

# EN1740 Computer Aided Visualization and Design

Spring 2012

3/22/2012

Brian C. P. Burke

# Brown University

### Last Time:

• Additional Top-Down Design

### Tonight:

- Finish Top-Down Design
- Renderings
- Form Project Groups

## AutoCAD Next Up?

- We're going to tackle an introduction to AutoCAD in the next few lectures
- Please go to Autodesk's educational community site and register
  - www.Autodesk.com/edcommunity
- Once registered you'll be able to download AutoCAD 2012
  - Please do so in anticipation of the lectures to come

### 🗿 Brown University

### EXERCISE – Top-Down Design Tools

- Extrude a solid feature from the BASE\_PLN to the bottom of the part
  - Sketch on the BASE\_PLN
  - The USE EDGE tool will give the inside curve
  - OFFSET EDGE (.060) for outside edge of feature
  - Select 'Extrude to Selected...' and select the CAP\_PLANE surface



# 🗿 Brown University

### EXERCISE – Top-Down Design Tools

- Basically repeat steps down for CAP
  - Copy BASE\_PLN
  - Extrude solid feature from it
- This time:
  - Cut from the solid
  - Offset .065





- Extrude a partition between where the coffee will be ground and where the electronics will live
  - Web thickness is
    - .100in



BCB – Mar. 22, 2012



- Back to the assembly,
   insert the WHEEL
   component
- How much coffee can we fit in the space allotted for grinding?







### Create a new model to measure the coffee volume

- File > New > coff\_vol.prt
- Copy outer surface from ID model
- Copy BASE\_PLN from

skeleton





Create a new model to measure the coffee volume

- Solidify
- Add R.250 round to top
- Trim solid at BASE\_PLN





#### Create a new model to measure the coffee volume

Assemble coffee
 volume part into top level
 assembly



BCB – Mar. 22, 2012

## 🗿 Brown University

## EXERCISE – Top-Down Design Tools

Use Component Operations to determine volume

• Edit > Component

Operations

- Cut Out
- Select volume model > OK
- Select cap part > OK
- Done
- Done/Return
- Repeat with Housing and Wheel



## 🗿 Brown University

## EXERCISE – Top-Down Design Tools

Use Component Operations to determine volume

- Go back to volume model
- Analysis > Model > Mass
   Properties
- Click the goggles



Mass Properties

Analysis Feature

BCB – Mar. 22, 2012



Fast forward.....built the model and customer feedback is in

- As a result of focus group study we have to change the model:
  - Ellipse cross section isn't "*ellipsey*" enough
  - Not enough volume of coffee in grinder
  - Straight curve interface has been done, need a new look
- Back to ID model



- Edit ellipse on base feature
  - Modify Rx to 2.25
- Modify spine feature
  - Should extend 2.47 from RIGHT
- Regen





• Replace straight sketch with circular section

•16.00 dia; center 3.00 down and 1.25 to the left





ID model is updated

• Move on to the parts





#### Part update

- Regenerate the Cap
  - Failure mode
- Clip suppress





#### Part update

- Go into ID model and copy redefined curve
- Need to update some references
  - It's faster to go through
    Failure Mode than start
    over!!
- Here we are





#### Part update

• Same steps with the

Housing



# 🟺 Brown University

## EXERCISE – Top-Down Design Tools

### Assembly update

May need to redefine
 a few things here and
 there, but the volume
 number comes back
 out.



Mass Properties

BCB – Mar. 22, 2012

EN1740, S2012

X



## Summary – Where did we use Top-Down tools

- Skeletons
  - Provide a layout for entire product and position of primary systems
- Shared Geometry
  - Allows for single-source, product-level geometry specification
- Component Operations
  - Use product components to garner other information

# Brown University

### Rendering

Photo Quality Images of CAD models





http://www.ptc.com/product/creo/advanced-rendering-extension

BCB – Mar. 22, 2012





Blank Surface and Curve Layers

- Click Show above model tree and select
  'Layer Tree'
- Highlight the 'All Curves' and 'All Surfaces' Layers
- RMB > Hide
- RMB > Save Status





#### **Render Controls**

- One-stop shop for all things related to rendering
- View > Model Setup >
   Render Control





#### Orientation

- Save an orientation
   so the model can be
   put back in the same
   place for updates
- Use Dynamic
   Orientation
- Remember to Save with a name you'll remember





- Set Colors and Transparency
- View > Color and
   Appearance (or from tool bar)
- From the drop down, select Components
- Select Component
- Select Component and click Apply
- See Advanced tab for transparency



EN1740, S2012

Appearance Editor



#### **Room Editor**

- Set the stage create a scene for the model
- Using the Position,
  Rotate and Display
  tabs orient the model to
  the space



Room Editor



### **Room Editor**

- Uncheck everything but the Floor and Wall 2
- Apply textures and render

