

EN1740 Computer Aided Visualization and Design

Spring 2012

3/13/2012

Brian C. P. Burke

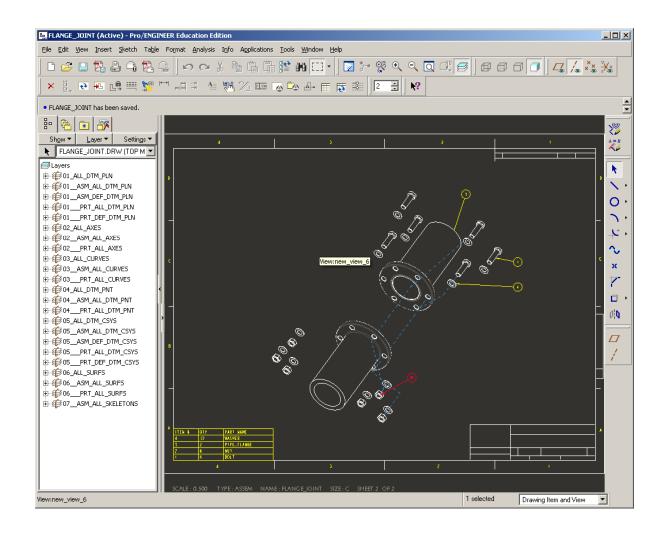
Last Time:

- Introduction to Assemblies
- Exploded Views

Tonight:

- Assembly drawings
 - X-sec
 - Exploded
 - Tables
 - BOM
 - Inclusions
- Simplified Reps
- Notes on Critical to Function Drawings
- Modeling text
- Color and Appearance Texture

Assembly Drawing



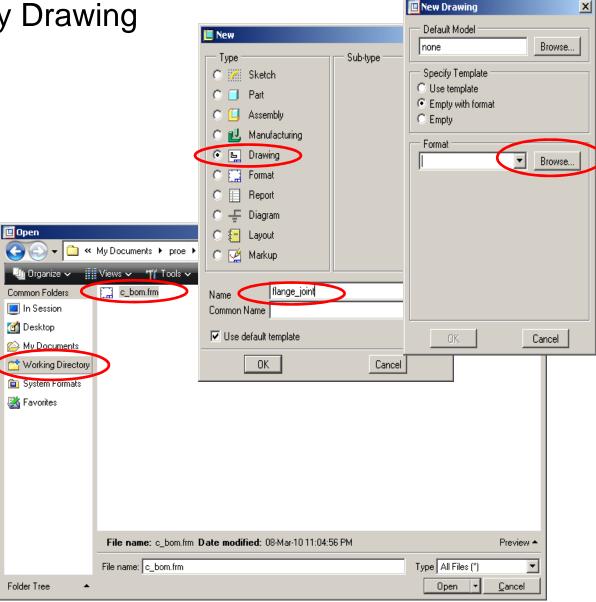
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EXERCISE - Assembly Drawing

Create an assembly

drawing for the pipe flange assembly

- Begins in same way as for components
- Be sure to use same name as Assembly
- For Format, use
- c_bom.frm that came with
 the files for tonight's lecture
 (should be in working
 directory)





