A CAD Style Guide

Travis Schuh

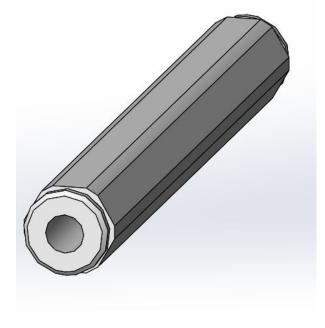


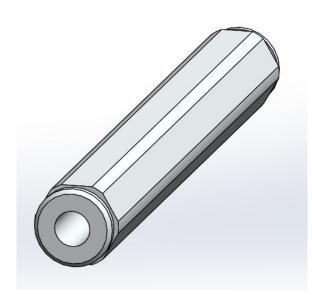
Goal: There are lots of ways to make the same CAD model, share some of the differences and some stylistic choices that I prefer

- Show how can get to the same model with different ways
- What are the benefits of having clean style
- Capturing the essence of the part (design intent)
- How do you reference different parts together
- Making things easy to update
- Tips and tools for working quickly



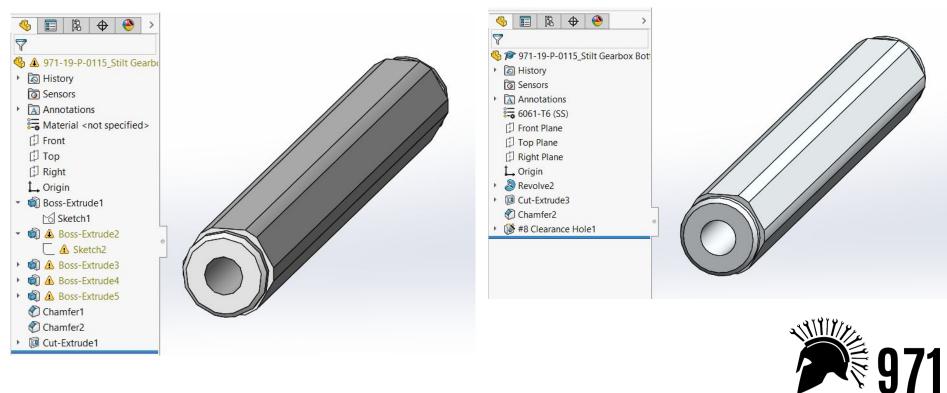
What is the Difference?





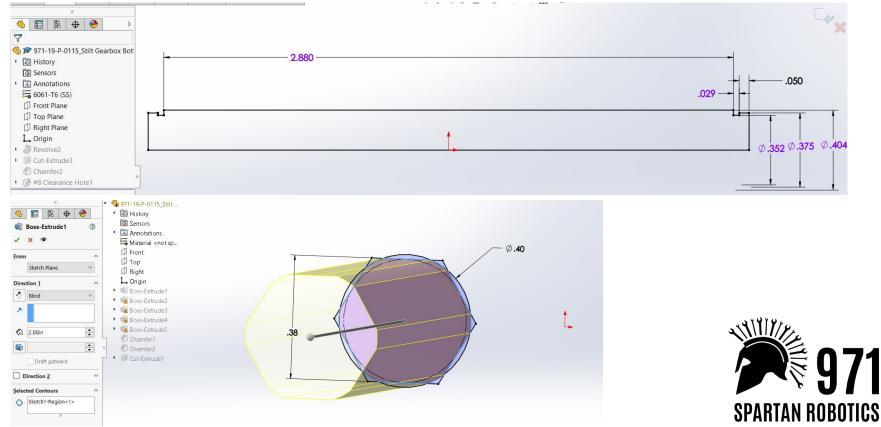


What is the Difference?



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What is the Difference?



