

# VV 250 Computational Lab Sessions

## Lab #2

### **Additional 3D Features and Assembly**

Prepared by TA Group



# 3D Sketch

## 3D Features

- Cage for the ball
  - Extrusion, revolved cut
  - Temporary axis, circular pattern, shell
- Assembly
  - Mate relationship

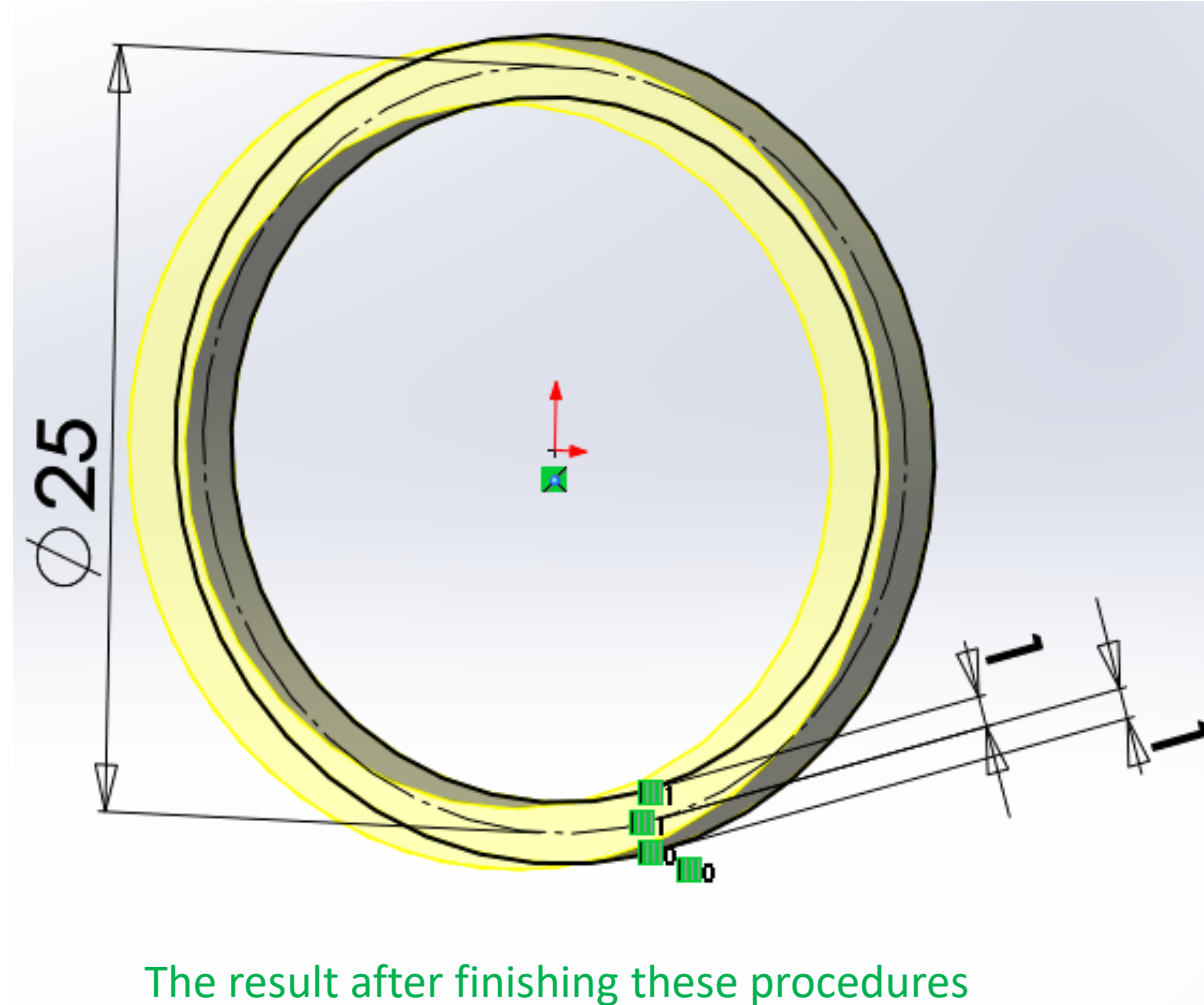


- Extrusion

1. Sketch

- A circle with a diameter of 25mm.
- Offset entities bidirectional with 1mm.
- Choose the previous circle as a construction circle.

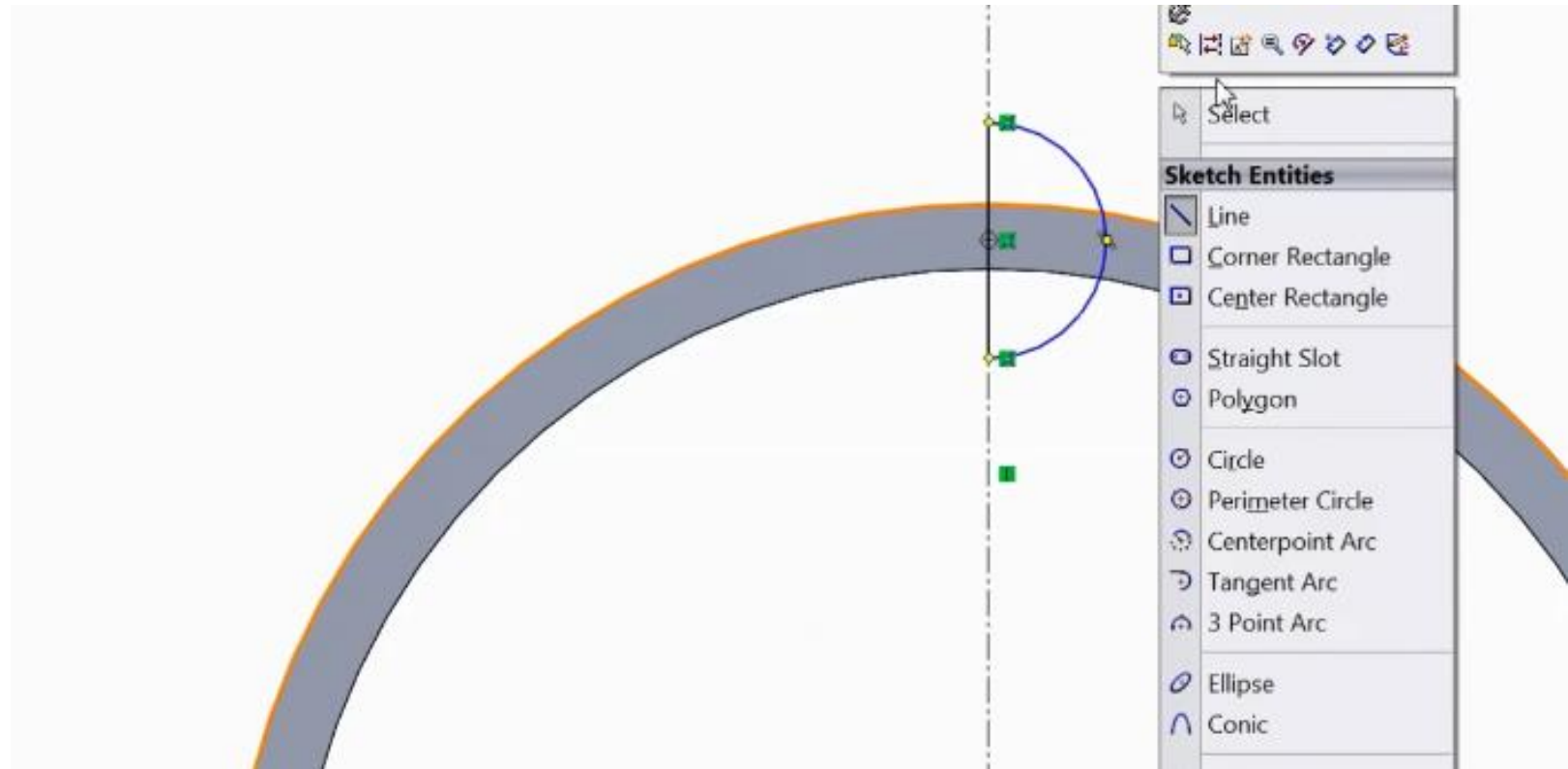
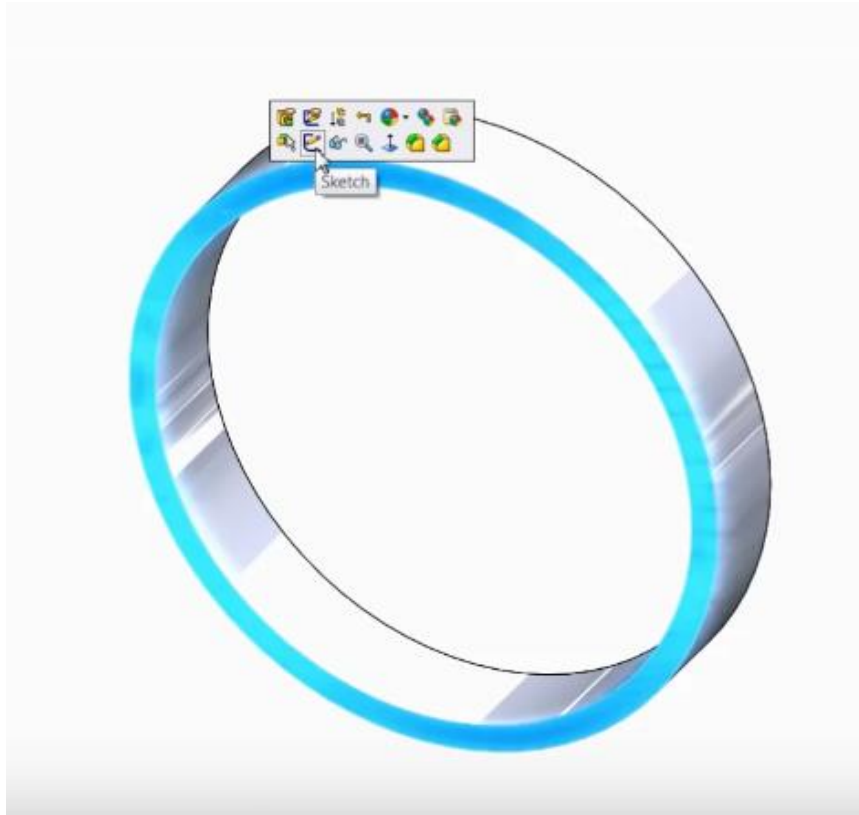
2. Extruded length is 3.75mm



