

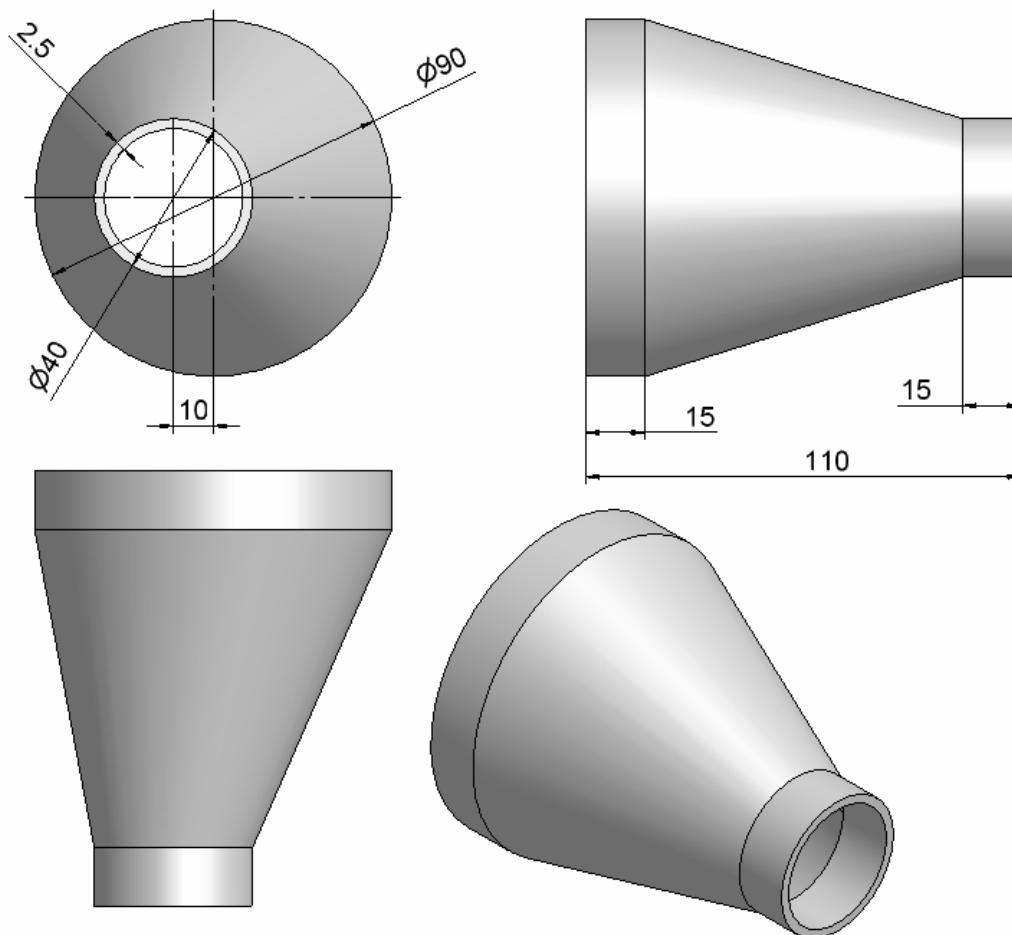
3


Tutoriais Autodesk Inventor

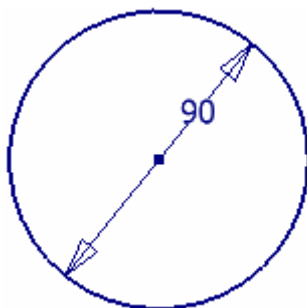
Ano 2005


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Faça clique em  Center point circle Shift+C e defina uma circunferência de diâmetro de **90mm**.



Faça clique em  Extrude E ou em **E** para definir uma extrusão de **15mm**.

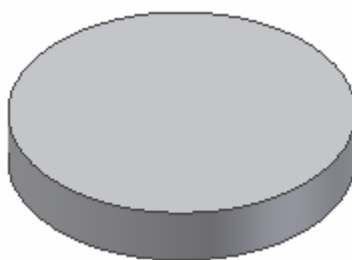
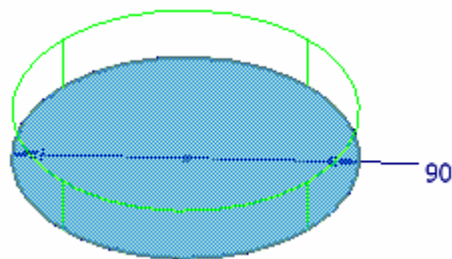
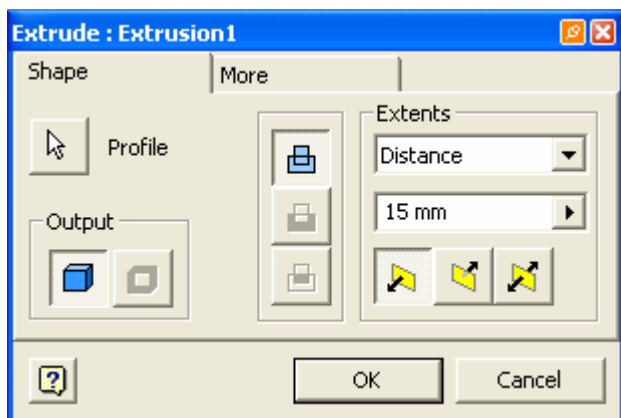
3


Tutoriais Autodesk Inventor

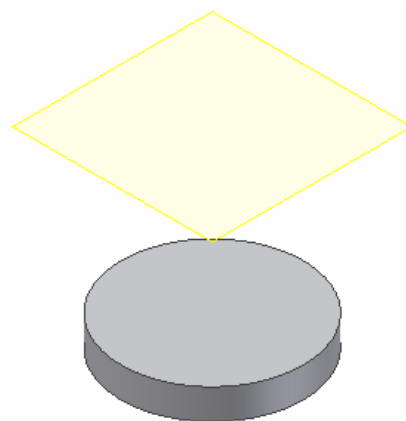
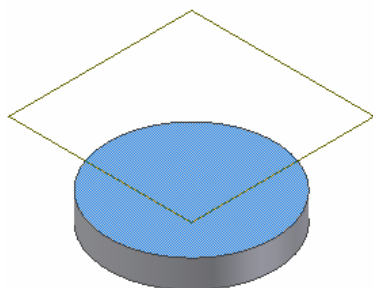
Ano 2005

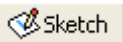
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Faça clique em  para criar um plano paralelo à face indicada à distância de **80mm**.



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

Faça clique em  **Center point circle** **Shift+C** e defina uma circunferência de diâmetro de **40mm**.

3

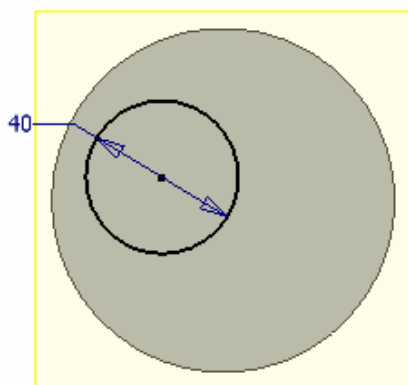
Tutoriais Autodesk Inventor


Ano

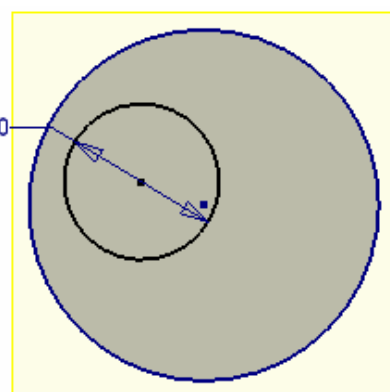
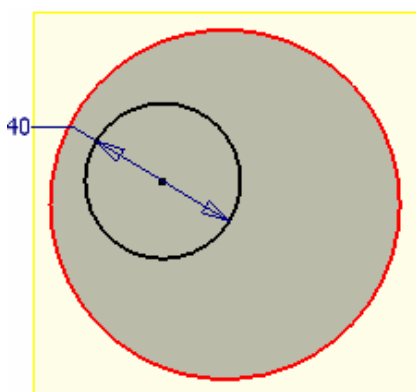
2005


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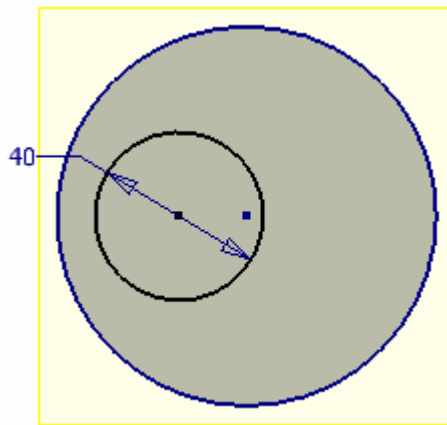
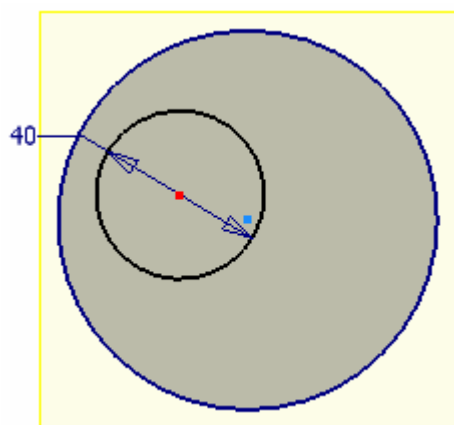
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Faça clique em  para projectar a aresta indicada, do modelo, no novo *sketch*.



Faça clique em  para definir uma relação de horizontalidade entre os dois centros das circunferências.



3

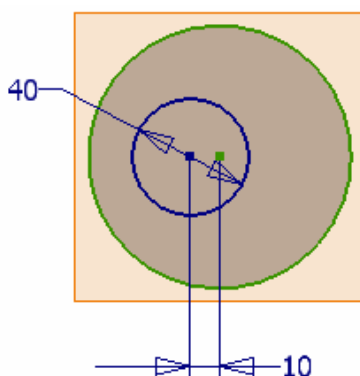
Tutoriais Autodesk Inventor



Ano 2005

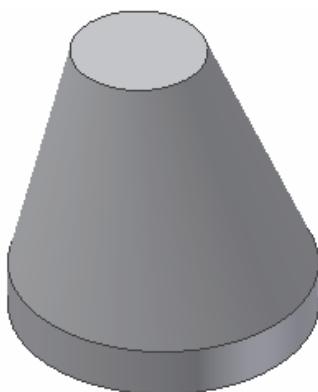
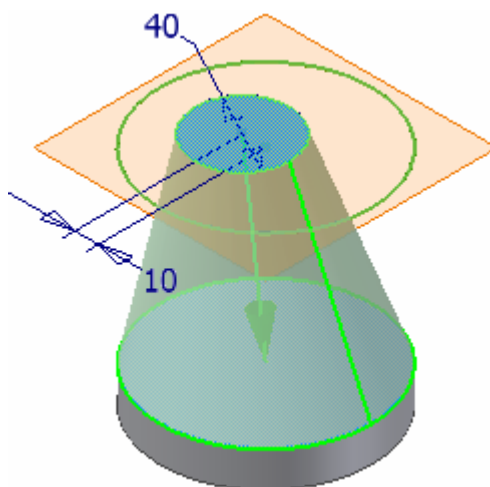
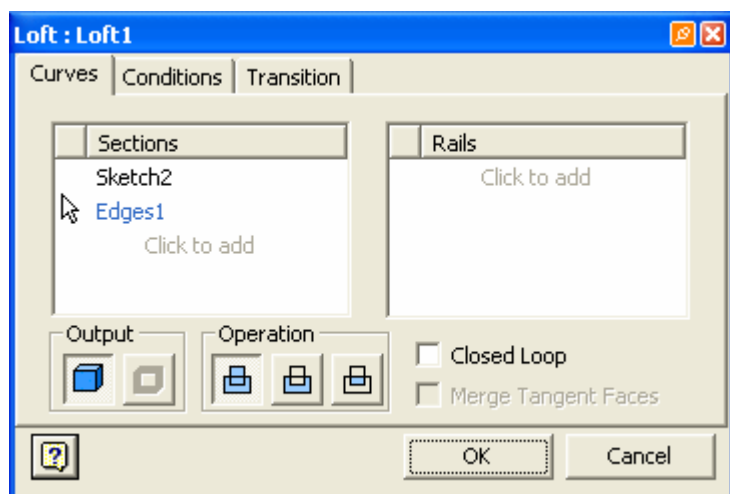
Versão 10

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Faça clique em  General Dimension  para definir a dimensão paramétrica seguinte.



Faça clique em  Loft  para definir uma forma, através da transição entre diferentes secções. Selecciono o *sketch* anterior e a face indicada do modelo.



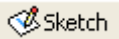
3

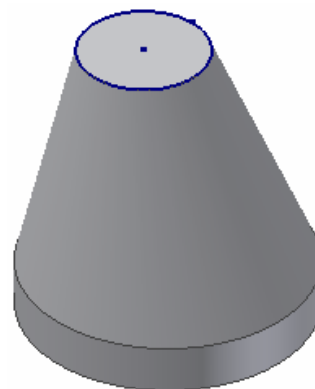
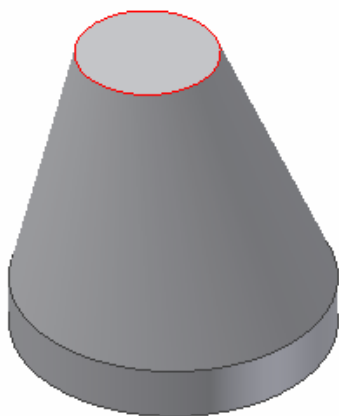
Tutoriais Autodesk Inventor


Ano 2005

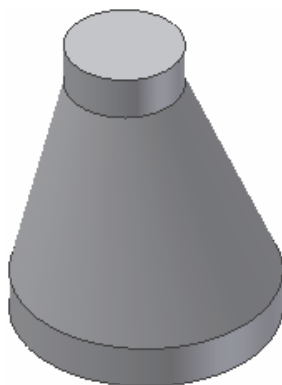
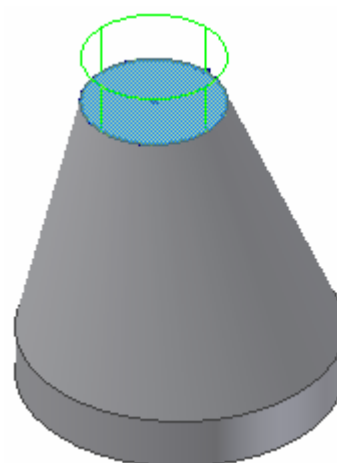
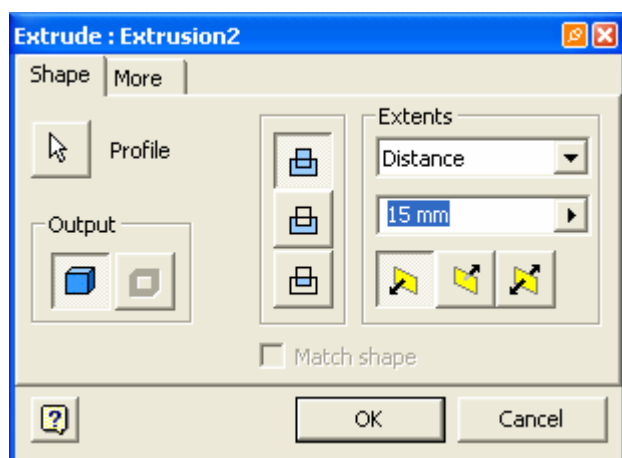
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Faça clique em  e seleccione a face indicada do modelo.



