

3D Modeling with NX 12

Some Helpful Tips of Sketching and Modeling

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In Last Class

NX 12 Gateway

- Menus, Ribbon bar, resource bar, command finder, etc.

Mouse Functionality

- MB1, MB2, MB3

Coordinate Systems

Form Features

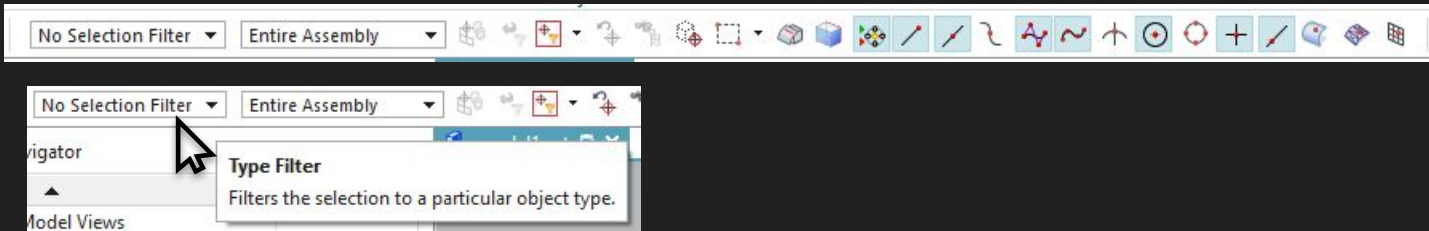
- Reference (Datum planes etc.)
- Remove (Hole etc.)
- Swept (Extrusion, Revolve etc.)
- Primitives (Cylinder, Cone etc.)

Boolean Operation



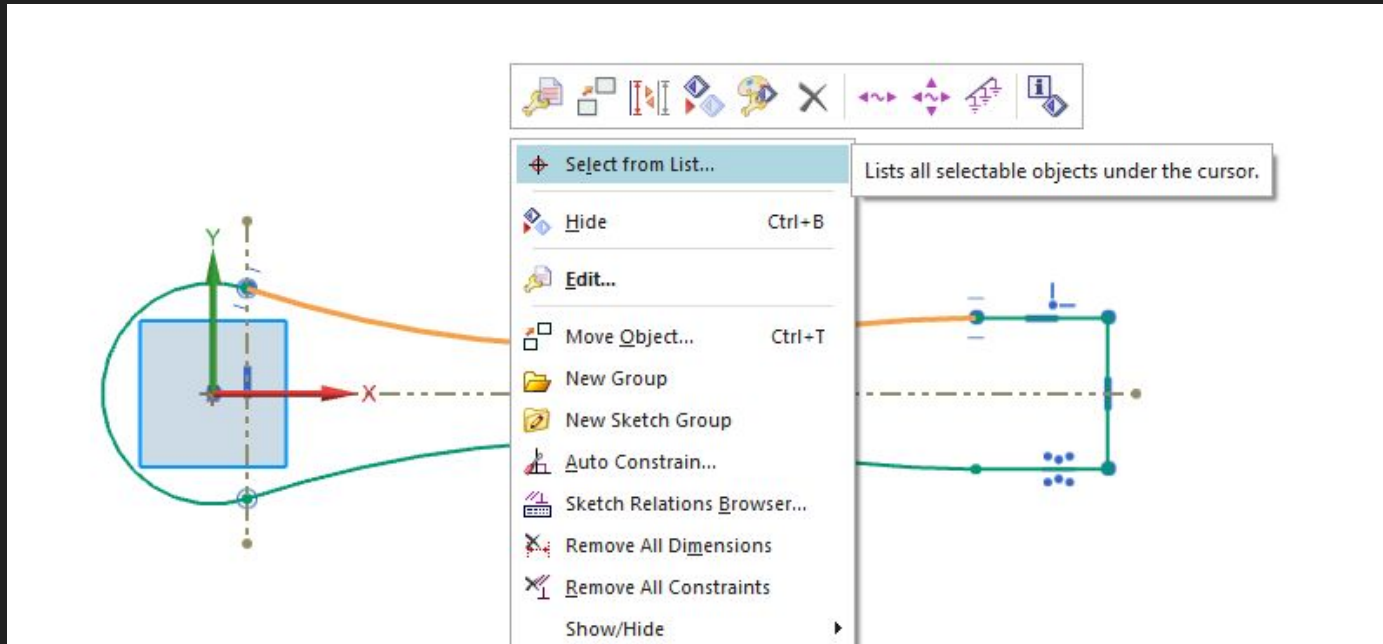
Use Various Selection Filters and Options

There are different selection filters, such as Type Filter and Selection Scope, and a series of options to help you select the target object.