The result after finishing these procedures

# Sketching Skills for a Cage

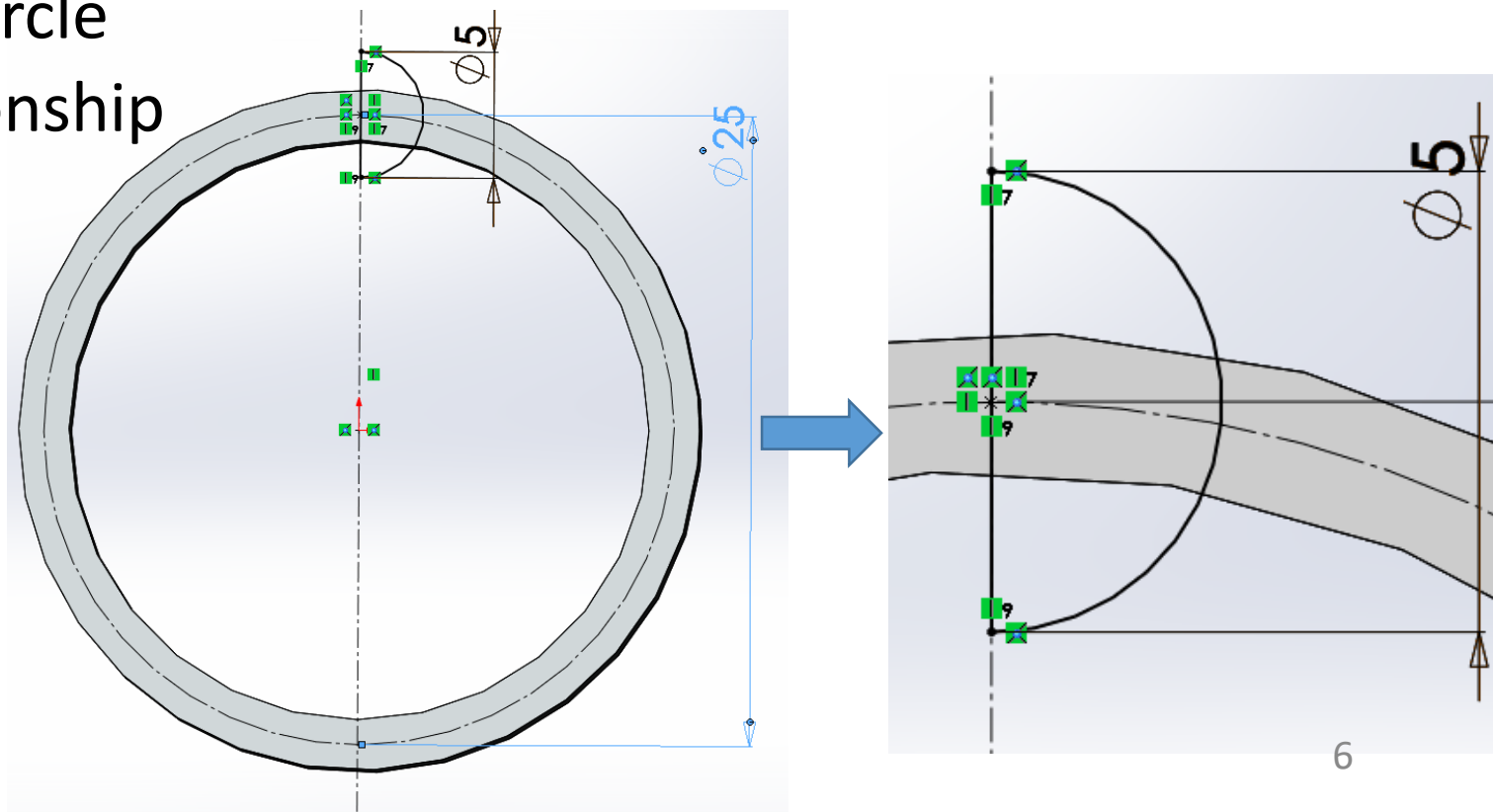
- Sketch **an arc** on the extruded face



Directly sketch in the extruded face

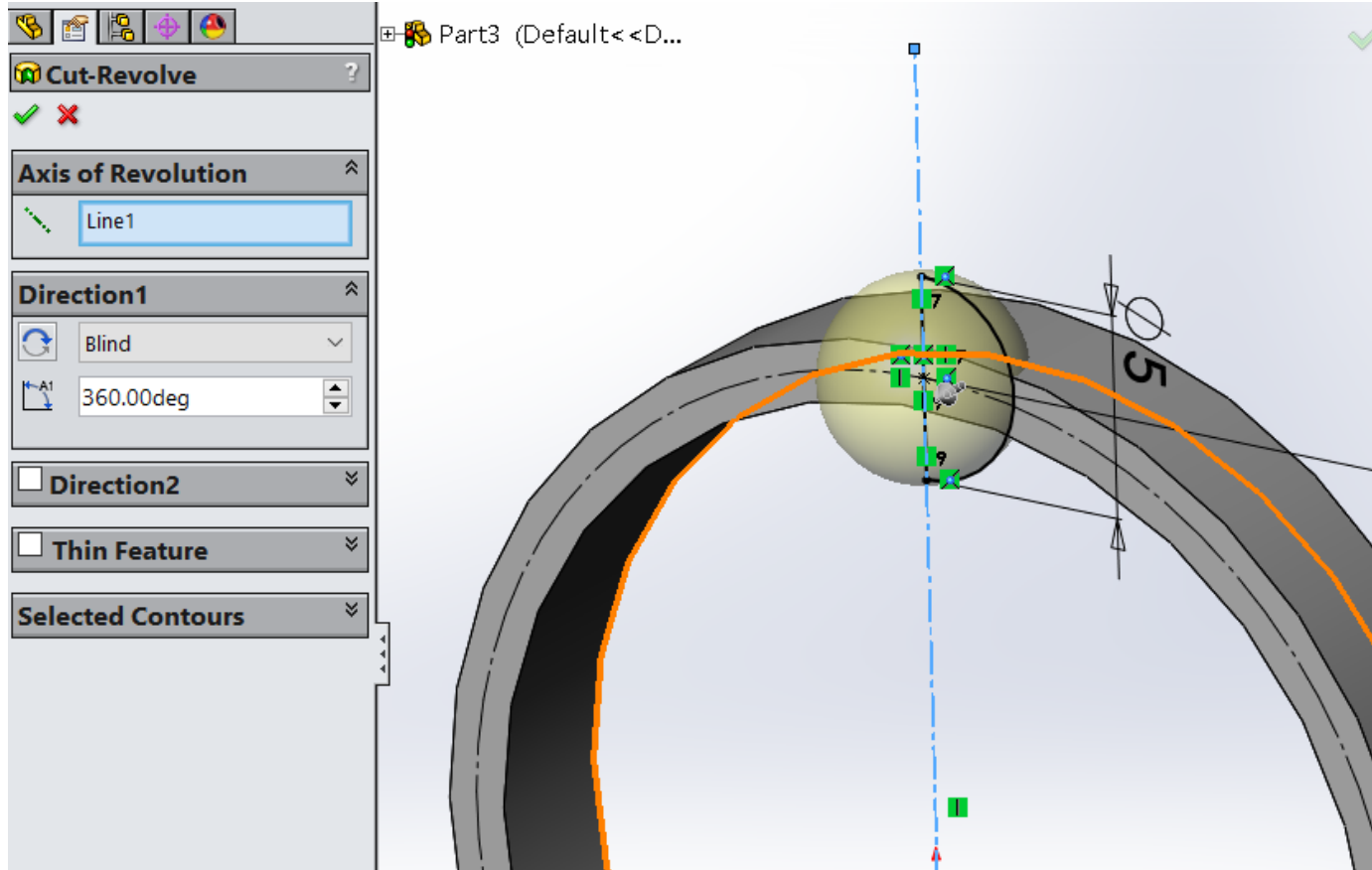
# Sketching Skills for a Cage

- Sketch an arc on the extruded face
  - Use **the coincide relationship** to coincide the center point of the arc and the construction circle
    - (hold “ctrl”) Select the center point and the construction circle
    - Choose the **add** relationship
    - Choose the **coincide**