Faça clique em  ou em **E** para definir uma extrusão de **15mm**.




3

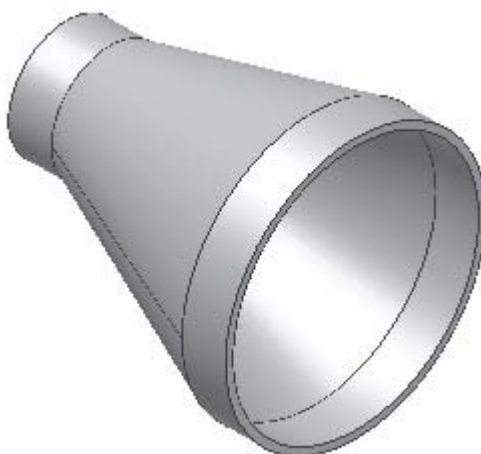
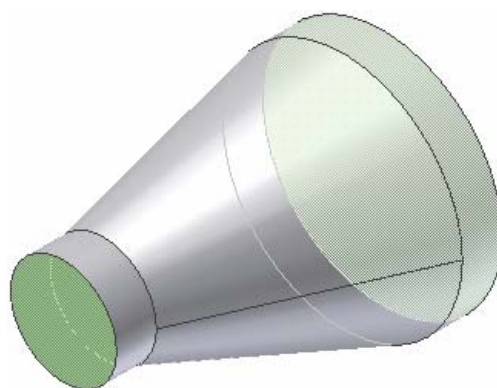
Tutoriais Autodesk Inventor

Ano 2005

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Faça clique em  para definir um modelo oco, com uma espessura constante de **2.5mm**. Selecciona as faces de topo do modelo para as remover.



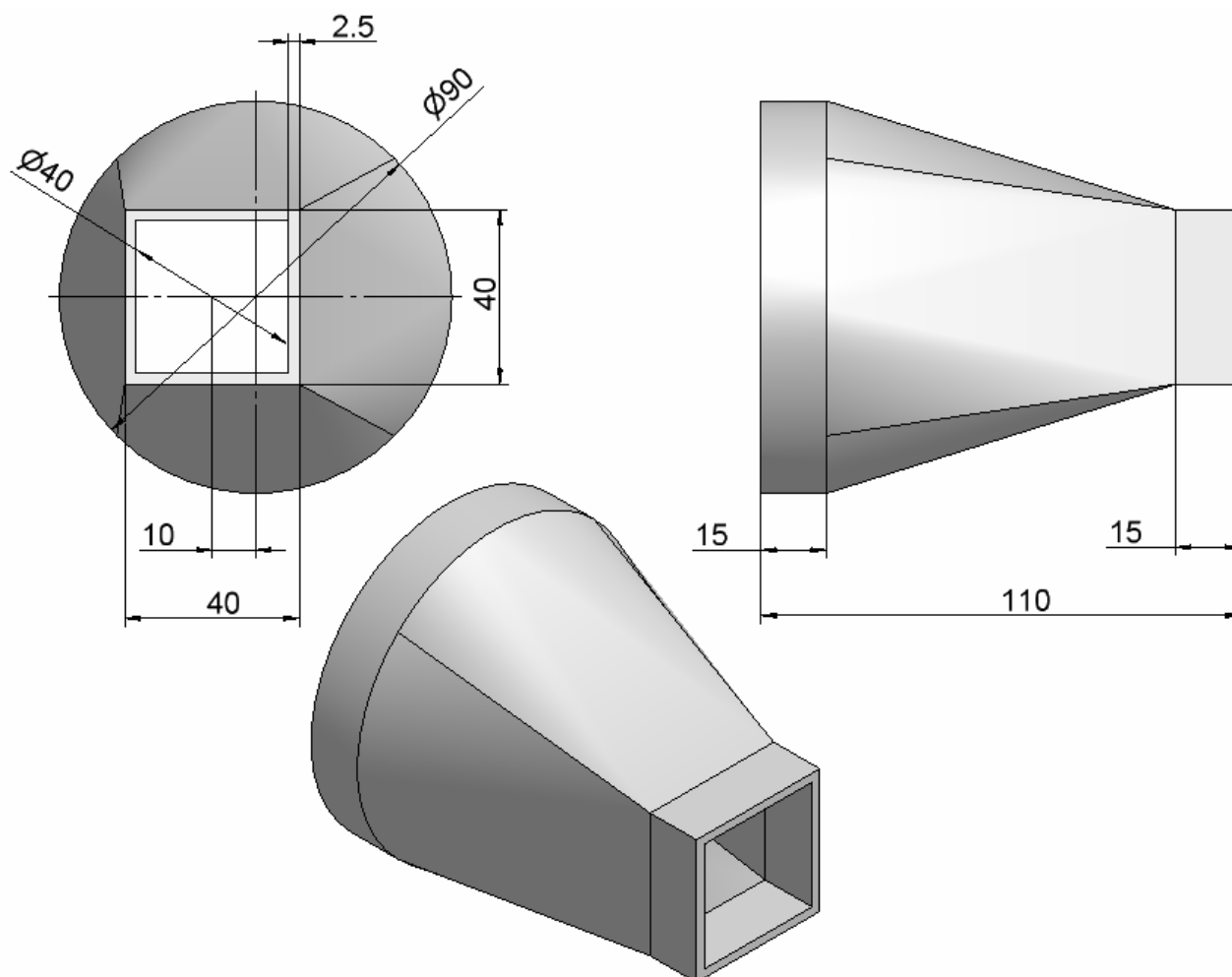
3

Tutoriais Autodesk Inventor

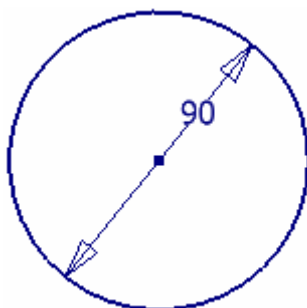
Ano 2005


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Crie o *Sketch* seguinte.



Faça clique em  ou em **E** para definir uma extrusão de **15mm**.

3

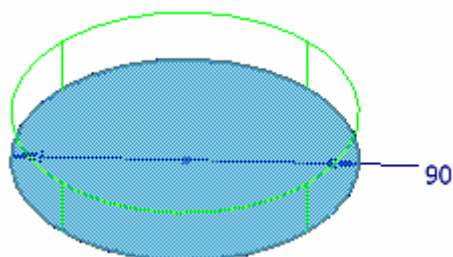
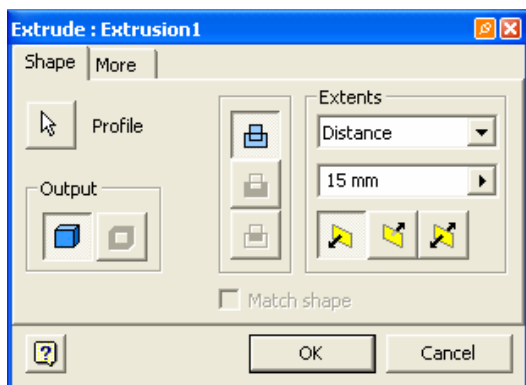
Tutoriais Autodesk Inventor


Ano

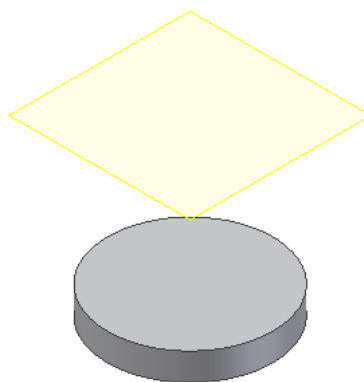
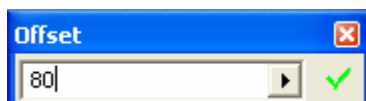
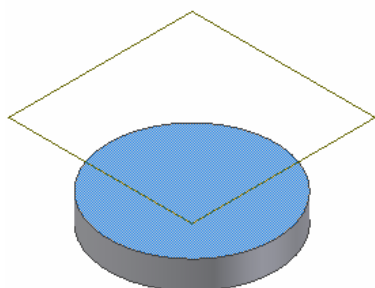
2005


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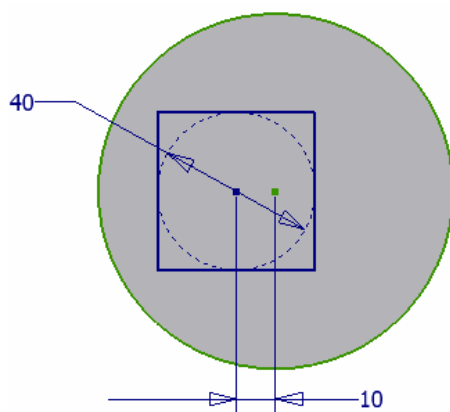


Faça clique em  para criar um plano paralelo à face indicada à distância de **80mm**.



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

Crie o *sketch* seguinte.




3

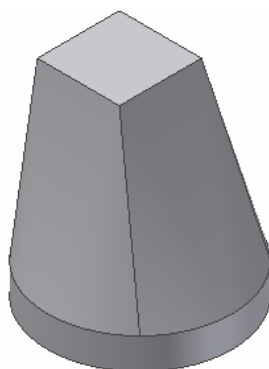
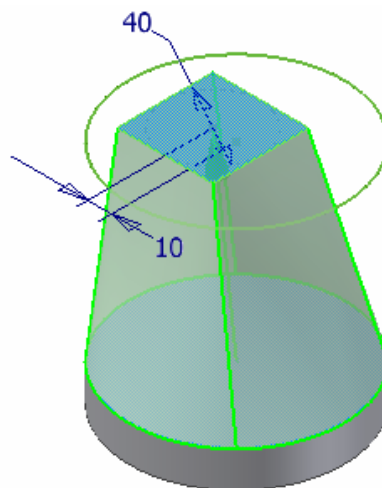
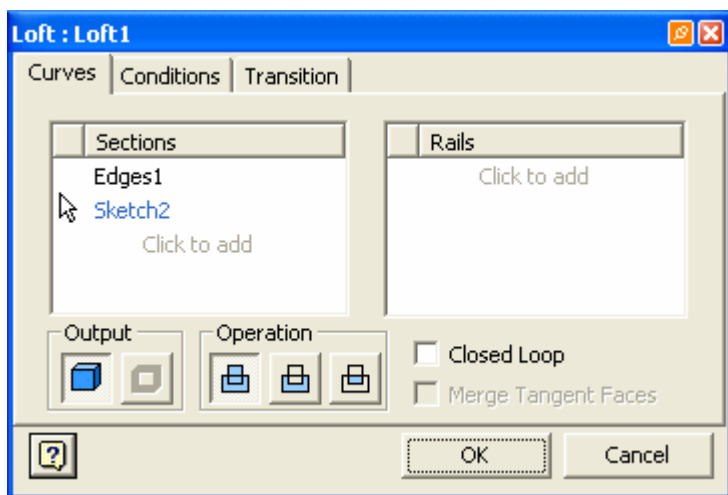
Tutoriais Autodesk Inventor


Ano 2005

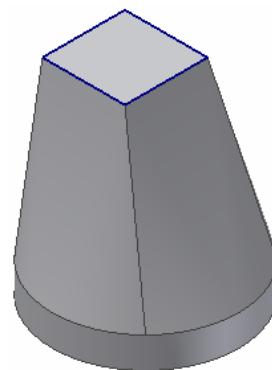
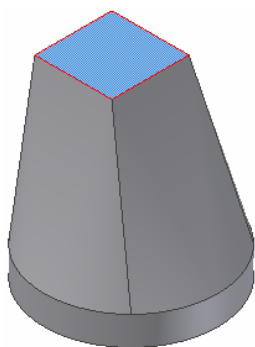
Versão 10


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



Faça clique em  **Sketch** e seleccione a face indicada do modelo.



Faça clique em  **Extrude** **E** ou em **E** para definir uma extrusão de **15mm**.

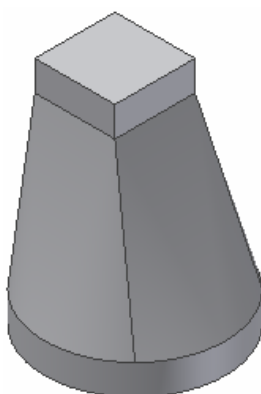
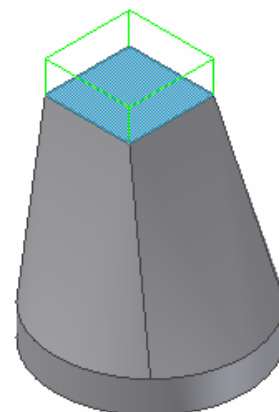
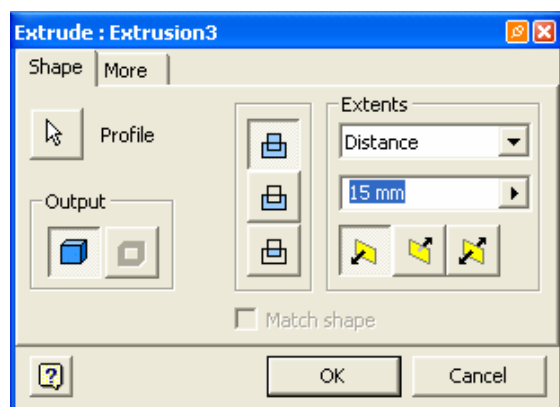
3


Tutoriais Autodesk Inventor

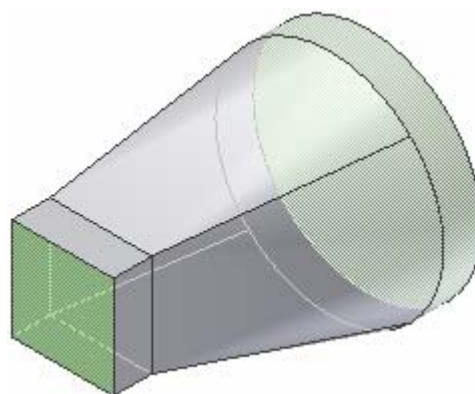
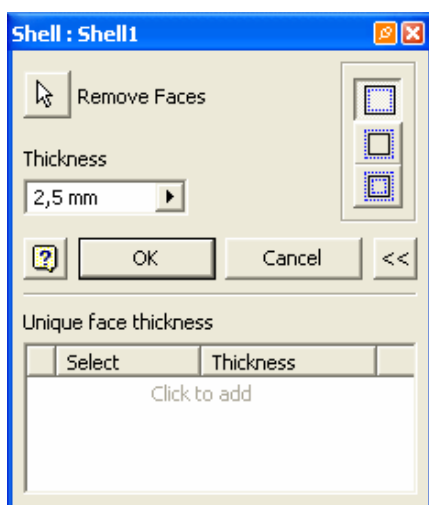
Ano 2005

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Faça clique em  para definir um modelo oco, com uma espessura constante de **2.5mm**. Selecciona as faces de topo do modelo para as remover.



