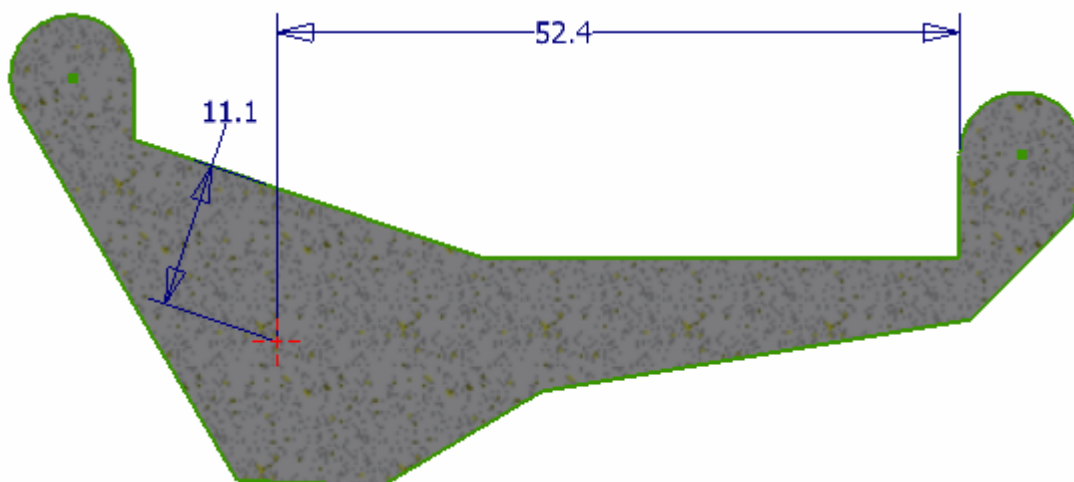
Tutoriais Autodesk Inventor


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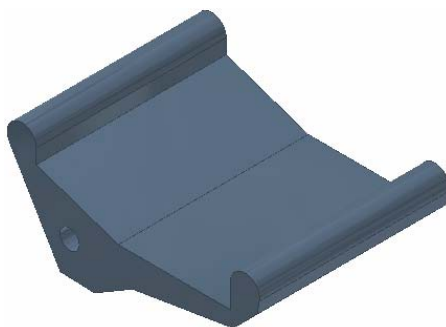
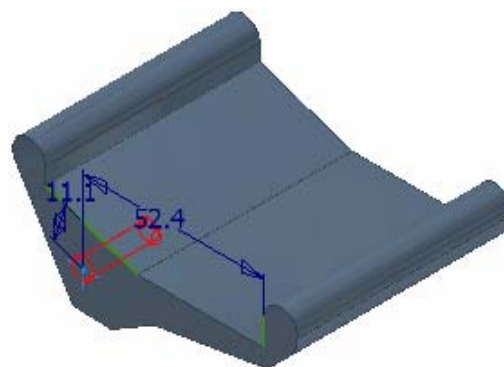
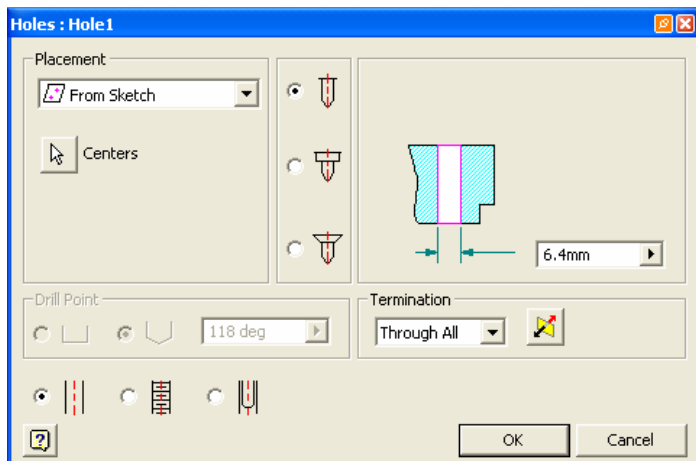
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Na face indicada crie o ponto de *sketch* seguinte.



Faça clique em  Hole H para definir um furo passante com um diâmetro de **6.4mm**.



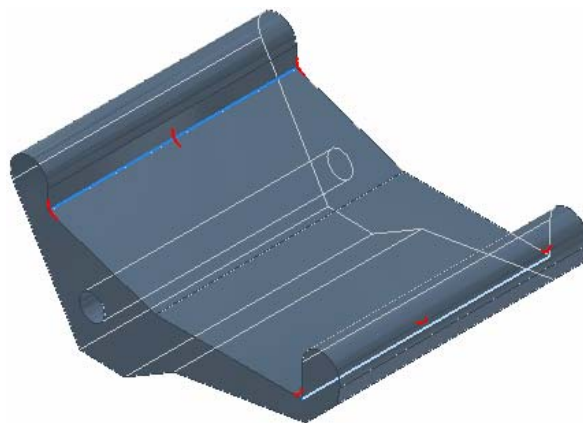
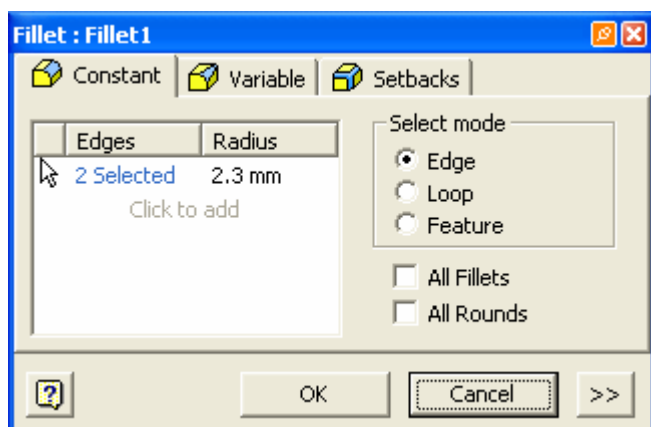
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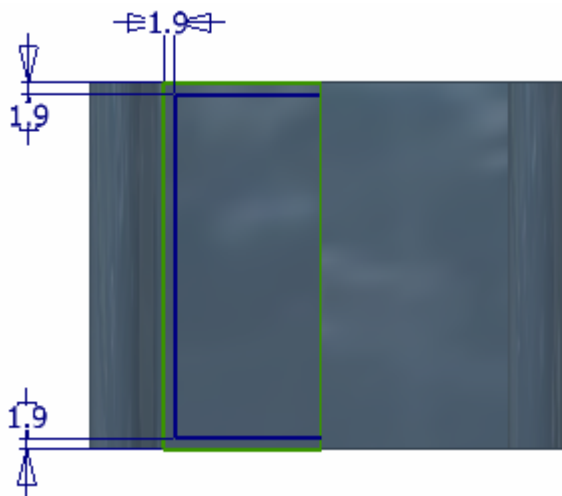
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Na face indicada crie o *sketch* seguinte.




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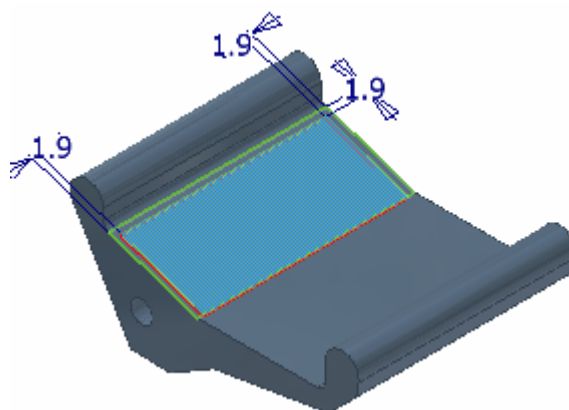
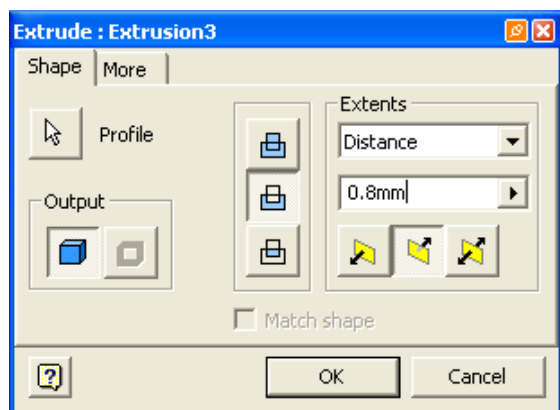
Tutoriais Autodesk Inventor


Ano 2005

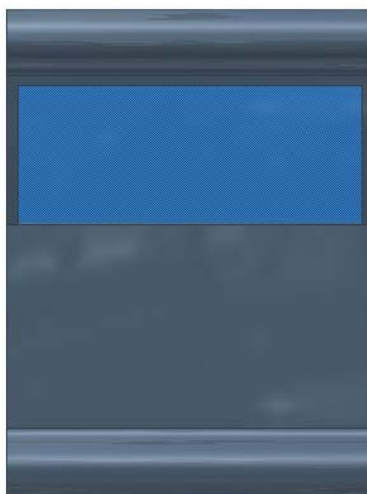
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Faça clique em  Extrude E ou em E para definir uma extrusão de **0.8mm**.



Selecione a face indicada e faça clique em  Sketch para definir um novo *sketch*.



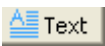
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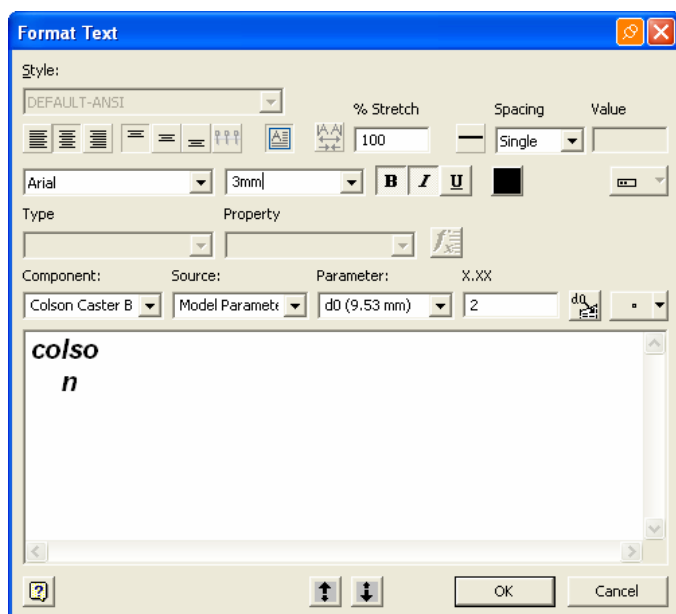
Tutoriais Autodesk Inventor

Ano 2005

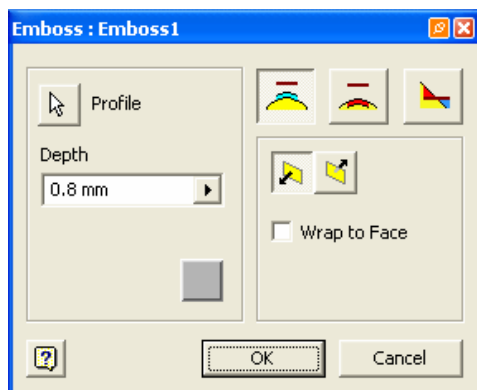
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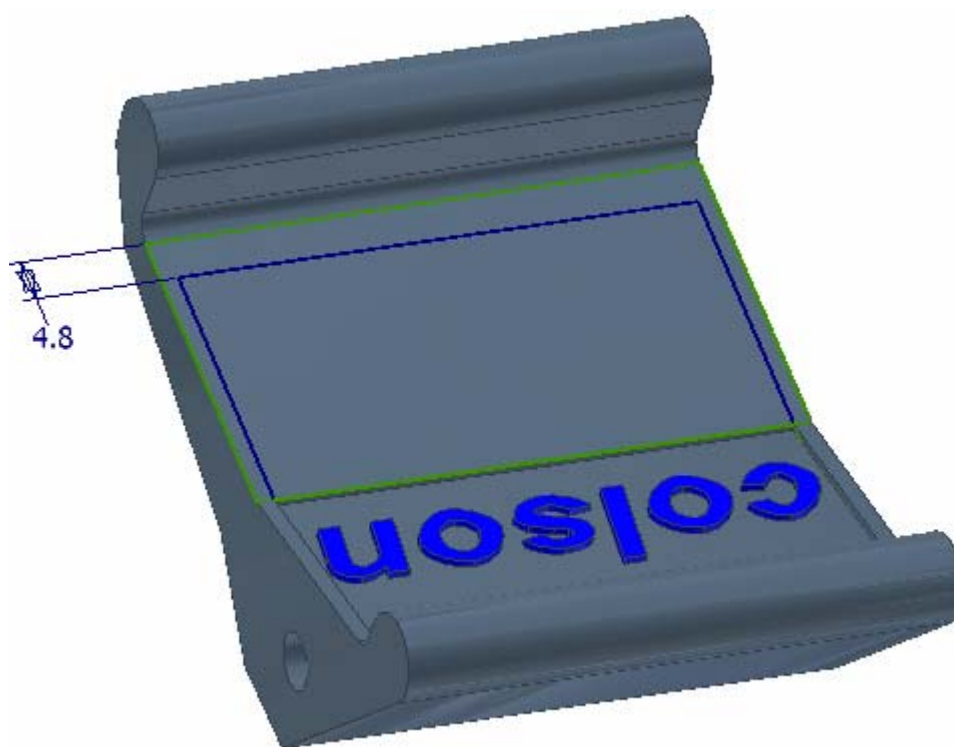
Faça clique em  e defina o texto seguinte.




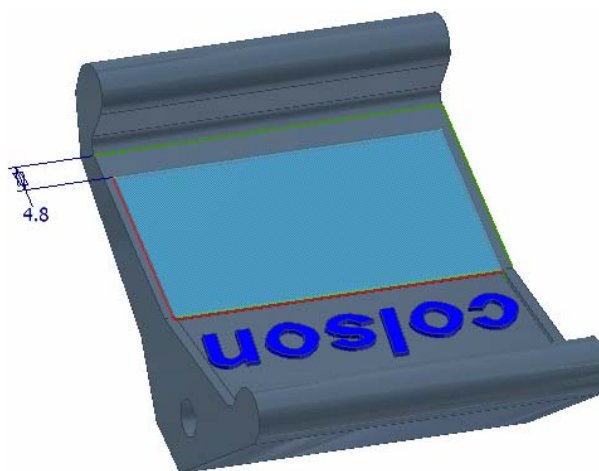
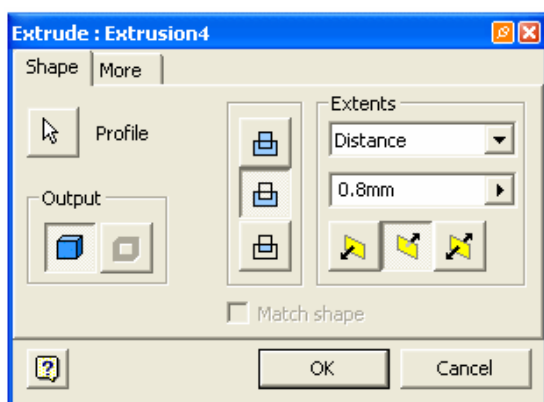
Faça clique em  para criar o texto em alto-relevo, com **0.8mm**.



Na face indicada crie o *sketch* seguinte.



Faça clique em  Extrude E ou em E para definir uma extrusão de **0.8mm**, do *sketch* anterior.



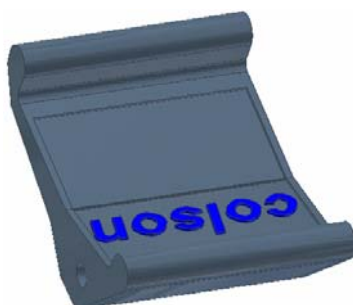
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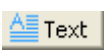
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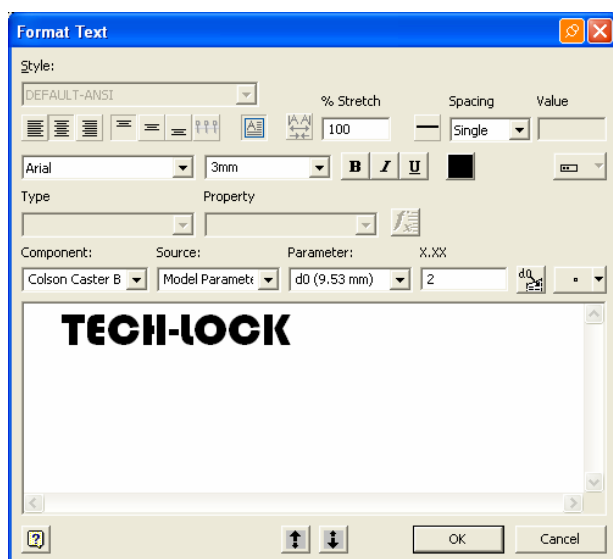
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Selecione a face indicada e faça clique em  para definir um novo *sketch*.