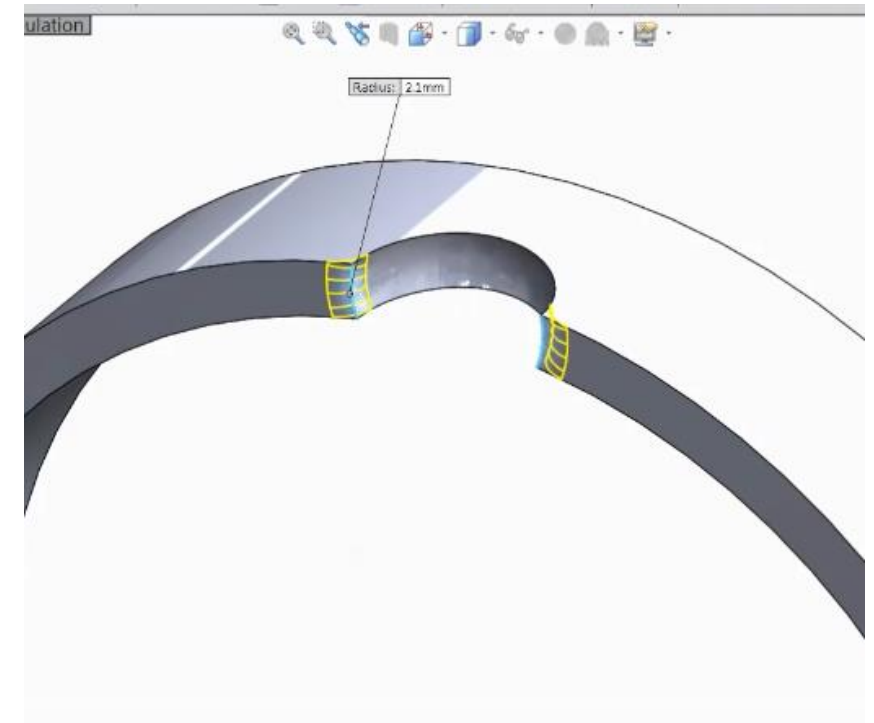


# Sketching Skills for a Cage

- Revolved Cut



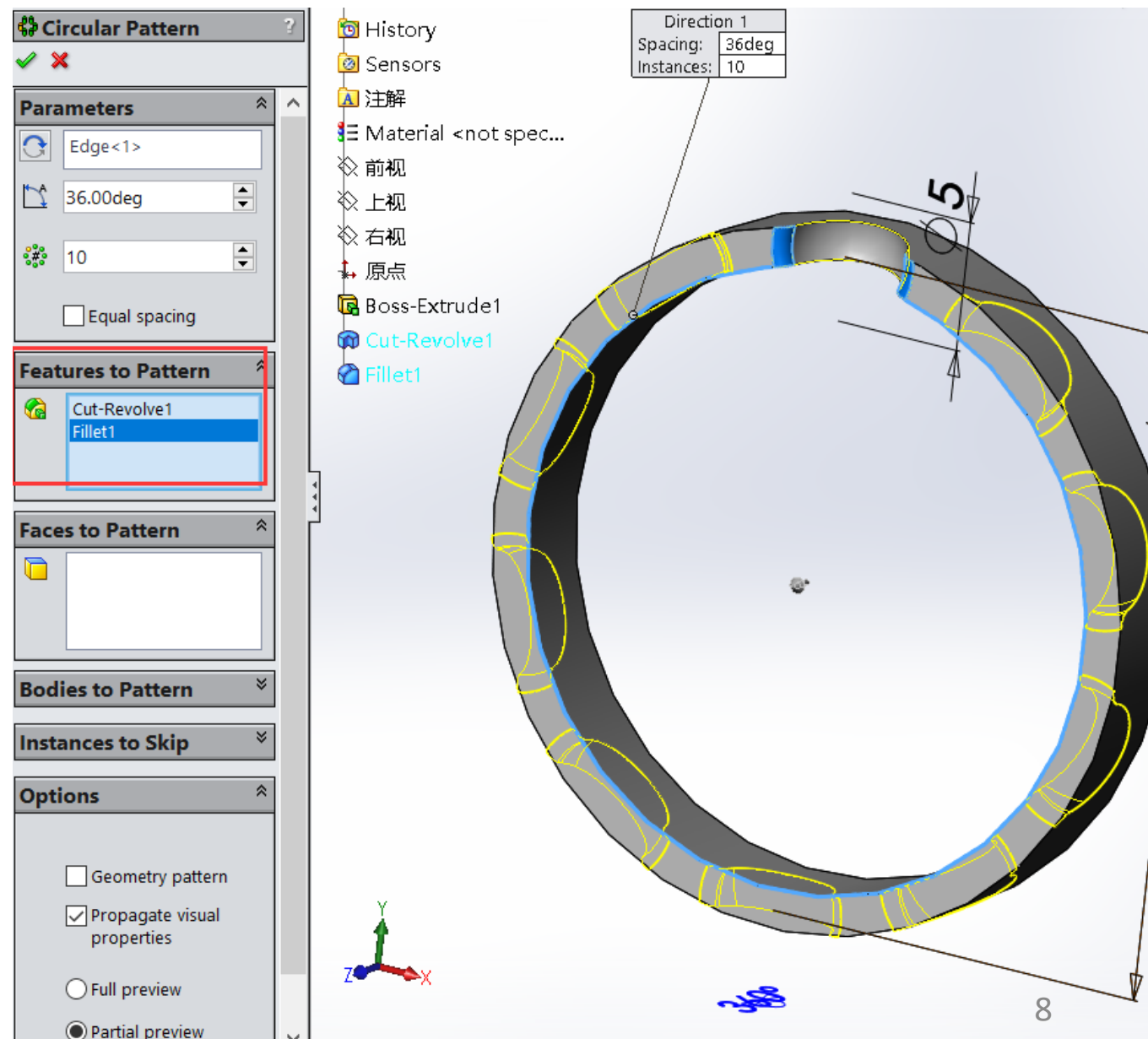
Fillet the corner



# Sketching Skills for a Cage

- Circular Patterns

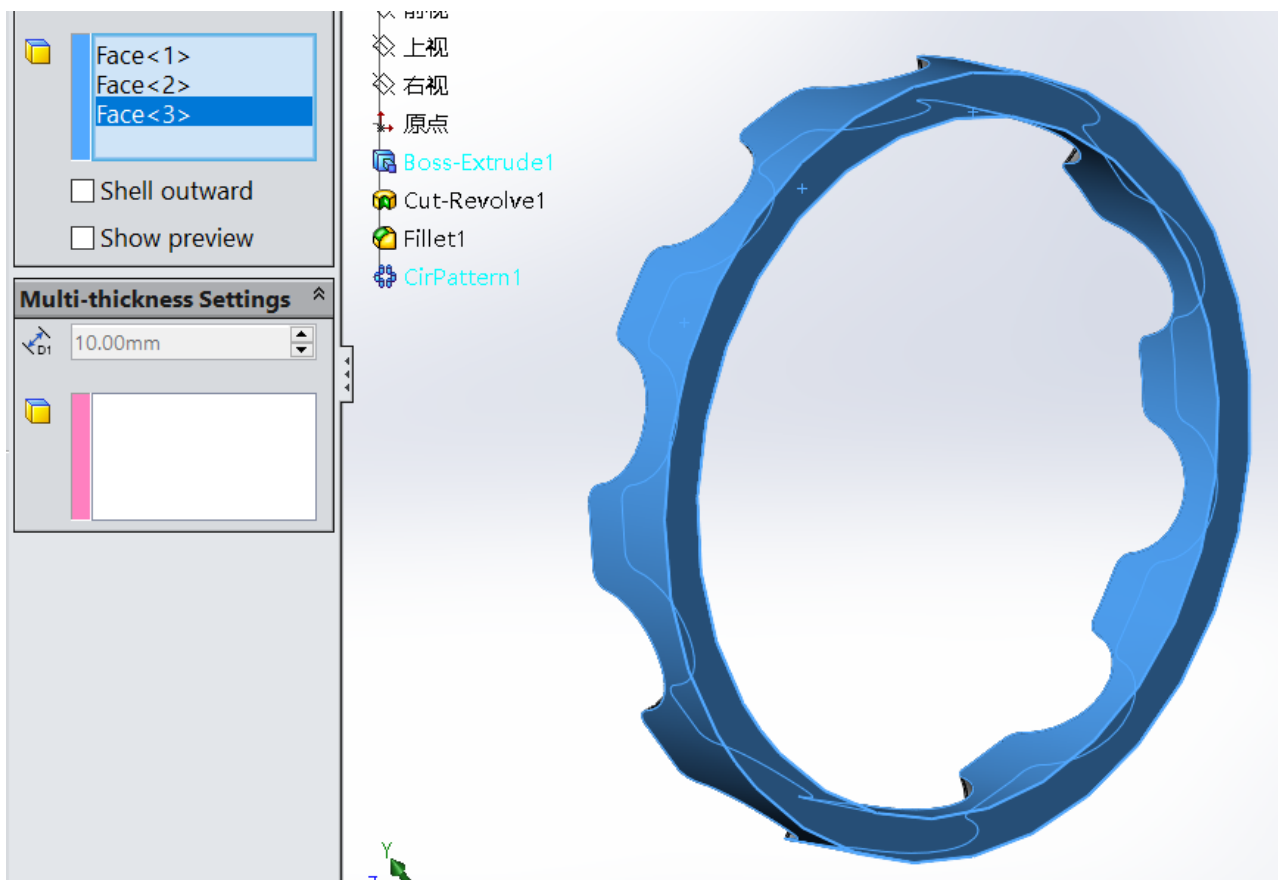
- Set the number for circular patterns
- Choose the “Cut-revolve” and “fillet” feature for this pattern





# Sketching Skills for a Cage

- Shell feature



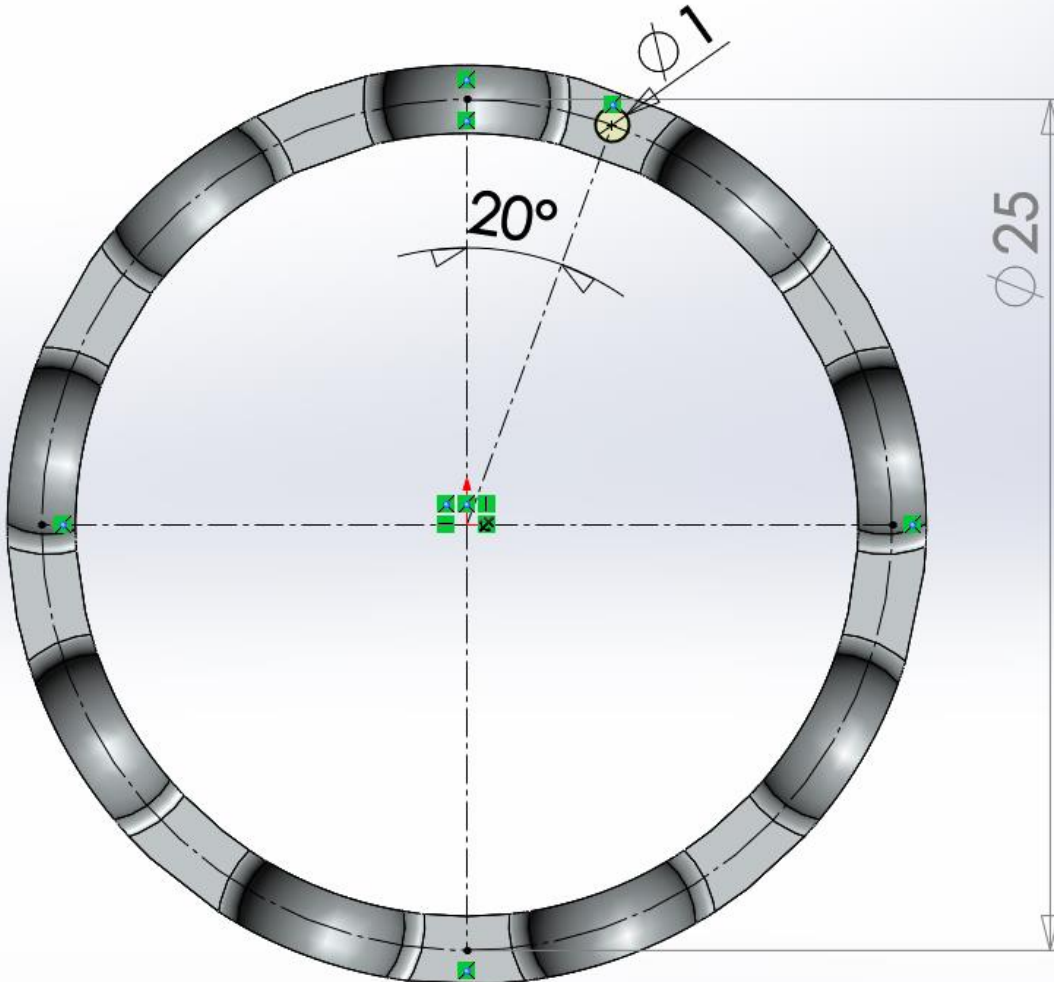
Select **outer face**, **inner face** and **side face** as the faces to remove; the shell thickness is 1mm.



