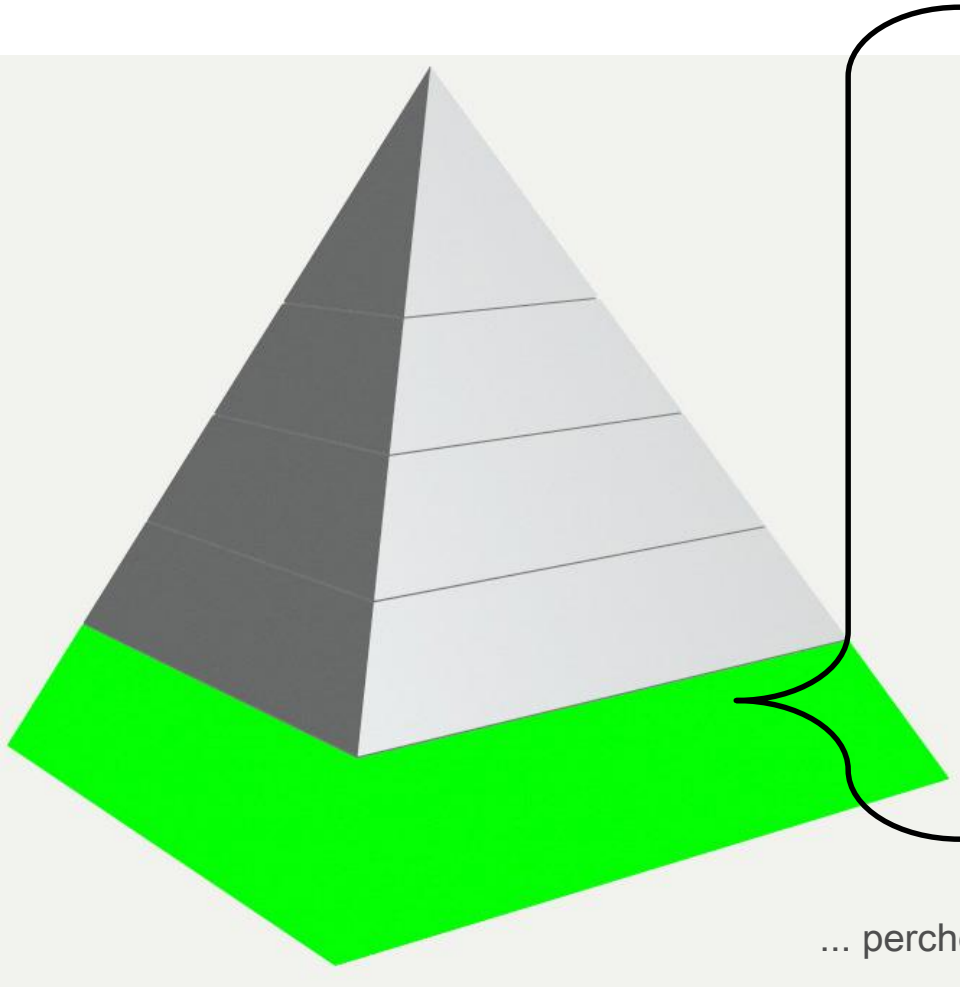


La caratteristica piramide-1

Perché questo chiama soluzioni alternative “radicale”?

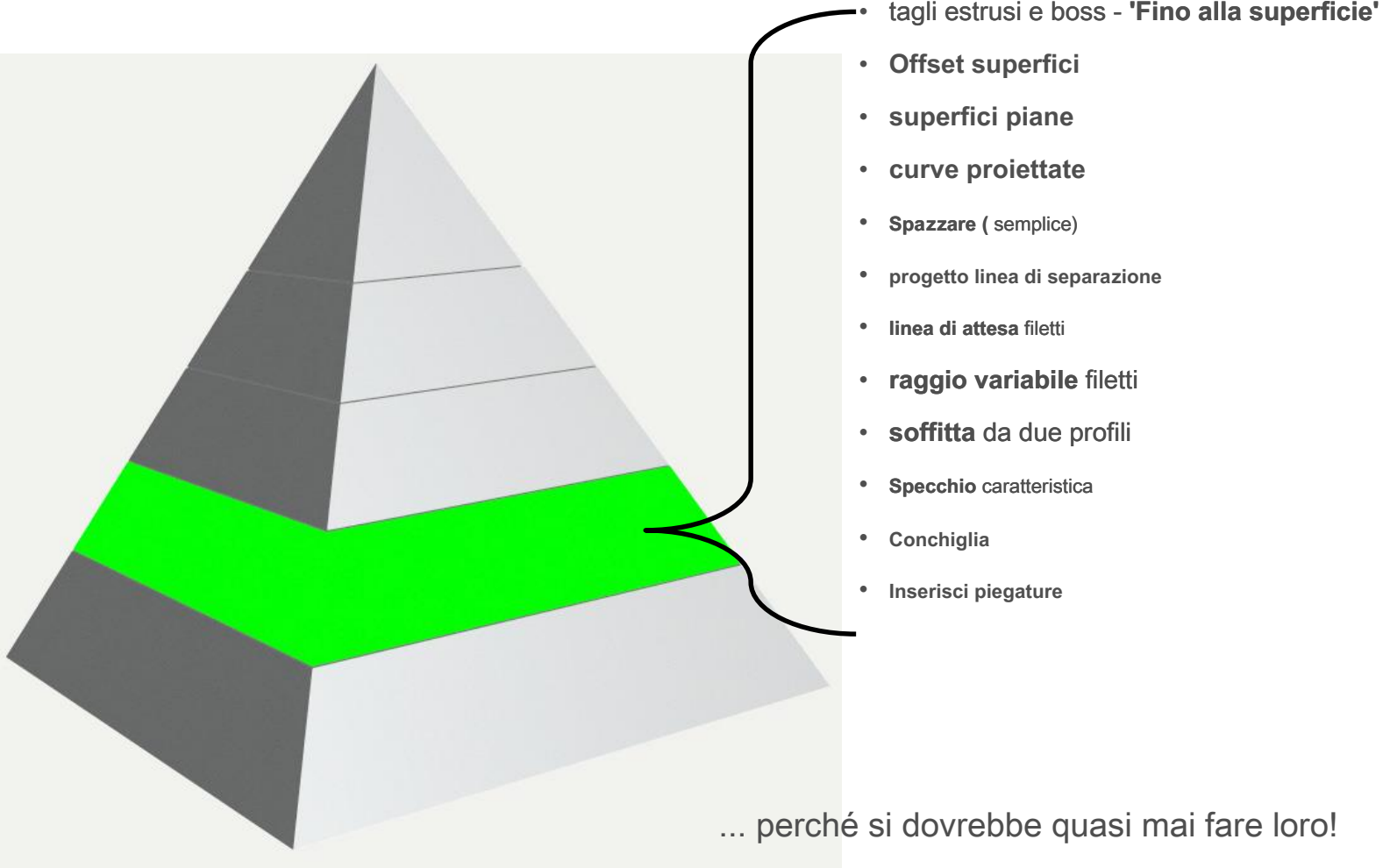


- tagli estrusi e boss - **'Cieco', 'attraverso tutti', 'midplane'**
- **ruota**
- **raccordi a raggio costante**
- **Smussare**
- **modelli a semplice effetto**
- **specchio tutti**
- **progetto volto**

... perché si dovrebbe quasi mai fare loro!

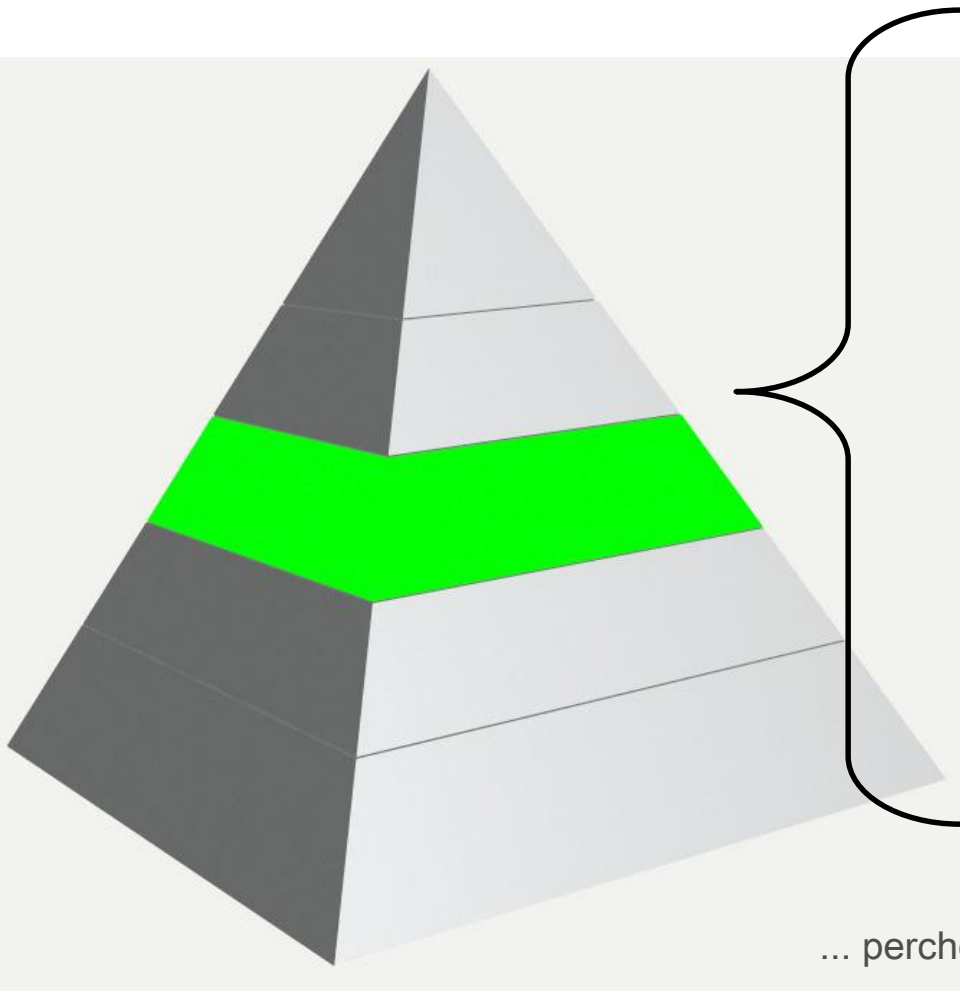
La caratteristica piramide-2

Perché questo chiama soluzioni alternative “radicale”?



La caratteristica piramide-3

Perché questo chiama soluzioni alternative “radicale”?

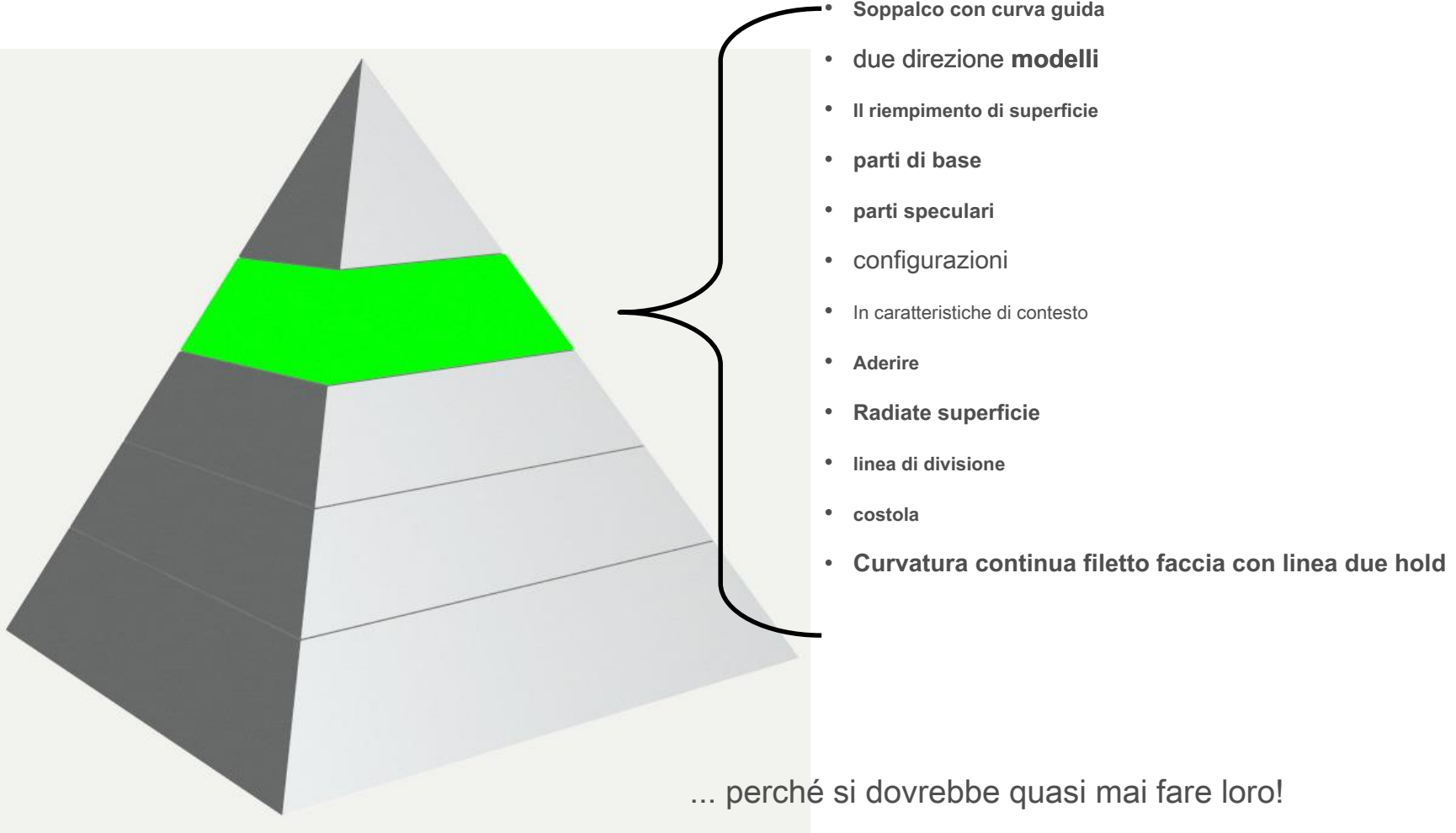


- tagli estrusi e boss - **'Fino a prossimo', 'compensato dalla superficie'**
- **Sweep con curve guida**
- soffitta
- soppalco linea centrale
- **Taglio** con la superficie
- **tagliare** superficie
- **Estendere** superficie
- superficie AnnullaTaglio
- Crea solido dalla superficie lavorata a maglia
- **schizzo derivato**
- **schizzi 3-D**
- **“NUOVE”** caratteristiche della lamiera

... perché si dovrebbe quasi mai fare loro!

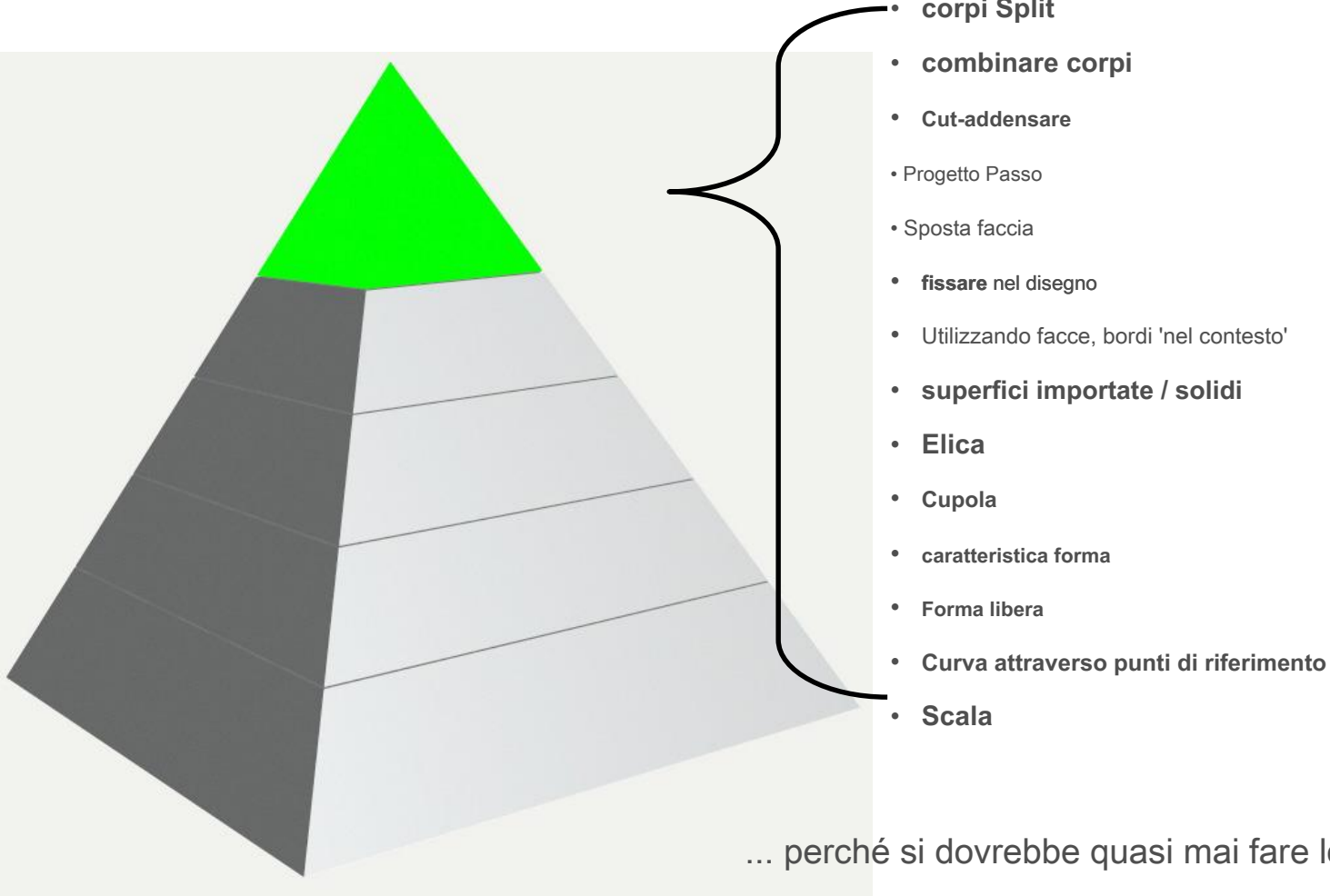
La caratteristica piramide-4

Perché questo chiama soluzioni alternative “radicale”?

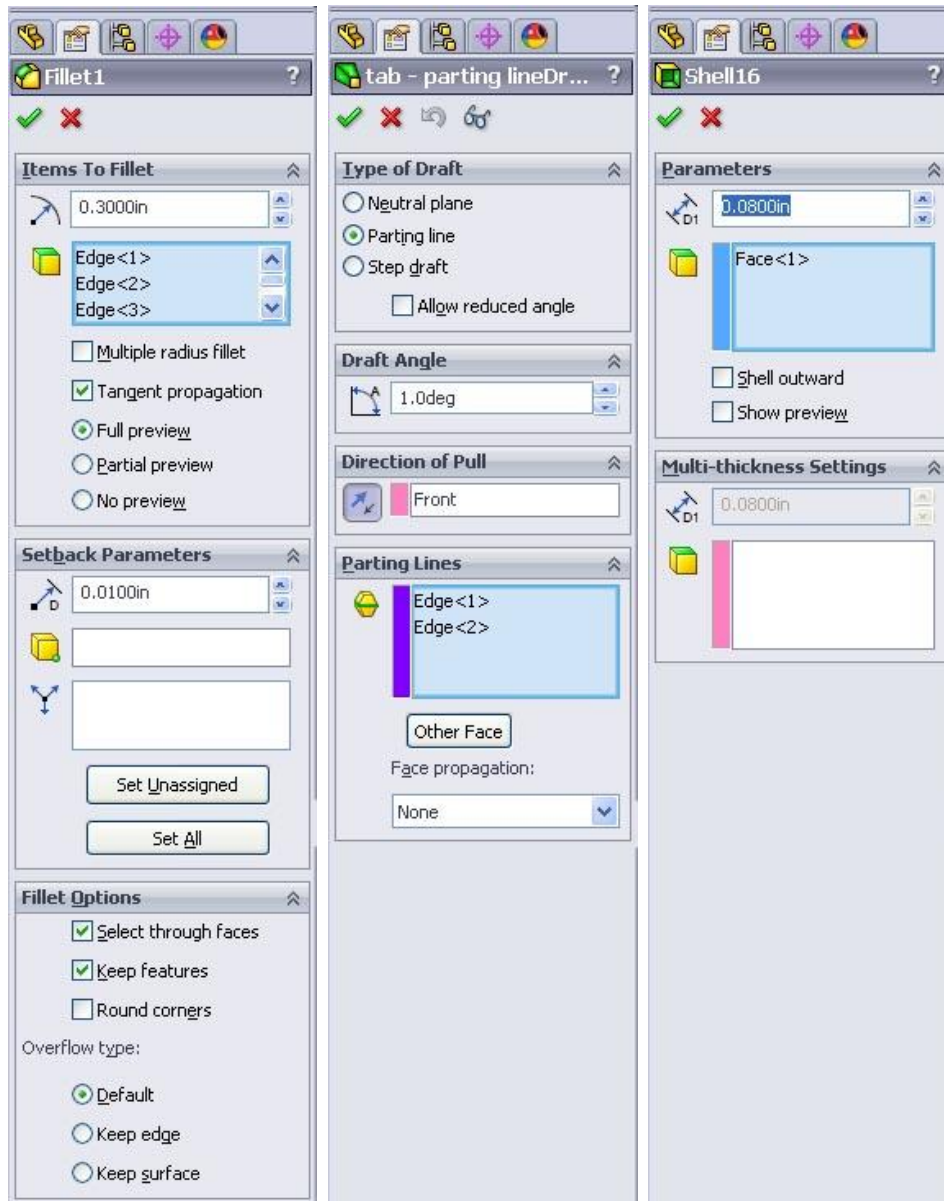


La caratteristica piramide-5

Perché questo chiama soluzioni alternative “radicale”?



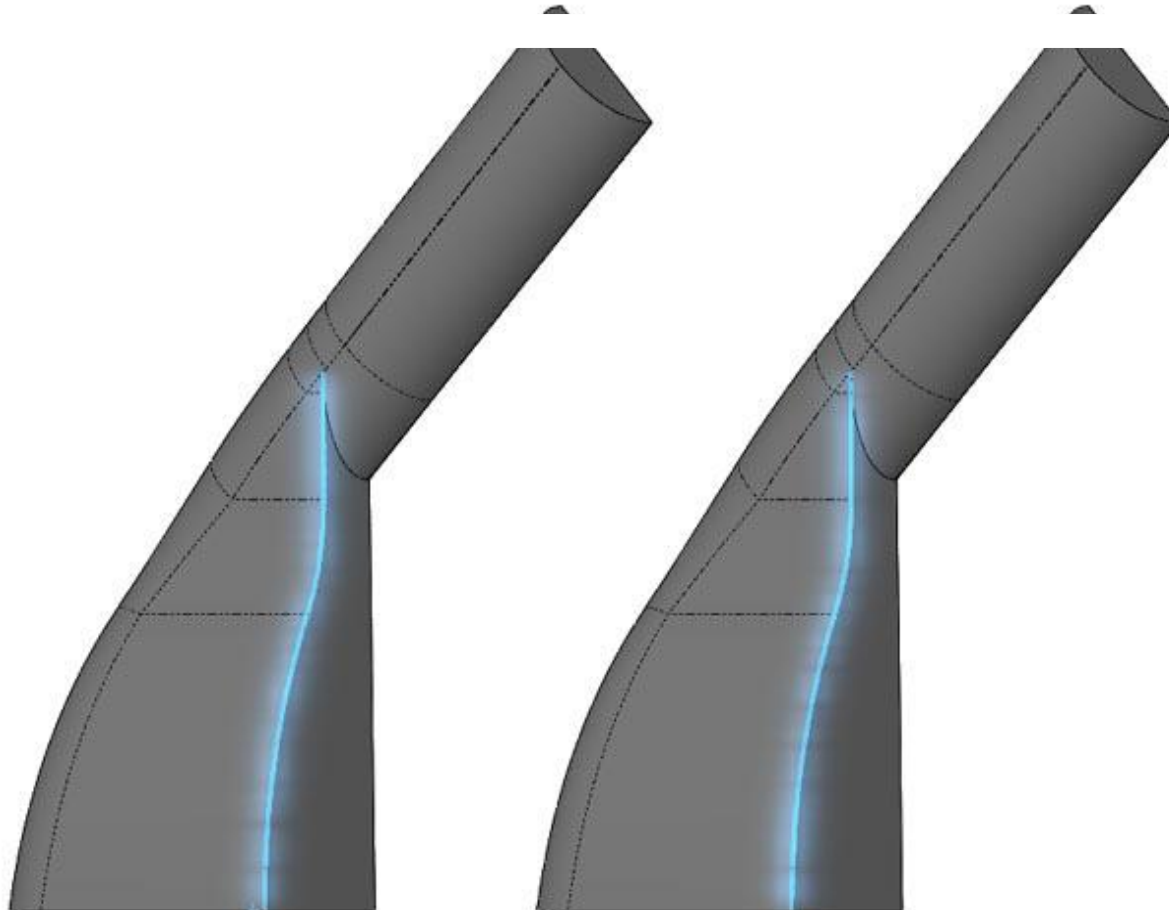
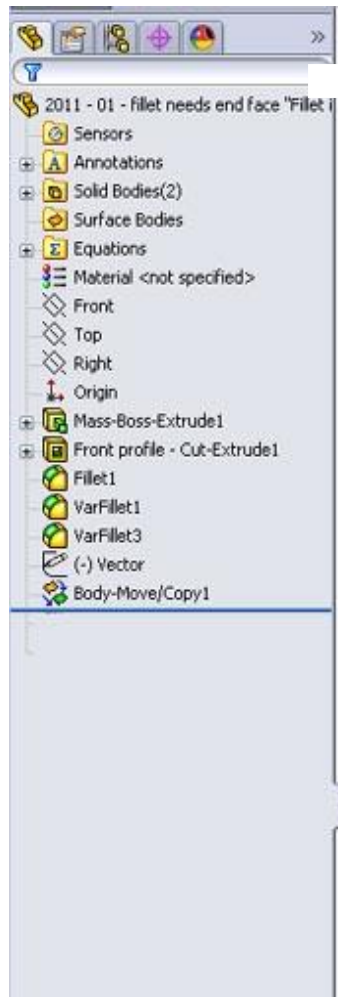
Filo comune



- Cosa Filetto, Bozza, e Shell hanno in comune che a volte richiede la modellazione radicale?
- Sono funzioni applicate.
- Usano le facce ei bordi esistenti - senza schizzi per definirli

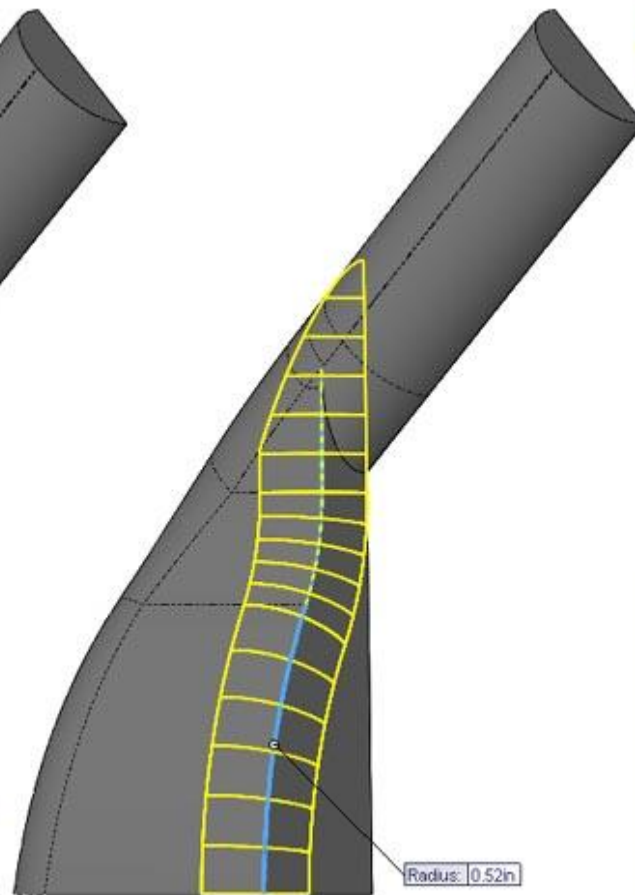
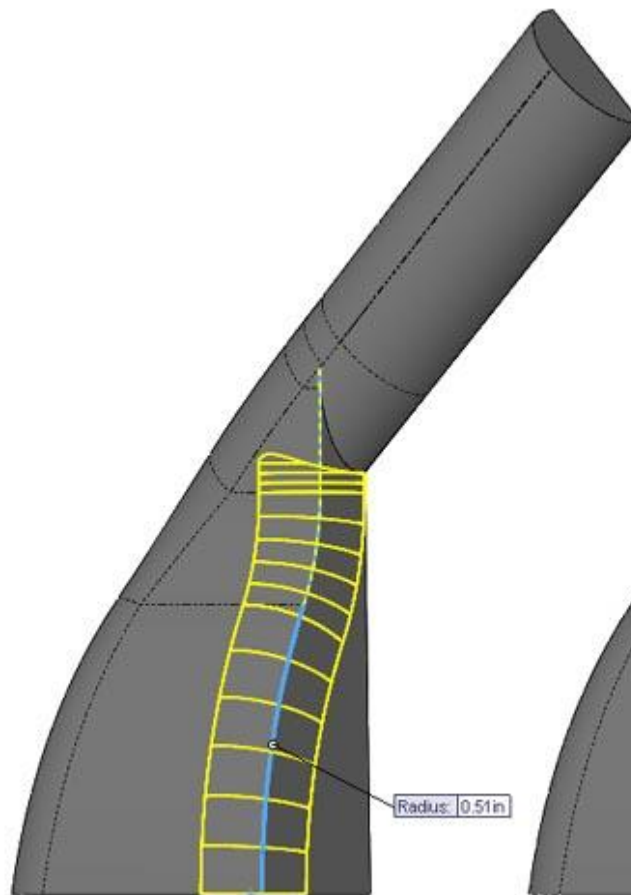
Filetti bisogno lati frontali

- Andiamo brutta e complicata subito!
Su un modello molto semplice



Filetti bisogno lati frontali

- Aggiungere filetti (raggio leggermente diverso su ciascuna)

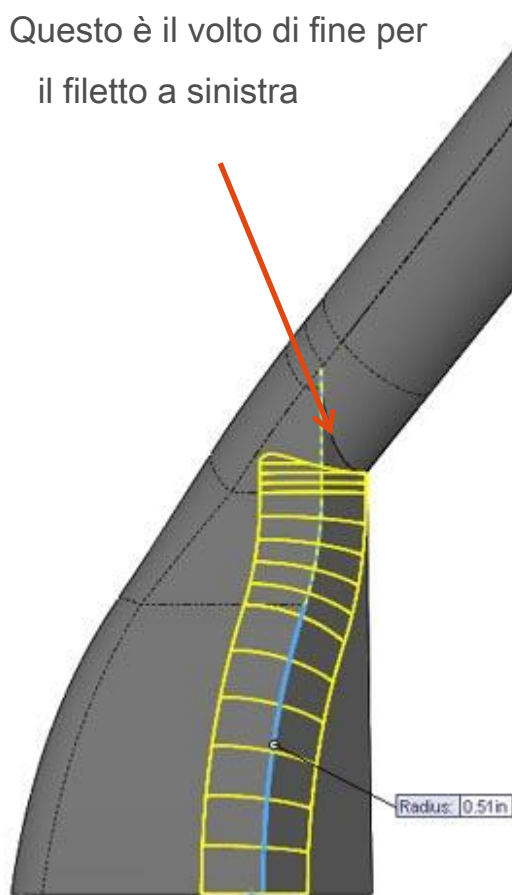


Filetti bisogno lati frontali

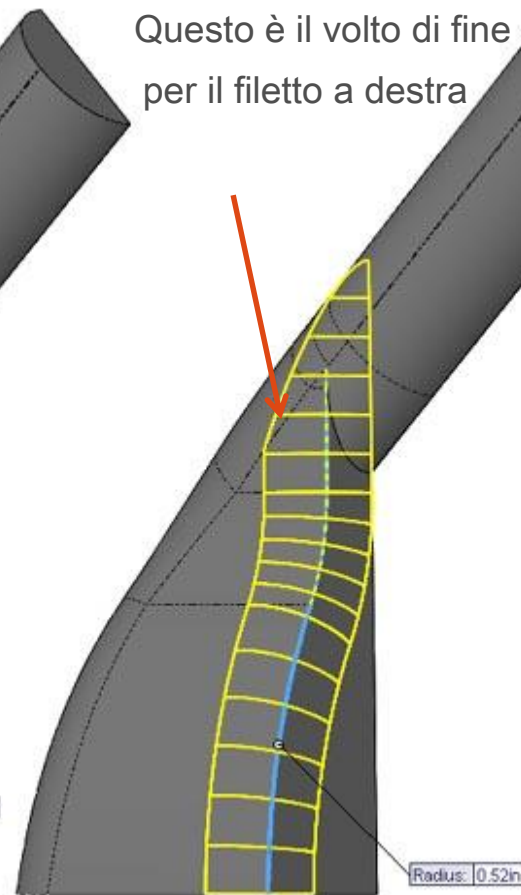
- I filetti devono continuare fino a quando non trovano un posto per terminare



Questo è il volto di fine per
il filetto a sinistra

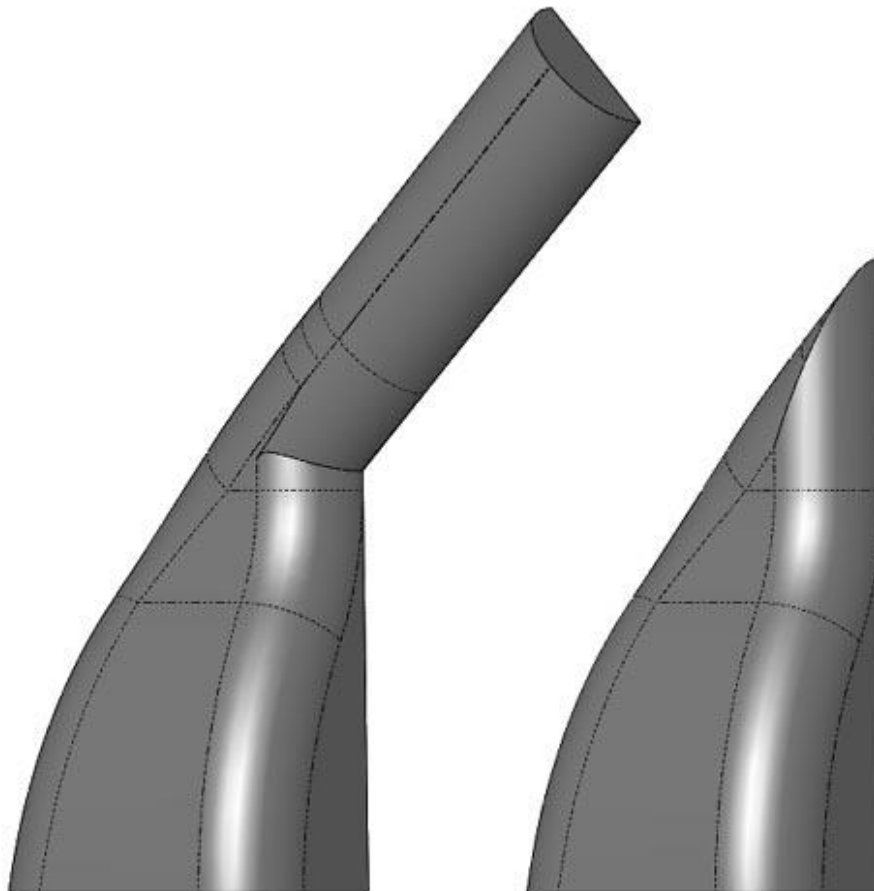
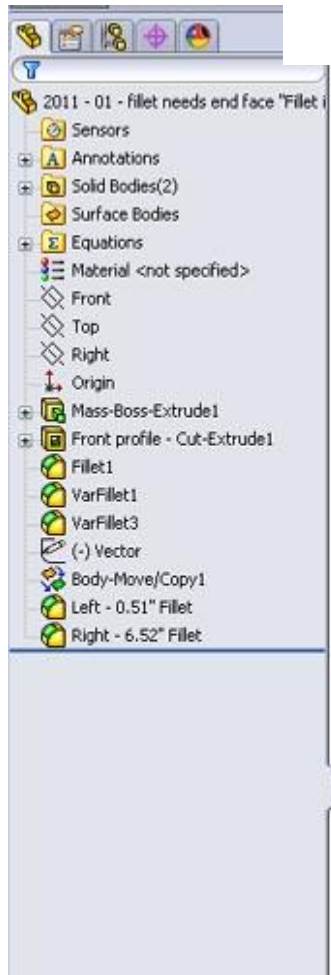


Questo è il volto di fine per
il filetto a destra



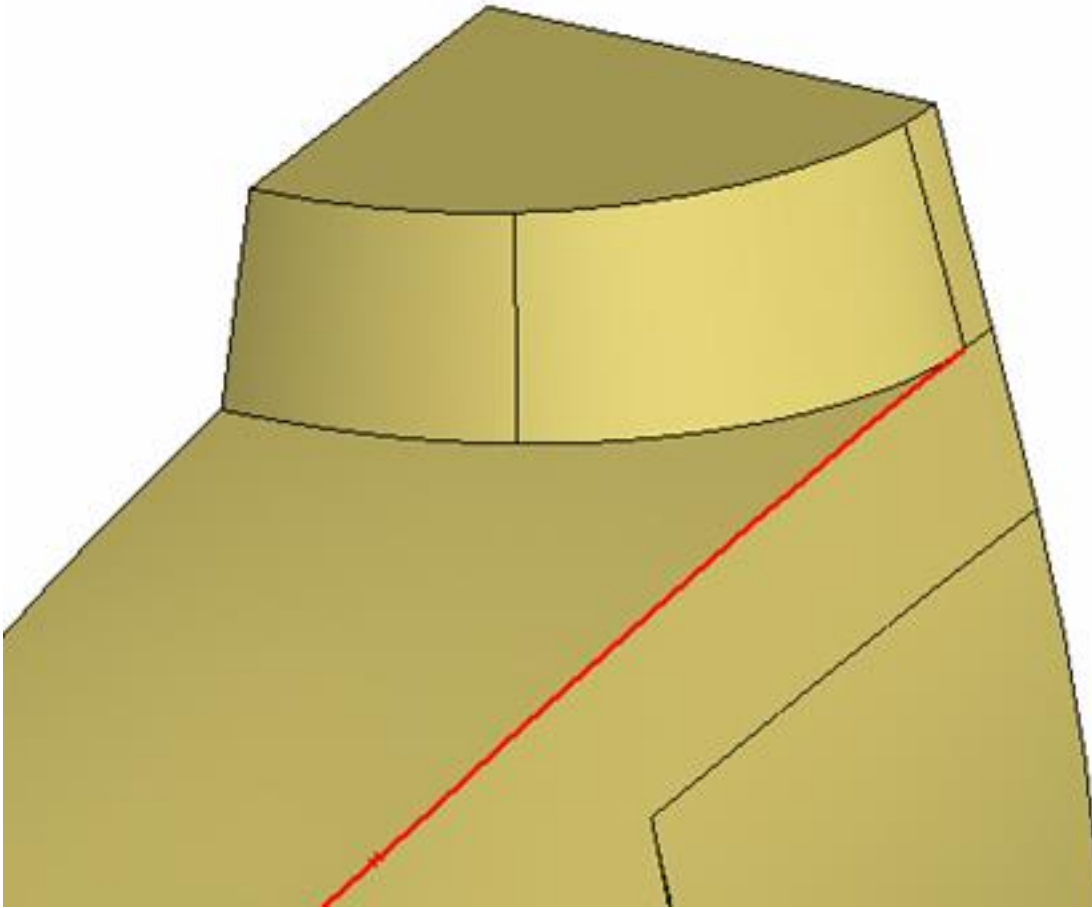
Filetti bisogno lati frontali

- E, seguendo le sue regole, il filetto fa qualcosa che a prima vista sembra pazzesco!



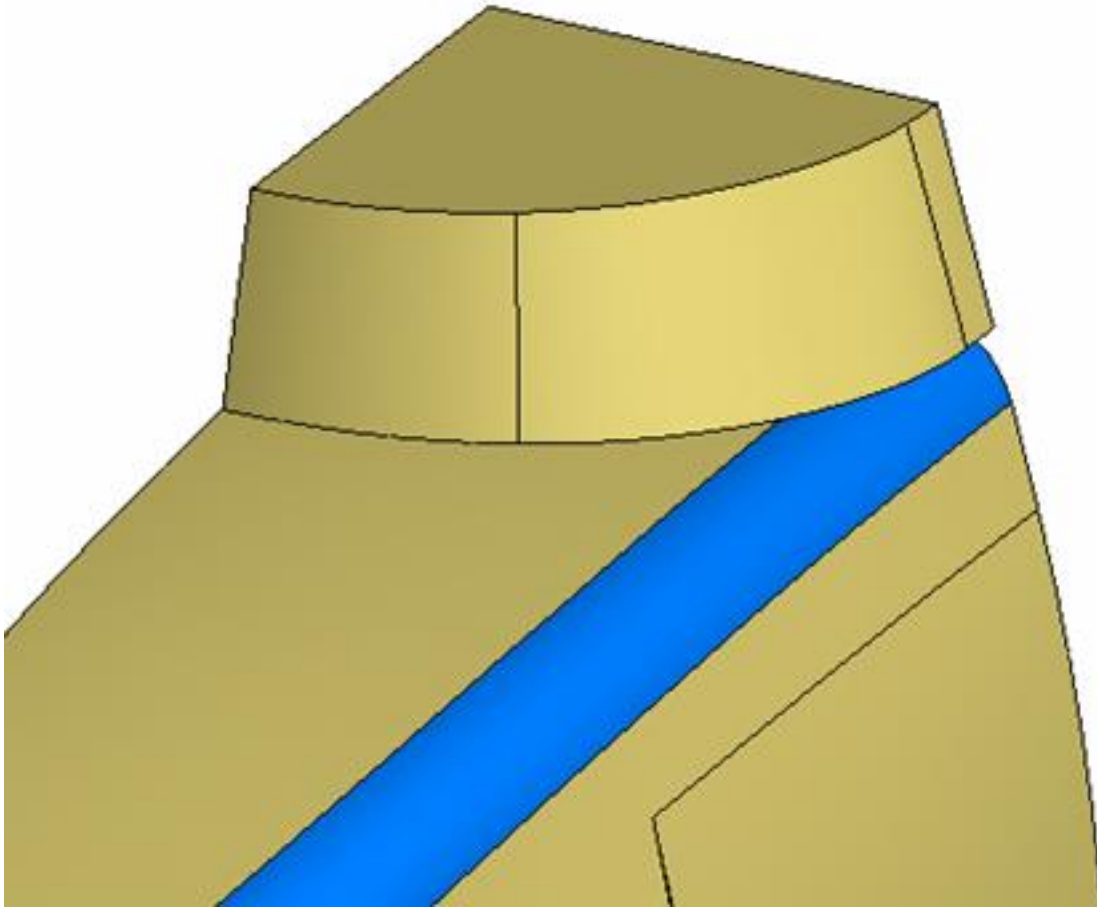
L'albero è
ANDATO !!

Capire lati frontali Filetto



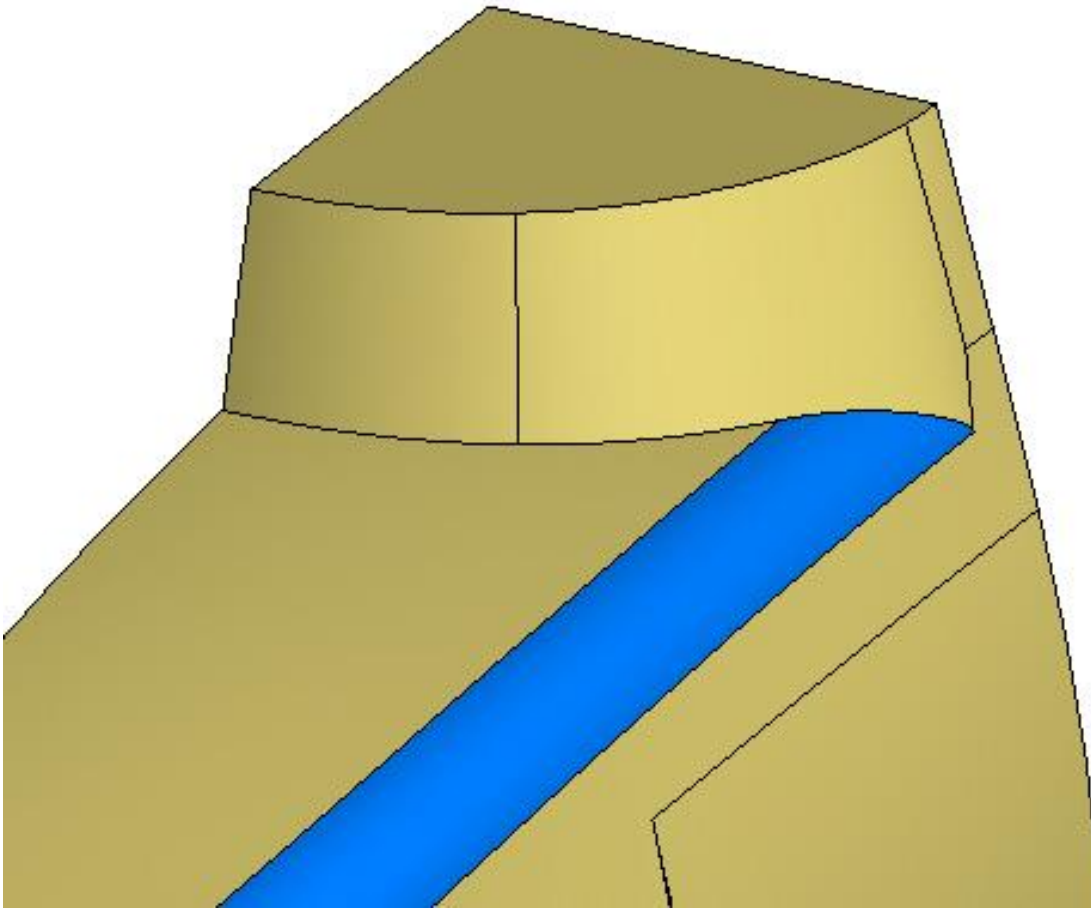
- Edge per turno

Capire lati frontali Filetto



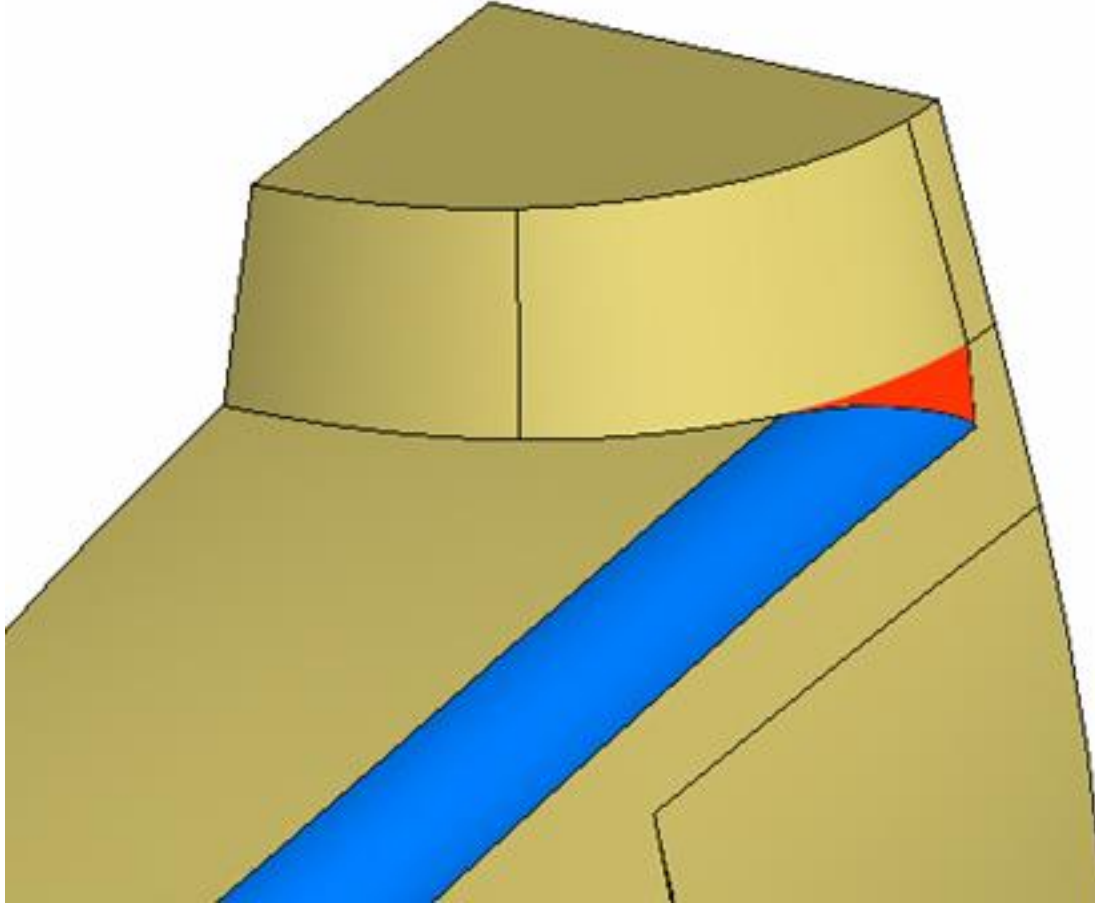
- Edge per turno
- Faccia che deve essere creato

Capire lati frontali Filetto



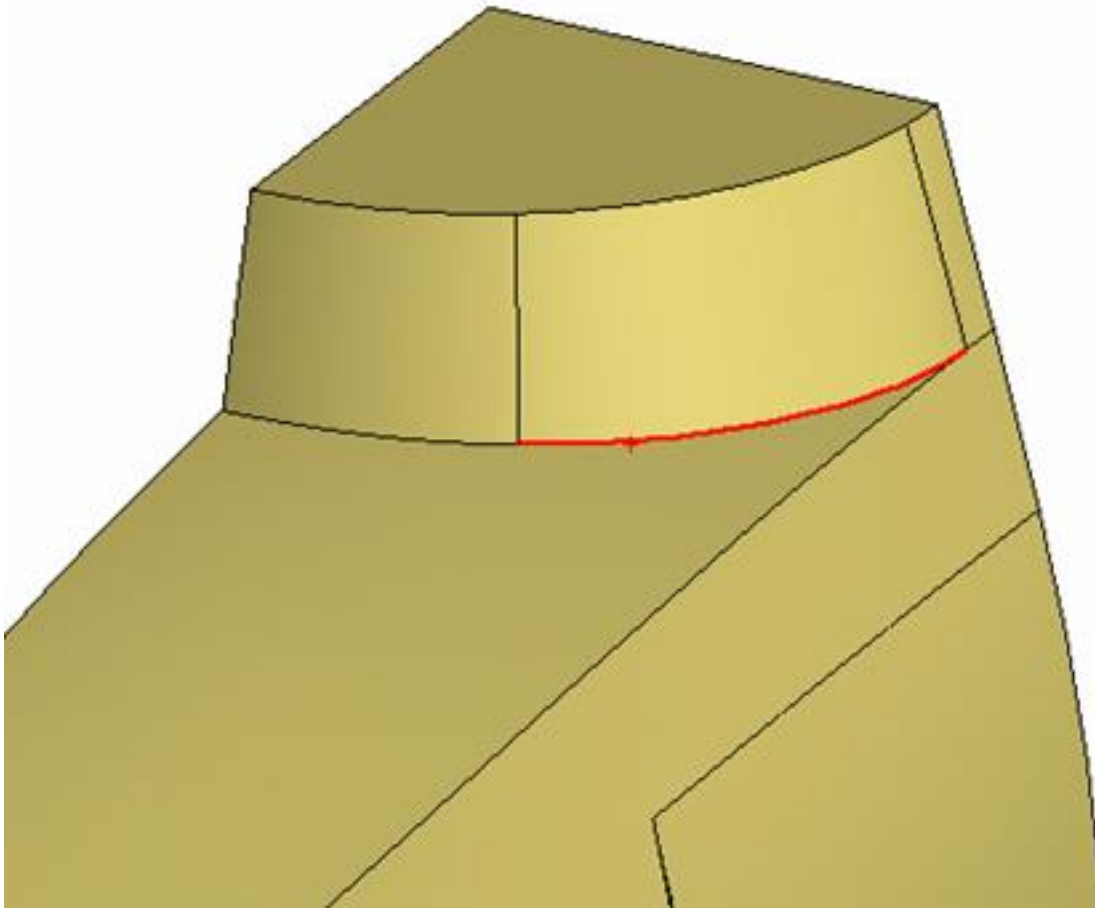
- Edge per turno
- Faccia che deve essere creato
- Filetto ferma prima che soffia attraverso

problemi di filetto



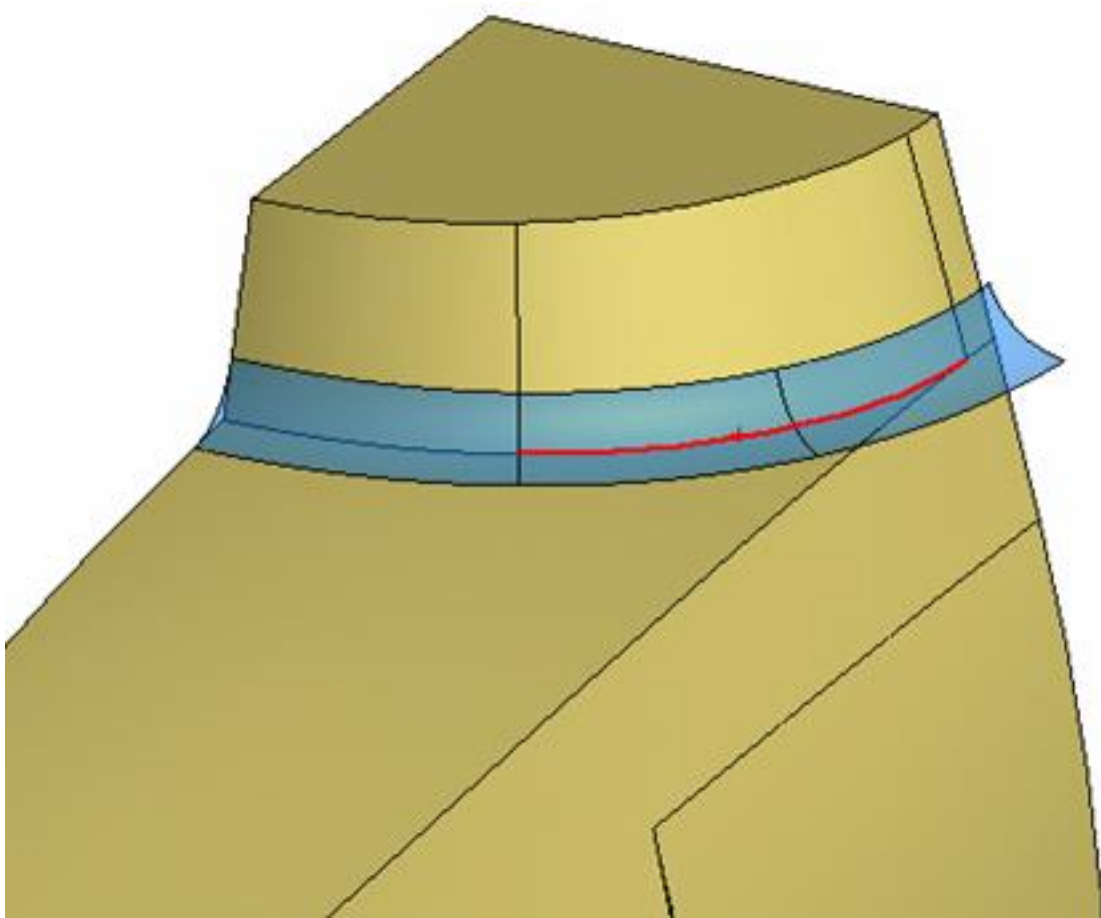
- Edge per turno
- Faccia che deve essere creato
- Filetto ferma prima che soffia attraverso
- Surface è esteso per creare cap