Outline

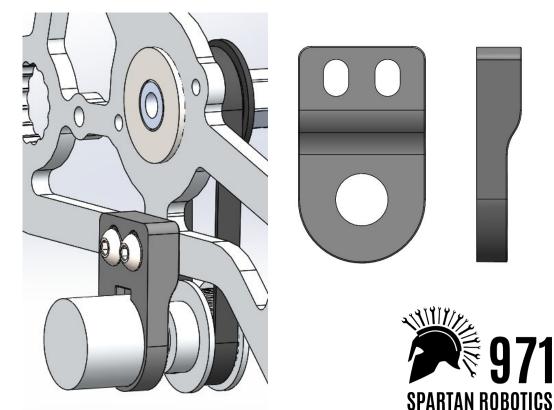
- Capturing Design Intent
- Making Models Easy to Update
- Creating Robust References
- Tips and Tools for Working Quickly

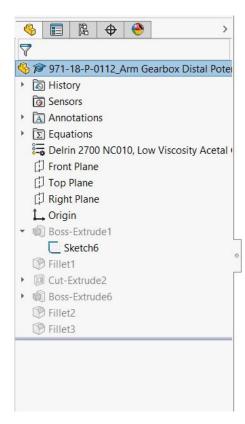


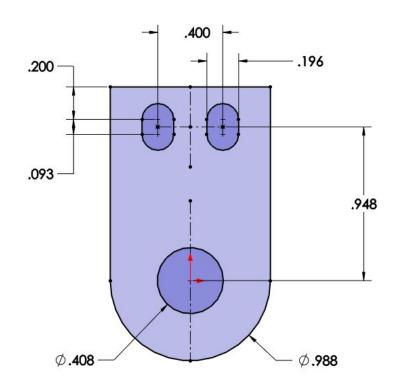
Capturing Design Intent



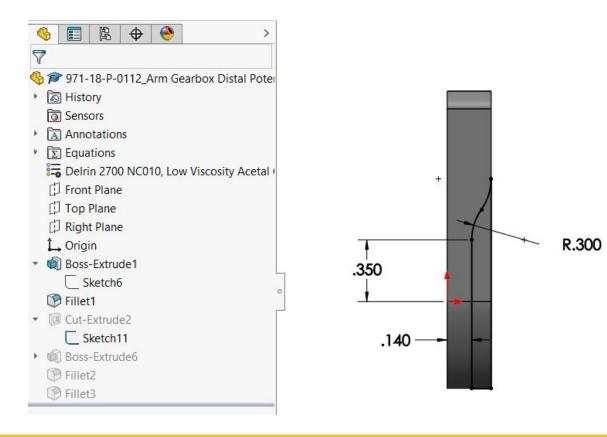
- Hold the potentiometer at the right belt pitch spacing
- 2) Hold the pulley in alignment