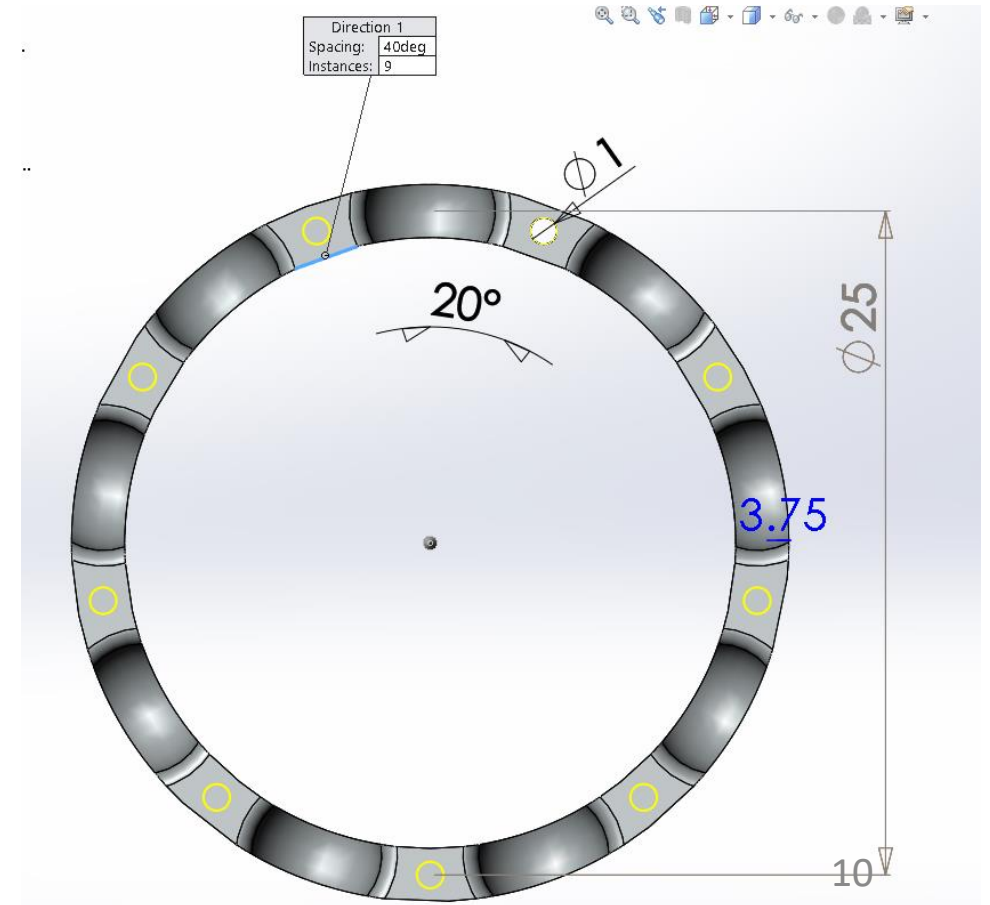
Remaining this outside face

# Sketching Skills for Cage

- Sketch the hole to add a rivet



1. Choose a face for sketching.
2. Set the longitudinal and angular parameters for the reference line.
3. Extruded cut
4. Circular pattern

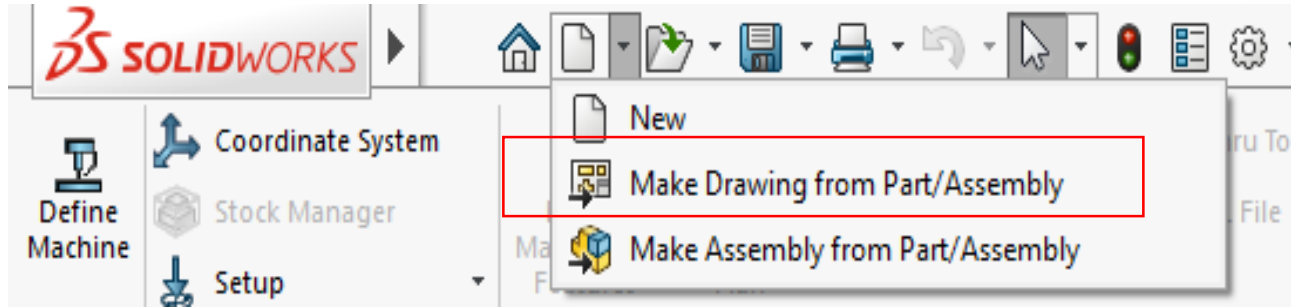


# Mate

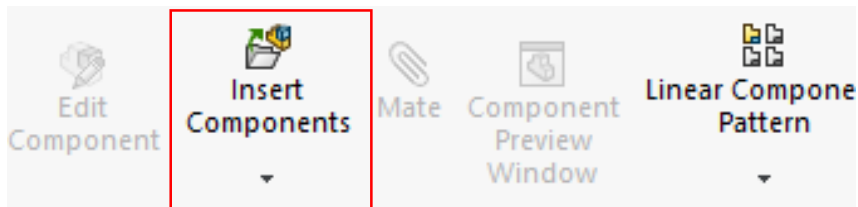
# Sketching skills for drawing a bearing

- Assembly

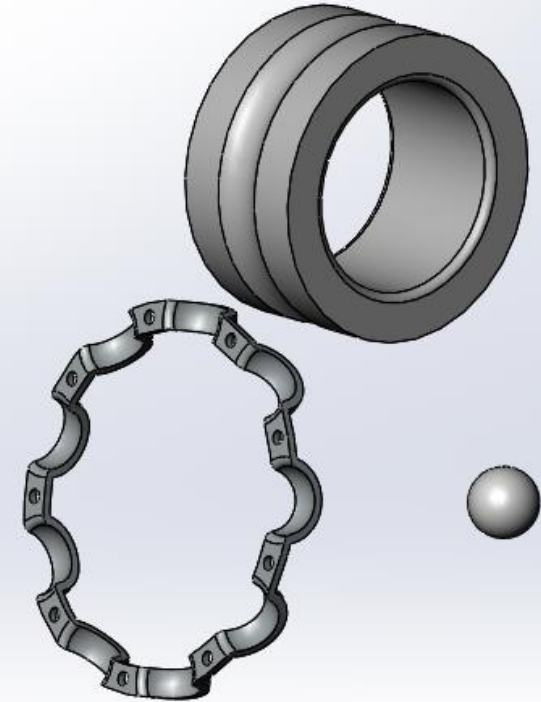
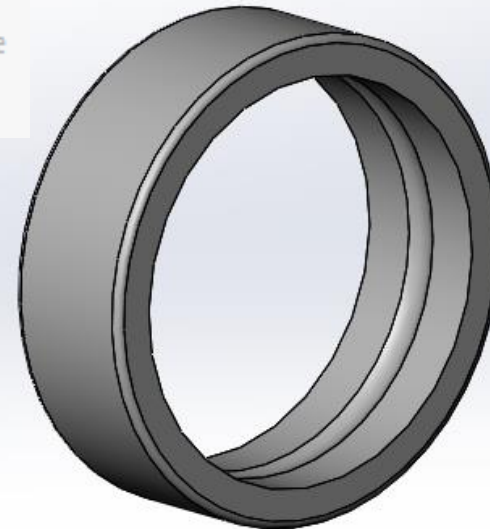
1. Create a new assembly file
2. Insert the all previous parts in this assembly file