Capire lati frontali Filetto



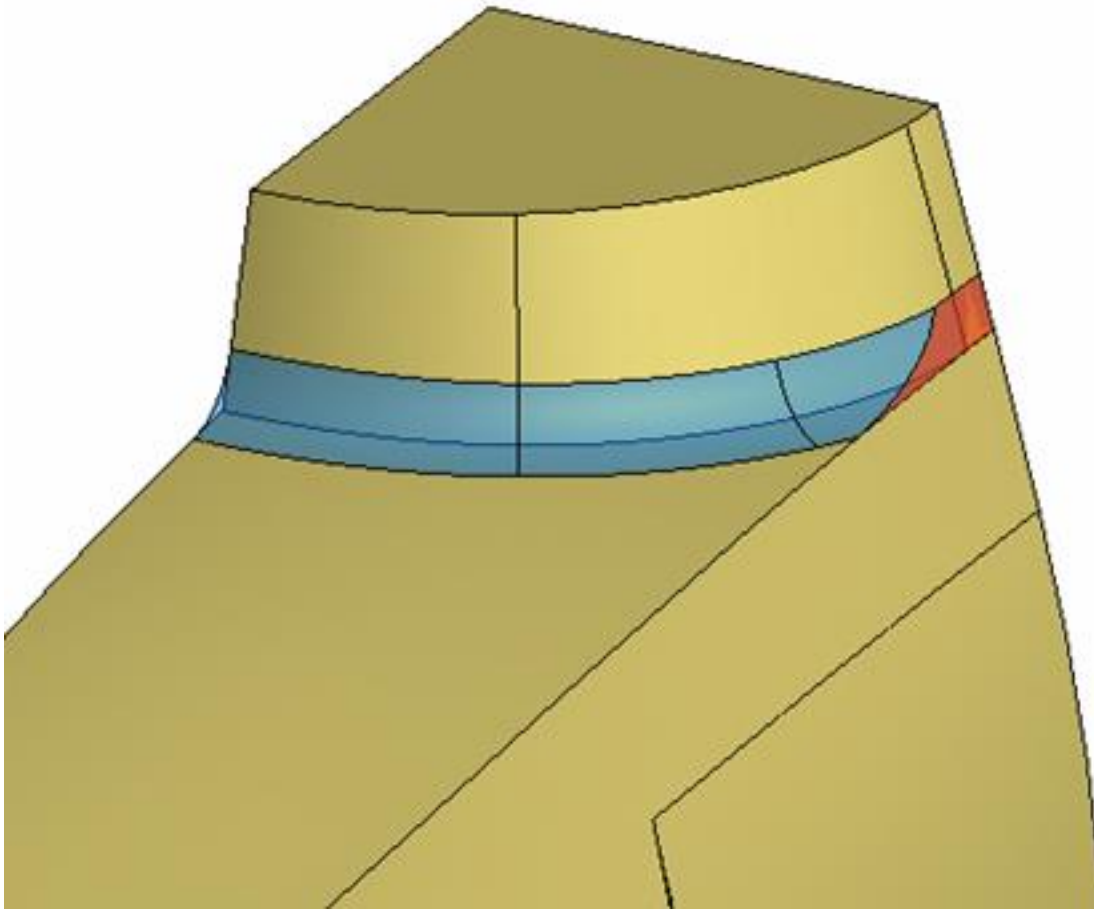
- Edge Filetto

Capire lati frontali Filetto



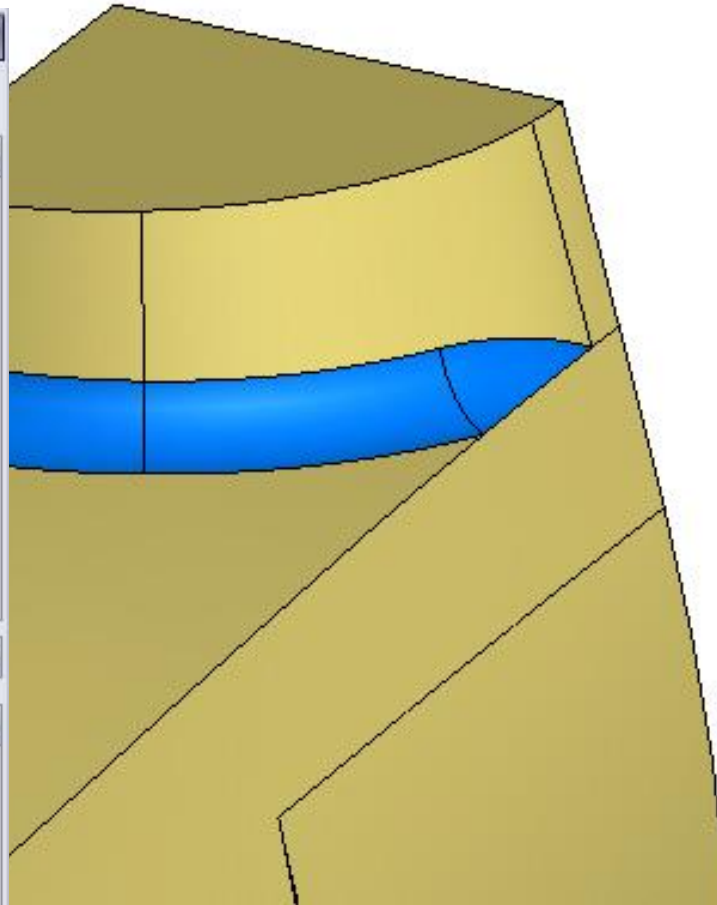
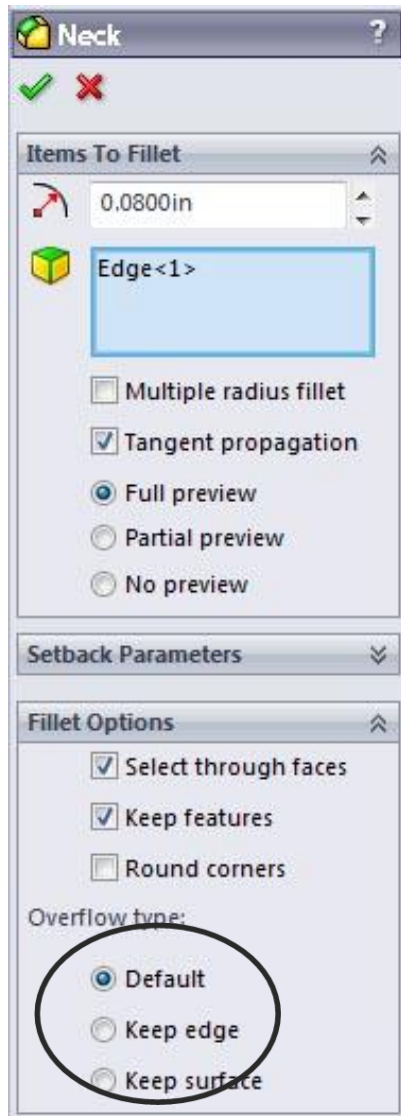
- Edge Filetto
- Faccia che deve essere creato

Capire lati frontali Filetto



- Edge Filetto
- Faccia che deve essere creato
- Cap necessaria per fermare filetto

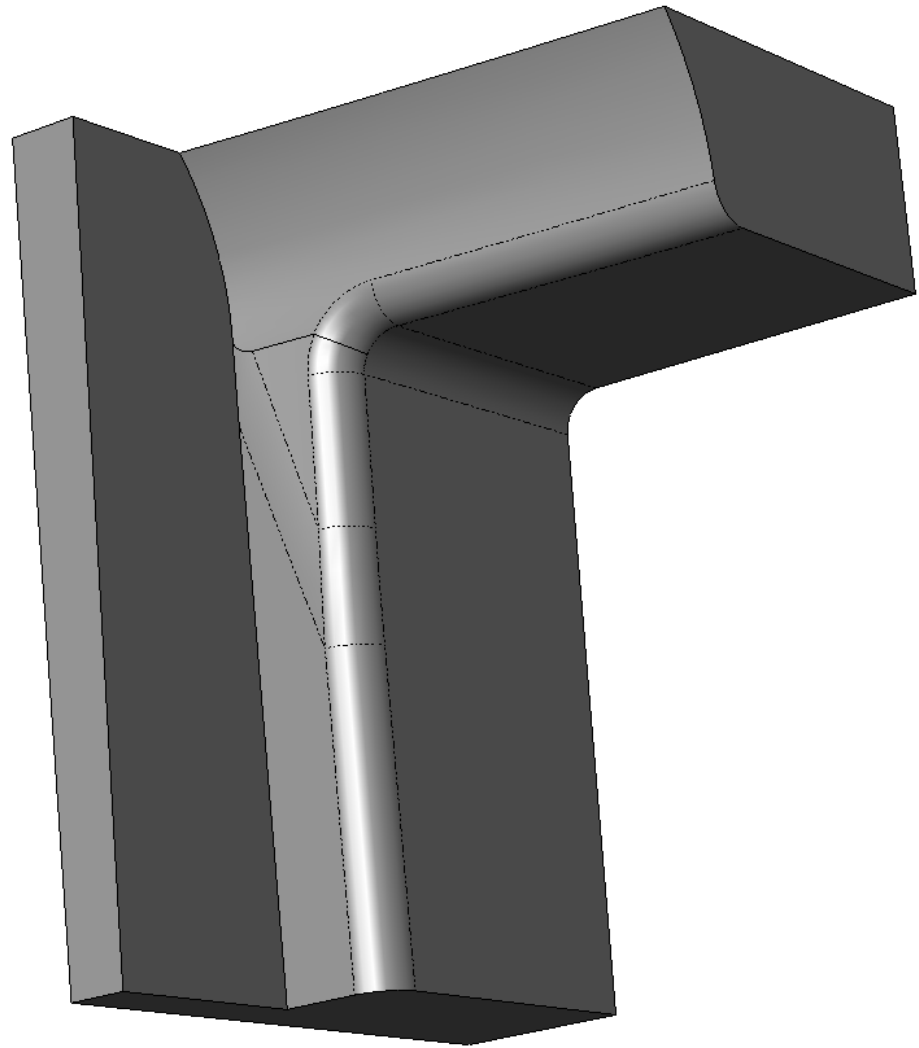
Capire lati frontali Filetto



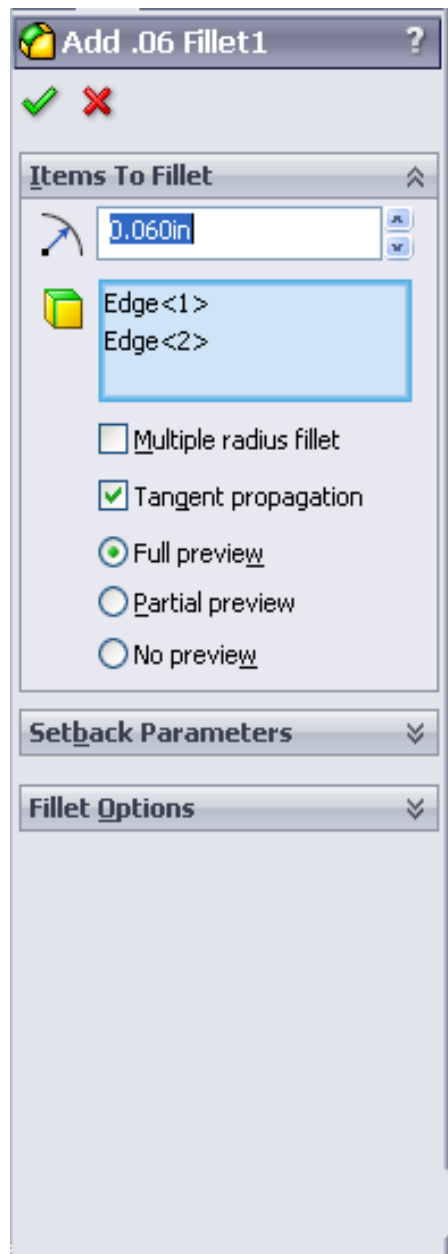
- Edge Filetto
- Faccia che deve essere creato
- Cap necessaria per fermare filetto
- SW non può estendere questa faccia algoritmico, quindi 'mantiene bordo' invece

Fine faccia campione 1

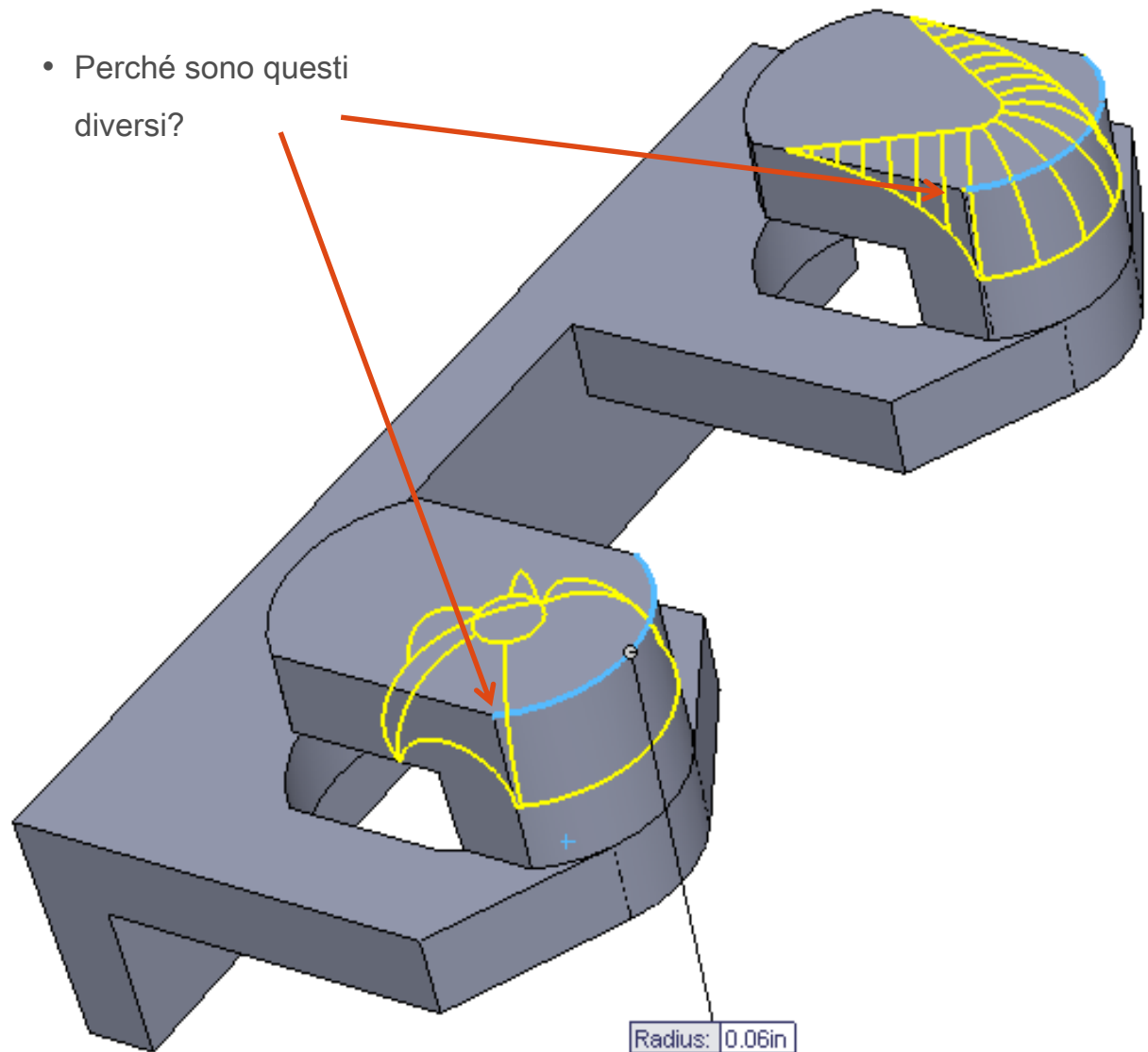
- Perché non poteva estendersi?



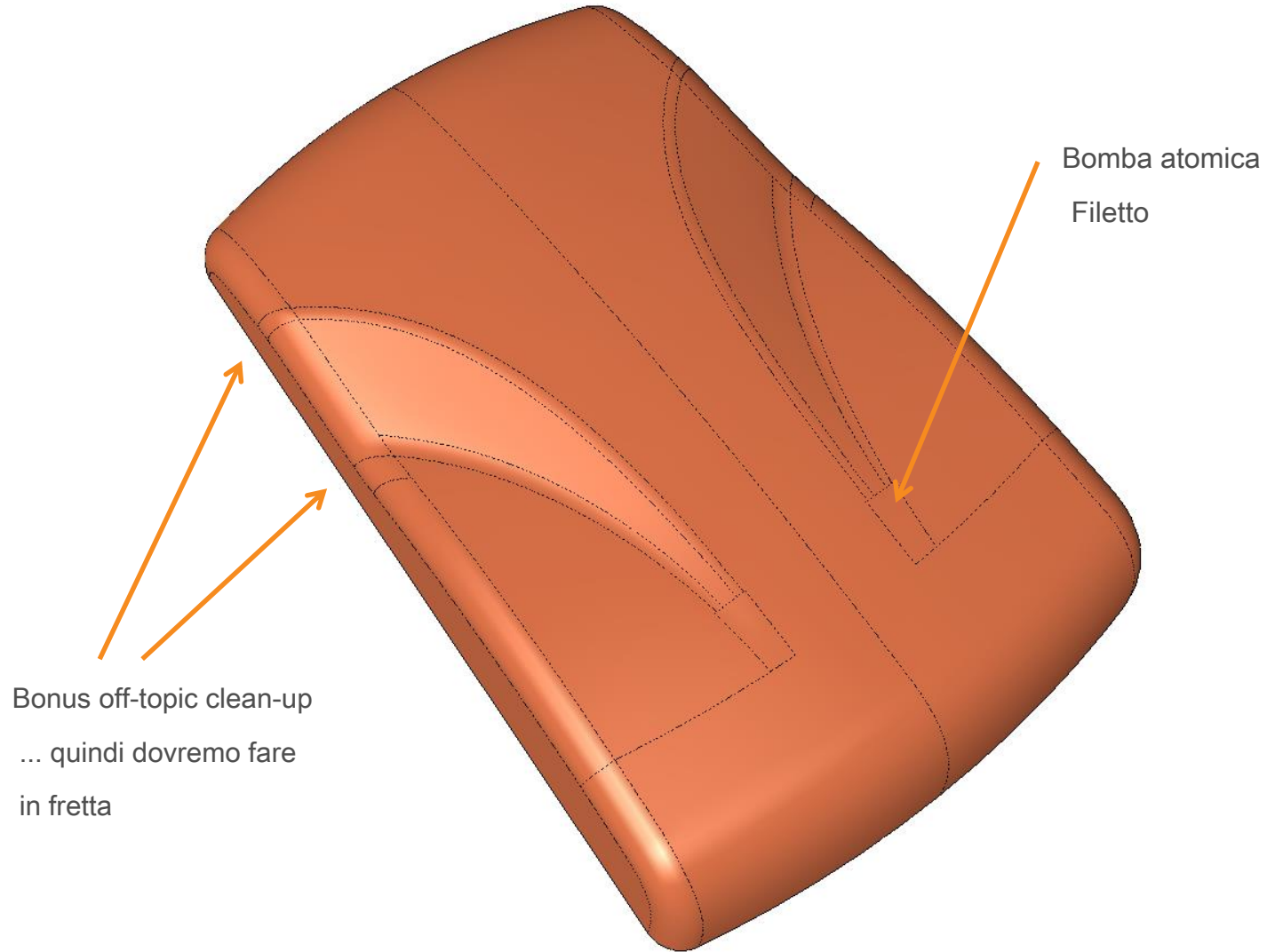
Fine faccia campione 2



- Perché sono questi diversi?

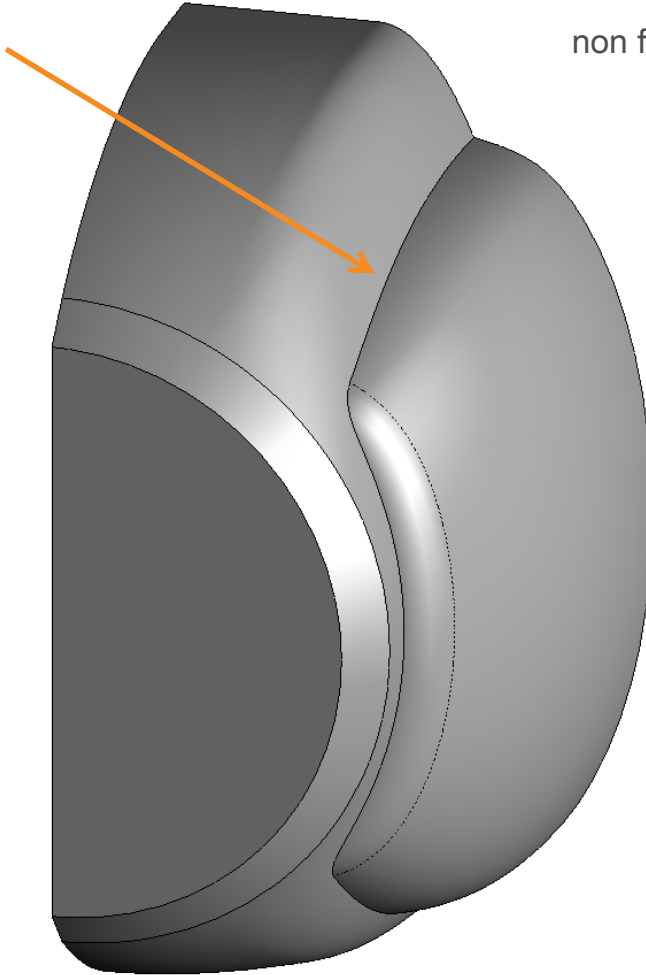


A volte basta prendere i lati frontali fuori dall'equazione

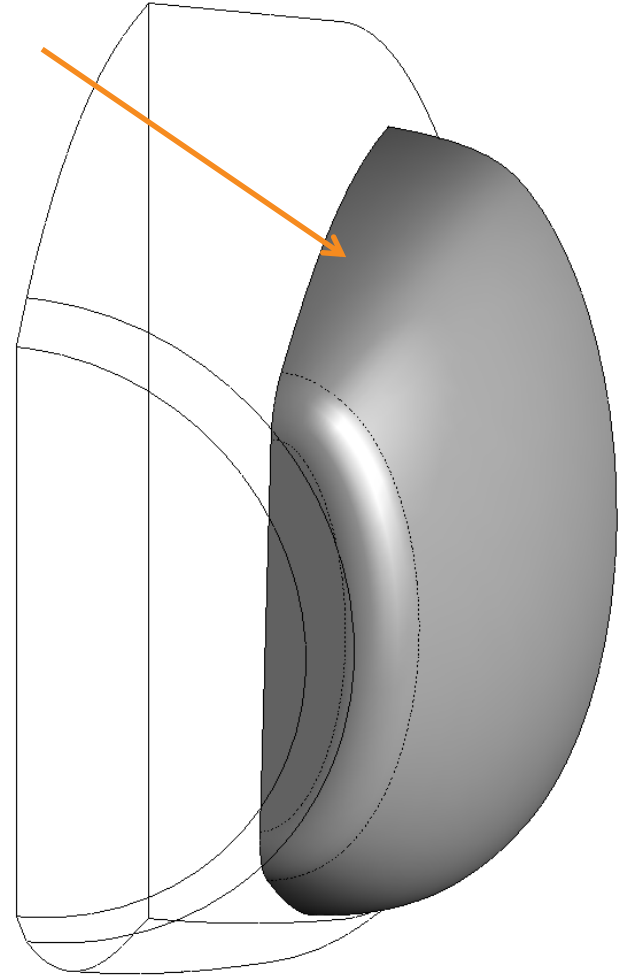


facce interrati accessibili per filetto

caratteristica
fusa

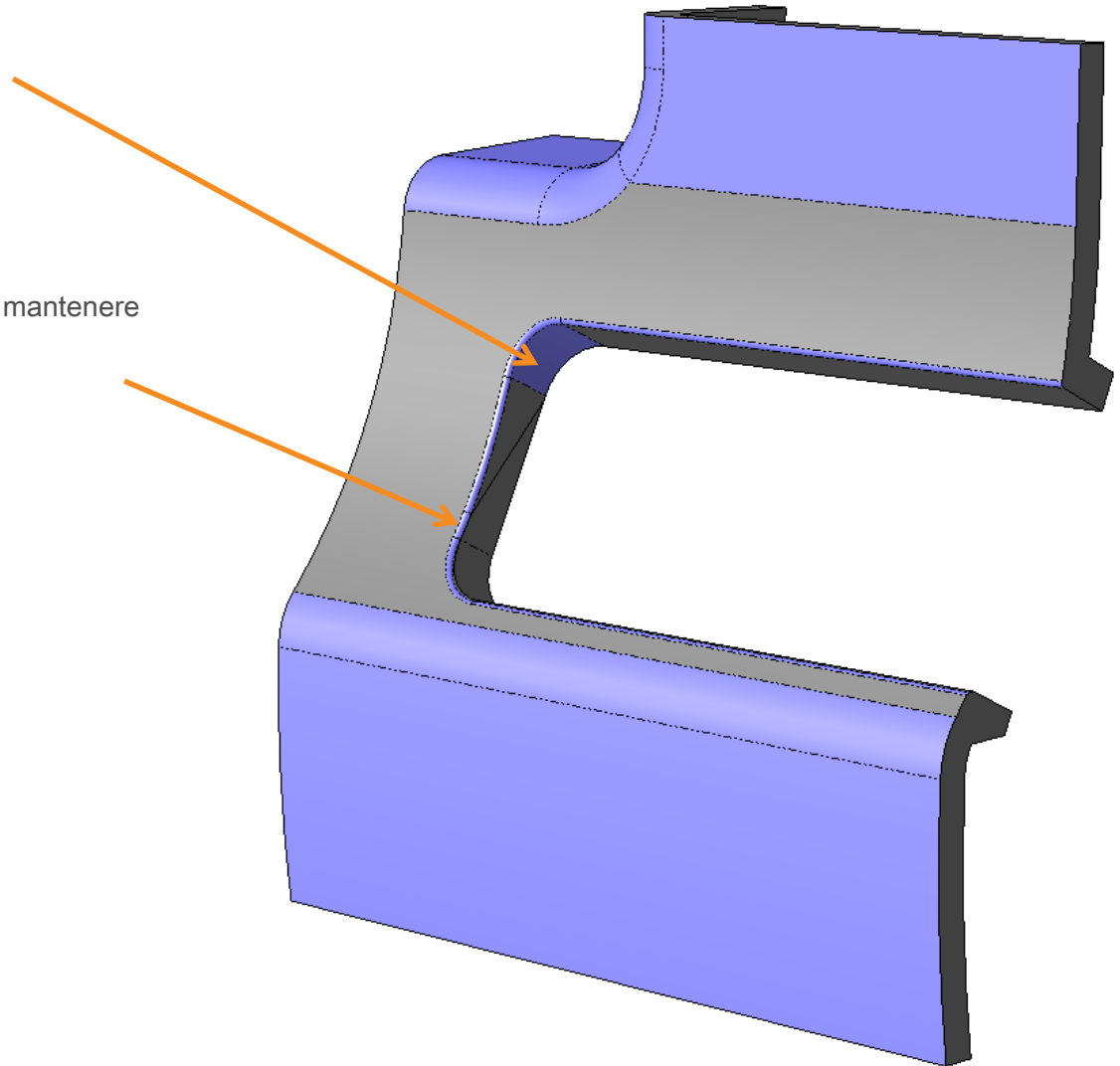


Caratteristica
non fusa



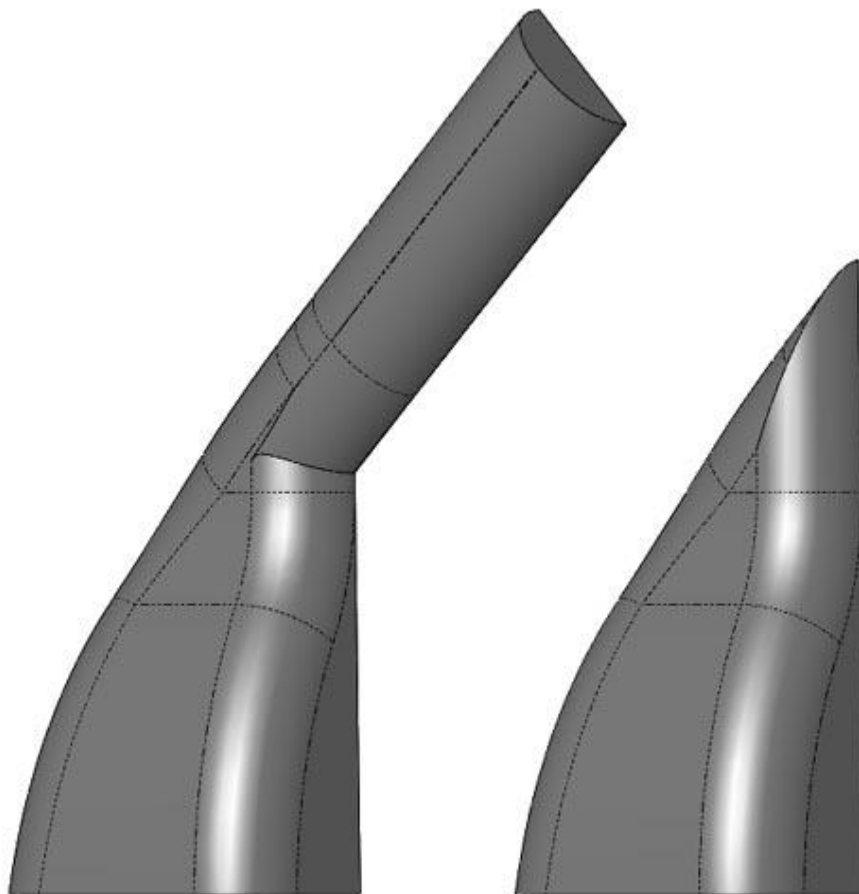
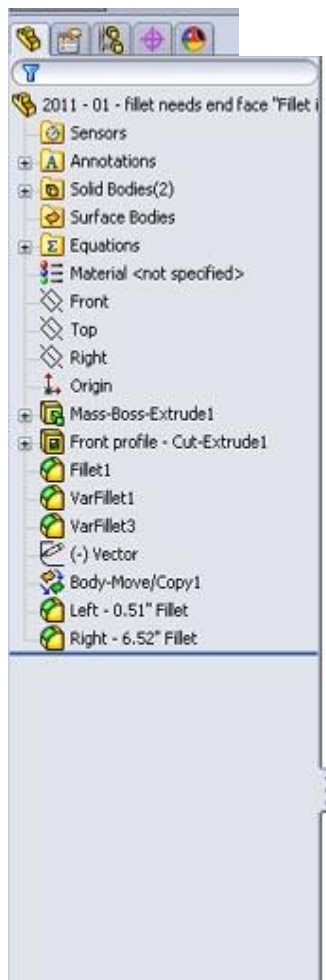
Filetto interno angoli della finestra di arresto

- Filetto in arresto redatto
- Come aggiungere filetto di cosmetici e mantenere linea di divisione incontaminata

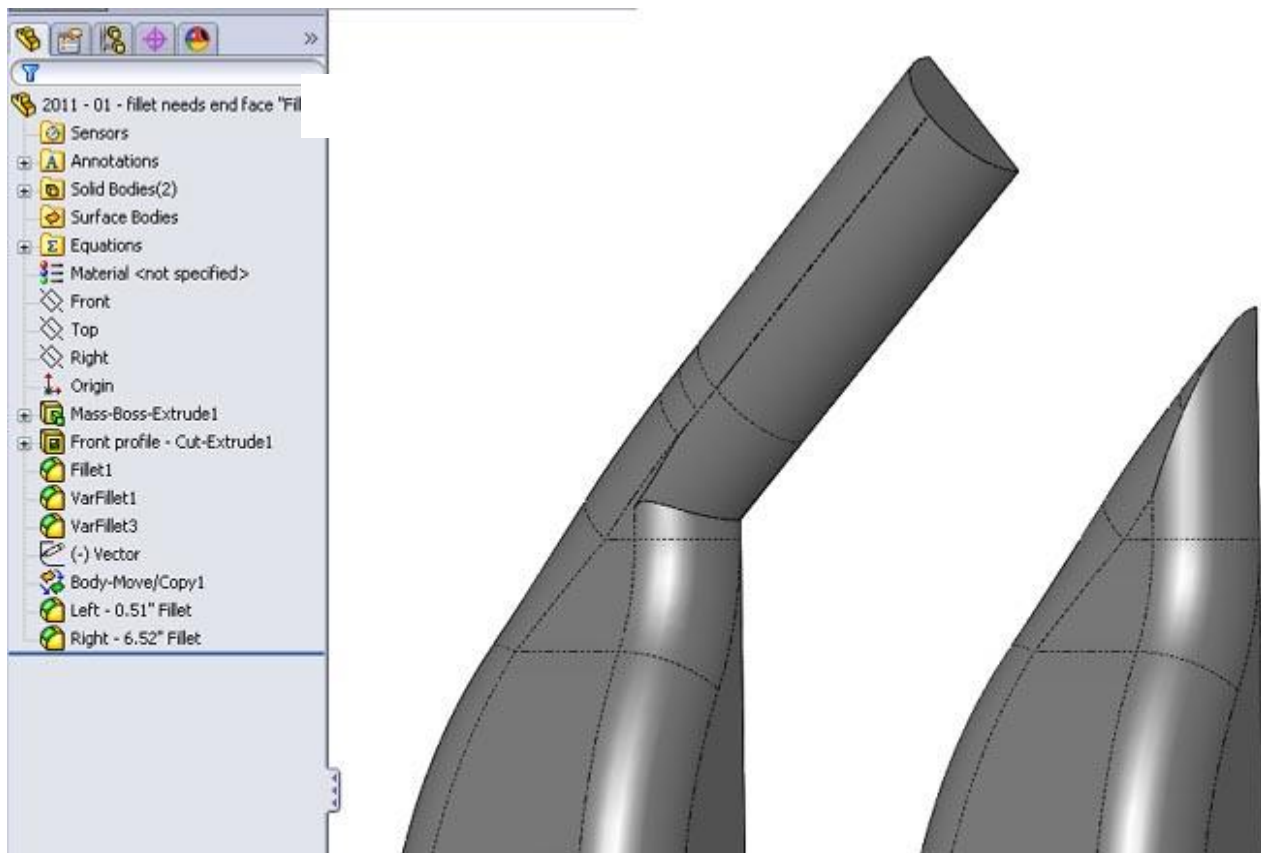


Perché vi presento metodologie ...

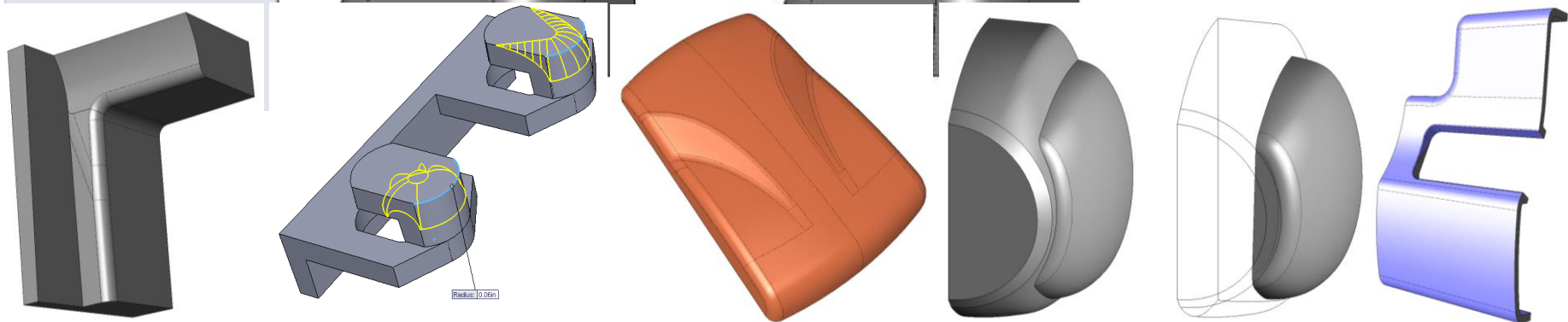
- Non ho visualizzare risolvere questo problema imbarazzante



Perché vi presento metodologie ...

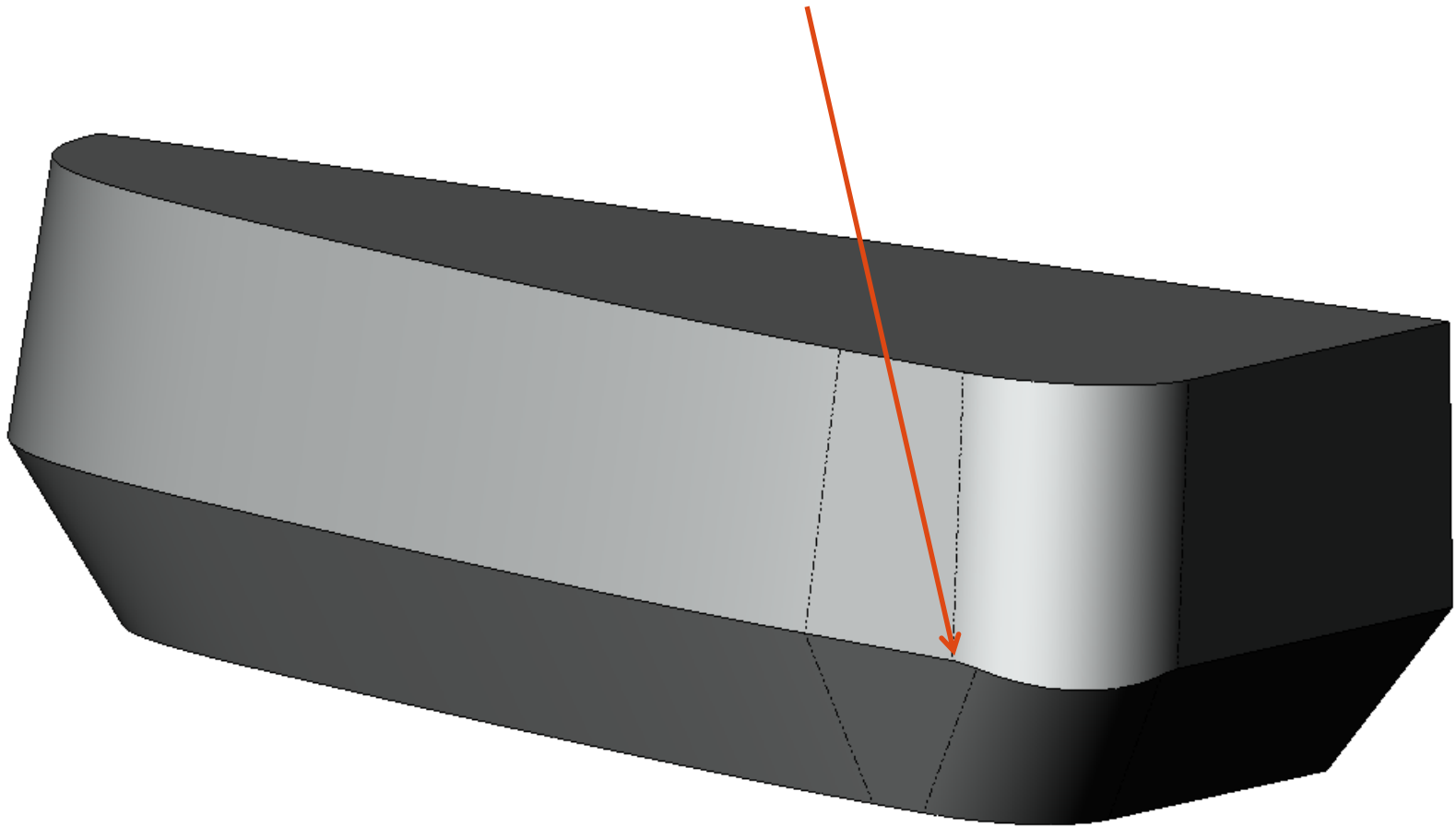


QUALUNQUE di questi cinque
tecniche può essere impiegato per
battere questo problema!



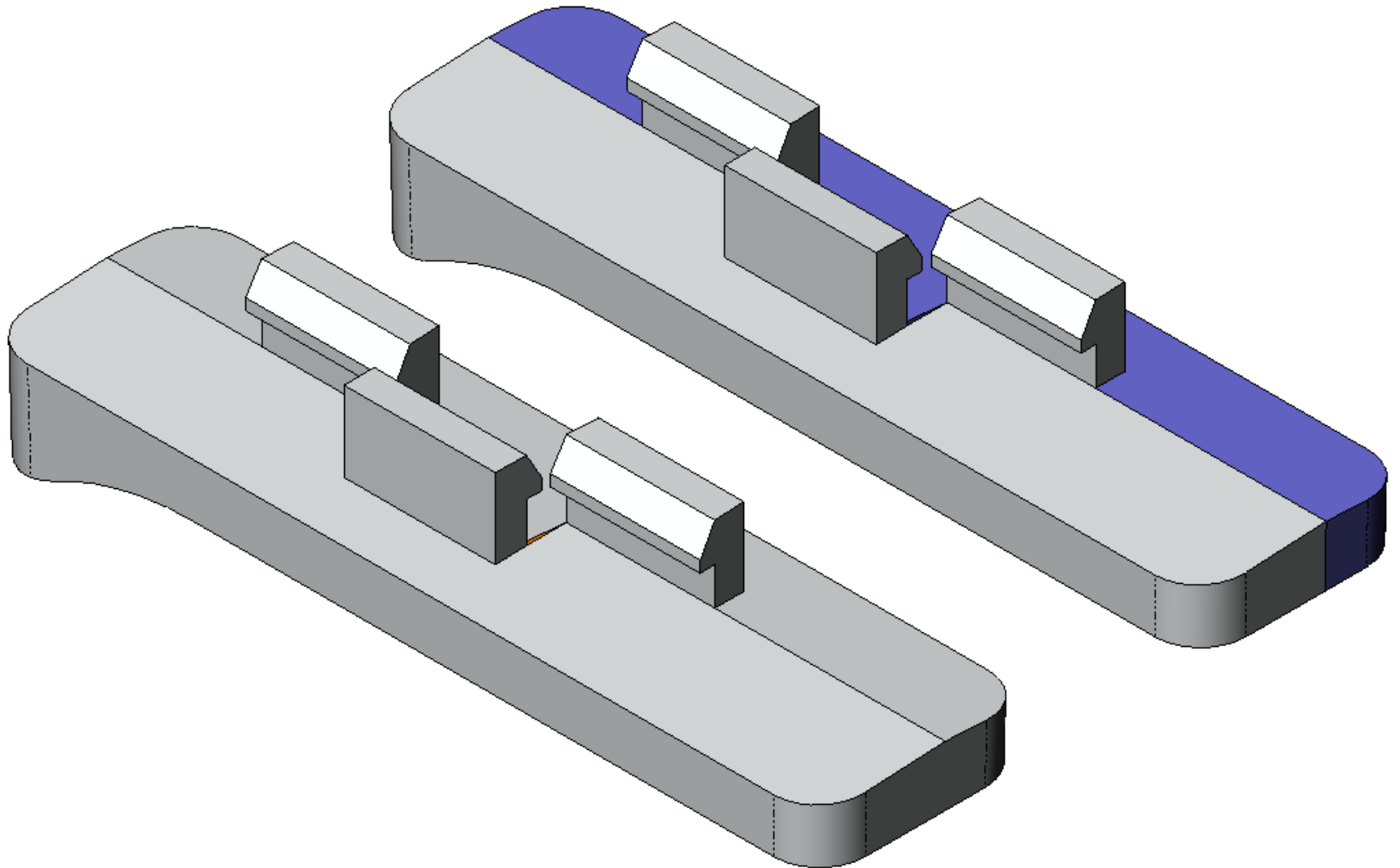
L'interazione di filetto e il progetto

- Filetto provoca questo parti bello, linea di separazione piatta a calare

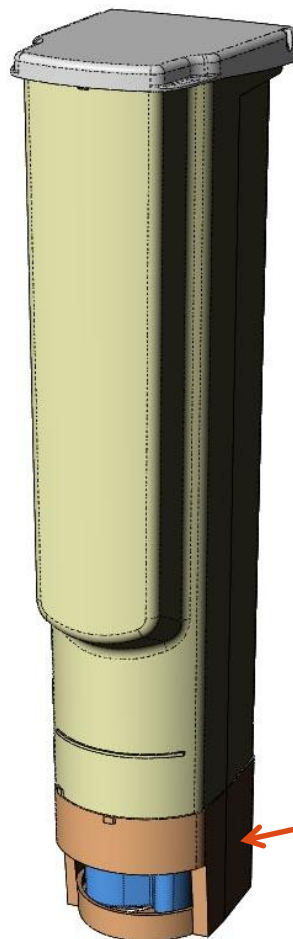
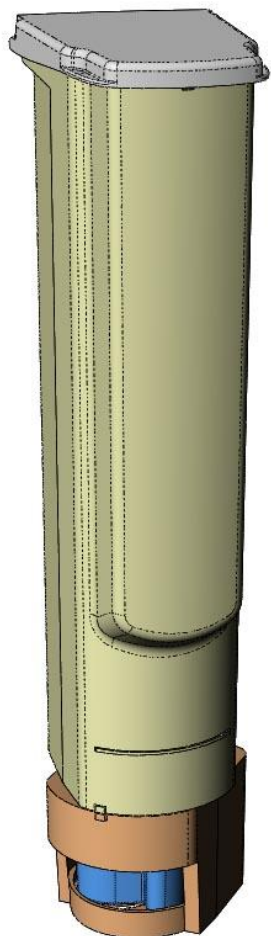
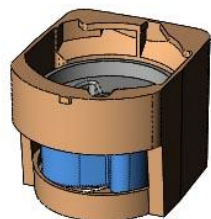
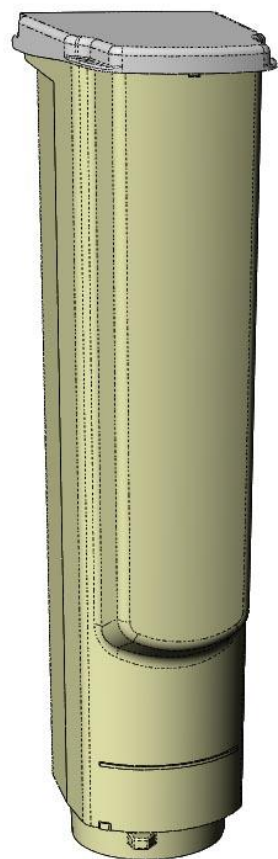