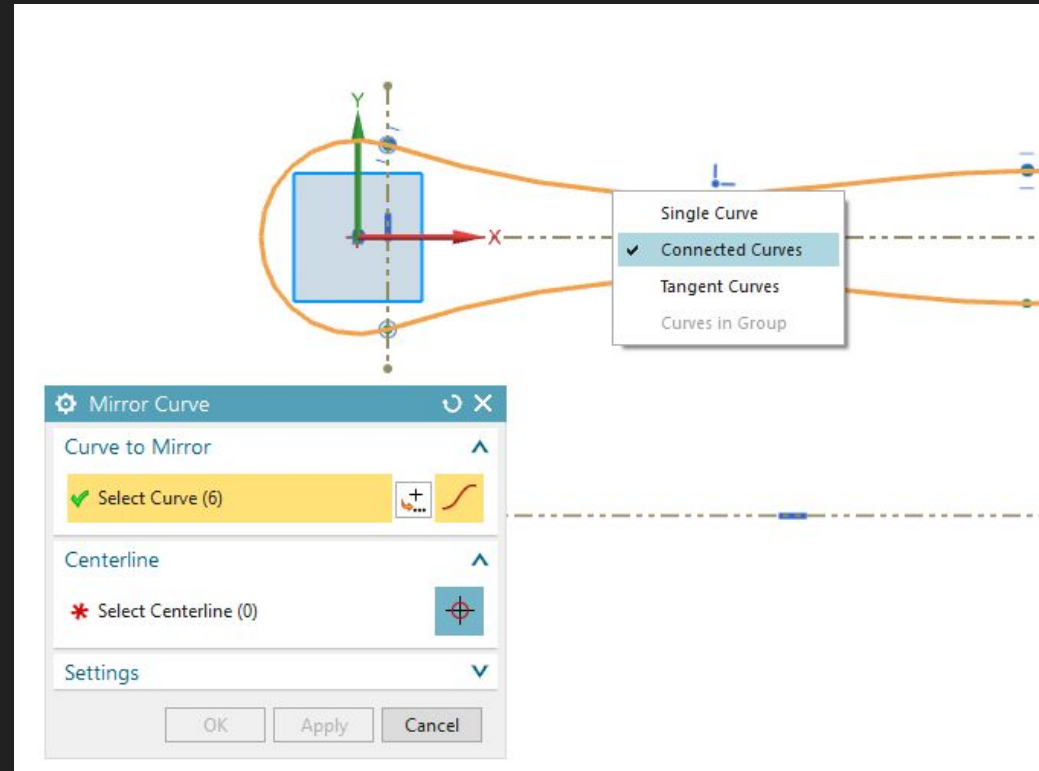
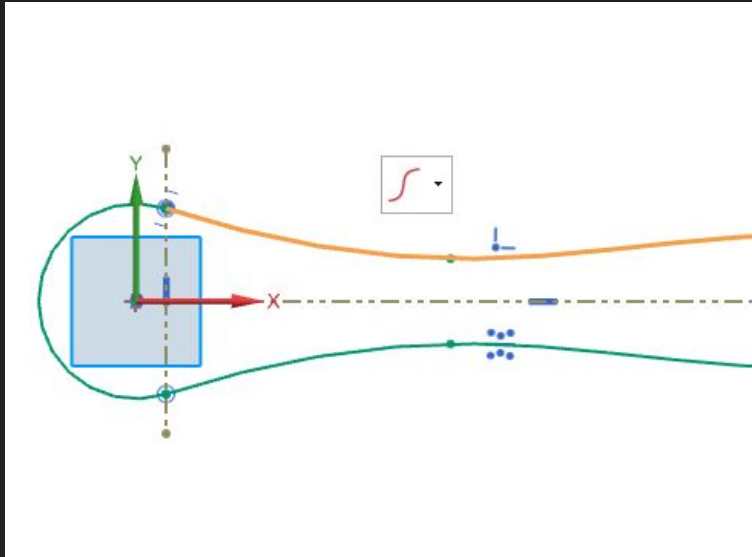