3

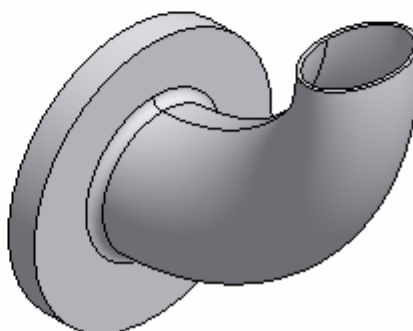
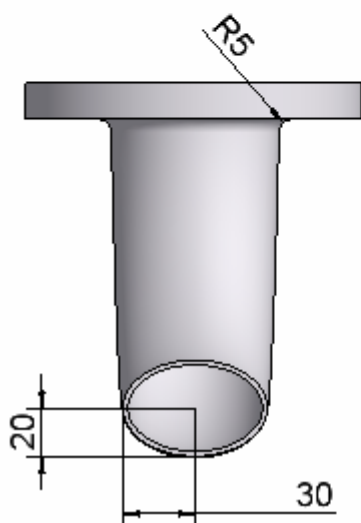
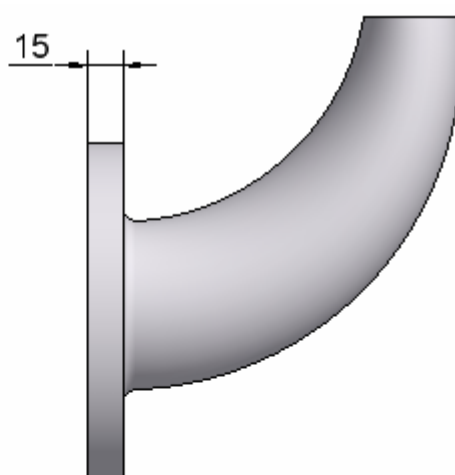
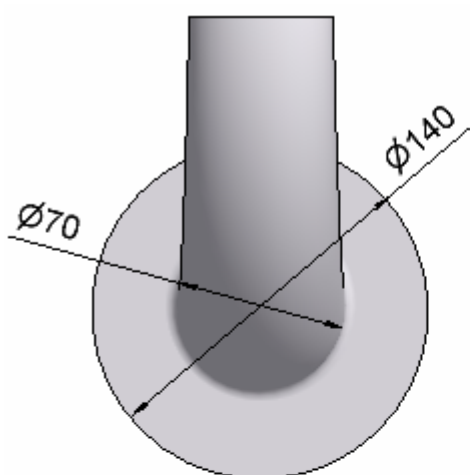
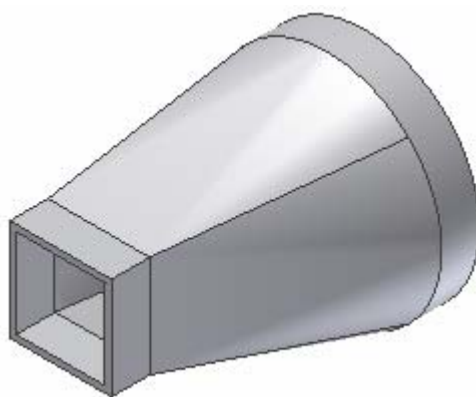
Tutoriais Autodesk Inventor

Ano

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3

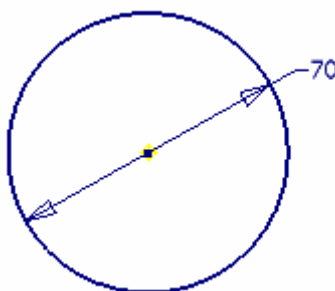
Tutoriais Autodesk Inventor


Ano 2005

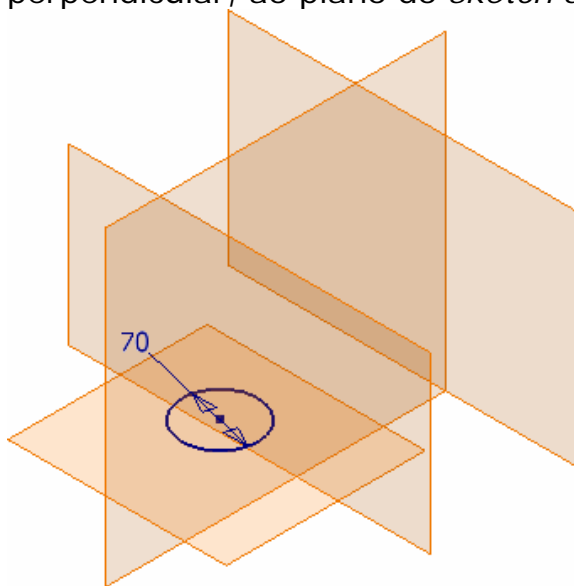
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Faça clique em  Center point circle Shift+C e defina uma circunferência de diâmetro de **70mm**.



Faça clique em  Work Plane « para criar um plano paralelo a um plano perpendicular, ao plano do *sketch* anterior, a uma distância de **120mm**.



Faça clique em  Sketch e seleccione o plano anterior para definir um novo plano de *sketch*. Faça clique em  Ellipse para criar uma elipse.

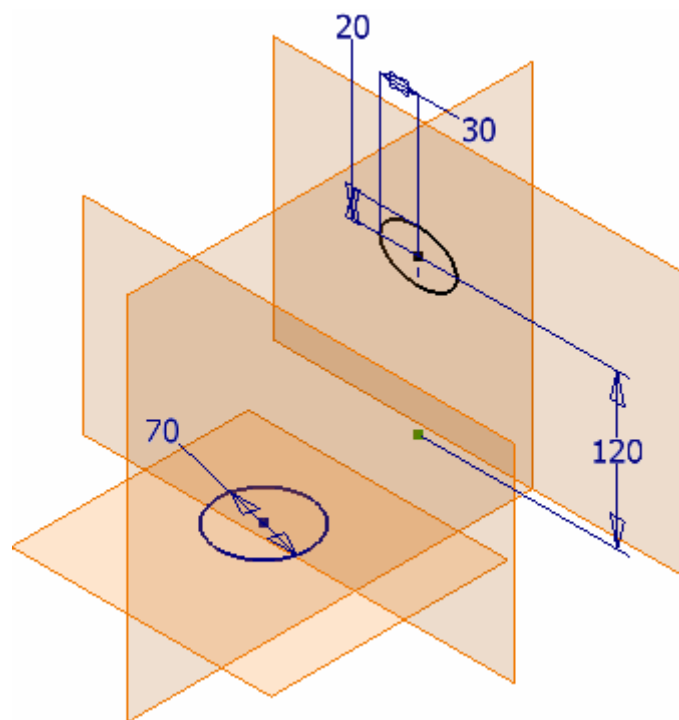
3


Tutoriais Autodesk Inventor

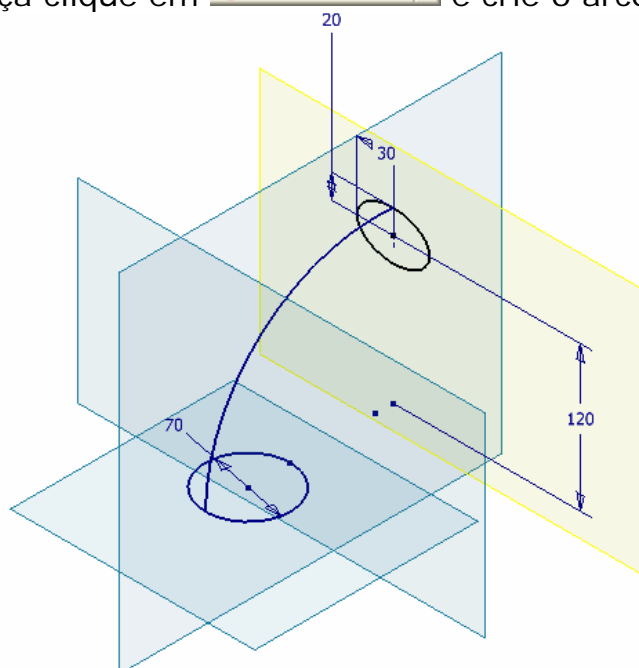
Ano 2005

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Selecione um plano perpendicular, aos planos de trabalho anteriores e crie o *sketch* seguinte. Faça clique em  Three point arc e crie o arco seguinte.




3

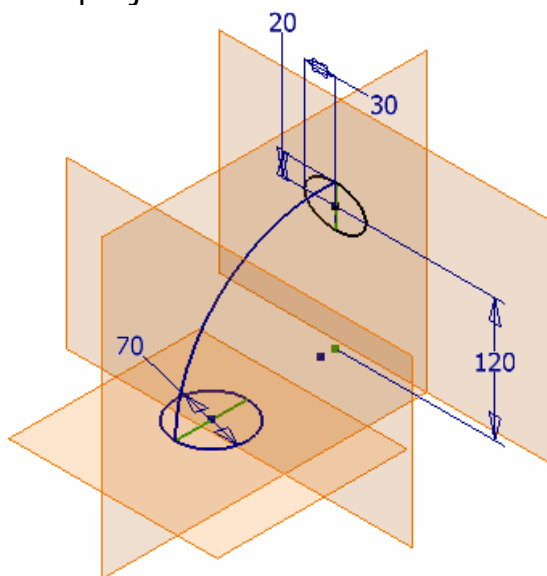
Tutoriais Autodesk Inventor


Ano 2005

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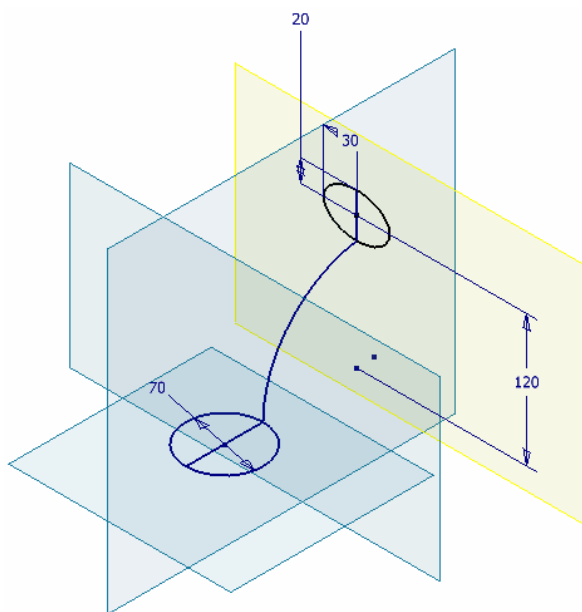
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Faça clique em  e seleccione a circunferência e a elipse dos *sketchs* anteriores para as projectar no *sketch* corrente.



Faça clique em  para definir uma restrição de coincidência entre os pontos finais do arco e os pontos finais das linhas projectadas.

Repita o processo anterior para criar o *sketch* seguinte.



Feche o *sketch* anterior.

3

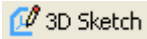
Tutoriais Autodesk Inventor

Ano 2005

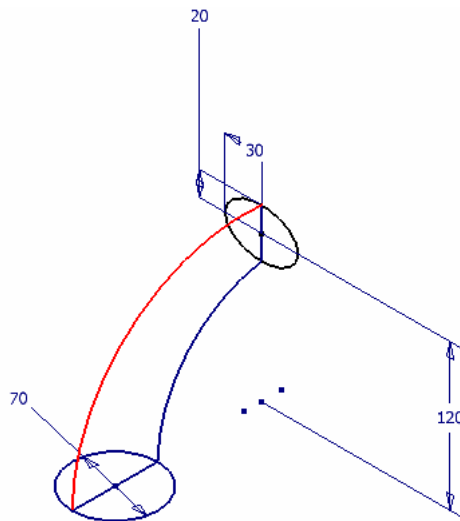
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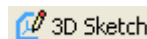



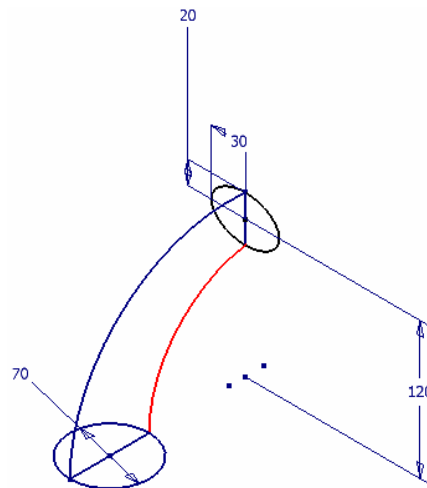
Faça clique em  para criar um *3D Sketch* a partir do *sketch* anterior.

Faça clique em  para incluir o arco indicado.



Feche o *Sketch* anterior.

Faça clique em  para criar um *3D Sketch* a partir do outro arco. Faça clique em  para projectar a geometria seleccionada do modelo.




3

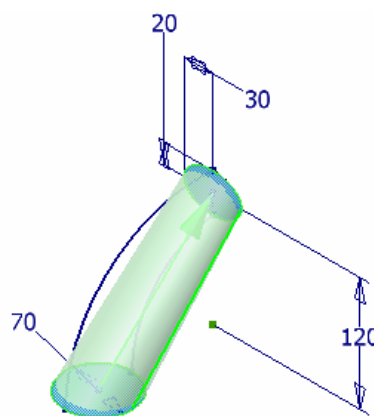
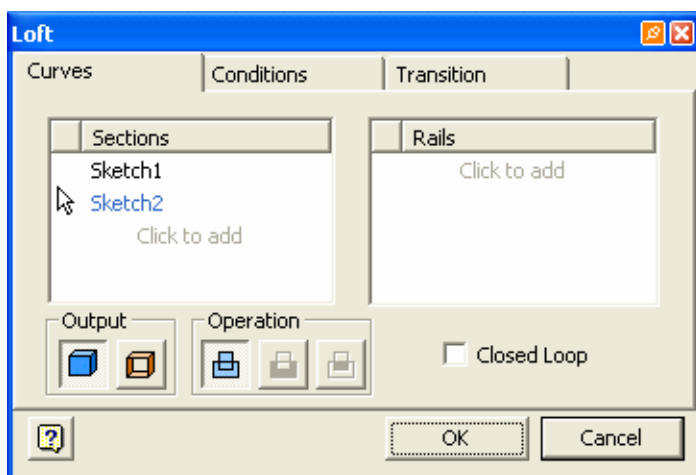
Tutoriais Autodesk Inventor

Ano 2005

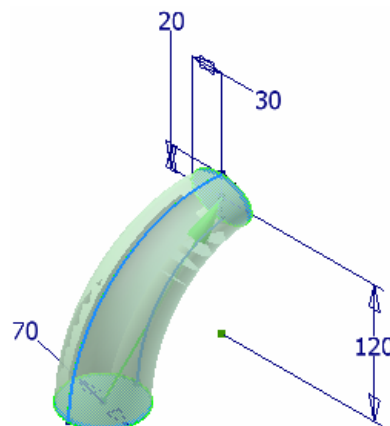
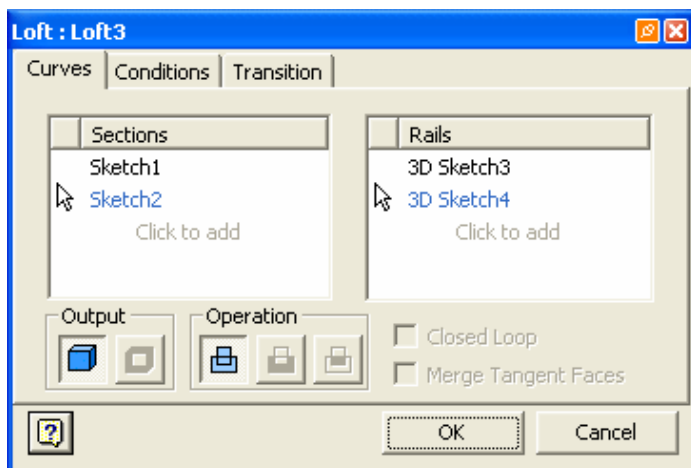
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Faça clique em  **Loft** **Shift+L** para definir uma forma, através da transição entre diferentes secções. Faça clique em *Sections* e seleccione os dois *sketchs* das secções cilíndricas



Faça clique em *Rails* e seleccione os dois *3D Sketchs* para as curvas guia. *Selecione os 3D Sketchs a partir do Browser.*



Crie o *sketch* seguinte.