Fase progetto alternativo -

Visualizza in quale altro modo si potrebbe usare questo



Progetto - Socket



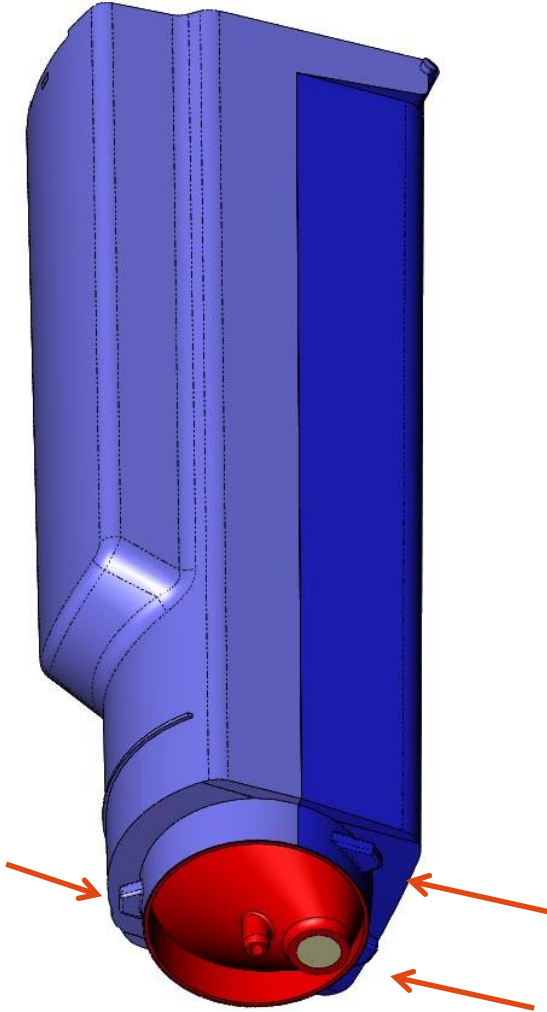
Dispenser

torsioni per bloccare Sweeter

Tramoggia scende nella base quindi

Progetto - Socket

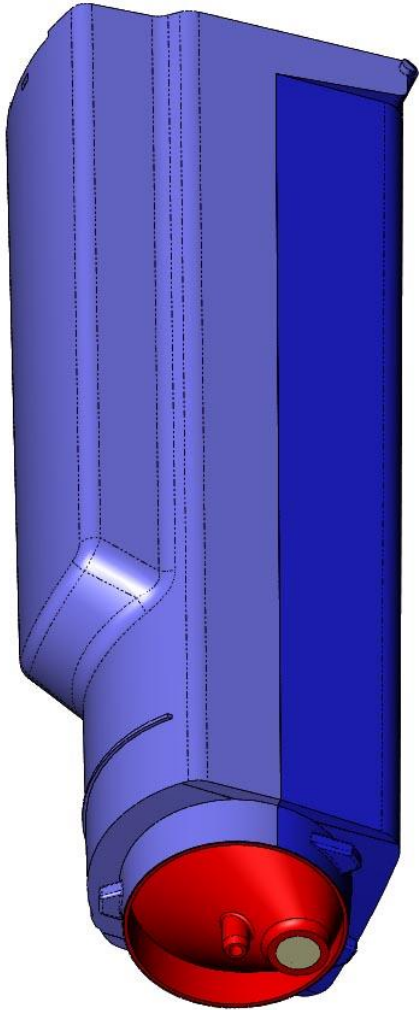
- Il programma



- Evitare di sollevatori in schede con l'uso
giudizioso di linea di separazione

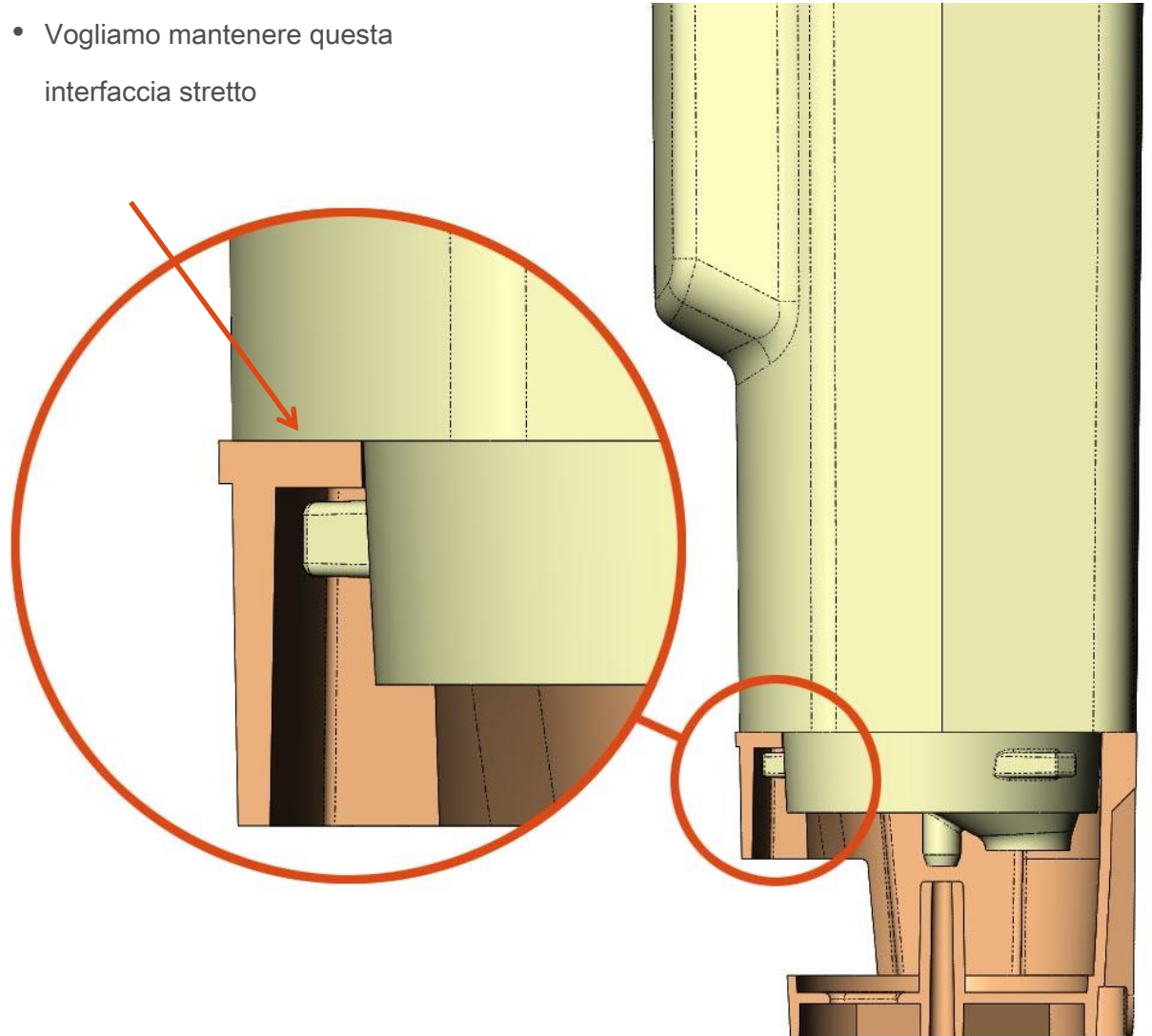
Progetto - Socket

- Il programma



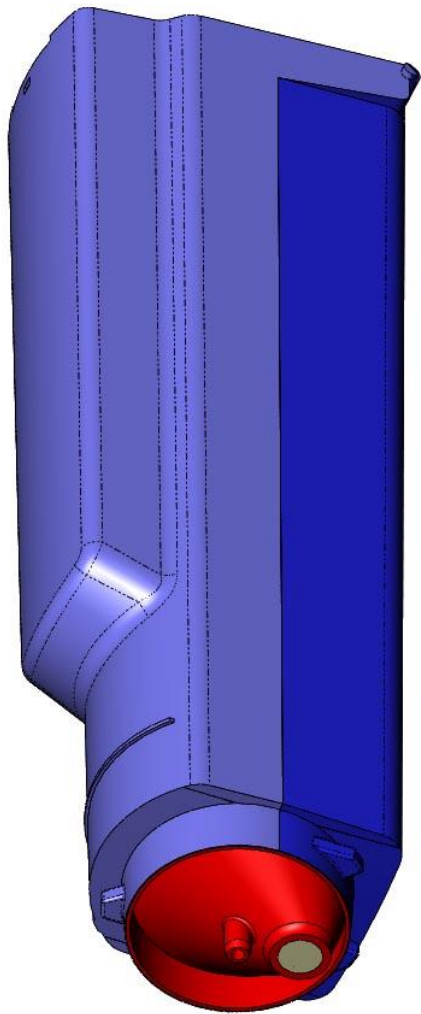
Il problema

- Vogliamo mantenere questa interfaccia stretto



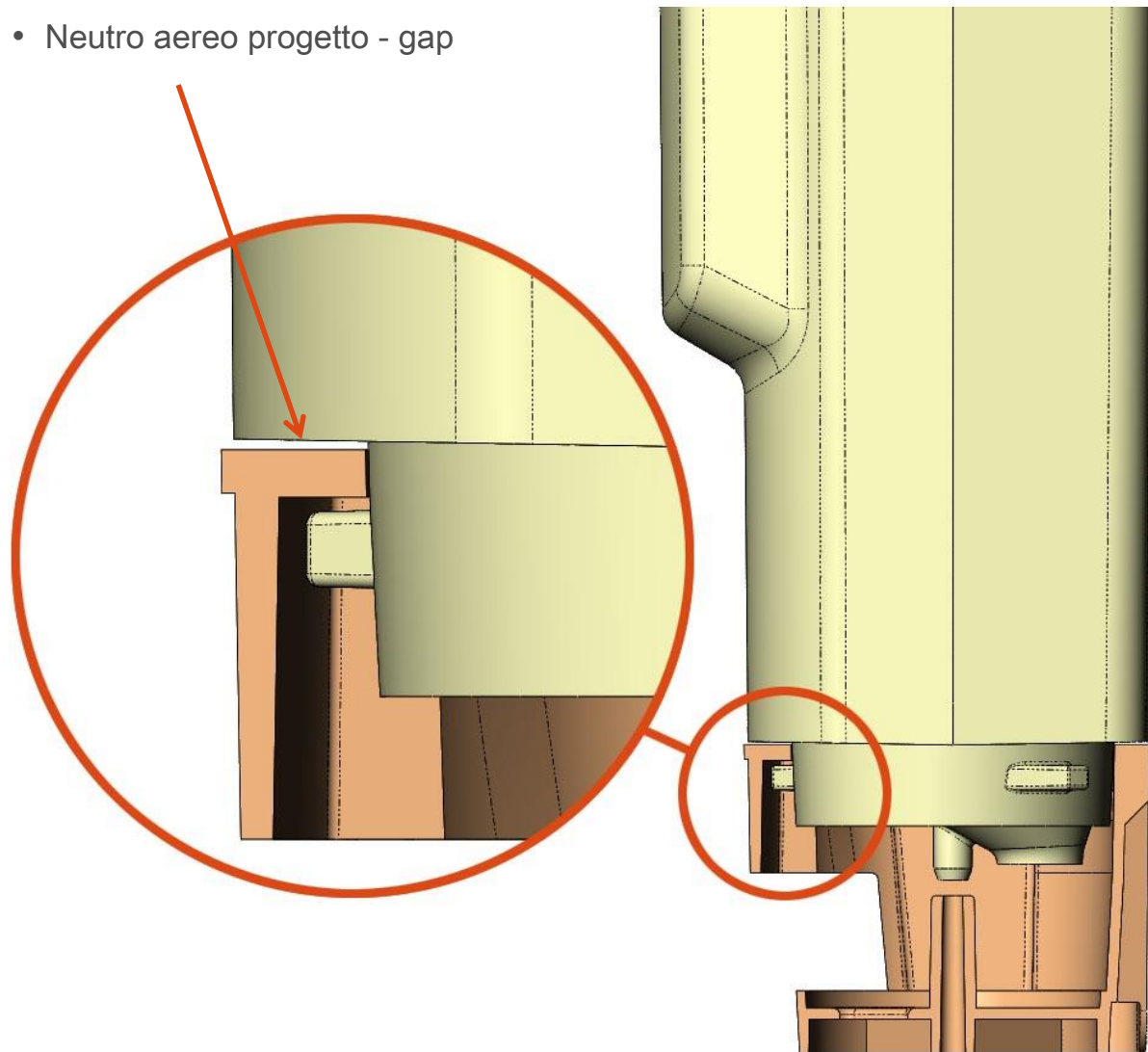
Progetto - Socket

- Il programma



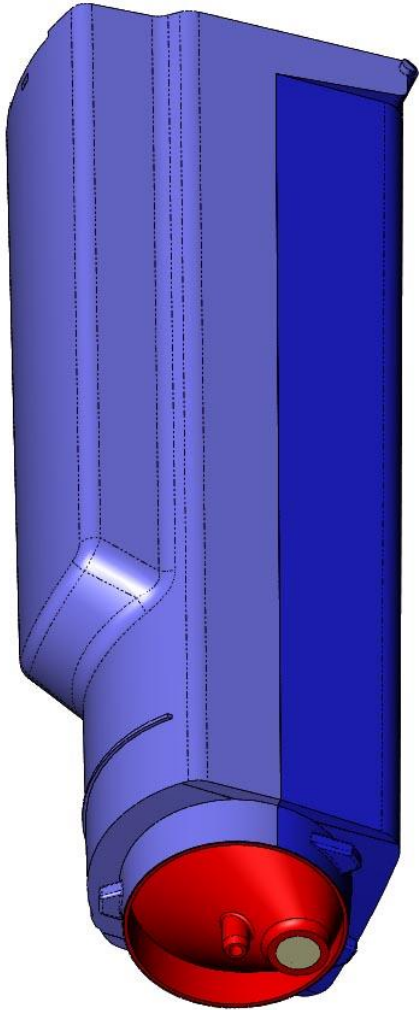
Il problema

- Neutro aereo progetto - gap



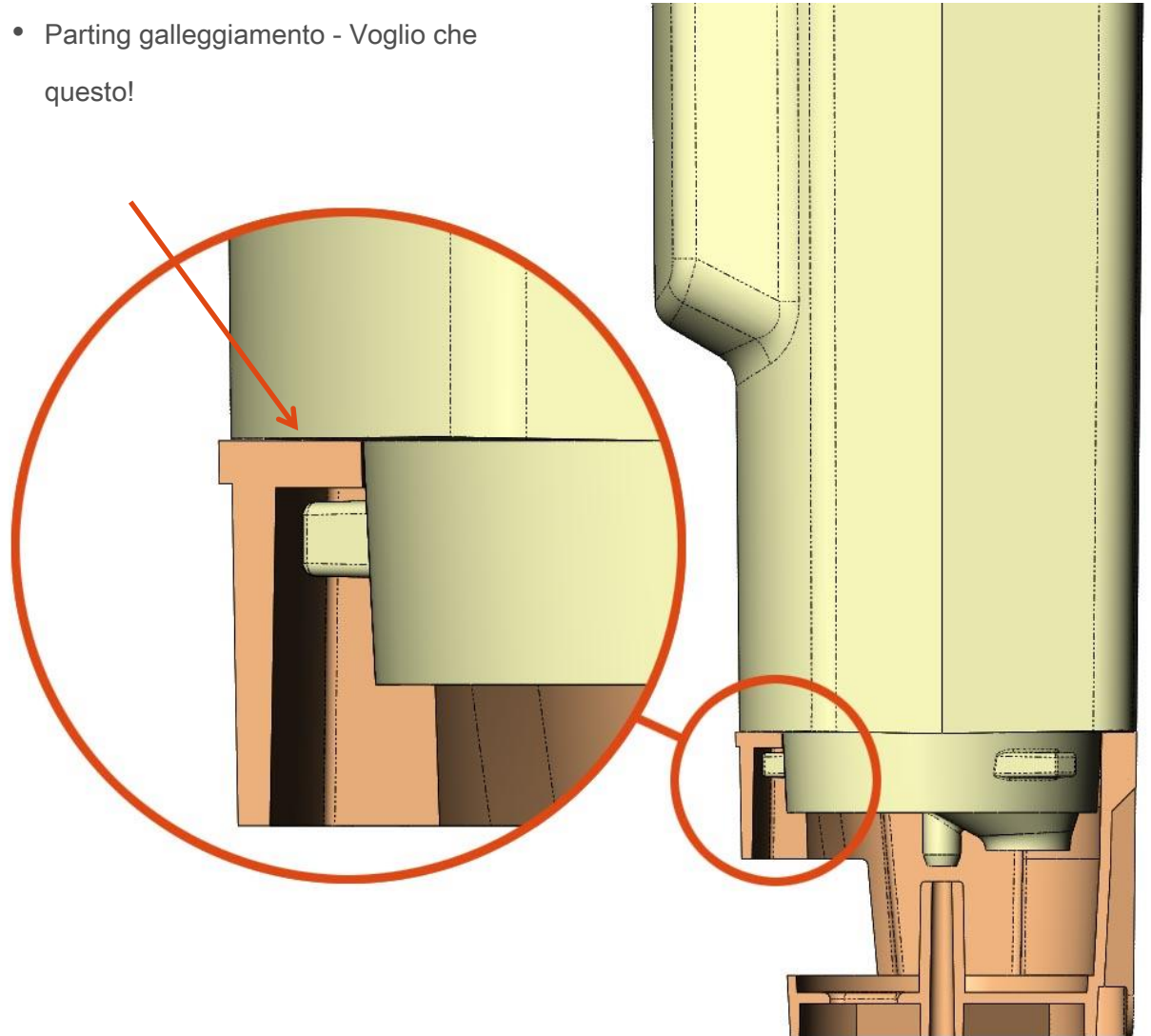
Progetto - Socket

- Il programma



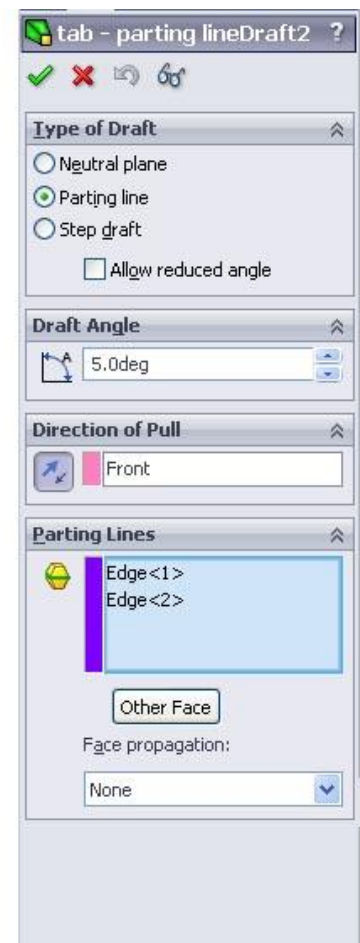
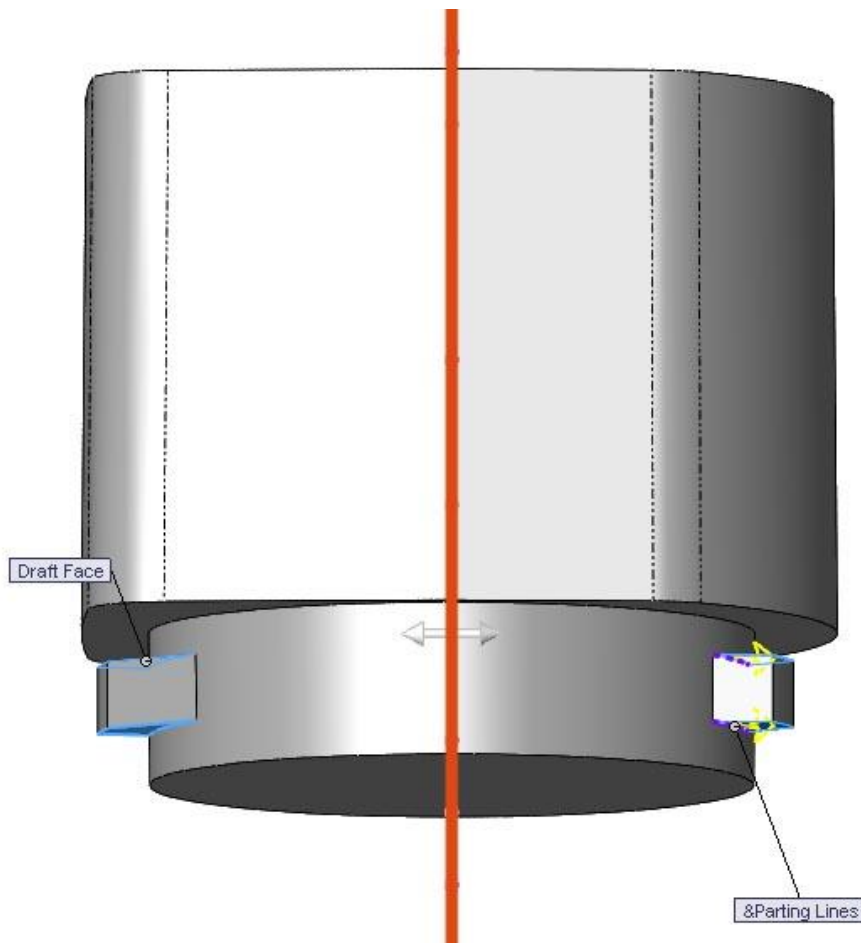
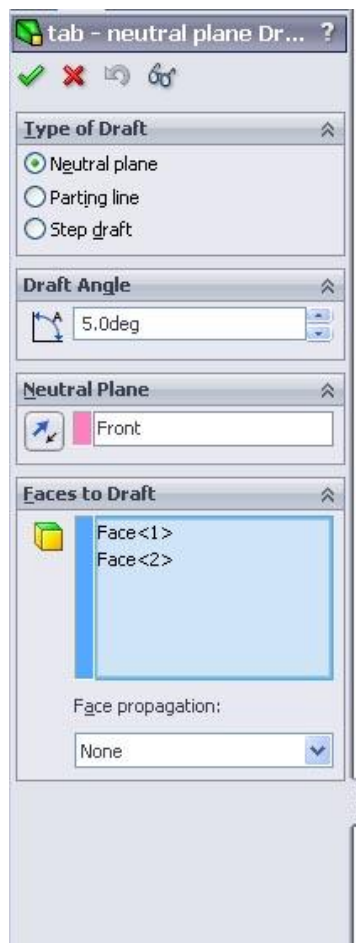
Il problema

- Parting galleggiamento - Voglio che questo!



Progetto - Socket

Neutro piano progetto -confrontarli- progetto linea di separazione

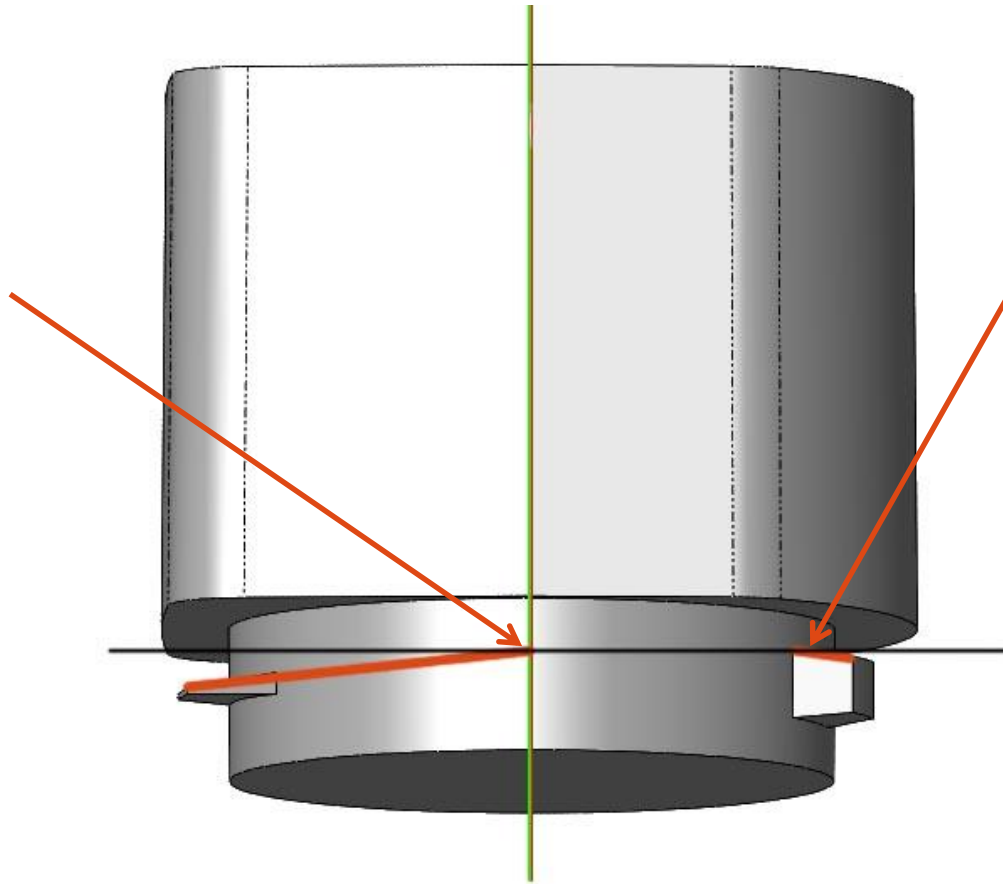


* Angolo di sformo esagerata per chiarezza

Progetto - Socket

Neutro piano progetto -confrontarli- progetto linea di separazione

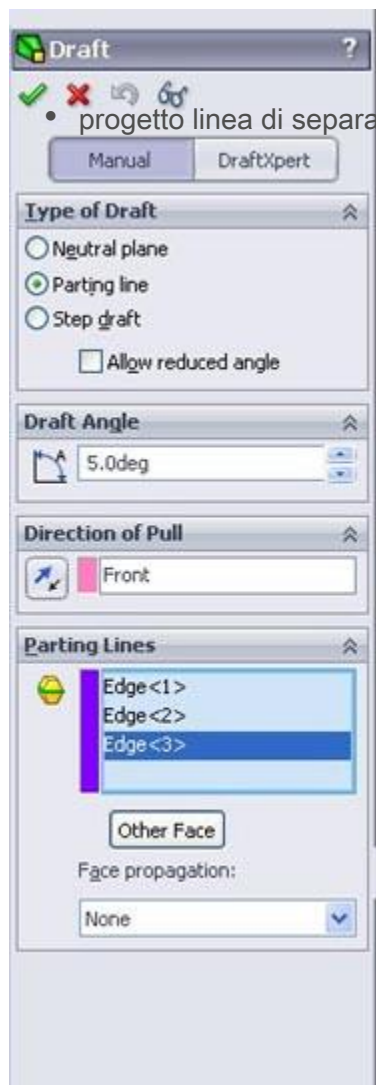
Neutro progetto
aereo inizia a piano
selezionato



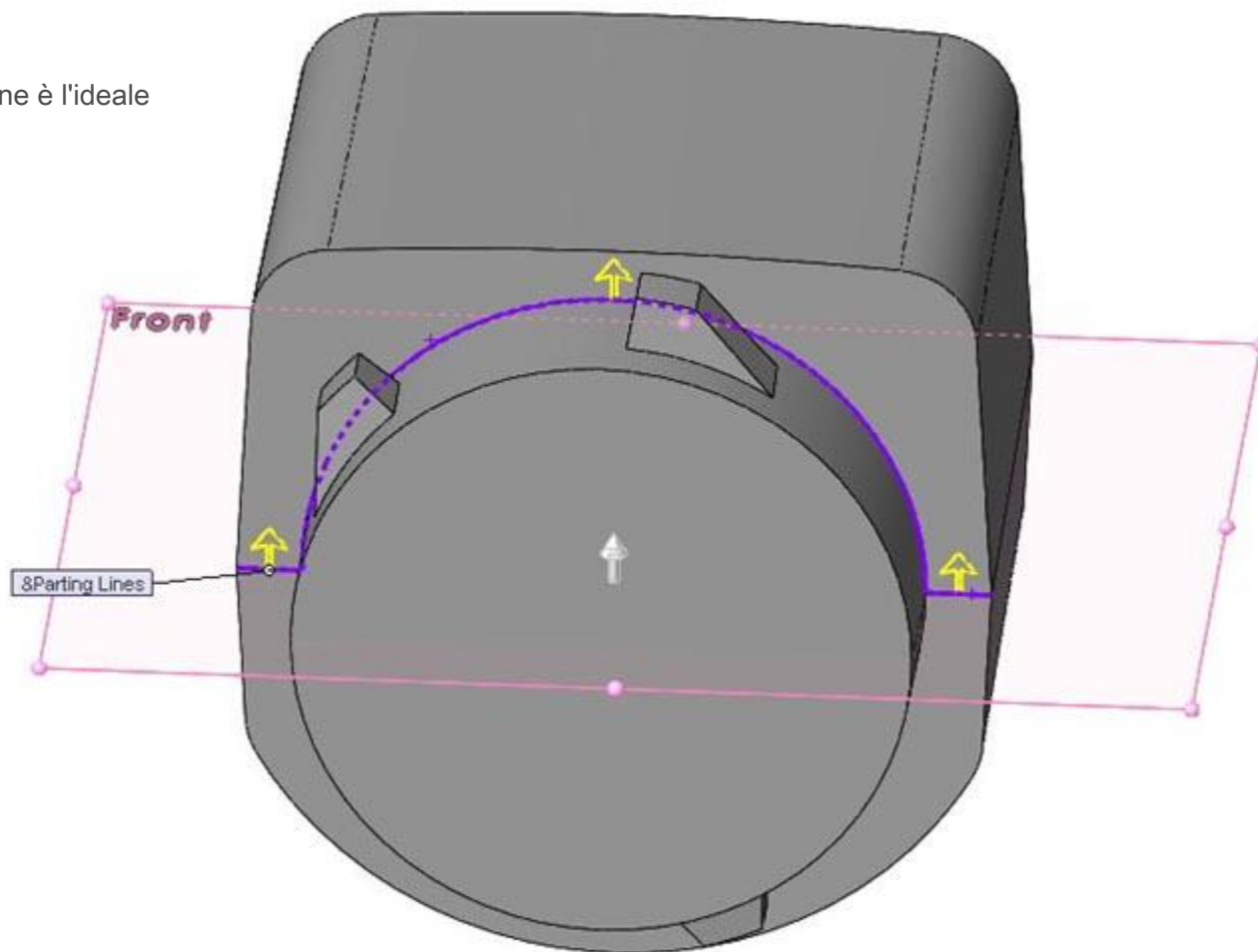
progetto linea di
separazione inizia a
bordo selezionato

** Angolo di sformo esagerata per chiarezza*

Progetto - Socket

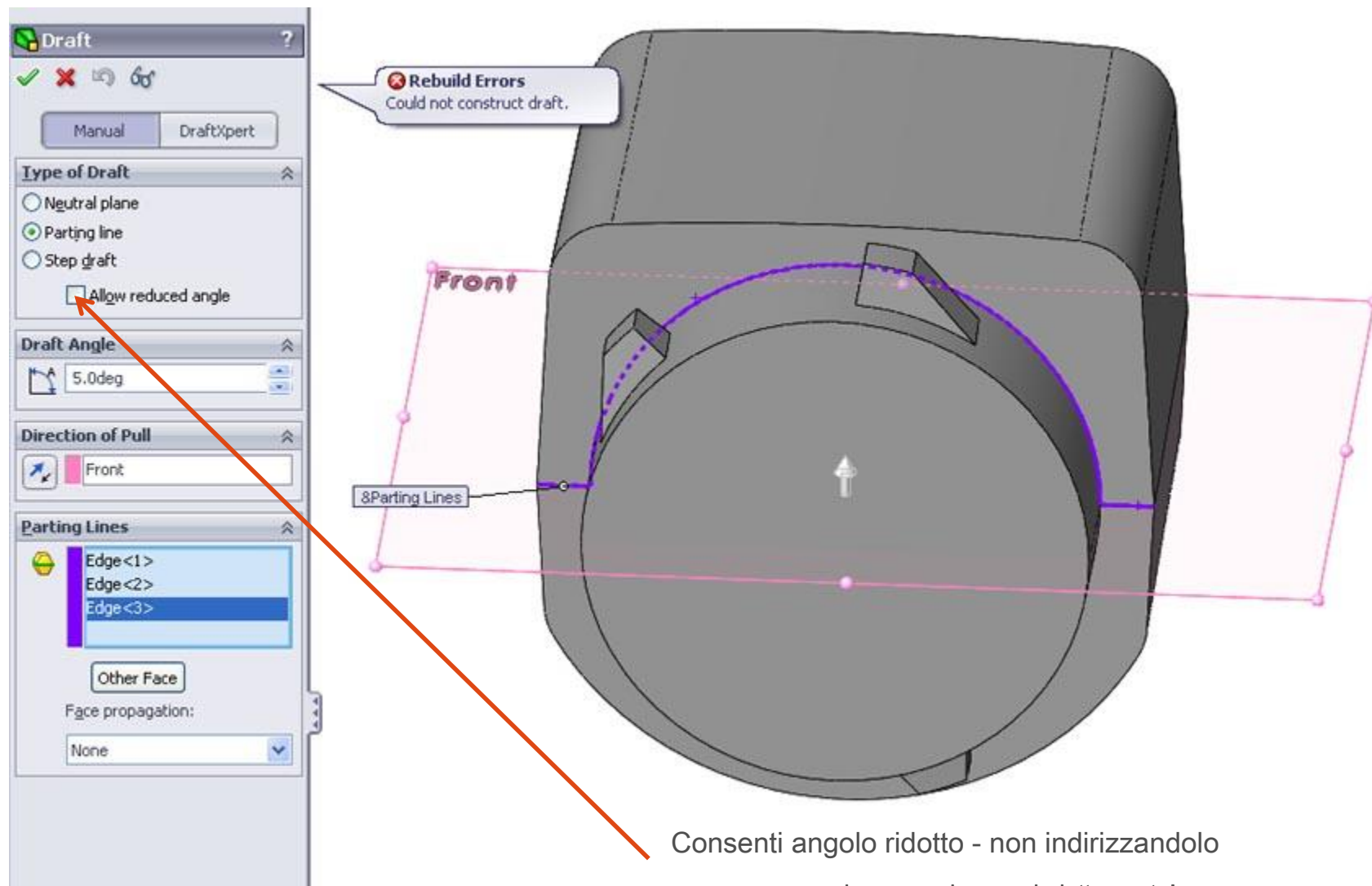


- progetto linea di separazione è l'ideale



* Angolo di sformo esagerata per chiarezza

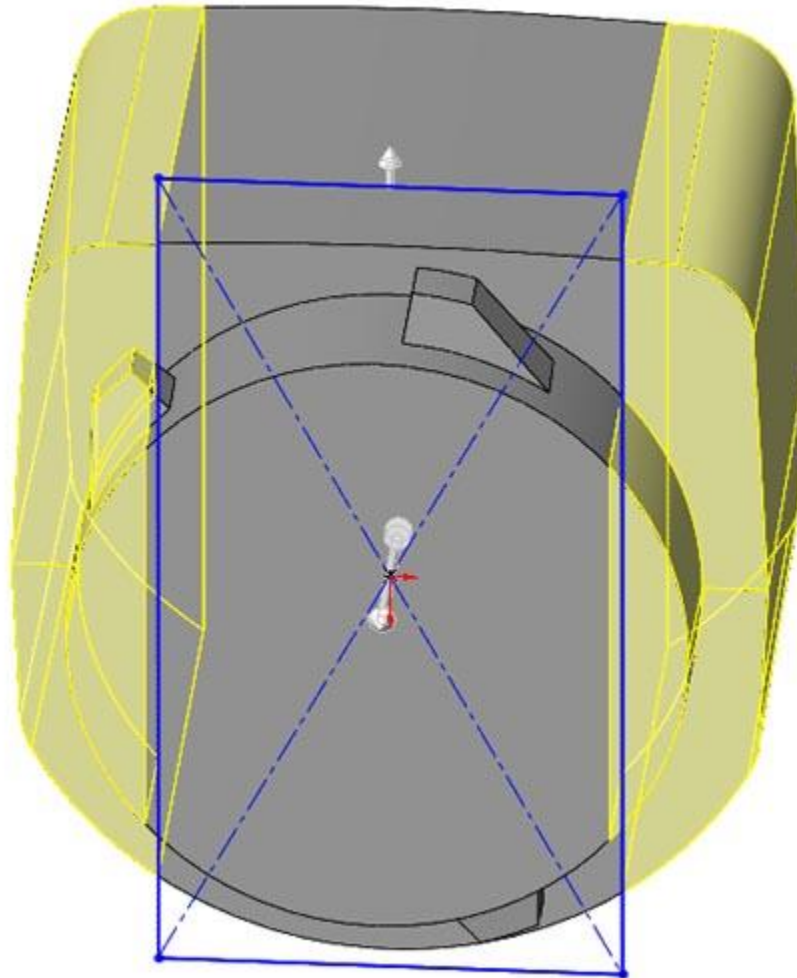
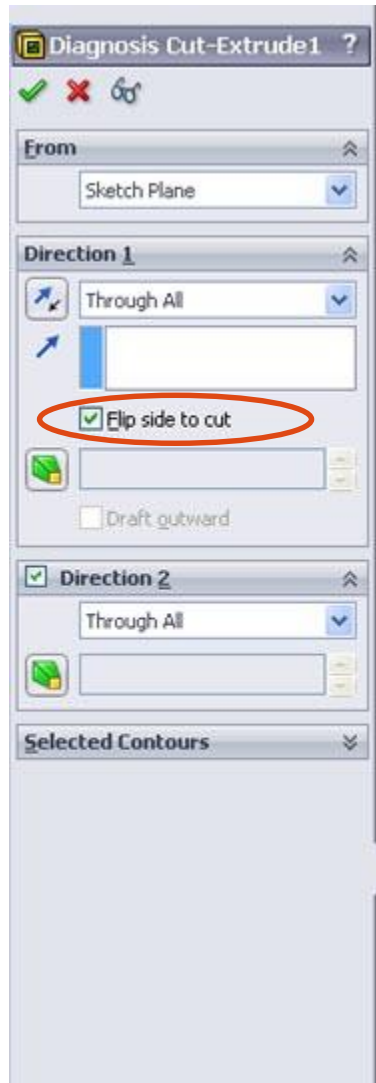
Progetto - Socket



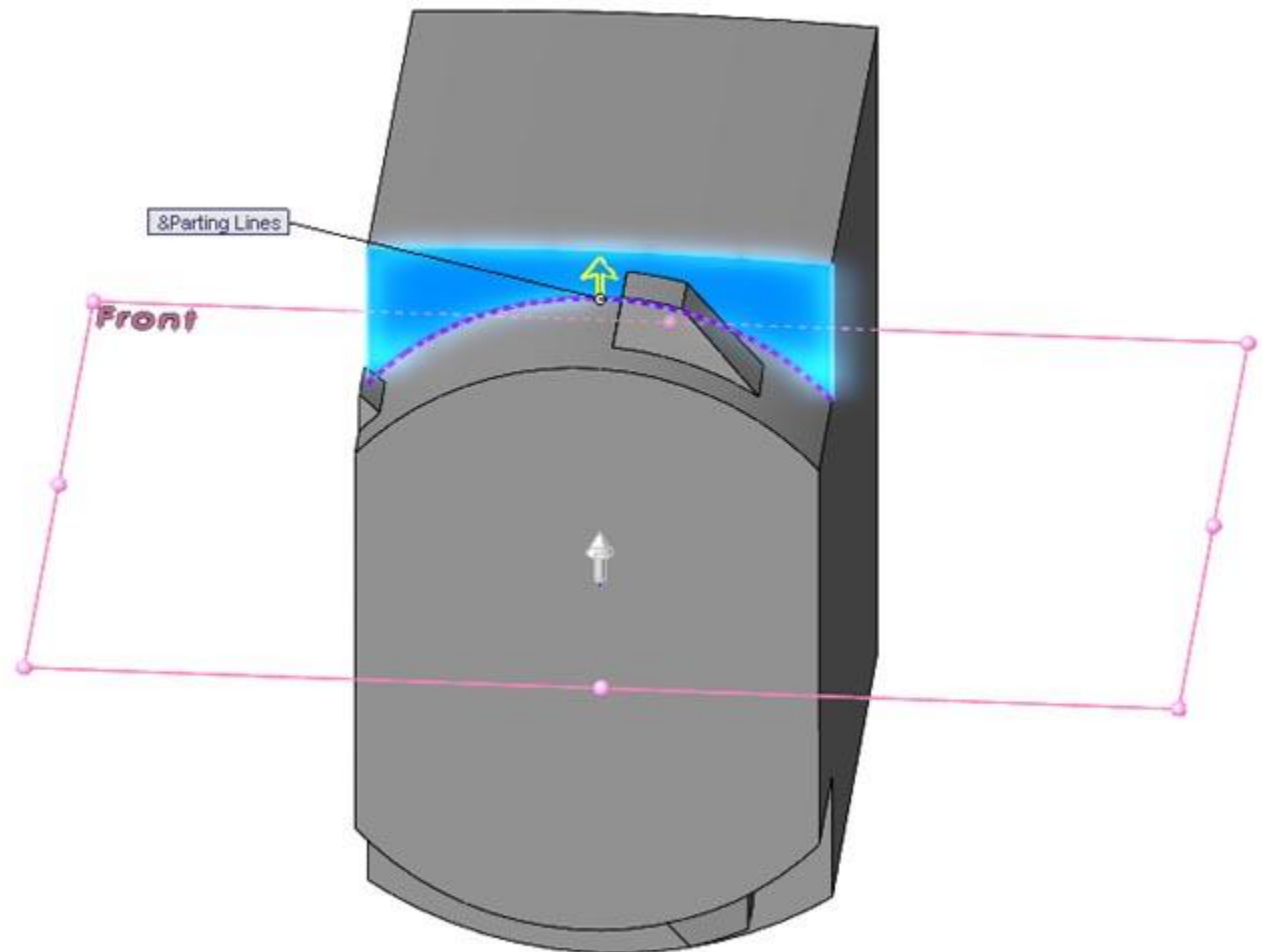
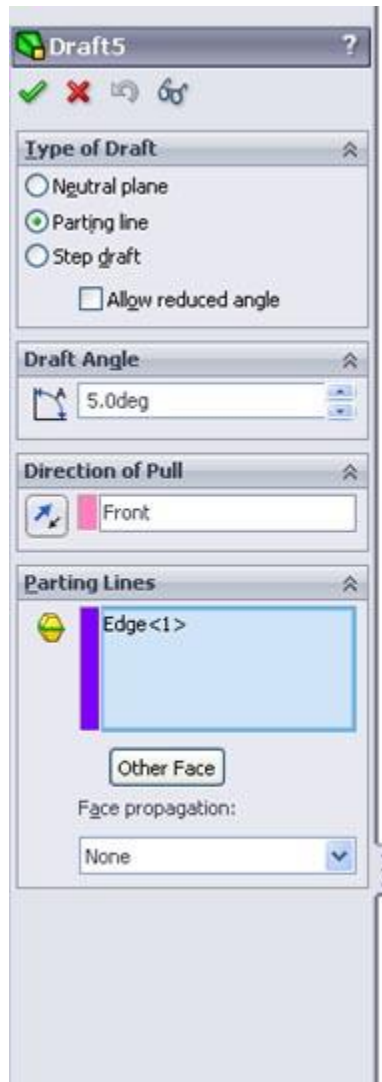
Consenti angolo ridotto - non indirizzandolo
ancora per una buona ragione maledettamente!

* Angolo di sformo esagerata per chiarezza

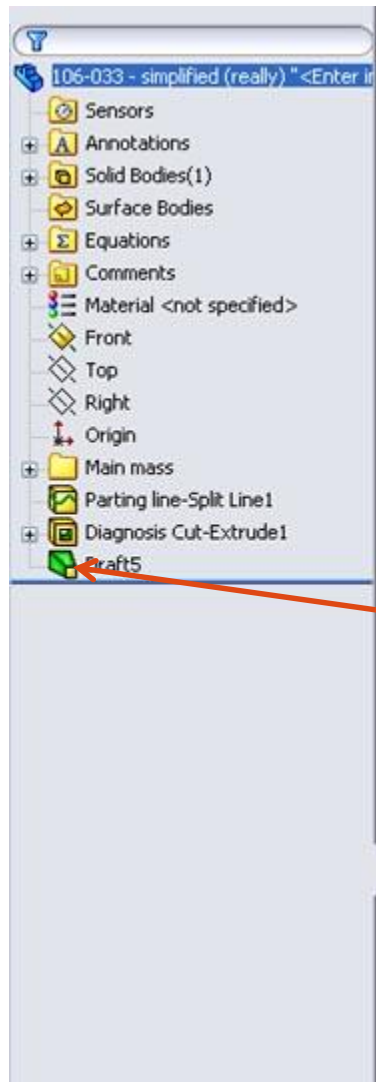
Diagnosi



Diagnosi

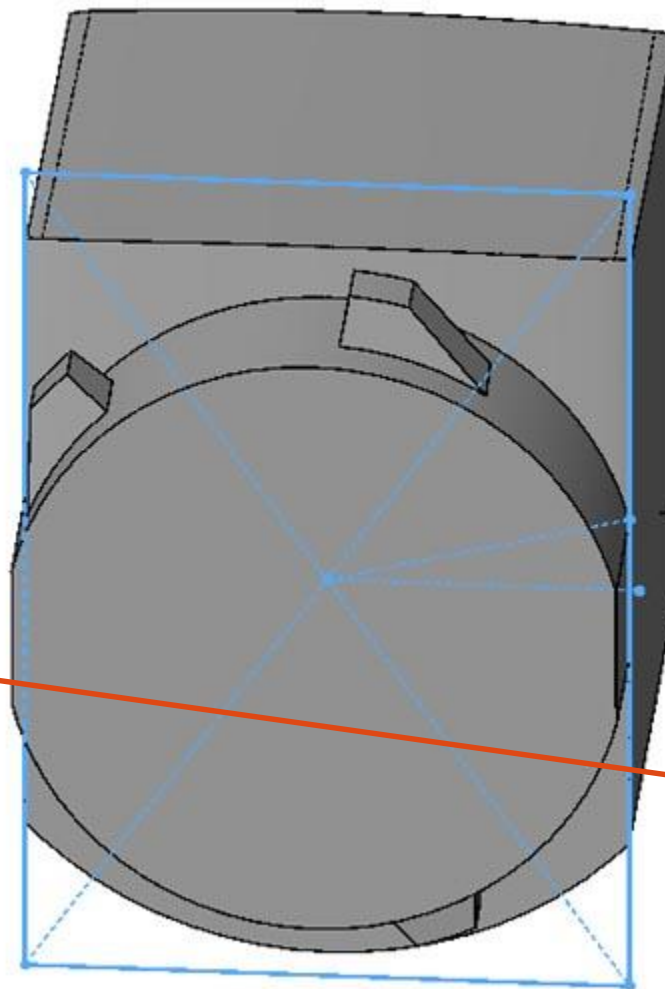
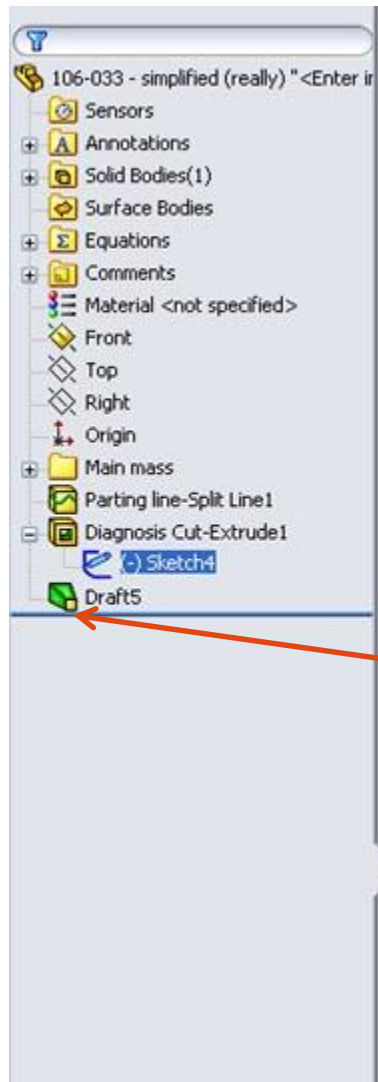


Diagnosi



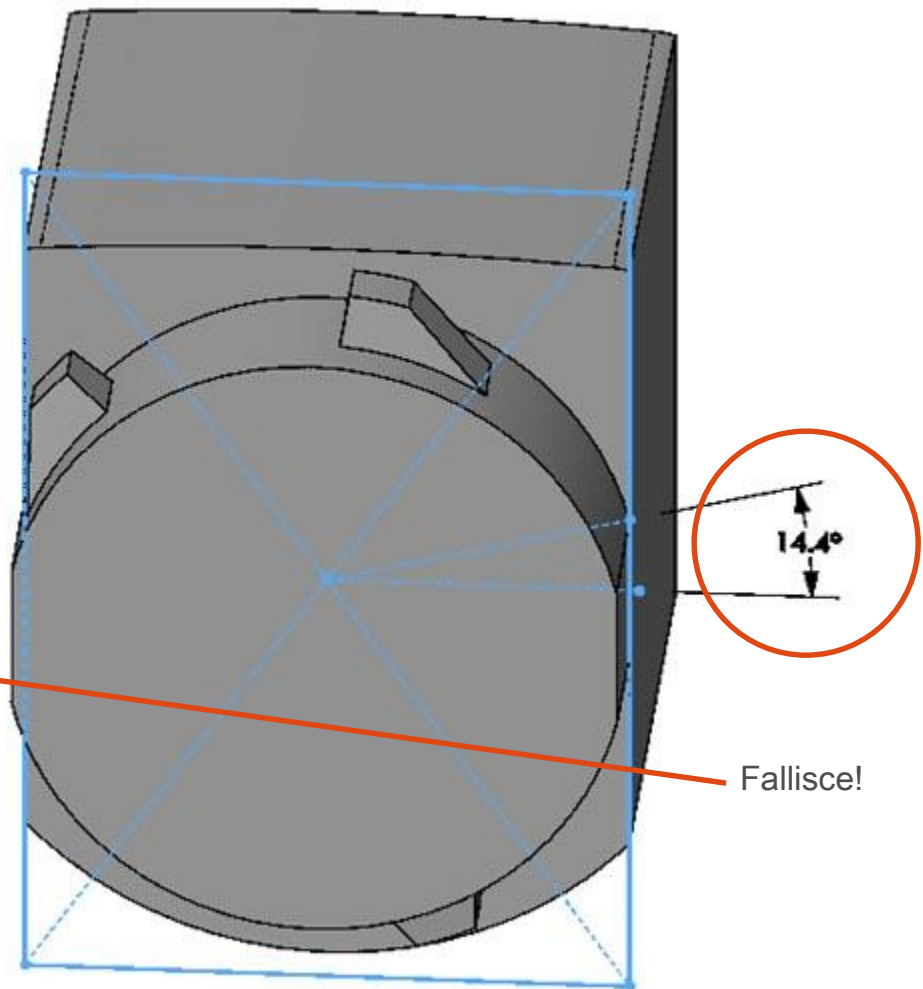
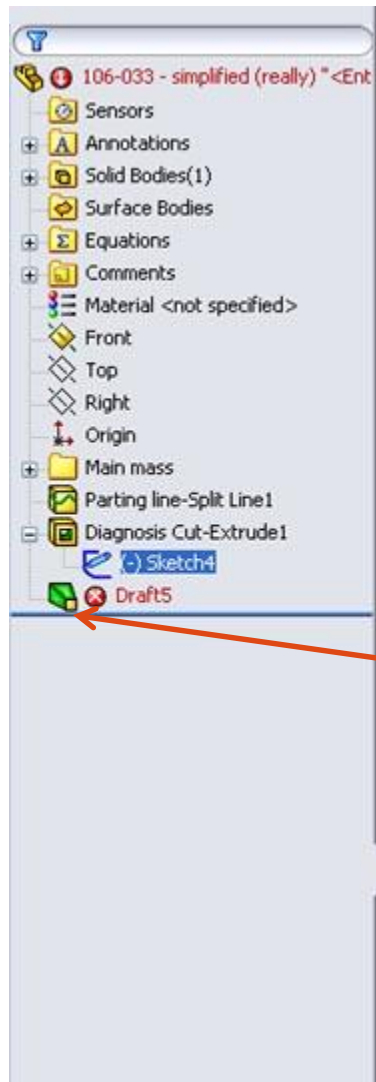
Funziona!

Diagnosi



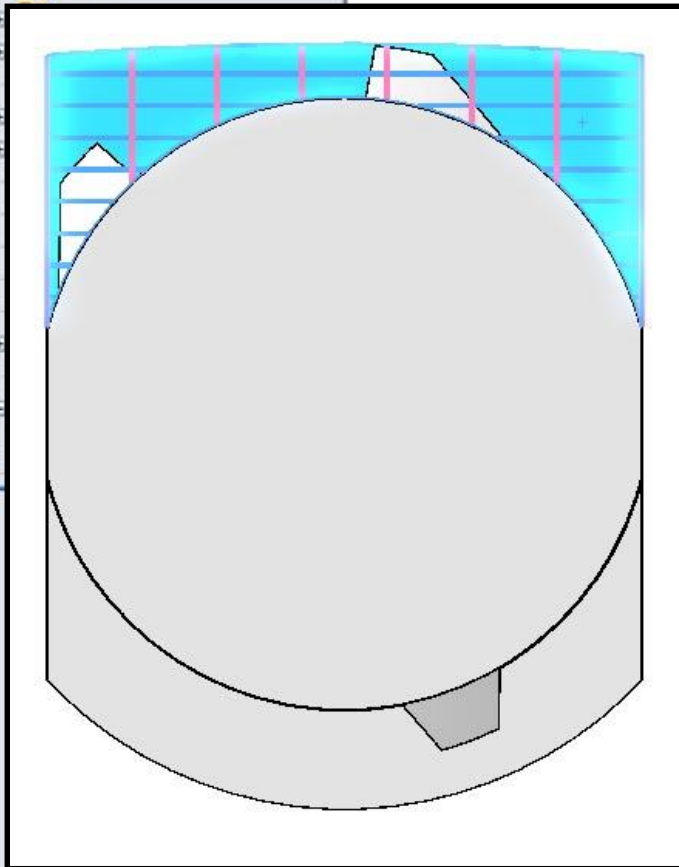
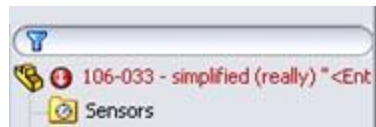
Funziona ancora!

Diagnosi



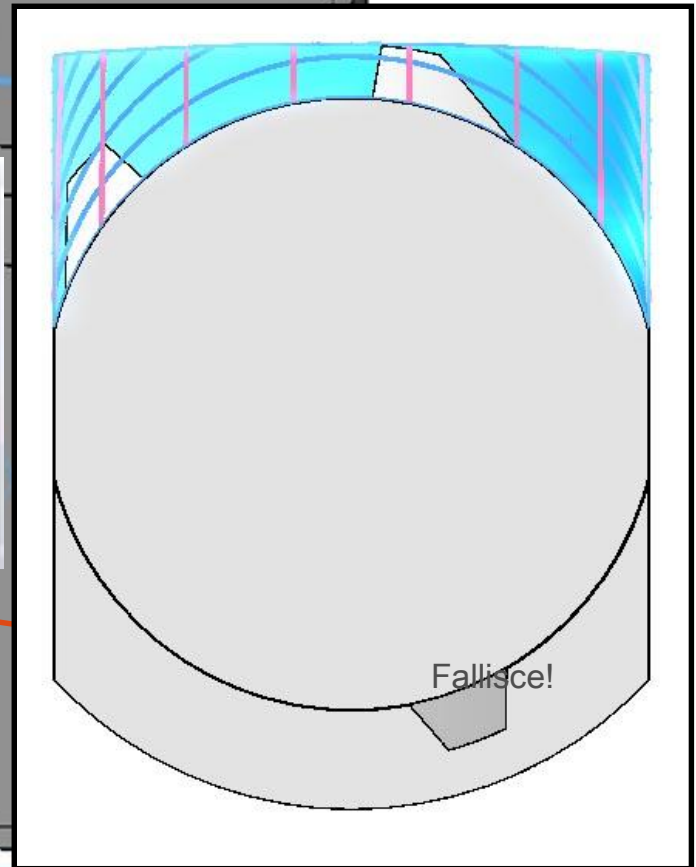
* Questo non è un angolo applicabile uniforme

Diagnosi - PERCHE '



Planar faccia

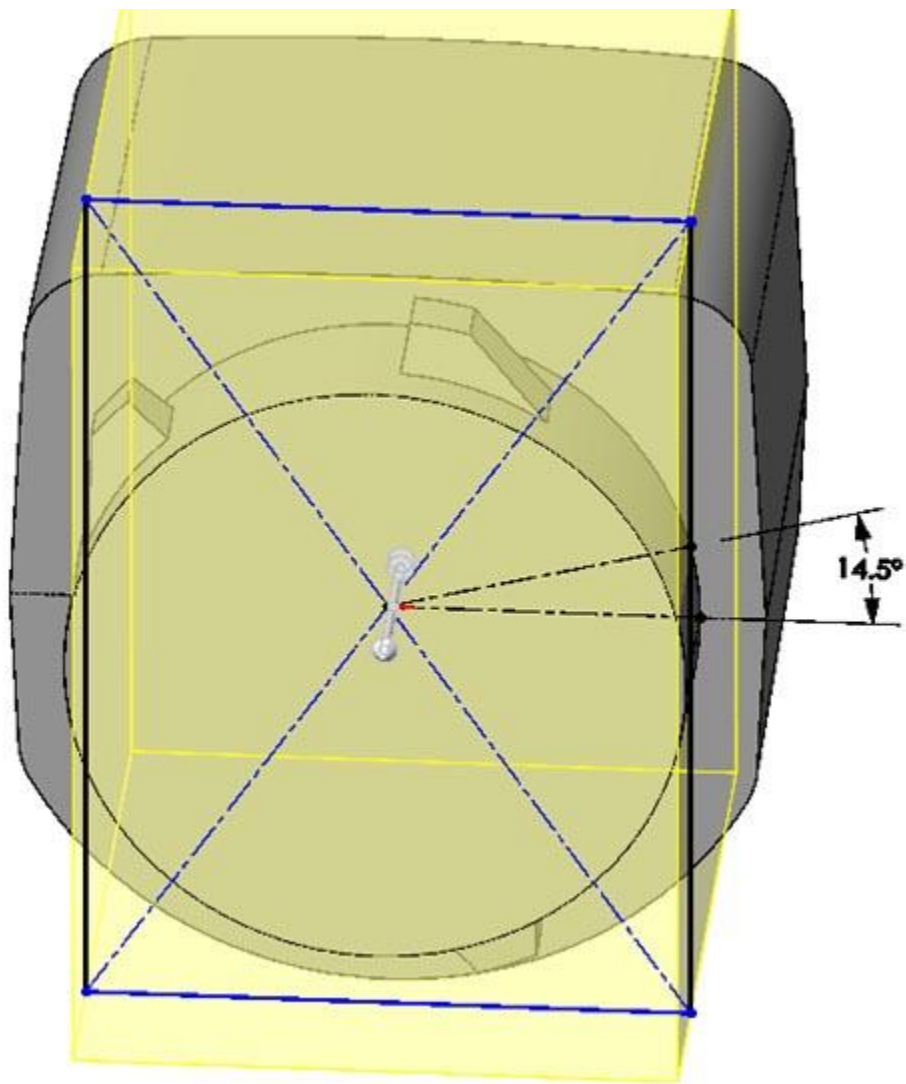
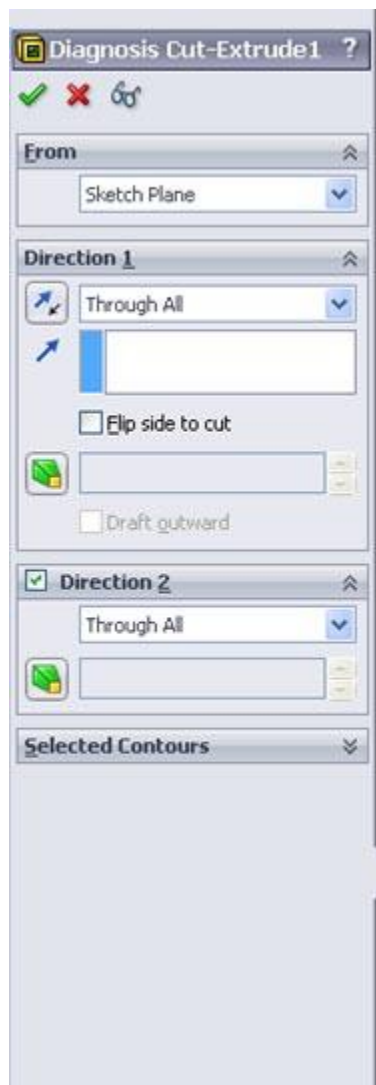
- curve facce parallele



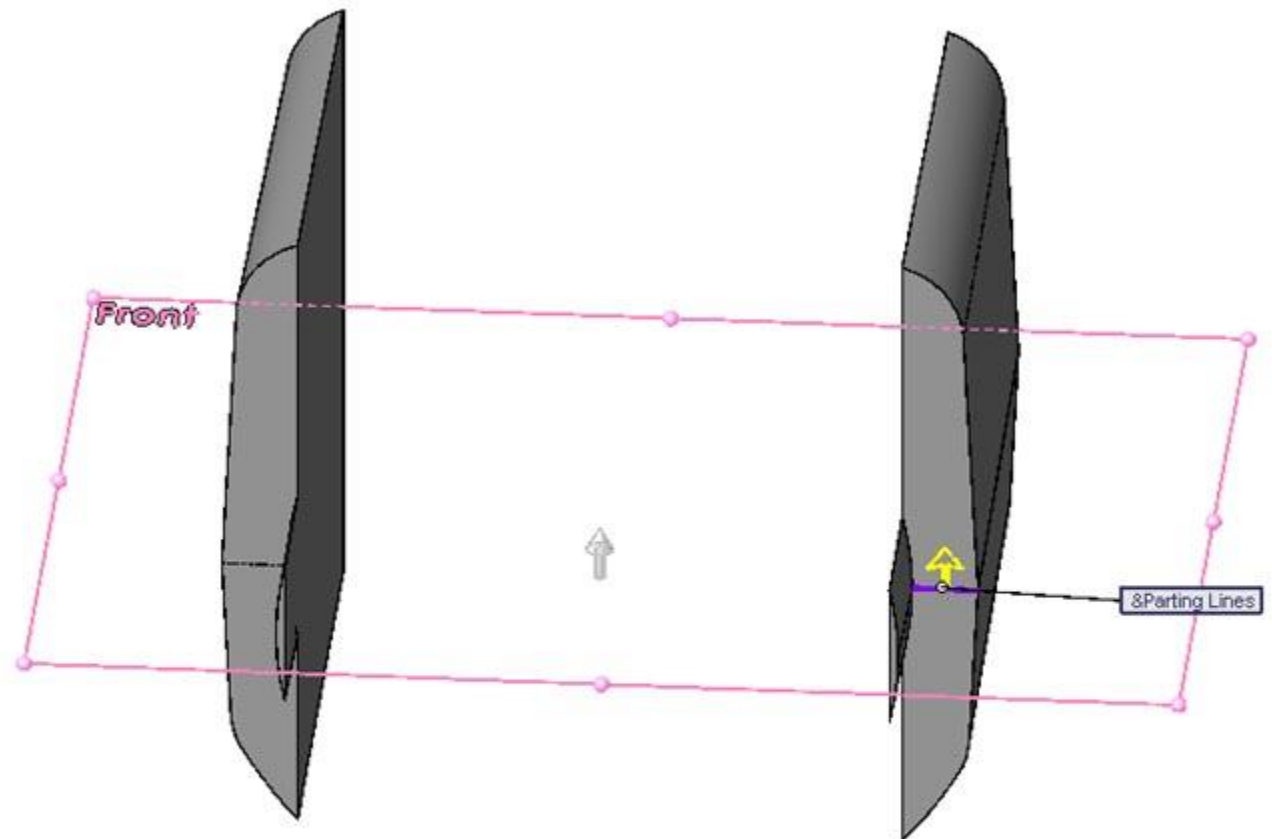
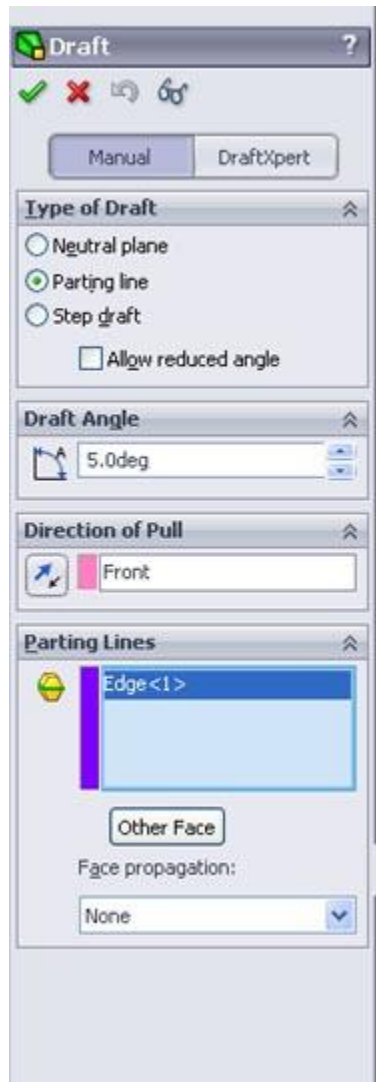
faccia linea di separazione redatto

- curve facce scrunched

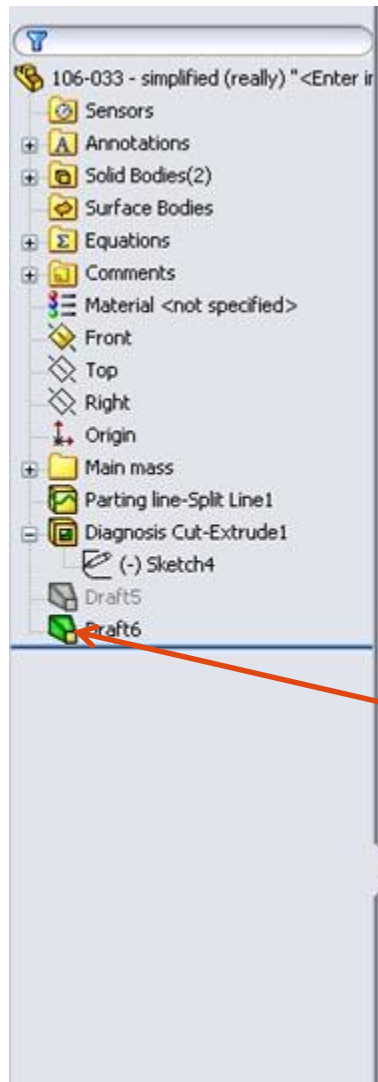
La diagnosi (solo per essere approfondita)