Select from List

Right-click on an object



Selection Options



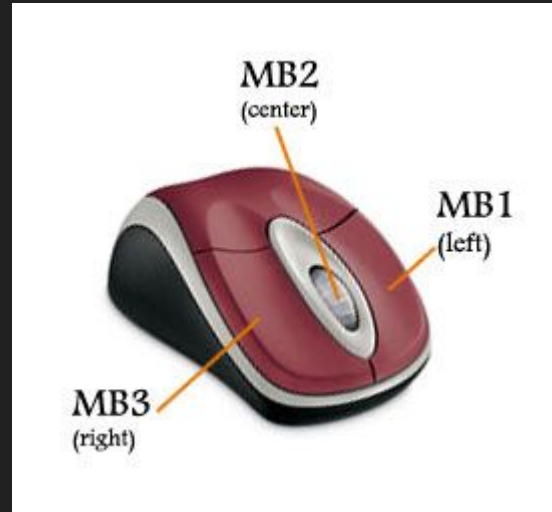


Pay Attention to Some 'Hidden' Options

Left click on an object

Right click on an object

Pressing MB3

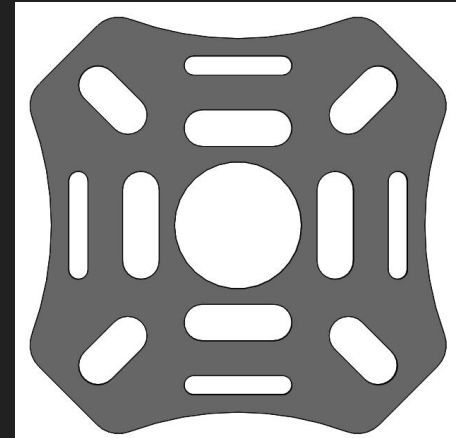
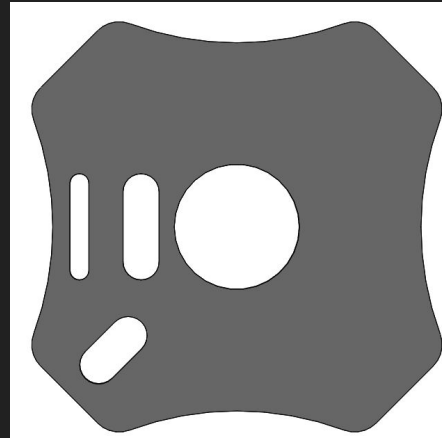
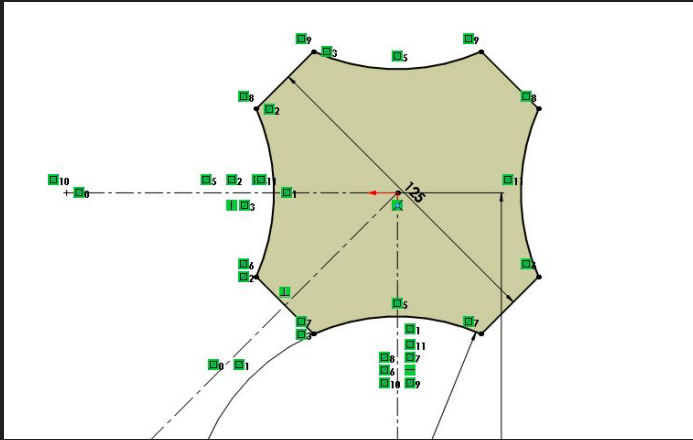




Use Mirror/Pattern to Make Life Easier.

In the 2D sketch phase

In the 3D modeling phase

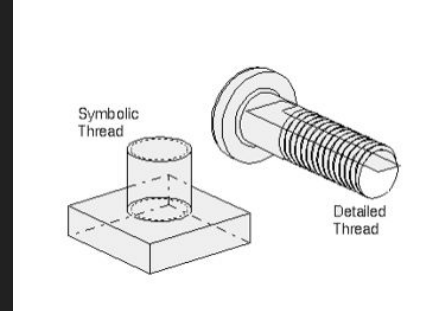


Some Useful Features



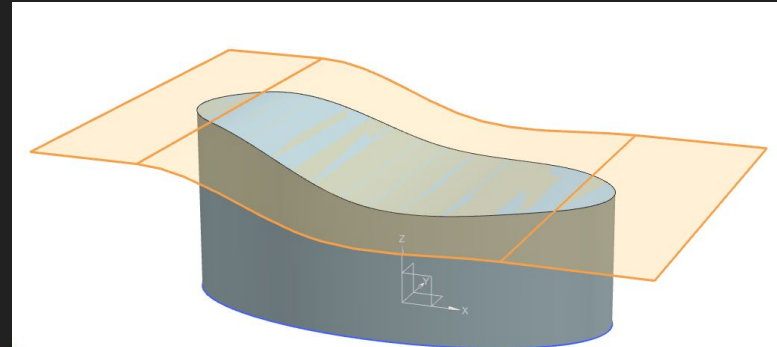
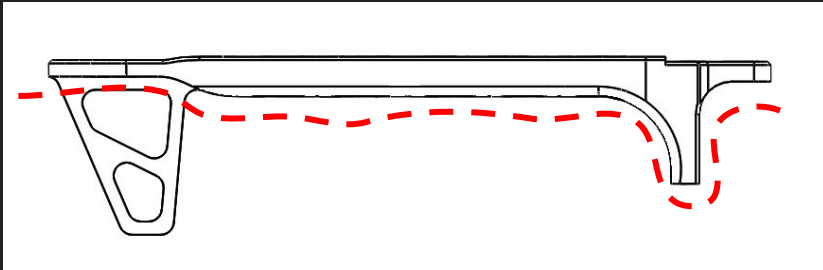
Threading

Can only be created on cylindrical face
Symbolic or detailed



Trim Body

Solid body can be trimmed using a datum plane or a sheet body



Sketch

A sketch is a named set of 2D curves and points located on a specified plane or path.

The advantages of sketching over using primitives or other form features are:

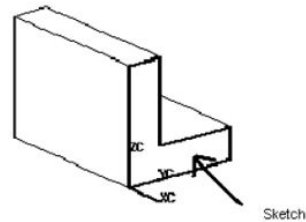
- The curves used to create the profile outline are very flexible and can be used to model unusual shapes;
- The curves are parametric hence, associative and can be easily changed or removed;
- If the sketch plane is changed, the sketch will be changed accordingly;
- Sketches can be edited very quickly and easily.