• When prompted select No

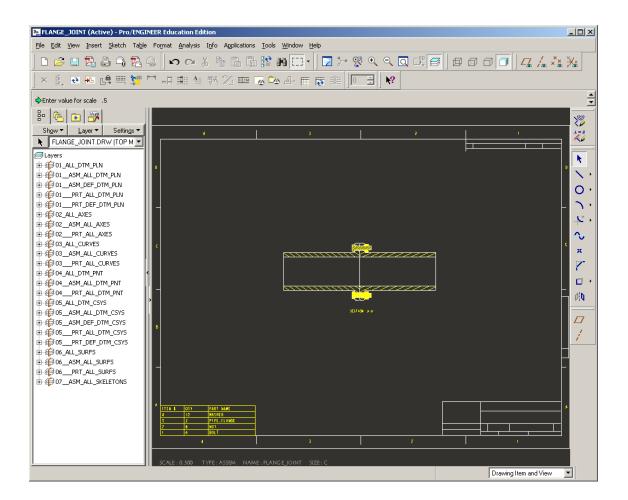
Combined State



- Use FRONT orientation
- Set View Display to No

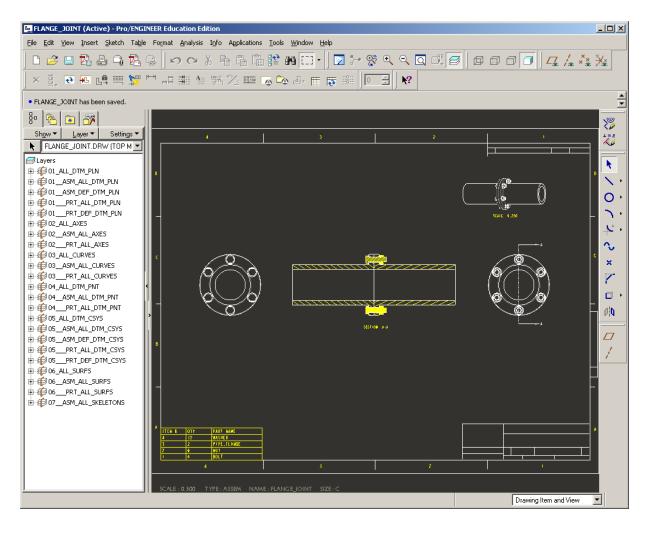
Hidden, Tan-Dimmed

- Turn on Section A-A
- Change default scale to .5





- Add two projection views
- Add section arrow to one of them
- Add a general view to aid in visualization in upper right



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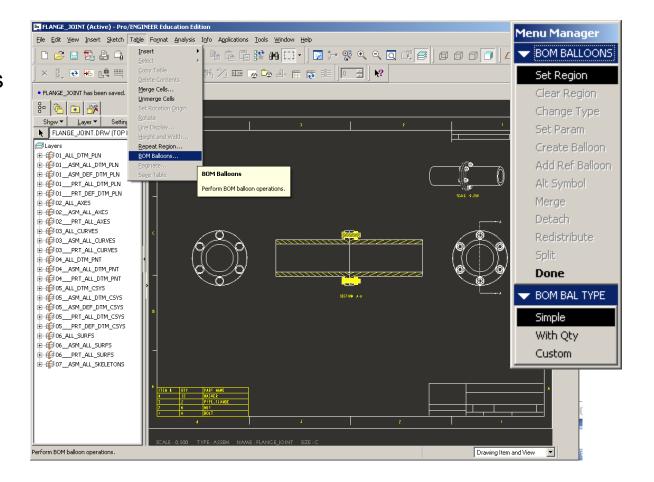


Add Bill of Materials

balloons

- Table > BOM Balloons
- Click on BOM table in

lower left



EXERCISE - Assembly Drawing

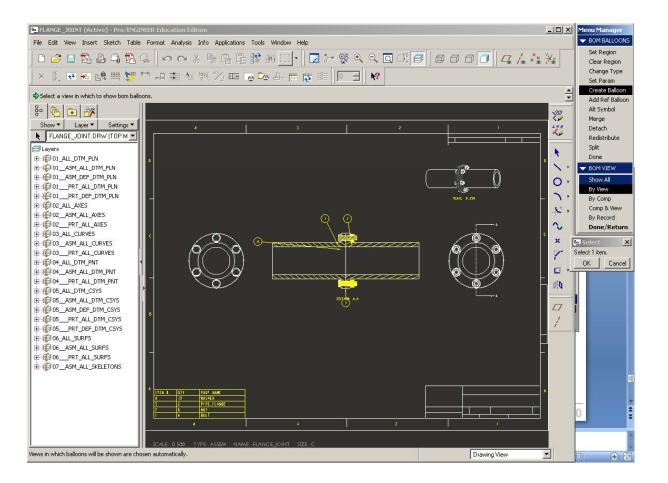
Add Bill of Materials

balloons (cont.)