La diagnosi (solo per essere approfondita)

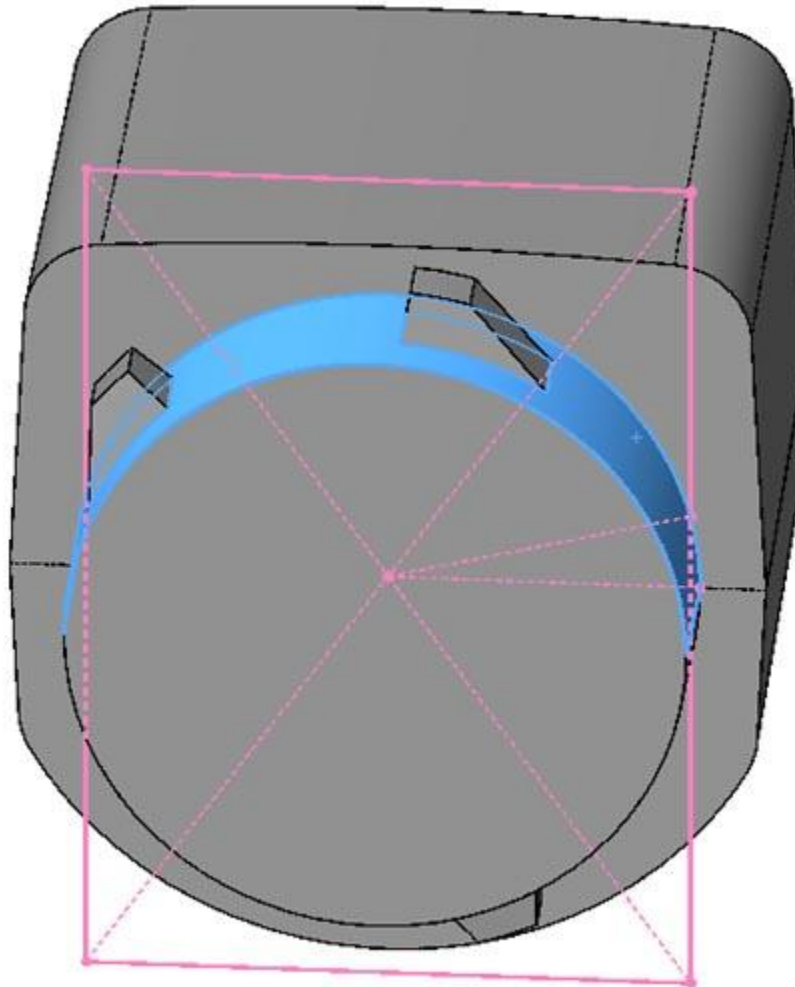
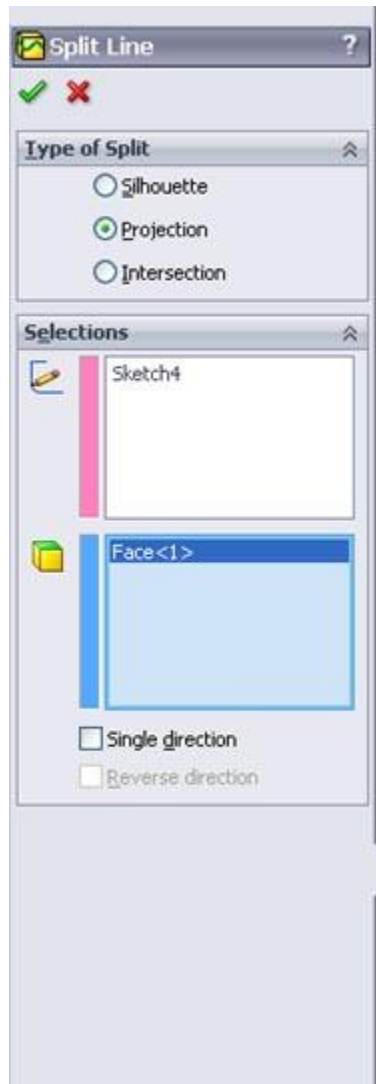


La diagnosi (solo per essere approfondita)

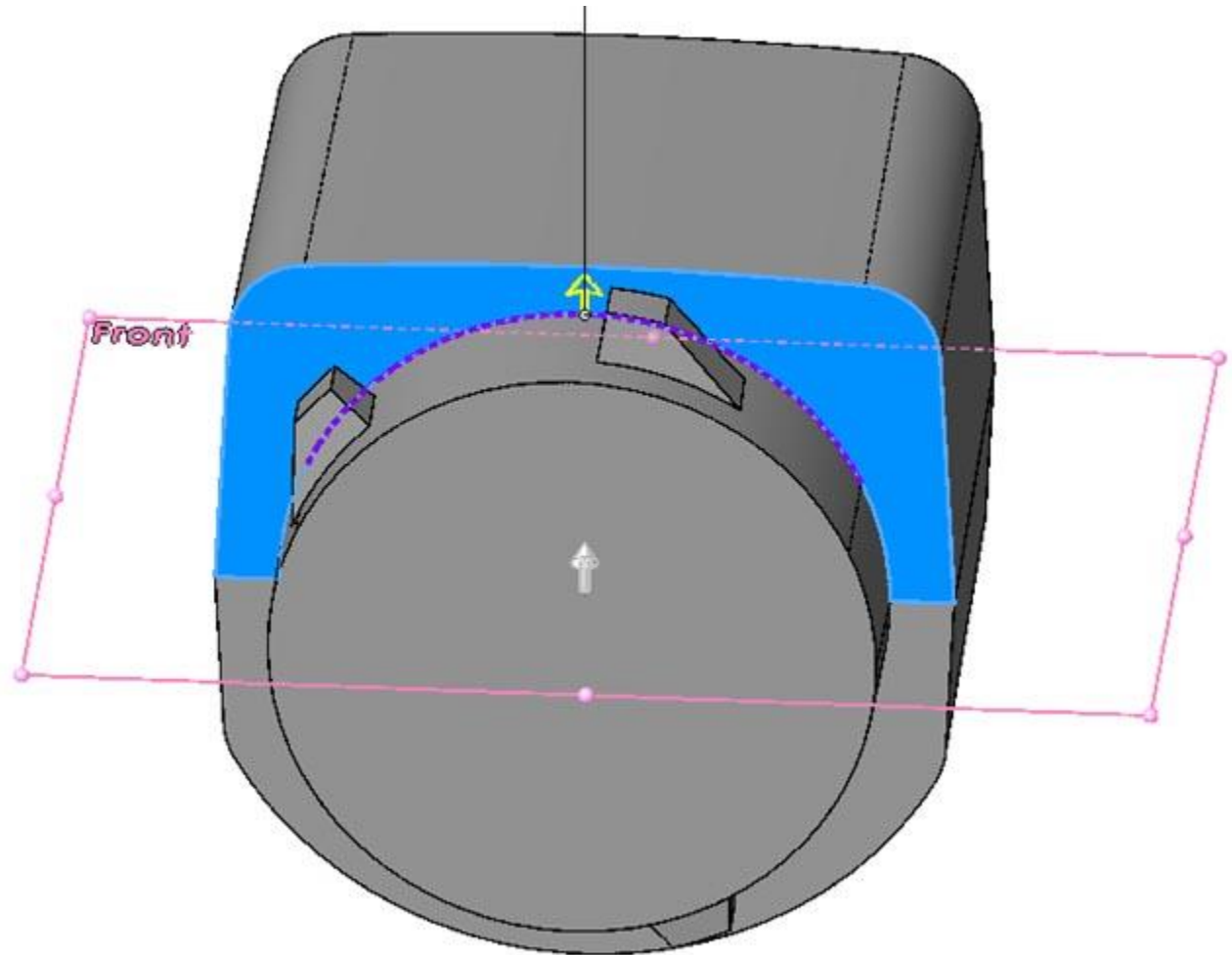
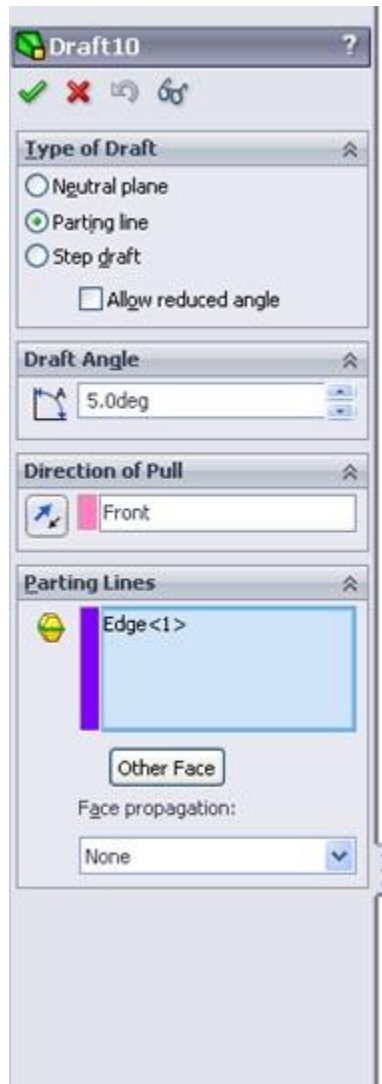


Funziona!

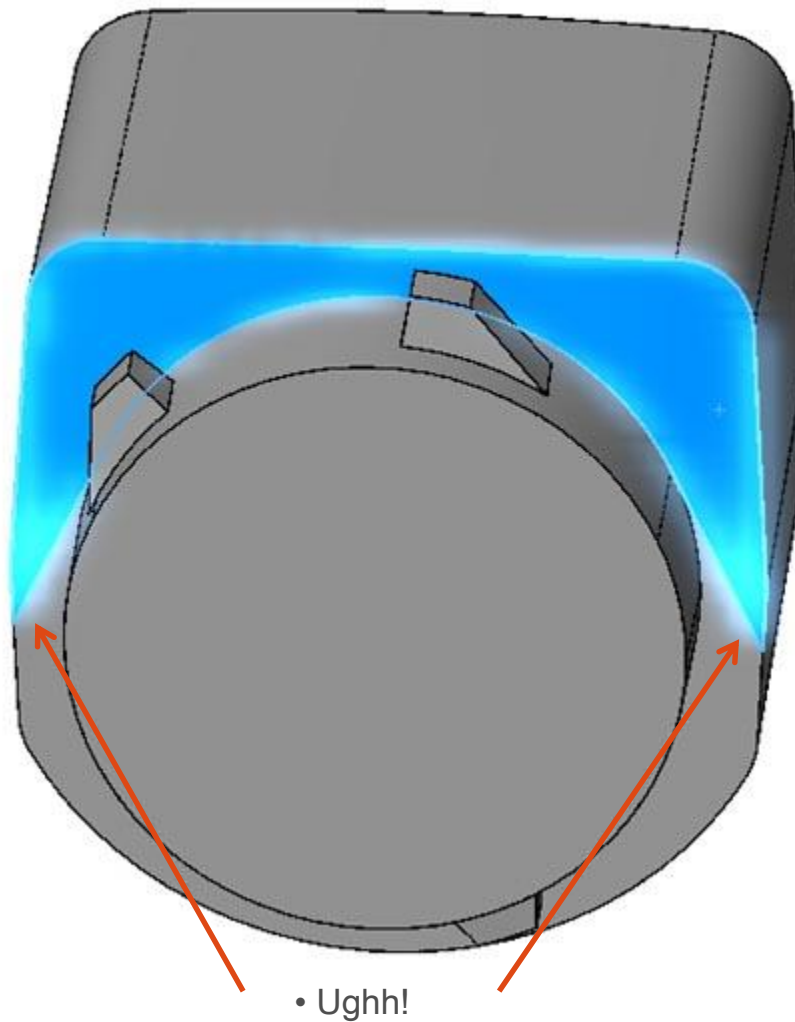
Applicare ciò che abbiamo imparato finora



Applicare ciò che abbiamo imparato finora

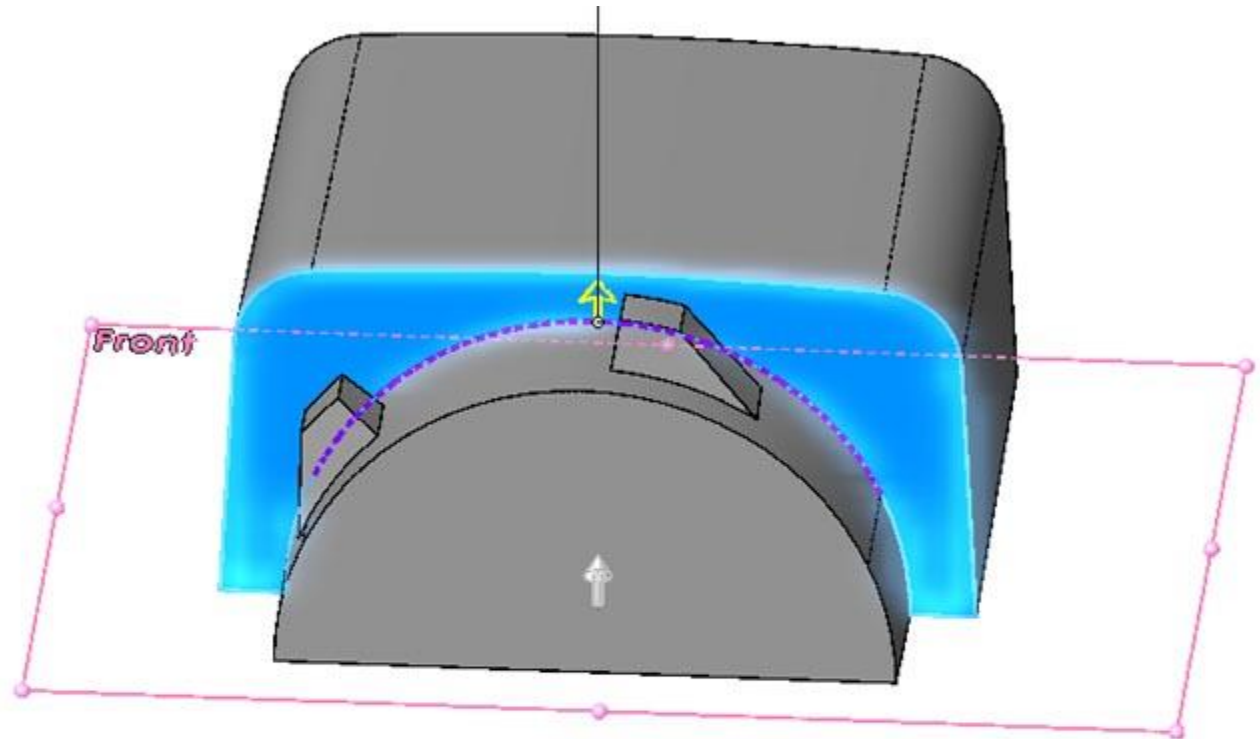
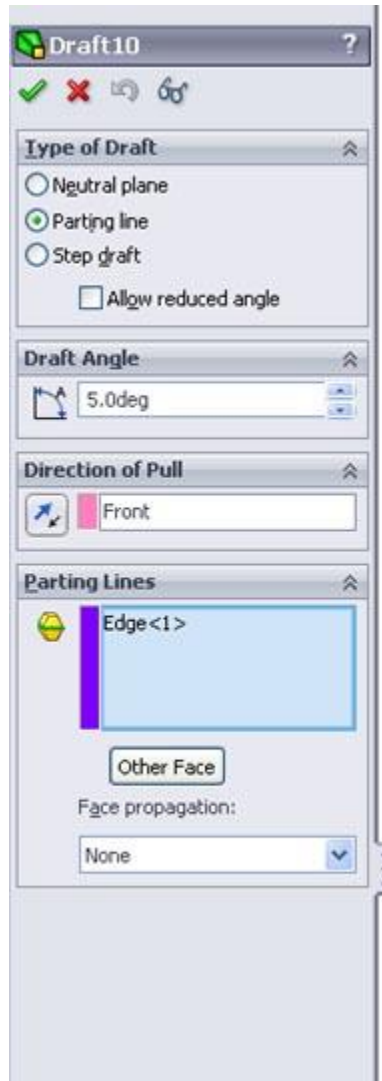


Applicare ciò che abbiamo imparato finora



Ha estendere le facce esistenti per caratteristica fine!

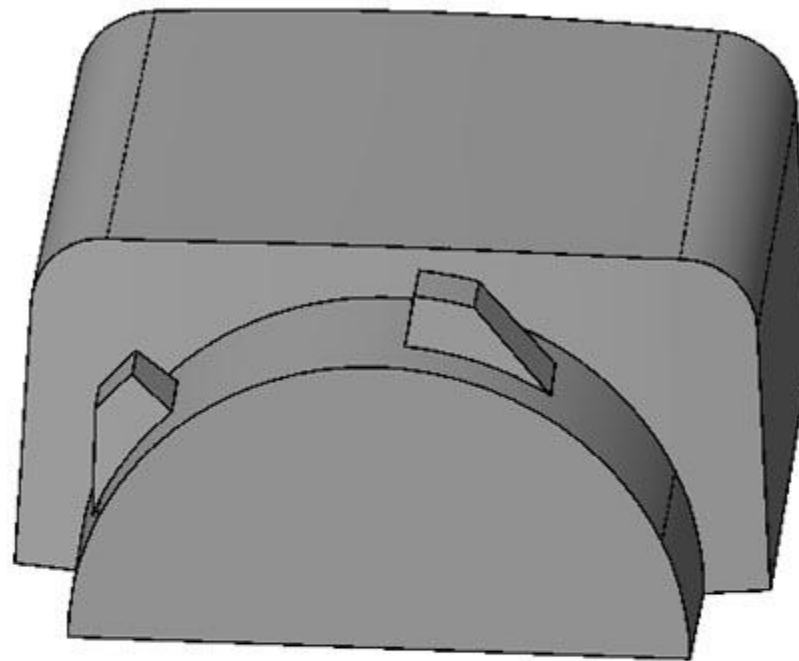
Applicare ciò che abbiamo imparato finora



- Fornire finale faccia desiderata con un taglio
- Poi ri-applicare progetto

Fornire faccia di estremità che rispetta linea di separazione

Applicare ciò che abbiamo imparato finora



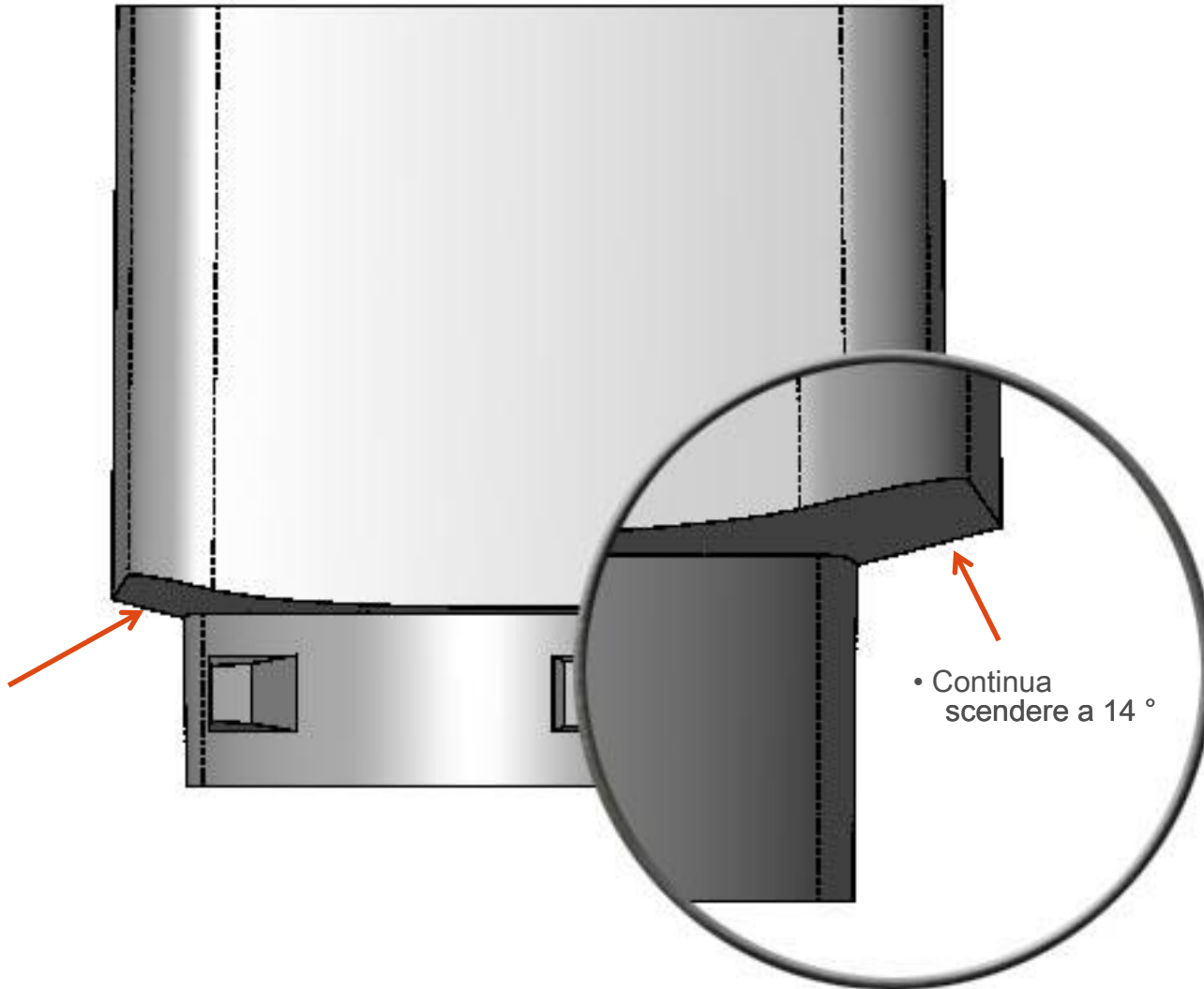
Funziona!

Fornire faccia di estremità che rispetta linea di separazione

Applicare ciò che abbiamo imparato finora

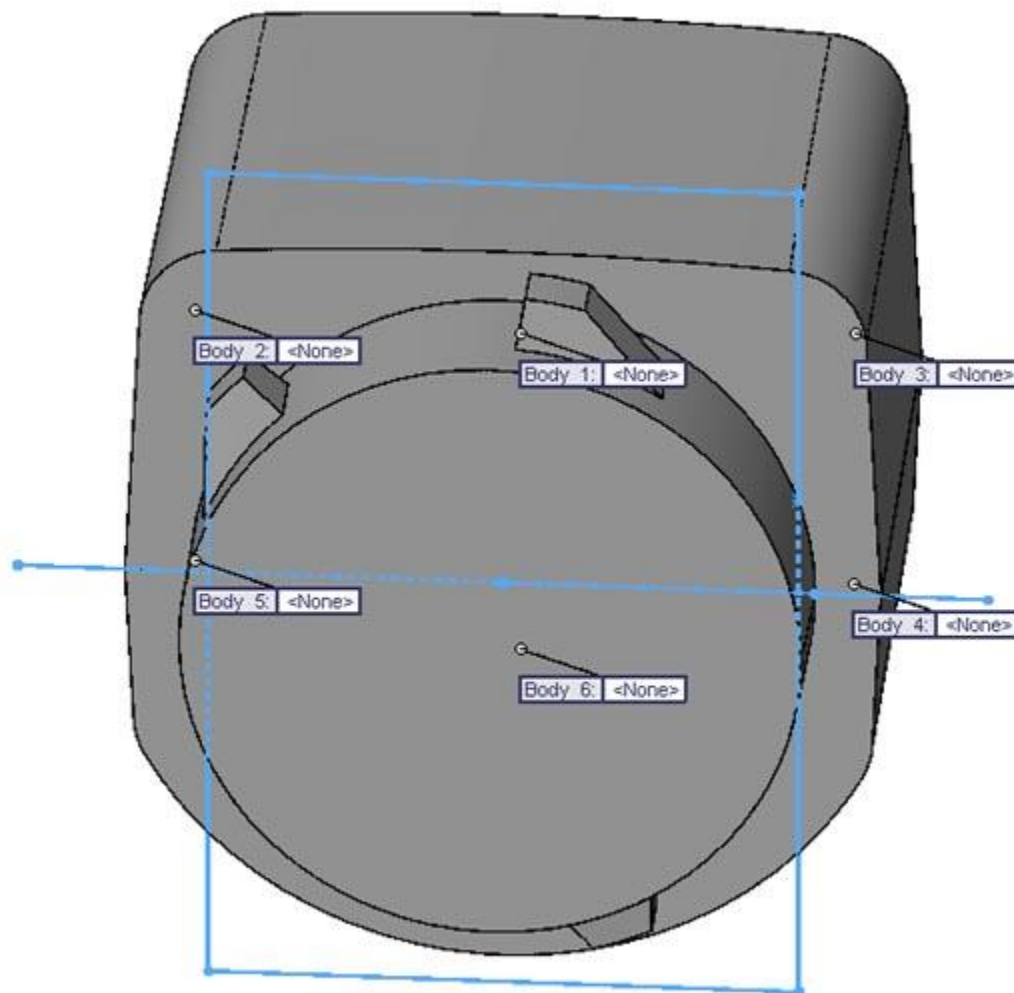
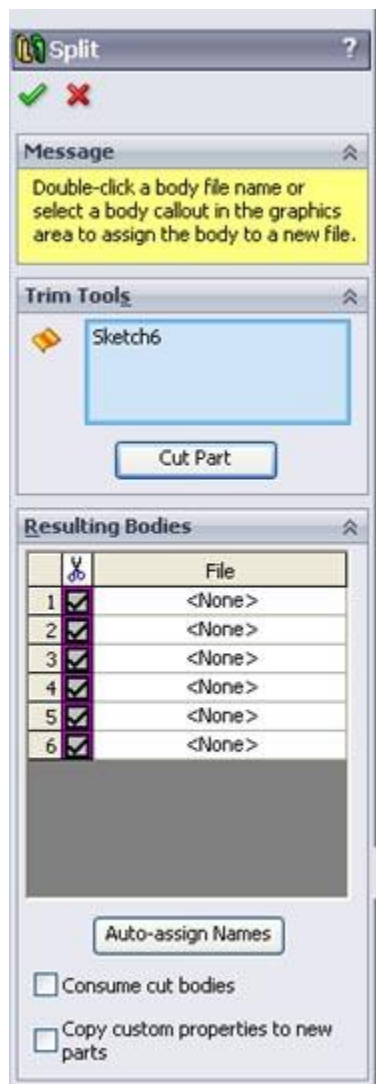
Non male!

- Bel viso

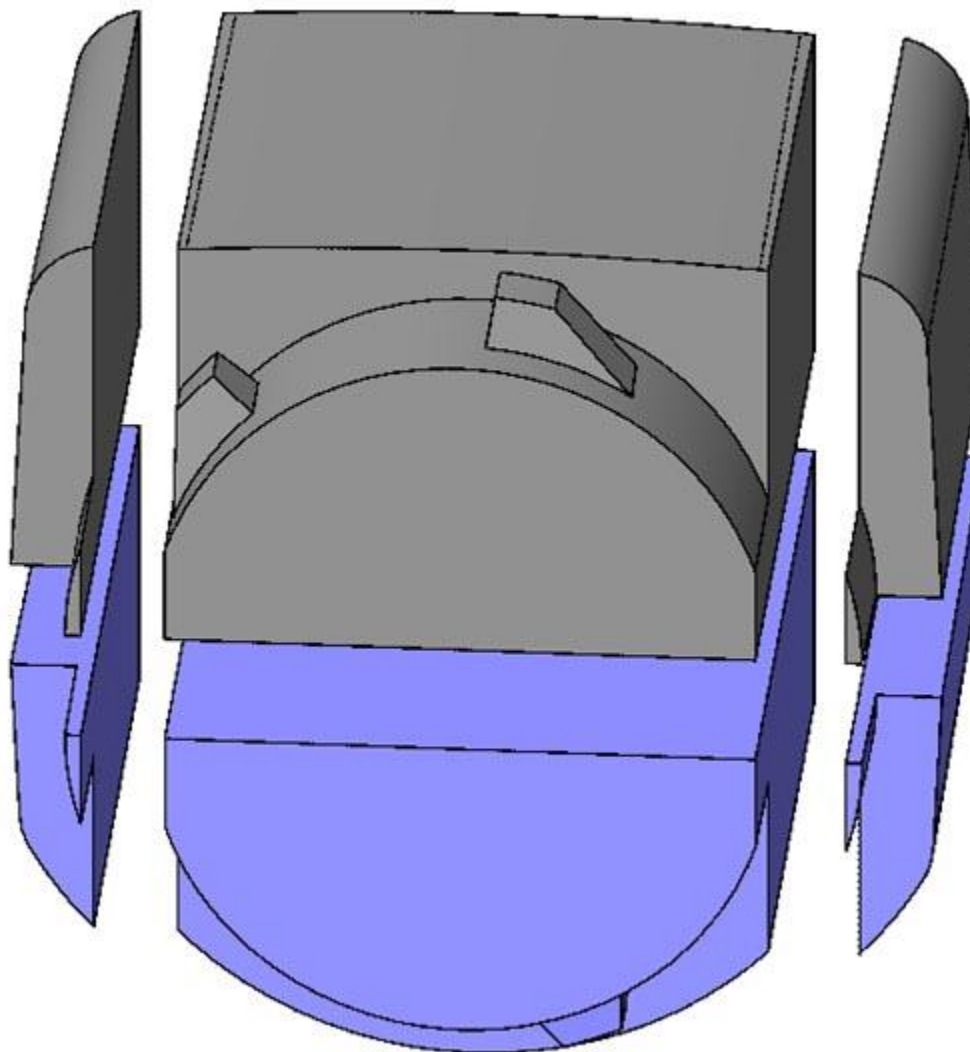
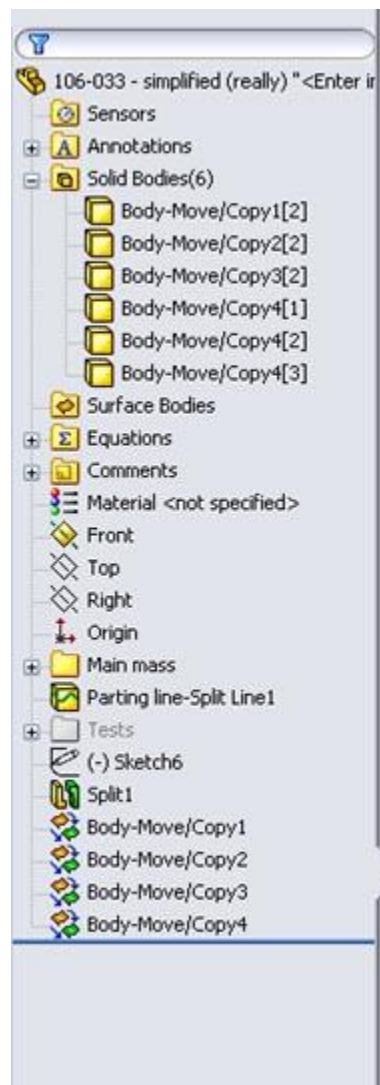


- Continua scendere a 14 °

1. Rompere nelle parti che abbiamo imparato a conoscere

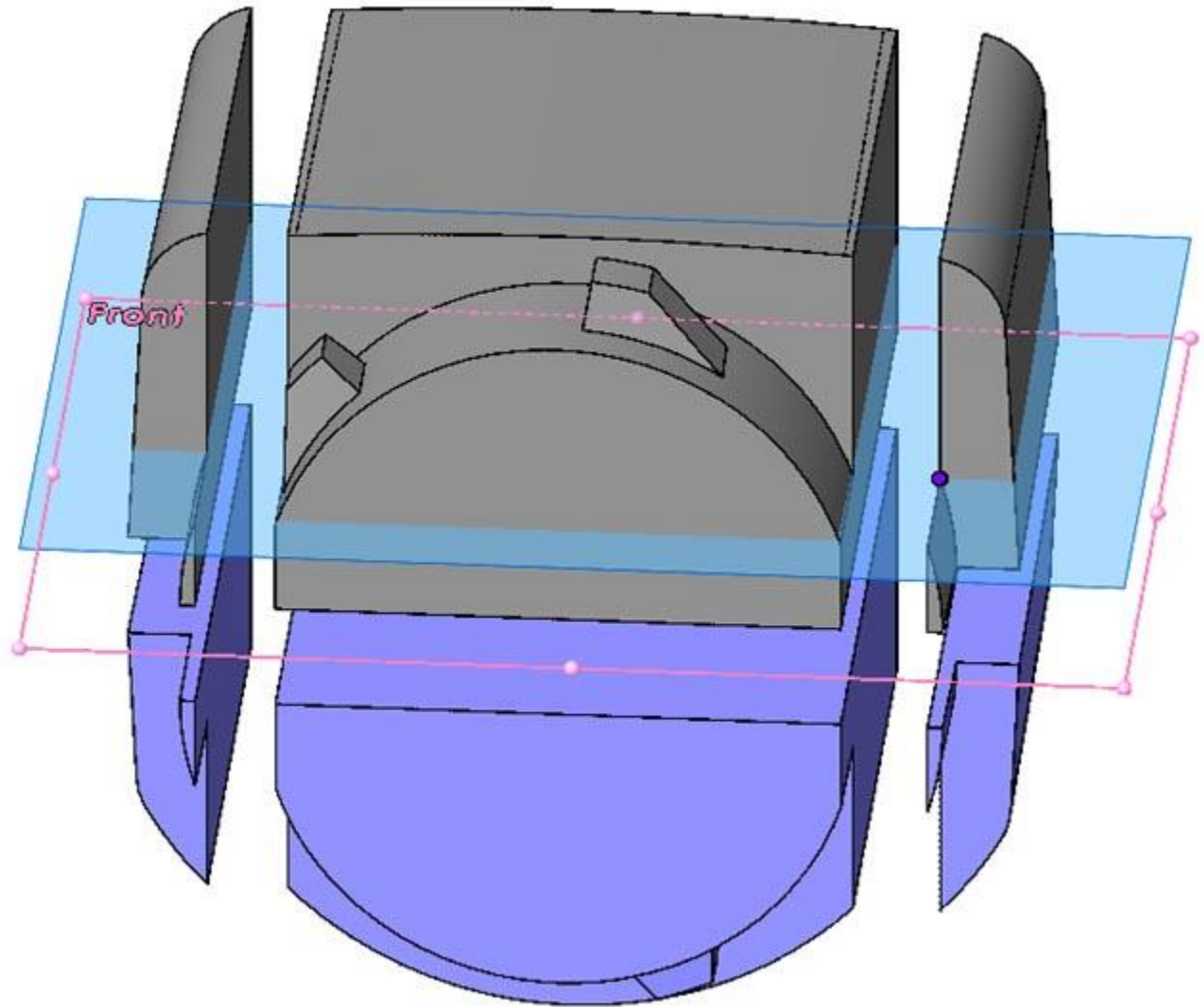
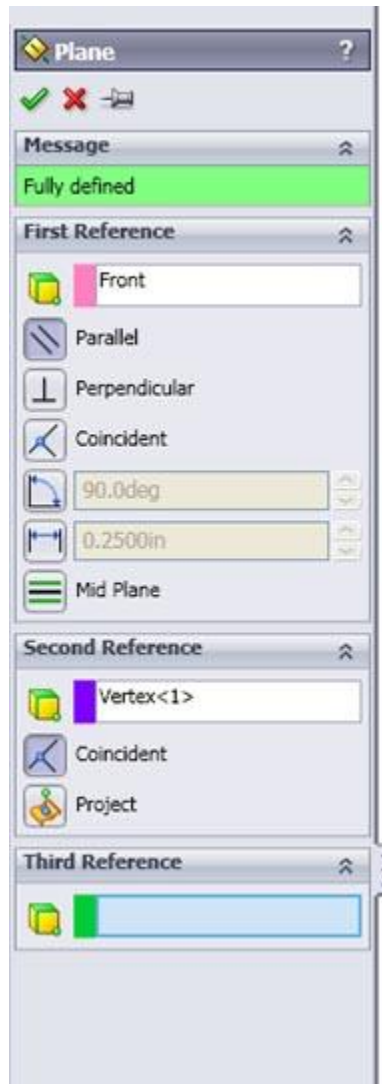


1. Rompere nelle parti che abbiamo imparato a conoscere



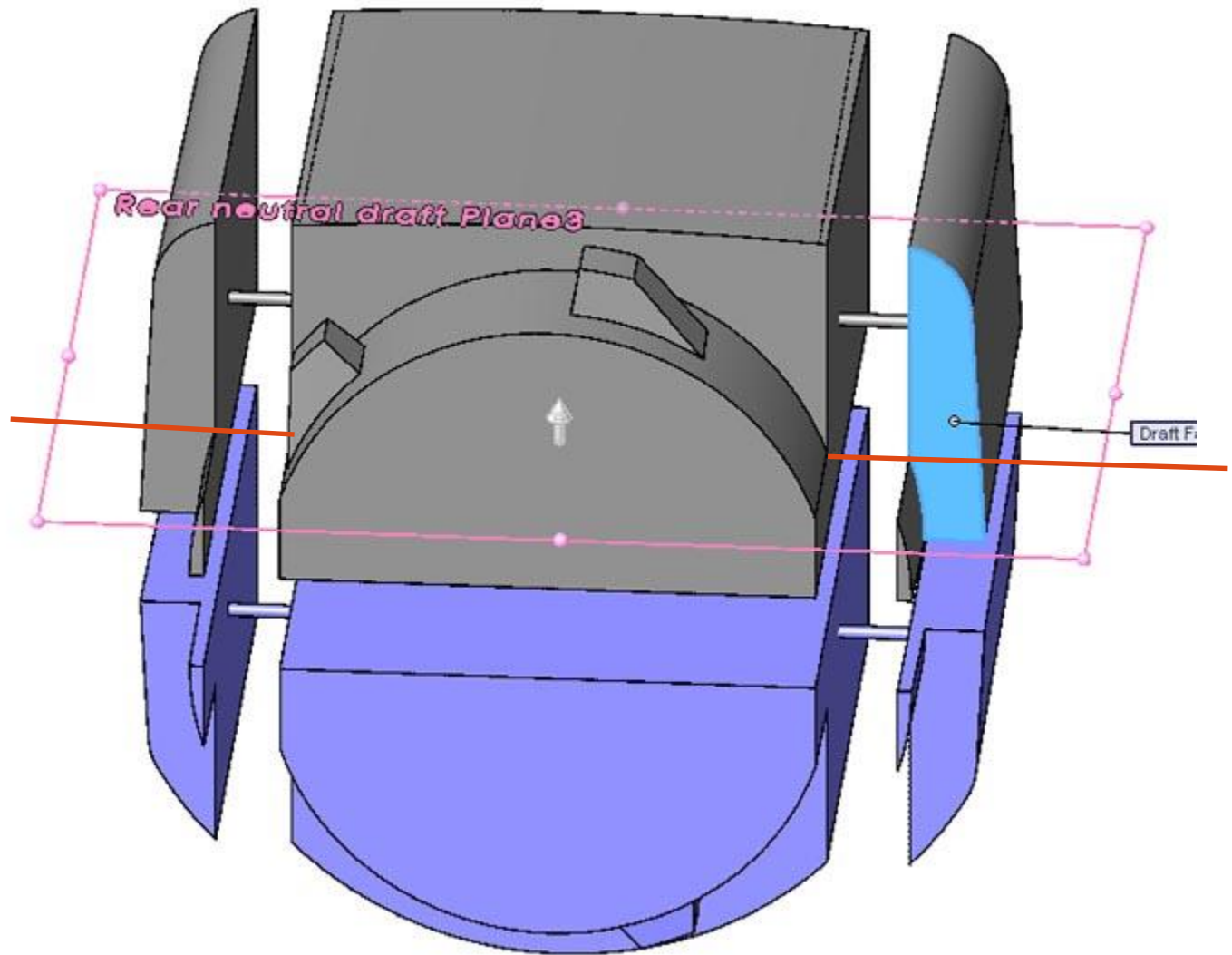
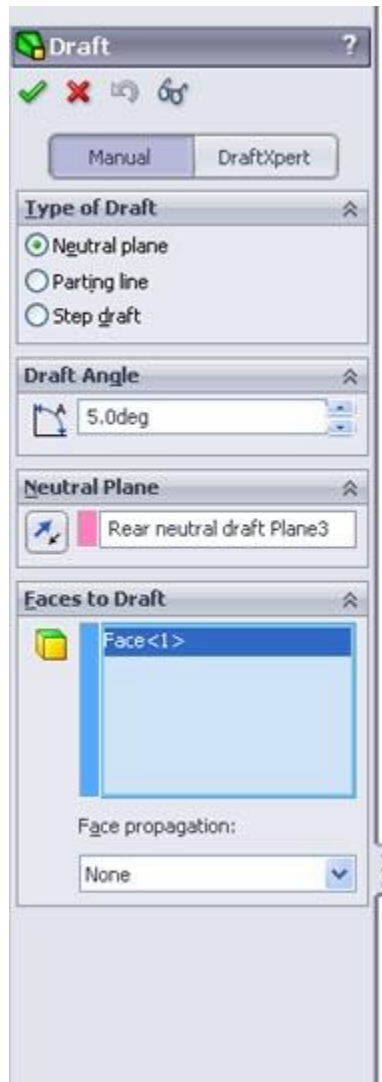
** organismi risultanti separati per chiarezza*

2. Applicare bozze necessarie



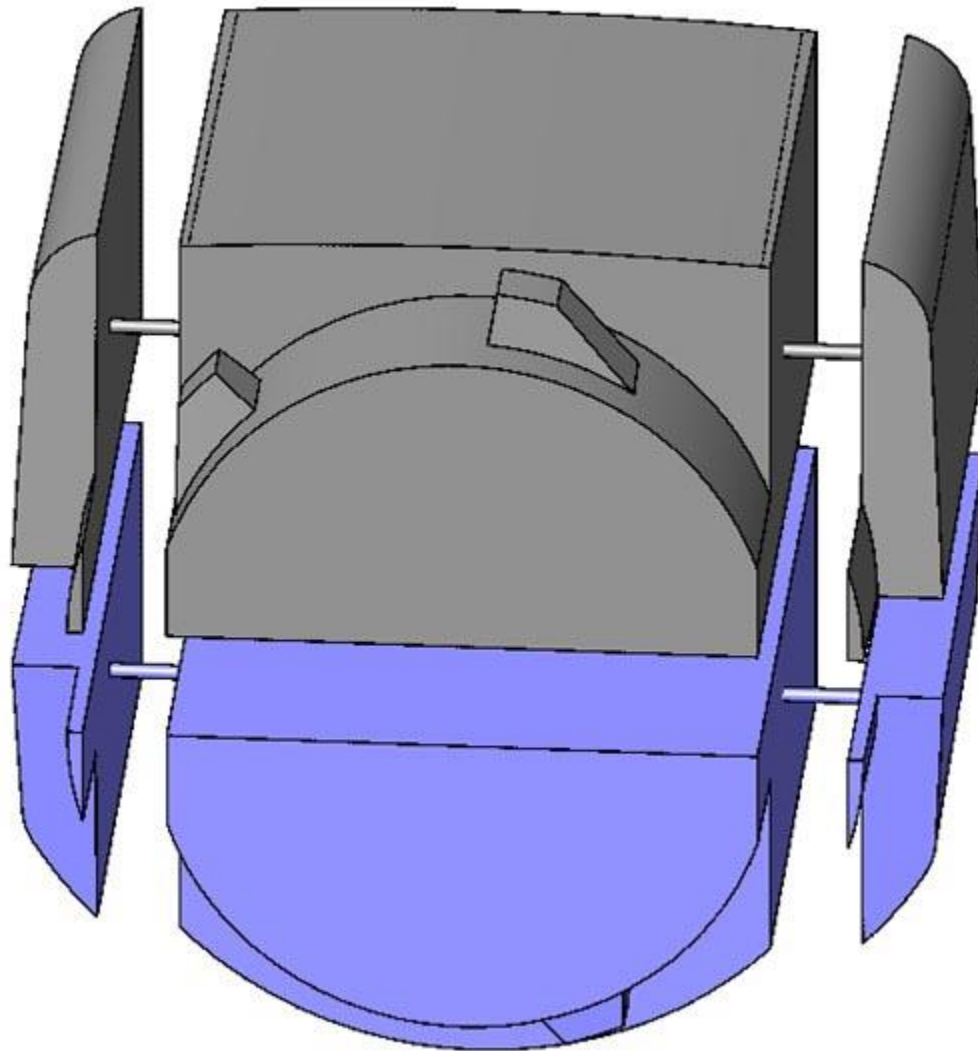
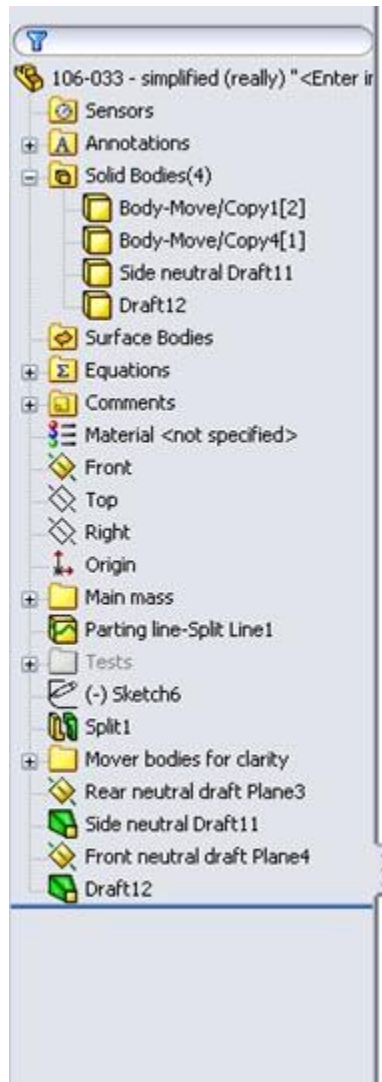
corpi risultanti separati per chiarezza

2. Applicare bozze necessarie



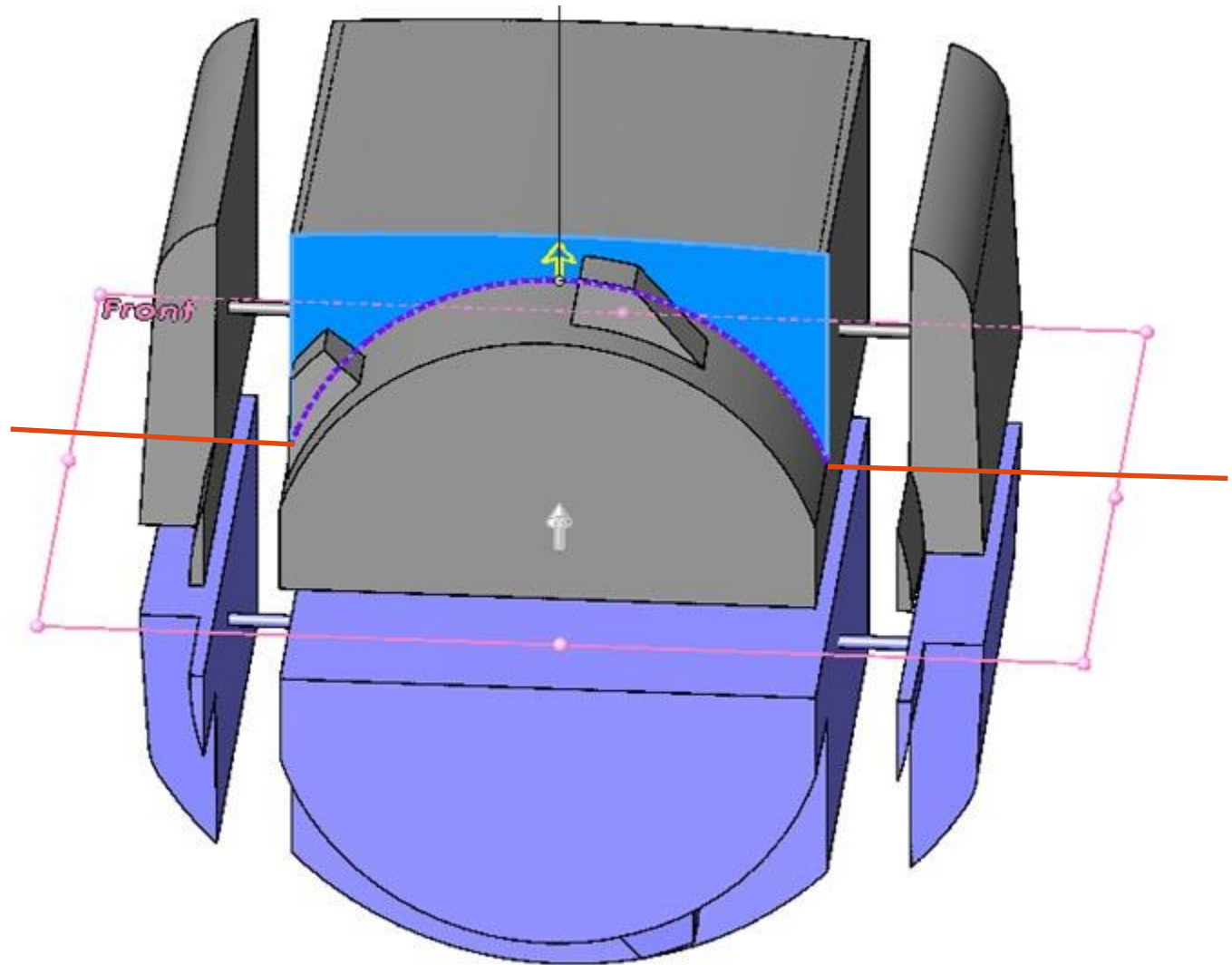
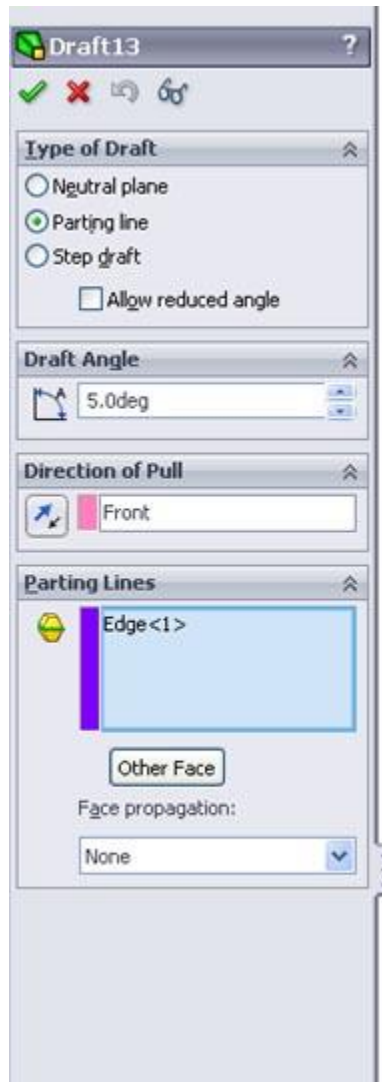
corpi risultanti separati per chiarezza

2. Applicare bozze necessarie



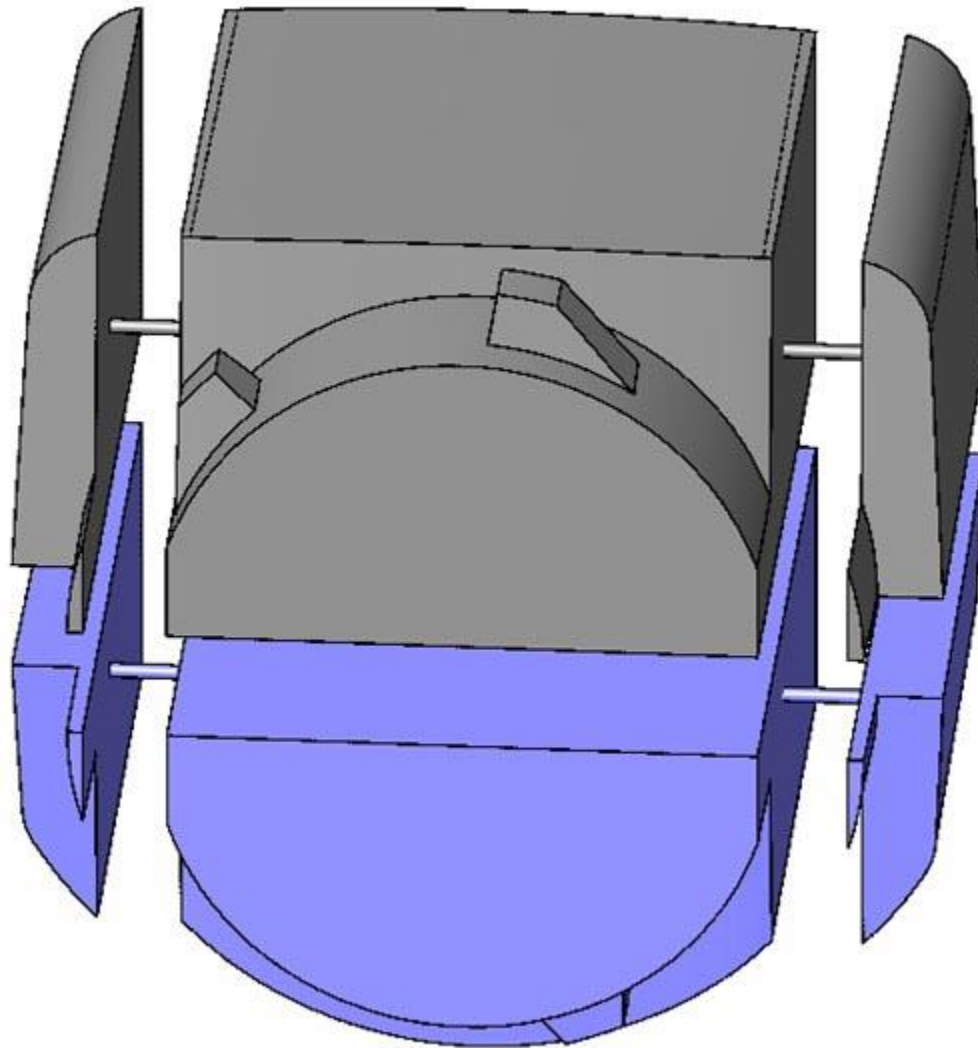
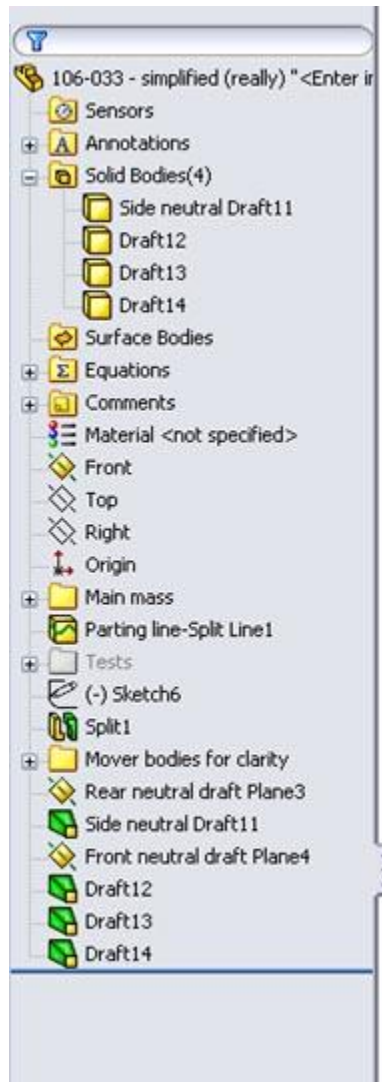
corpi risultanti separati per chiarezza