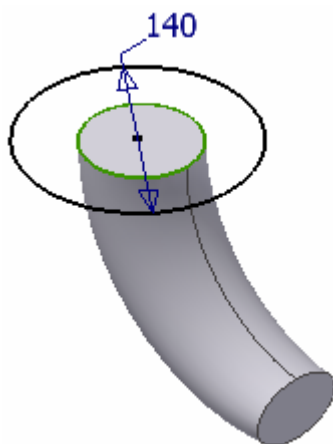
3


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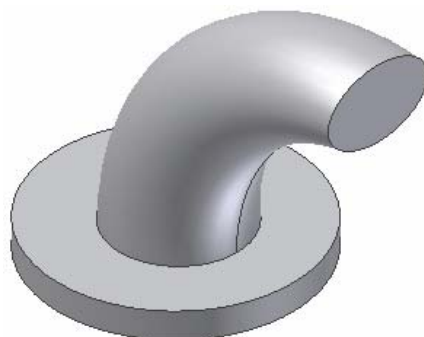
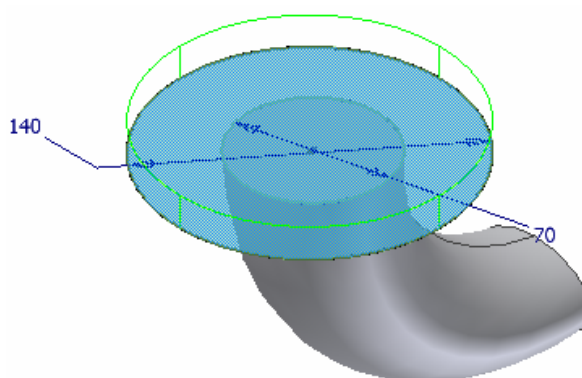
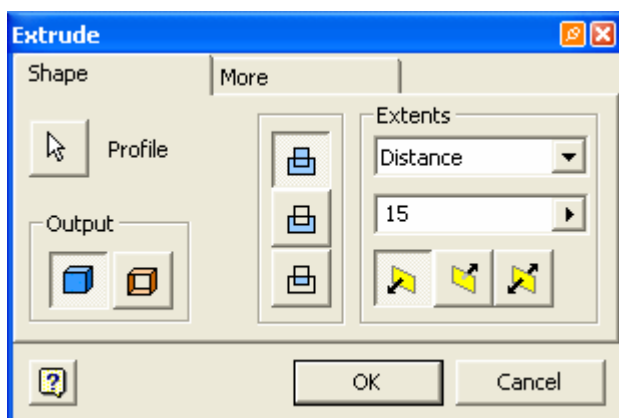
Ano 2005


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Faça clique em  **Extrude E** para definir uma extrusão de **15mm** do *sketch* anterior.



Faça clique em  **Fillet Shift+F** para definir um raio de **5mm** nas arestas seleccionadas do modelo.

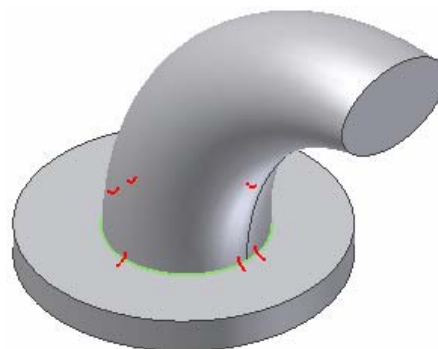
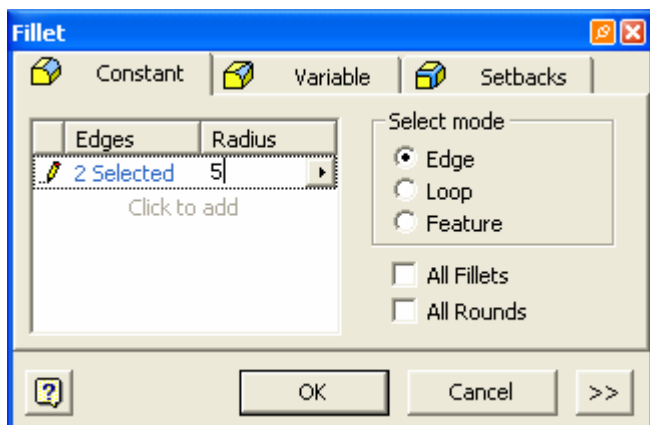
3


Tutoriais Autodesk Inventor

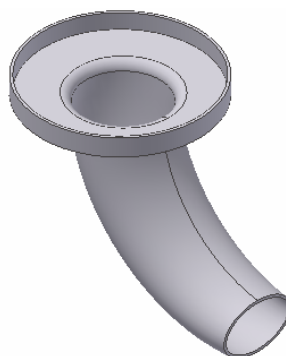
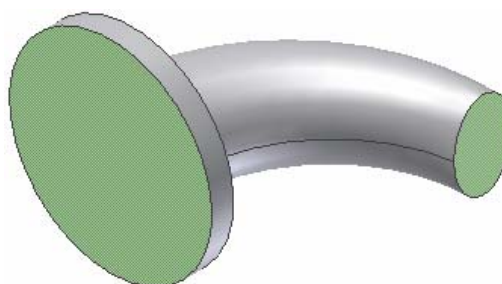
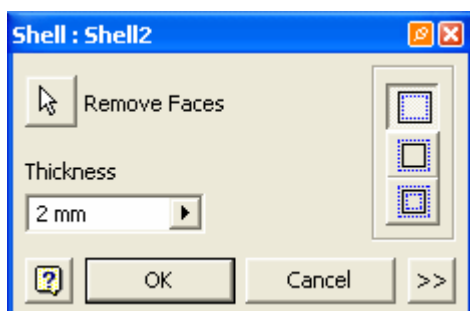
Ano 2005

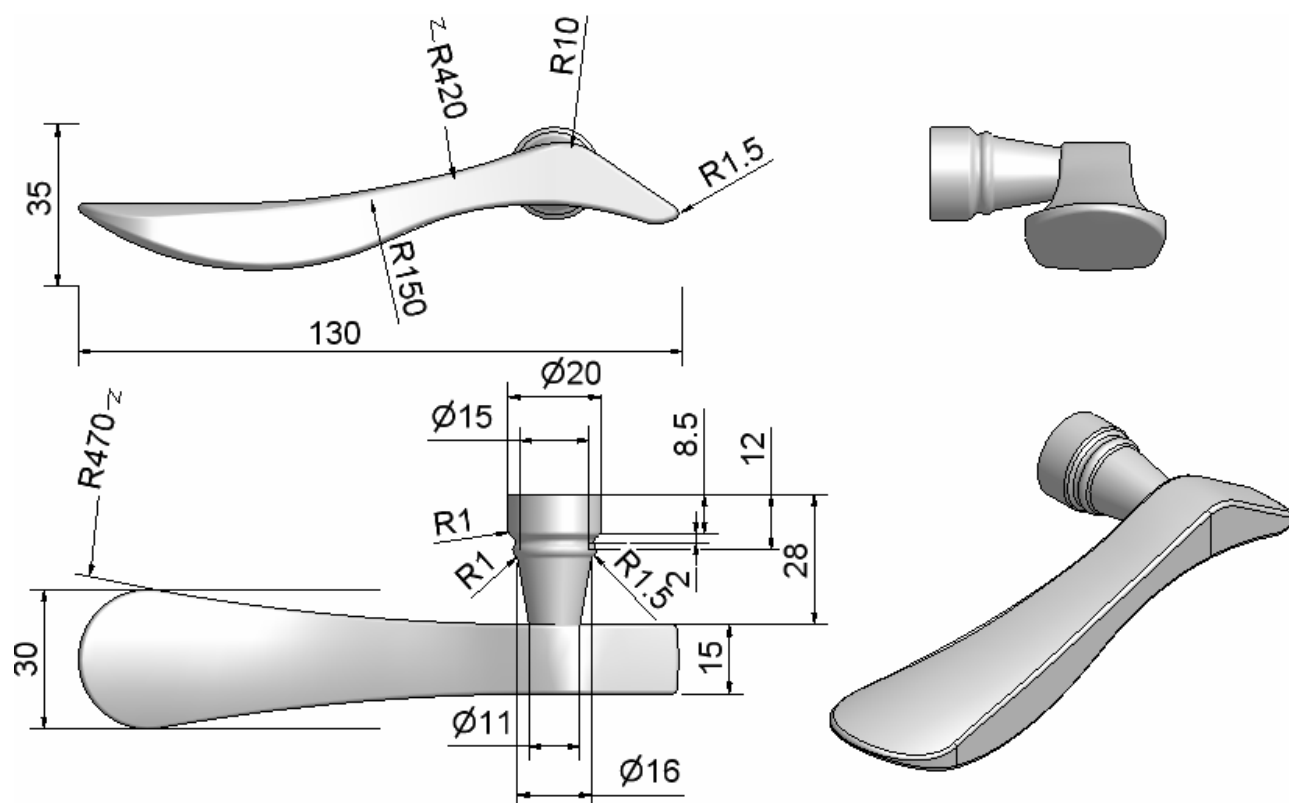
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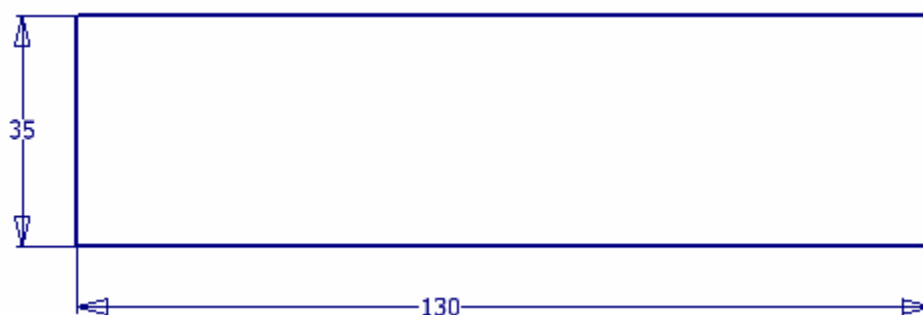



Faça clique em  para definir um modelo oco, com uma espessura constante de **2mm**. Selecciona as faces de topo do modelo para as remover.





Crie o *sketch* seguinte.



Faça clique em  Extrude **E** ou em **E** para definir uma extrusão de **30mm**.

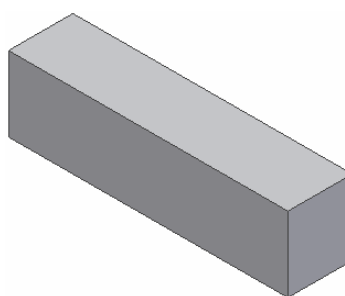
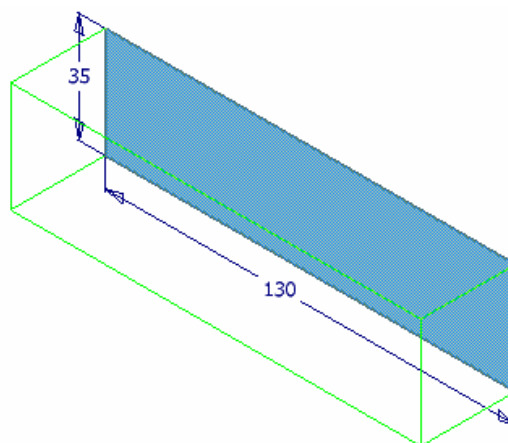
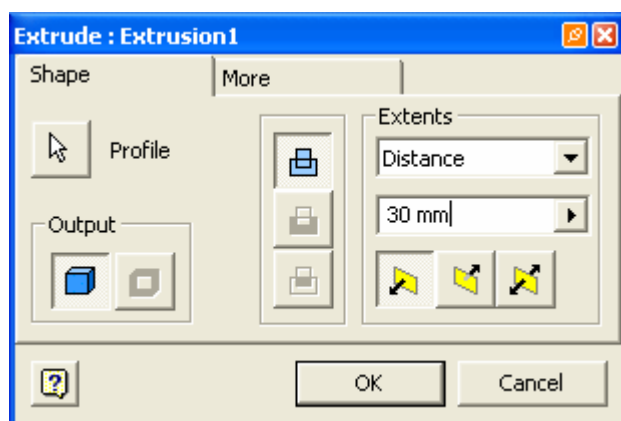
3

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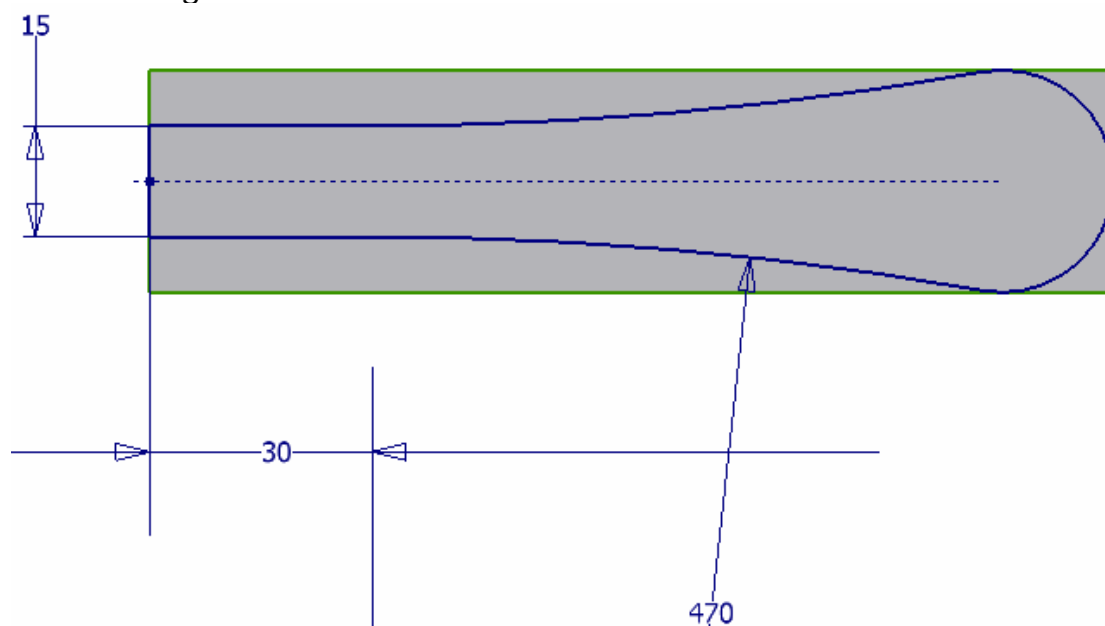
Ano 2005



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Crie o *sketch* seguinte.