Faça clique em  e defina o texto seguinte.




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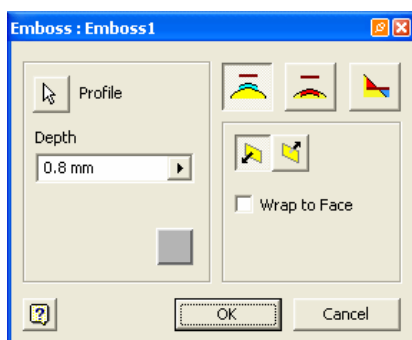
Tutoriais Autodesk Inventor

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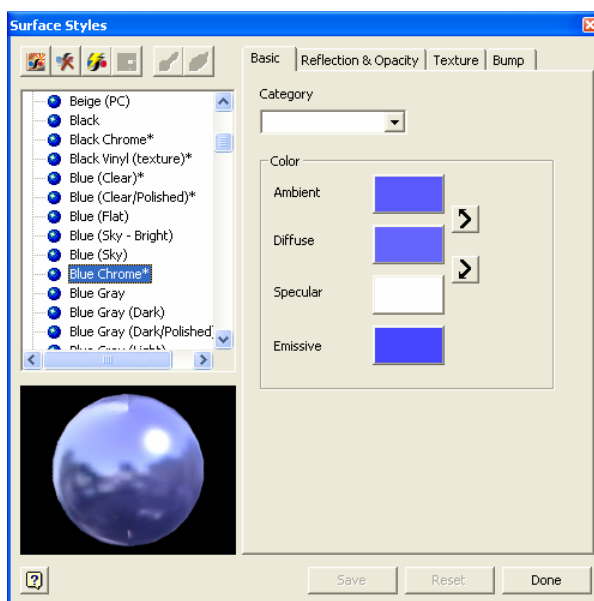
Faça clique em  **Emboss** para criar o texto em alto-relevo, com **0.8mm**.



Inventor Studio

Faça clique no menu *Applications* e seleccione *Inventor Studio*.

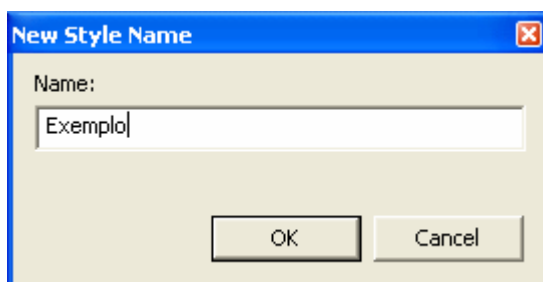
Faça clique em  **Surface Styles** para criar uma textura.



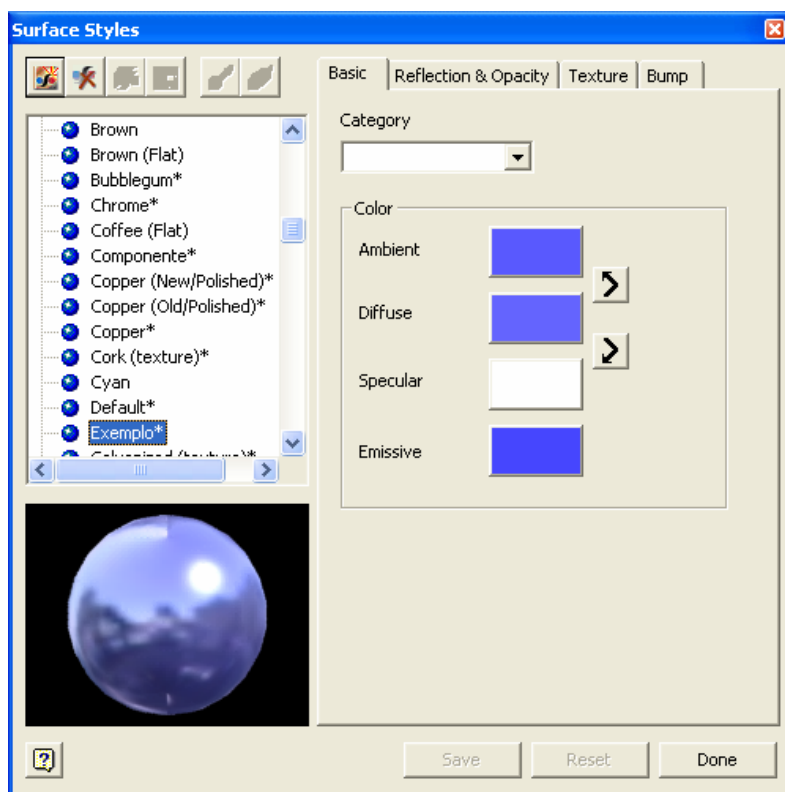
Selecione a textura *Blue Crome*.

Faça clique em  para criar um novo estilo de textura a partir do estilo seleccionado.

Defina o nome do novo estilo.



Faça clique em . Um novo estilo é adicionado à biblioteca.



Faça clique na cor de *Emissive* e selecione uma cor vermelha.

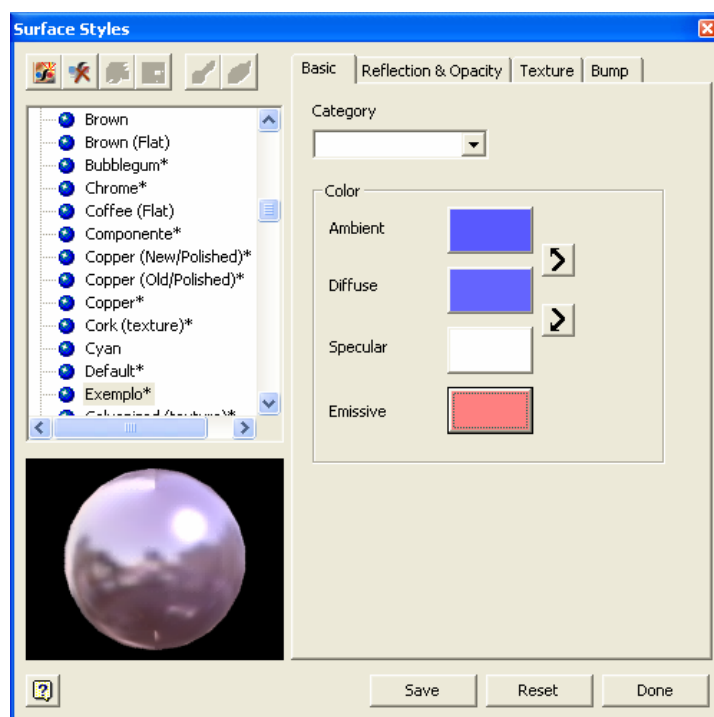
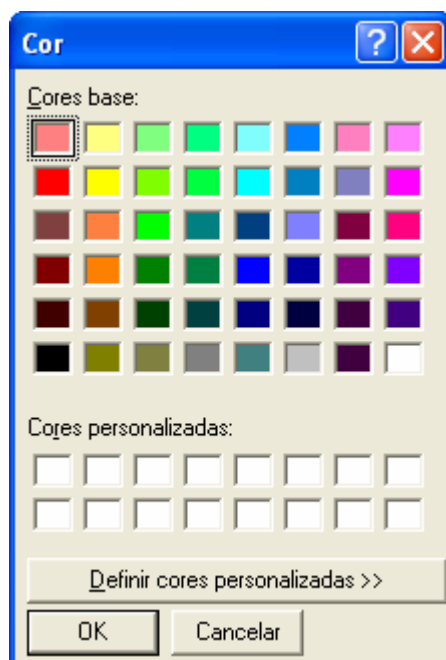
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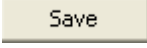
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Faça clique em  para gravar do estilo.

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Ano 2005

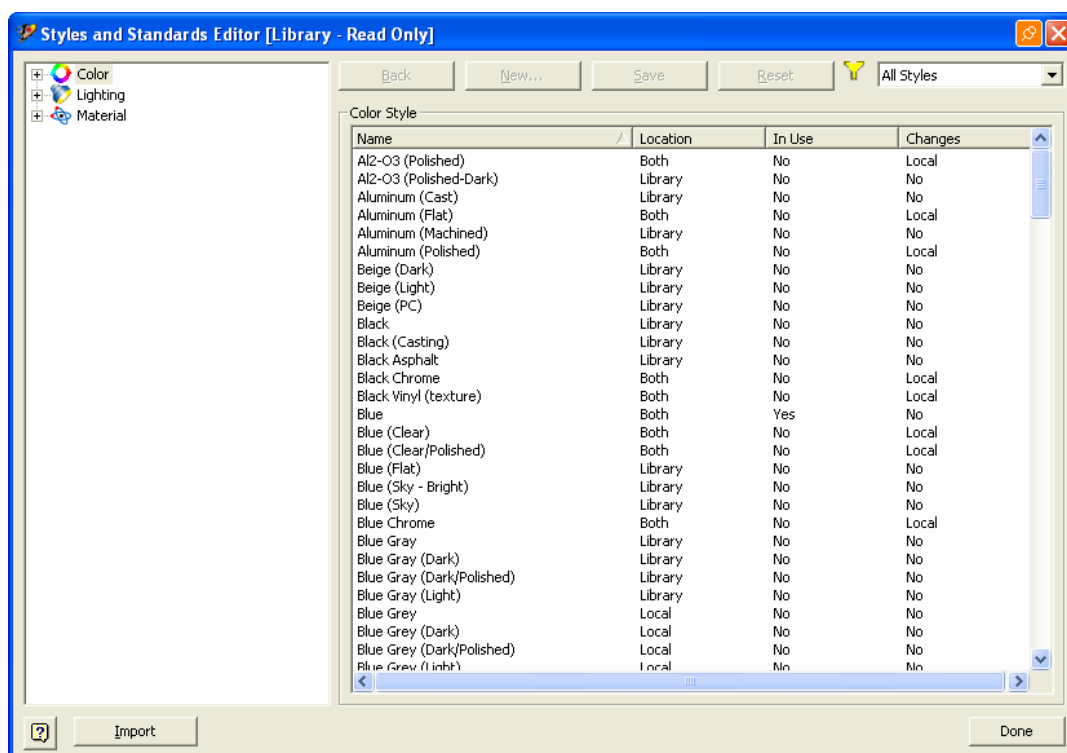
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Faça clique em **Done** para fechar a caixa de diálogo.

Faça clique no menu *Applications* e seleccione *Part* para voltar ao ambiente *Part*.

Faça clique no menu *Format* ► *Styles Editor*



Selecione o separador *Color* e escolha o estilo de textura criado anteriormente

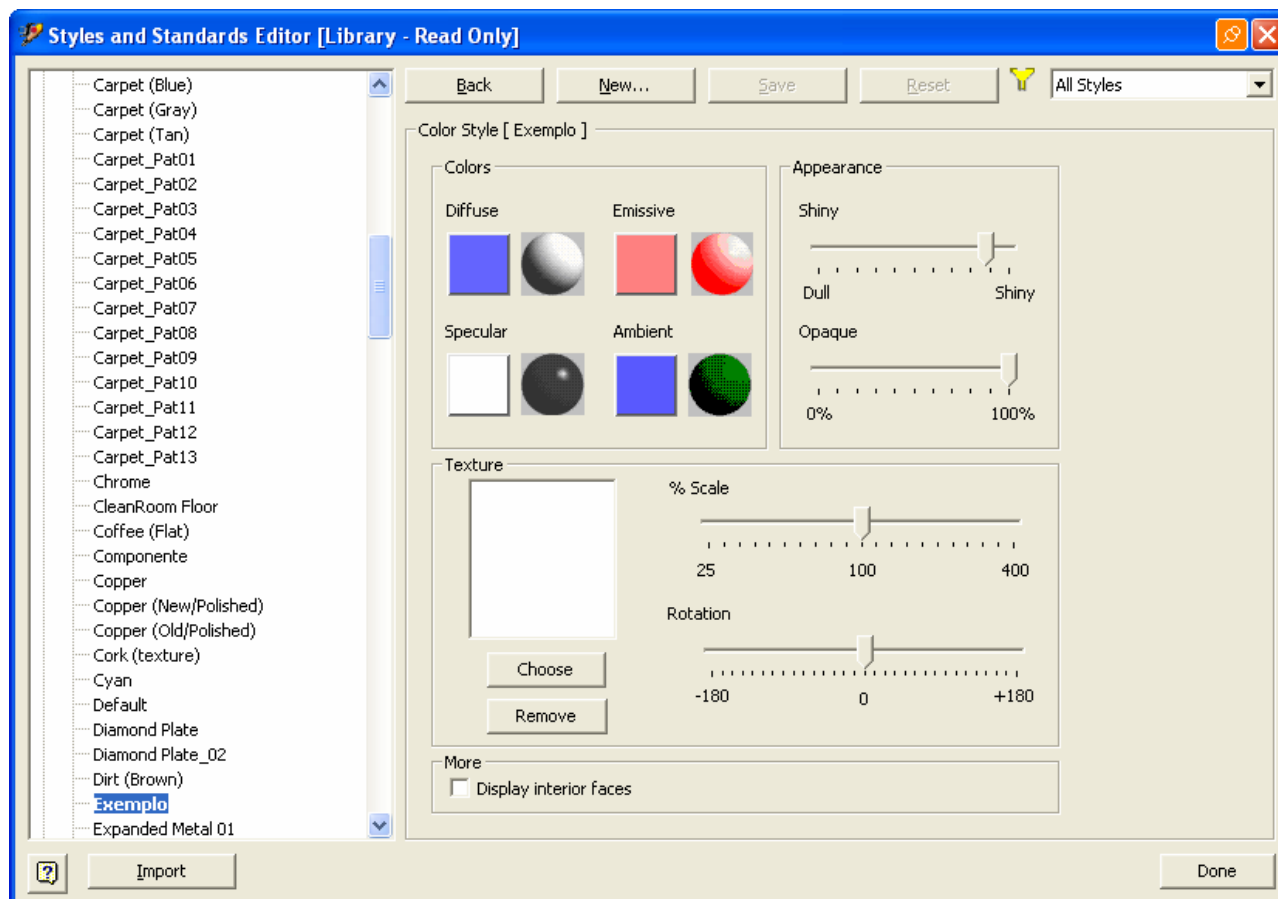
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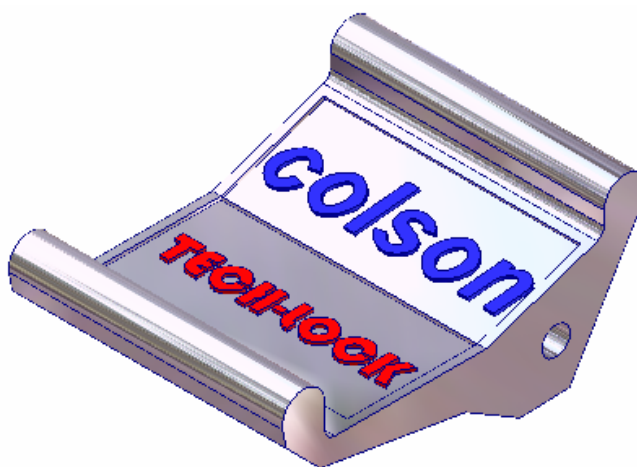
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Faça duplo clique sobre o nome do estilo para o activar.