2. Applicare bozze necessarie



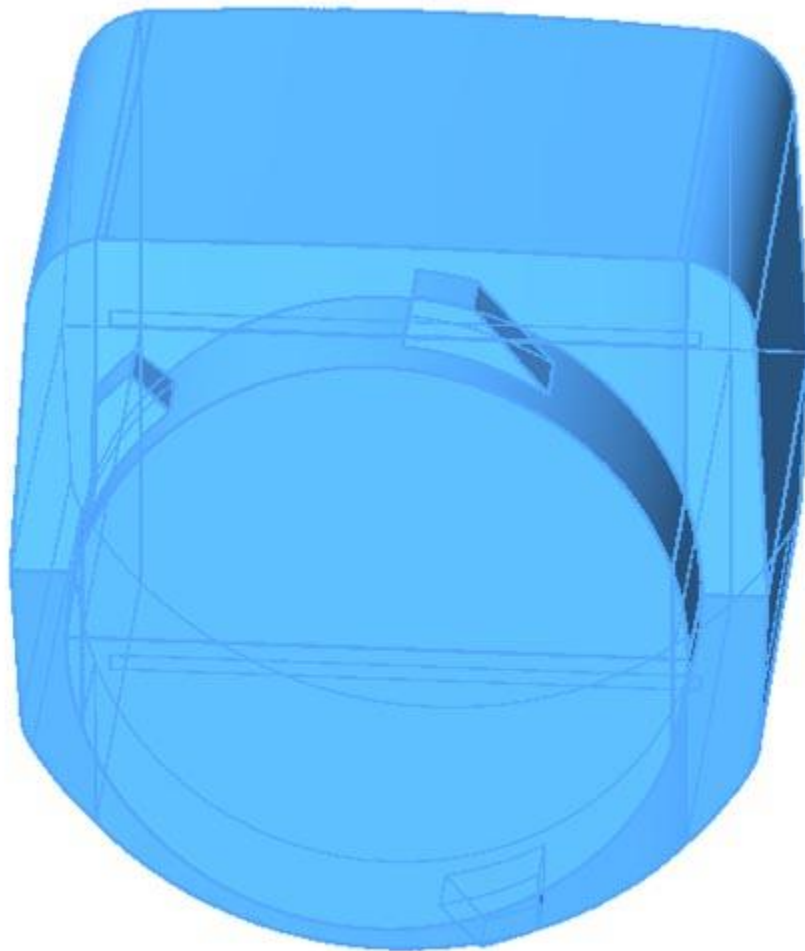
** Non c'è bisogno di dividere corpo centrale - oops
corpi risultanti separati per chiarezza*

2. Applicare bozze necessarie

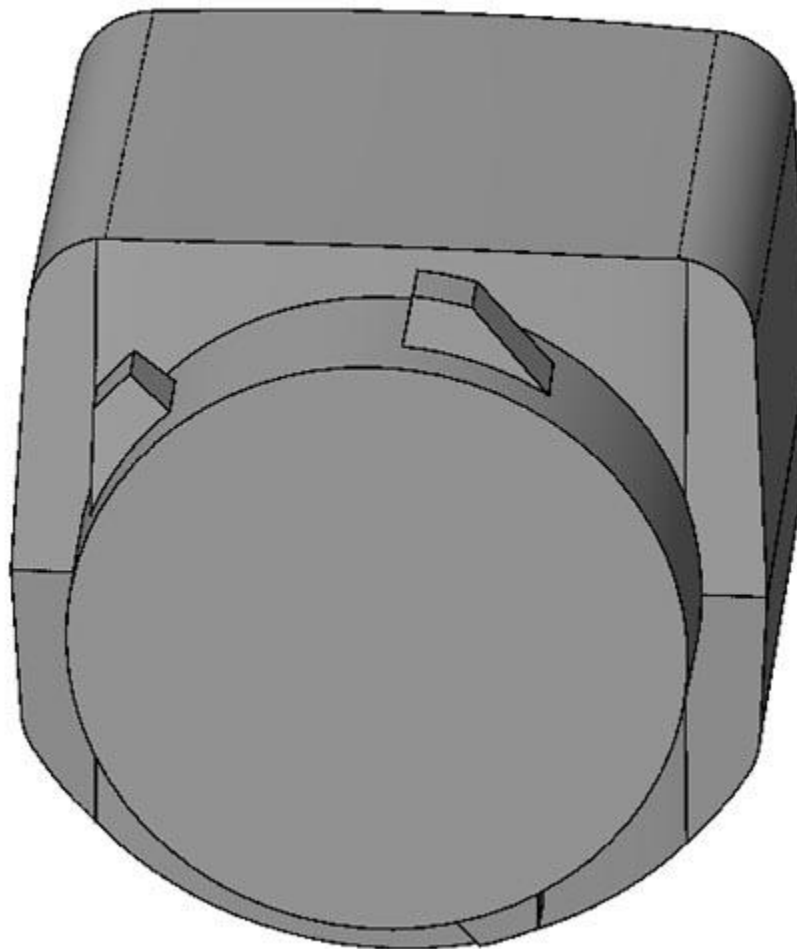
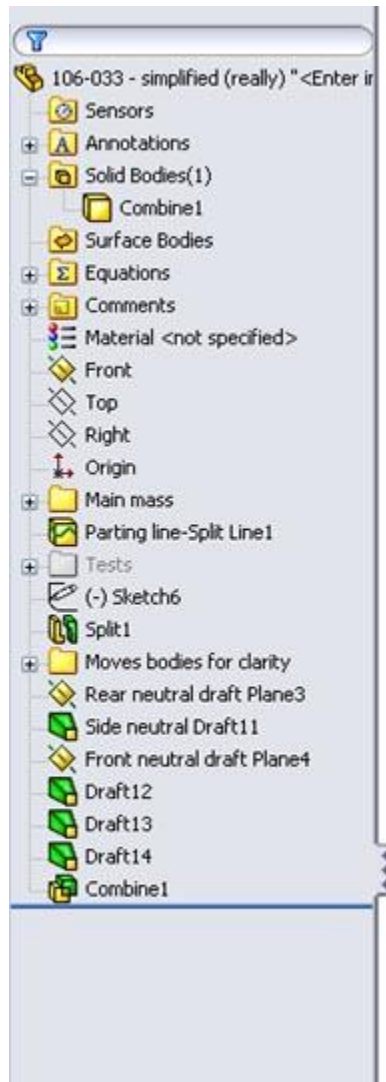


corpi risultanti separati per chiarezza

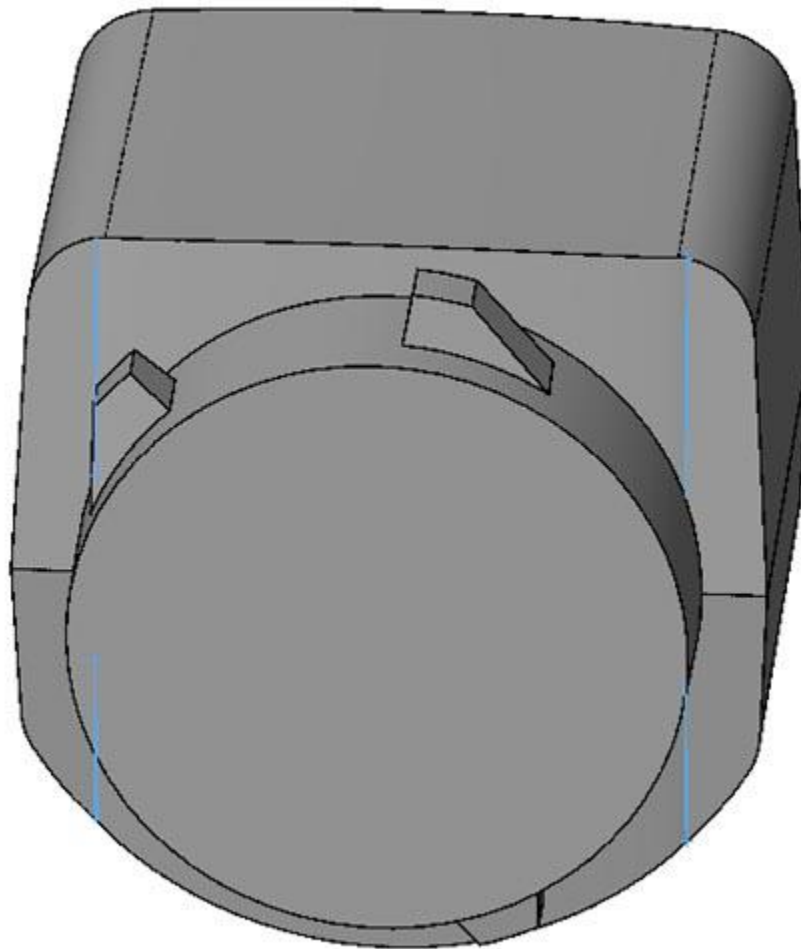
3. Unire di nuovo in una parte



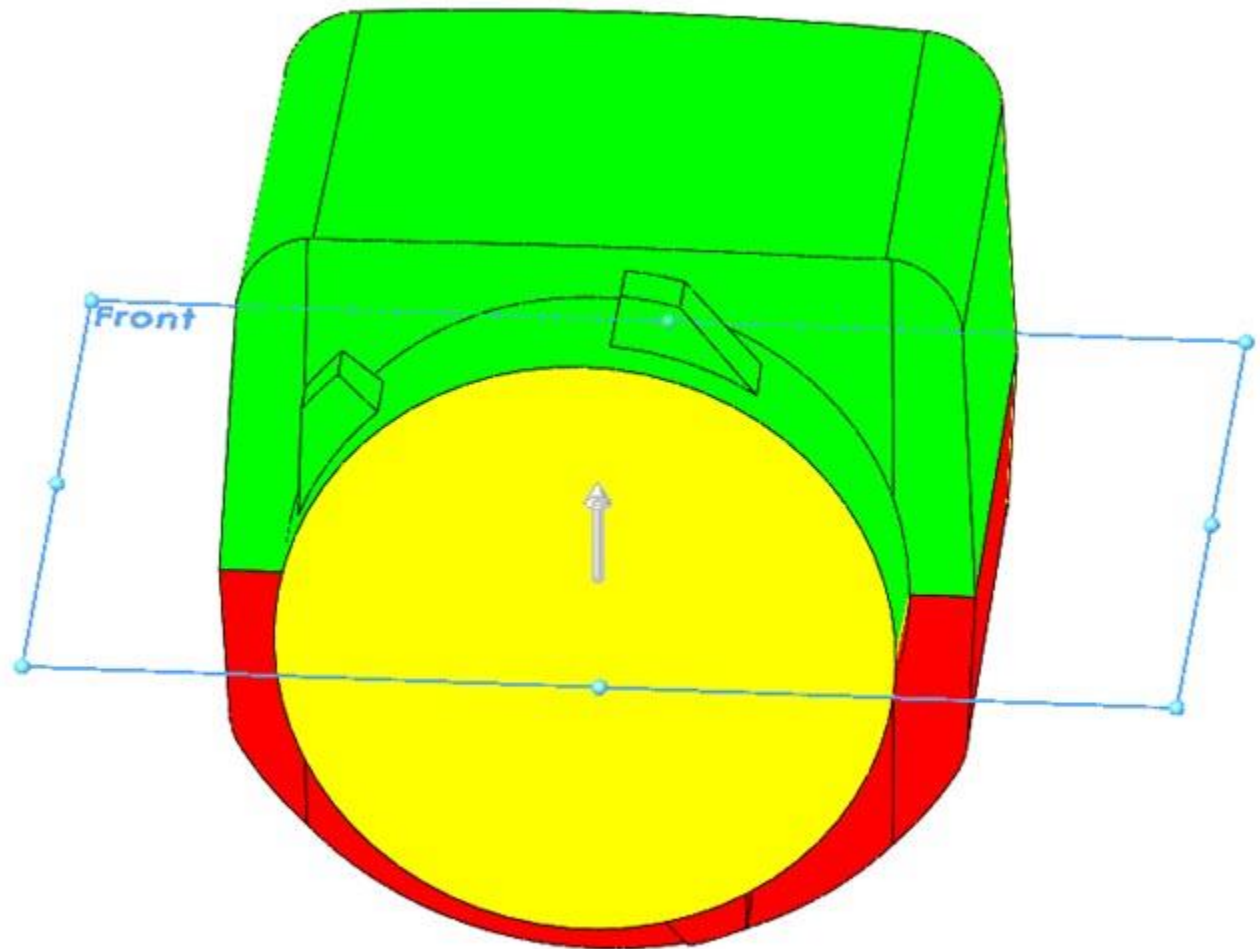
3. Unire di nuovo in una parte - e valutare



4. Pulire (se necessario)

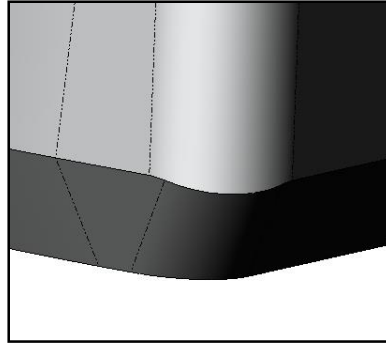


4. Valutare

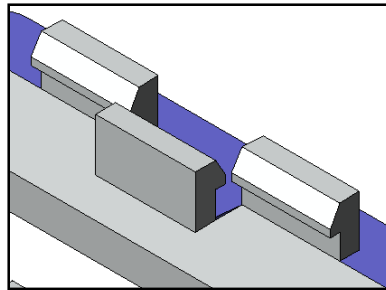


Progetto - Sommario

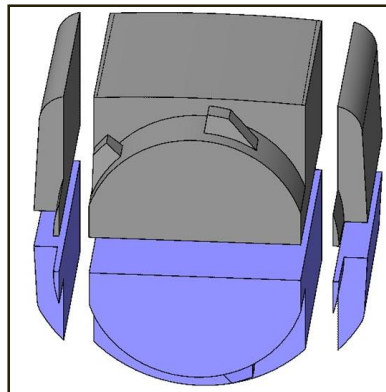
- Tenetelo linea di divisione pura per la vostra moldmaker!



- In caso di dubbio, pensare alla geometria dell'utensile invece della geometria della parte

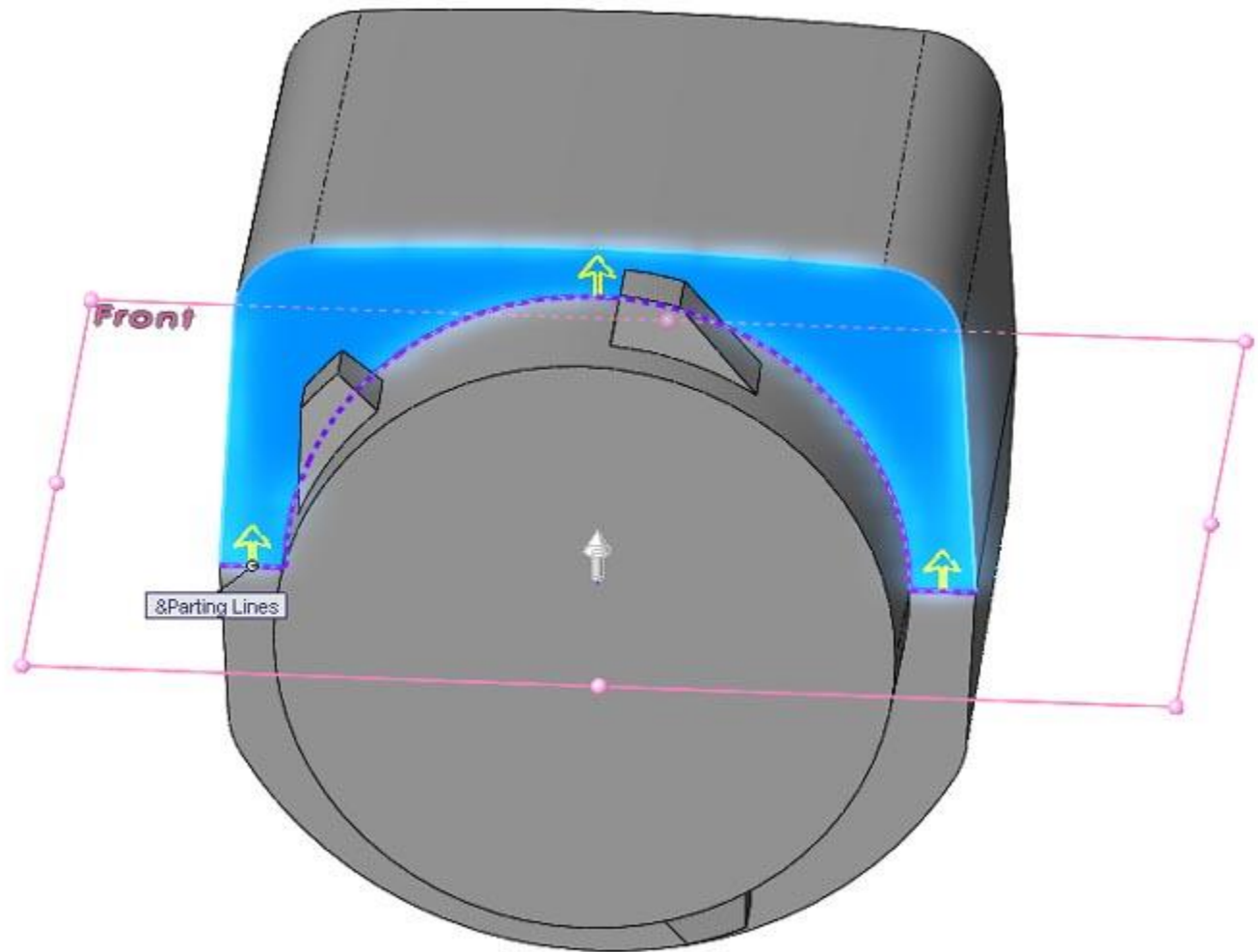
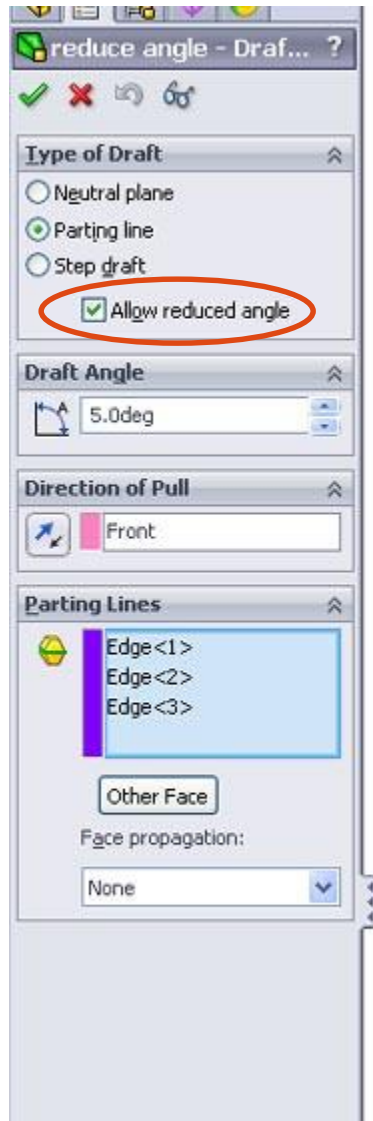


- parte di divisione per fornire facce di estremità per la funzione applicata
- Ricadere parte di divisione per separare in segmenti gestibili



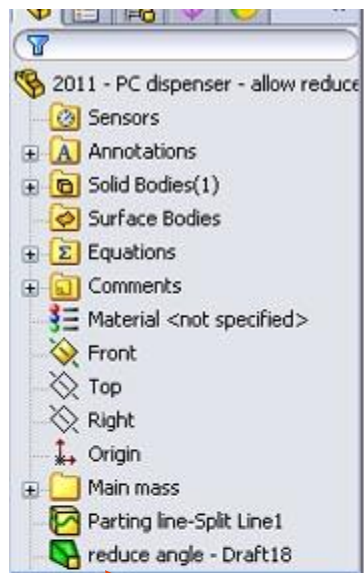
Ma Ed!

Parlare di 'Consenti angolo ridotto' sul separazione linea già proposta !!!!

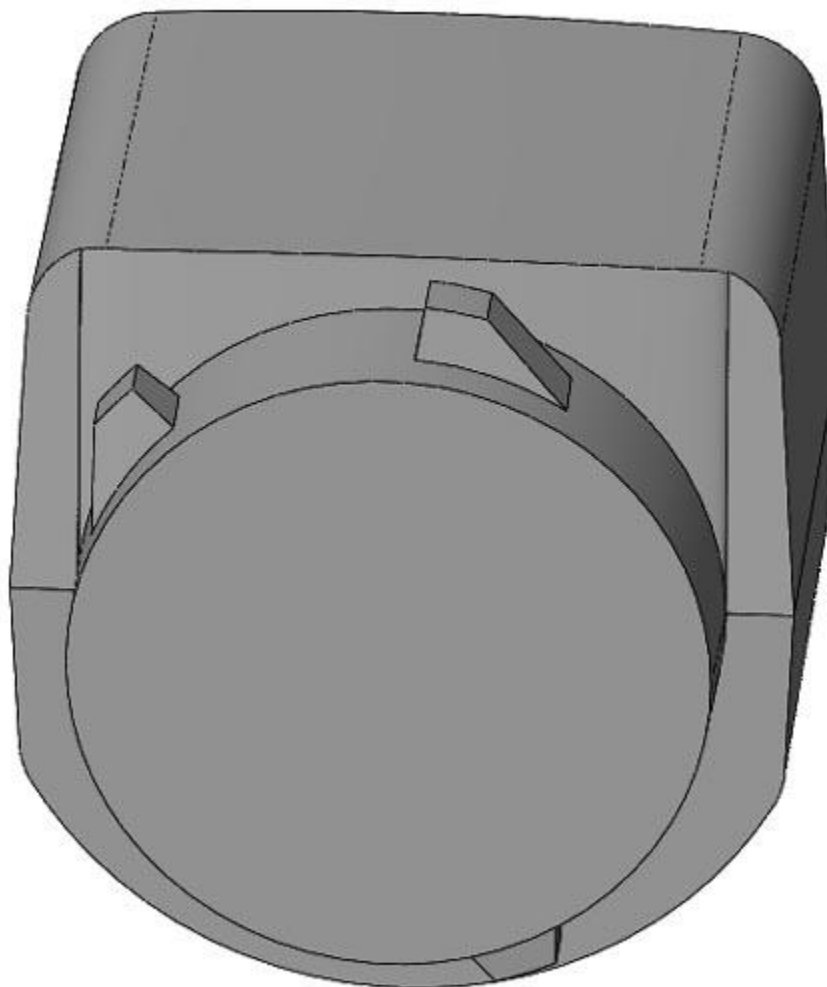


Ma Ed!

Parlare di 'Consenti angolo ridotto' sul separazione linea già proposta !!!!

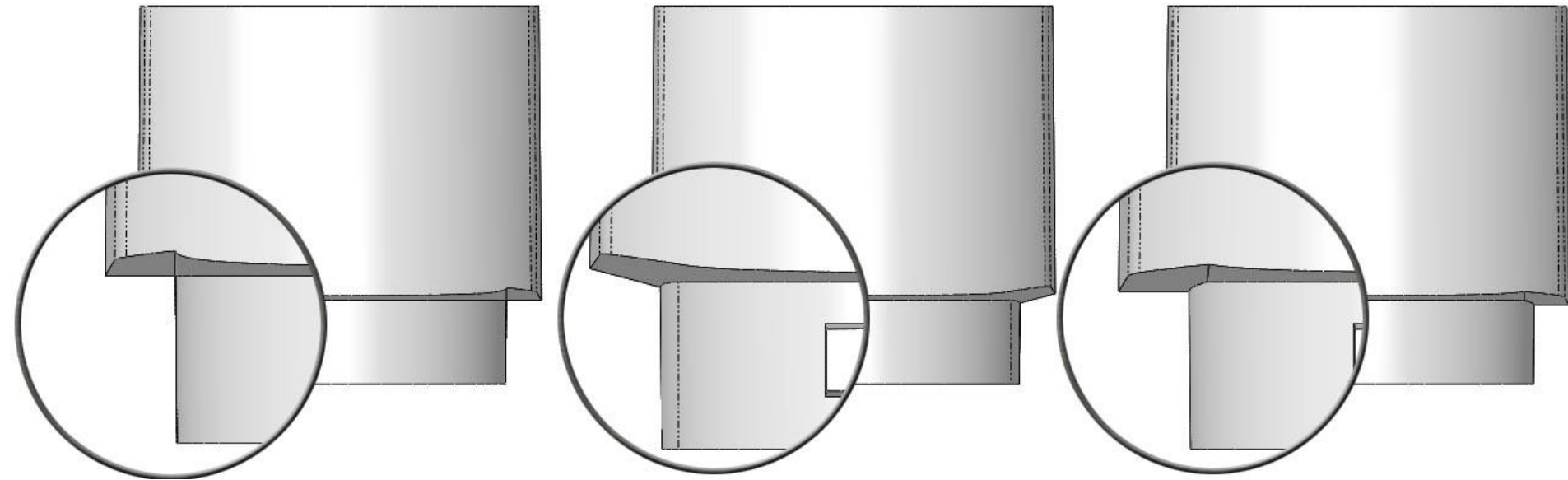


Funziona!



Giudicare le prestazioni e scegliere

- Quindi, quale di queste soluzioni è la migliore?
- Dipende...



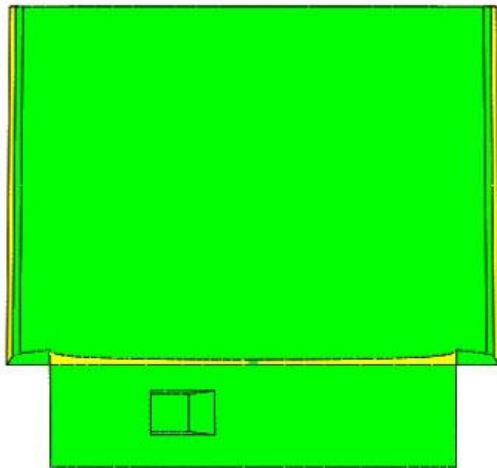
- Consenti angolo ridotto sul progetto linea di separazione

- linea di divisione progetto di linea di divisione

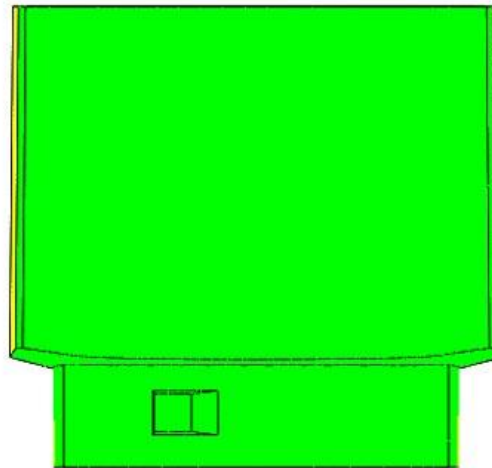
- Split-corpo, poi redigere soluzione

Giudicare le prestazioni e scegliere

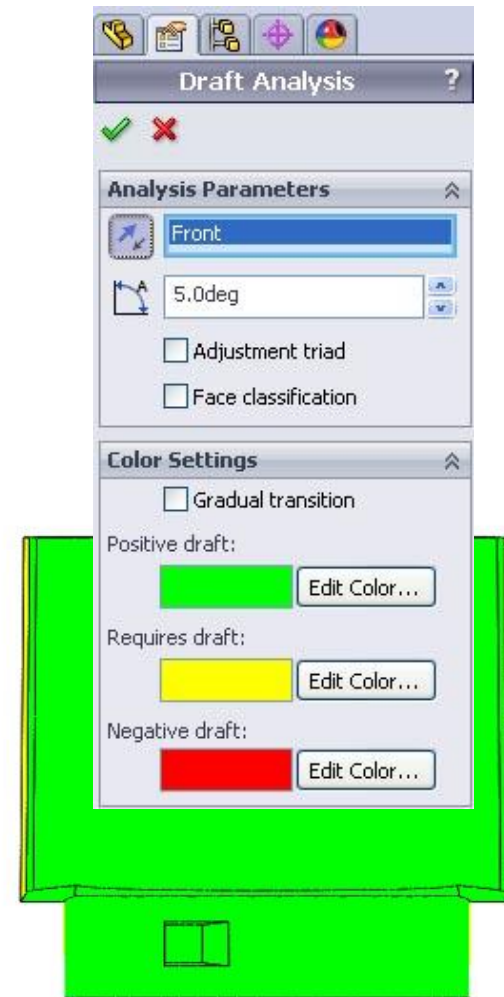
- Quindi, quale di queste soluzioni è la migliore?
- Dipende...



- Consenti angolo ridotto sul progetto linea di separazione



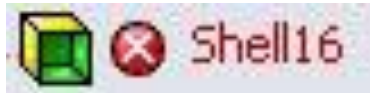
- linea di divisione progetto di
linea di divisione



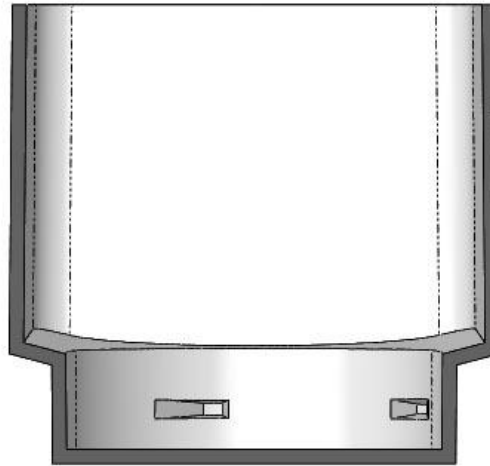
- Split-corpo, poi redigere soluzione

Giudicare le prestazioni e scegliere

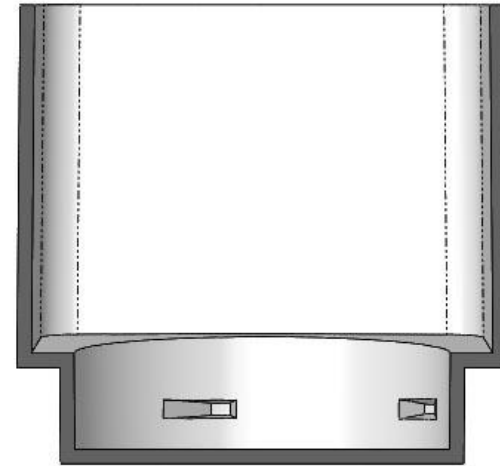
- Quindi, quale di queste soluzioni è la migliore?
- Dipende...



- Consenti angolo ridotto sul progetto linea di separazione

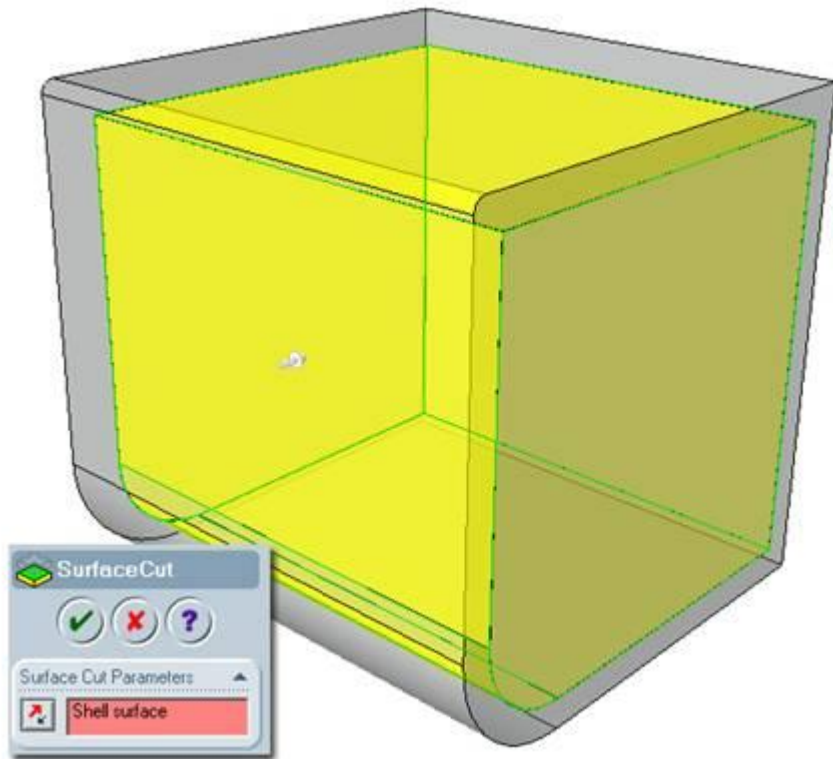


- linea di divisione progetto di linea di divisione



- Split-corpo, poi redigere soluzione

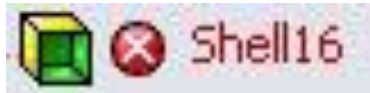
Come funziona Shell - passo dopo passo



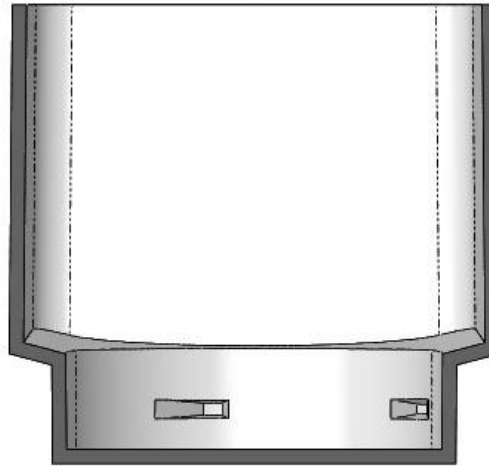
1. Shell prende tutte le
facce non selezionate
2. offset
3. trim
4. elimina facce che sono
eliminato dai vicini
5. maglia
6. Si fonde con solida
per creare il vuoto

SHELL è la caratteristica più difficile lavorare in SolidWorks

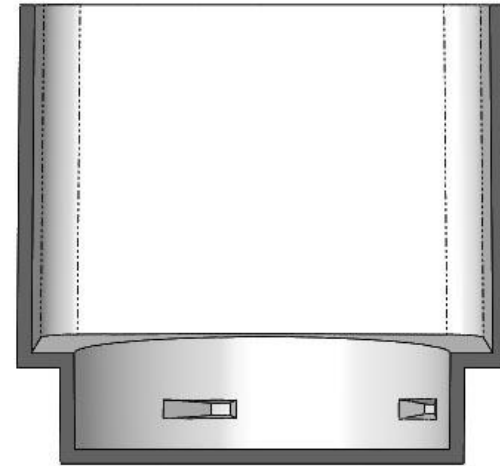
- Quando si pensa a questo proposito, la Shell è INCREDIBILE
- Sono abbastanza indulgente su di esso
- Non ci resta che dargli ciò di cui ha bisogno



- Consenti angolo ridotto sul progetto linea di separazione

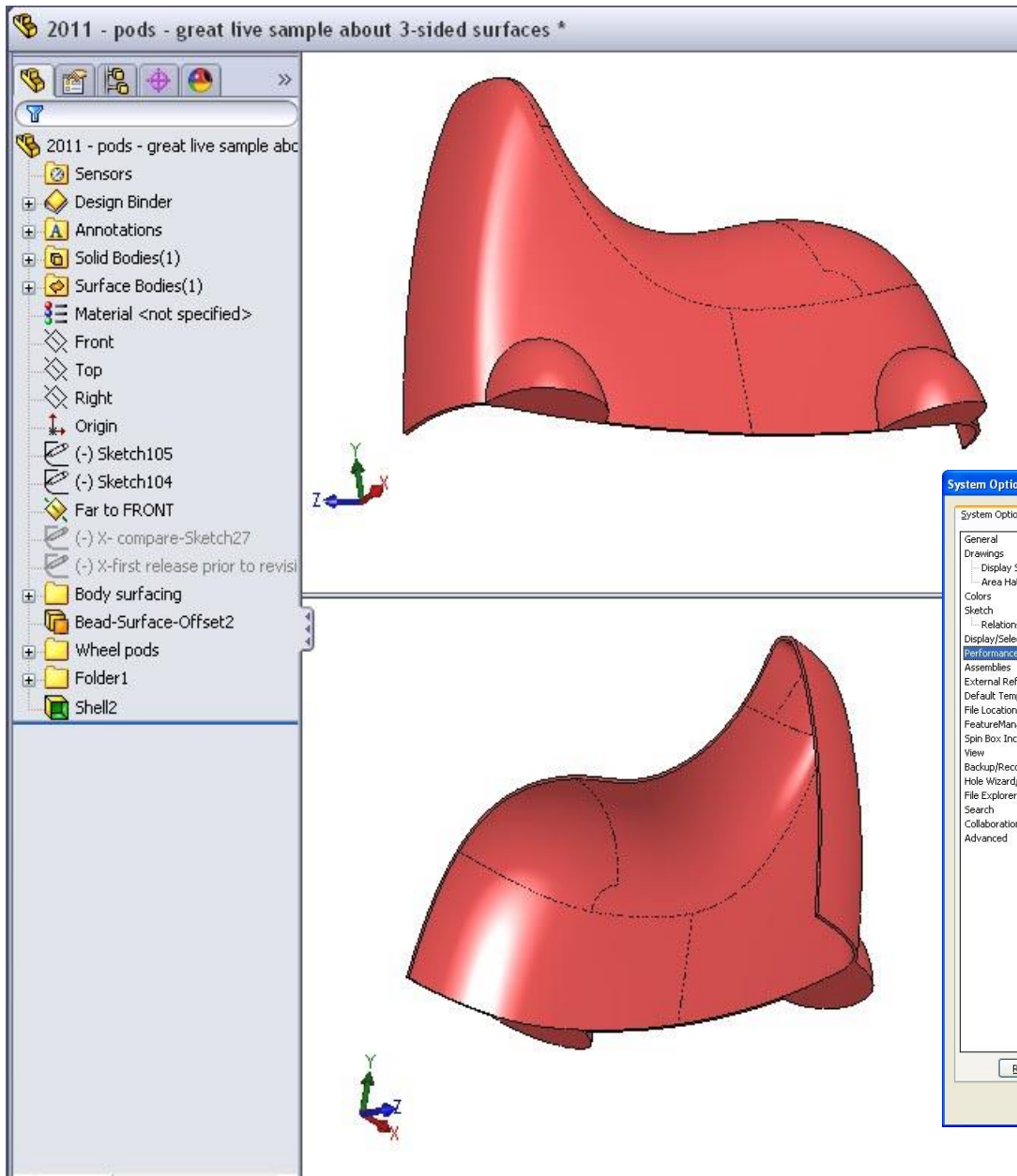


- linea di divisione progetto di linea di divisione

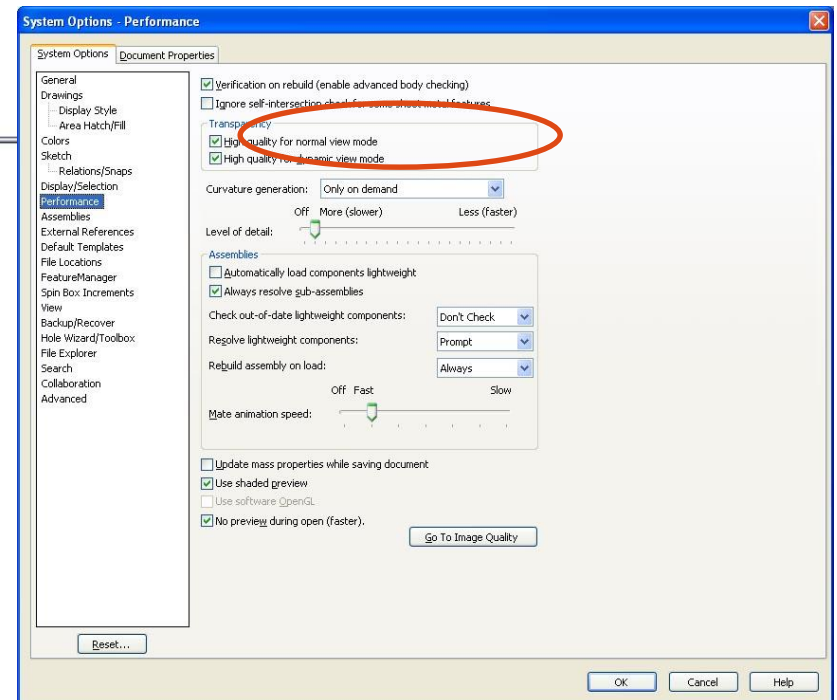


- Split-corpo, poi redigere soluzione

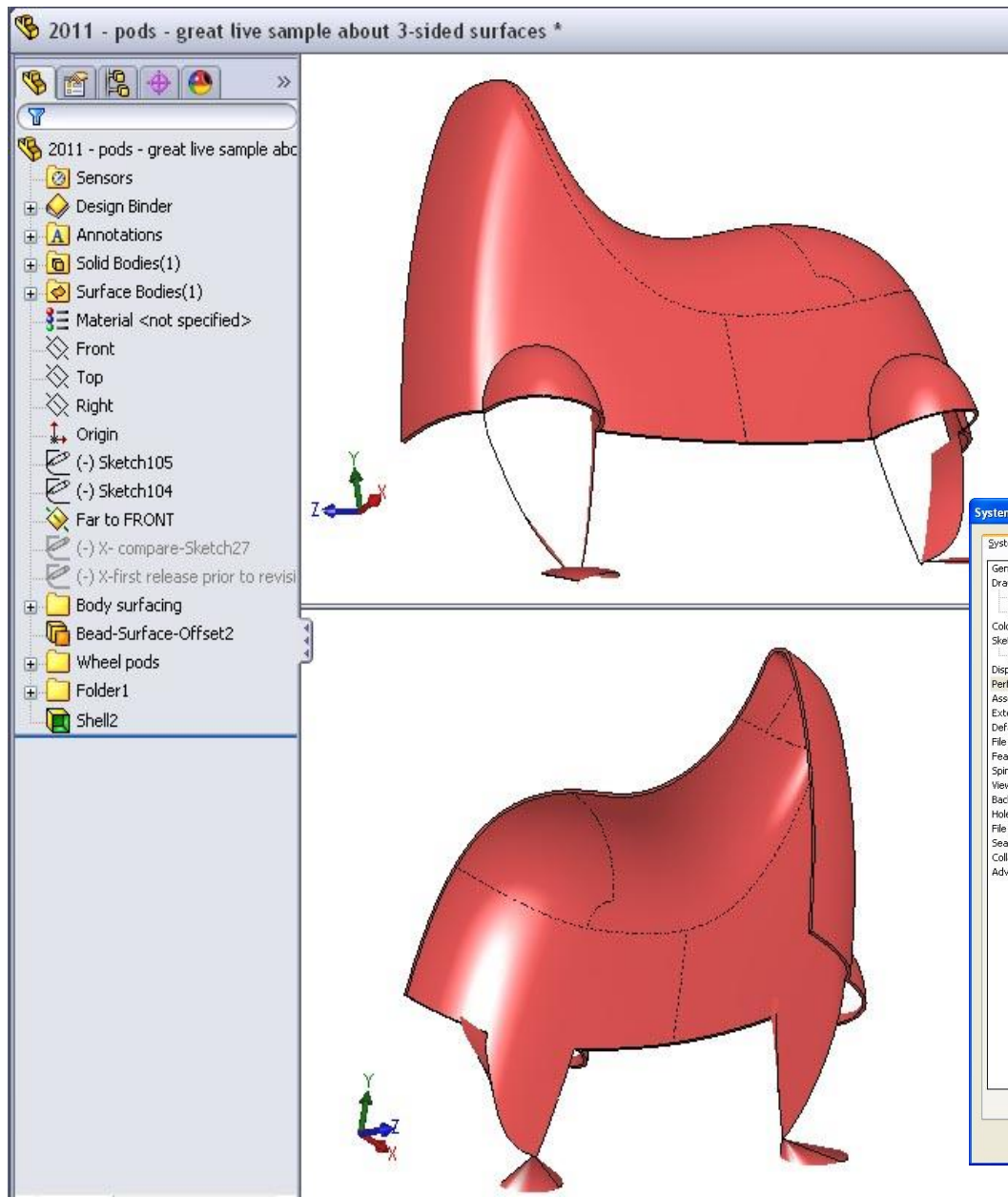
Perché guscio può saltare una faccia



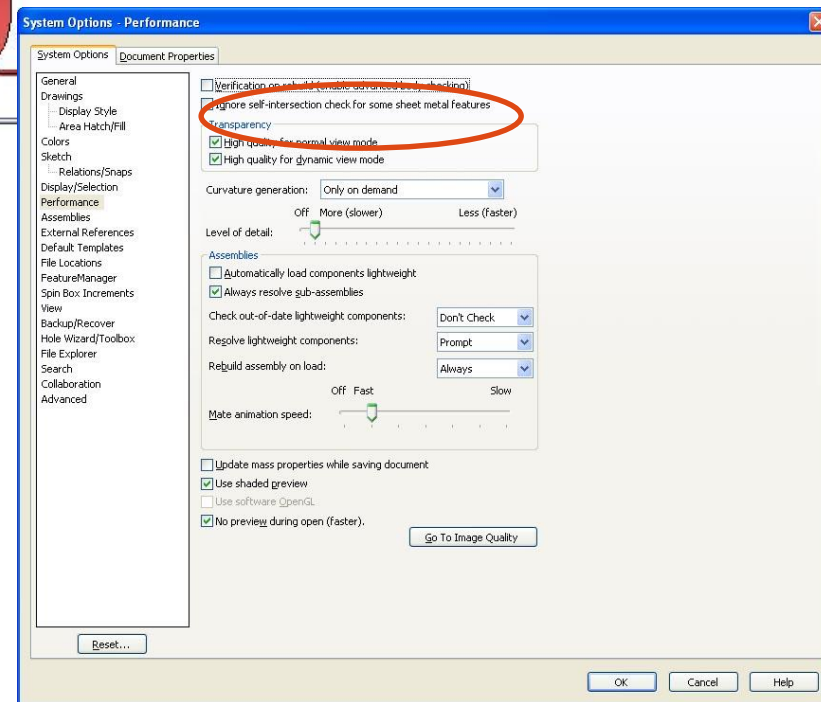
- Ho visto facce complesse saltati prima, ma non questa egregiamente
- Nota - La verifica sulla Rebuild si attiva



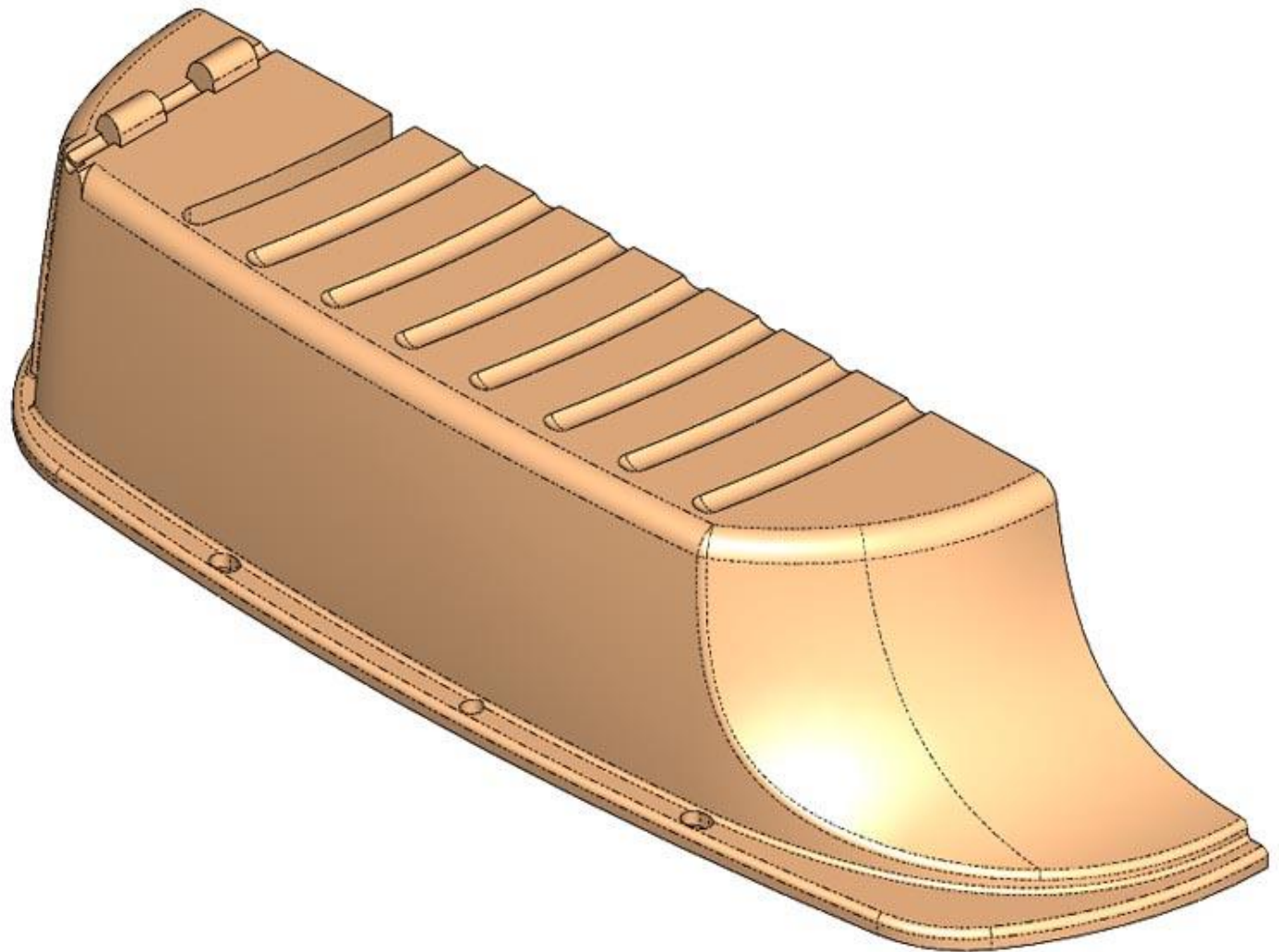
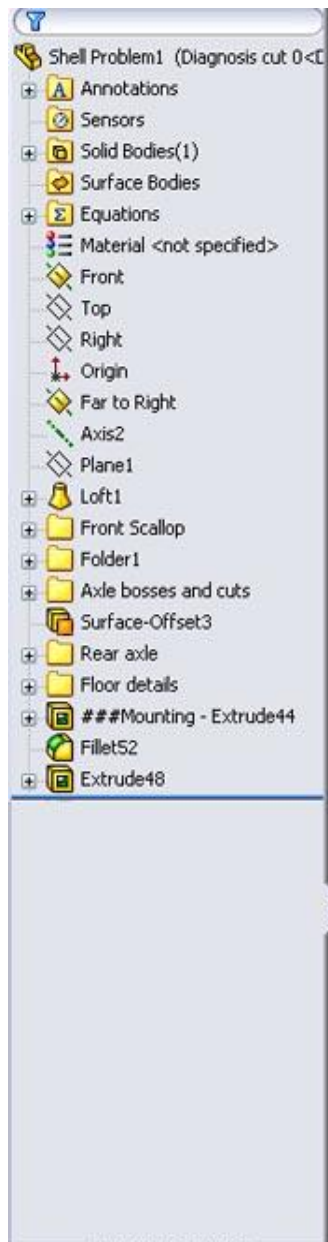
Nota sulla 'verifica sulla ricostruzione'