1. Make drawing from Part/Assembly

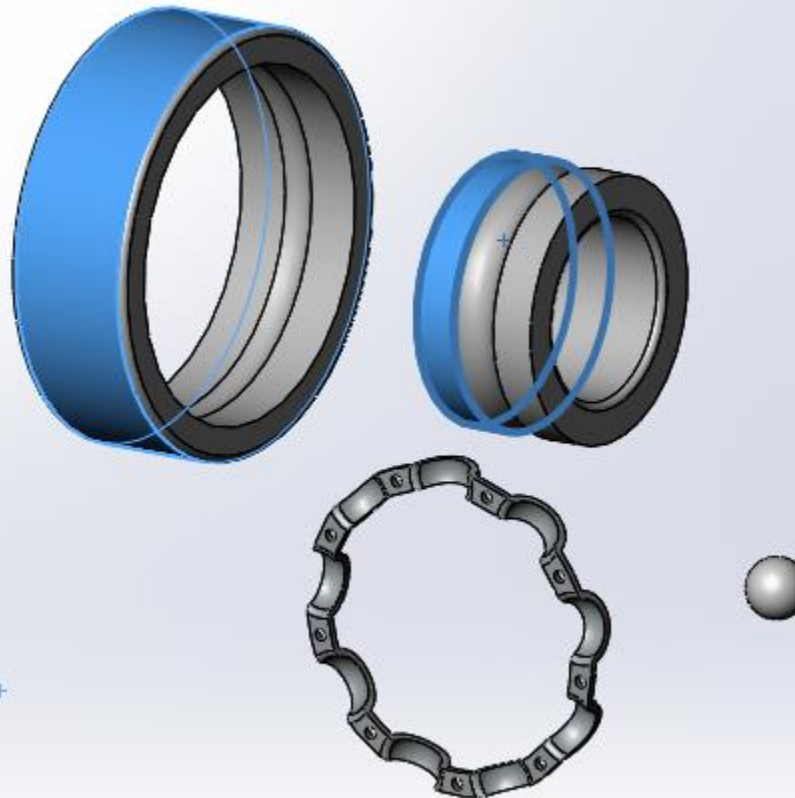
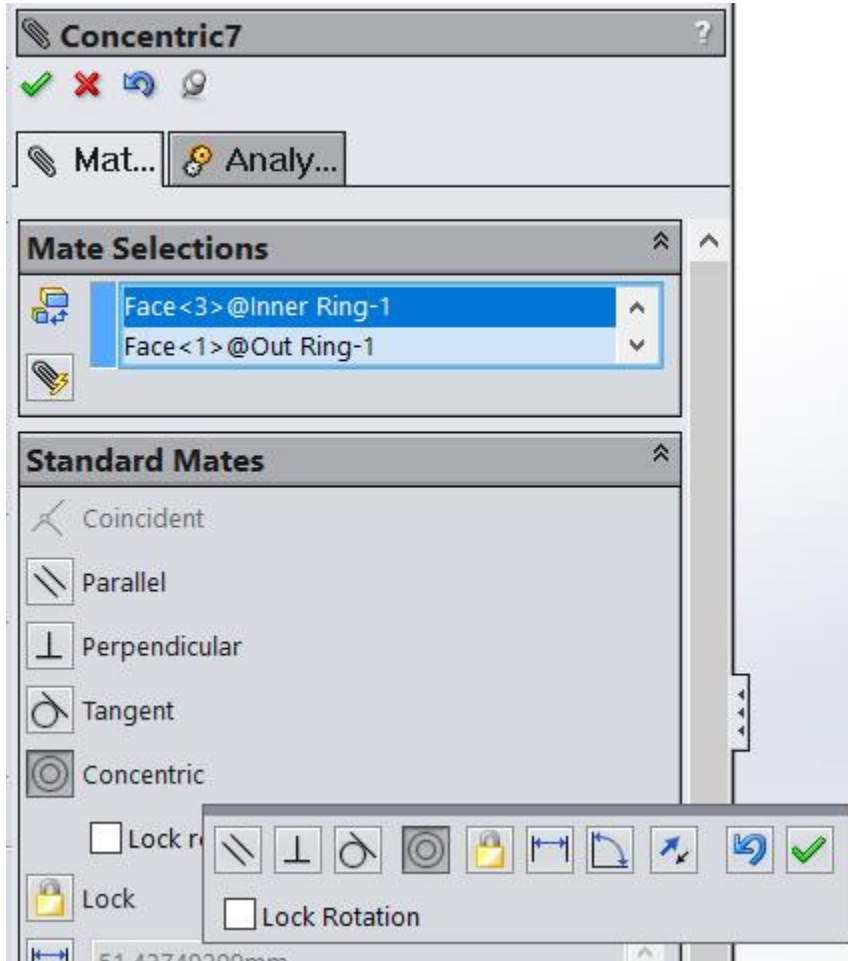
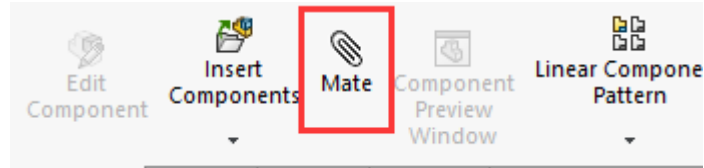


2. Insert components



# Sketching skills for drawing a bearing

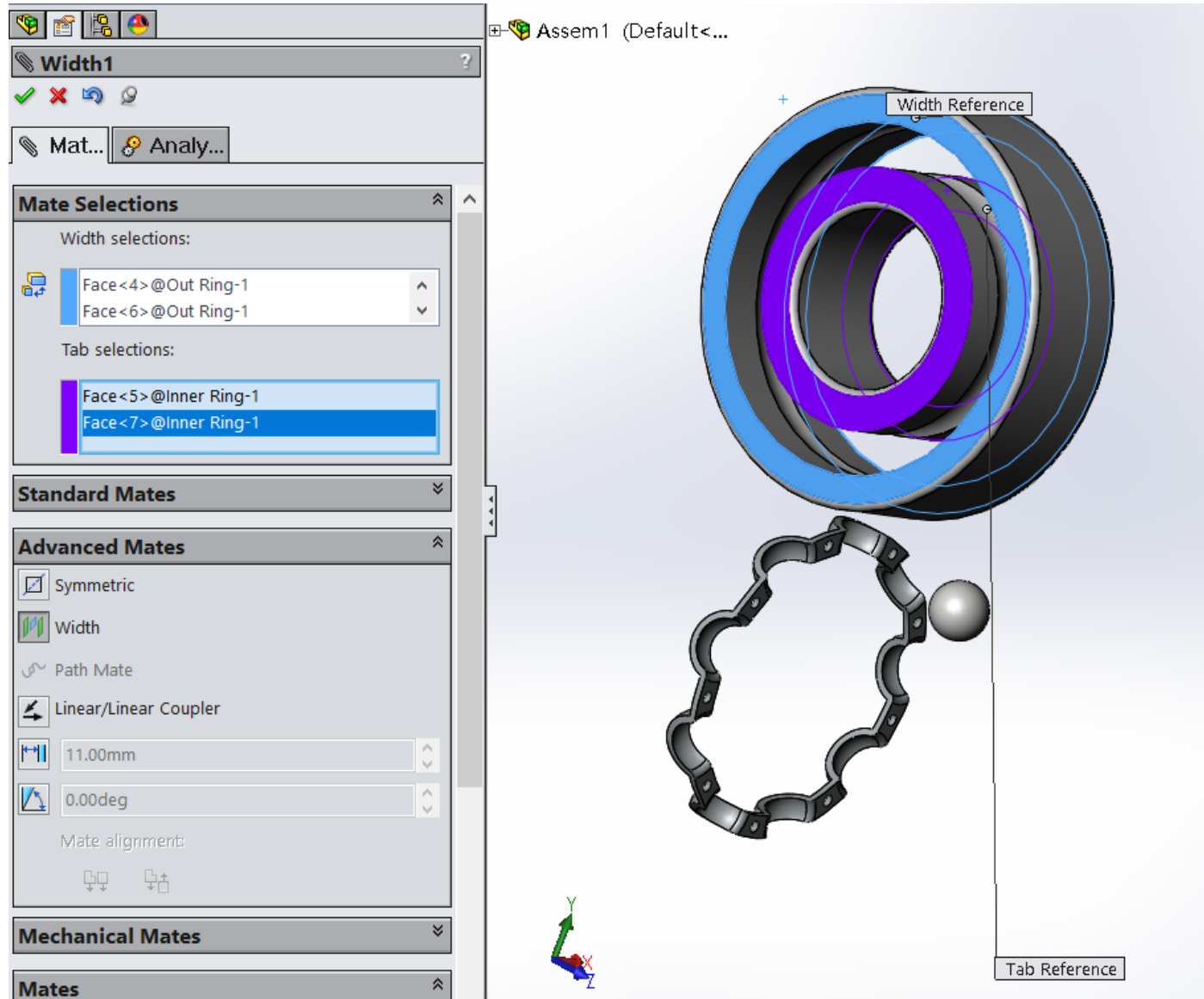
- Standard mate



Choose standard mates for outer and inner rings by concentric mates.

# Sketching skills for drawing a bearing

- Advanced mate



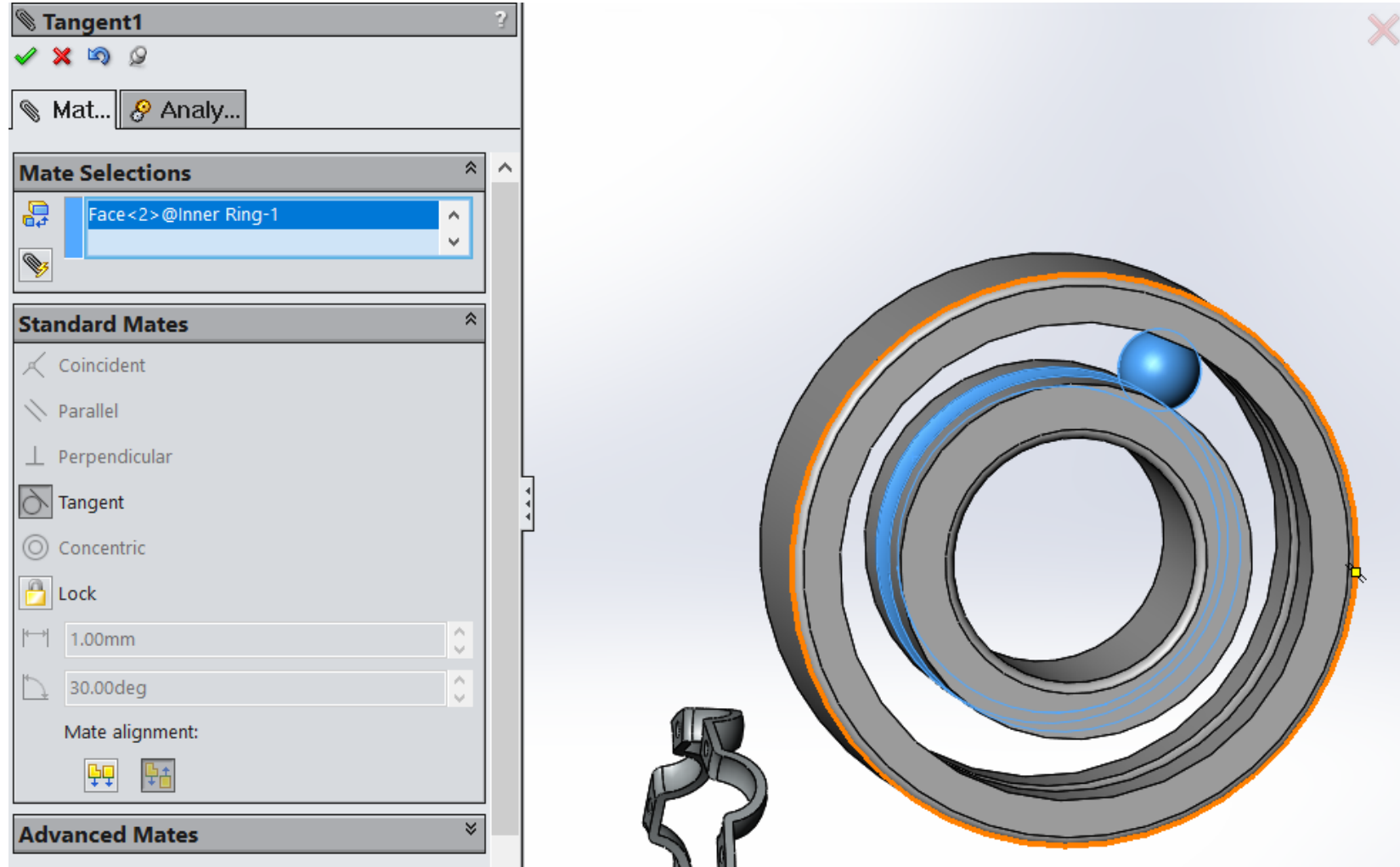
a. Select two planar faces for **Width** selections.