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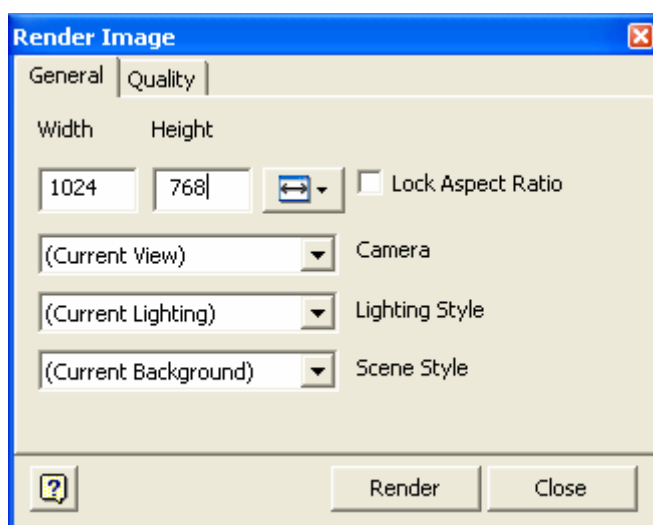
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Inventor Studio


Faça clique no menu *Applications* e seleccione *Inventor Studio*.

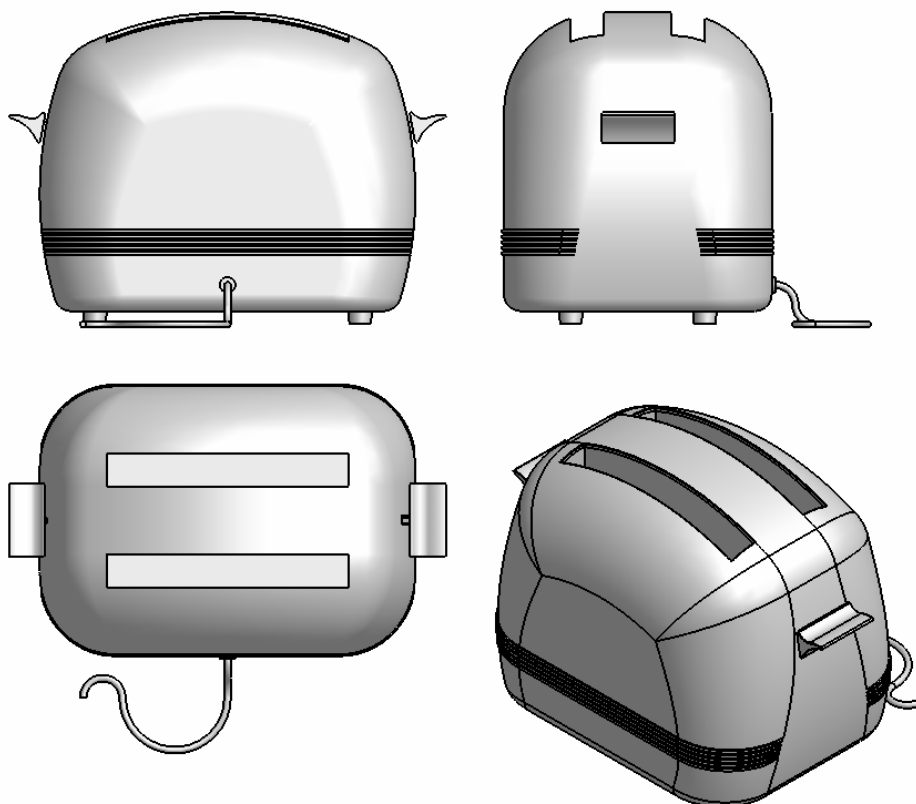
Faça clique em  **Render Image** para criar uma imagem renderizada do modelo.



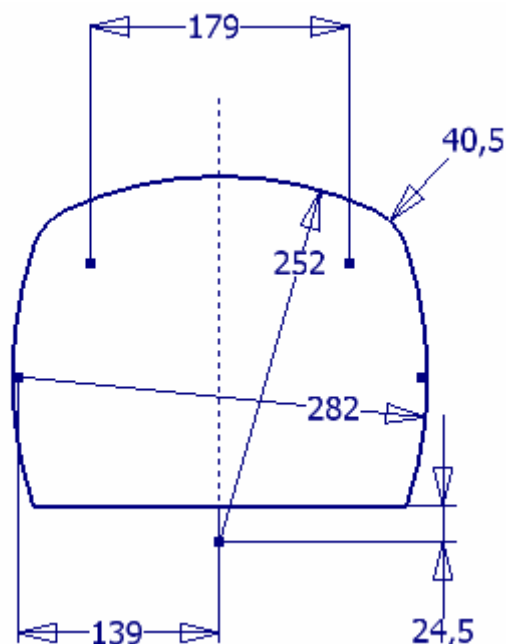
Faça clique em  **Render**.

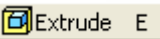


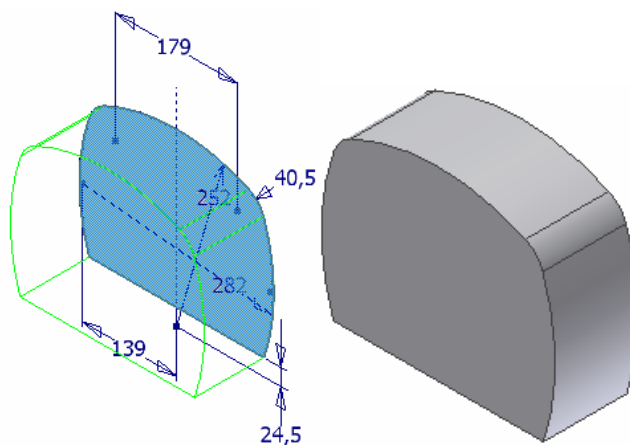
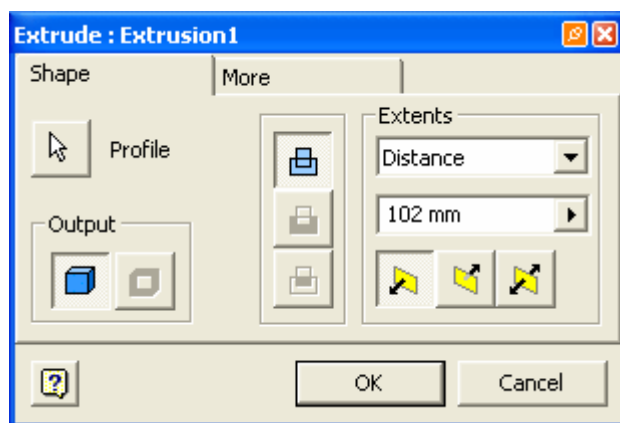
Faça clique em  se desejar criar um ficheiro da imagem apresentada.




Crie o *sketch* seguinte.



Faça clique em  **Extrude** **E** ou em **E** para definir uma extrusão de **102mm**.



Faça clique em  **Fillet** **Shift+F** para definir um raio variável nas arestas indicadas do modelo. Selecciono o separador *Variable*.

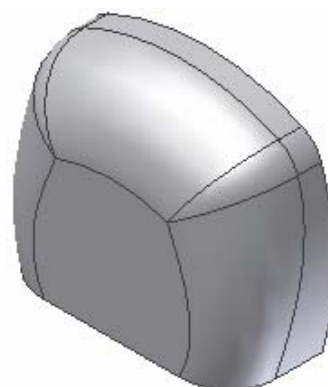
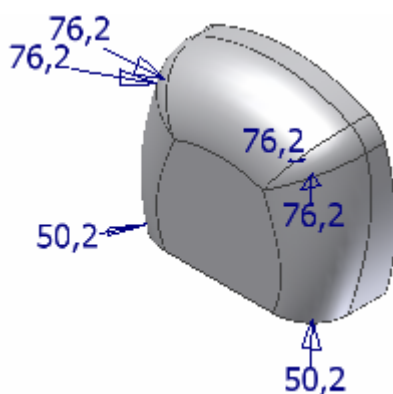
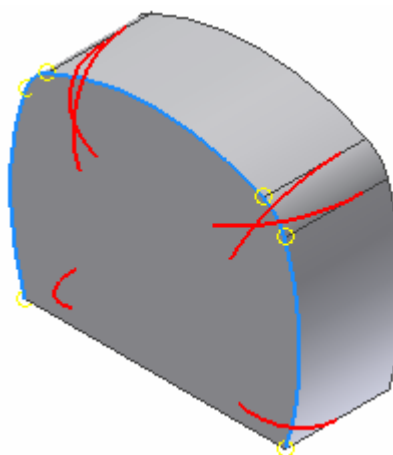
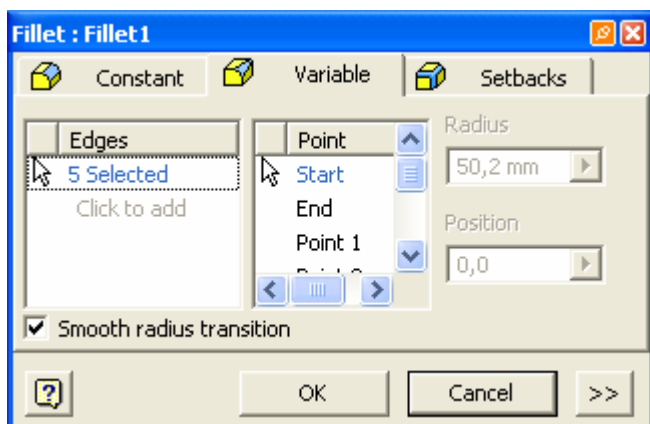
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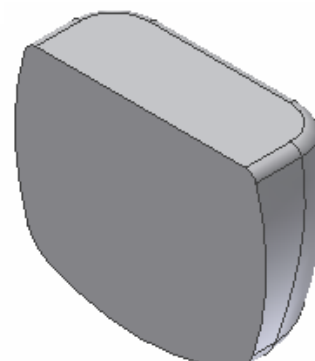
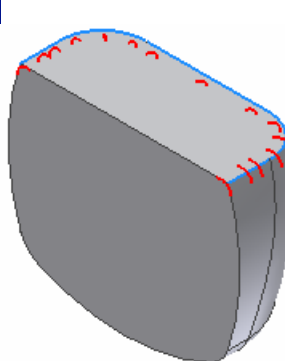
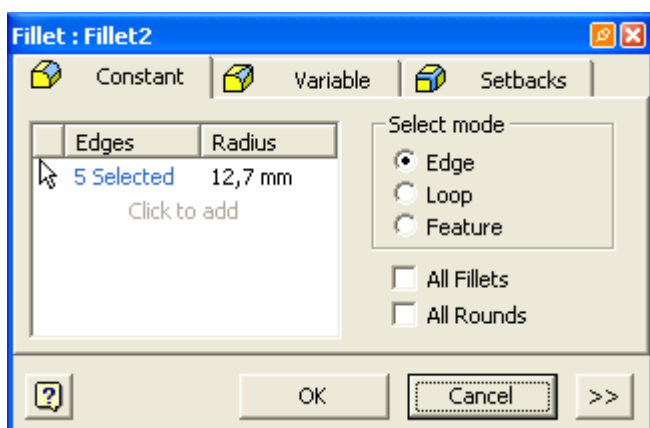
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Faça clique em  Fillet Shift+F para definir um raio de **12.7mm** nas arestas indicadas do modelo.



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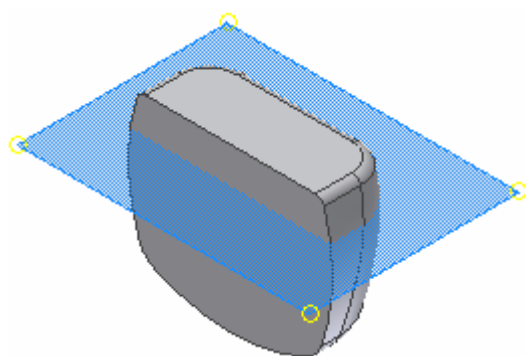
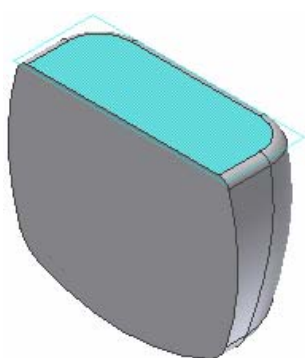
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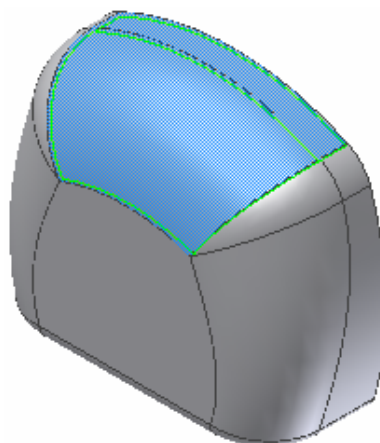
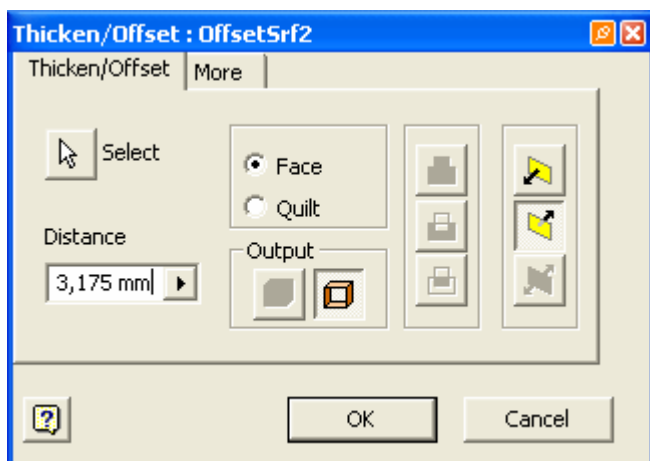
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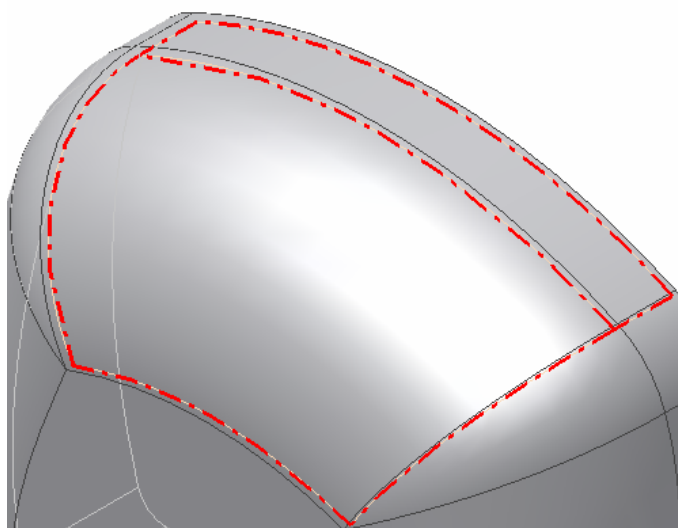
Criar um plano paralelo a uma face do modelo

Faça clique em  Work Plane « para criar o plano. Selecciona a face indicada do modelo e arraste o contorno do plano a criar até a uma distância de **-50.8mm**.

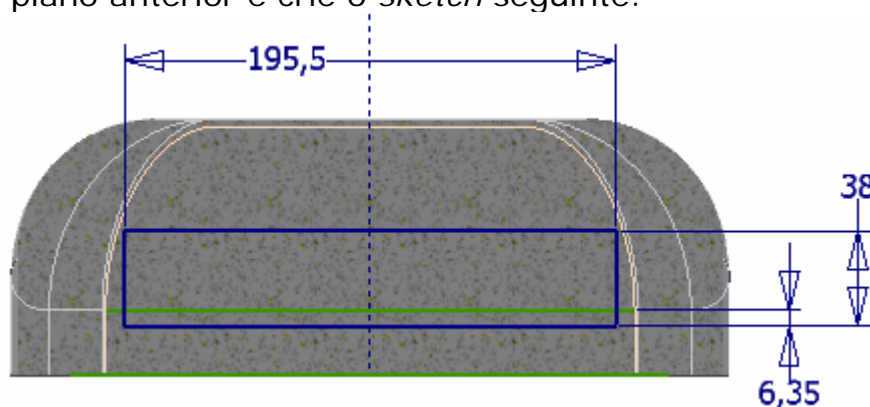



Faça clique em  Thicken/Offset para criar uma superfície paralela a faces do modelo à distância de **3.175mm** para dentro.





Selecione o plano anterior e crie o *sketch* seguinte.



Faça clique em  Extrude **E** ou em **E** para definir uma extrusão, em corte. Selecione o método **To** e selecione a superfície criada anteriormente.