Sketch

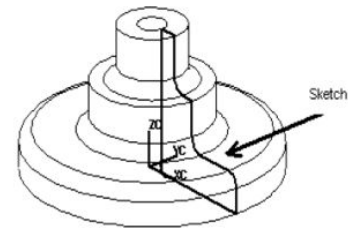


Sketch is the basic framework for 3D modeling.

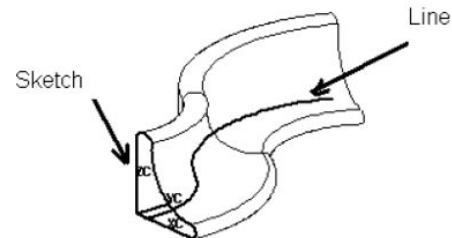
A sketch can be extruded



A sketch can be revolved



A sketch can be swept along a guide (line)



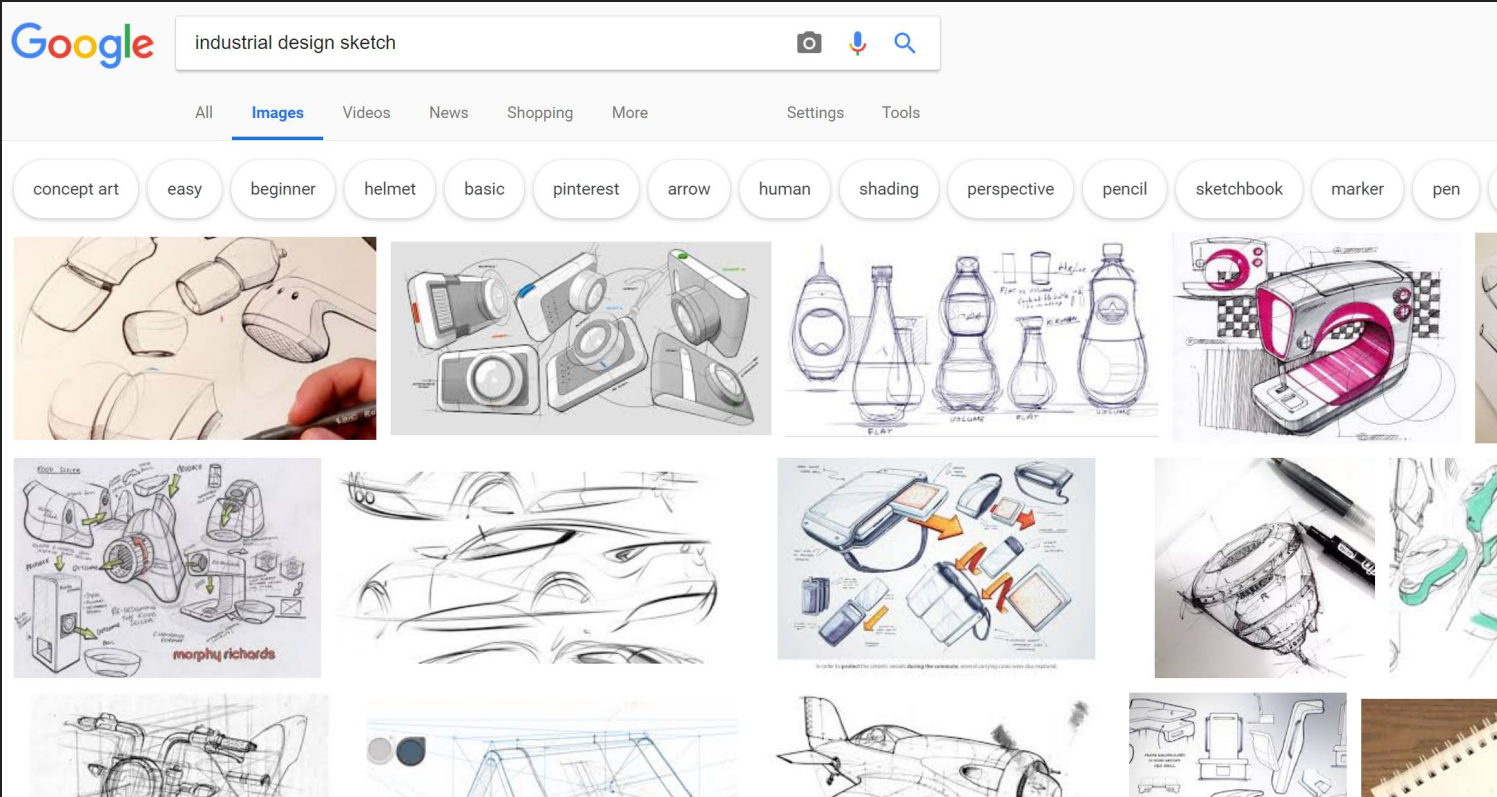
Constraints