- Create Balloons
- Show All
- Arrange balloons so they

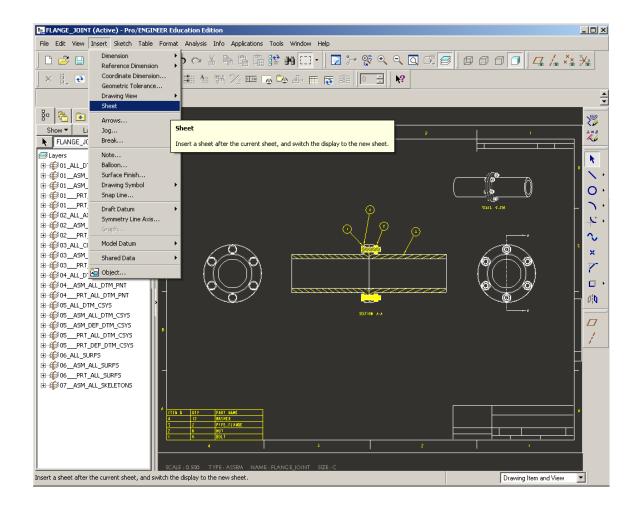
make sense

- Edit Attachment
- Re-arrange



EXERCISE - Assembly Drawing

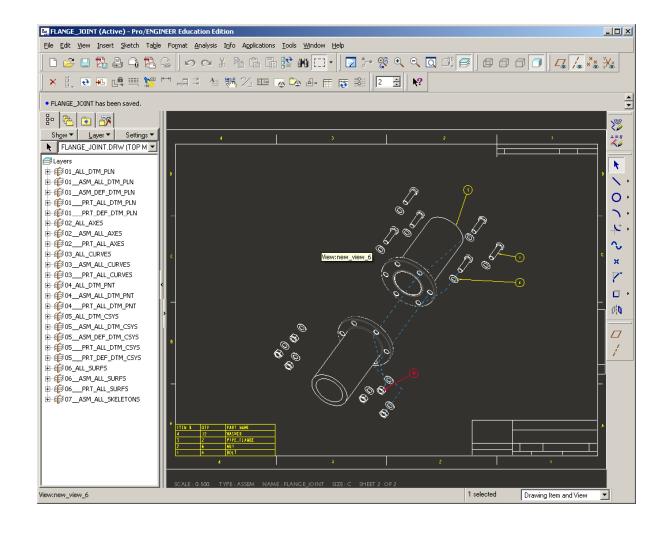
- Create a second sheet
- for the exploded view
 - Insert > Sheet





• Set View Display and

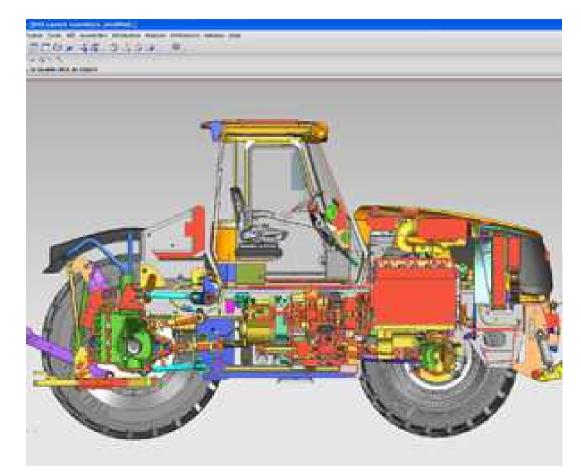
show BOM balloons



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Simplified Representations

- Simplified Reps allow for the management of large assemblies
- Components can either be included, excluded or reduced in the amount of information they contain



http://www.designnews.com/photo/48/48453-CA6432043_A.jpg

Simplified Representations

Types of Simplified Representations

More System Resources

- Master Rep Fully featured and detailed parts
- Geometry Rep Will show modifications to assembly features, but not part features
- Graphics Rep No changes reflected, basically just a place holder
- Symbolic Rep Just a point

Less System Resources

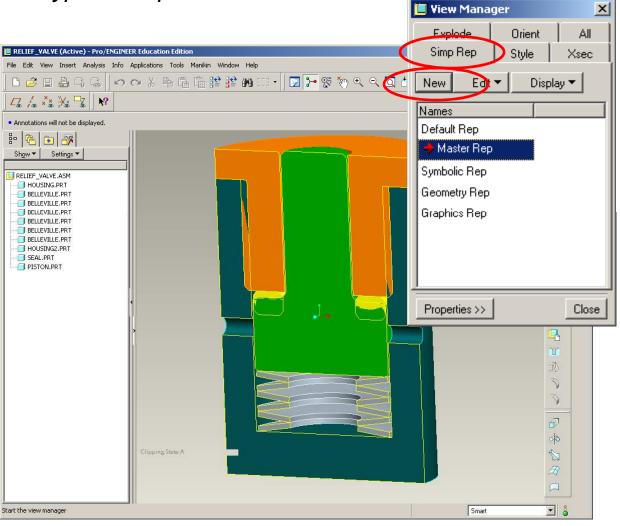
Representations can be applied to the whole model or to individual components

See help file for more details on each Rep type

EXERCISE - Simplified Representations

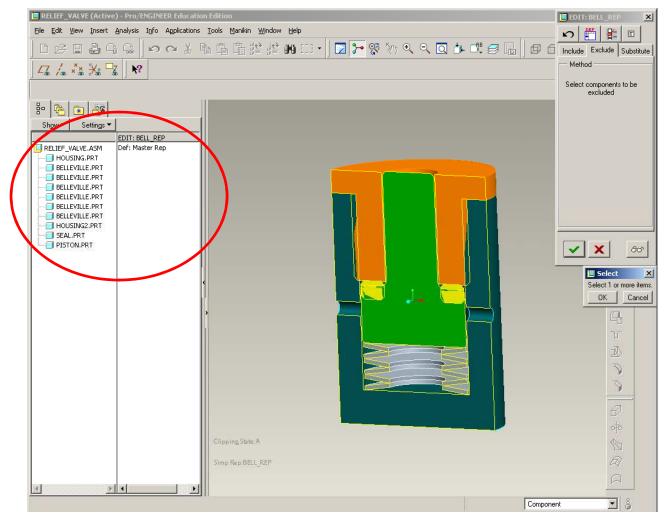
Create a Simplified Rep with all types of representations