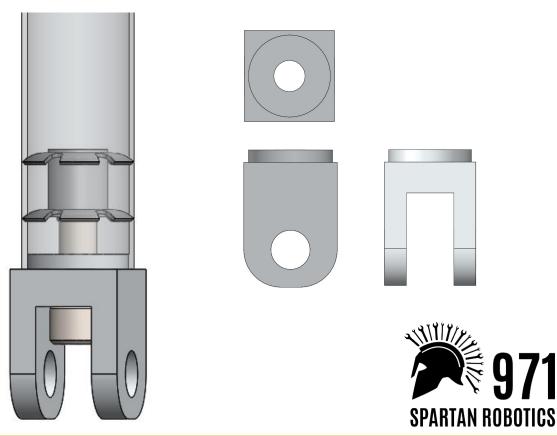


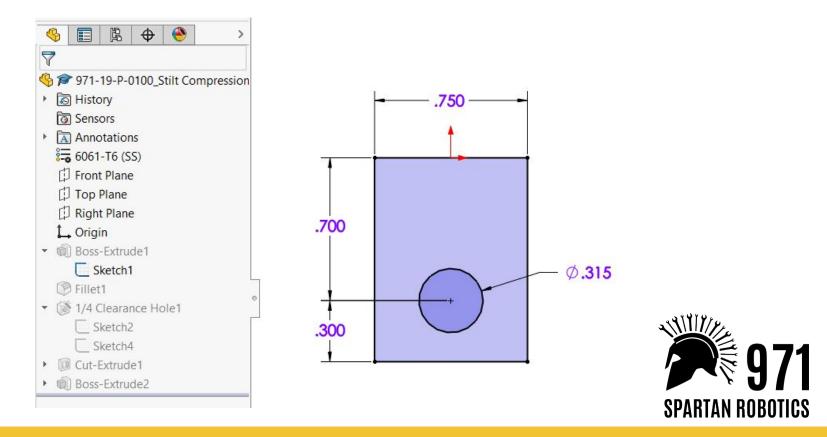


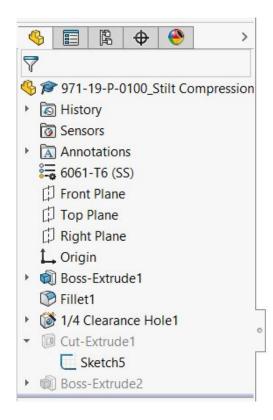


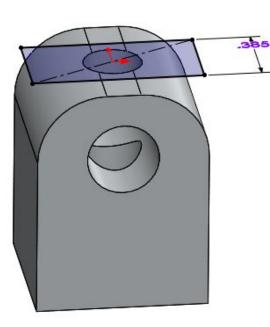


- 1) Form a pivot point
- 2) Clearance for a mounting bolt
- 3) Locate to the tube