Faça clique em  Extrude E para definir uma extrusão em corte. Selecciona a opção  e o método *All*.

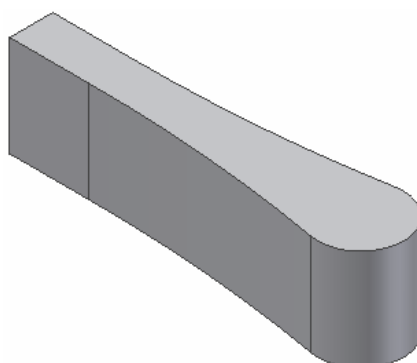
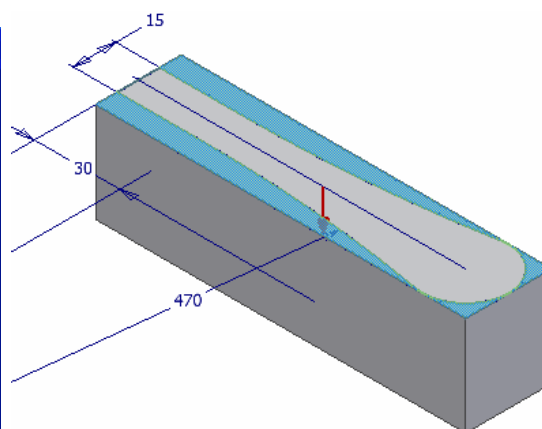
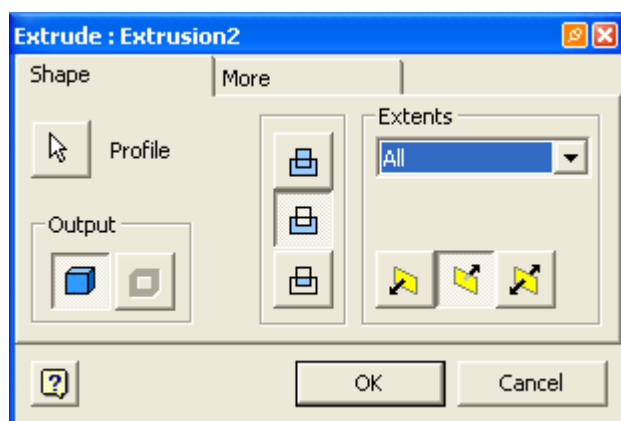
3

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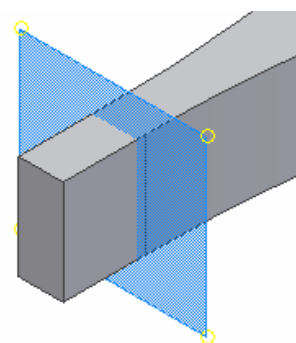
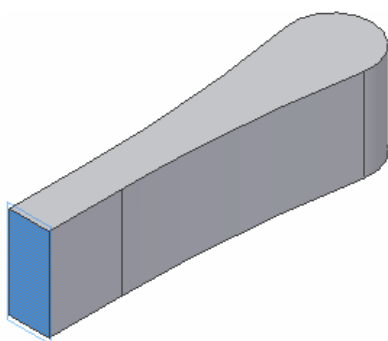
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Criar um plano paralelo a uma face do modelo

Faça clique em  para criar um plano paralelo a uma face. Selecciona a face em relação à qual deseja criar um plano paralelo. Faça clique com o botão esquerdo do rato sobre o plano e arraste-o.

Defina uma à distância de **25mm**.



3

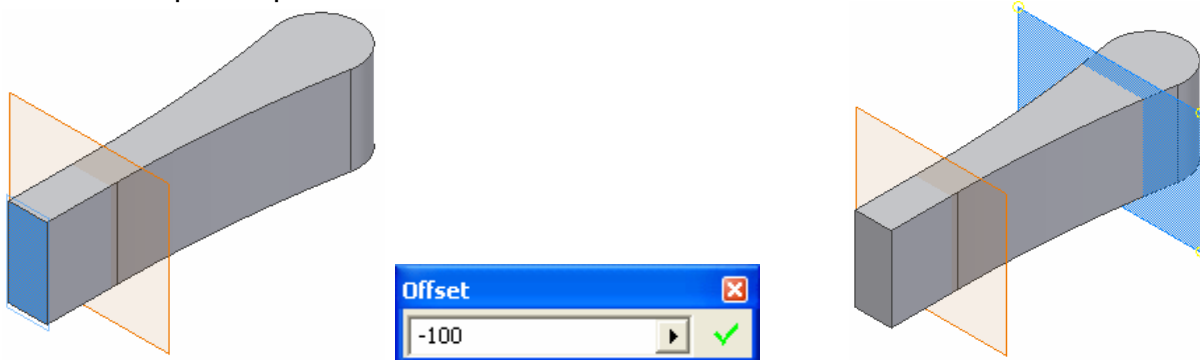
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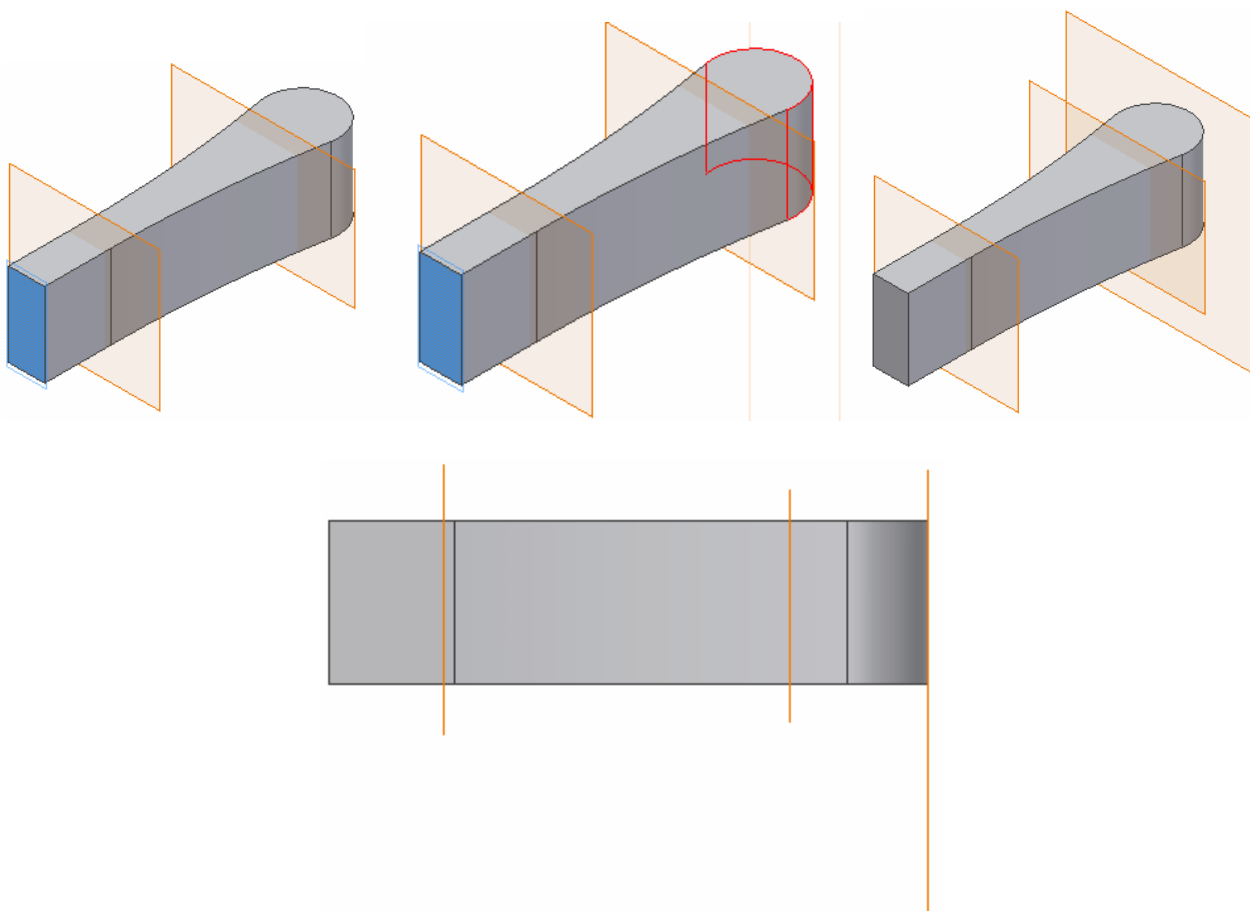
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Crie outro plano paralelo à face anterior, à distância de **100mm**.



Criar um plano paralelo a uma face e tangente a outra face

Faça clique em  Work Plane << seleccione as duas faces, paralela e tangente.



3

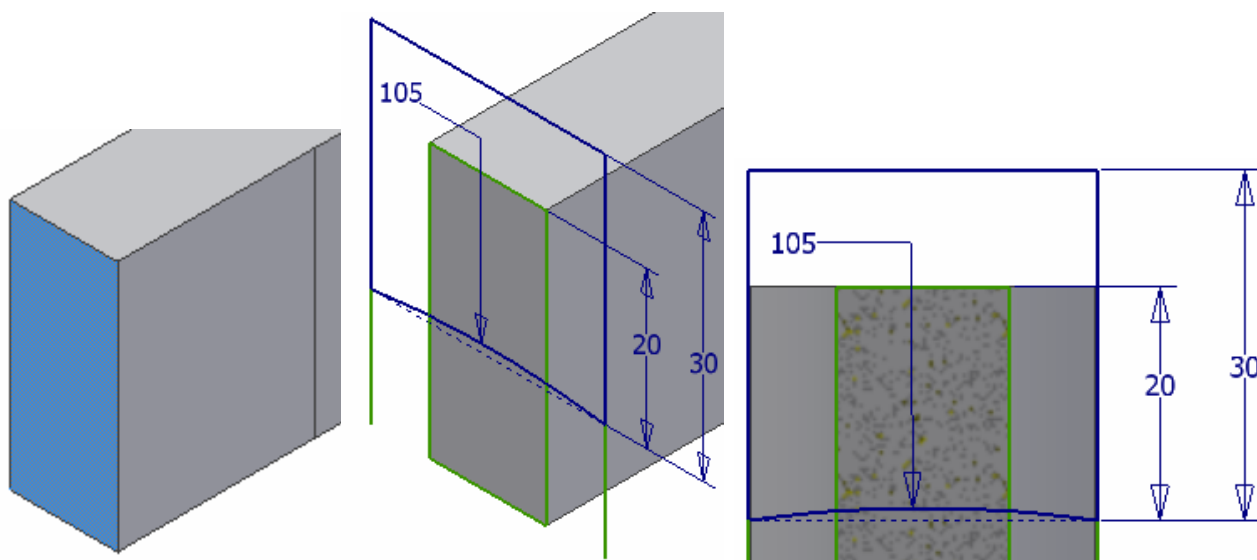
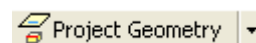
Tutoriais Autodesk Inventor

Ano 2005

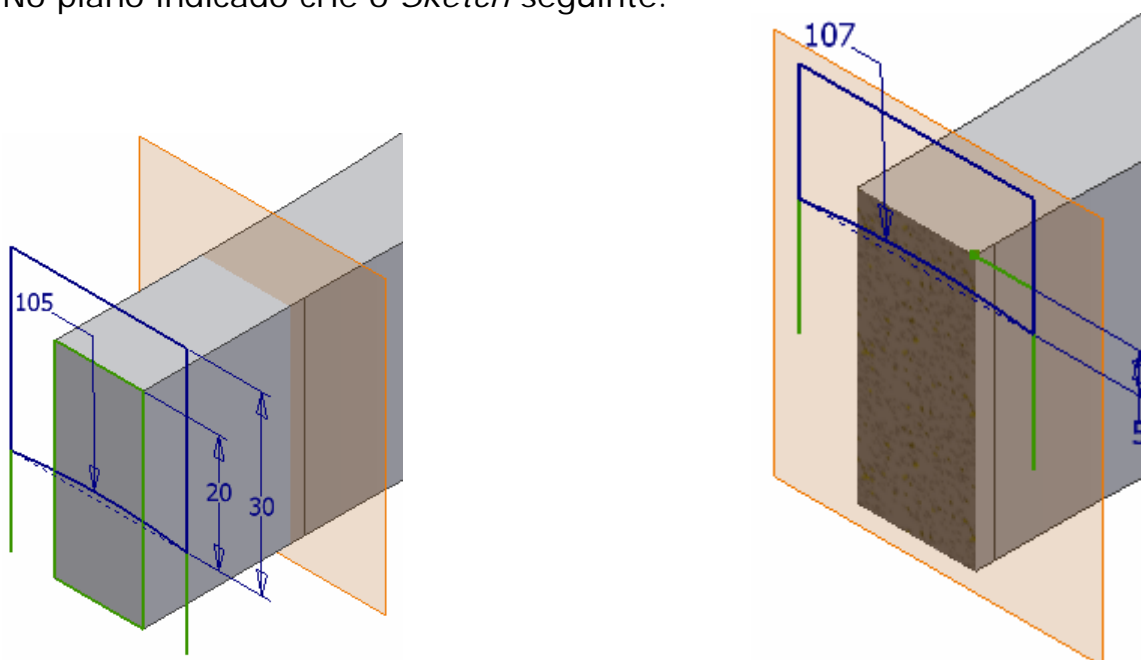
Versão 10

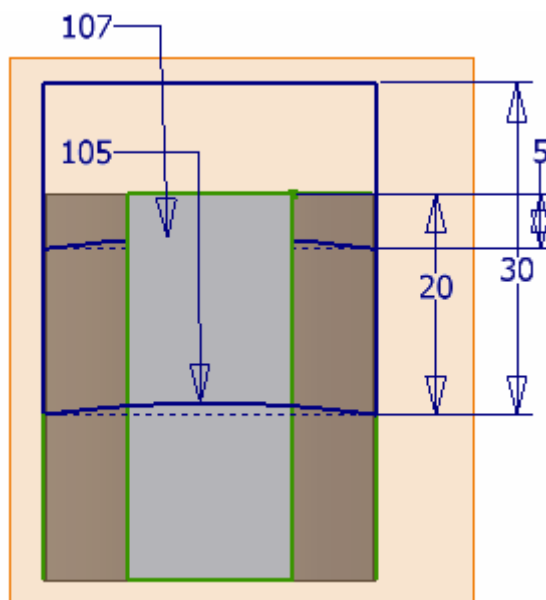
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Na face seleccionada crie o *sketch* seguinte. Faça clique em para projectar as arestas do modelo que achar necessárias.