- Click View Manager
- Click Simp Rep tab
- Click New button
- Name the new rep,
- "bell_rep"

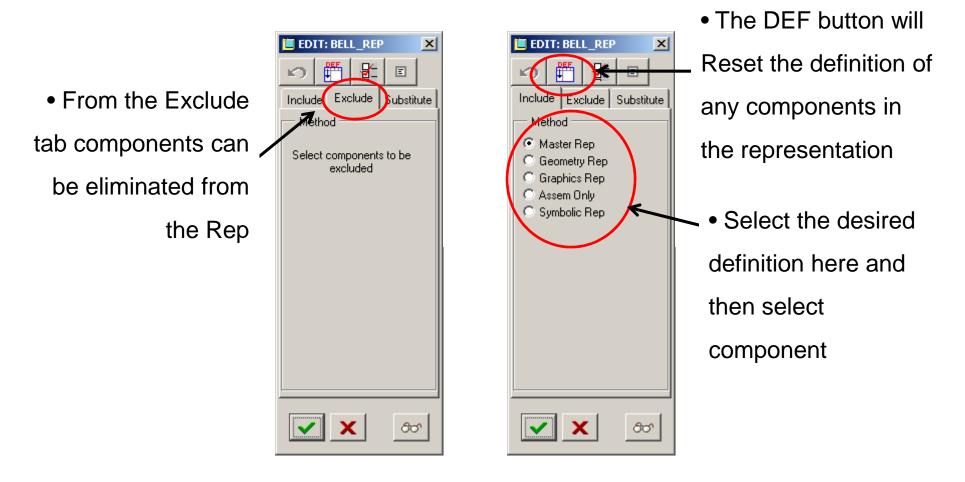


EXERCISE - Simplified Representations

- Once the new name is entered the edit dialog will launch
- Current rep status of the components in the assembly is listed in the left

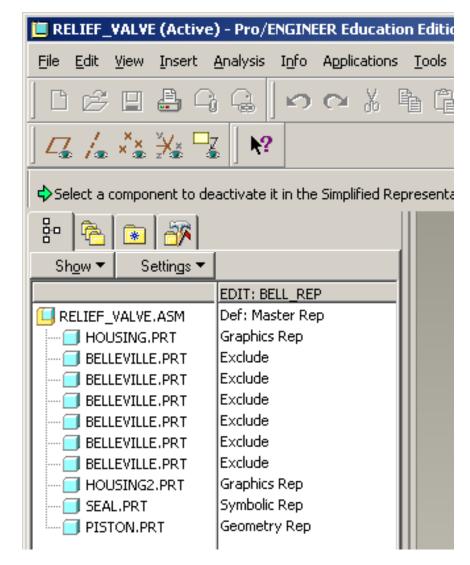


EXERCISE - Simplified Representations



EXERCISE - Simplified Representations

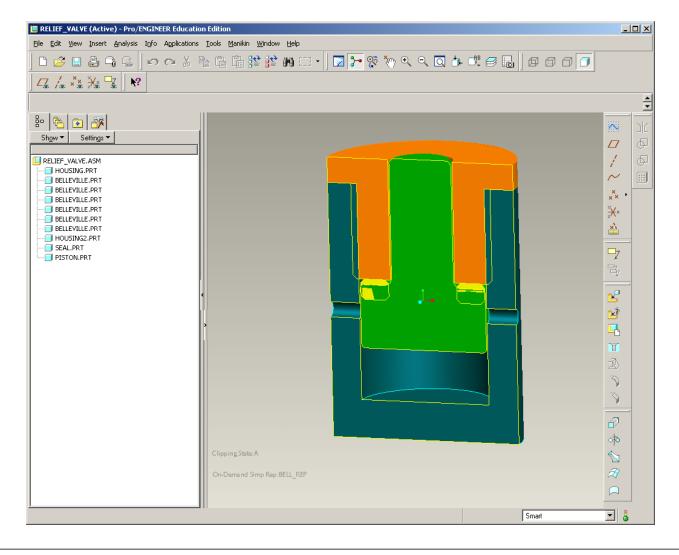
- Create a rep that:
 - Excludes the Bellevilles
 - Set piston to Geometry
 - Set housings Graphics
 - Set the seal to Symbolic