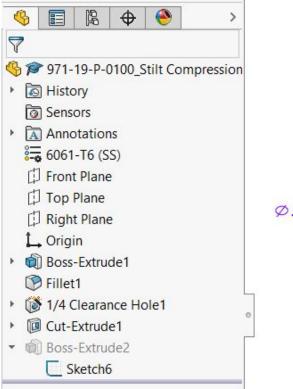


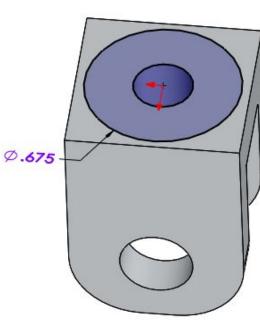




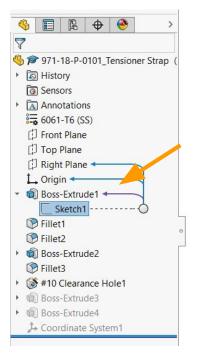


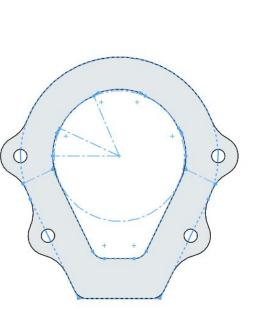


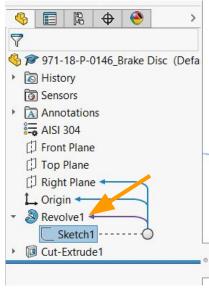


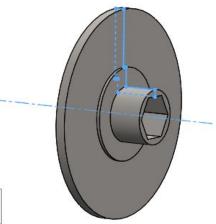






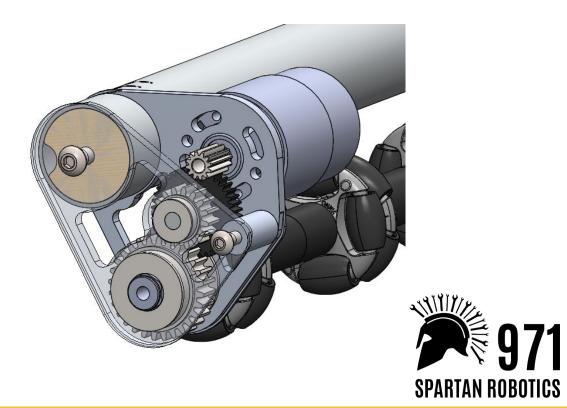


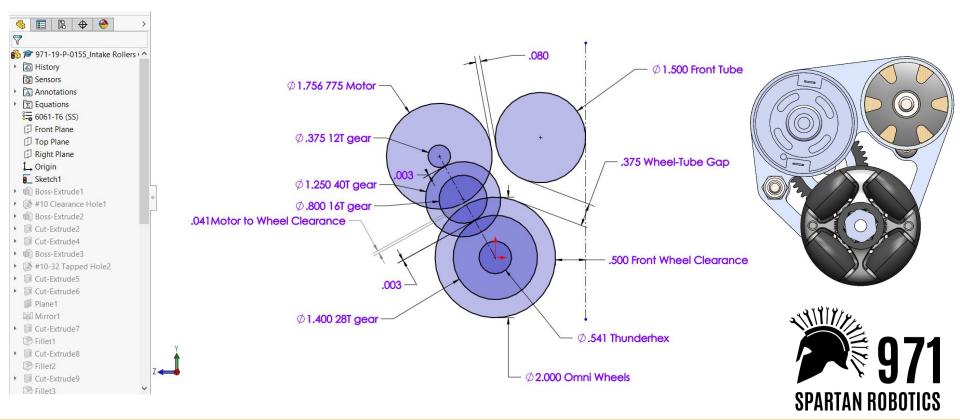


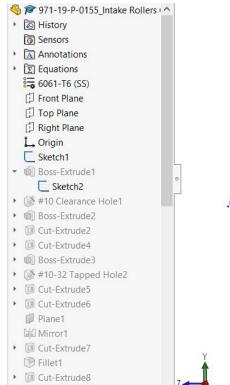


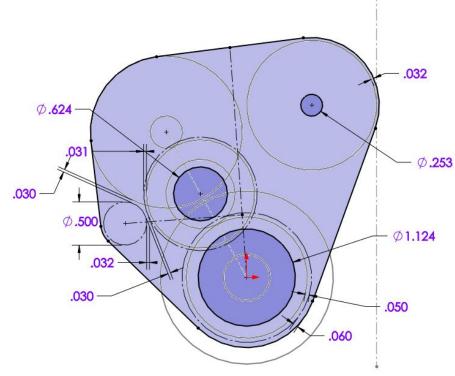


- Structural front tube
- Motor, wheel, tubes packed in a tight space
- Constrained by gear spacing