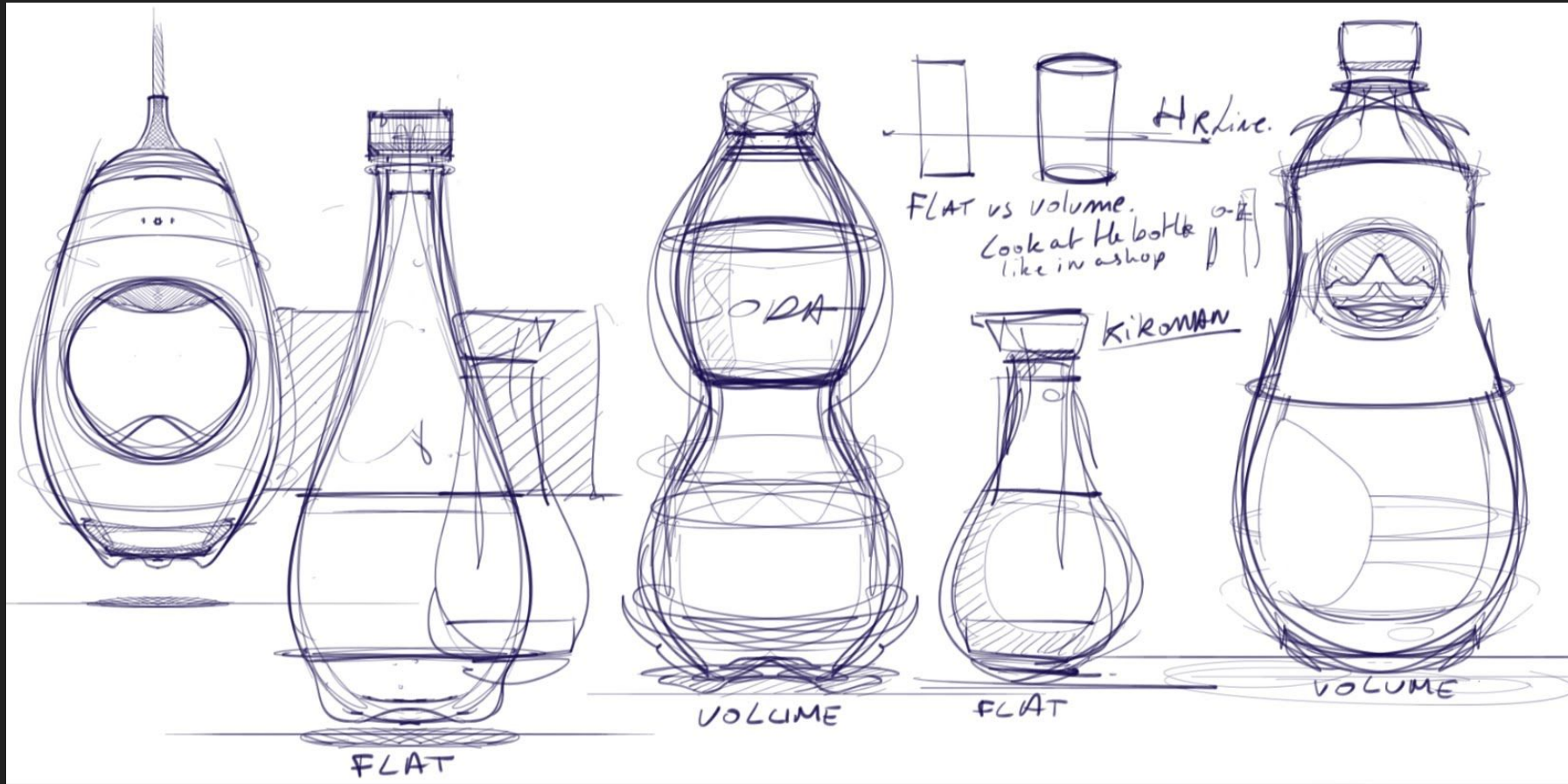
Dimensional Constraints:

These dimensions can be **linear, radial, angular** etc. You can edit the dimensional values at anytime during sketching by double-clicking on the dimension.

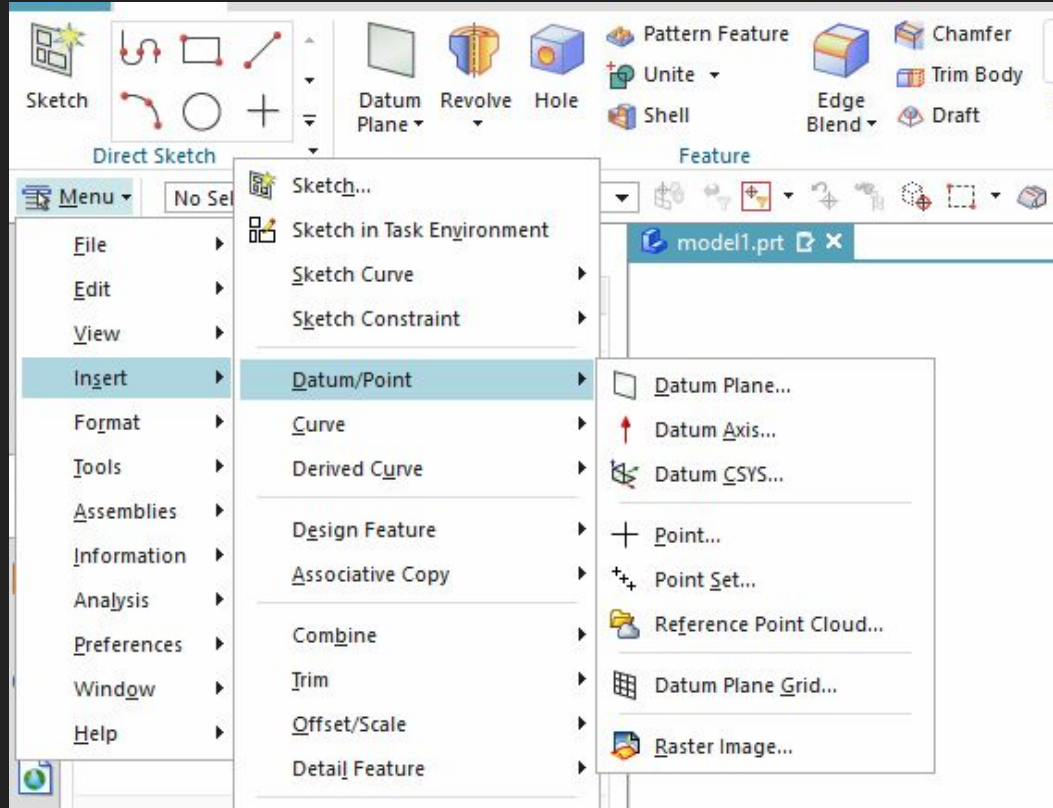
Geometric Constraints:

They include **parallel, perpendicular, collinear, concentric, horizontal, vertical, equal length**, etc. The software has the capability to find the set of possible constraints for the selected entities.

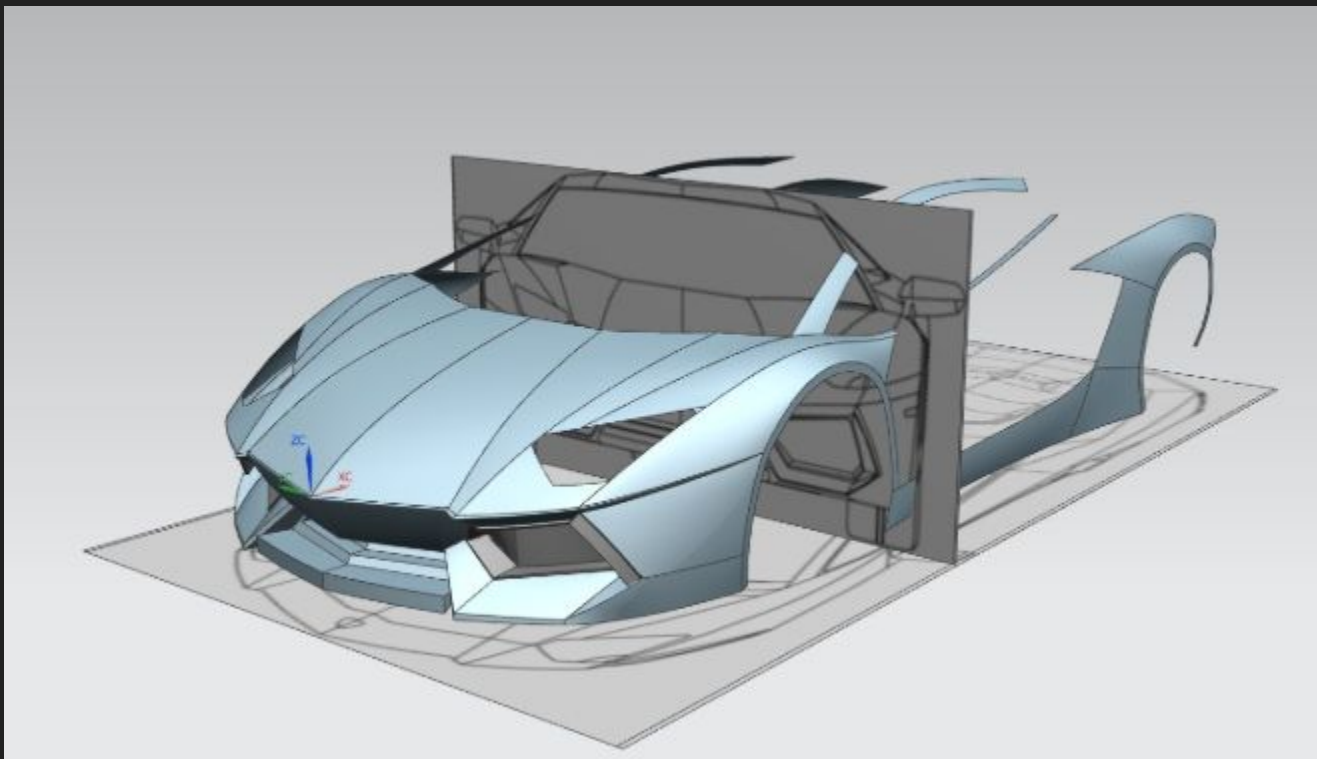




Raster Image

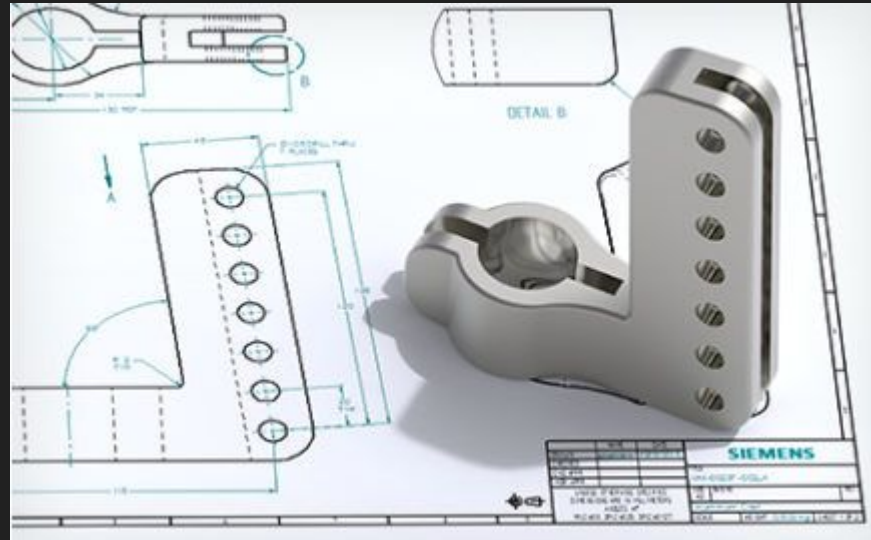
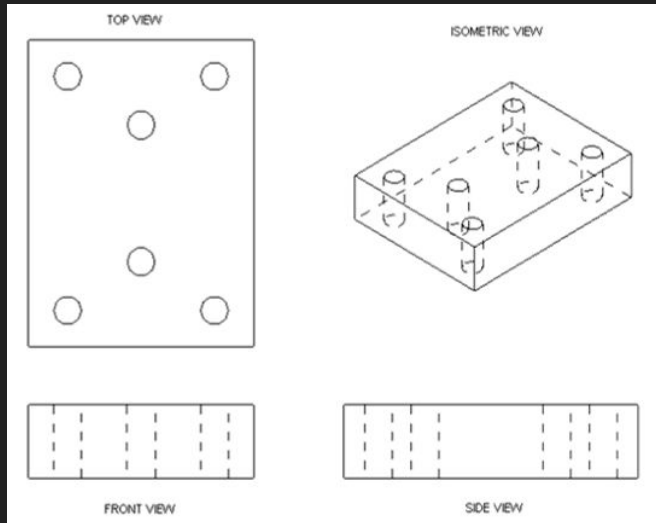


Raster Image



Drafting

The Drafting application is based on creating views from an existing solid model. Drafting makes it easy to quickly create a 2D drawing with orthographic views, section views, imported view, auxiliary views, dimensions and other annotations.



Drafting

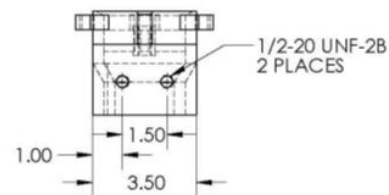