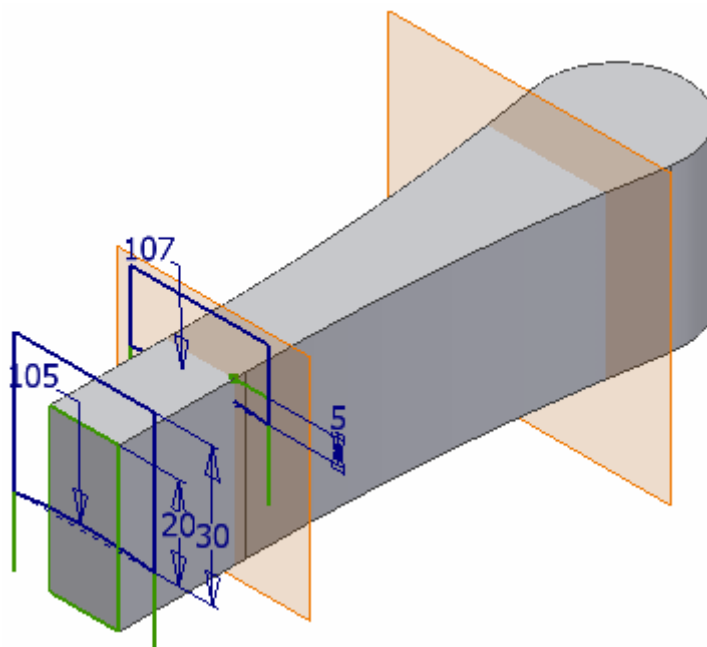


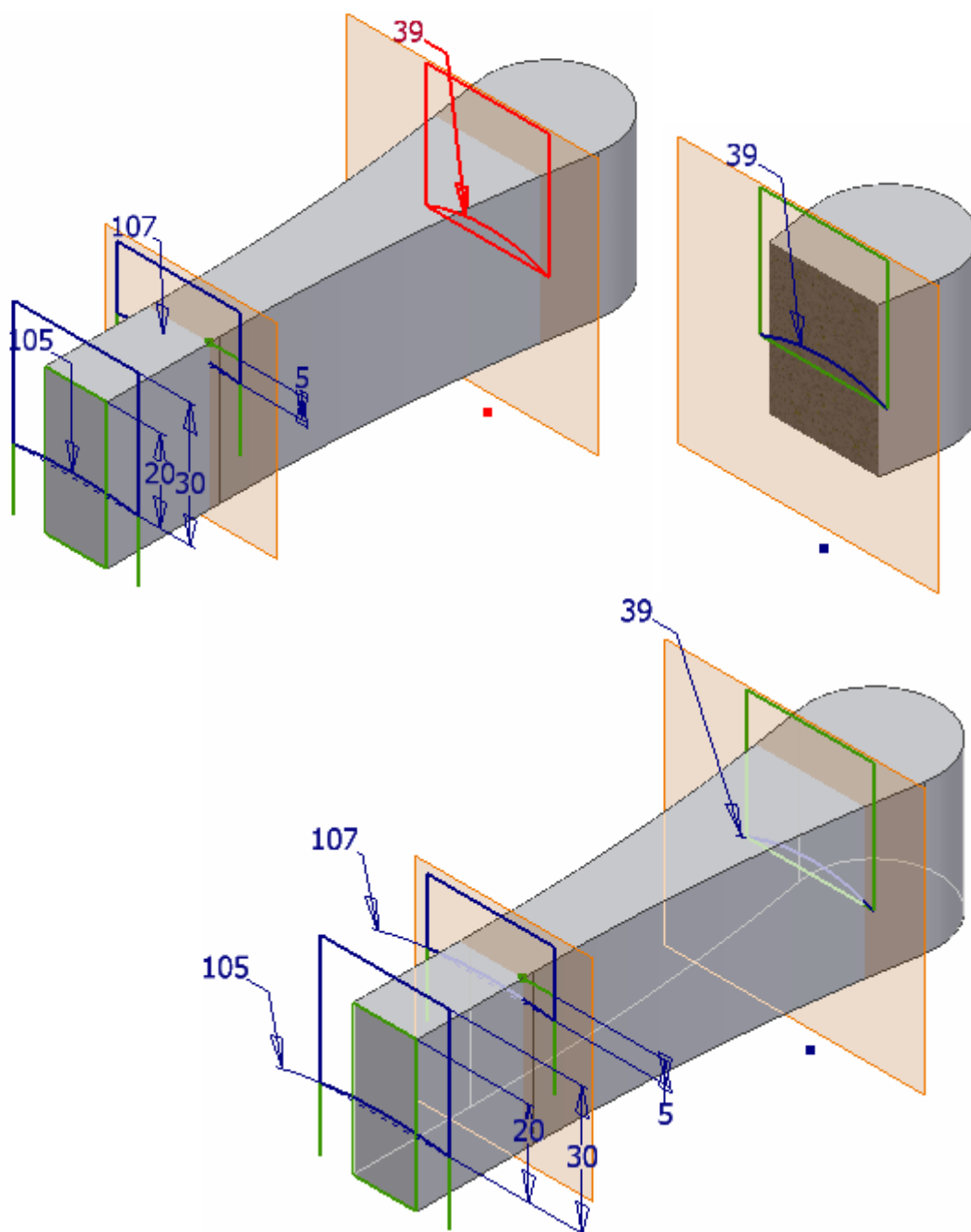
No plano indicado crie o *Sketch* seguinte.

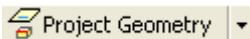




No plano indicado crie o *sketch* seguinte.





No plano indicado crie o *sketch* seguinte. Este novo *sketch* é exactamente igual ao anterior. Pode usar a ferramenta  para projectar o *sketch* anterior.

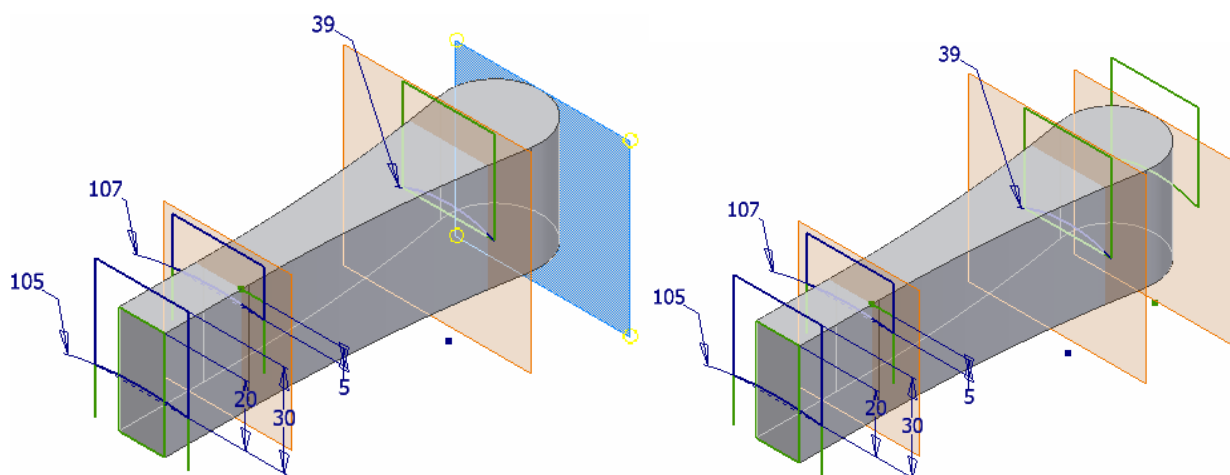
3

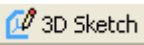

Tutoriais Autodesk Inventor

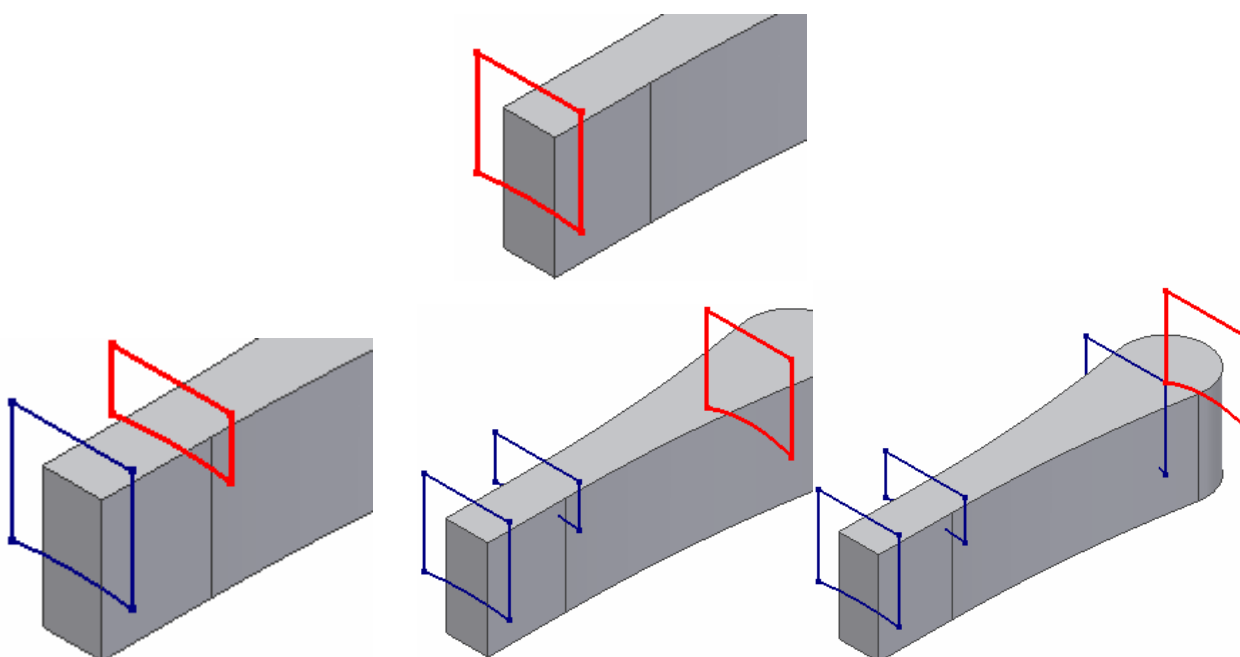
Ano 2005

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Faça clique em  **3D Sketch** para criar *3D Sketchs* dos *sketchs* anteriores. Faça clique em  **Include Geometry** para incluir a geometria pretendida em cada *3D Sketch*.




3

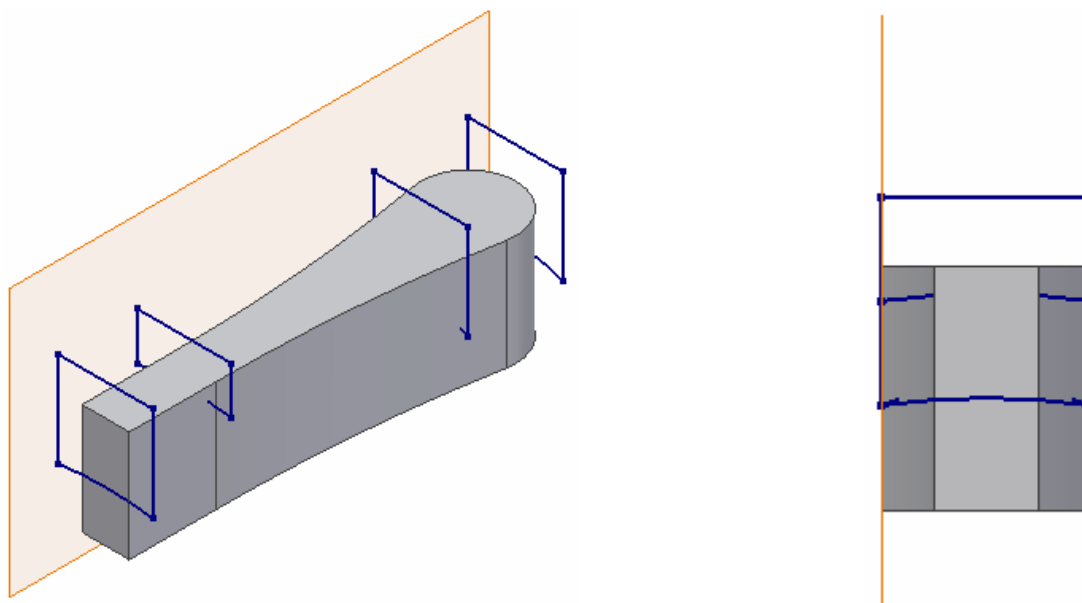
Tutoriais Autodesk Inventor

Ano 2005

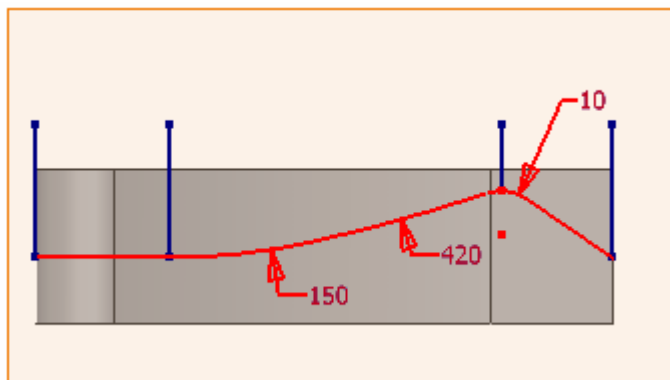
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Faça clique em  Work Plane « e crie o plano seguinte.



No plano anterior crie o *sketch* seguinte. Defina a ligação entre o *sketch* activo e os *sketchs* anteriores projectando a sua geometria.



Faça clique em  Loft Shift+L para definir uma forma, em modo de corte, através da transição entre diferentes secções. Faça clique em *Sections* e seleccione os *3D Sketchs* anteriores.