EXERCISE - Simplified Representations

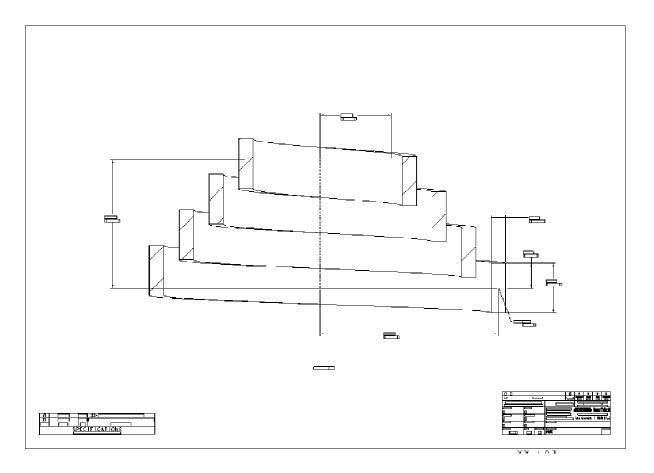
• Done



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Critical To Function Dimensioning (CTFD)

The drawings we've encountered in class have been relatively simple....



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Critical To Function Dimensioning (CTFD)

...but what if you had to dimension this?

Critical To Function Dimensioning (CTFD)

CTFD style allows the 3D CAD model plus the 2D drawing to completely define geometry

Advantages:

- Simplifies 2D drawings
- Reduces amount of time produce documentation
- Draws out immediately what's important

Disadvantages:

- Something becomes critical later, that wasn't immediately noticed
- Discrepancy between 2D and 3D geometry can cause confusion
- Interpreting tolerances can sometimes lead to misinterpretations

Critical To Function Dimensioning (CTFD)

What needs to be called out as "Critical To Function"?

- Any dimension involved in a tolerance stack-up
 - Need for tolerance stack is based on function of component, subassebmly and top level assembly
 - Typically formalized for stacks involving 3 or more dimensions
 - Six dimensions or greater are analyzed statistically
- Dimensions for features that mate with another part
- Any dimension requiring a tolerance that exceeds title-block tolerance
- Process control dimensions
- Dimensions that should be inspected for qualification

This does require some experience, but is a big time saver in the end.

Critical To Function Dimensioning (CTFD)

Required information to use CTFD dimensioning

- Statement indicating 3D and 2D completely define geometry
 - Should also specify tie-break (usually CAD wins)
- Default tolerances
 - Premium tol's are those shown on print
 - Dimensions shown without tol's adhere to title block tolerance guide
 - Industry standard for everything else
 - There are a few variations to this theme

Text

- There are a number of situations where text needs to modeled directly onto a component
 - Safety warning
 - Patent ID
 - Model number
 - Government Certification (e.g. REACH)





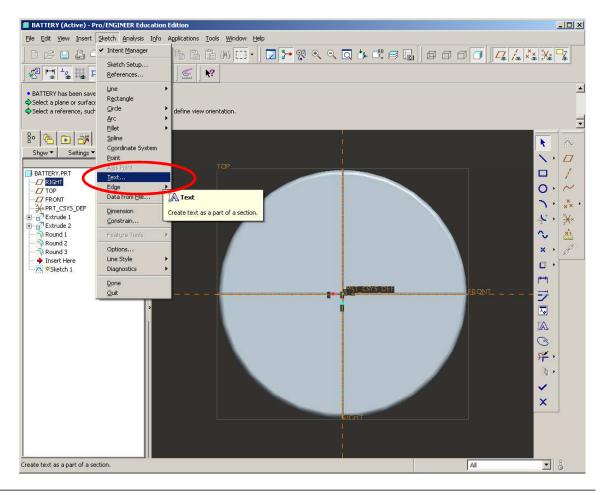


EXERCISE - Text

• Get battery.prt from

Supporting Materials page and open

- Create a new Sketch feature on the TOP datum
- Sketch > Text...



EXERCISE - Text

- Draw a line indicating height of text and relative position
 - NOTE: Create line from

bottom to top

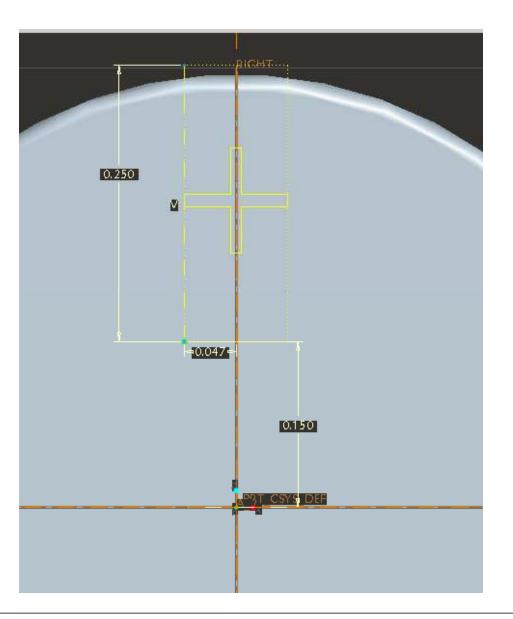
- Text dialog will launch
- Enter a "+" sign
- Click OK
- MMB to finish