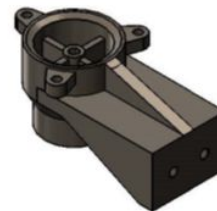
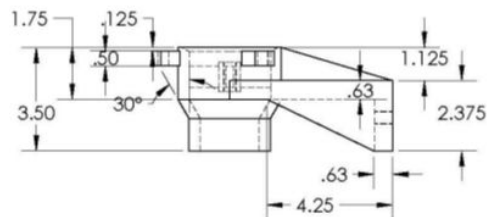
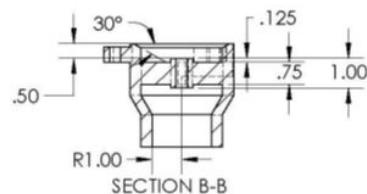
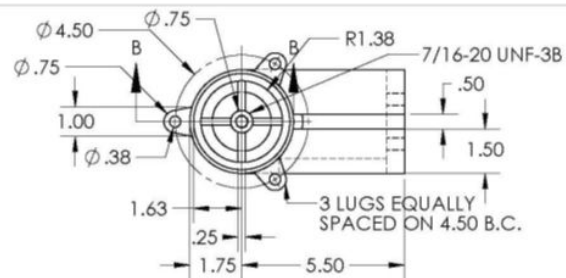
Some of the useful features of Drafting application are:

After you choose the first view, other orthographic views can be added and aligned easily;

Each view is associated directly with the solid. Thus, when the solid is changed, the drawing gets updated directly including the views and dimensions;

Drafting annotations (dimensions, labels, and symbols with leaders) are placed directly on the drawing and are also updated automatically when the solid is changed