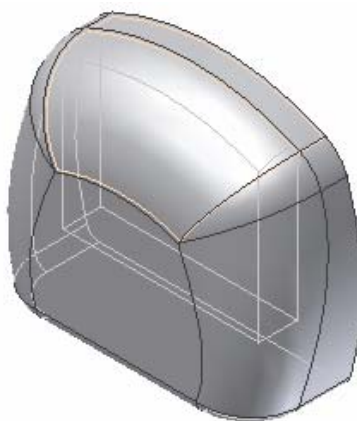
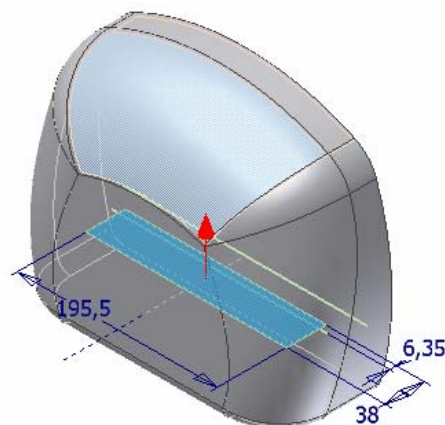
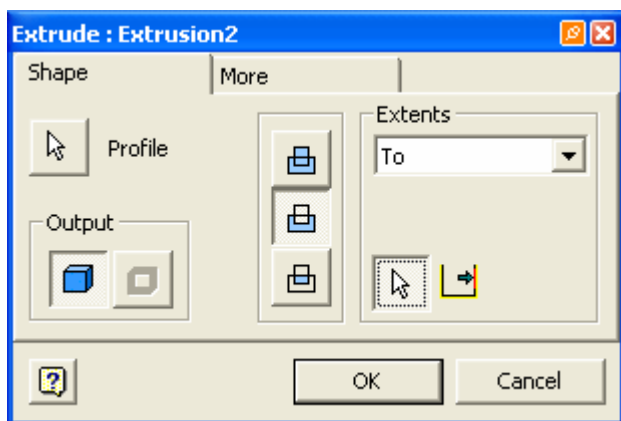
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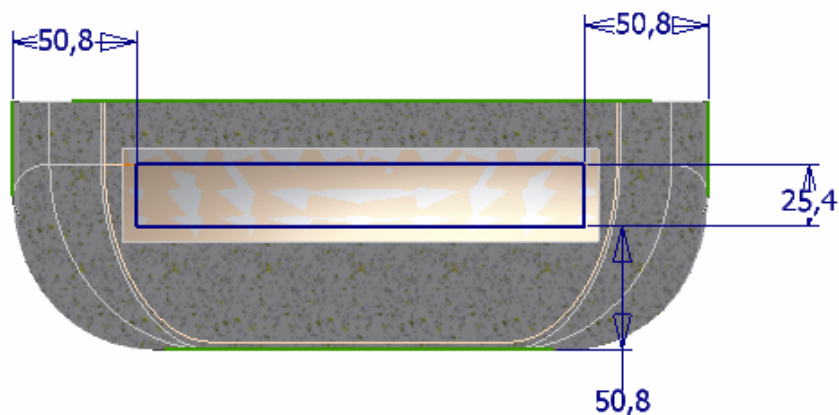
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Seleccione o plano anterior e crie o *sketch* seguinte.



Faça clique em  Extrude E ou em E para definir uma extrusão, em corte. Seleccione o método **All**.

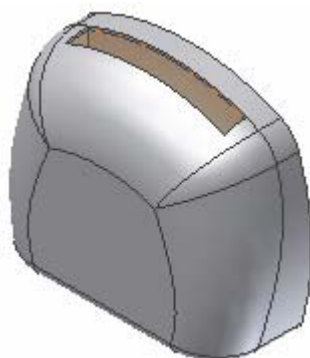
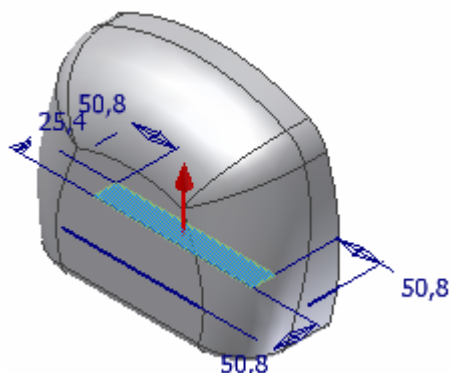
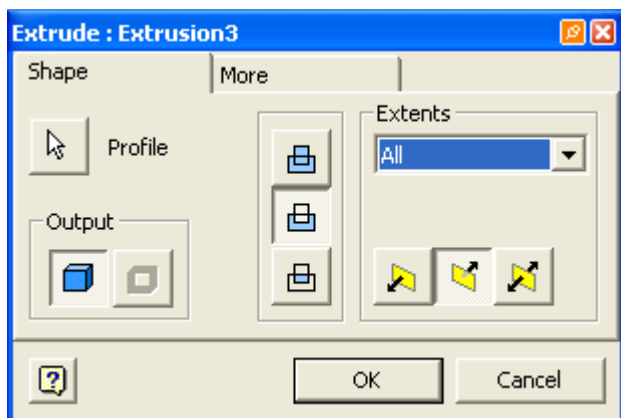
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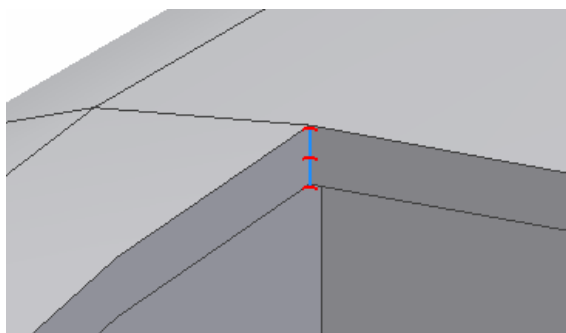
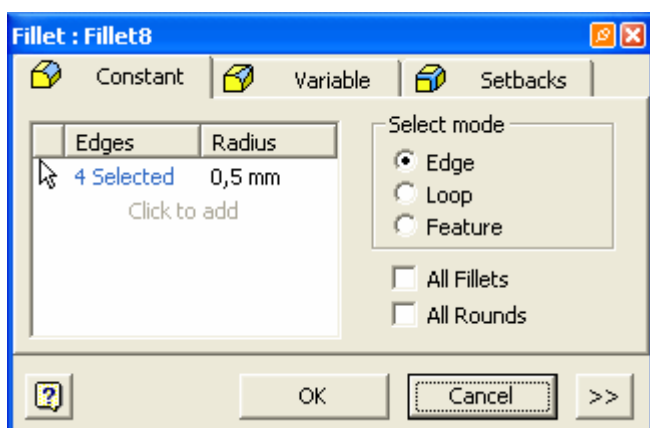
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Faça clique em  **Fillet** Shift+F para definir um raio de **0.5mm** nas quatro arestas de canto do rasgo definido anteriormente.



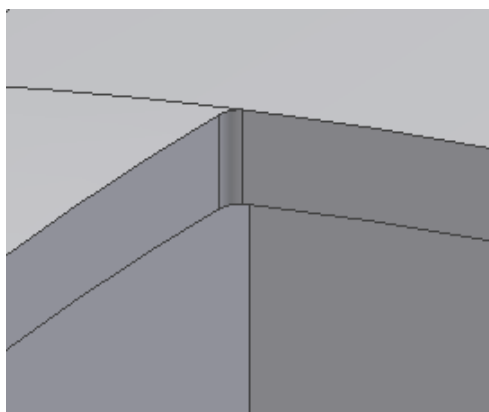
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Tutoriais Autodesk Inventor

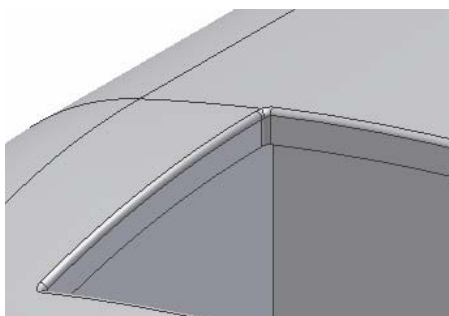
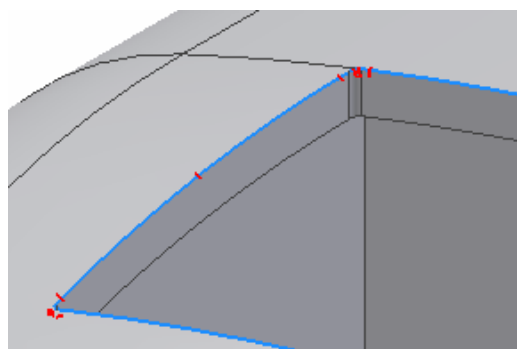
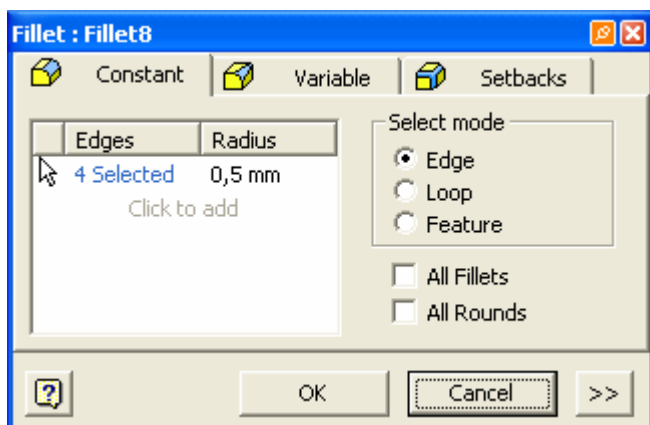
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Faça clique em  **Fillet** **Shift+F** para definir um raio de **0.5mm** nas arestas superiores do rasgo definido anteriormente.



Faça clique em  **Thicken/Offset** para criar uma superfície paralela a faces do modelo à distância de **1.27mm** para fora.

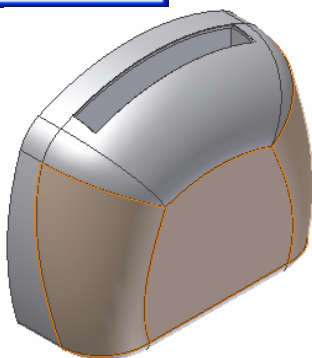
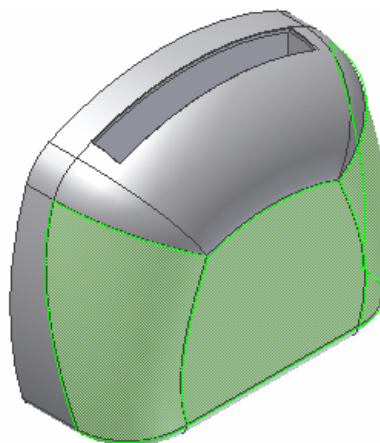
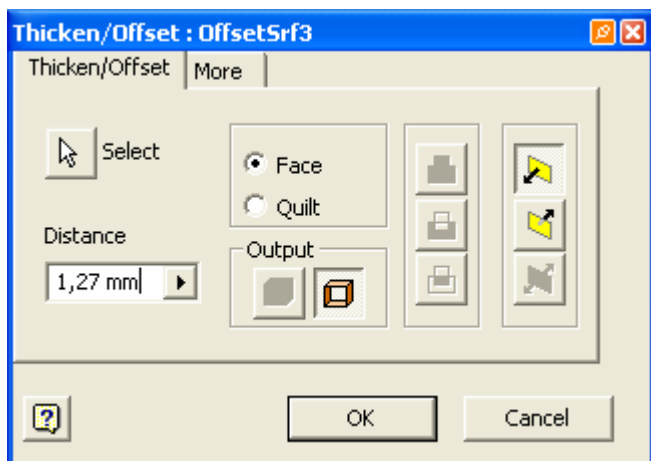
7

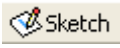
Tutoriais Autodesk Inventor

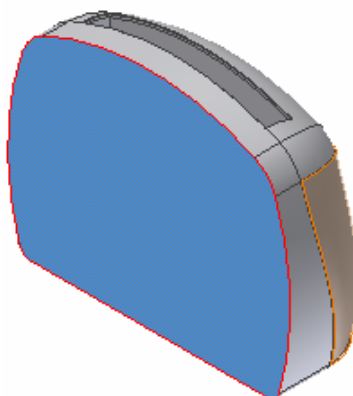
Ano 2005

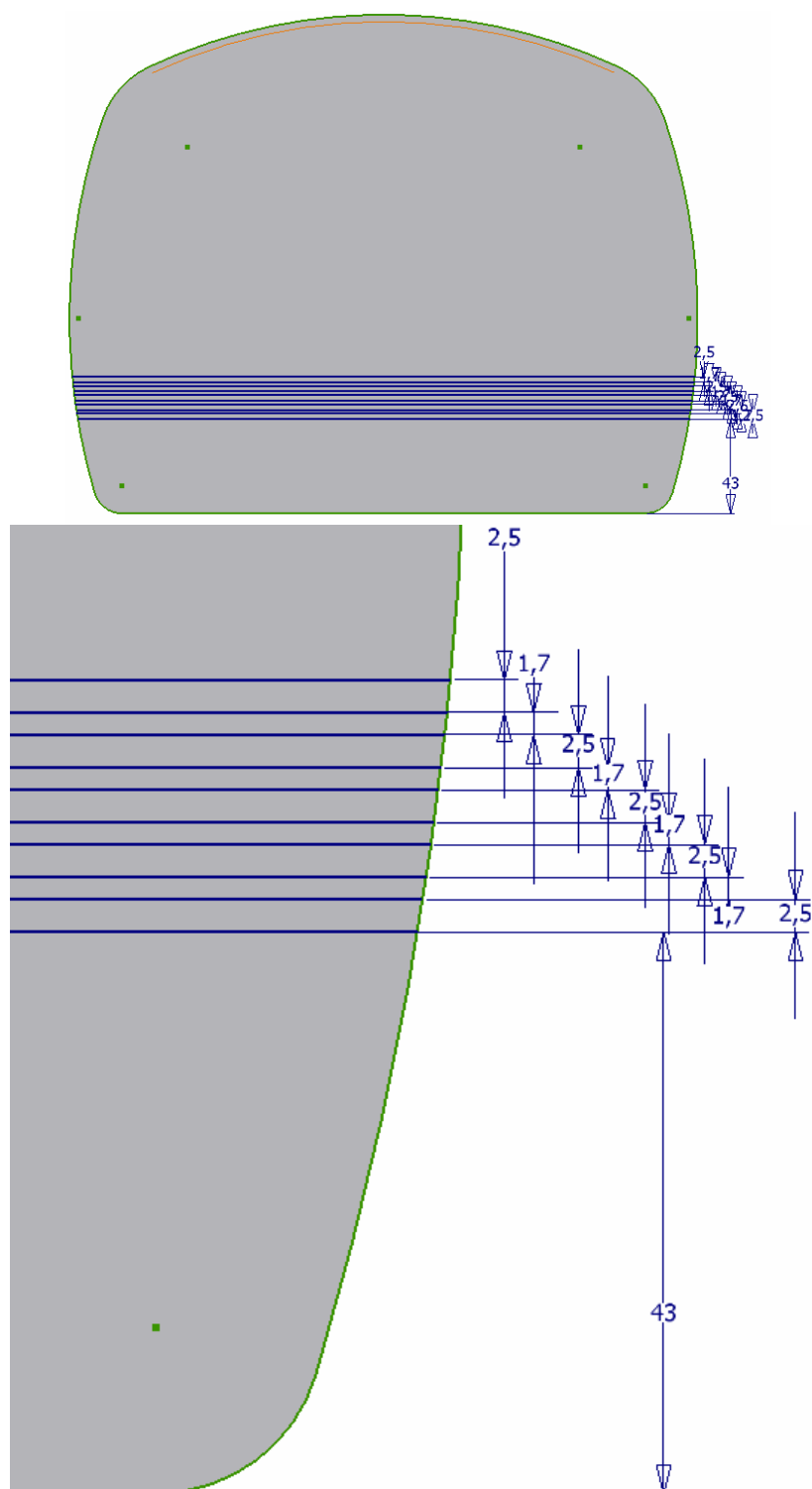
Versão 10

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






7

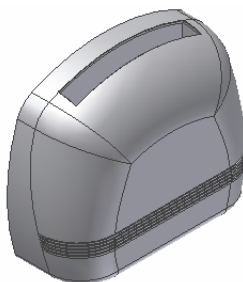
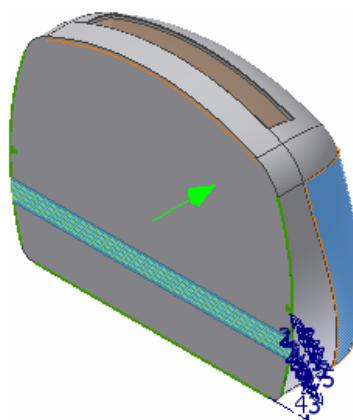
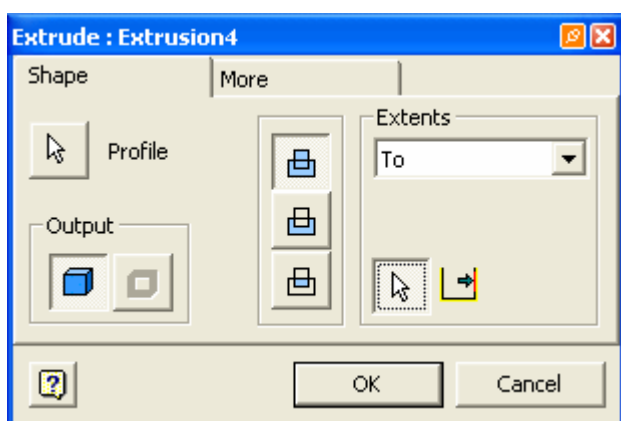
Tutoriais Autodesk Inventor