b. Select two planar faces, or one cylindrical face or axis, for **Tab** selections.



# Sketching skills for drawing a bearing

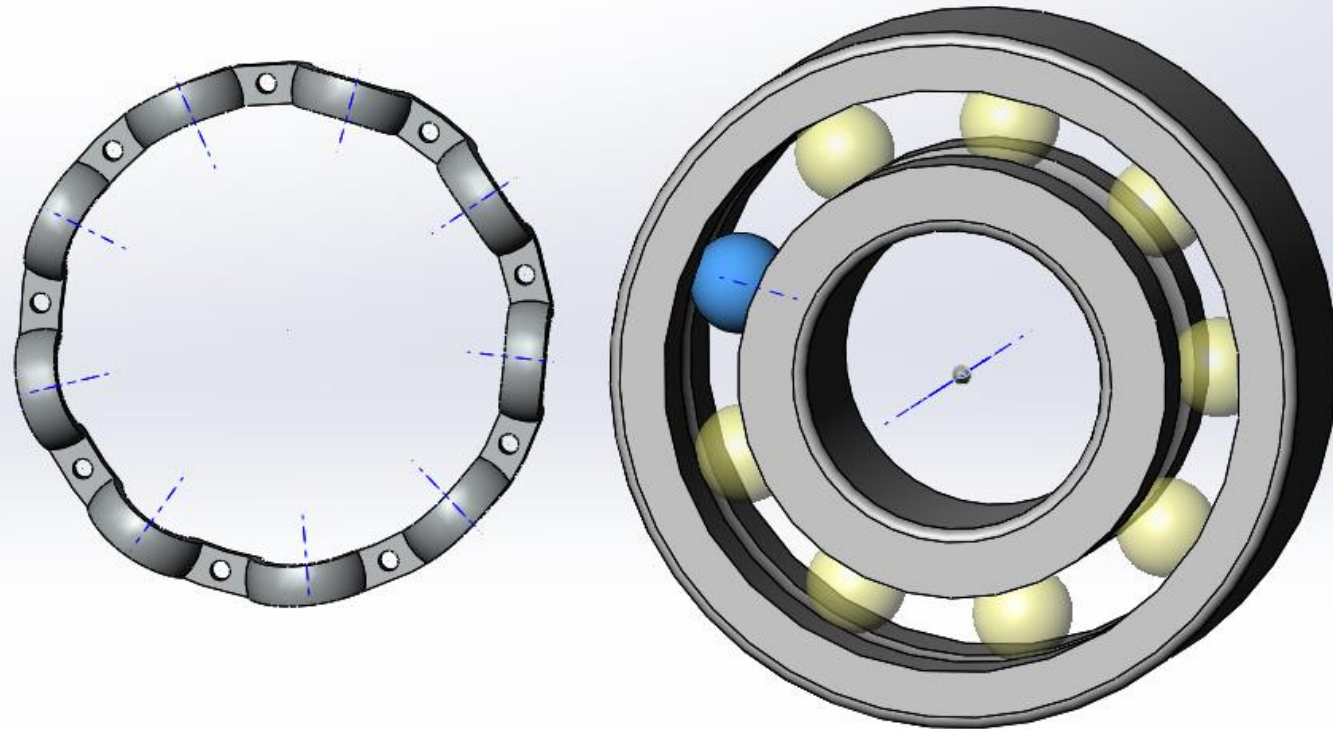
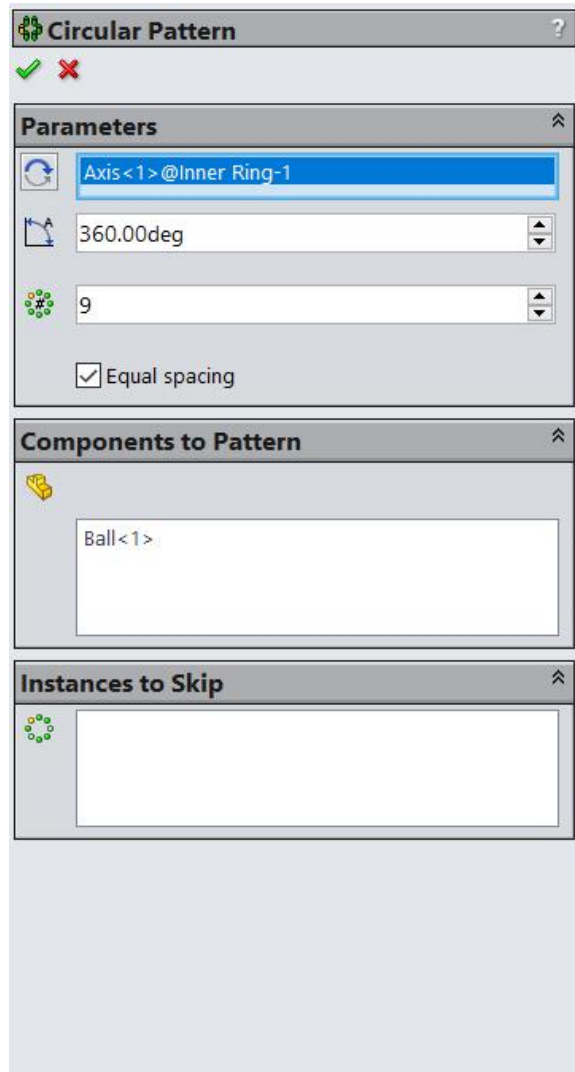
- Another standard mate



**Tangentially** mate the surface of the inner ring and the ball.

# Sketching skills for drawing a bearing

- Circular pattern for the component

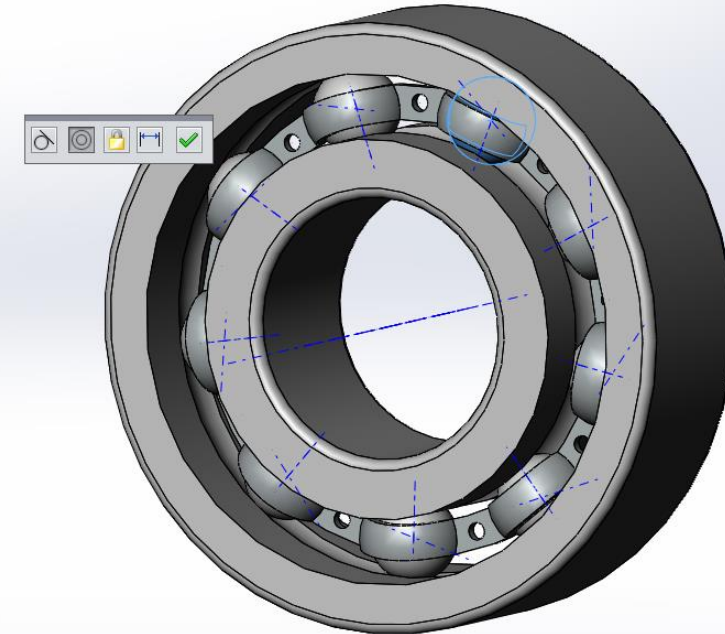
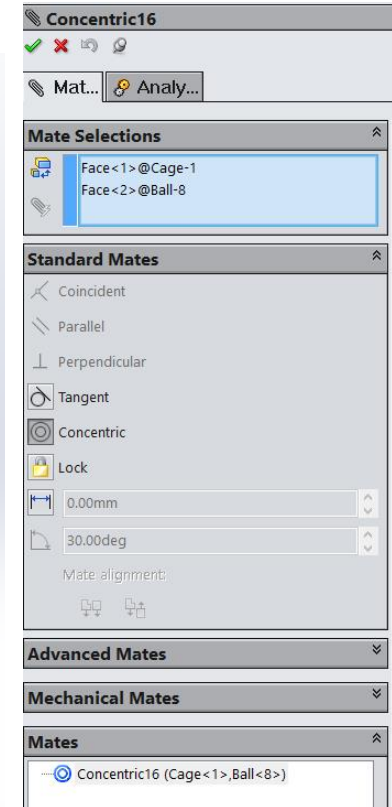
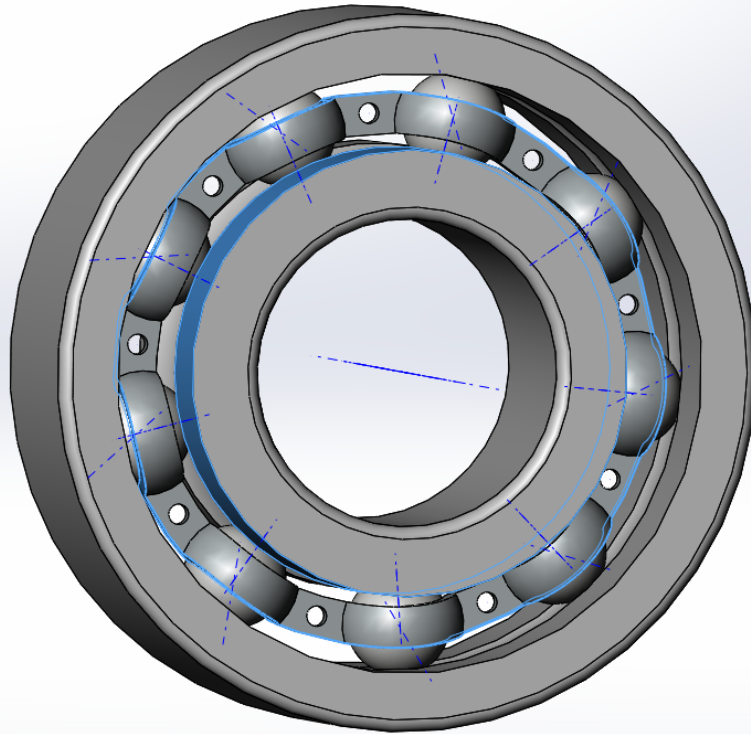
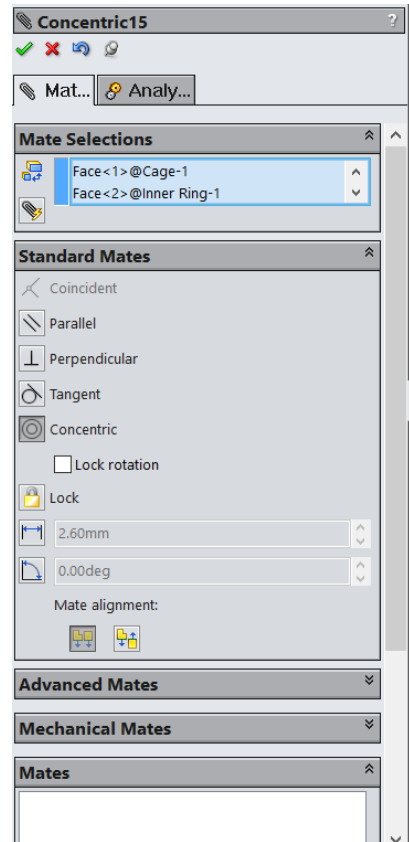