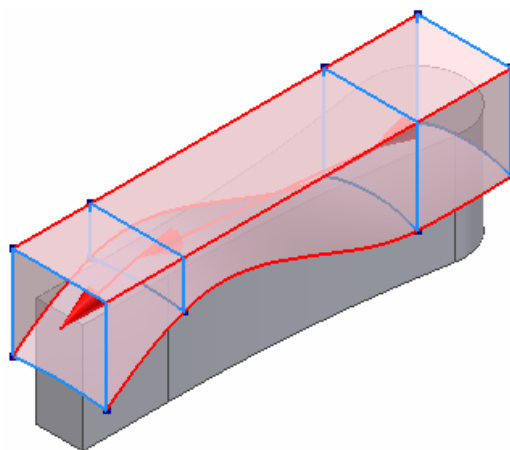
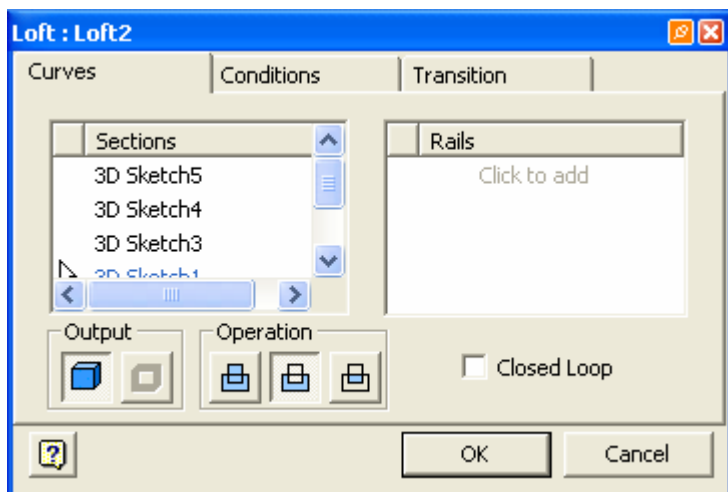
3

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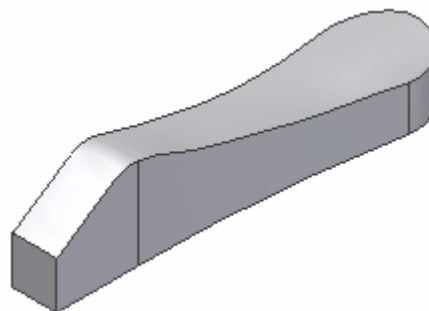
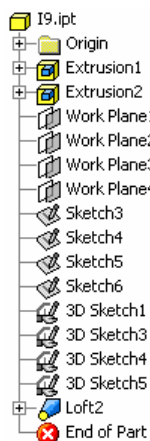
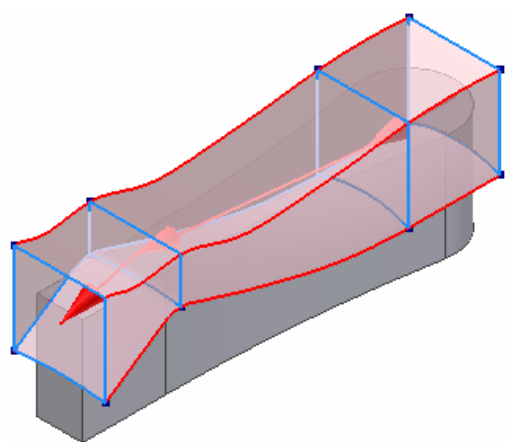
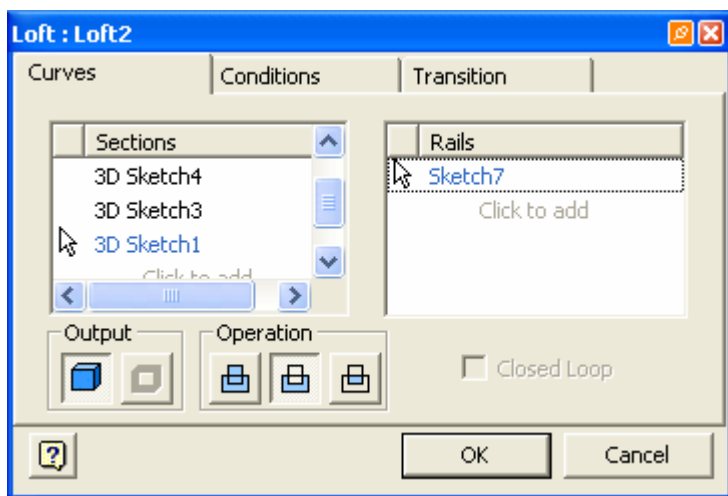
Ano 2005

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Faça clique em *Rails* e seleccione o último *sketch* criado.



3

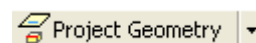
Tutoriais Autodesk Inventor

Ano 2005

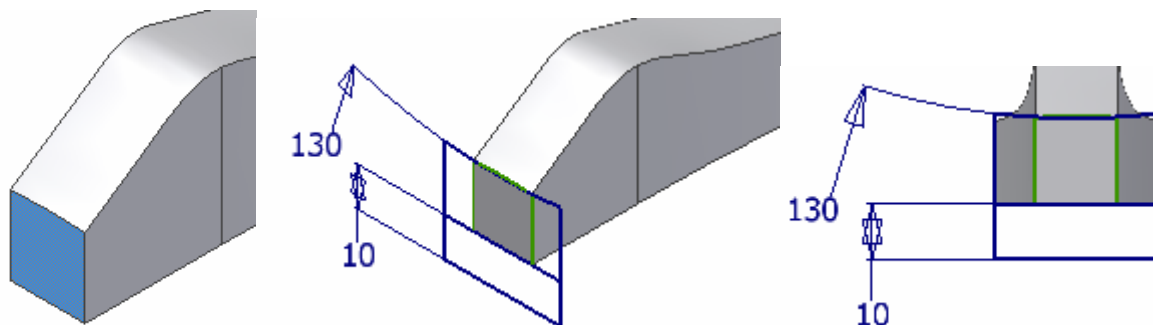
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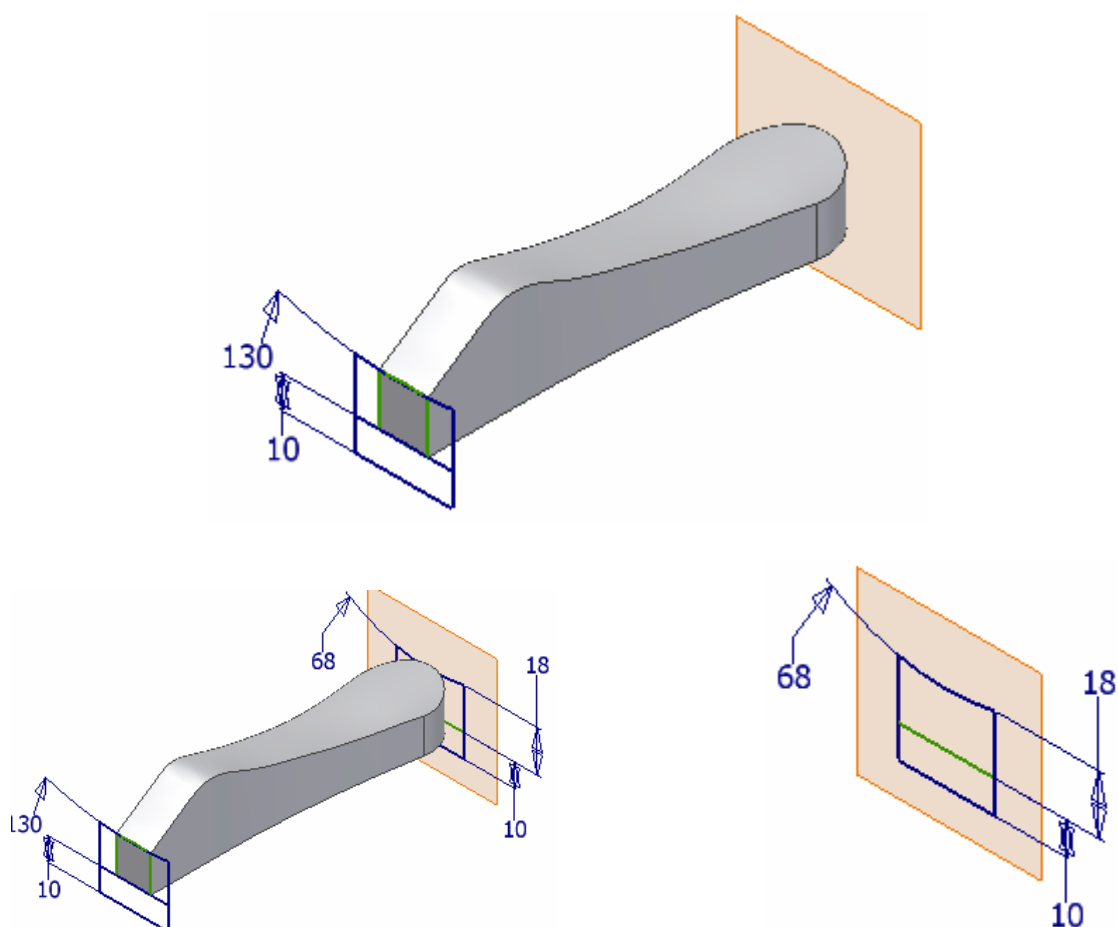
Na face seleccionada crie o *Sketch* seguinte. Faça clique em



para projectar as arestas do modelo que achar conveniente.



No plano indicado crie o *sketch* seguinte.



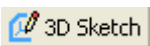
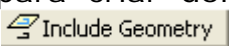
3

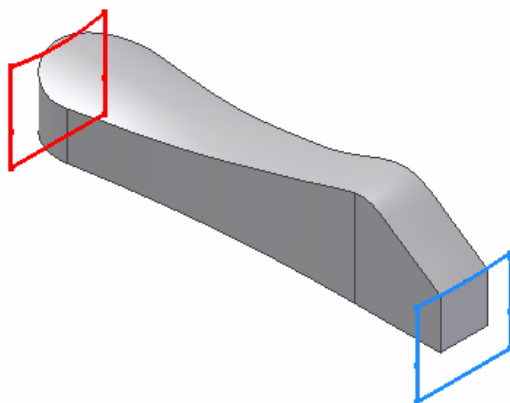
Tutoriais Autodesk Inventor

Ano 2005

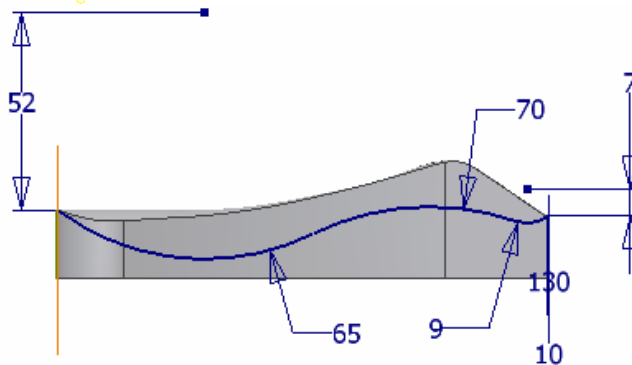
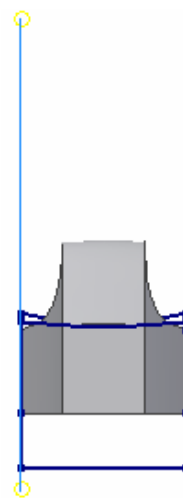
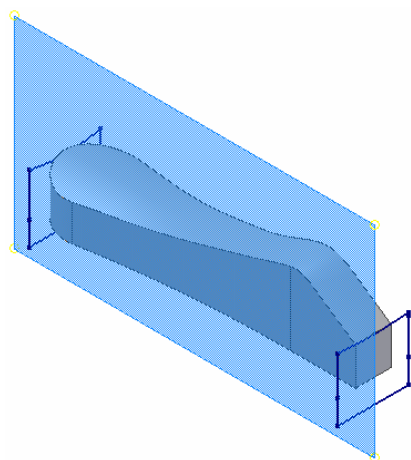
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Faça clique em  **3D Sketch** para criar dois *3D Sketchs* a partir dos *sketchs* anteriores. Faça clique em  **Include Geometry** para incluir a geometria pretendida em cada *3D Sketch*.



No plano seguinte crie o *sketch* indicado.





3

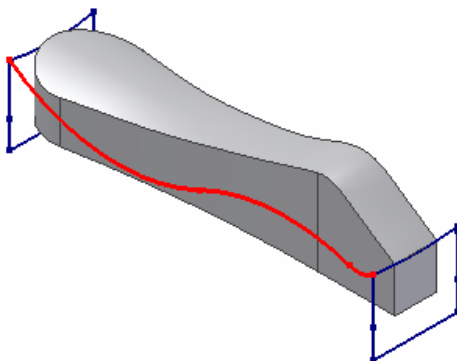
Tutoriais Autodesk Inventor


Ano 2005

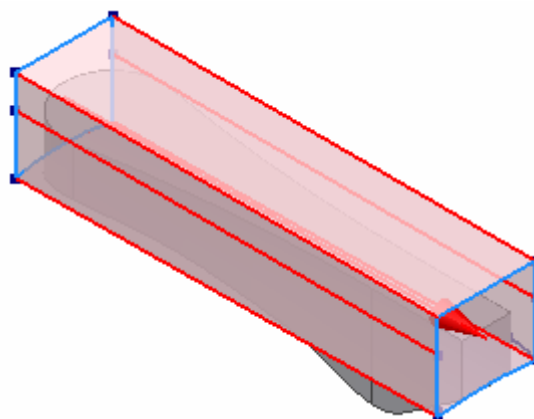
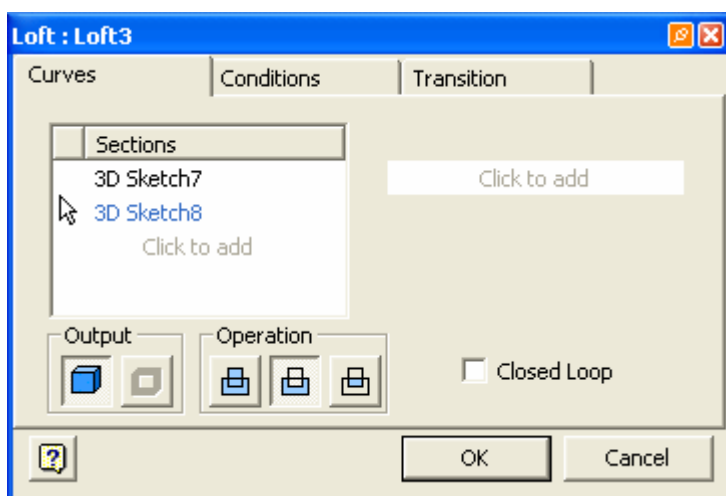
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Faça clique em  **3D Sketch** para criar um *3D Sketch* a partir do *Sketch* anterior. Faça clique em  **Include Geometry** para incluir a geometria pretendida em cada *3D Sketch*.



Faça clique em  **Loft** **Shift+L** para definir uma forma, em modo de corte, através da transição entre diferentes secções. Faça clique em *Sections* e seleccione os *3D Sketchs* anteriores.



Faça clique em *Rails* e seleccione o último *3D Sketch* definido.