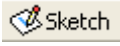
Ano 2005

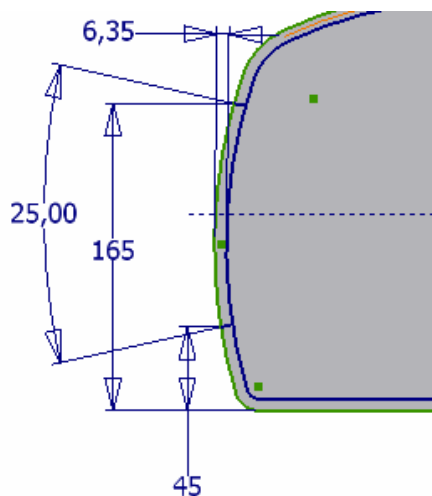
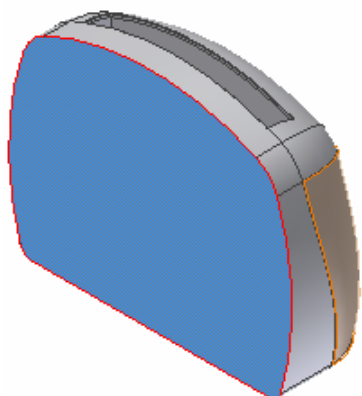
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Faça clique em  ou em **E** para definir uma extrusão. Selecciono o método **To** e selecciono a superfície criada anteriormente.



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




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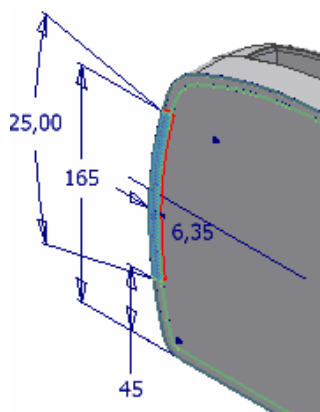
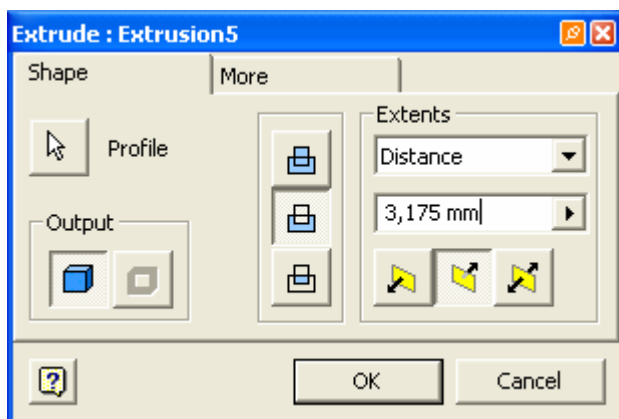
Tutoriais Autodesk Inventor


Ano 2005

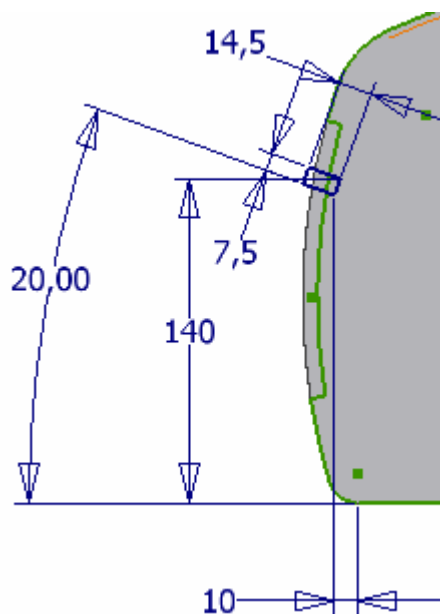
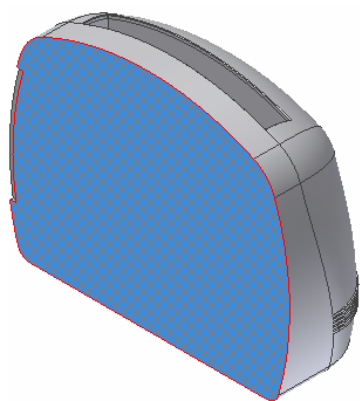
Versão 10

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Faça clique em  Extrude E ou em E para definir uma extrusão de **3.175mm**, em modo de corte.



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



Faça clique em  Extrude E ou em E para definir uma extrusão de **2mm**.

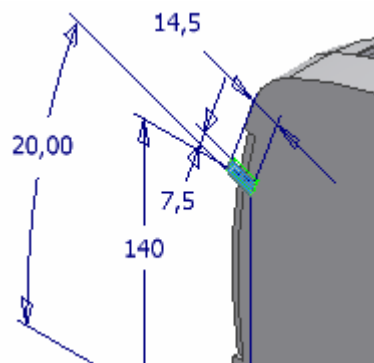
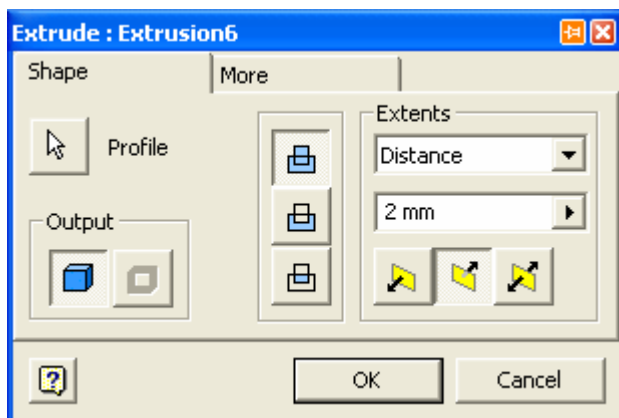
7


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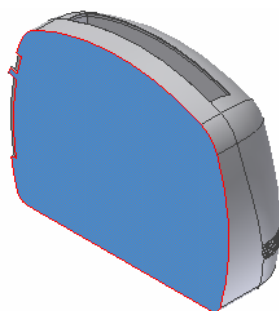
Ano 2005

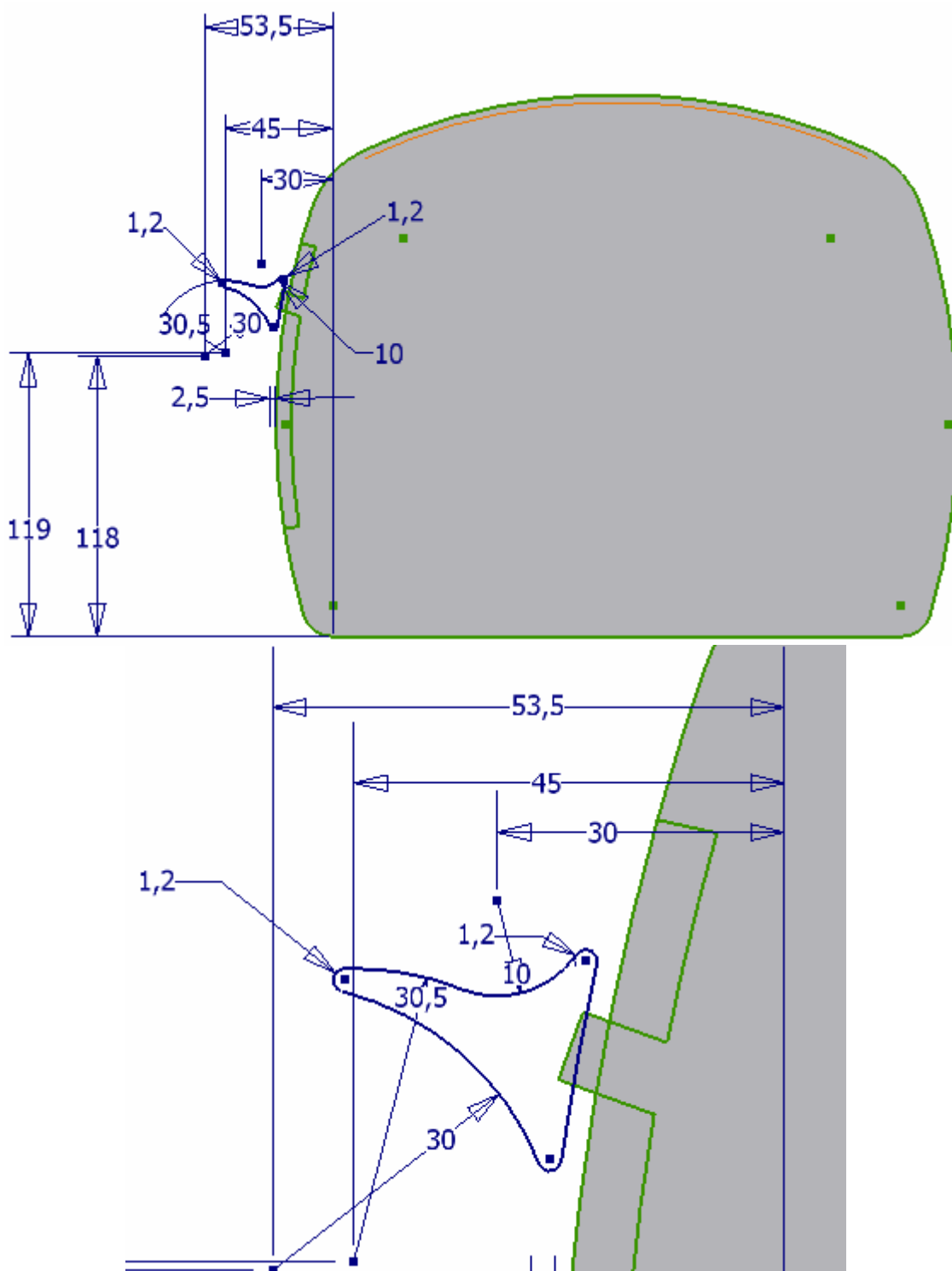
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Faça clique em  Sketch e seleccione a face indicada do modelo para definir um novo *sketch*.






7

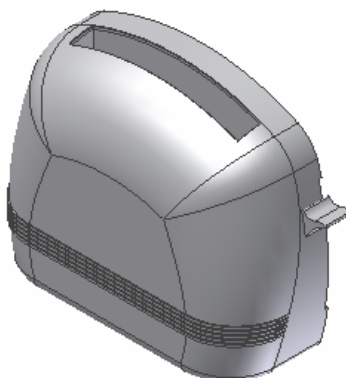
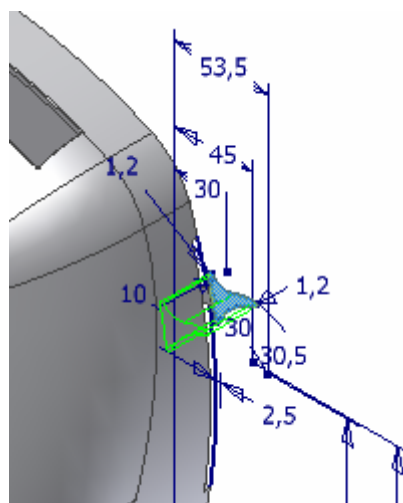
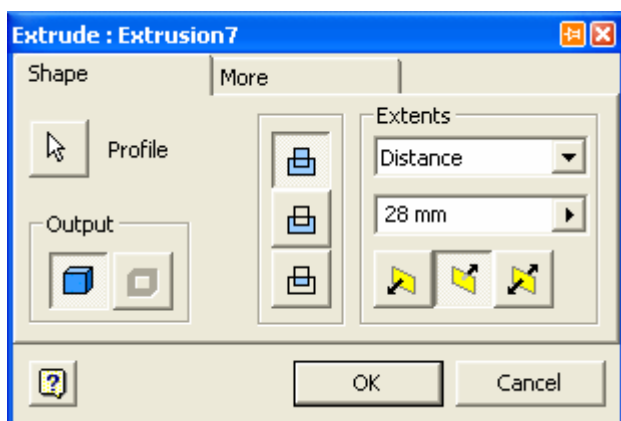
Tutoriais Autodesk Inventor


Ano 2005

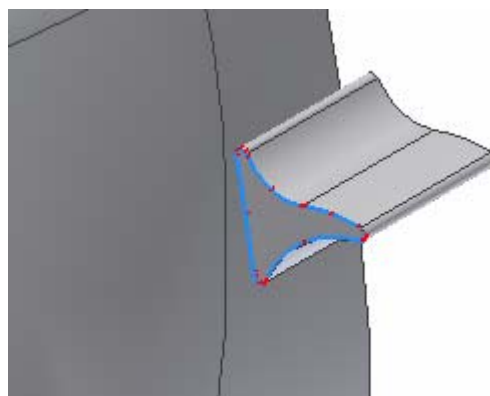
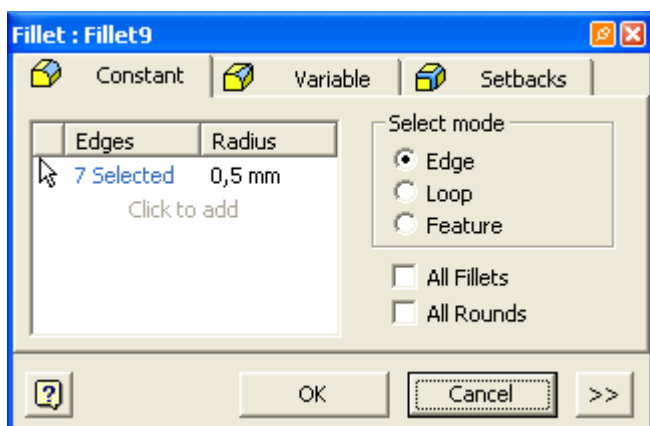
Versão 10

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Faça clique em  Extrude **E** ou em **E** para definir uma extrusão de **28mm**.



Faça clique em  Fillet **Shift+F** para definir um raio de **0.5mm** nas arestas superiores do rasgo definido anteriormente.