| ight n rom | BATTERY (Active) - Pro/ENGINEER Education Edition Be Edit View Insert Setch Analysis Typ Applicators Tools Window Help Select start point of line to determine text height and orientation. Select start point of line to determine text height and orientation. Select start point of line to determine text height and orientation. Select start point of line to determine text height and orientation. Be Ref Select start point of line to determine text height and orientation. Be Ref Select start point of line to determine text height and orientation. Be Ref Select start point of line to determine text height and orientation. Be Ref Select start point of line to determine text height and orientation. Be Ref Select start point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line to determine text height and orientation. Be Ref Select second point of line t | |
|----------------------|---|--|
| Ve Aspect ratio 1 | eter Select Parameter | |
| Place along | curve Kerning OK Cancel | |

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EXERCISE - Text

- Re-size plus sign
 - .250 text size
 - .047 over from center
 - .150 up
- Click Done



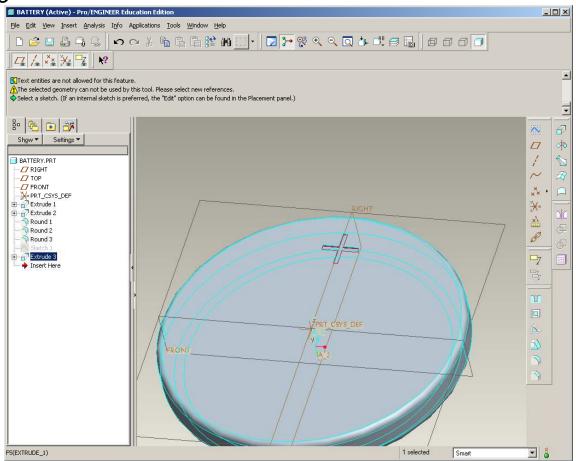
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EXERCISE - Text

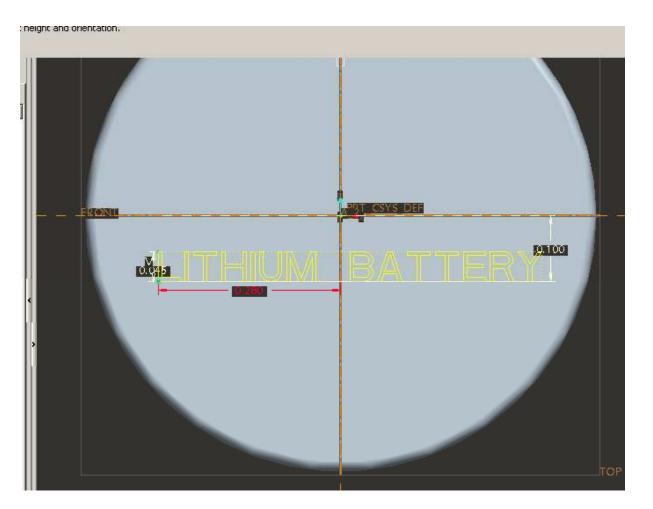
• Use the Text sketch to create

an .005 deep cut



EXERCISE - Text

- Repeat the process to create the "LITHIUM BATTERY" label
 - Text height .045
 - .100 from center to bottom of text
 - .280 over from center
- What if the text weren't straight?

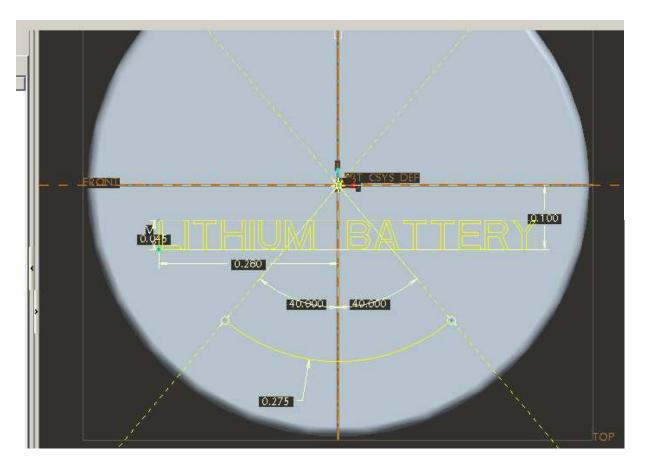


EXERCISE - Text

- Sketch the following arc section
 - 80deg angle

symmetric about center

• R.275



EXERCISE - Text

Double click on text label

to bring up Text dialog

• Check "Place along curve"