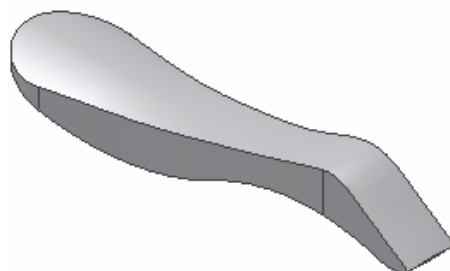
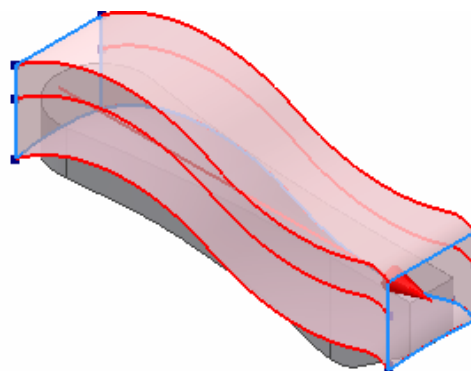
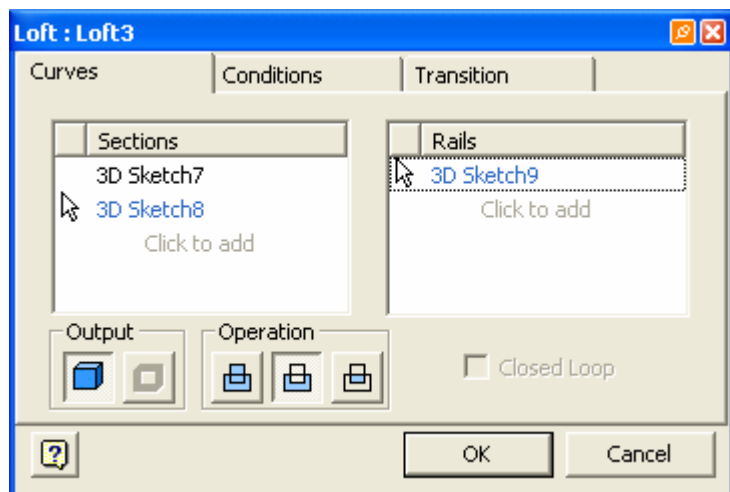
3


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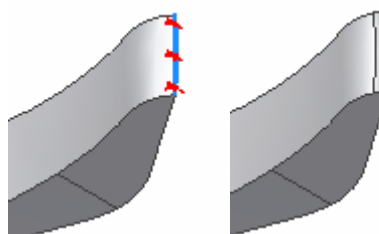
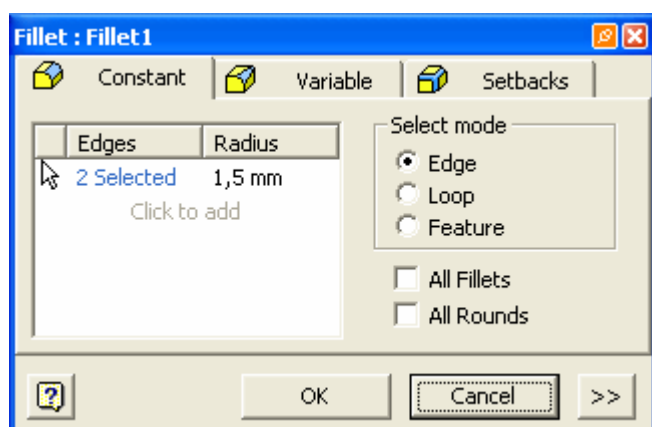
Ano 2005


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Faça clique em  **Fillet** **Shift+F** para definir um raio de **1.5mm** nas arestas indicadas do modelo.



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

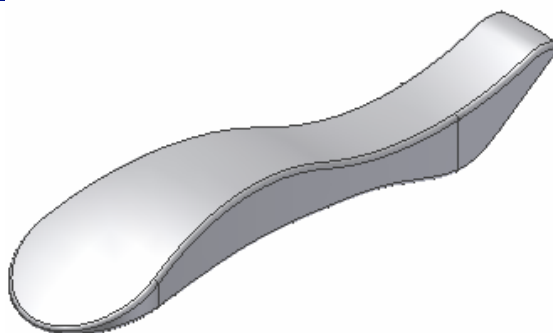
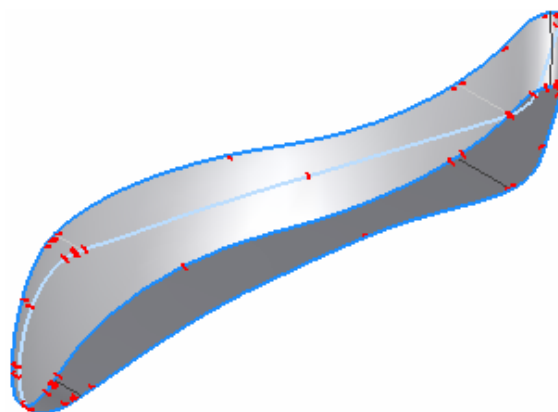
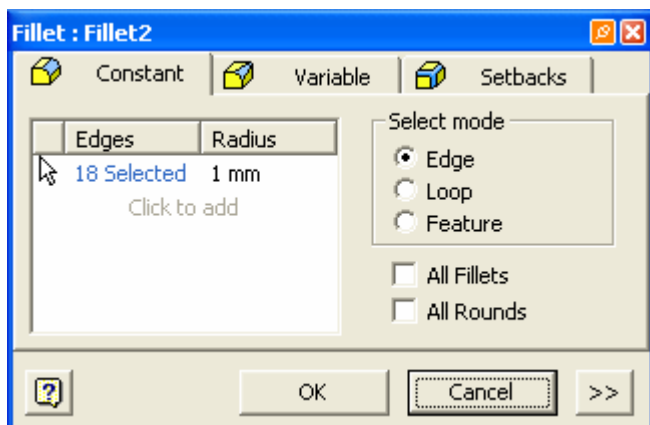
3

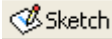
Tutoriais Autodesk Inventor

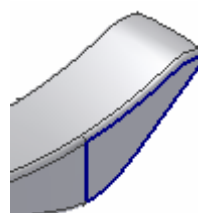
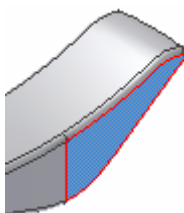
Ano 2005

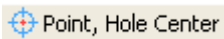
Versão 10

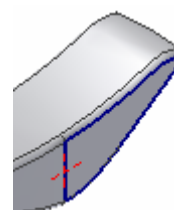
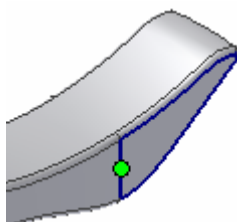
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Faça clique em  **Sketch** e seleccione a face indicada do modelo para definir um novo *sketch*.



Faça clique em  **Point, Hole Center** para definir um ponto no ponto médio da aresta projectada.



3


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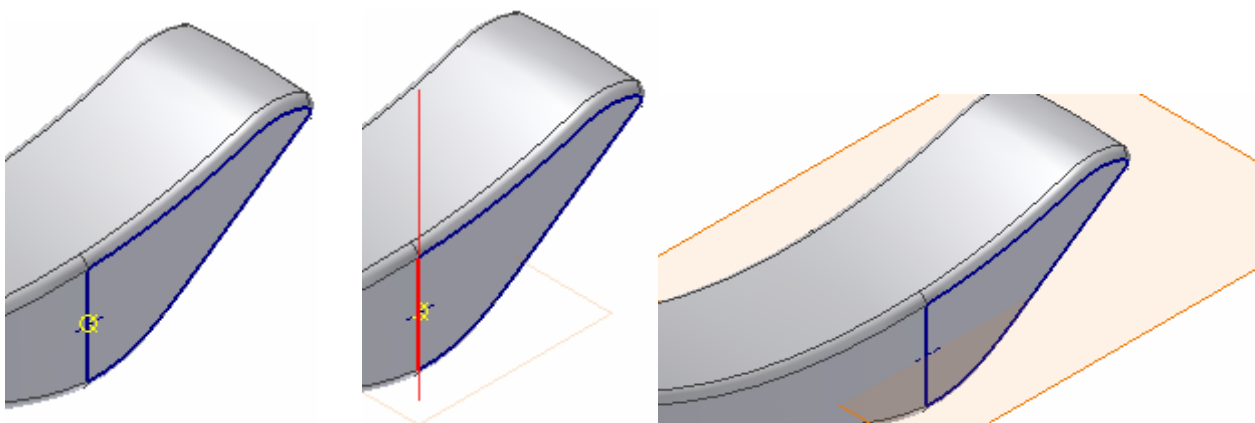
Ano 2005


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Criar um plano a perpendicular a uma linha e a passar por um ponto

Faça clique em  Work Plane << para criar o plano. Selecciono o ponto e a linha do *sketch* anterior.



Faça clique em  Sketch e seleccione o último plano criado. Crie o *sketch* seguinte.

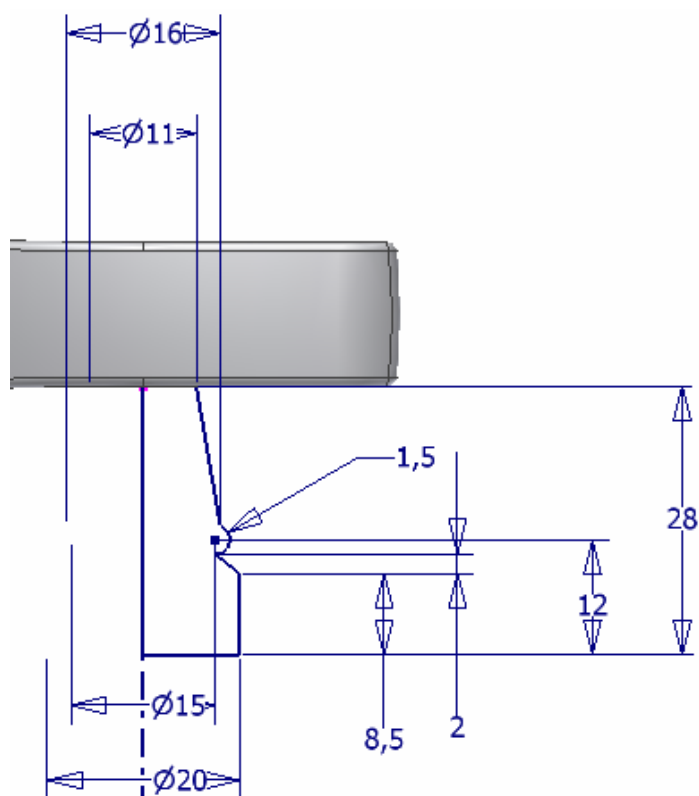
3


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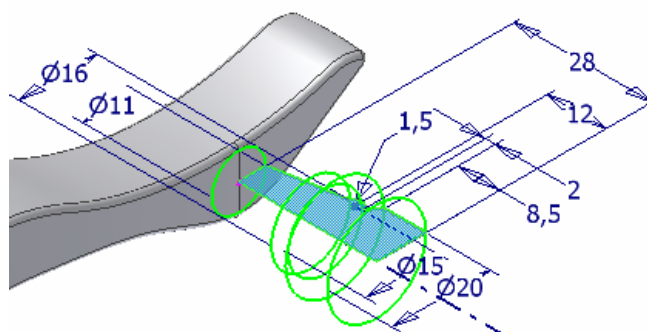
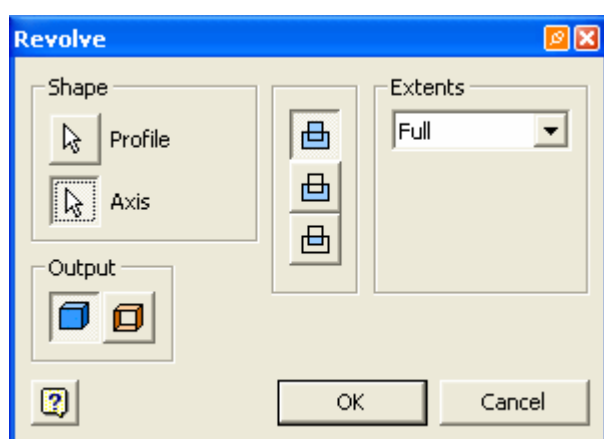
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Faça clique em  Revolve R ou **R** para definir uma revolução do perfil em **360°**.



3

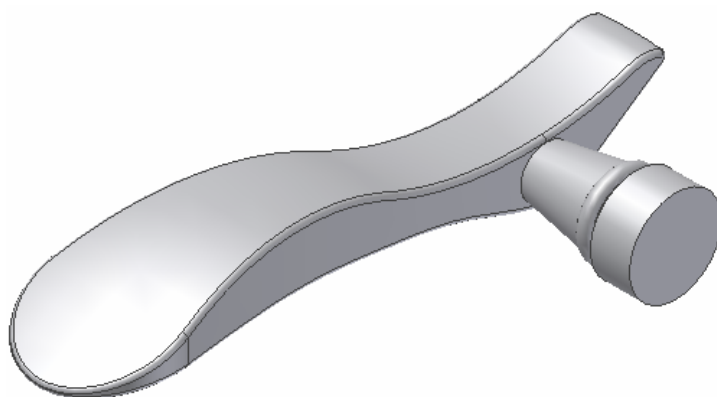
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Ano

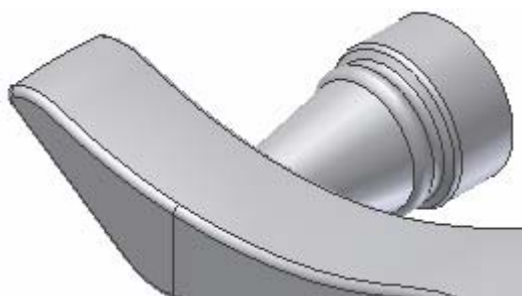
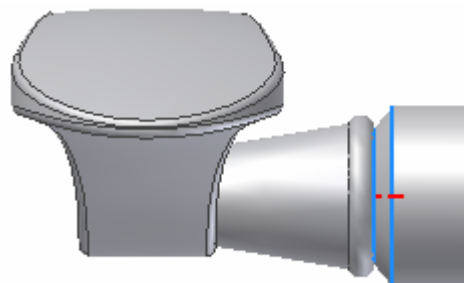
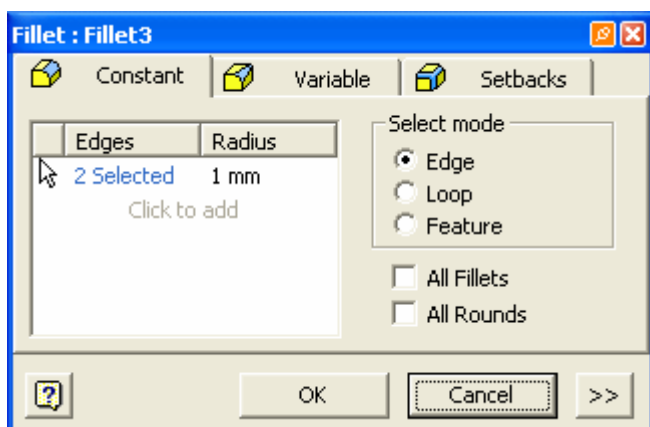
2005


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



Faça clique em  **Fillet** **Shift+F** para definir um raio de **1 mm** na aresta indicada do modelo.

3

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