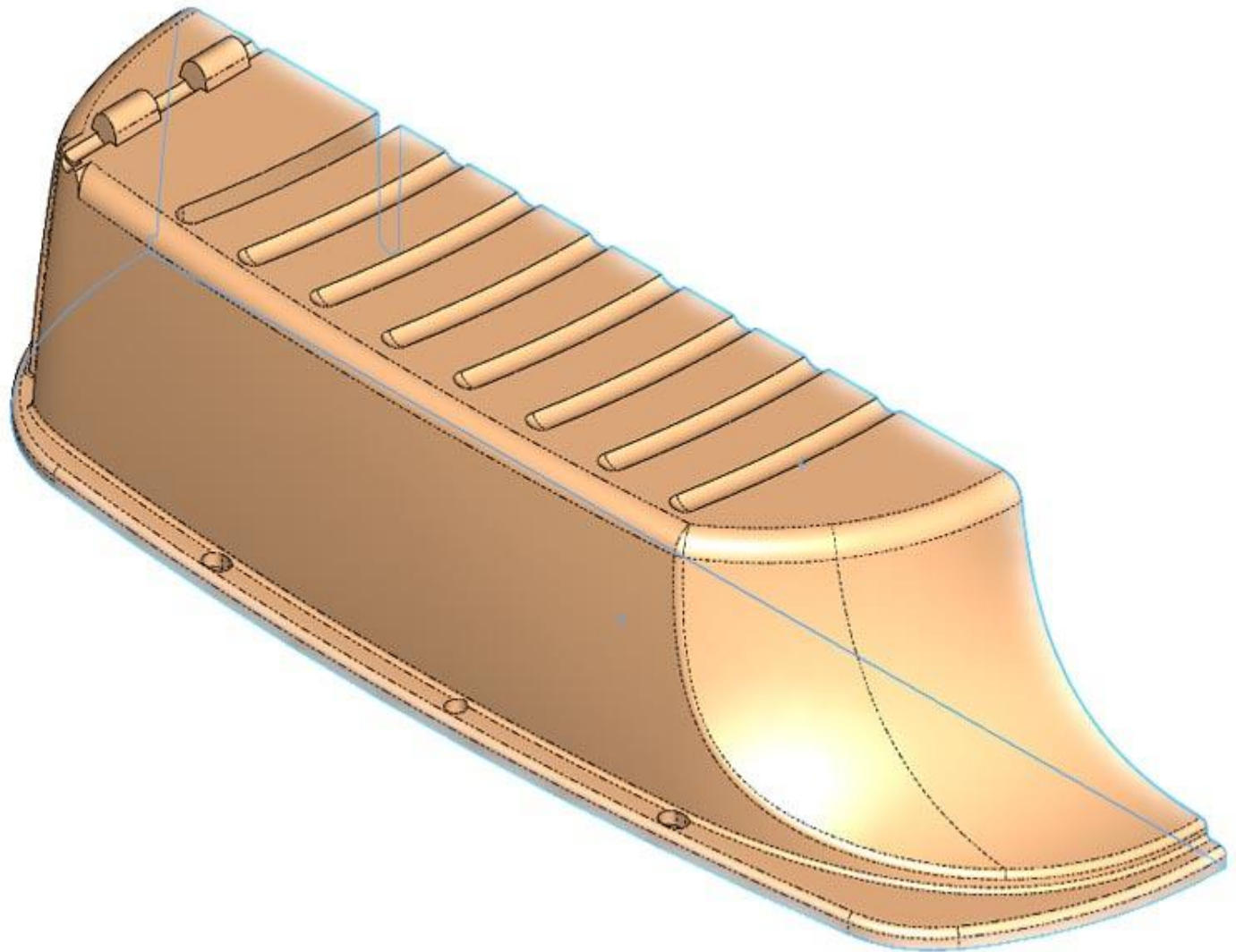
- Nota - Verifica su Rebuild è OFF



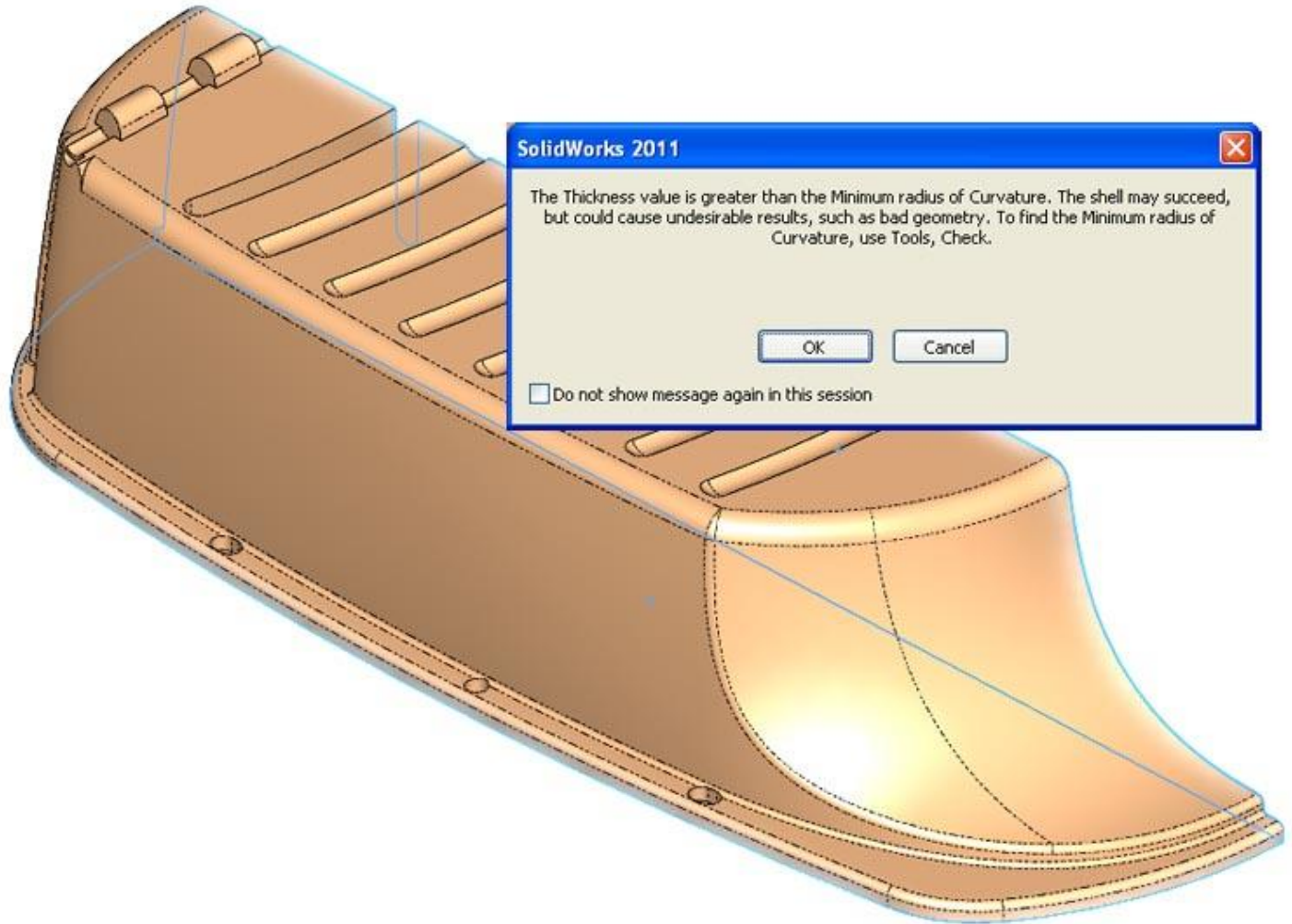
Parte a Shell



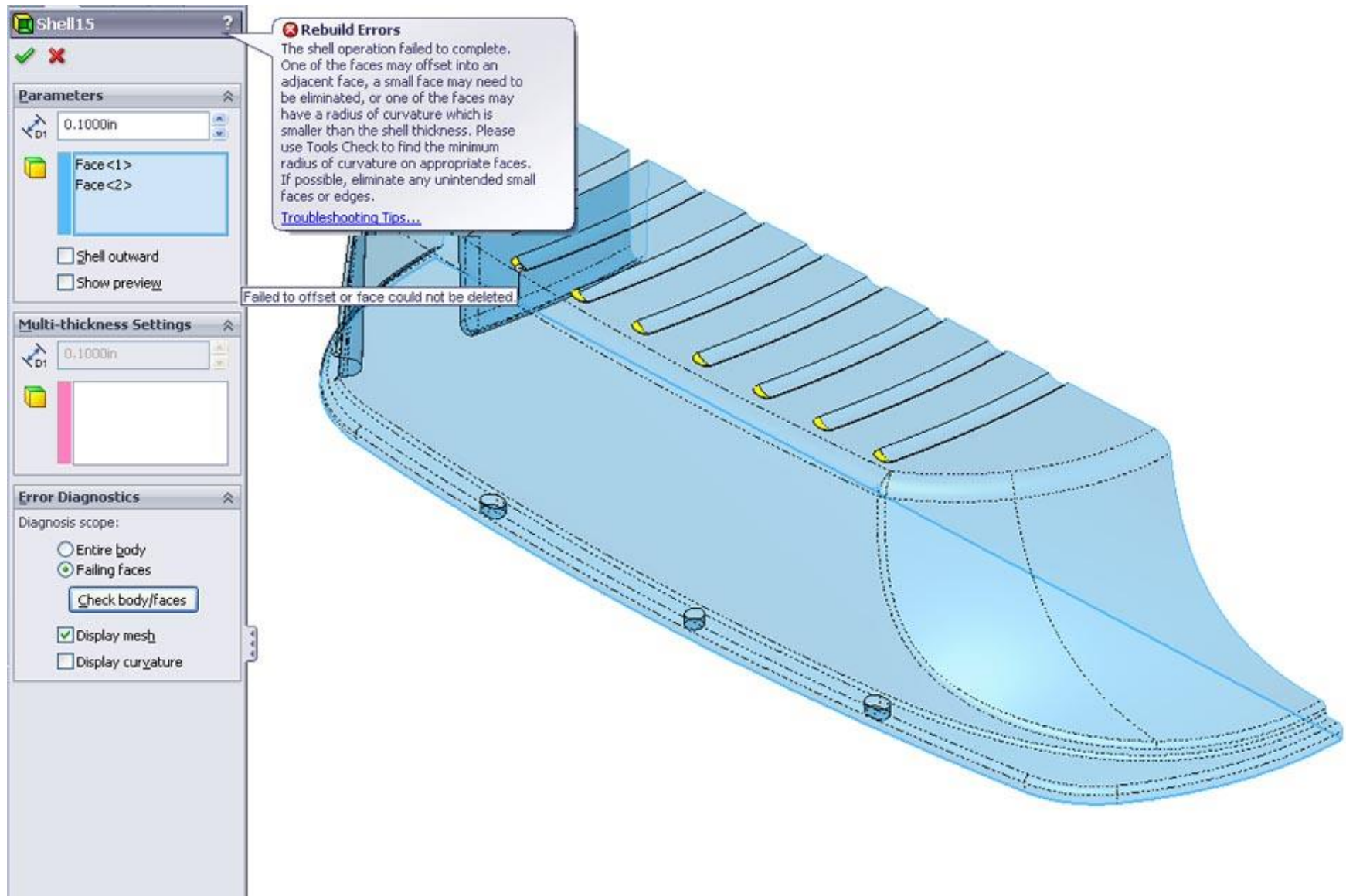
Parte a Shell



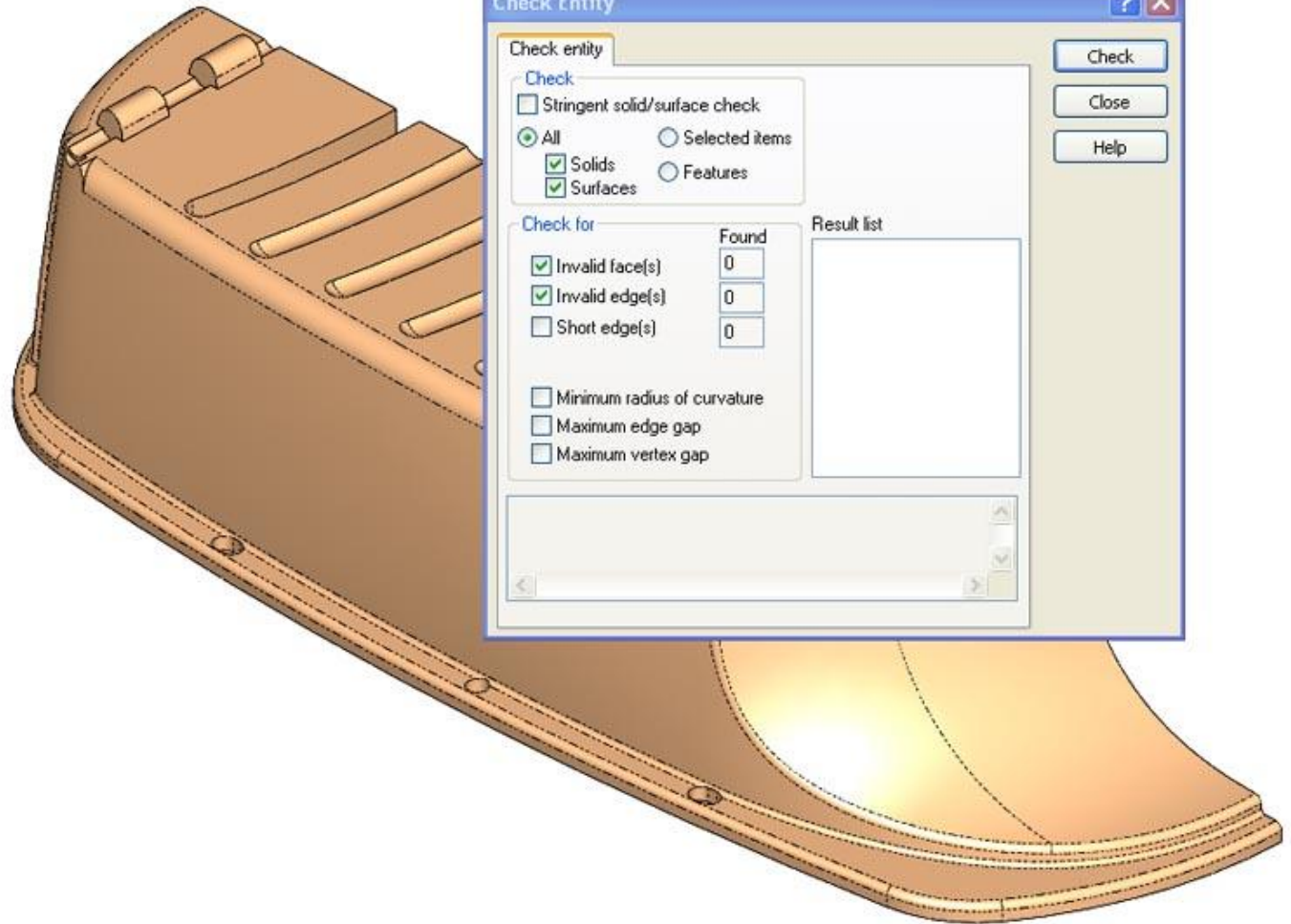
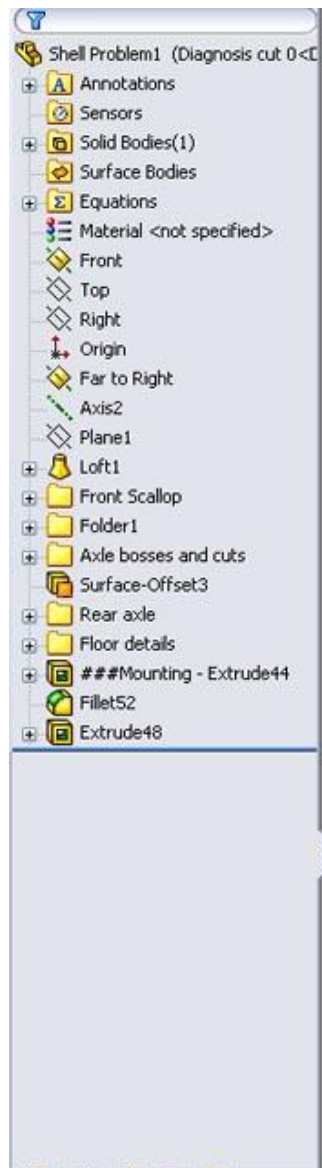
Parte a Shell



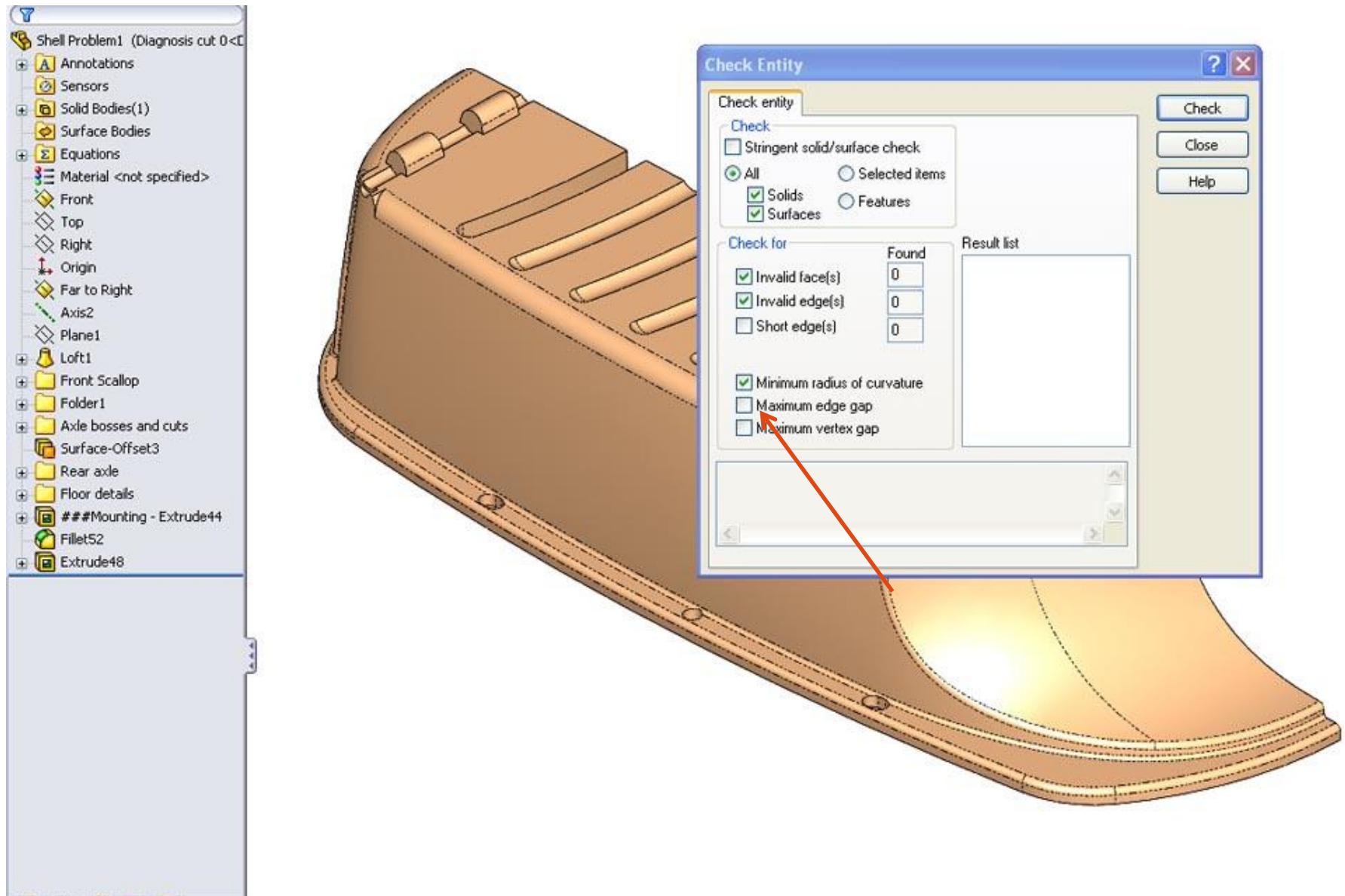
Parte a Shell



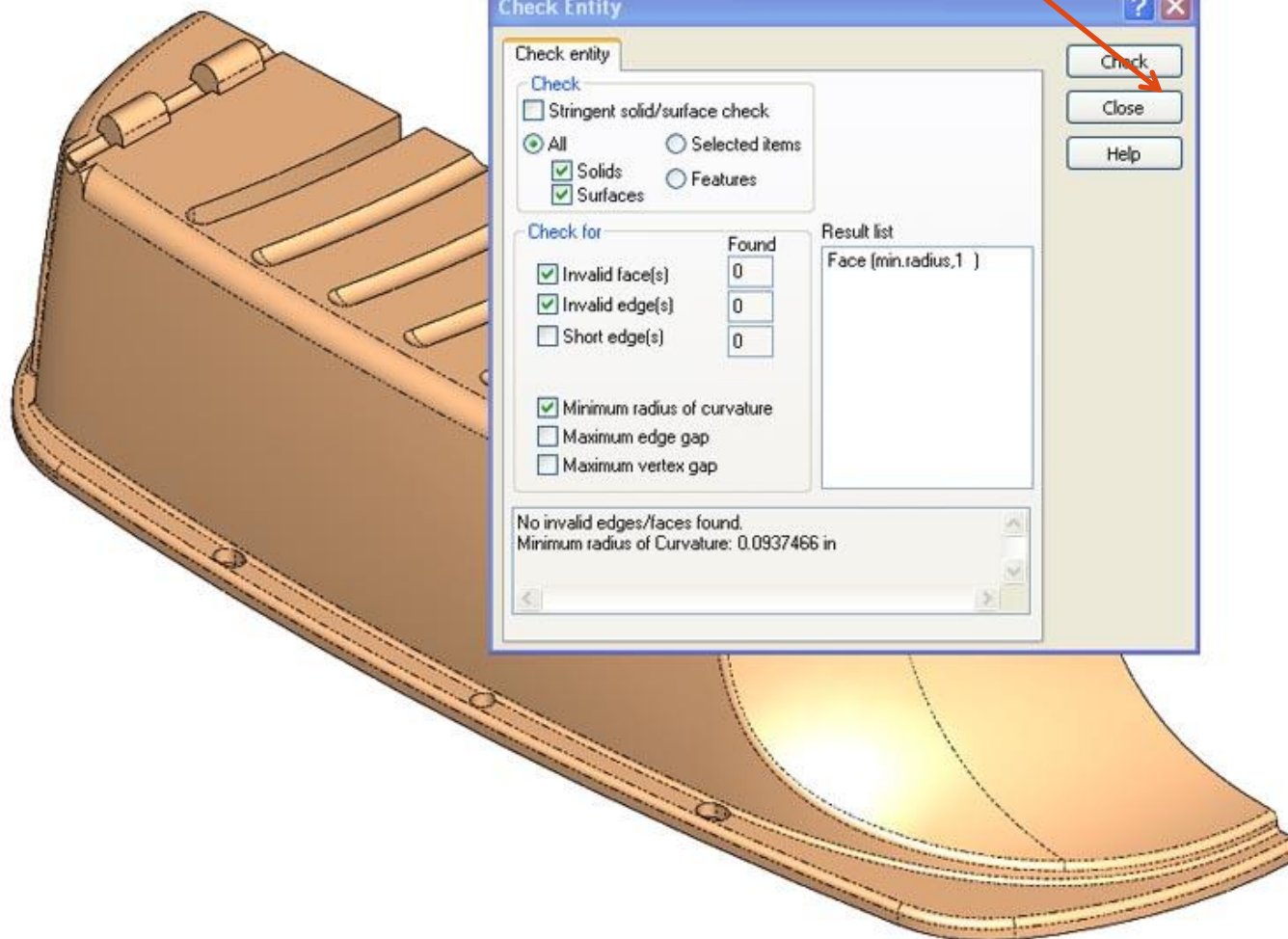
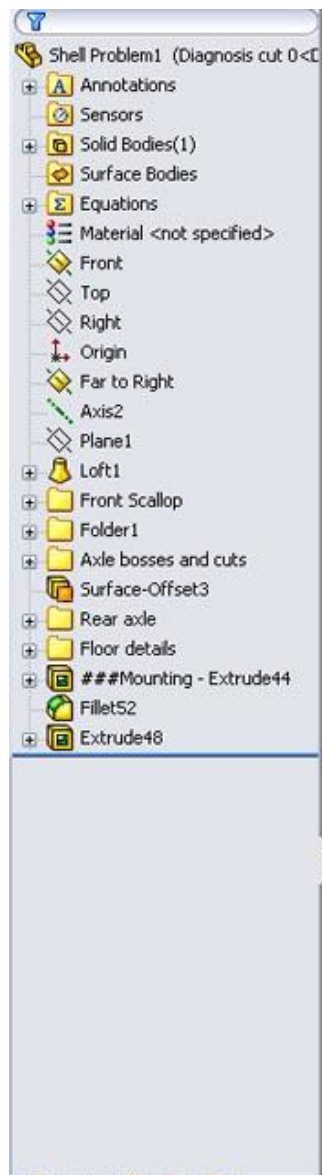
Controllare questo raggio minimo di curvatura cosa



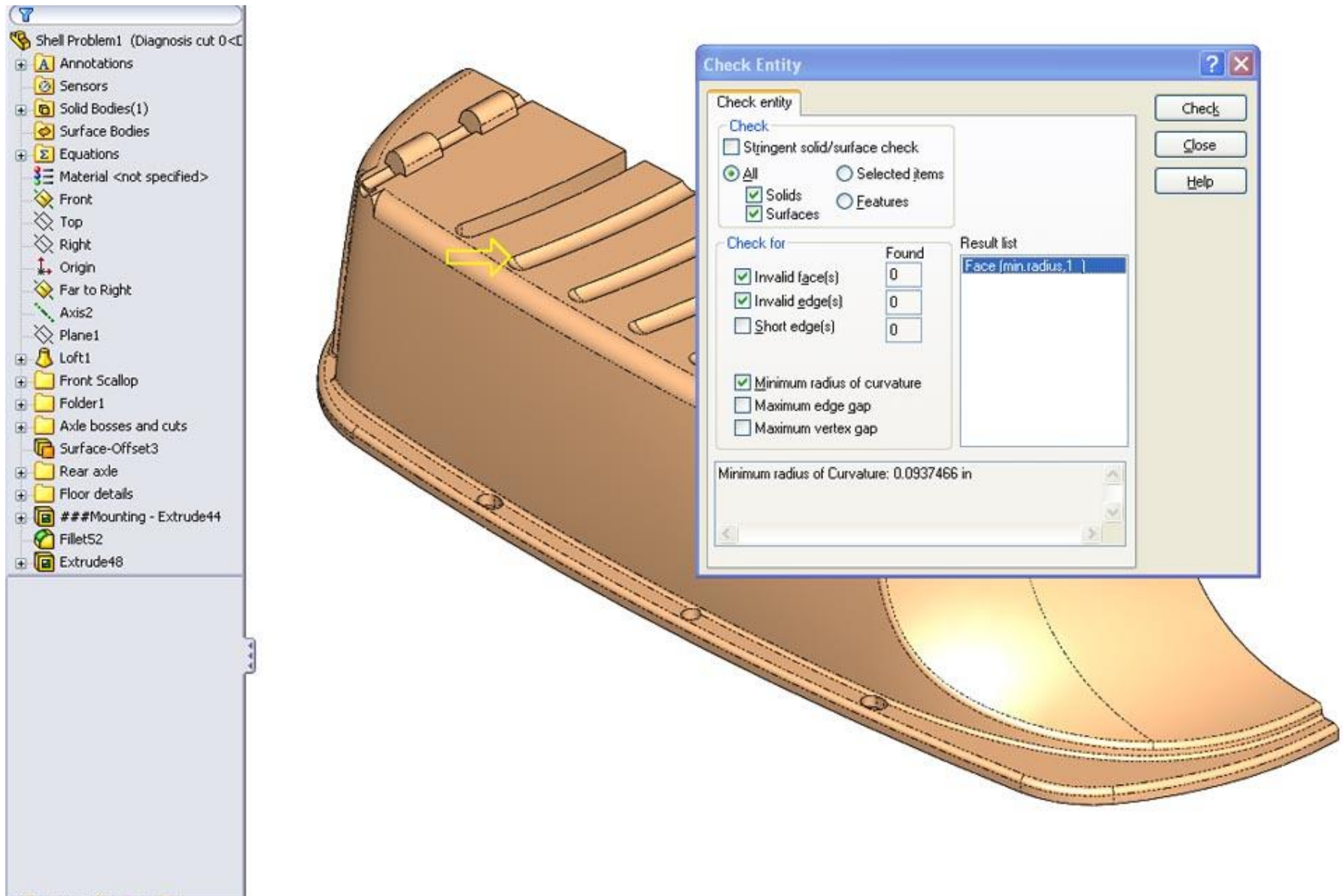
Controllare questo raggio minimo di curvatura cosa



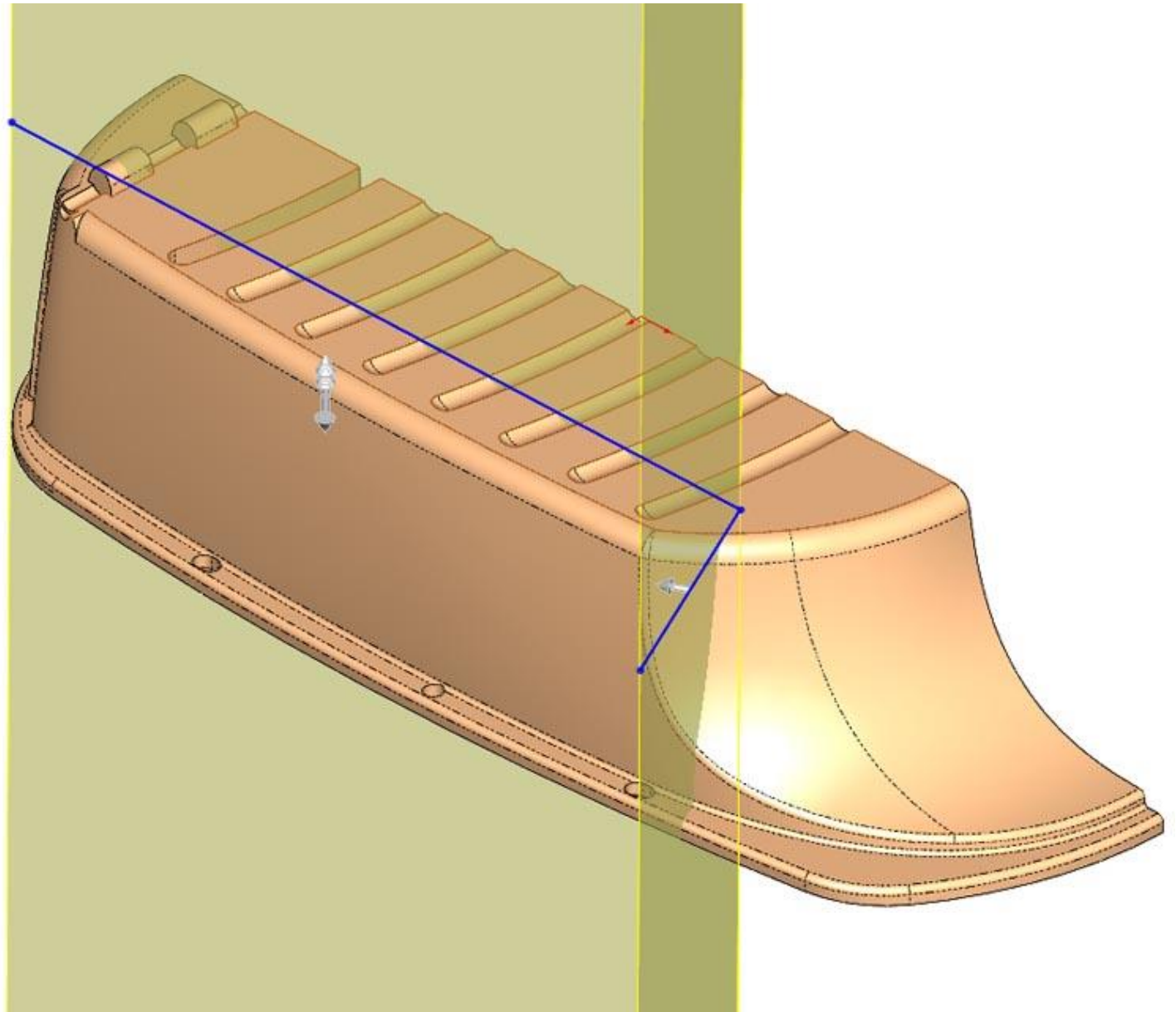
Controllare questo raggio minimo di curvatura cosa



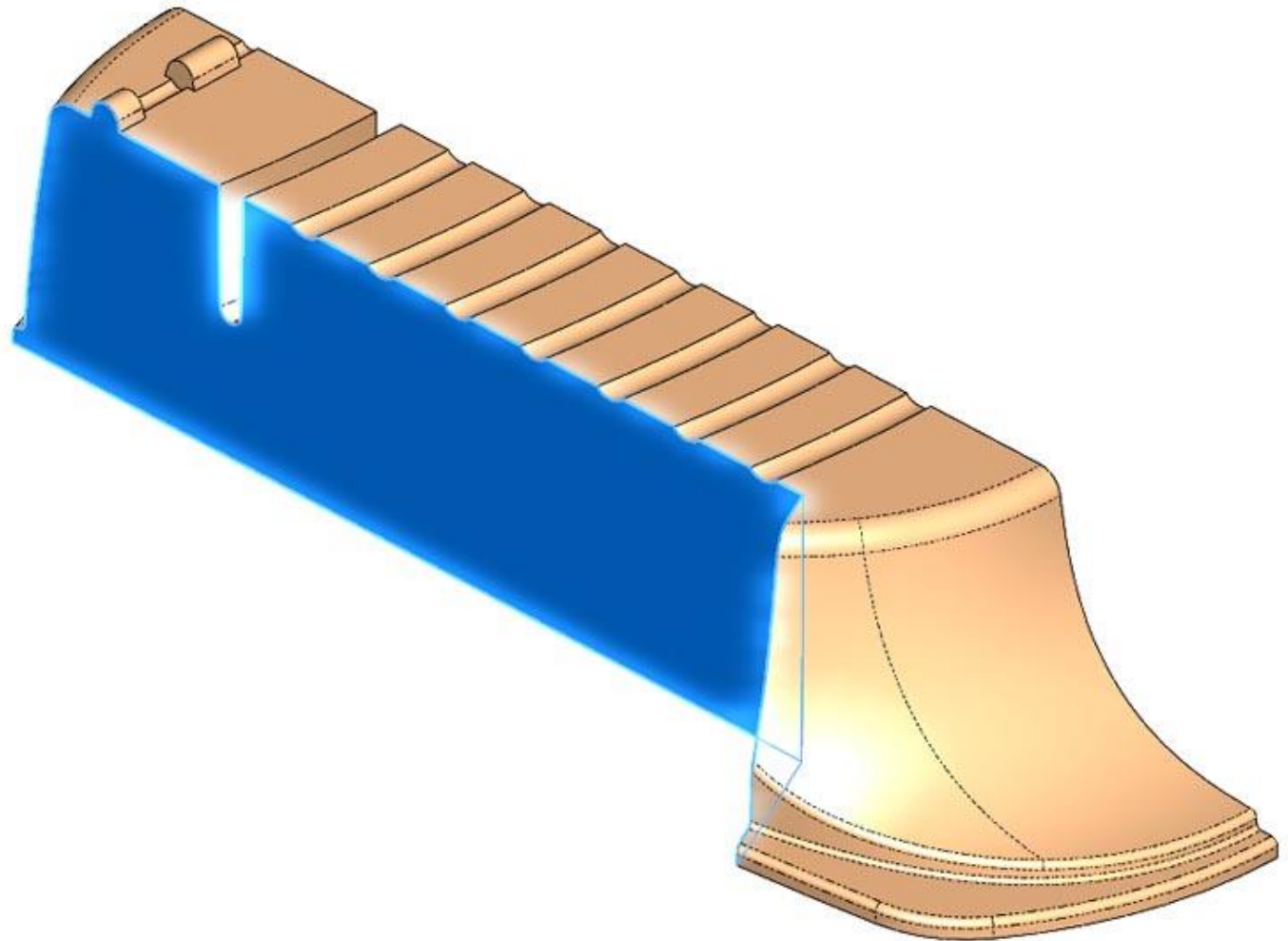
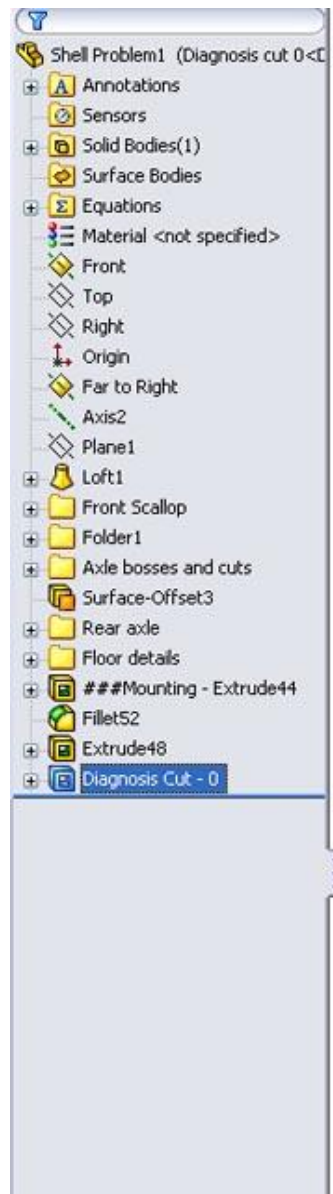
Controllare questo raggio minimo di curvatura cosa



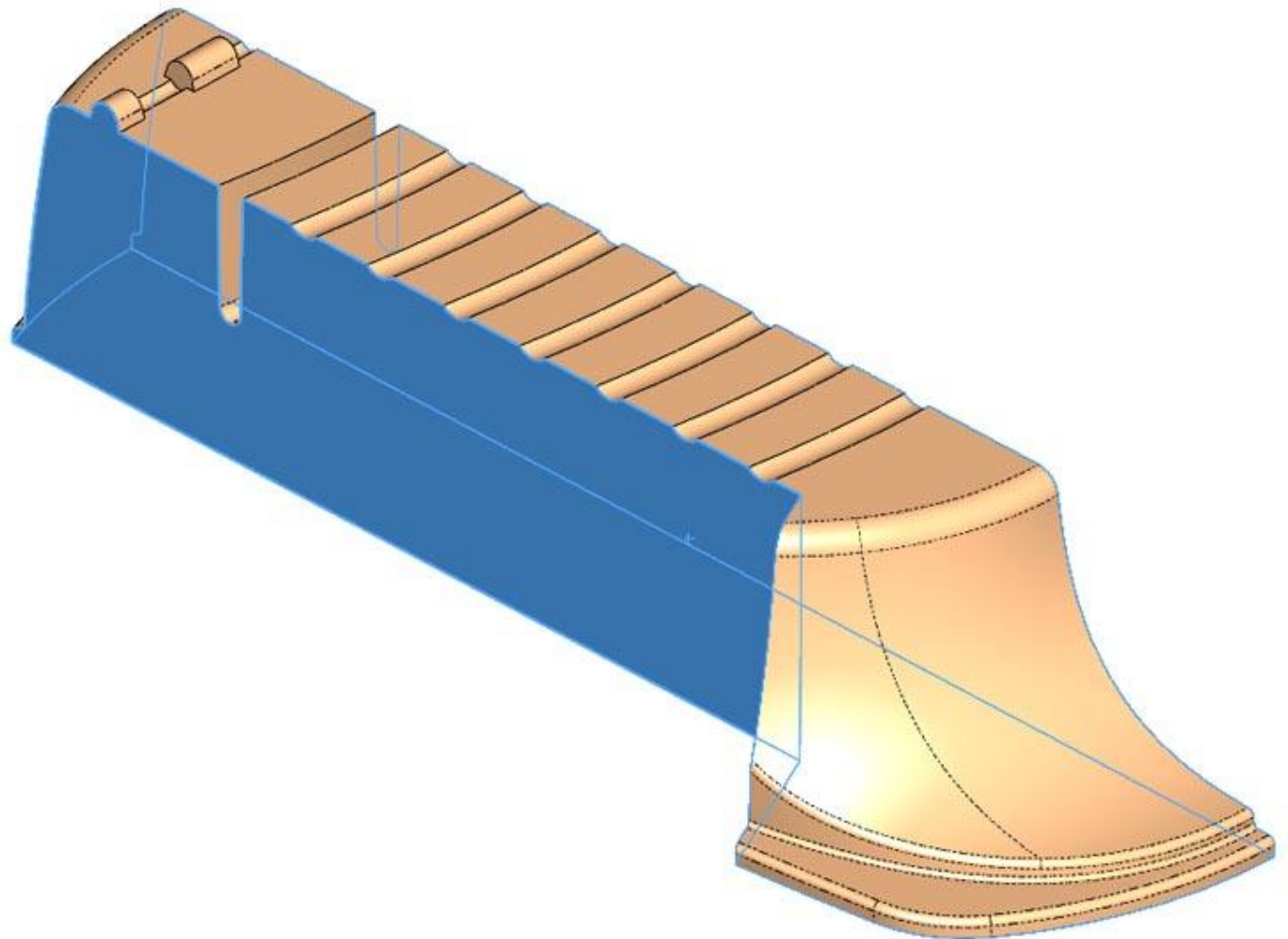
Controllare questo raggio minimo di curvatura cosa



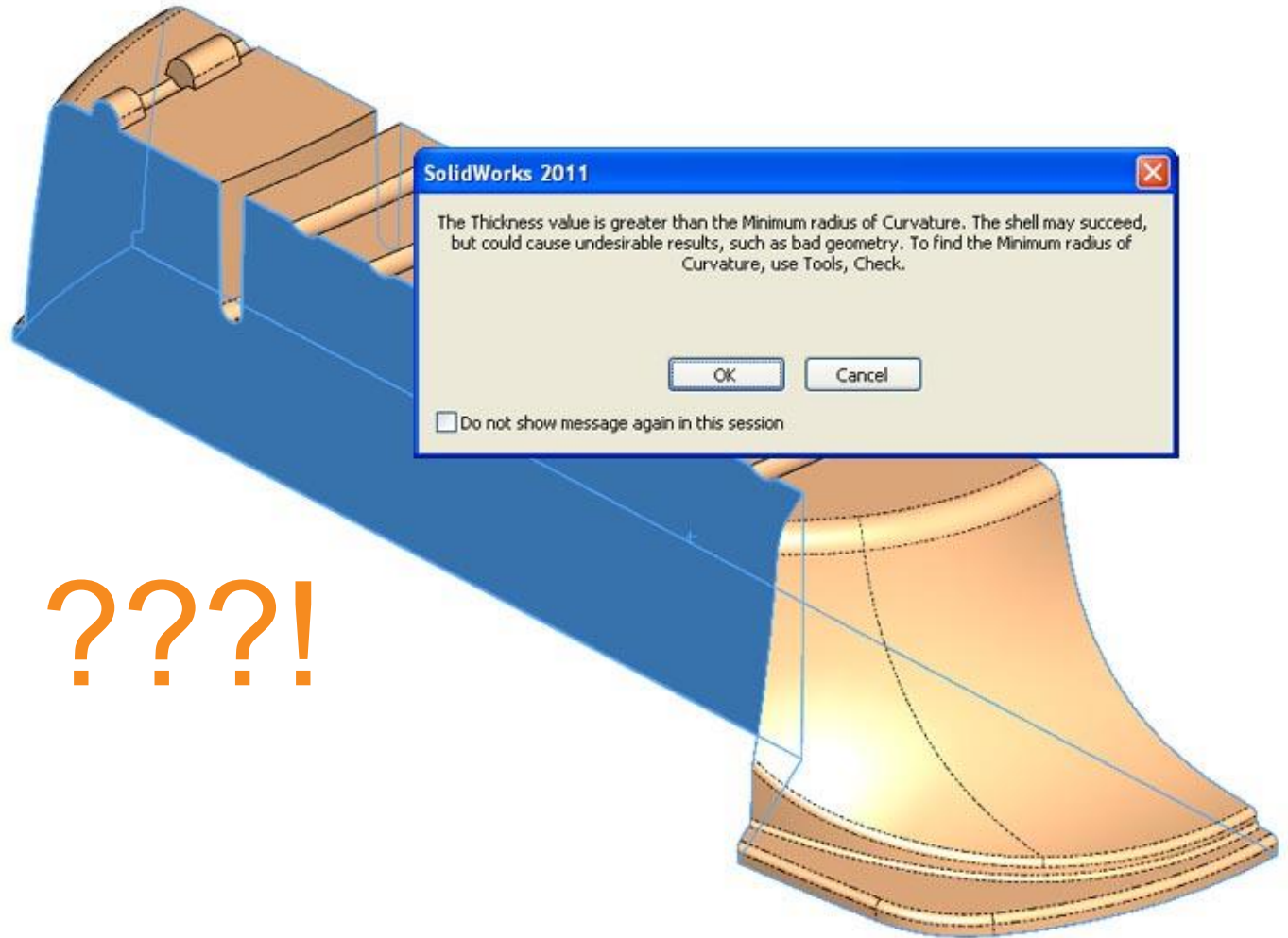
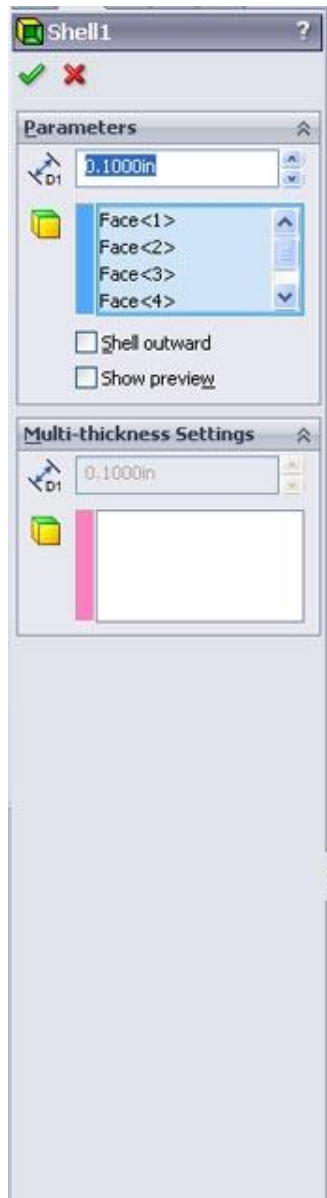
Controllare questo raggio minimo di curvatura cosa



Controllare questo raggio minimo di curvatura cosa

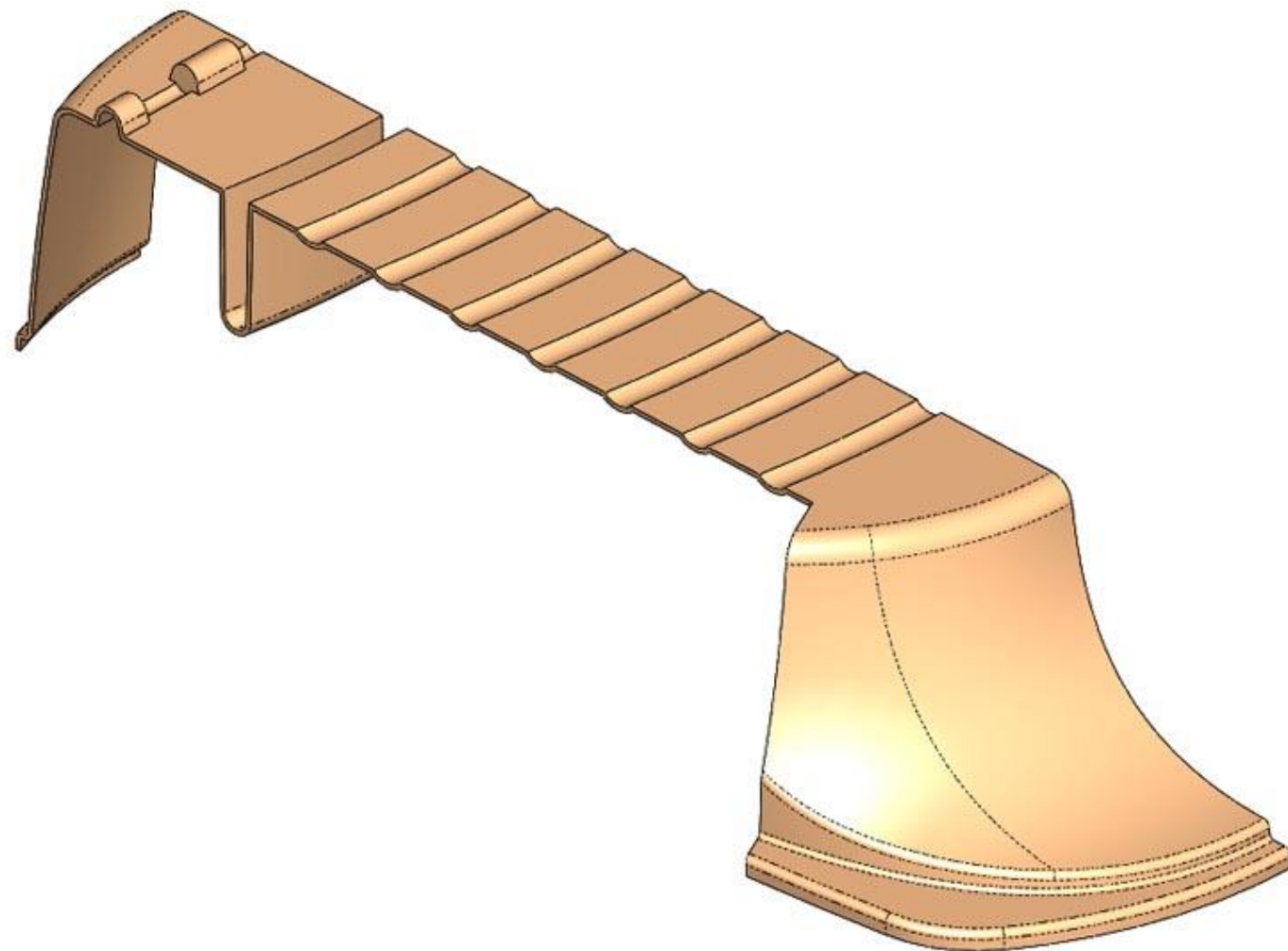
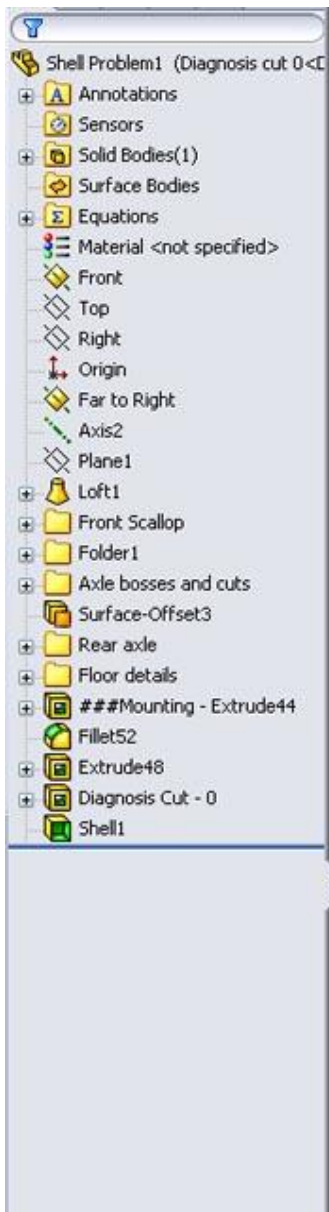


Controllare questo raggio minimo di curvatura cosa

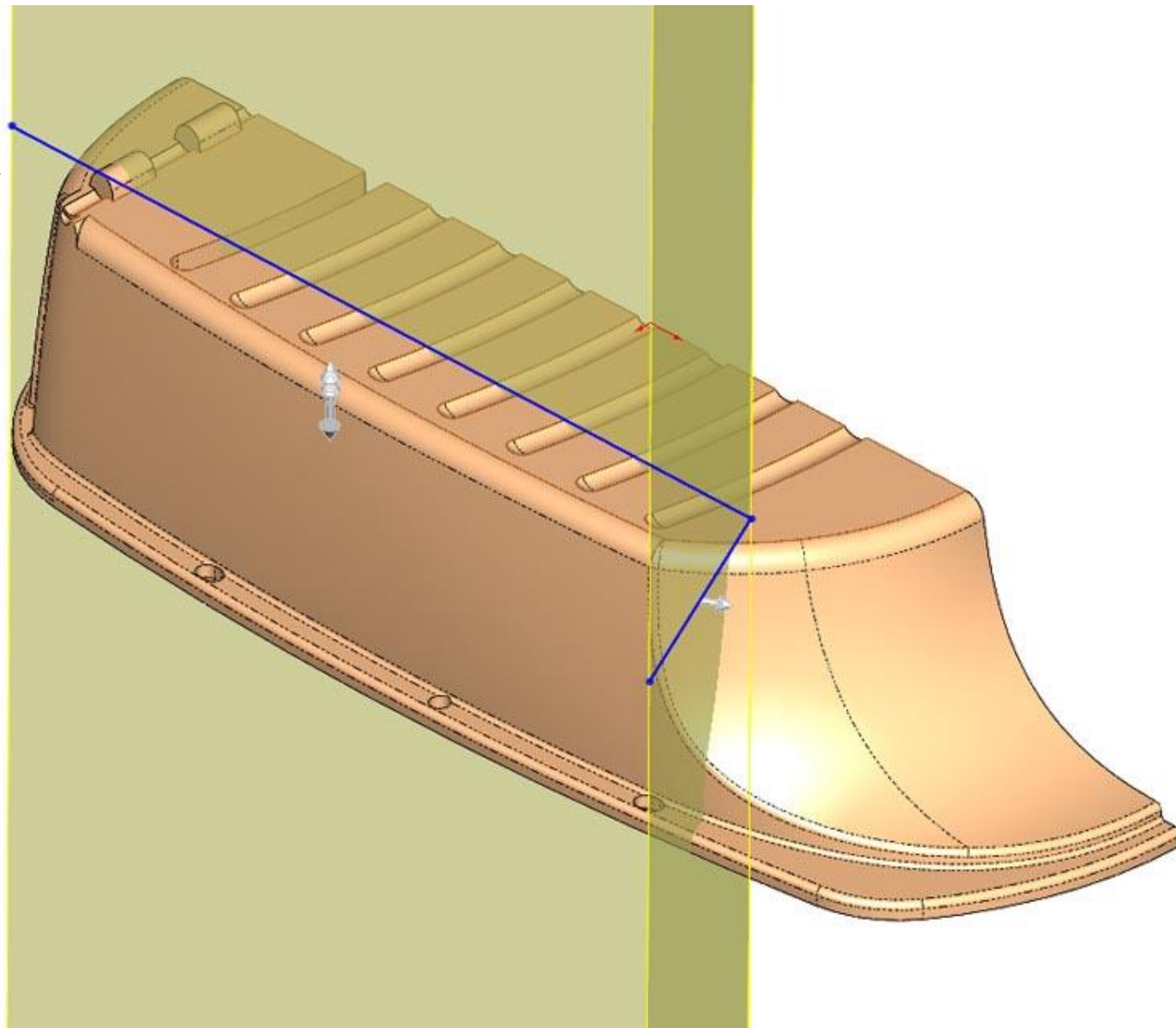


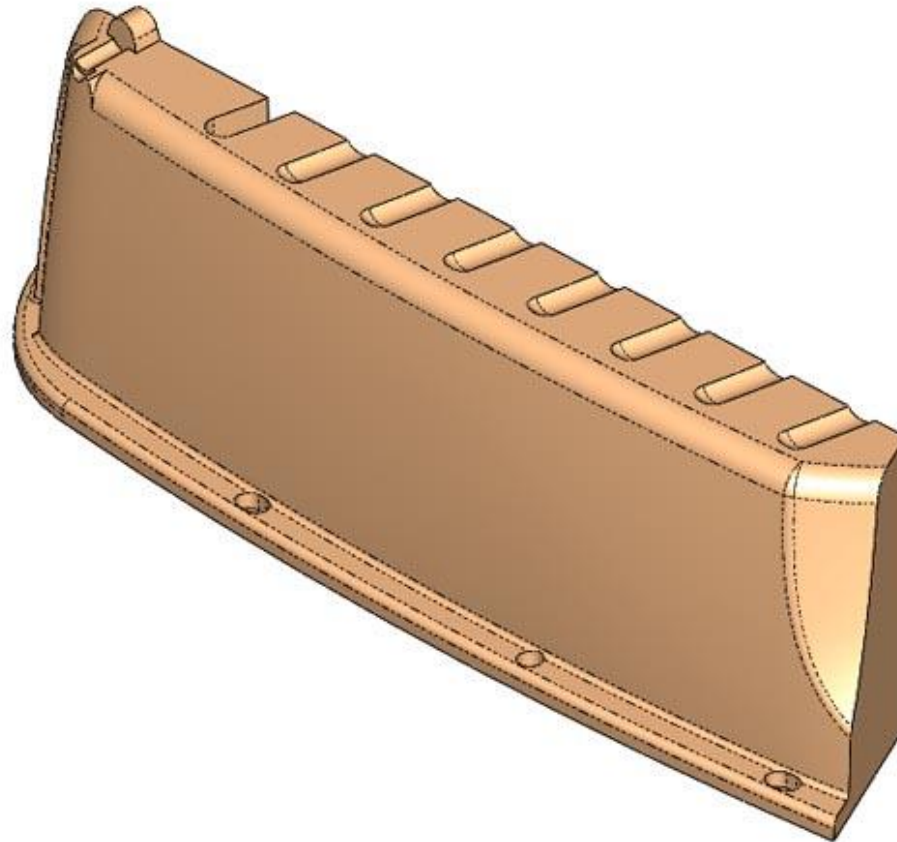
????!