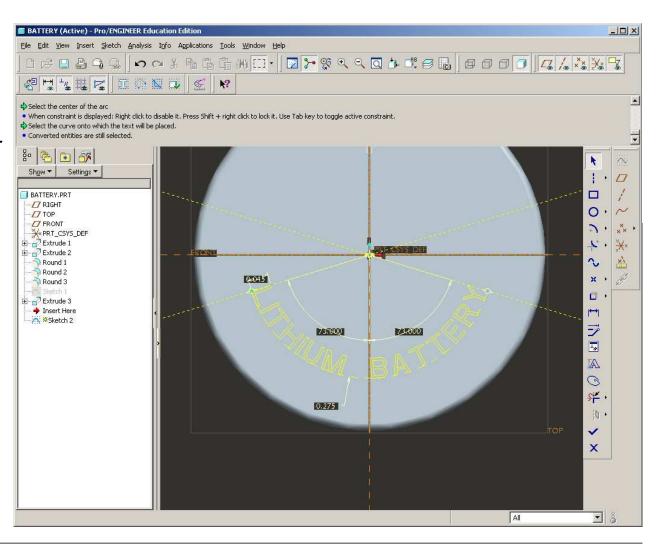
box

- Select arc segment we
- just created
- Click OK on dialog

| Text | x |
|--|-----|
| Text line Enter text manually Use parameter Select Parameter | |
| LITHIUM BATTERY | |
| Text Symbol | |
| Font | |
| Font Effont3d | -] |
| Position: Horizontal Left |] |
| Vertical Bottom | 3 |
| Aspect ratio 1.00 | ונ |
| Slant angle 0.00 |] |
| Place along curve Kernin | ng |
| OK Cano | el. |

EXERCISE - Text

- Adjust angles to be
 73degs. Each (156deg
 total)
- CHANGE ARC SEGMENT TO CONSTRUCTION
- Click Done