7

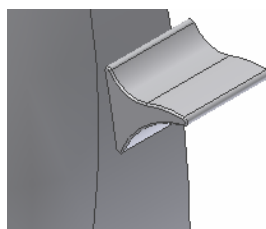
Tutoriais Autodesk Inventor


Ano

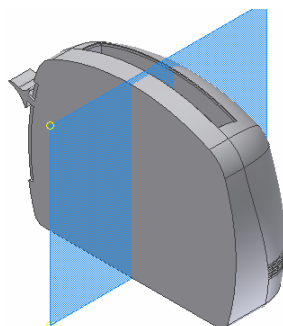
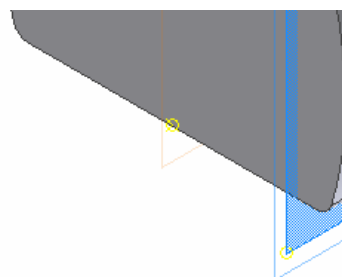
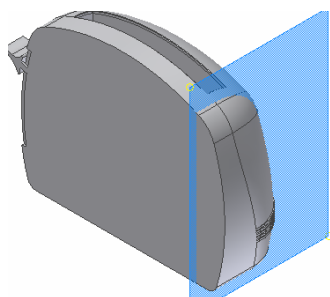
2005


Versão 10

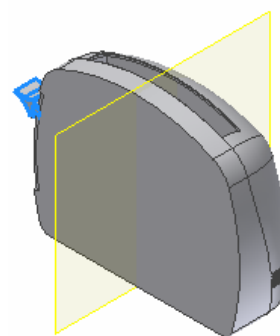
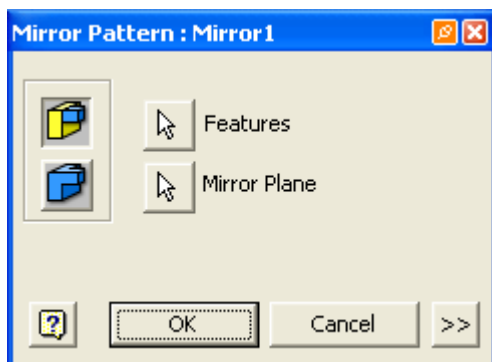
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Faça clique em  para criar um plano que passe pelo centro do modelo. Selecciona um plano paralelo e o ponto médio da aresta inferior.



Faça clique em  para definir uma cópia em espelho das últimas três *features*.



7

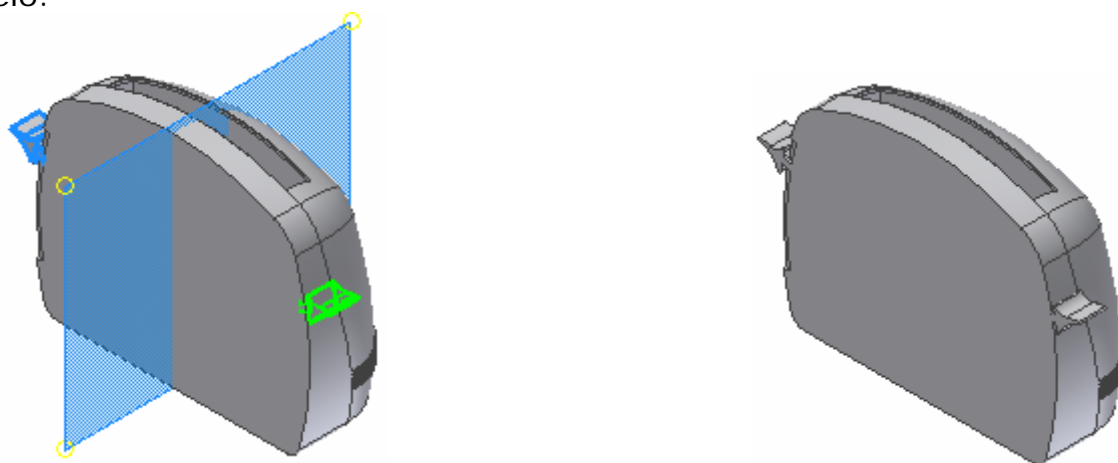
Tutoriais Autodesk Inventor


Ano 2005

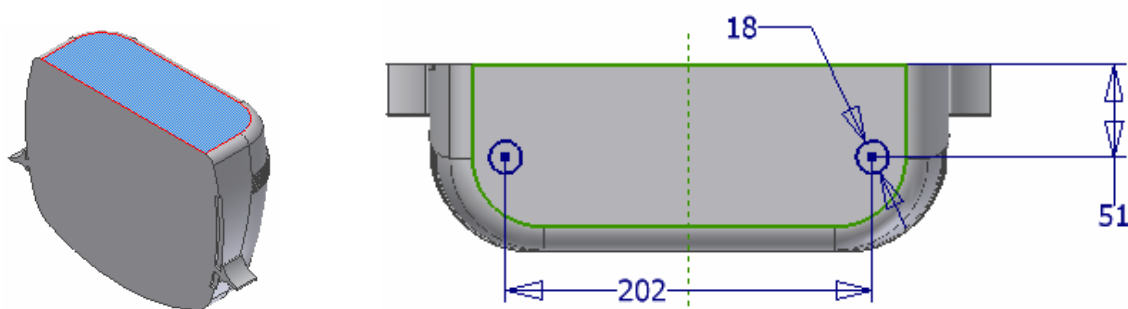
Versão 10


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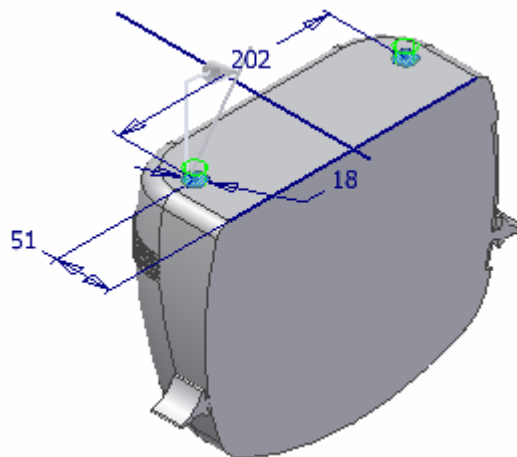
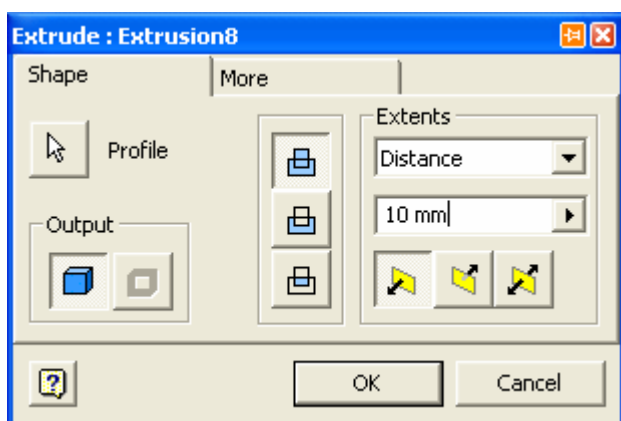
Faça clique em *Mirror Plane* e seleccione o plano que passa pelo centro do modelo.



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



Faça clique em  Extrude E ou em E para definir uma extrusão de **28mm** e um ângulo de **-5°**.



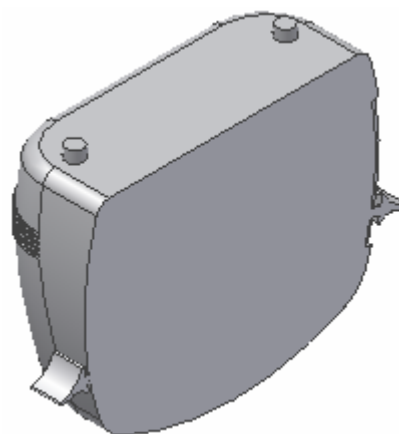
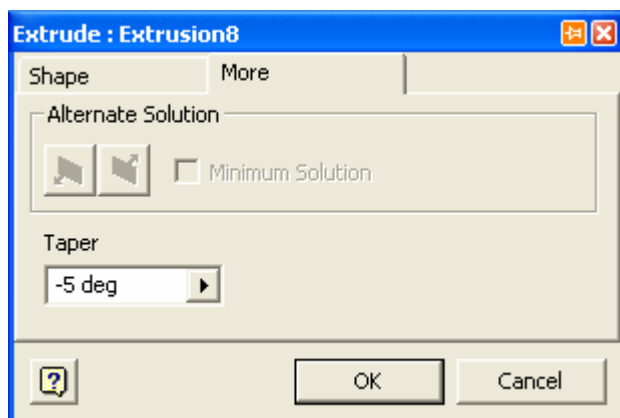
7



Tutoriais Autodesk Inventor

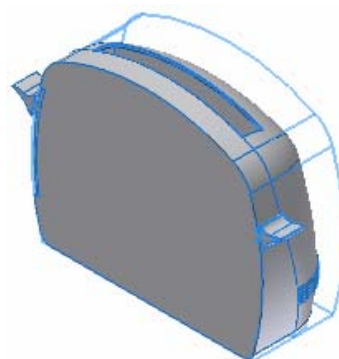
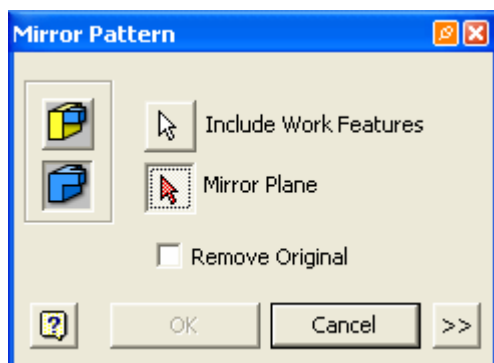
Ano 2005

Versão 10

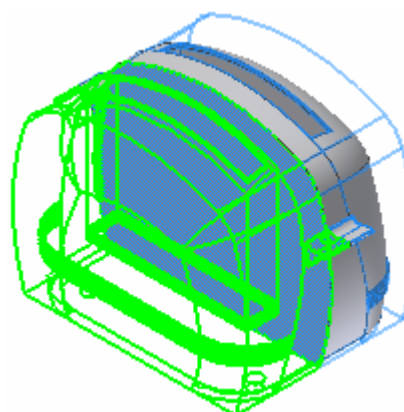
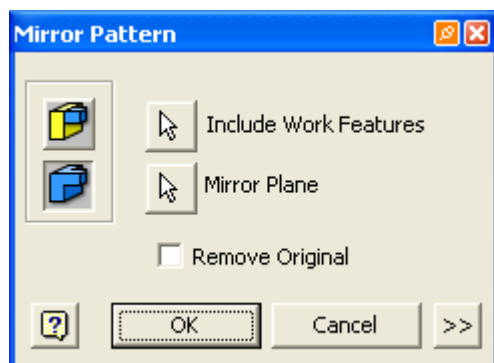
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Faça clique em  **Mirror Feature** **Shift+M** para definir uma cópia em espelho de todo o modelo. Selecciona a opção  para espelhar todo o modelo sólido.



Faça clique em *Mirror Plane* e selecione a face indicada do modelo.



7

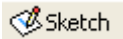
Tutoriais Autodesk Inventor

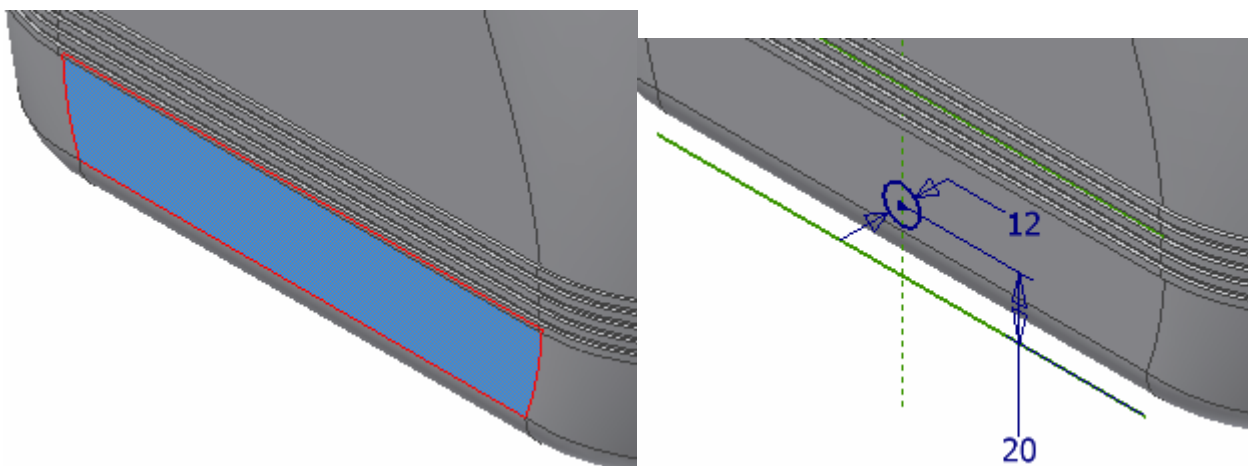
Ano 2005

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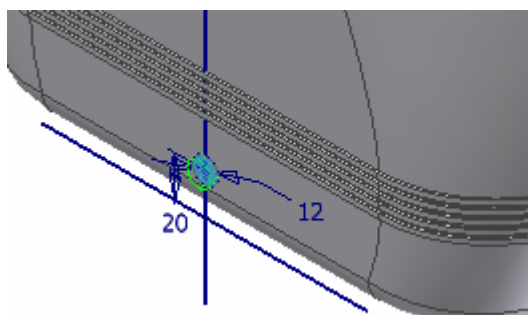
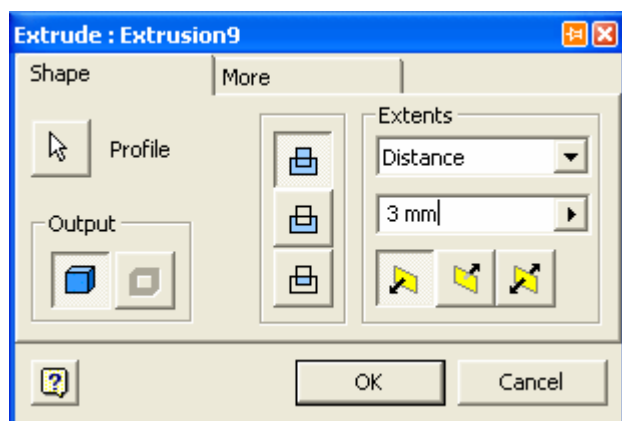
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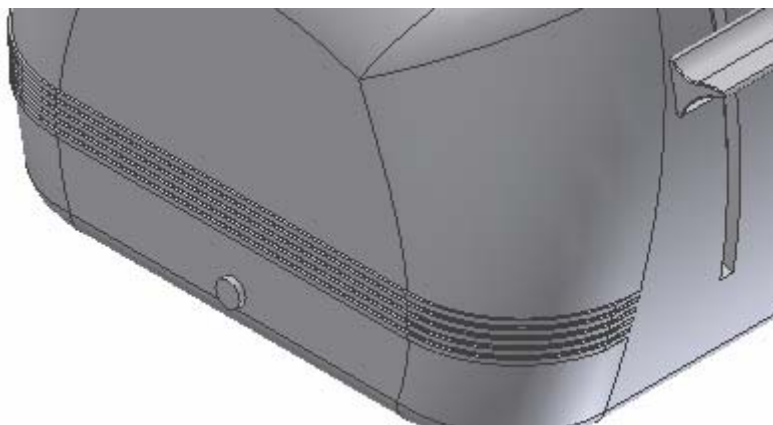


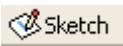
Faça clique em  e seleccione a face indicada do modelo para definir um novo *sketch*.

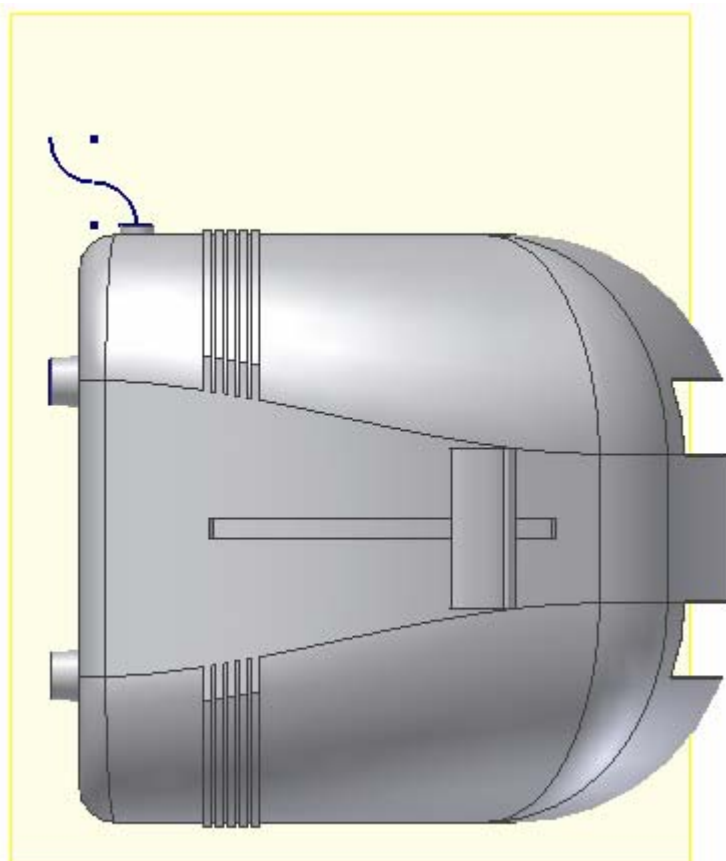


Faça clique em  ou em **E** para definir uma extrusão de **3mm**.