Controllare questo raggio minimo di curvatura cosa

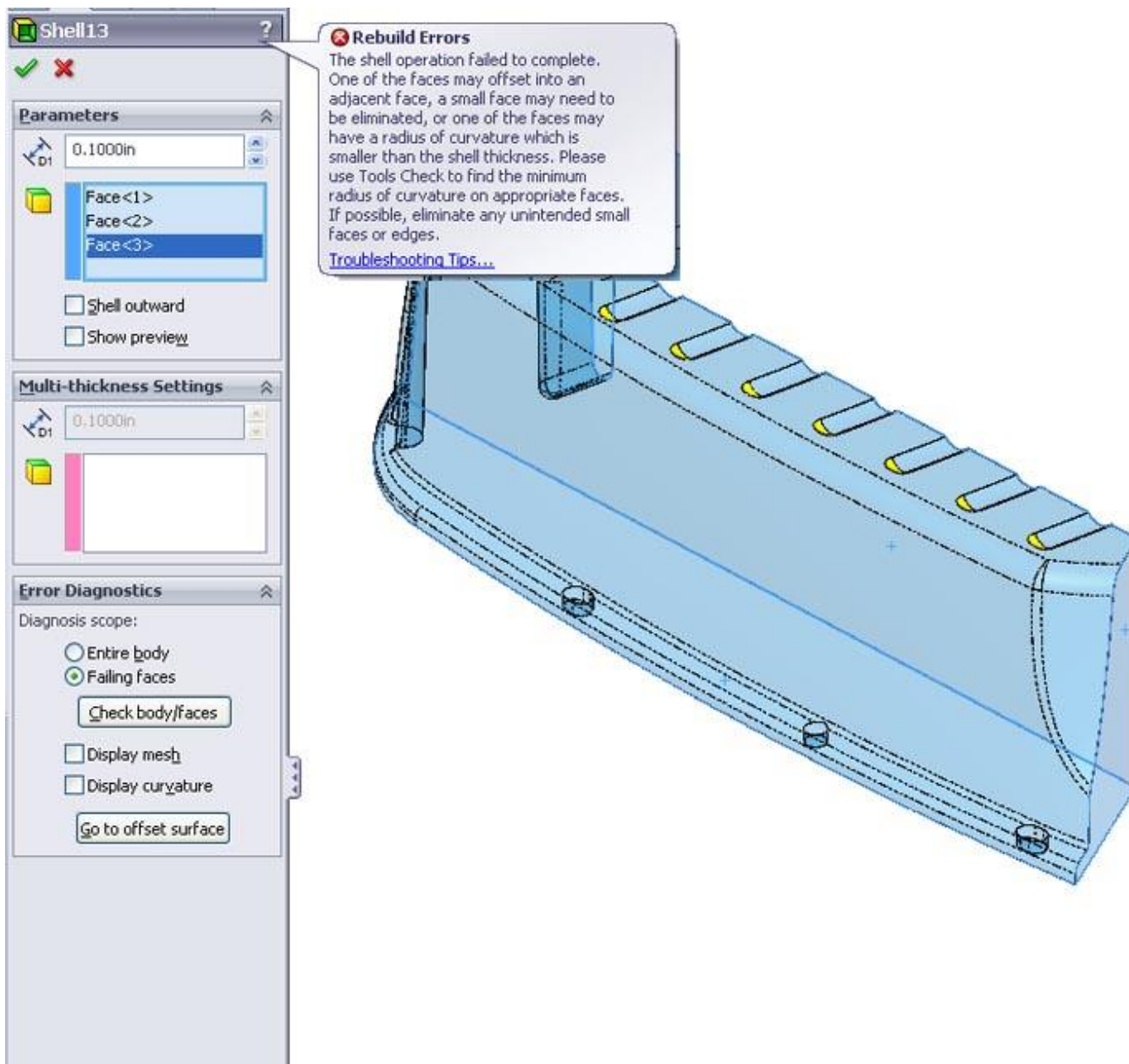


Direzione inversa

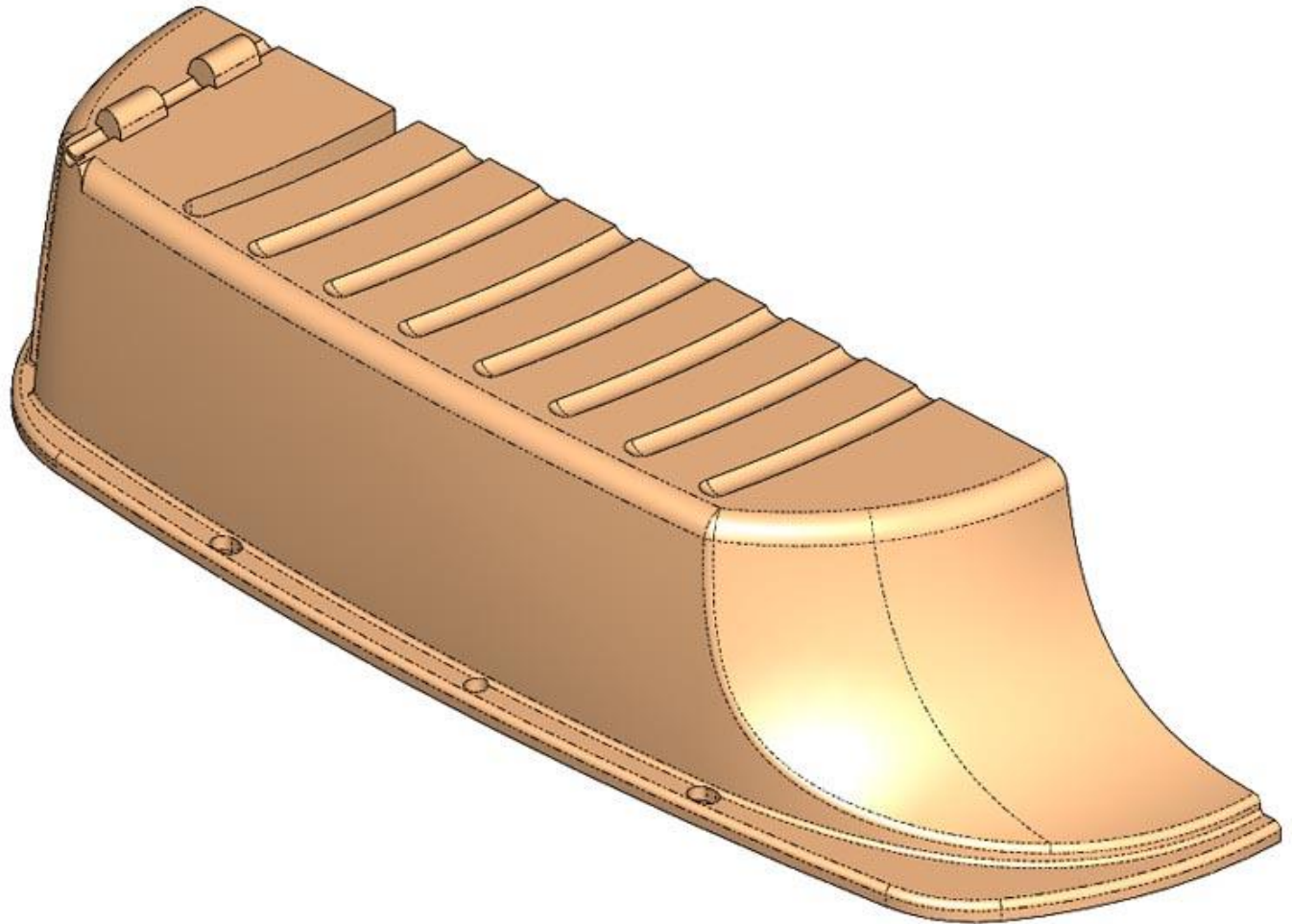
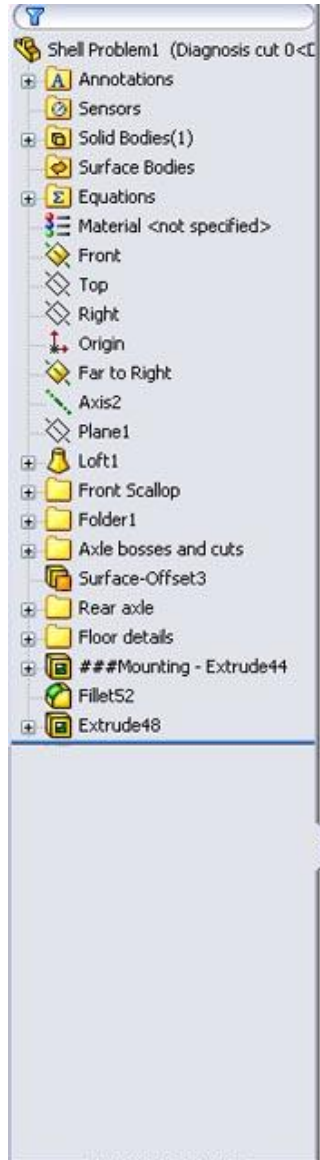




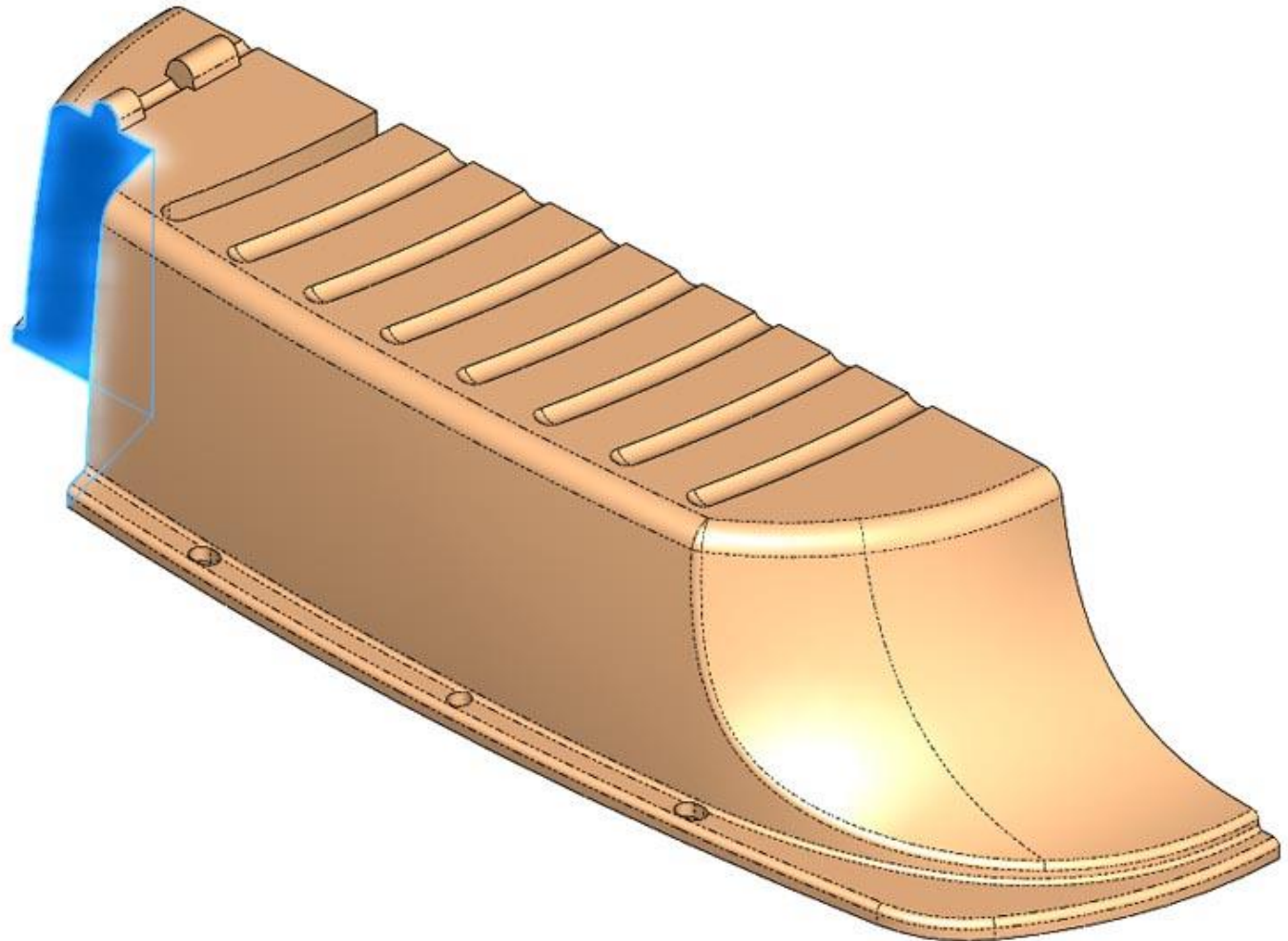
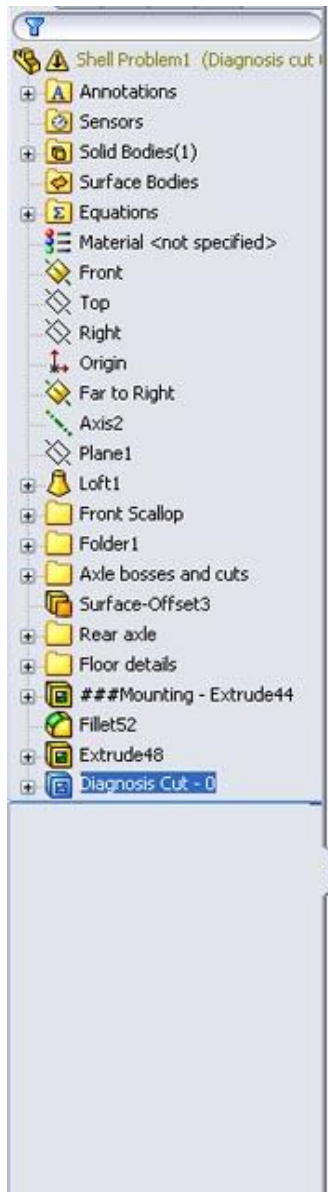
Invertito Shell non riesce come previsto



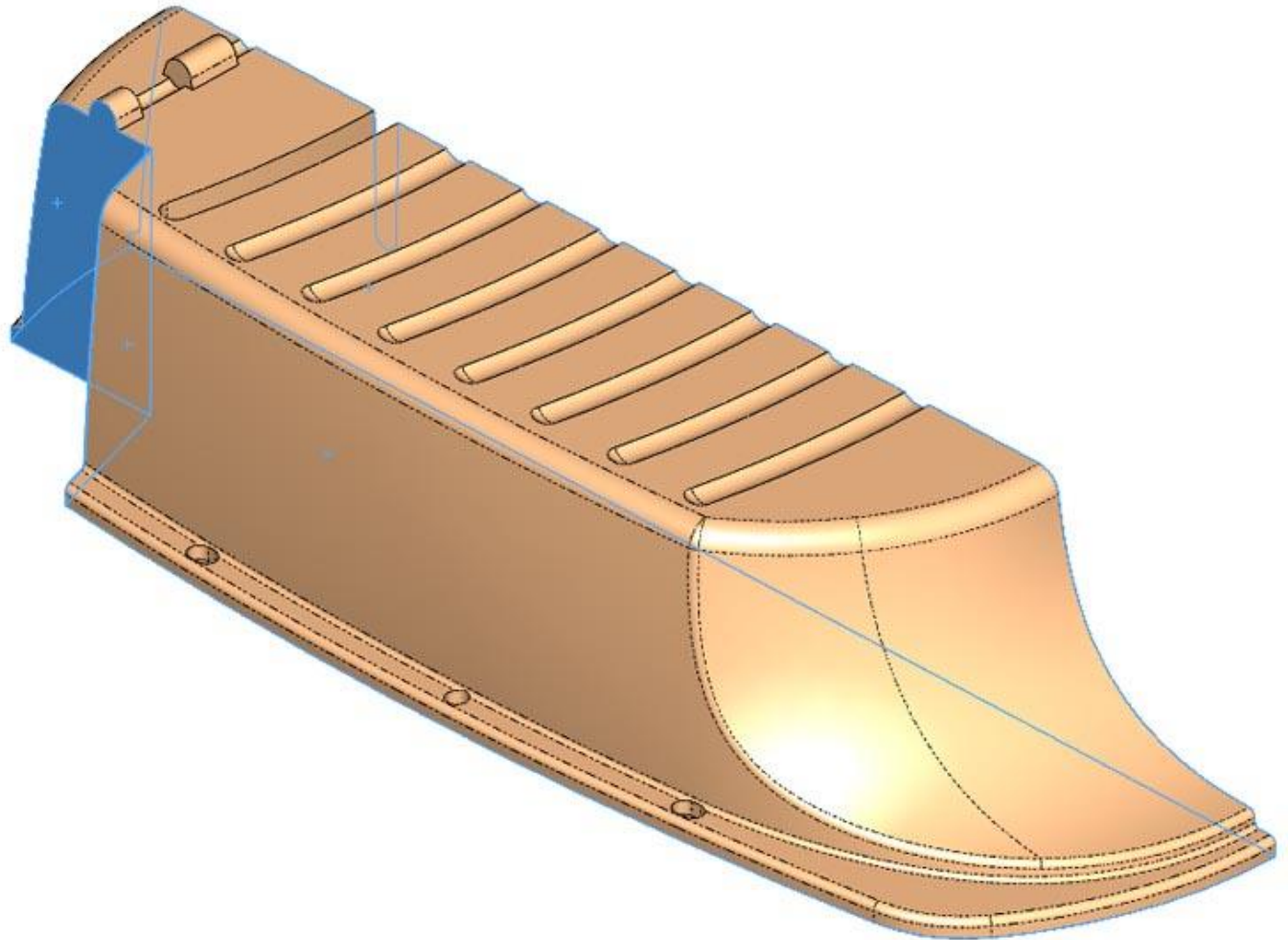
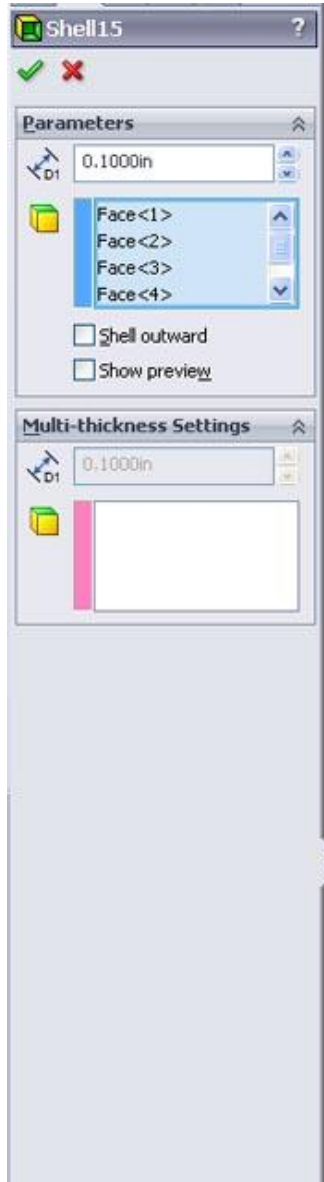
E ora?



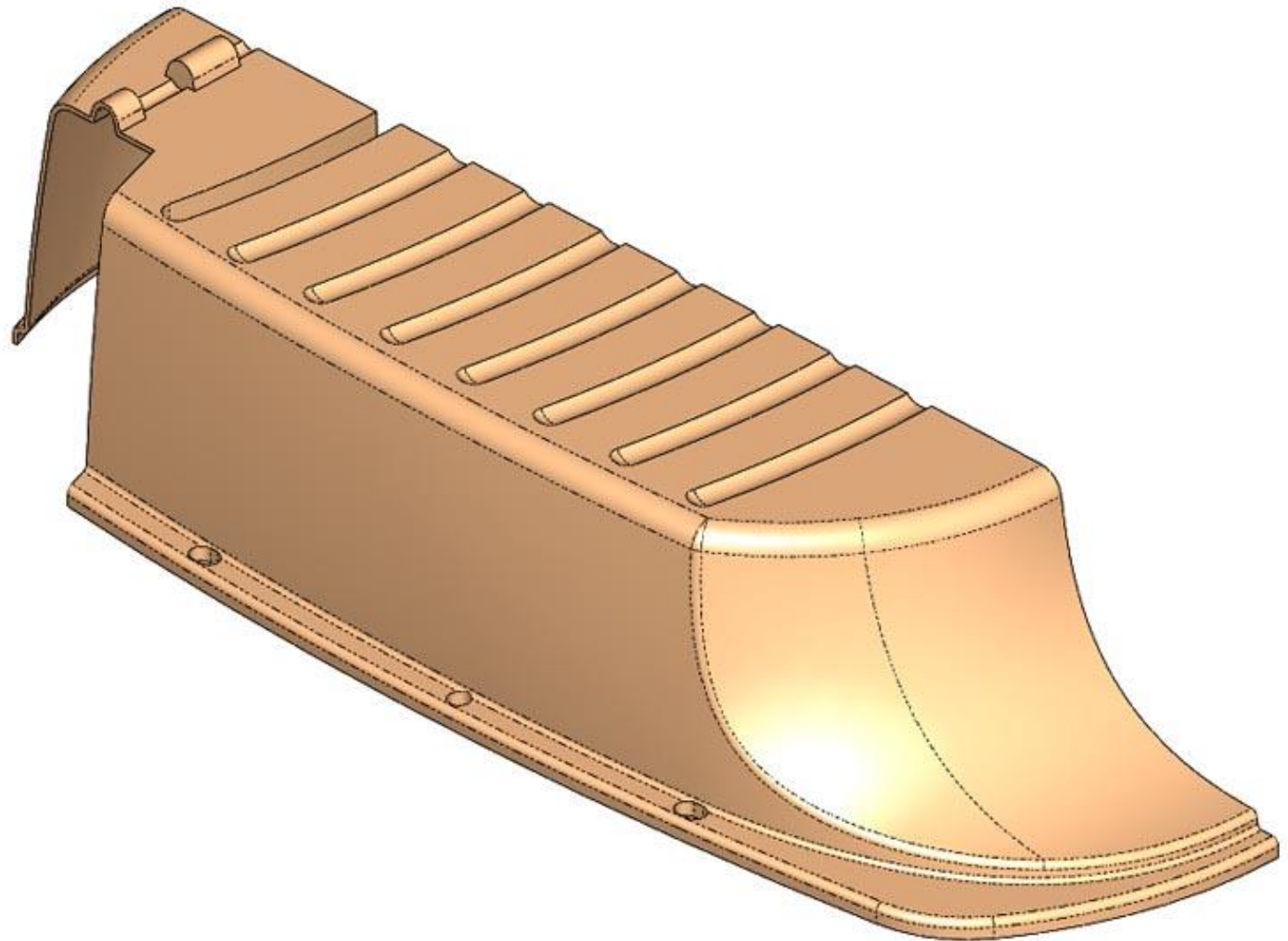
Esperimento con Cut



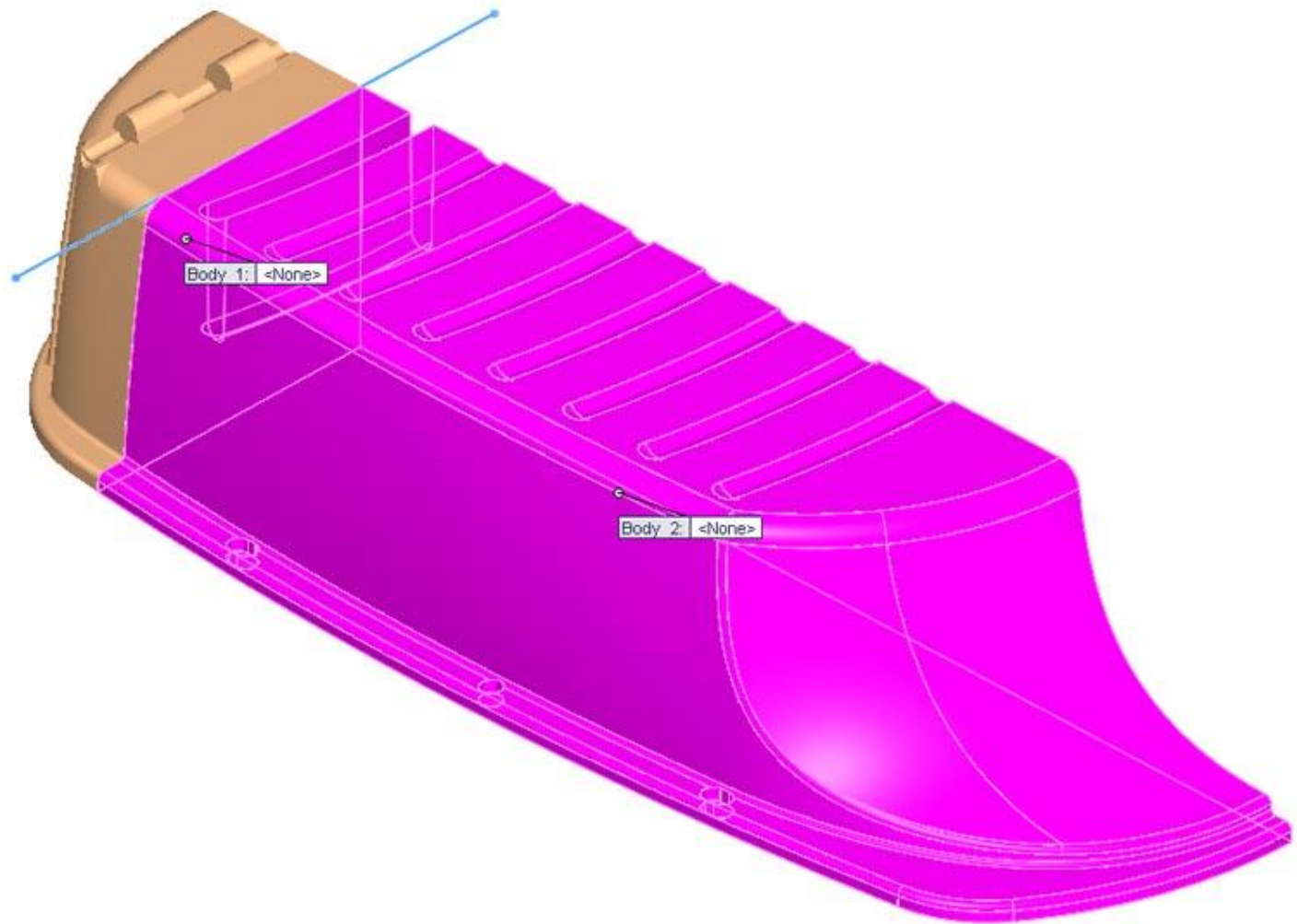
Again Shell



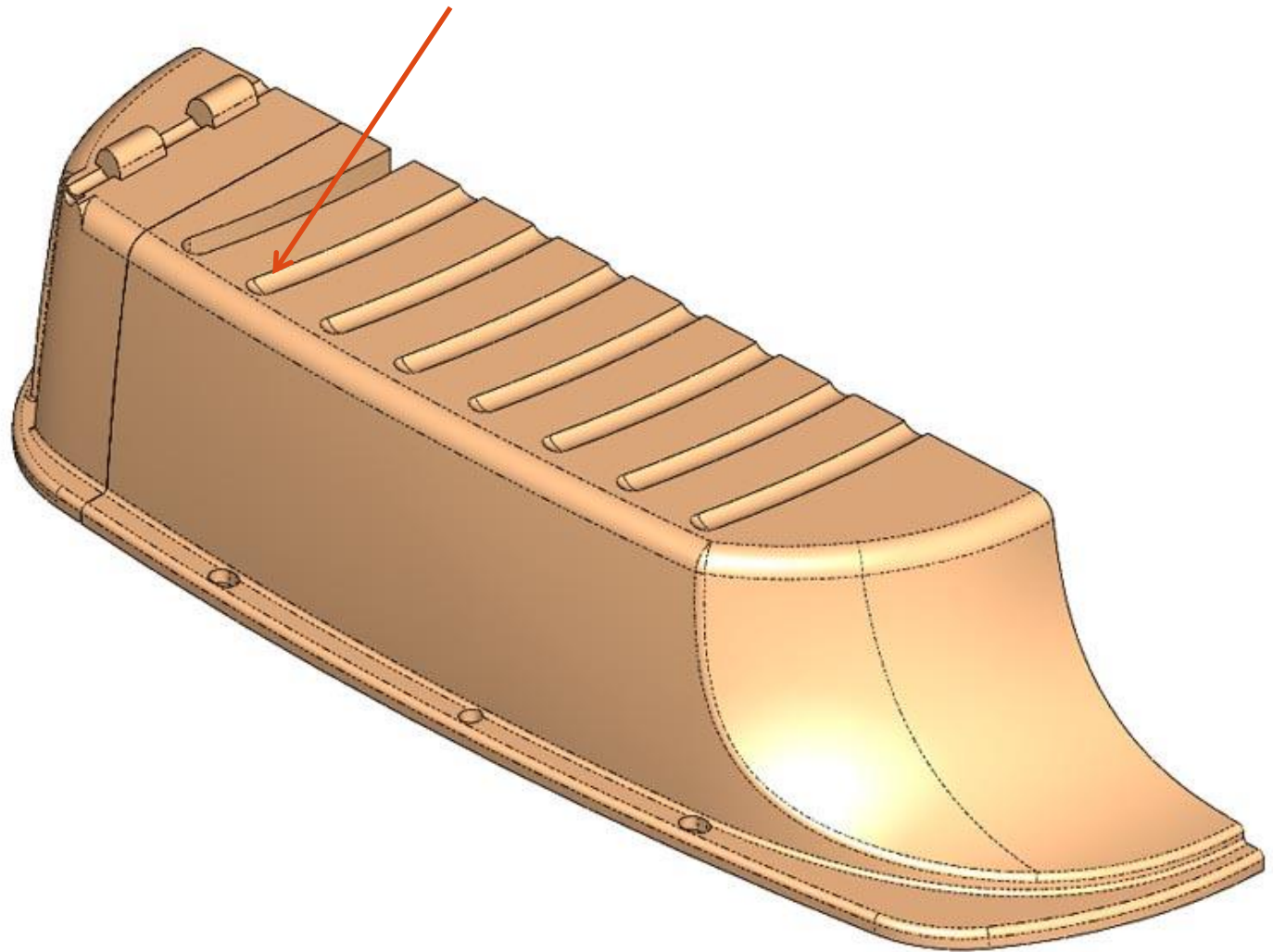
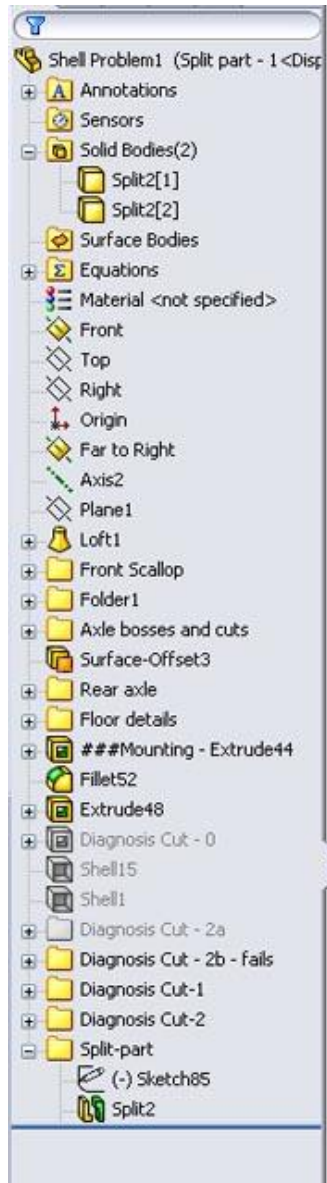
???!



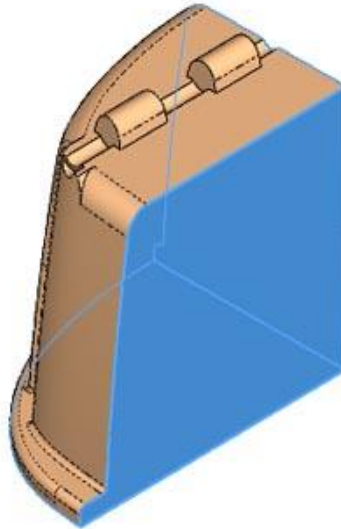
la soluzione!



Diviso in due corpi

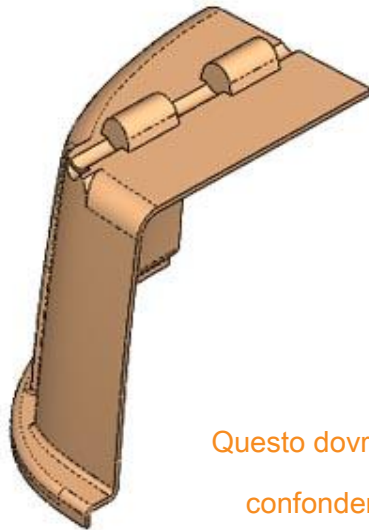
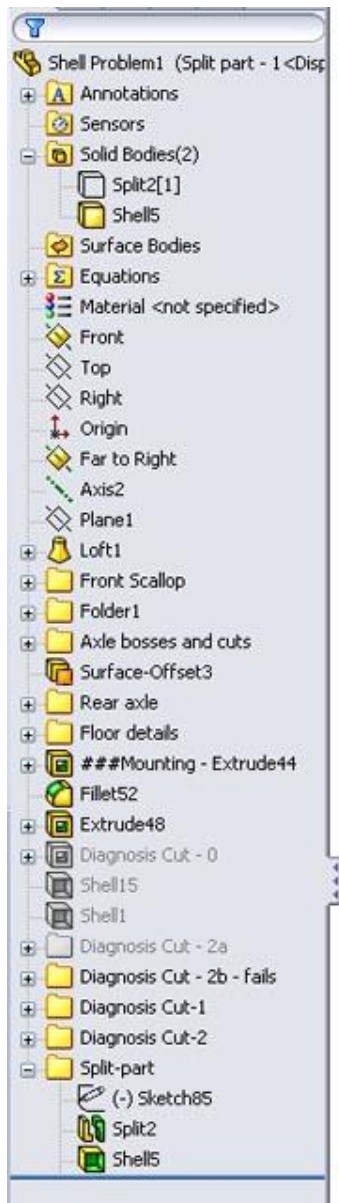


Sgusciare quello posteriore



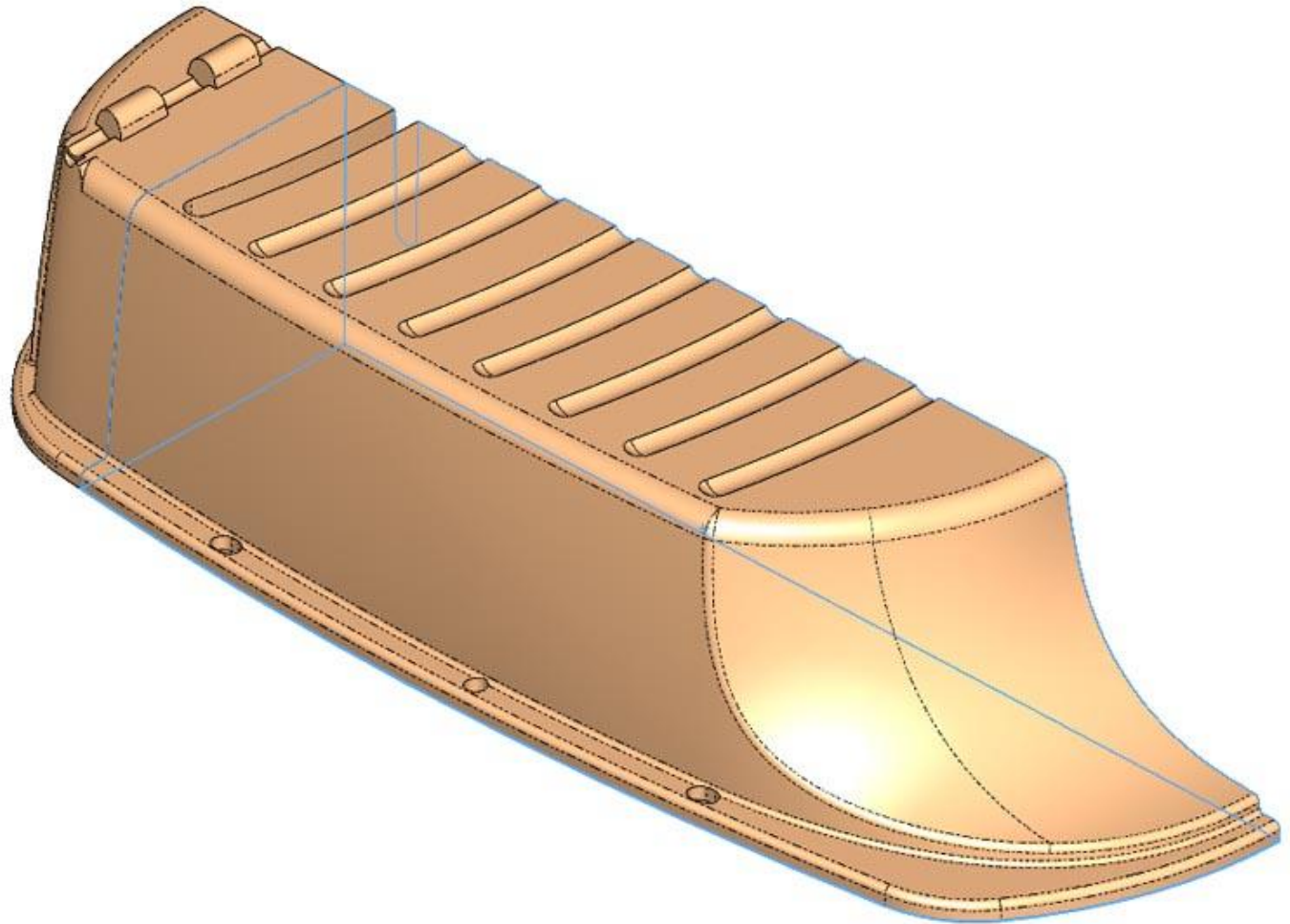
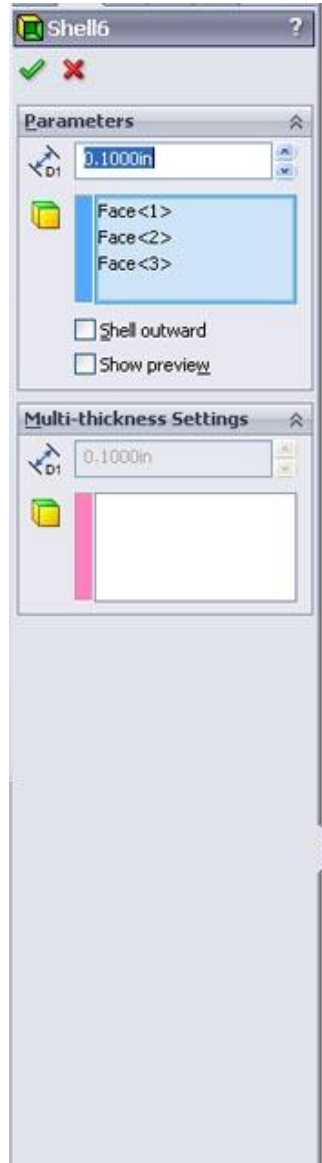
+

Sgusciare quello posteriore

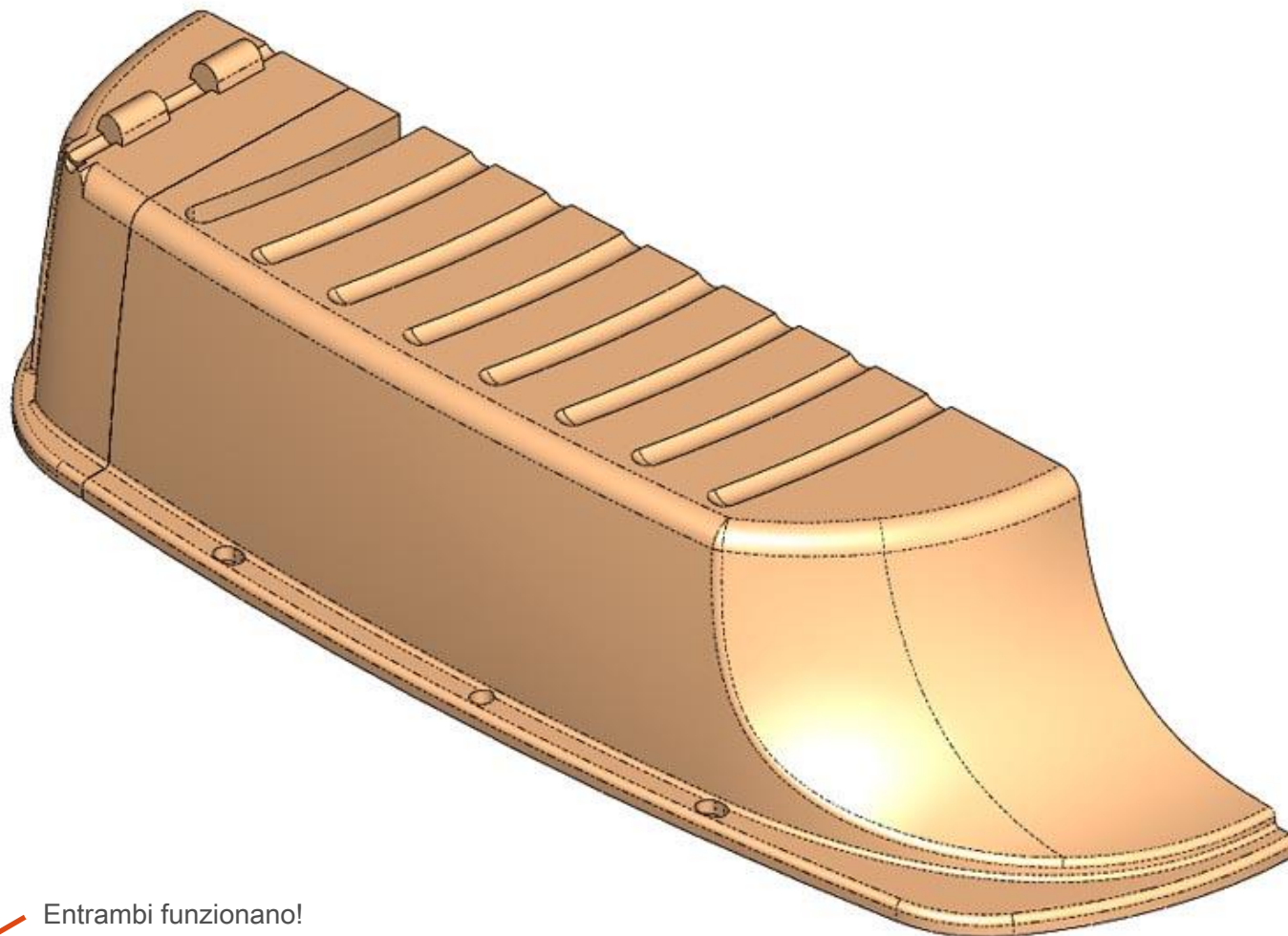
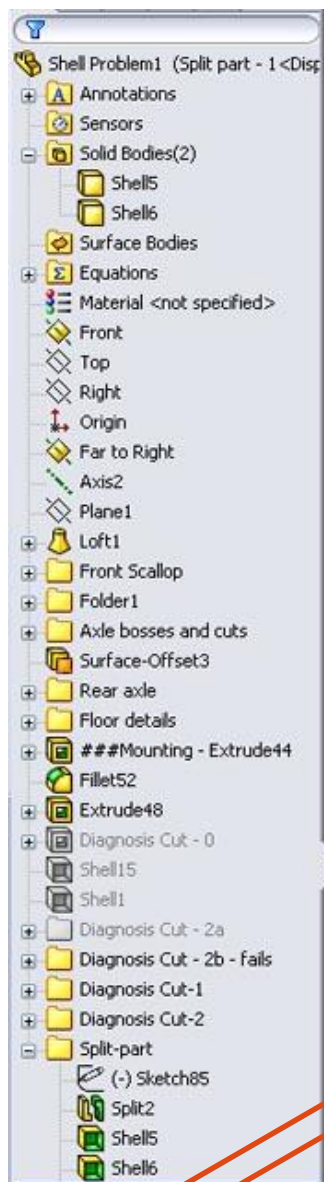


Questo dovrebbe probabilmente
confondervi ...

Ora Sgusciare il Fronte!

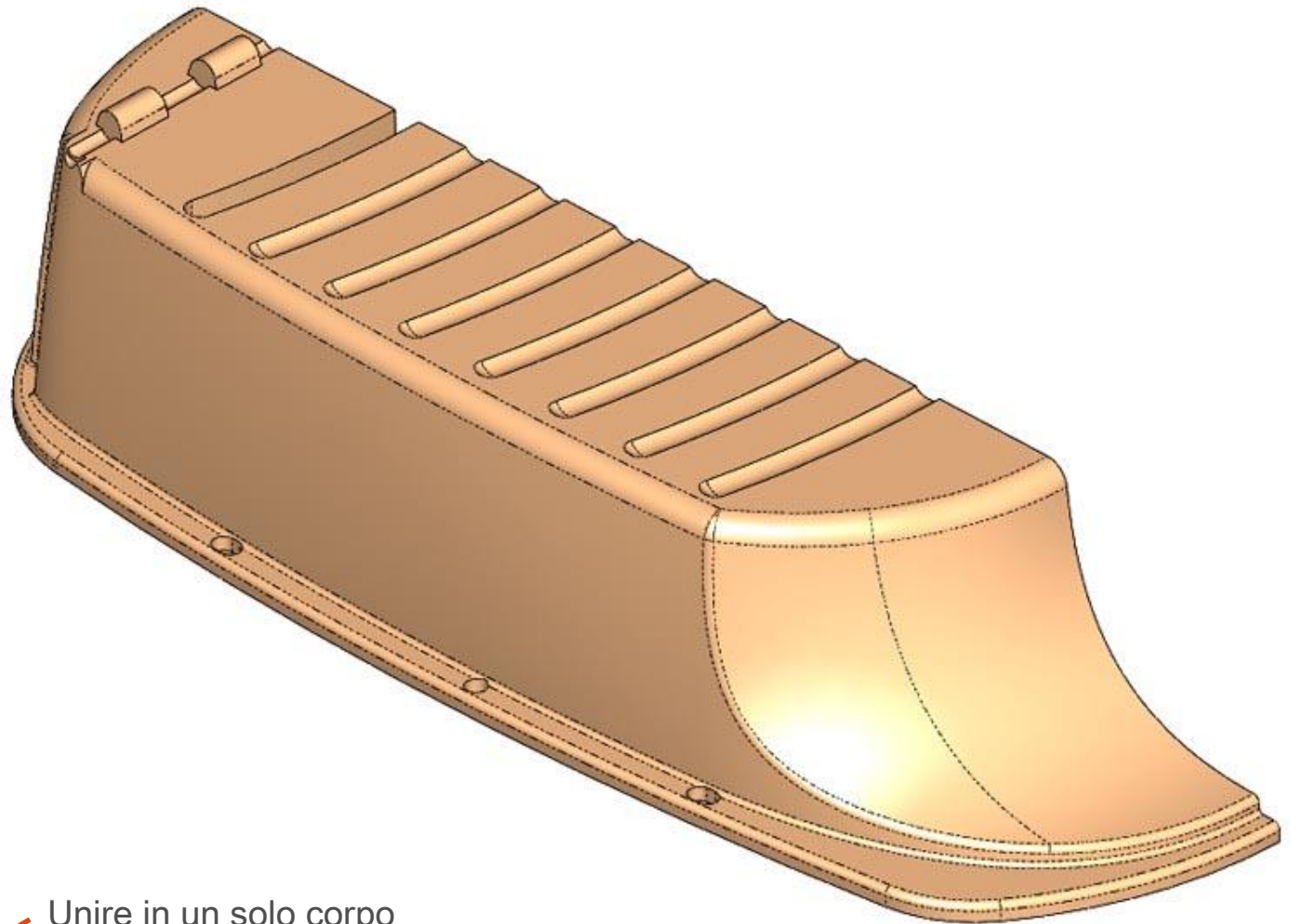
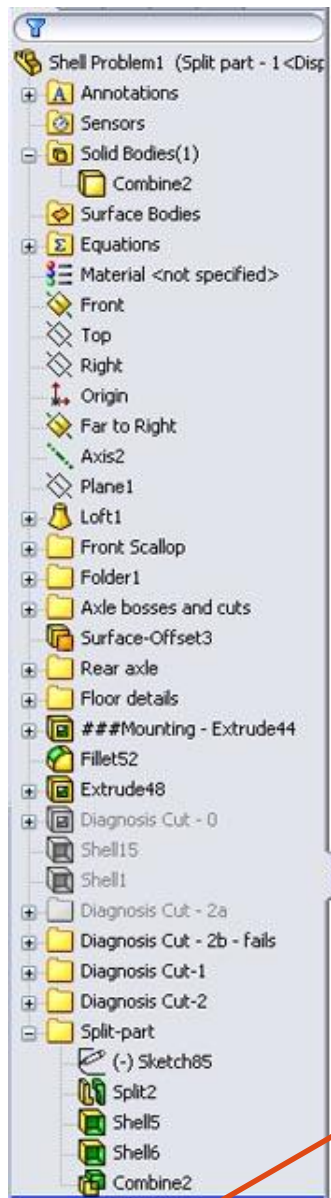


Shelling meno in un momento aiuta



Entrambi funzionano!

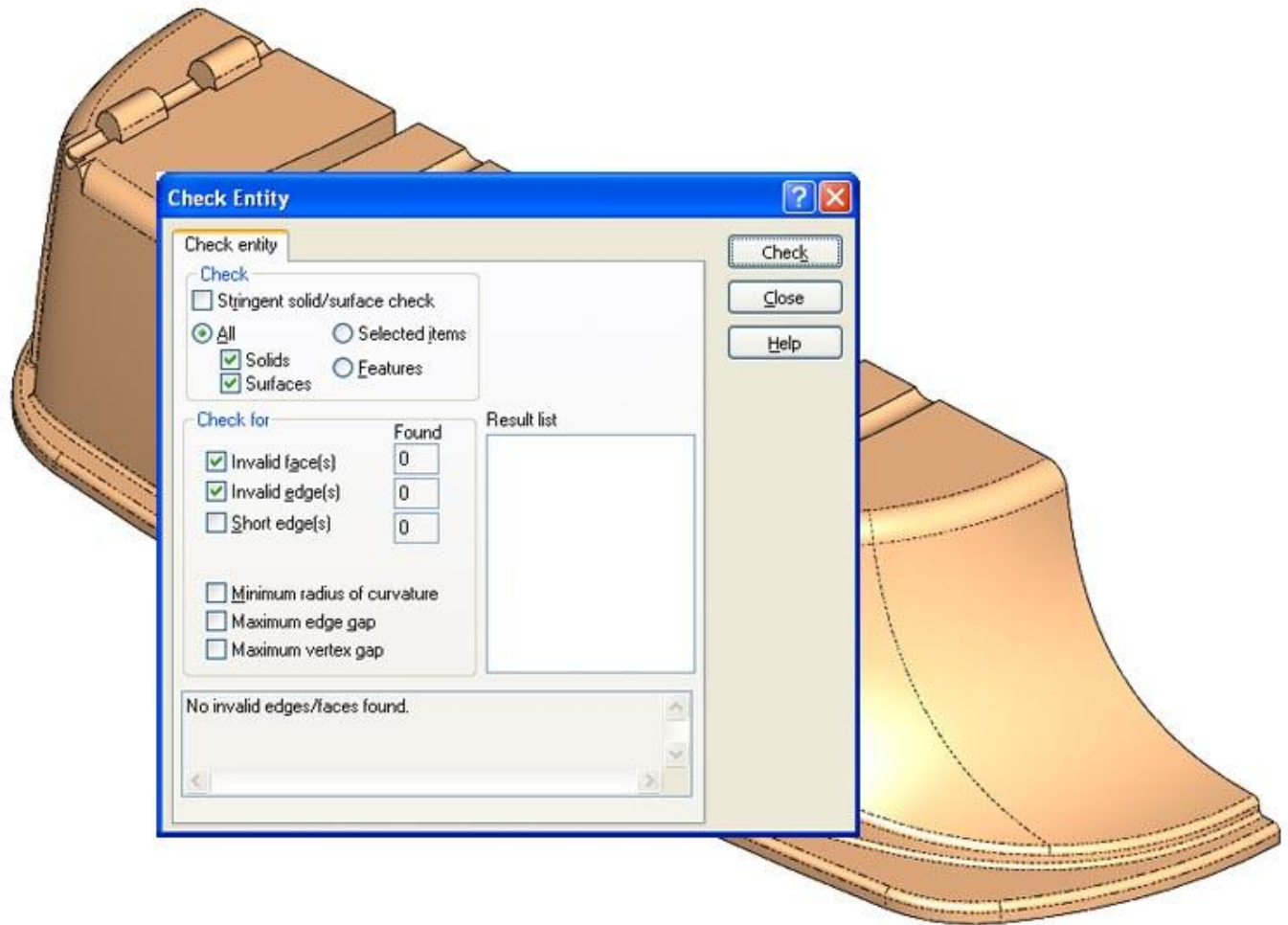
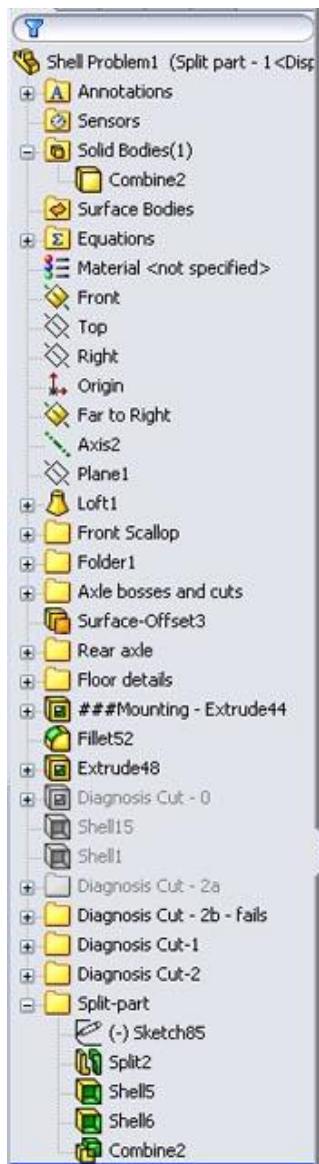
Poi combinare in un unico corpo



Unire in un solo corpo

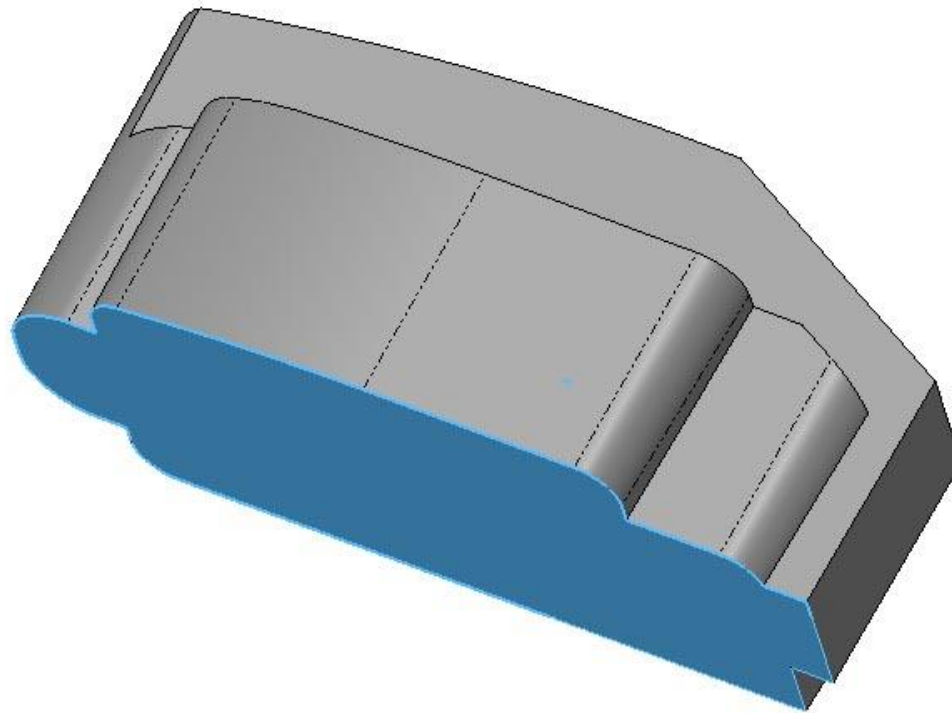
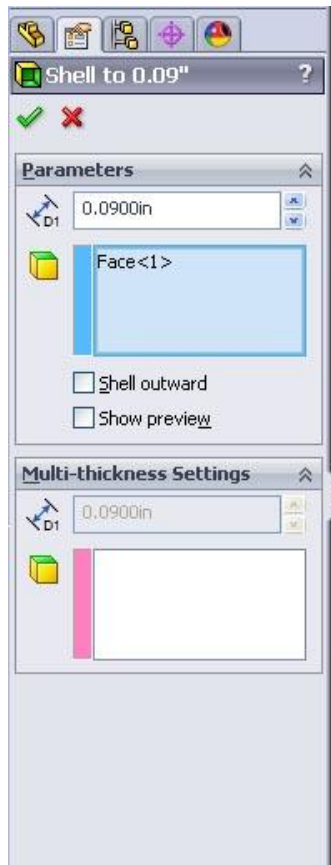
Conclusione

Shell è super intelligente, ma a volte lo chiediamo di fare troppo



Le sue facce non sempre complicate che causano gusci a fallire

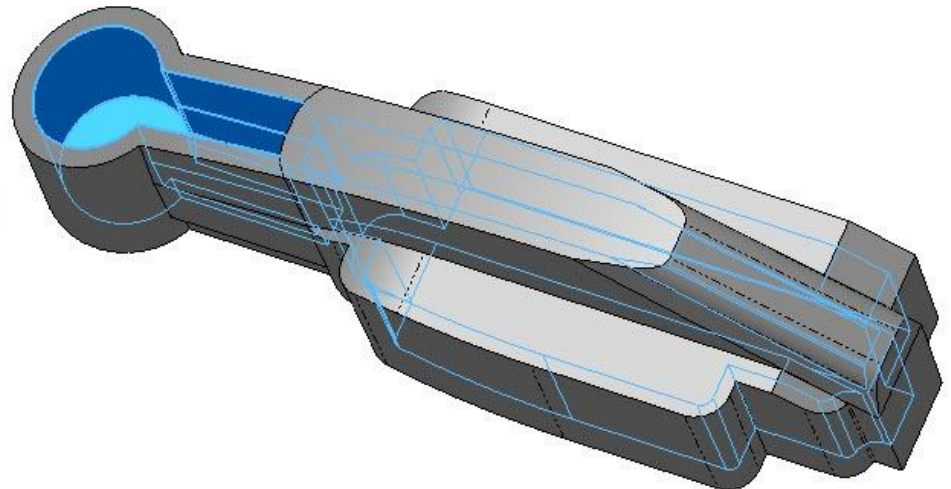
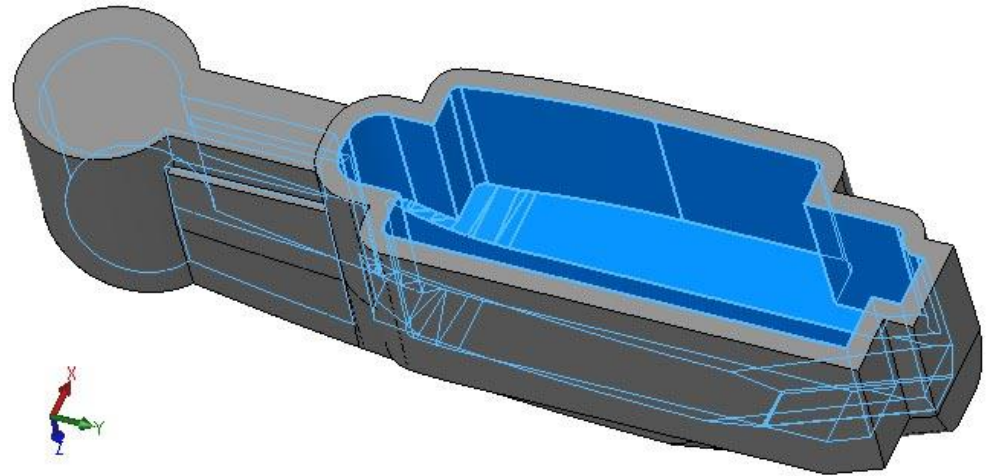
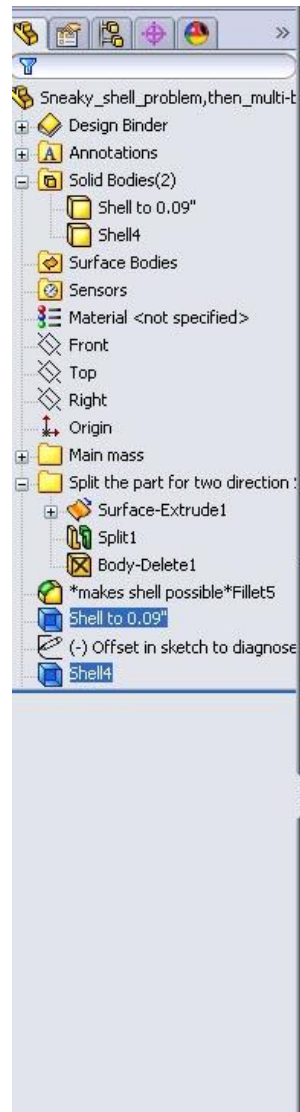
- Shell viene costantemente aggiornato per affrontare problemi complessi con facce
- Shell probabilmente non mai battere questo problema con una faccia semplice *