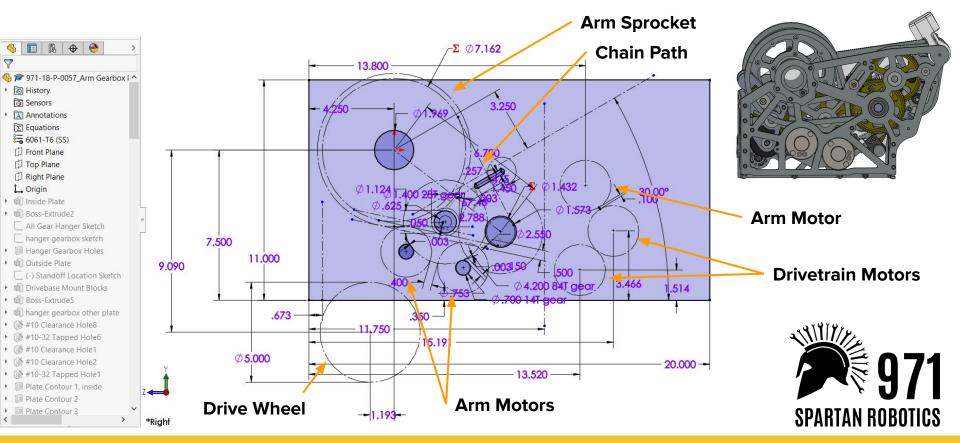


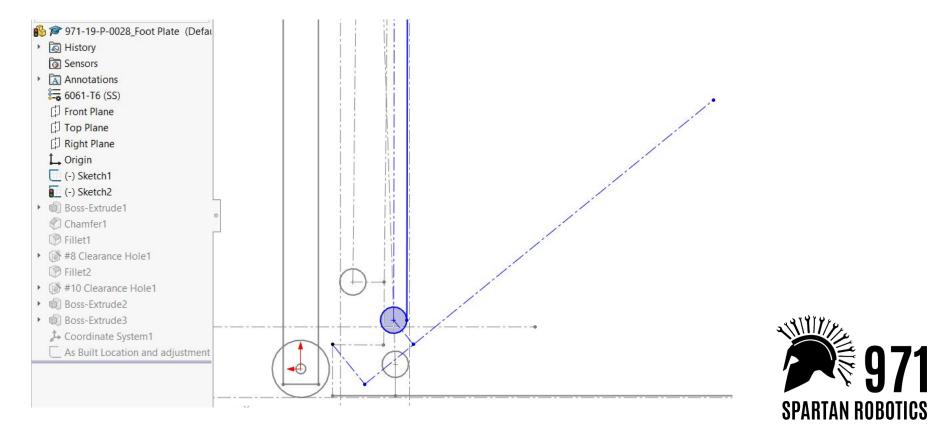




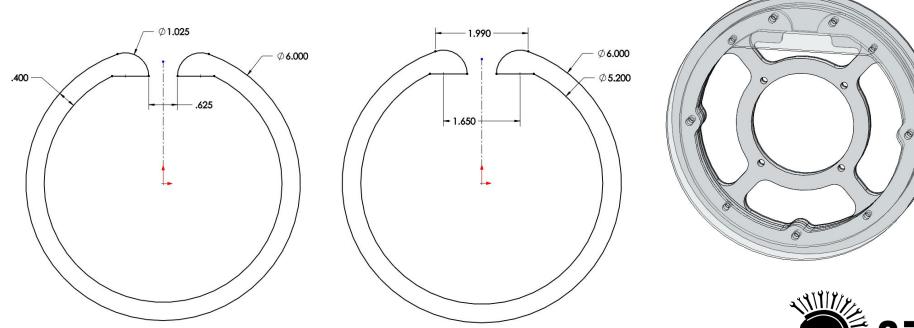






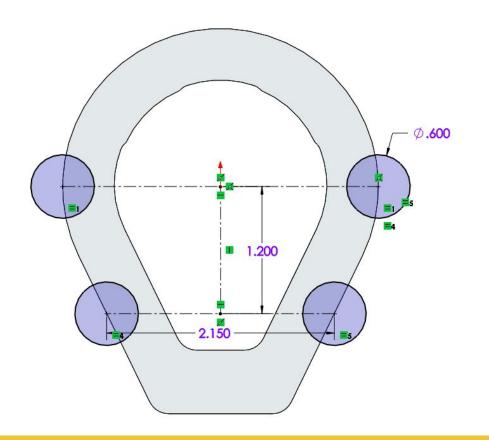


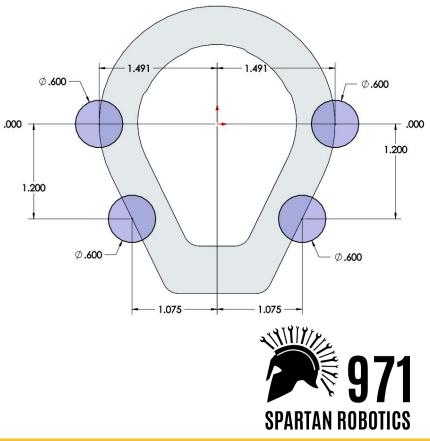
Choose dimensions based on what you care to control