Faça clique em  e seleccione o plano que passa pelo centro do modelo para definir um novo *sketch*.



Feche o *sketch* anterior.

7

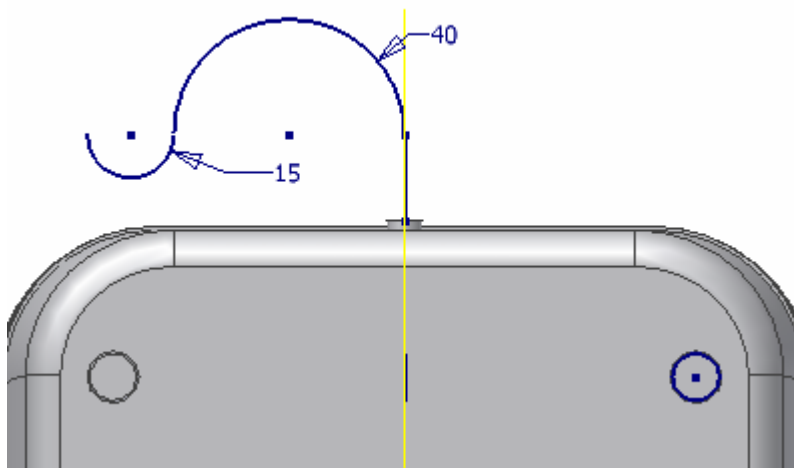
Tutoriais Autodesk Inventor

Ano 2005

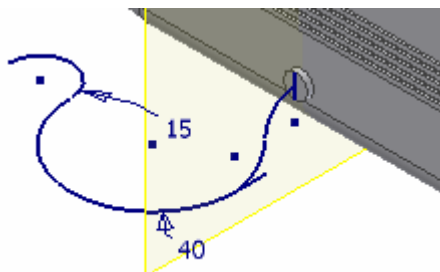
Versão 10

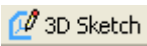

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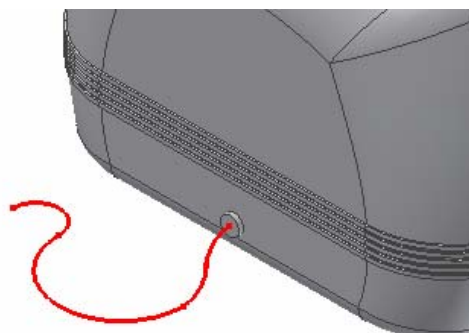
Na base do modelo defina o *sketch* seguinte.




Feche o *Sketch* anterior.

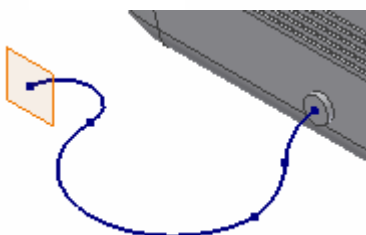
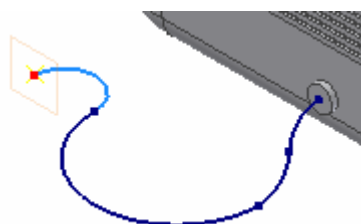
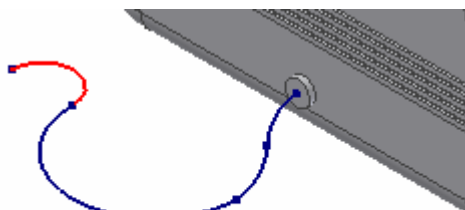



Faça clique em  para criar um *3D Sketch* a partir dos dois *Sketchs* anteriores. Faça clique em  para incluir a geometria pretendida no *3D Sketch*.



Faça clique em  para criar um plano que seja perpendicular ao perfil anterior e que passe pelo o início do perfil.

Selecione a curva e o ponto de início da curva.



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

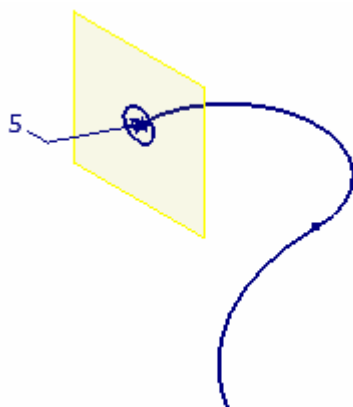
7


Tutoriais Autodesk Inventor

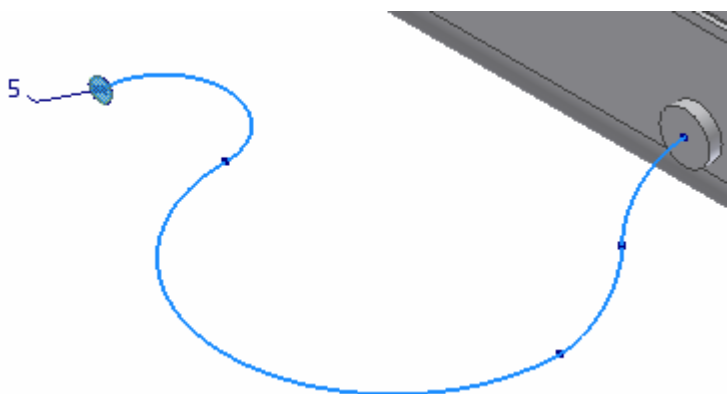
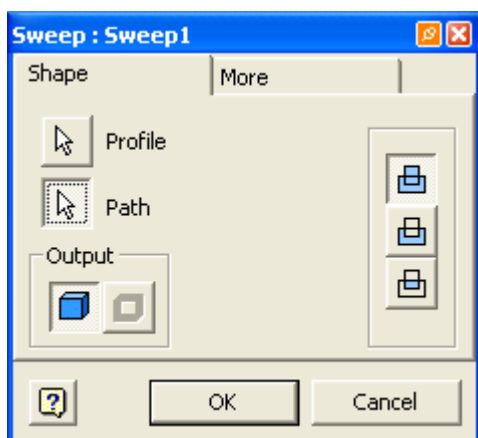
Ano 2005

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Faça clique em  Sweep Shift+S 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.



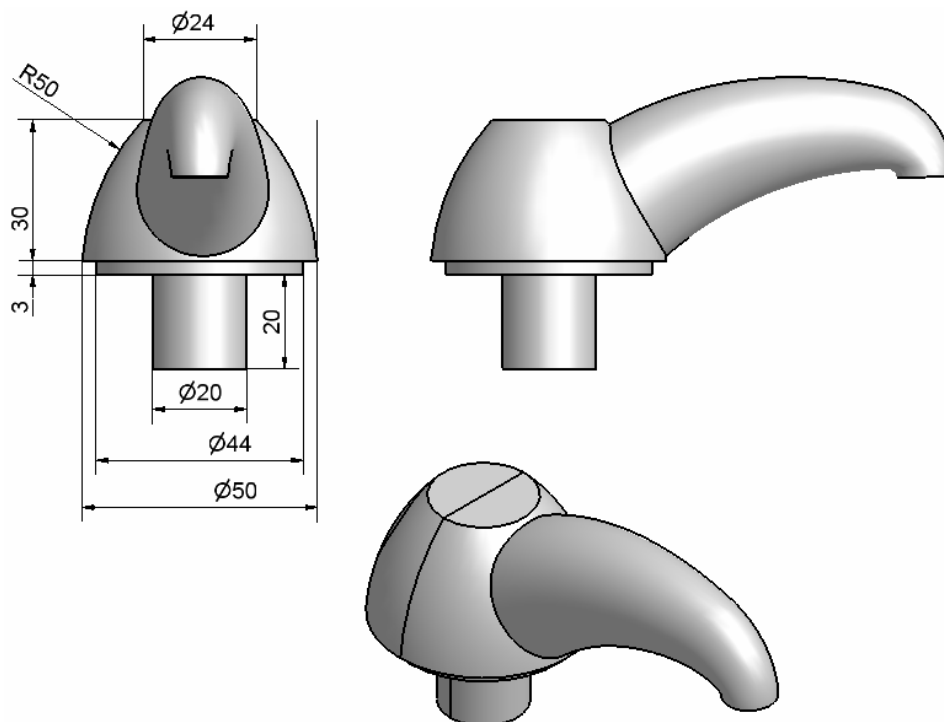
7

Tutoriais Autodesk Inventor

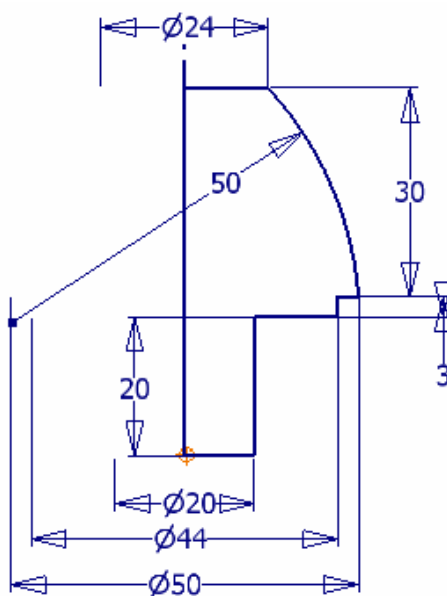
Ano 2005


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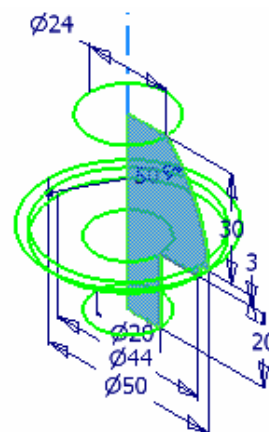
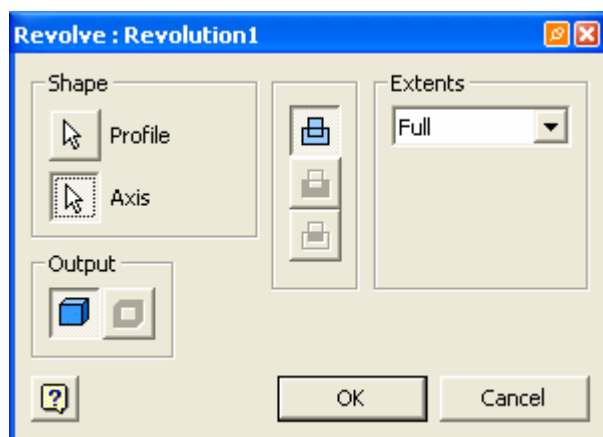
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Crie o *sketch* seguinte.

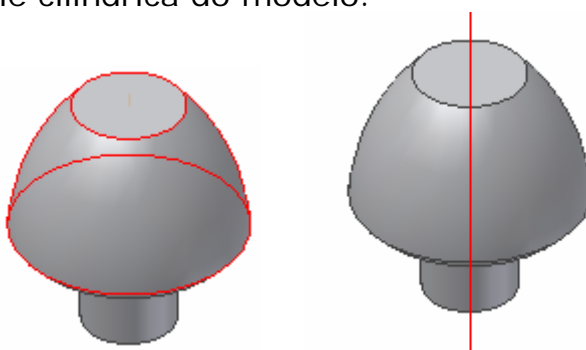



Faça clique em  Revolve **R** ou **R** para definir uma revolução do perfil em **360°**.



Criar um eixo

Faça clique em  **Work Axis TIL** para criar um eixo no centro da forma cilíndrica. Selecciona a superfície cilíndrica do modelo.



Faça clique em  **Work Plane «** para criar um plano que passe pelo eixo definido anteriormente e que seja paralelo ao plano YZ referenciado na pasta *Origin*.

7

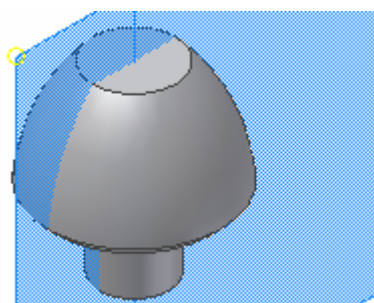
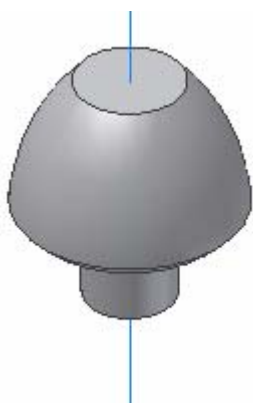
Tutoriais Autodesk Inventor

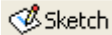
Ano

2005

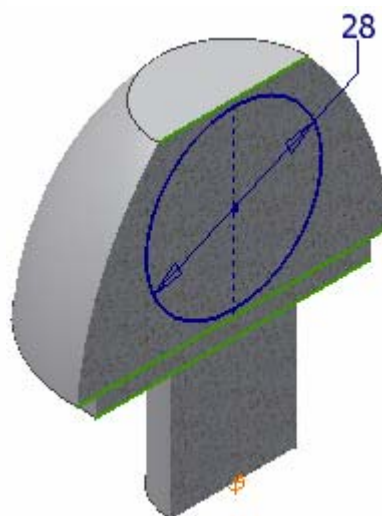
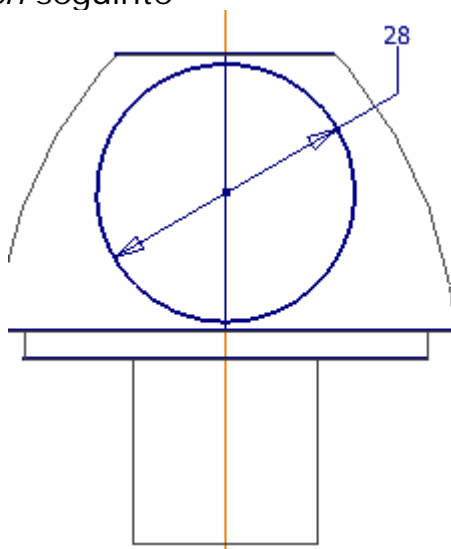
Versão 10


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Faça clique em  e seleccione o plano, criado anteriormente, para definir um novo *sketch*.

Crie o *sketch* seguinte



Faça clique em  para projectar o *sketch*, definido anteriormente, sobre a face seleccionada do modelo. O *sketch* projectado vai dividir a face em duas partes, uma dentro do *sketch* e outra fora.

Faça clique em  para dividir a face e não o modelo.

Faça clique em  para seleccionar a face a dividir.

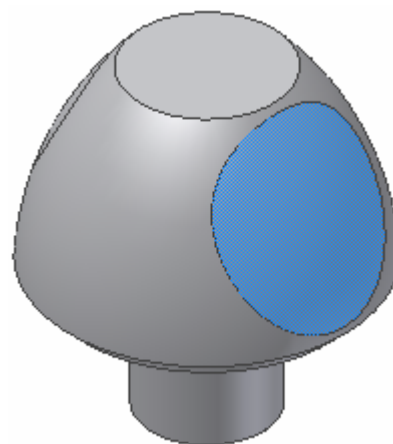
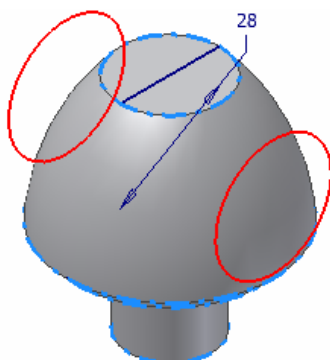
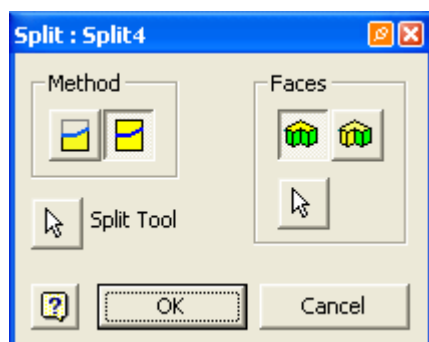
7


Tutoriais Autodesk Inventor

Ano 2005

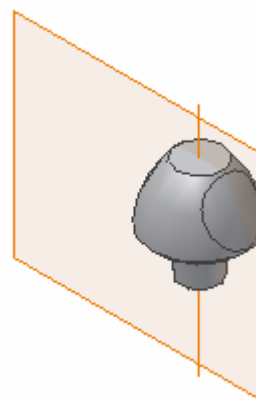
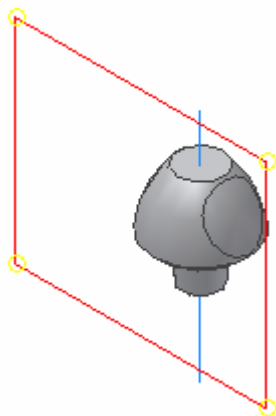
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Faça clique em  Work Plane para criar um plano que passe pelo eixo definido anteriormente.