1. Choose the components to pattern.
2. Make the temporary axis visible.



# Sketching skills for drawing a bearing

- Another standard mate

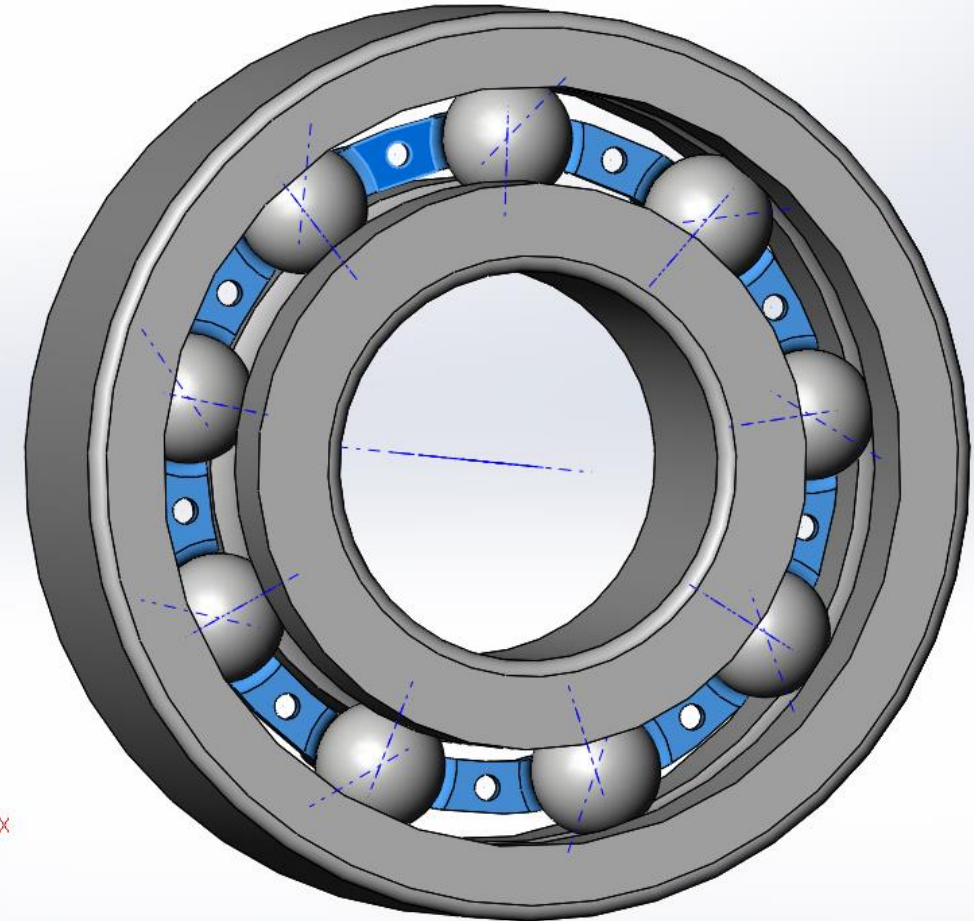
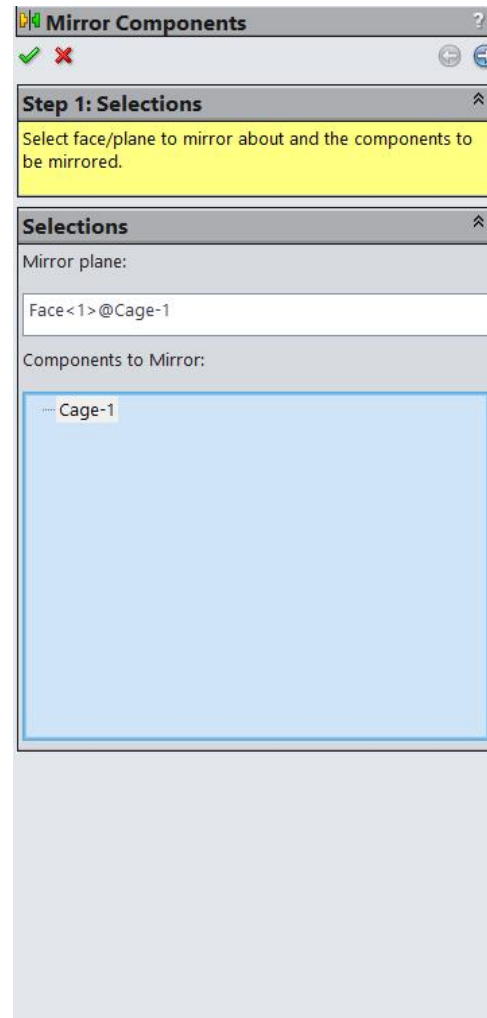


**Concentrically** mate the surface of the cage and the ball

**Concentrically** mate the surface of the cage and the inner ring

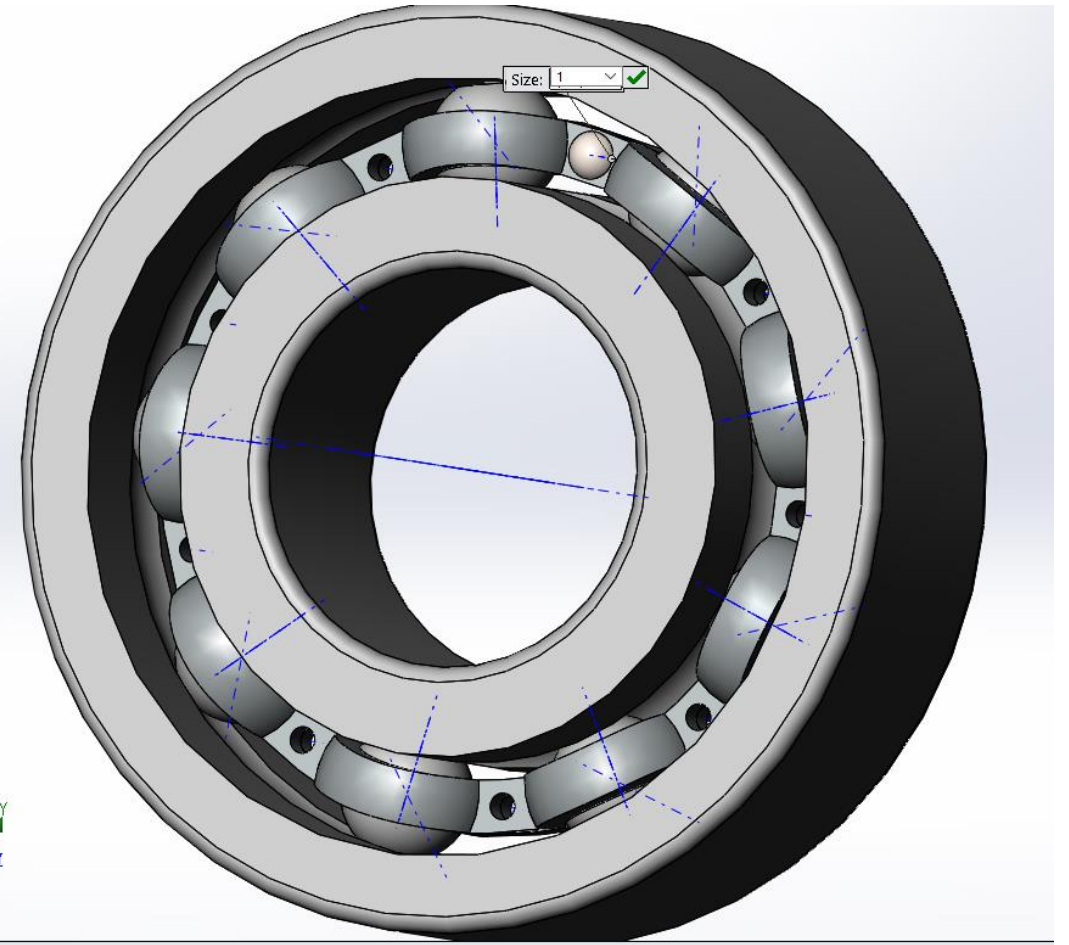
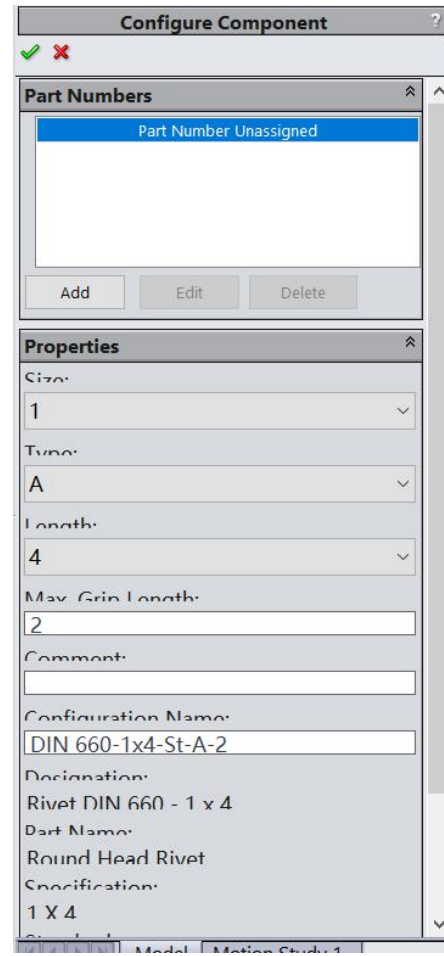
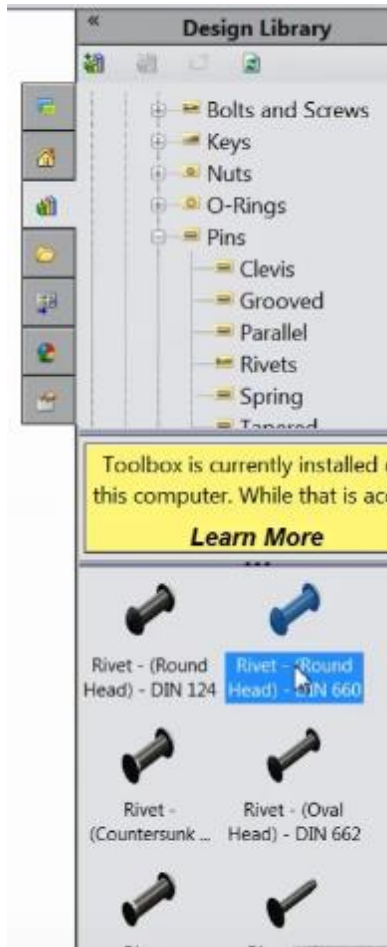
# Sketching skills for drawing a bearing