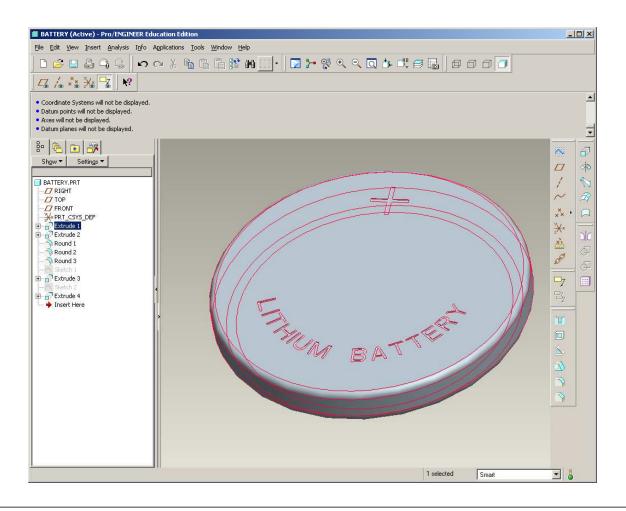




EXERCISE - Text

• Make a .005 extruded cut

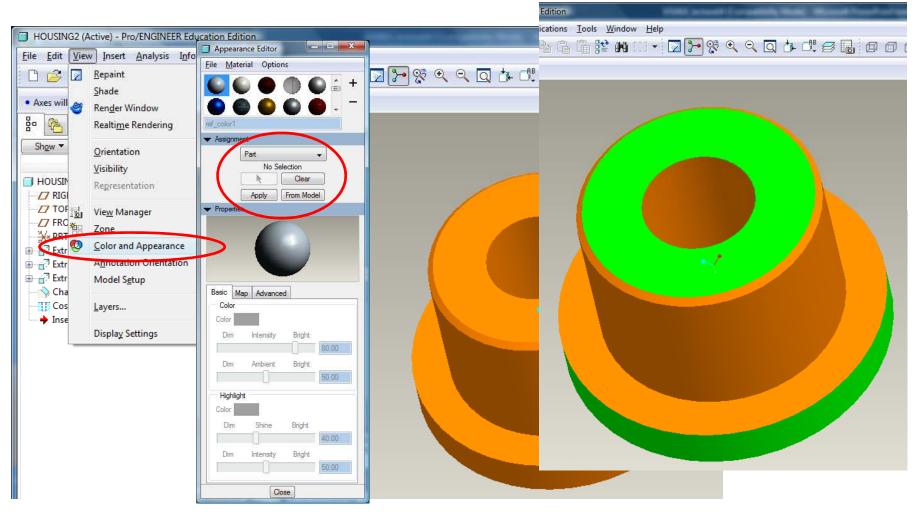
with the Text sketch





Color and Texture - Color

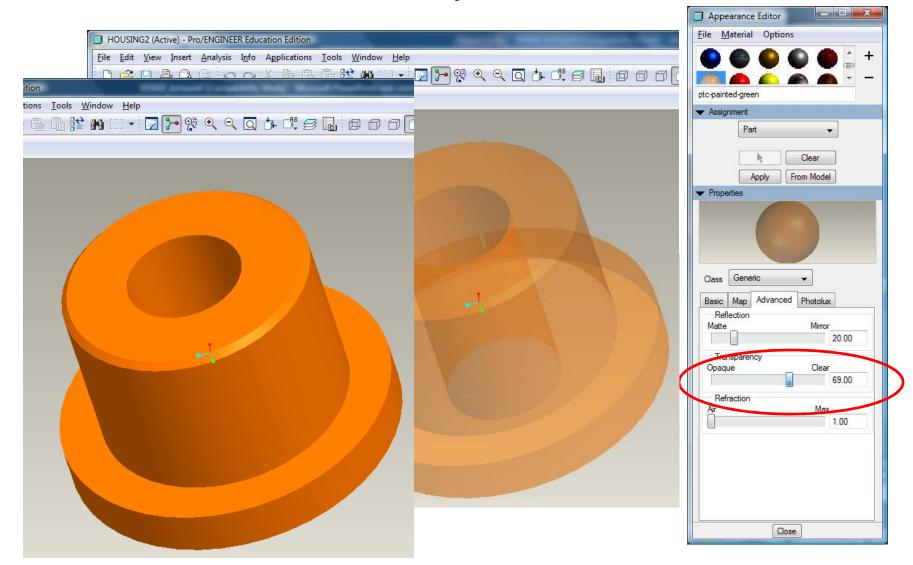
Color can be applied to entire component or surface



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Color and Texture - Translucency



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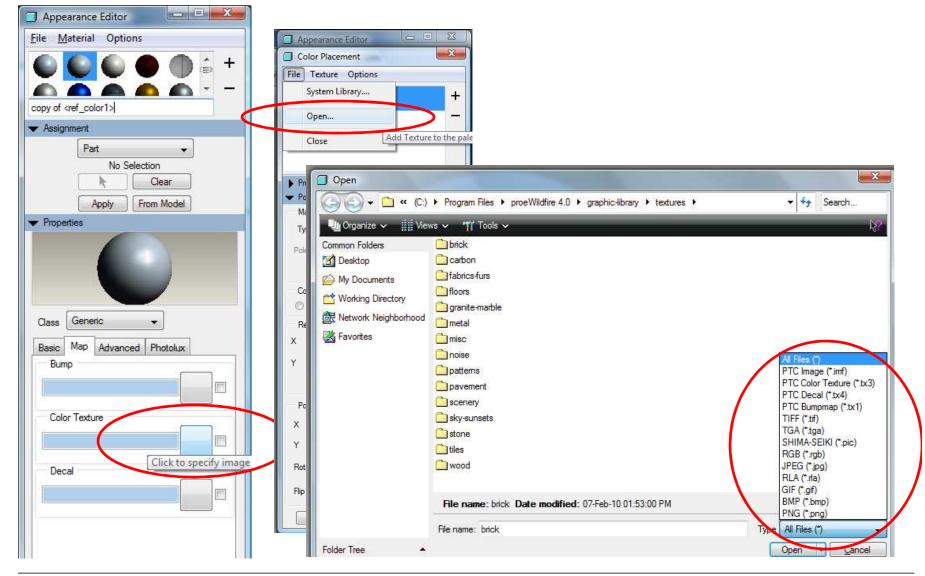


Color and Texture - Texture Appearance Editor HOUSING2 (Active) - Pro/ENGINEER Education Edition File Edit View Insert Analysis Info Applications Tools Window Help 🗋 🥱 🔽 Repaint Ctrl+R ref color1 Shade • Select su 🖉 Render Window 80 😤 Realtime Rendering Show -Orientation Visibility HOUSIN Representation Properties 7 RIGI TOF View Manager T FRC * Color and Appearance Extr 🕀 🔐 Extr notation Orientation 🕀 🚽 Extr Model Setup Color TT Cos Layers... Inse Color **Display Settings**

File Material Options + Assignment Part • No Selection Clear Apply From Model Basic Map Advanced Bright Dim Intensity 80.00 Dim Ambient Bright 50.00 Highlight Color Shine Bright Dim 40.00 Bright Dim Intensity 50.00 Close

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Color and Texture - Texture



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Color and Texture - Texture