Selecione o eixo e o plano YZ.



Faça clique em  Sketch e selecione o plano, criado anteriormente, para definir um novo *sketch*.

Crie o *sketch* seguinte.

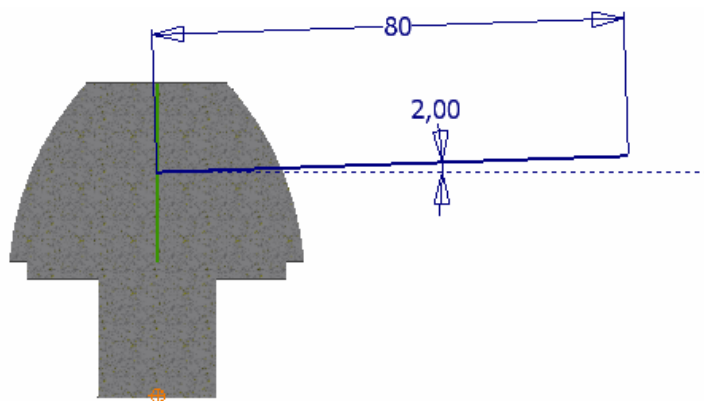
7


Tutoriais Autodesk Inventor

Ano 2005

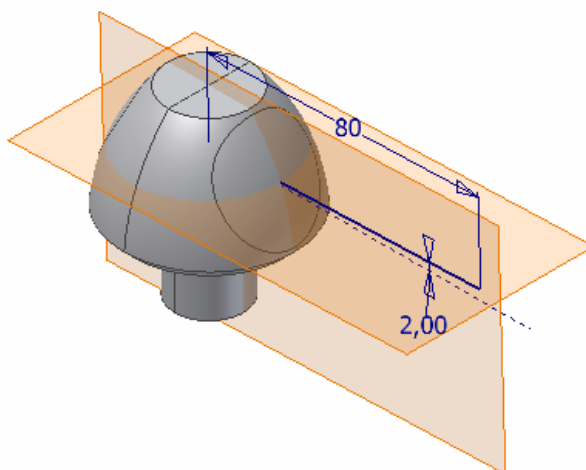
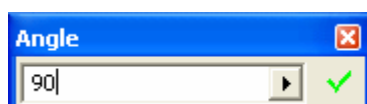
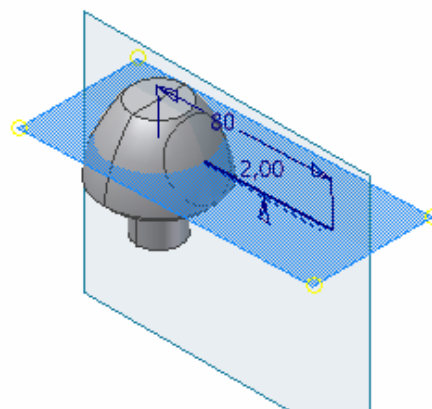
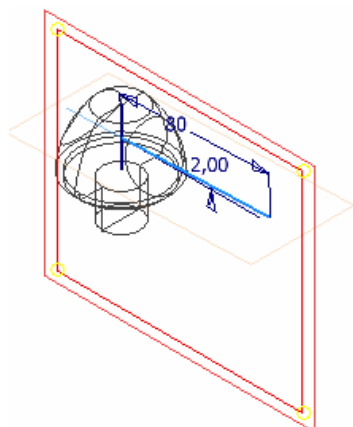
Versão 10

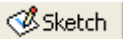
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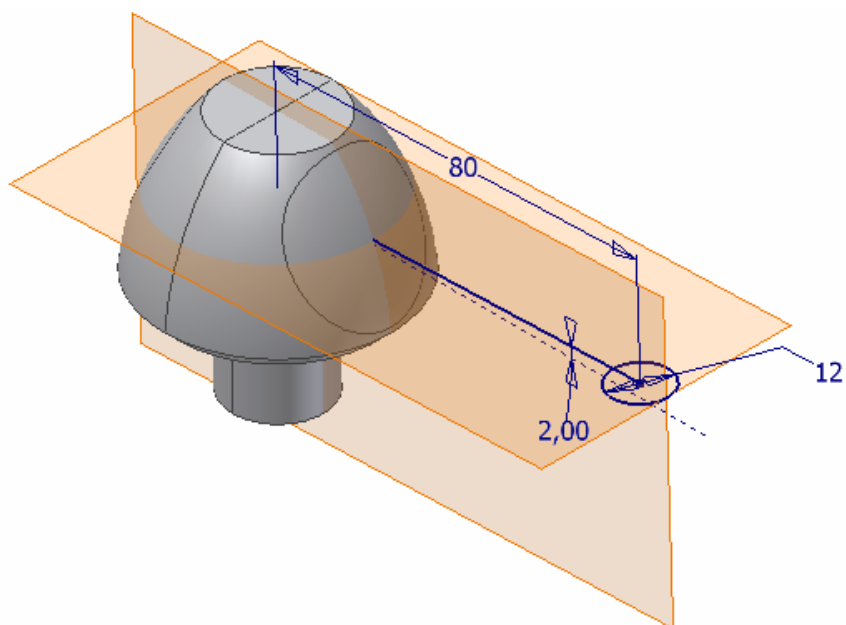
Faça clique em  para criar um plano passe pela linha do *sketch* anterior.

Selecione a linha anterior e o plano XY.

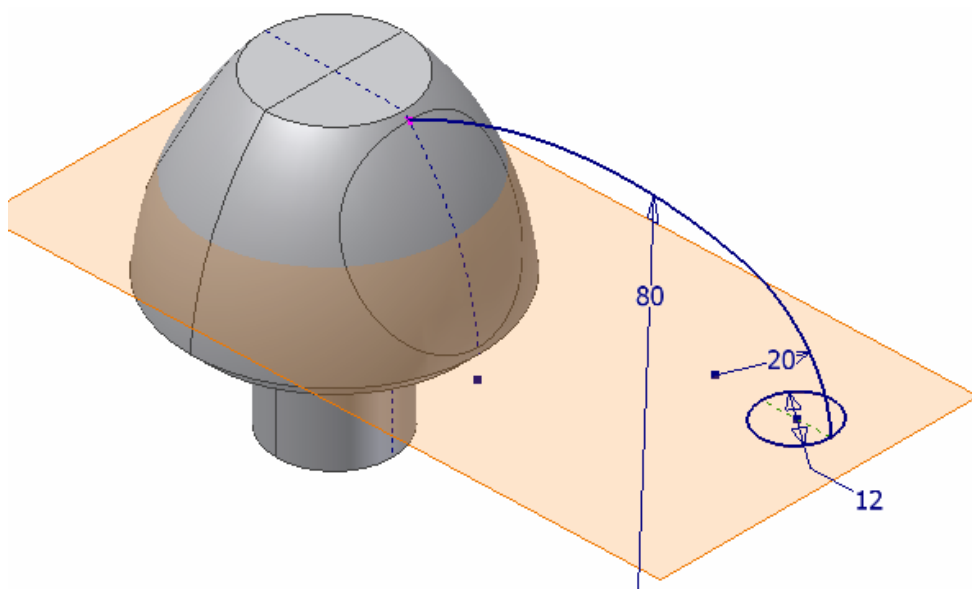


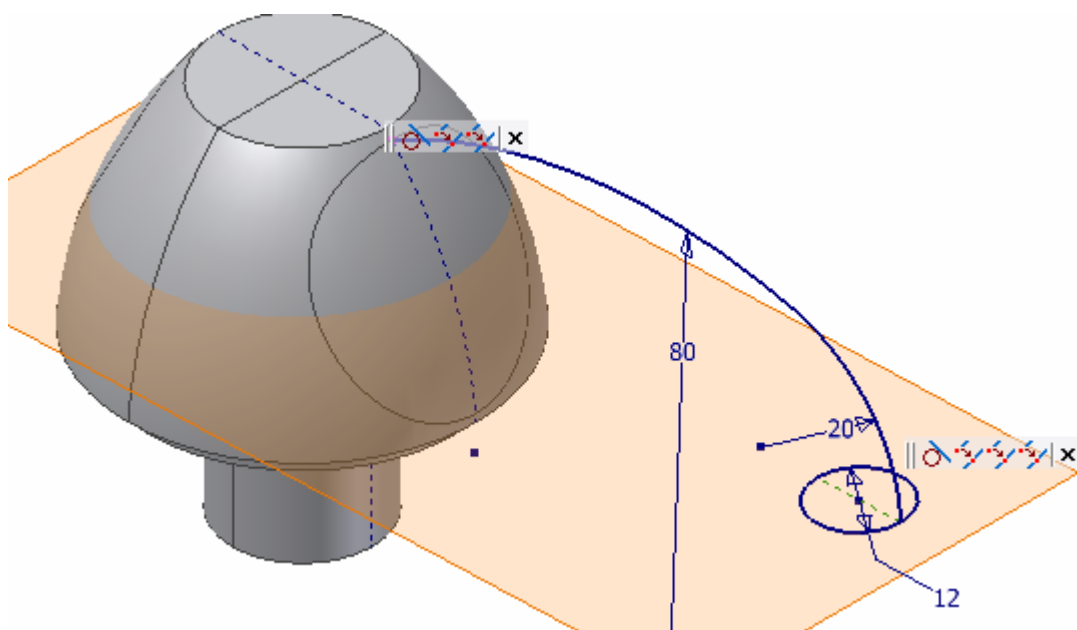
Faça clique em  e seleccione o plano criado anteriormente, para definir um novo *sketch*.


Crie o *sketch* seguinte.



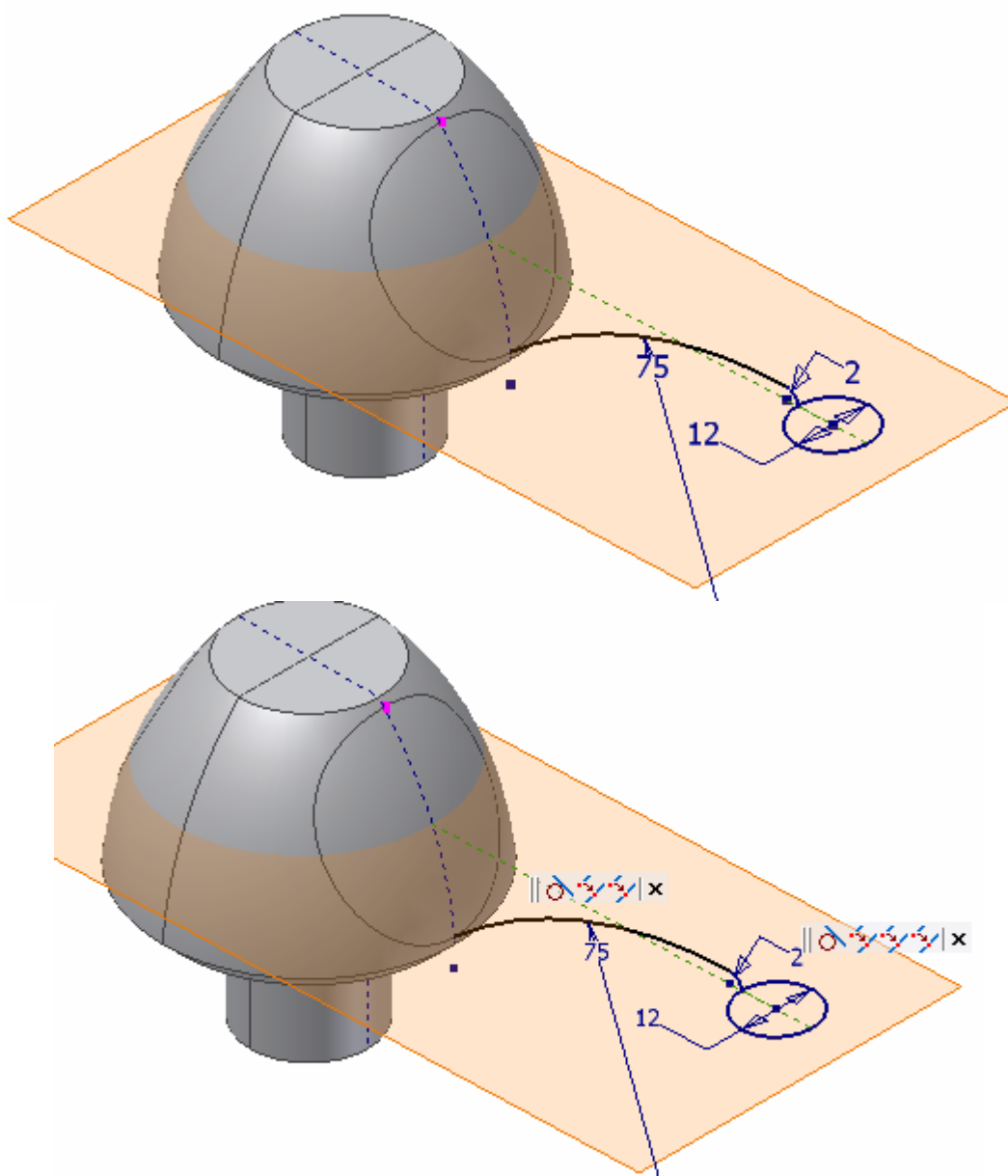
No plano que passa pelo centro do modelo, crie o *sketch* seguinte.






Faça clique em  3D Sketch para criar um *3D Sketch* a partir do *sketch* anterior.

No plano que passa pelo centro do modelo crie o *sketch* seguinte.



Faça clique em  **Loft** **Shift+L** para definir uma forma, através da transição entre diferentes secções. Faça clique em *Sections* e selecione o *sketch* e a face do modelo para secções da forma a criar.

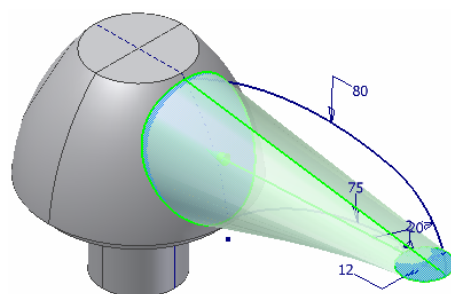
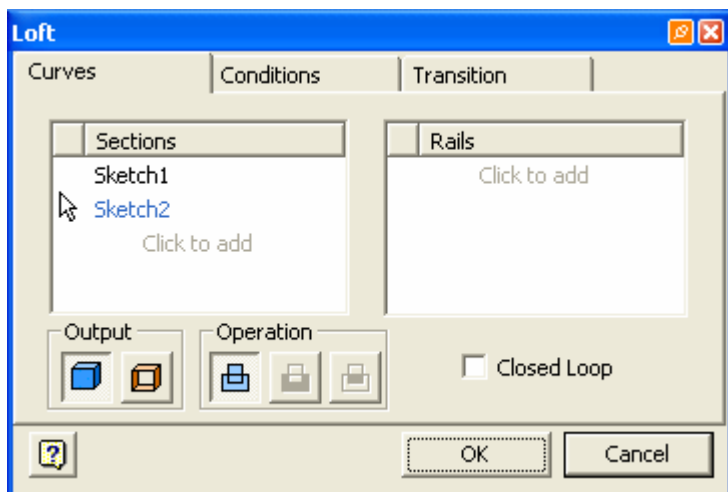
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Tutoriais Autodesk Inventor

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Faça clique em *Rails* e seleccione as curvas guia.