Drafting

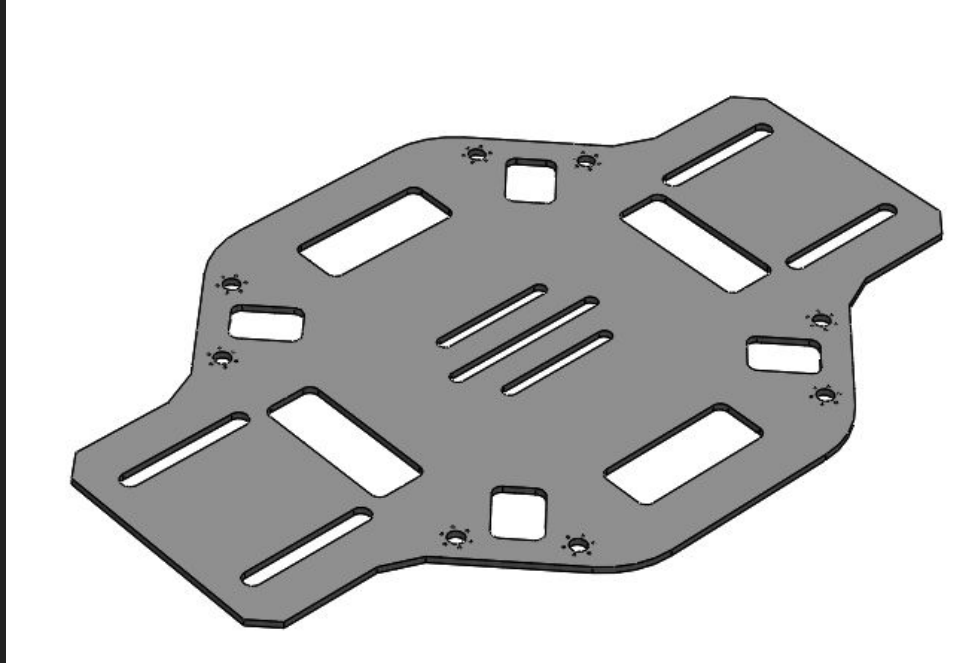


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DRAWING IS THE SOLE PROPERTY OF
<INSERT COMPANY NAME HERE>. ANY
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		DIMENSIONS ARE IN INCHES TOLERANCES: FRACTIONALS ANGULAR: MAX ± BEND ± TWO PLACE DECIMAL ± THREE PLACE DECIMAL ±		NAME M.Q	DATE 4/6/12	<COMPANY NAME>
		MATERIAL CAST BRASS		DESIGNER M.Q		
		FINISH ---		CHECKED BFG	DATE ---	
		APPLICATION		APP. APPR. ---	DATE ---	
NEXT ASSY		USED ON		COMMENTS		
		DO NOT SCALE DRAWING				
SHEET 1 OF 1		SCALE 1:1		WEIGHT		

How to Model it in 2 Minutes?



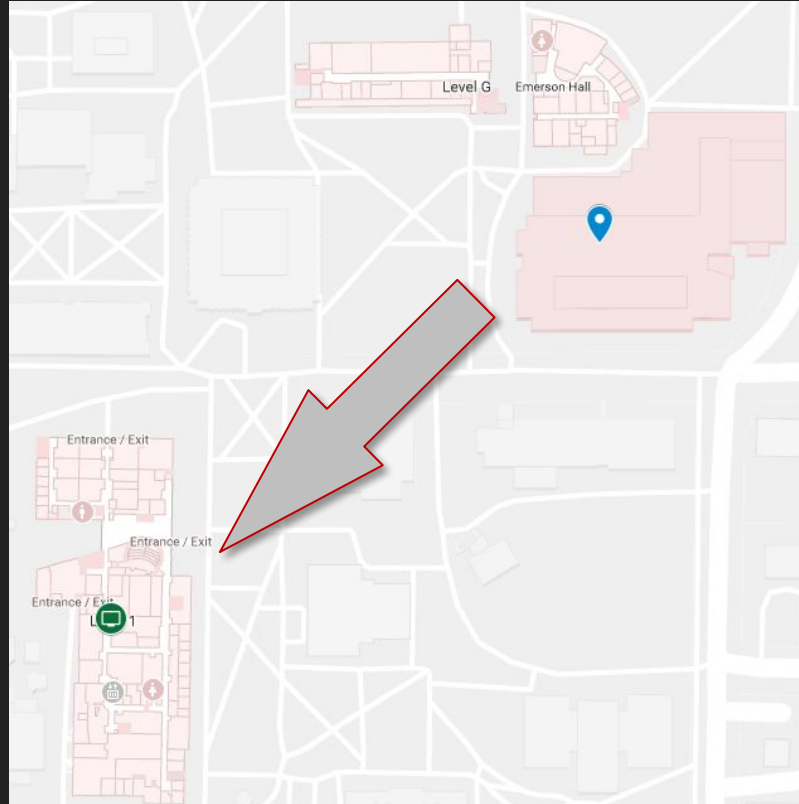
Self Practice

Due: Sep. 14

Project 1 Task 1: <https://me5763.github.io/lab/pages/project-1.html>

For on-campus students: Toomey Hall 200. See you there!

Toomey Hall 200



For Distance Students

There are CLC machines available for you to access software remotely.
The setup instructions are provided on Canvas.

Here's how you can speed up your NX 12 on the virtual machine:

<https://me5763.github.io/lab/pages/speed-up-nx.html>