** e in pochi minuti parleremo perché questo è incredibilmente utile!*

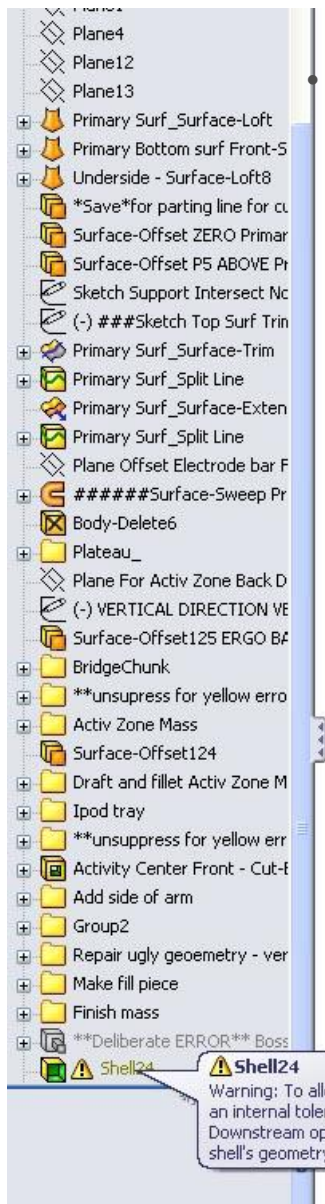
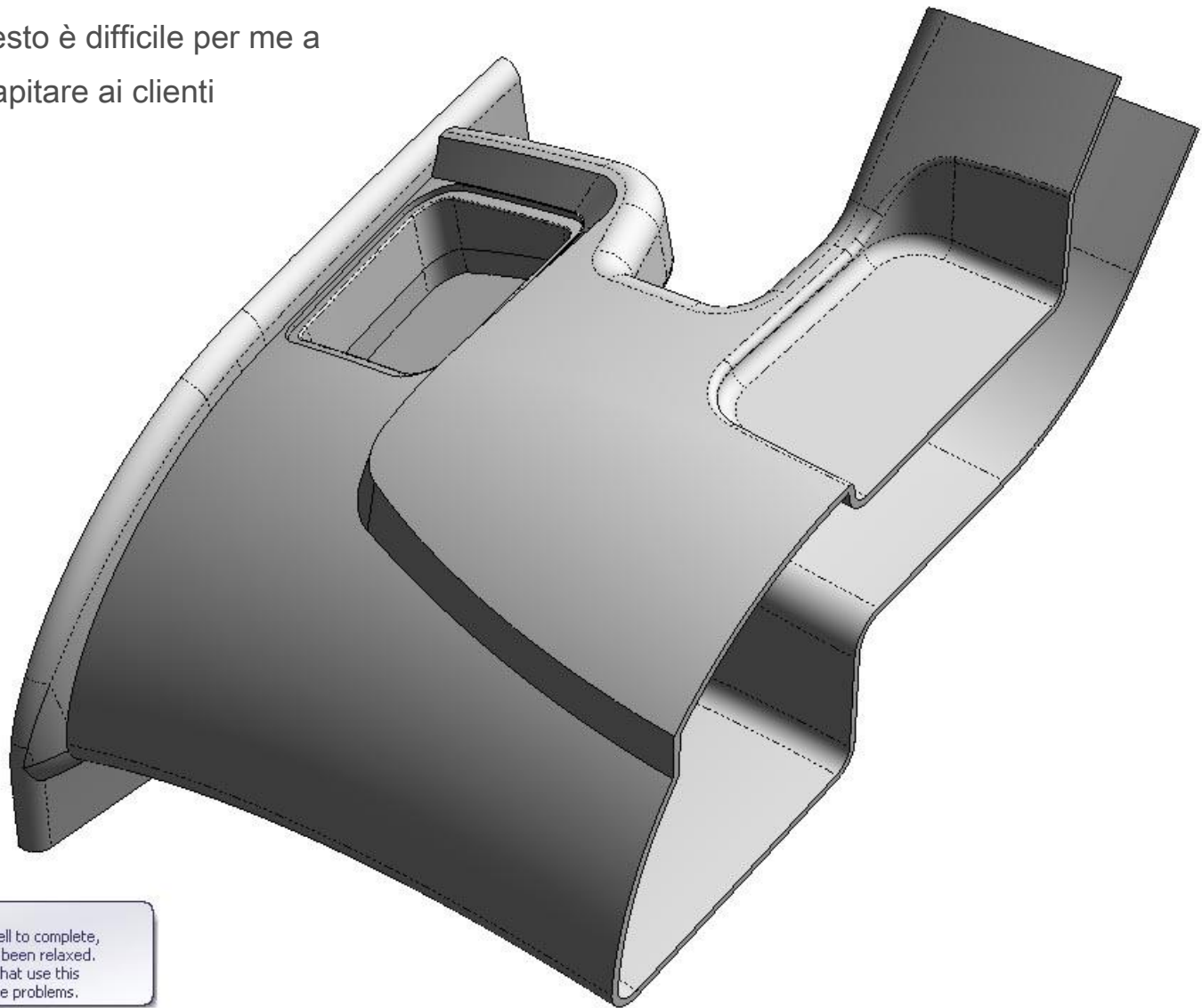
Shell in due direzioni

- Utilizzare corpo diviso a guscio in due direzioni



La temuta Yellow Shell Attenzione

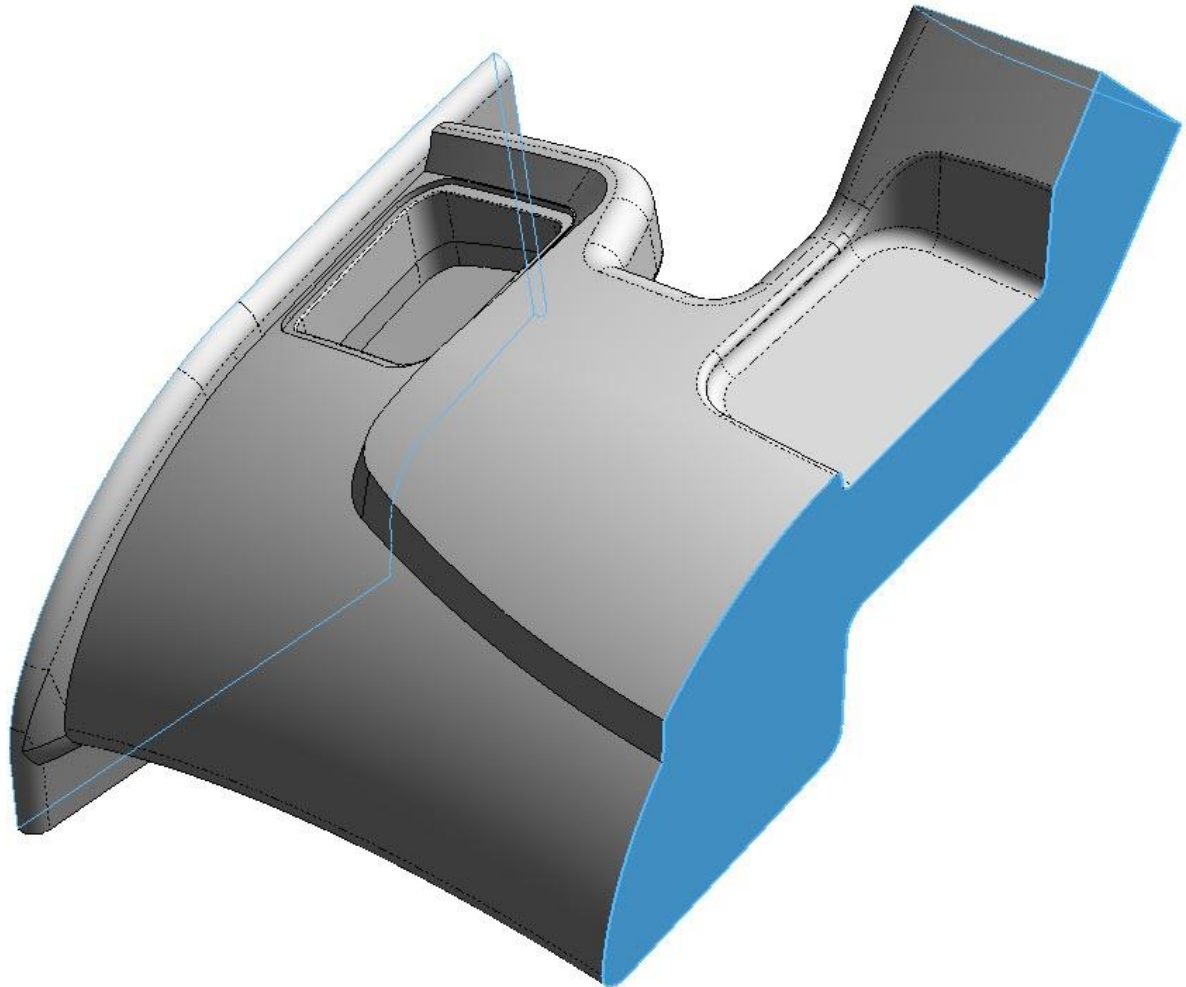
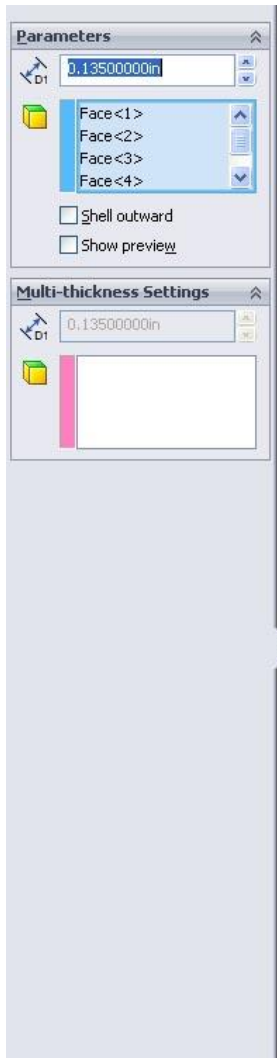
- Questo è difficile per me a recapitare ai clienti



Shell24
Warning: To allow the shell to complete, an internal tolerance has been relaxed. Downstream operations that use this shell's geometry may have problems.

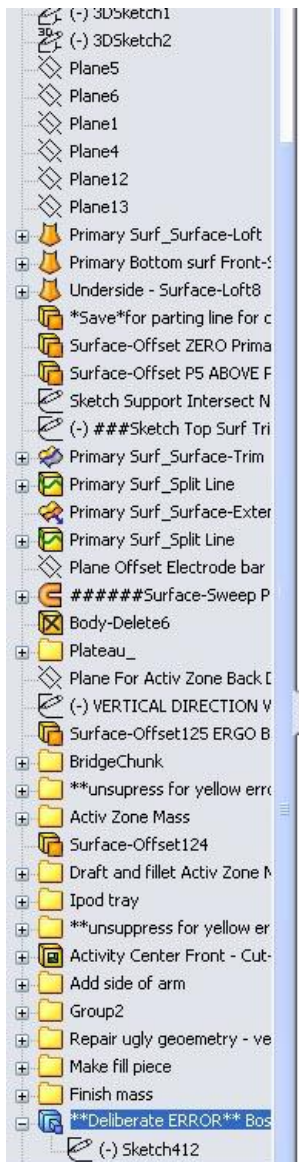
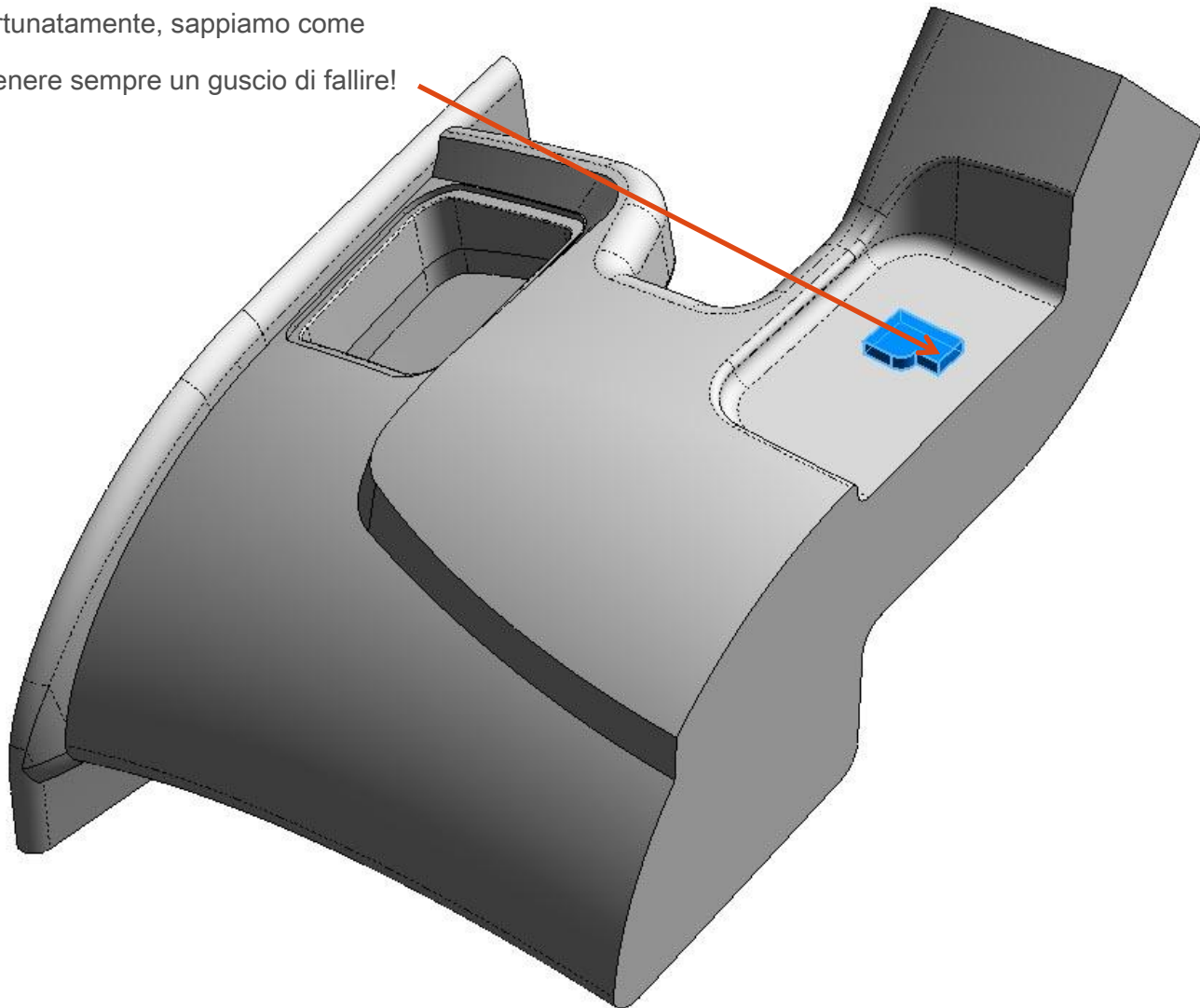
La temuta Yellow Shell Attenzione

- Nessun accesso alla shell
- strumenti di diagnosi



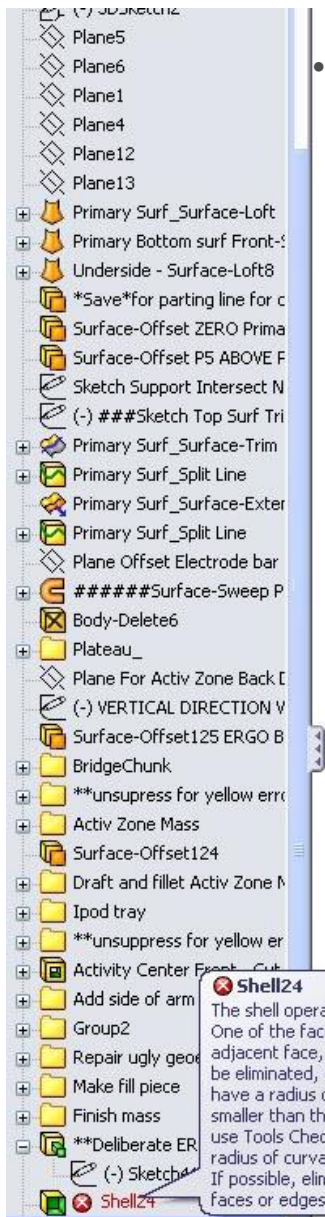
La temuta Yellow Shell Attenzione

- Fortunatamente, sappiamo come ottenere sempre un guscio di fallire!

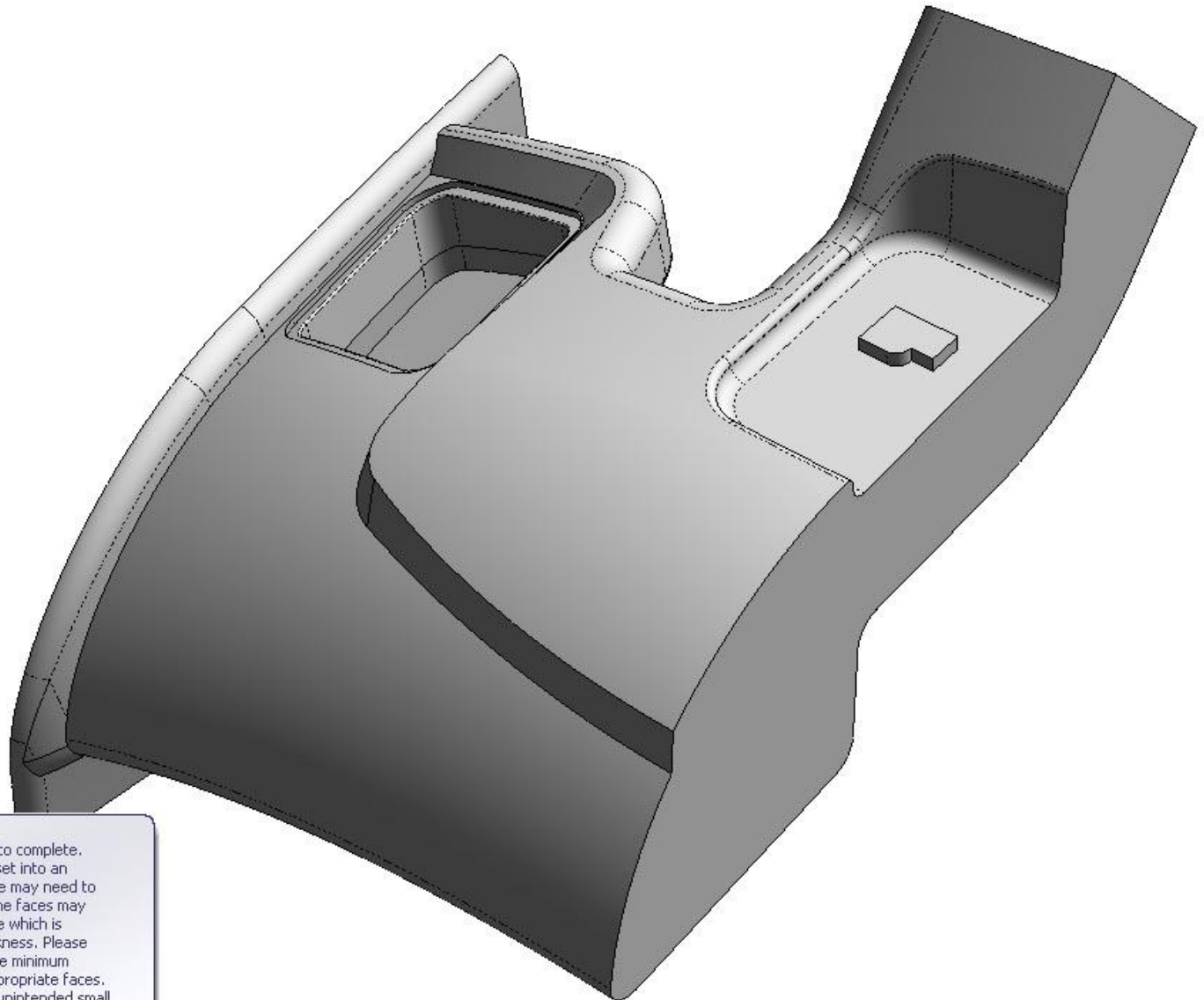


La temuta Yellow Shell Attenzione

• Sì!



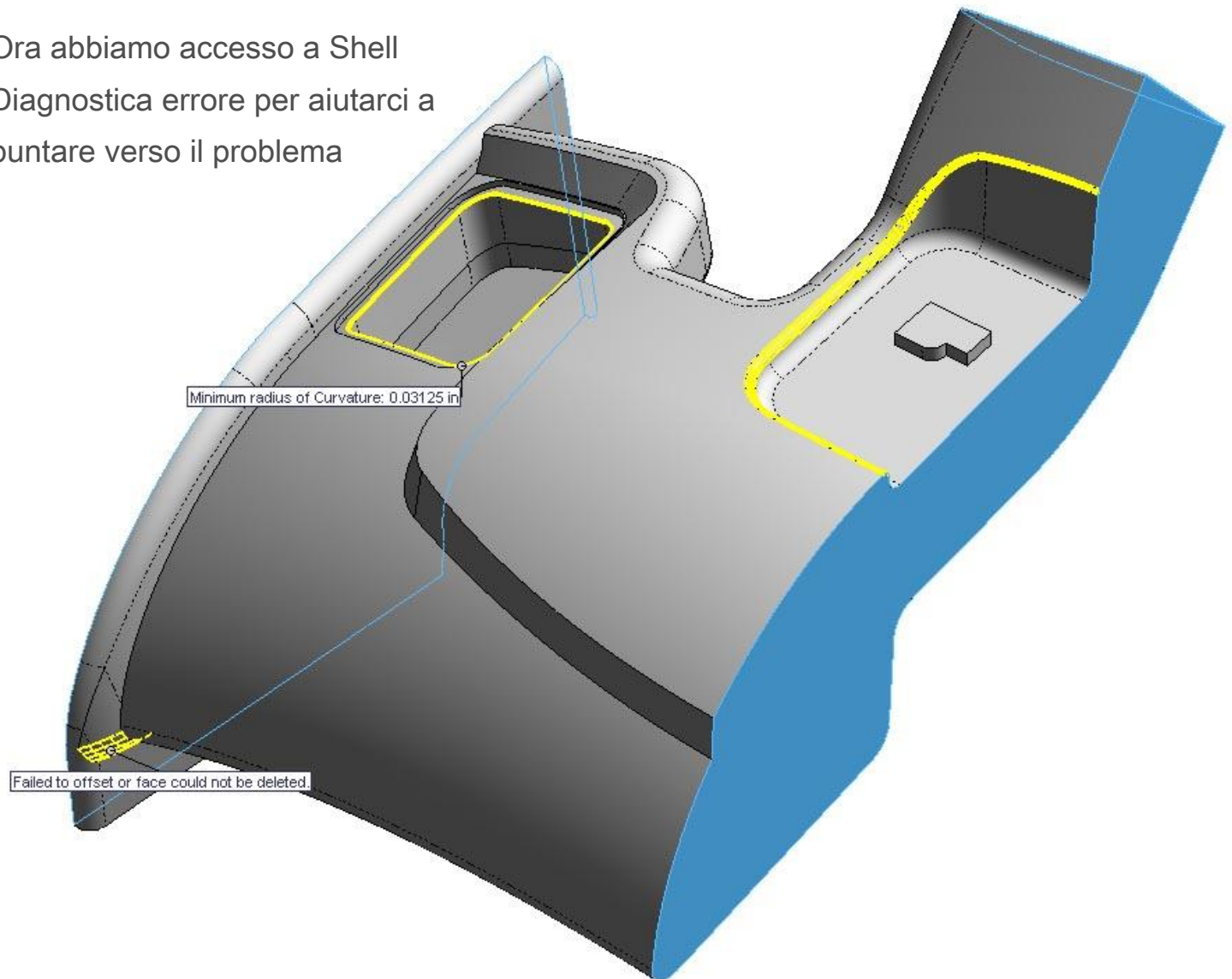
Shell24
The shell operation failed to complete. One of the faces may offset into an adjacent face, a small face may need to be eliminated, or one of the faces may have a radius of curvature which is smaller than the shell thickness. Please use Tools Check to find the minimum radius of curvature on appropriate faces. If possible, eliminate any unintended small faces or edges.



La temuta Yellow Shell Attenzione



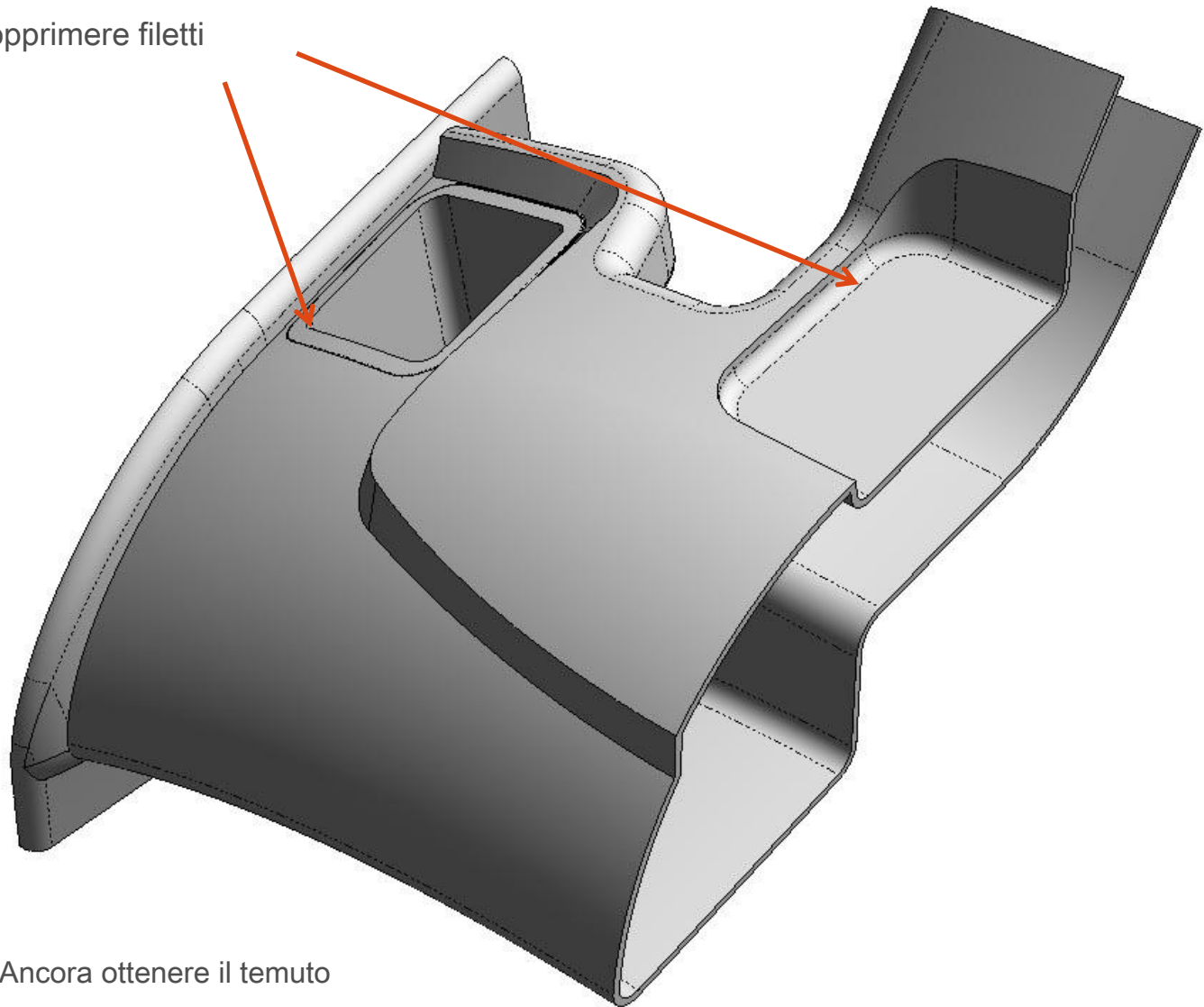
Ora abbiamo accesso a Shell
Diagnostics errore per aiutarci a
puntare verso il problema



Cache-zione della diagnostica di errore Shell



- sopprimere filetti

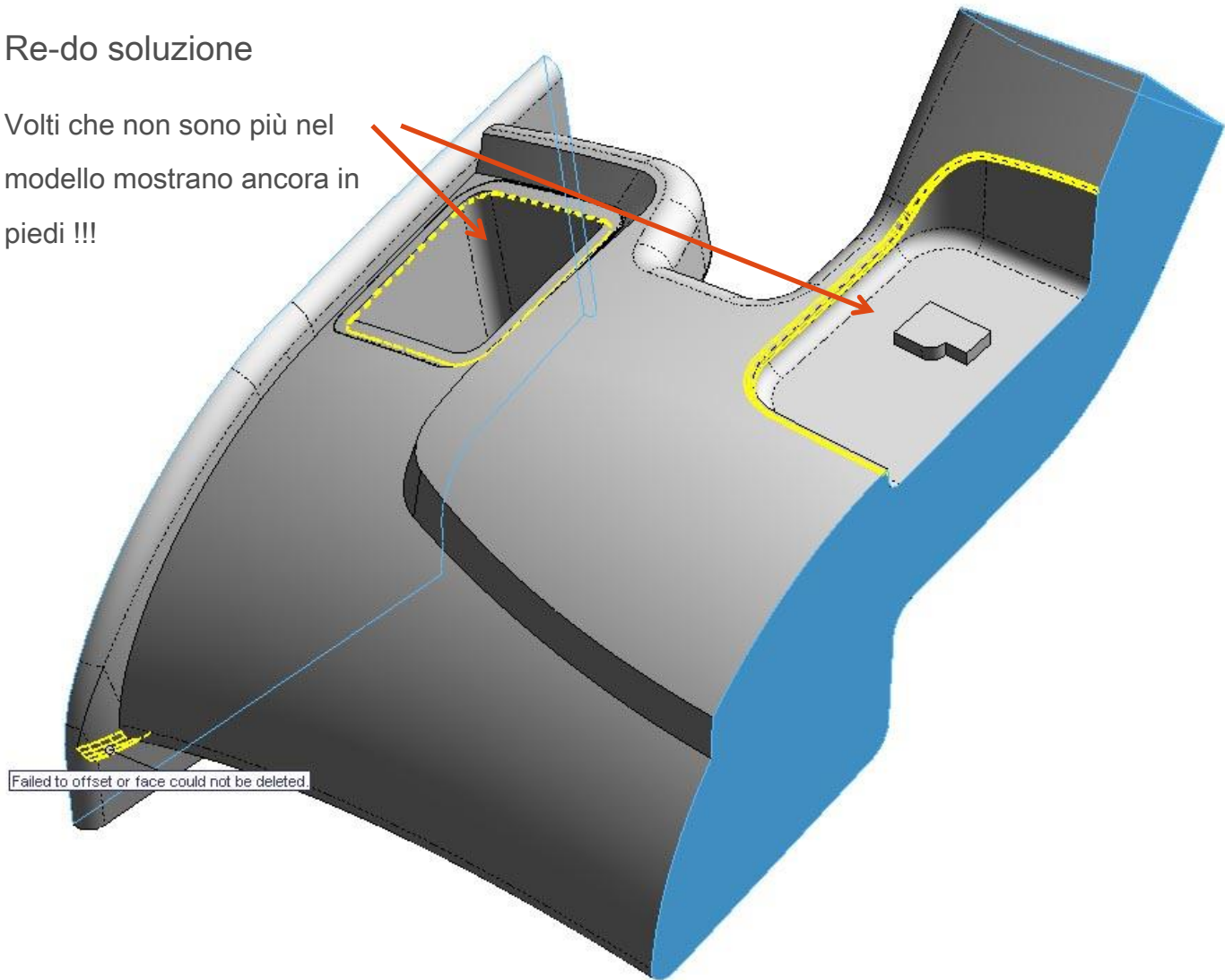


- Ancora ottenere il temuto
Giallo Shell Attenzione

Cache-zione della diagnostica di errore Shell

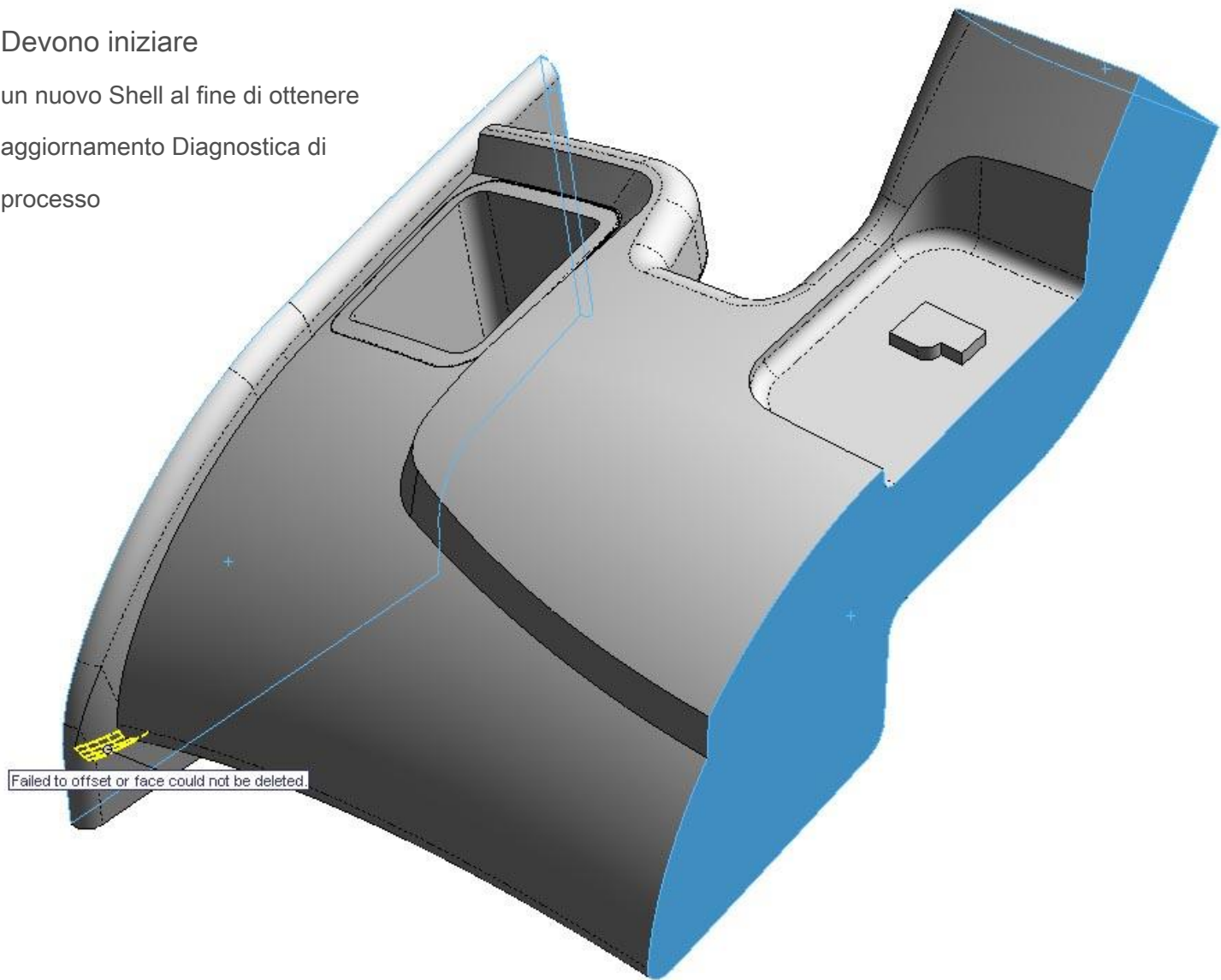


- Re-do soluzione
- Volti che non sono più nel modello mostrano ancora in piedi !!!

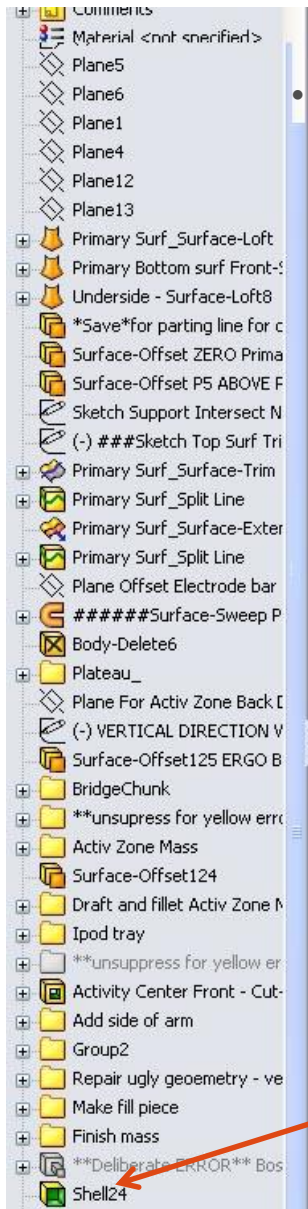


Cache-zione della diagnostica di errore Shell

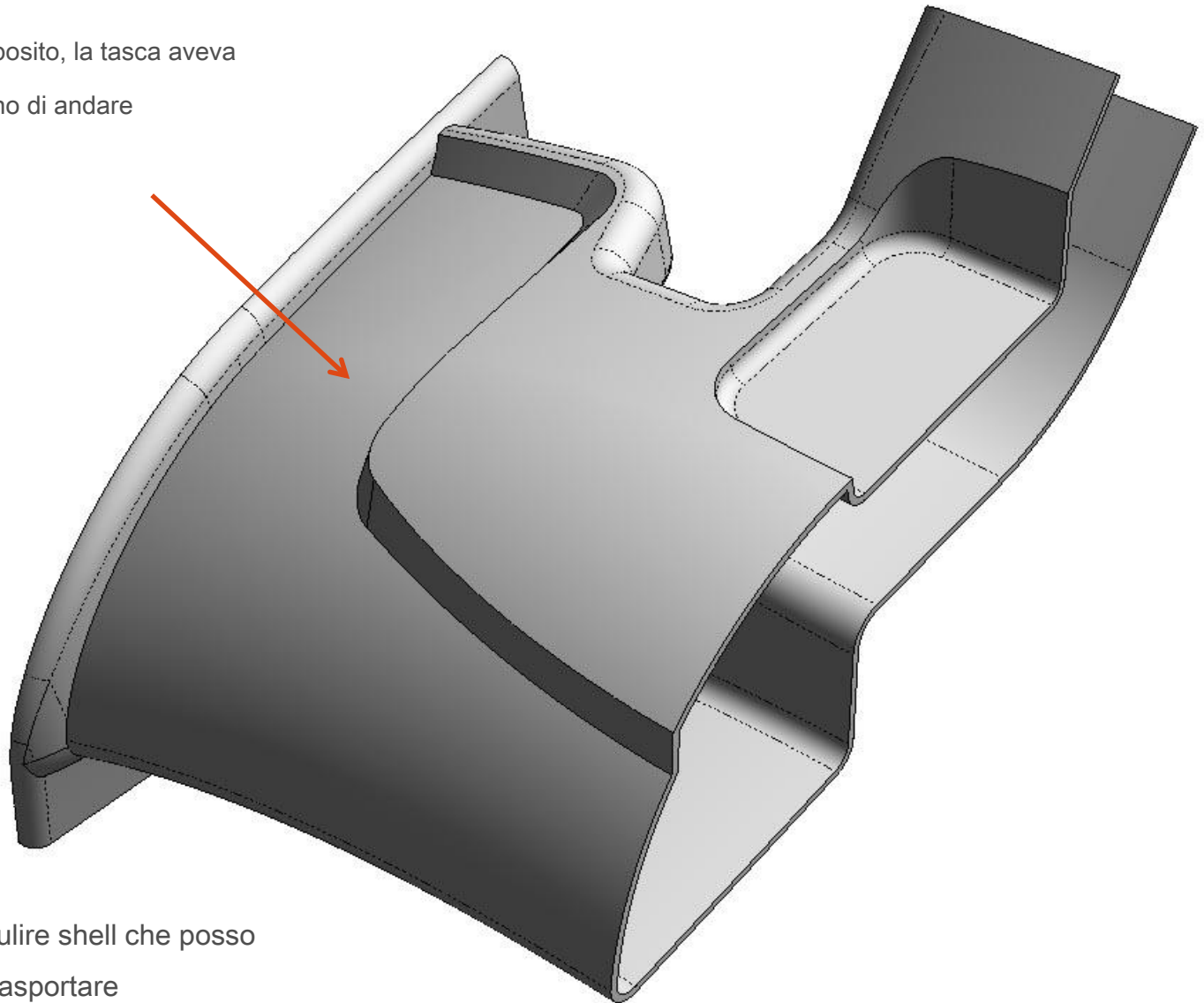
- Devono iniziare un nuovo Shell al fine di ottenere aggiornamento Diagnostica di processo



Fisso



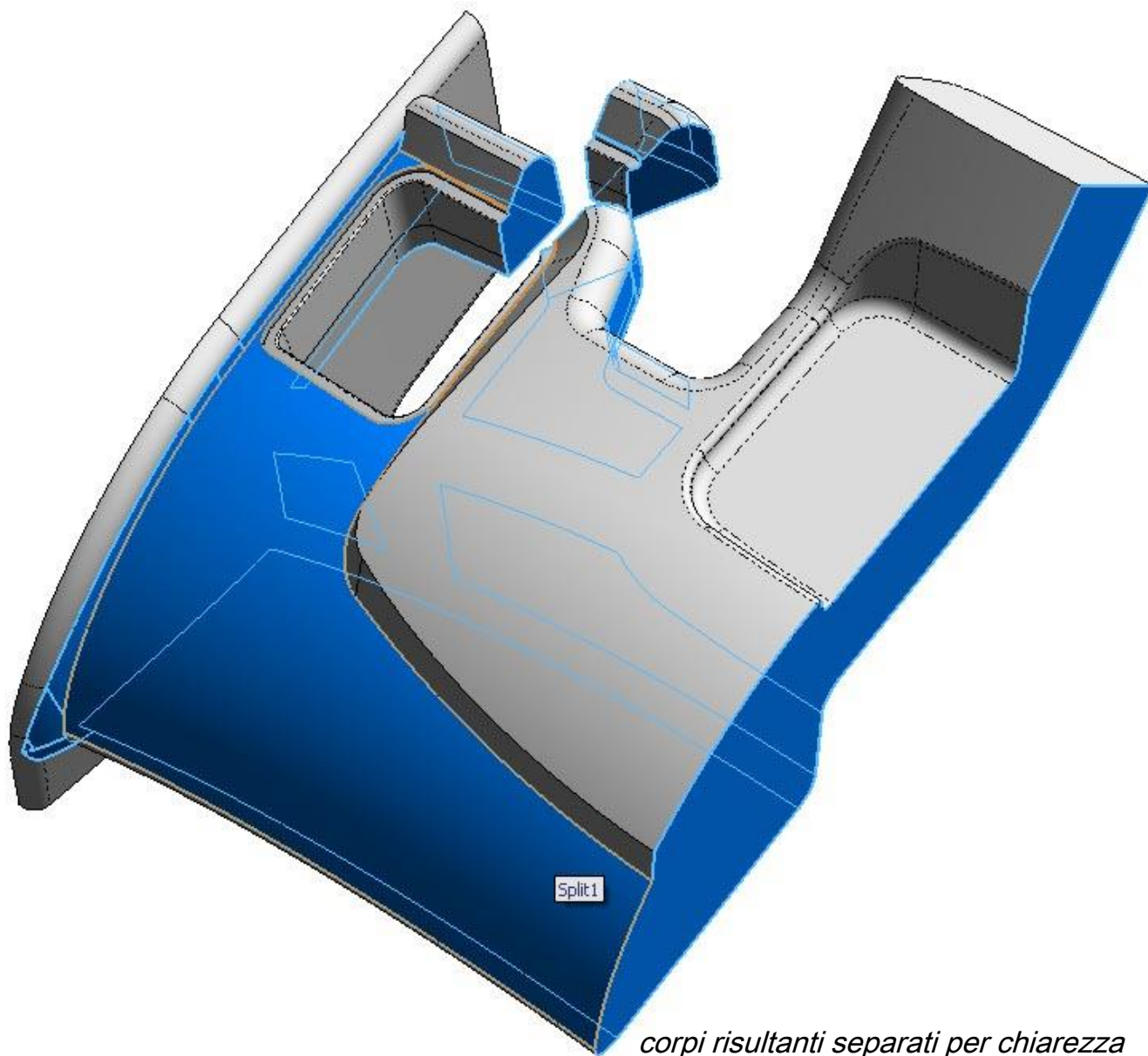
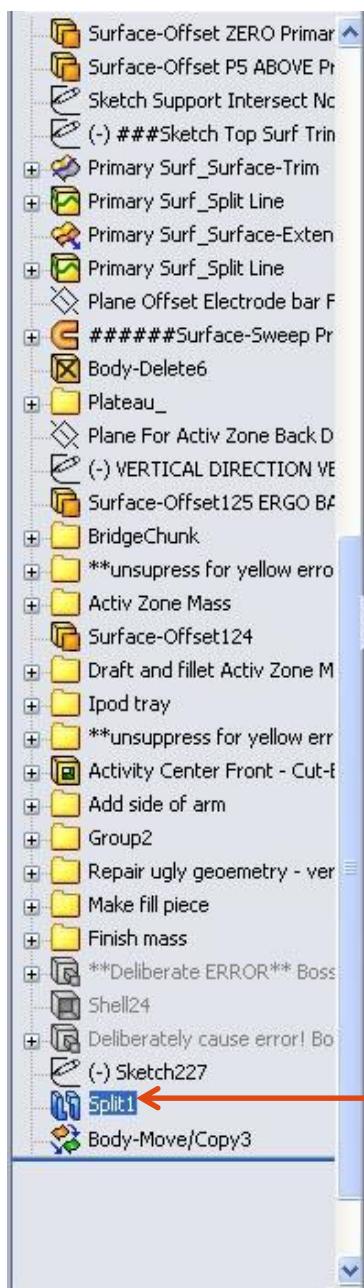
- A proposito, la tasca aveva bisogno di andare



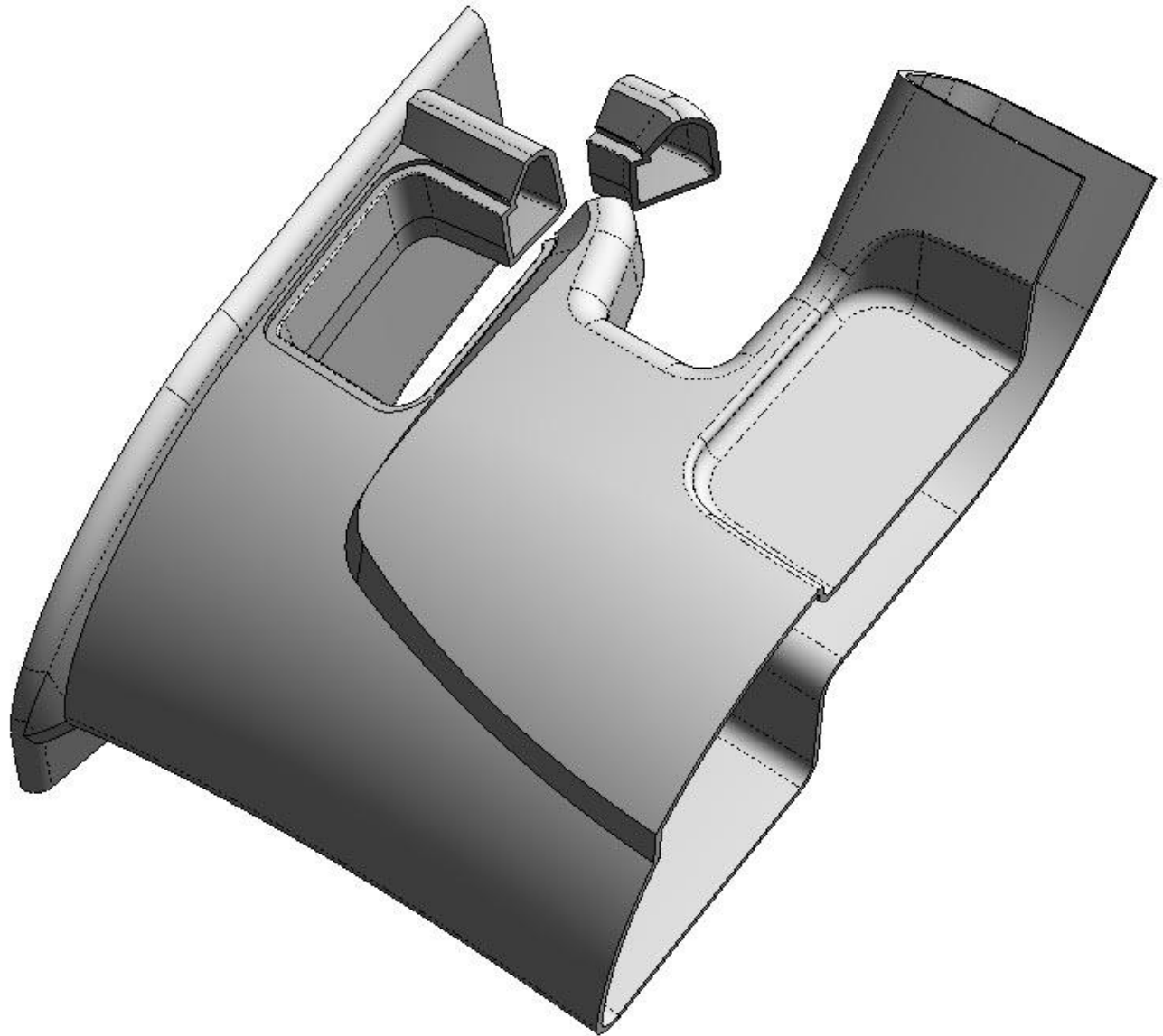
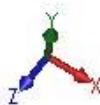
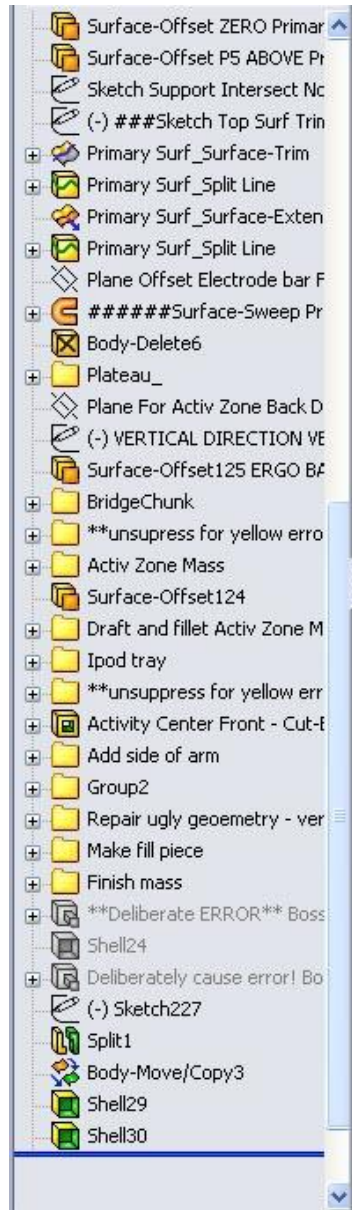
Pulire shell che posso

- trasportare

basta dividere la parte

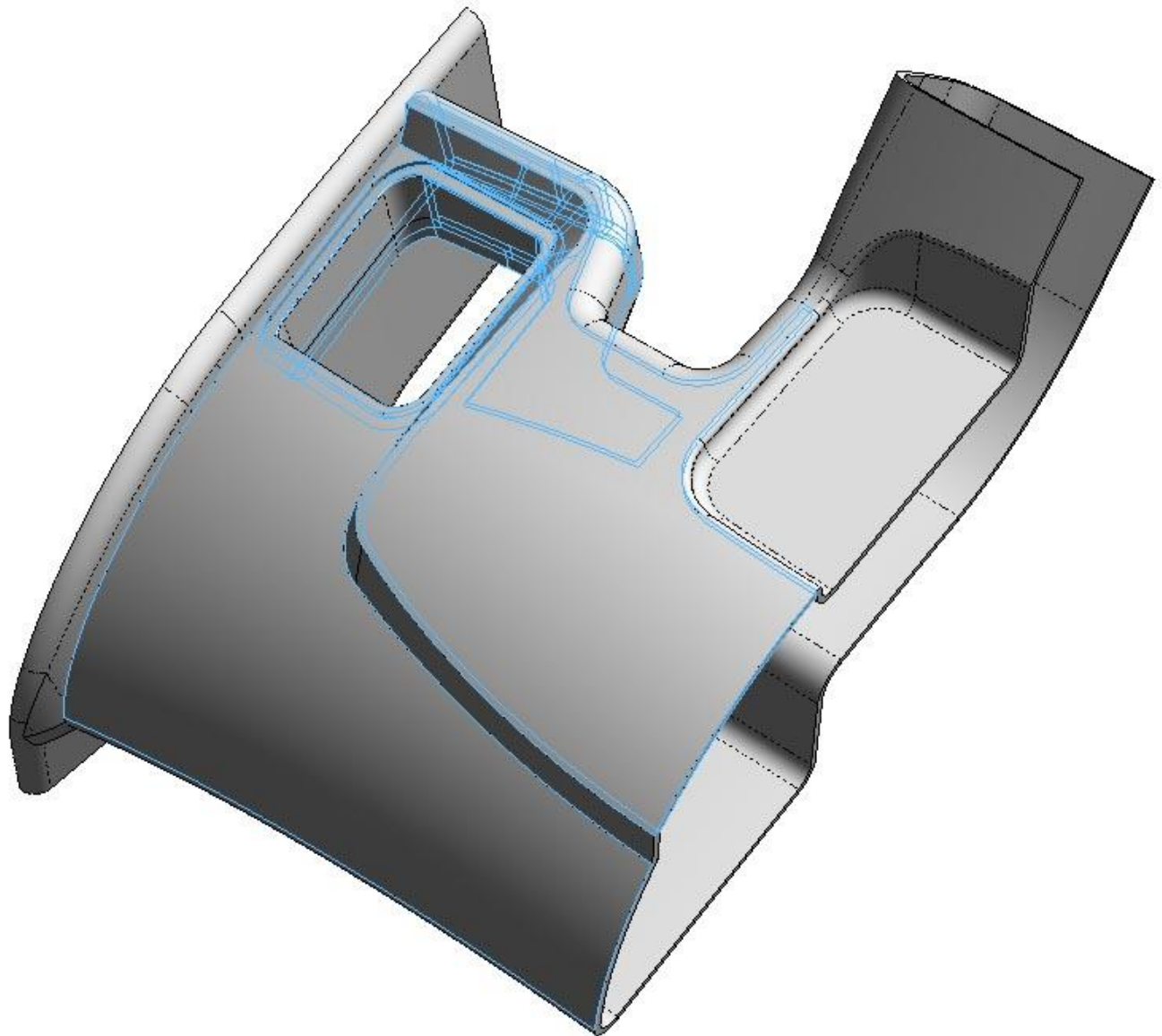
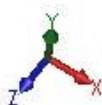
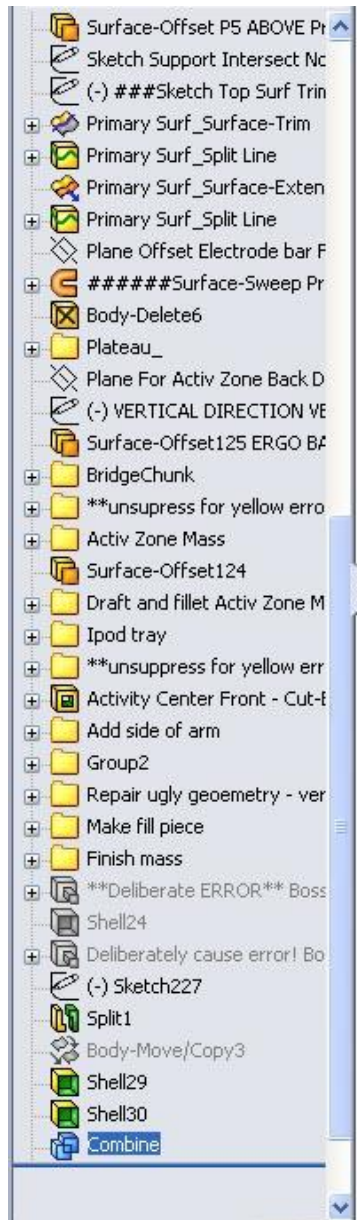


... Shell i corpi divisi



corpi risultanti separati per chiarezza

Poi si combinano ... e sì, passa Strumenti> Controllo



Poi si combinano ... e sì, passa Strumenti> Controllo

Mi auguro che ho
potrebbe dare una regola
per trovare la 'sweet spot'
per la divisione di una parte

...è la metà
istinto, metà arte

Quando ci si
avvicina, si sa solo