- **Mirror** the cage
  - Choose the component to mirror.
  - Choose a plane for mirroring .



# Sketching skills for drawing a bearing

- Adding a rivet from the part library



1. Choose the rivet from **Design Library**.

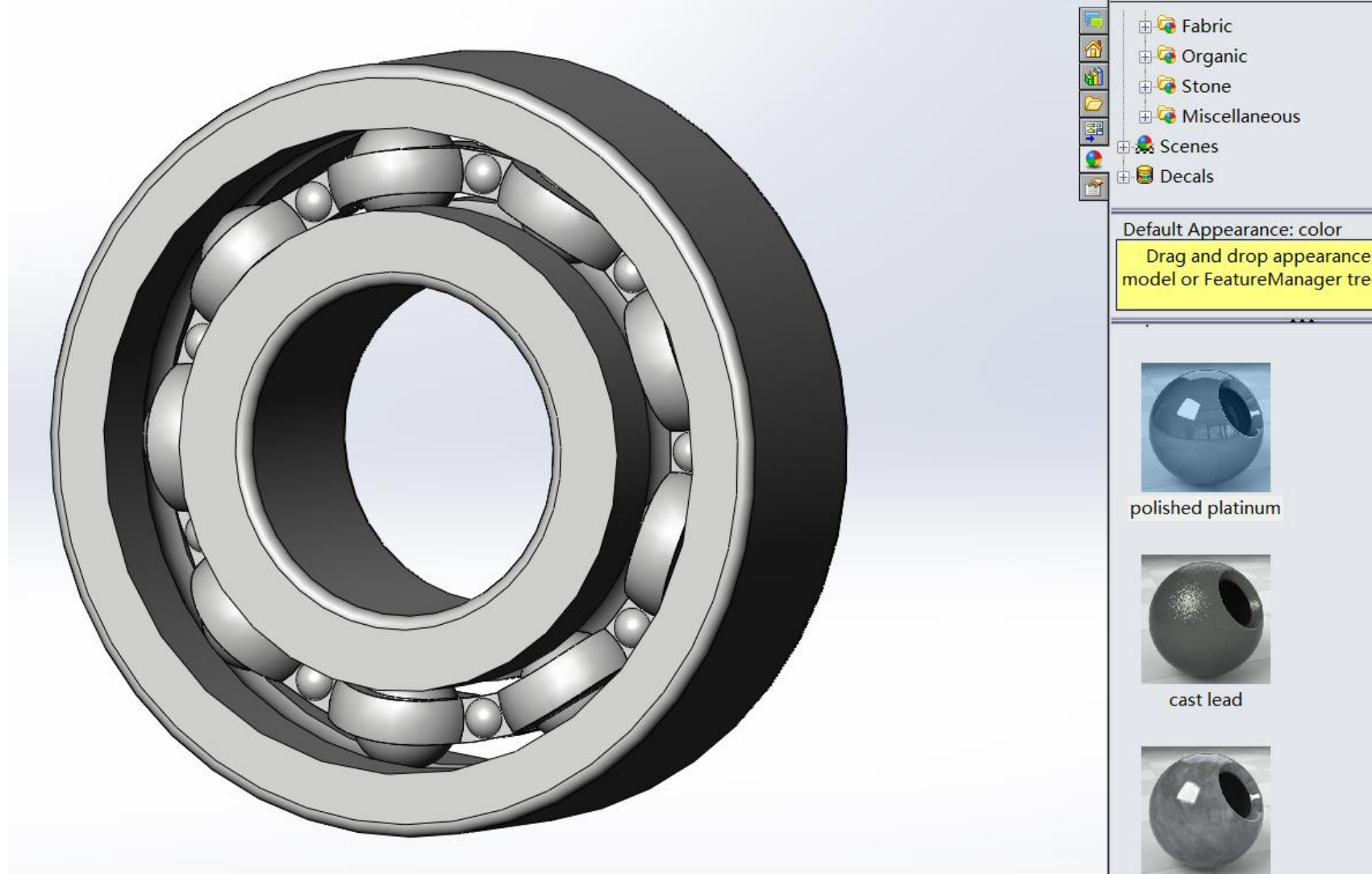
2. Drag the rivet in the hole of the cage.

3. Adding them with a circular pattern.



# Sketching skills for drawing a bearing

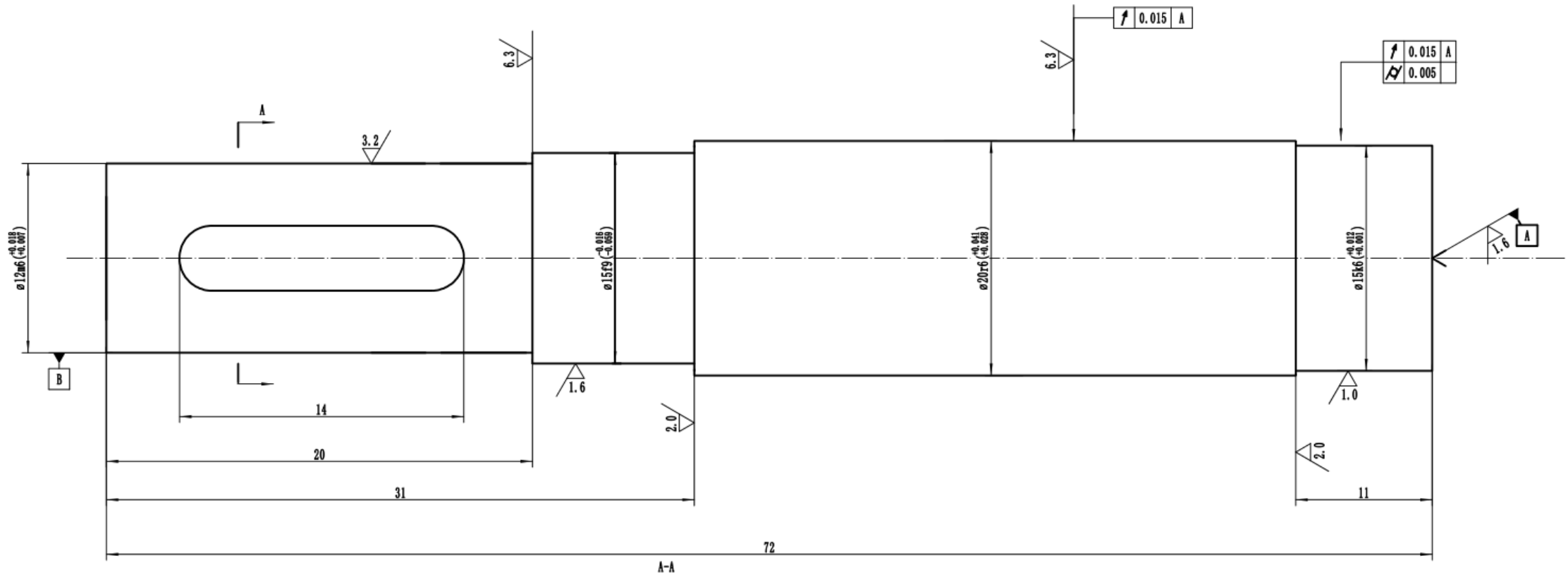
- Enhance the visual standard after circular patterning of the rivet.



# Lab assignments

# 3D sketch #1

- Draw this shaft with SolidWorks.



# 3D sketch #2

✓ Draw this part with SolidWorks