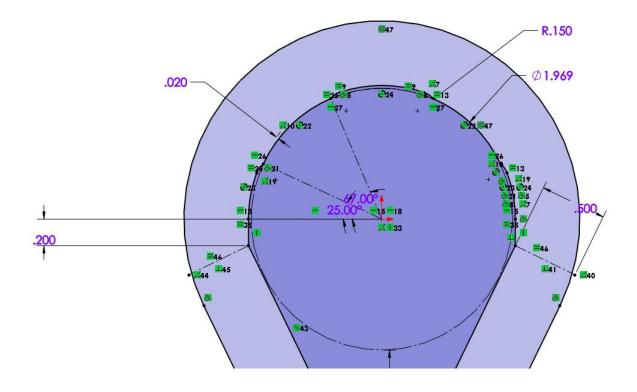


Use relationships to capture design intent



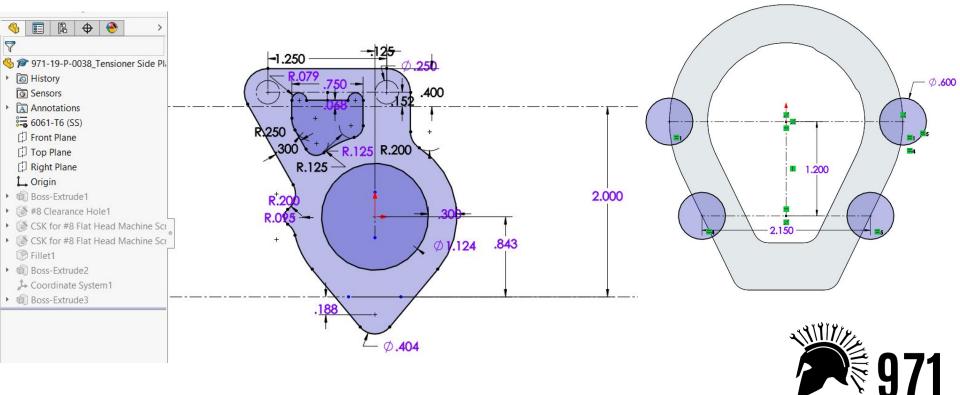


Use relationships to capture design intent



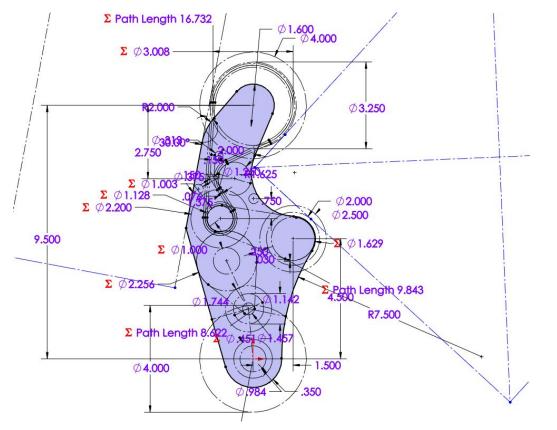


Use construction geometry



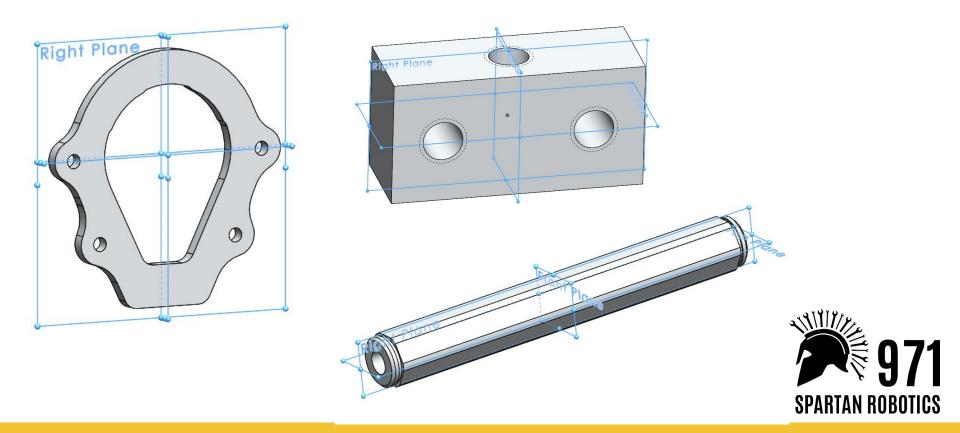
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Use construction geometry

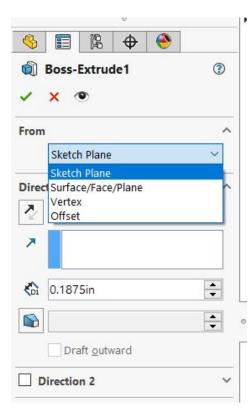




Place the origin in a logical spot (take advantage of symmetry)



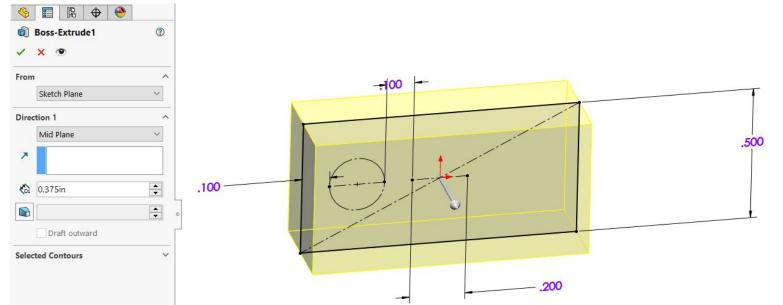
Use start and end conditions for extrudes



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	Sketch Plane	~
Dire	ction 1	^
2	Blind	\sim
	Blind	
^	Up To Vertex	
	Up To Surface	
Gi	Offset From Surface Up To Body	
	Mid Plane	
-		

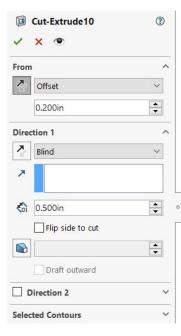


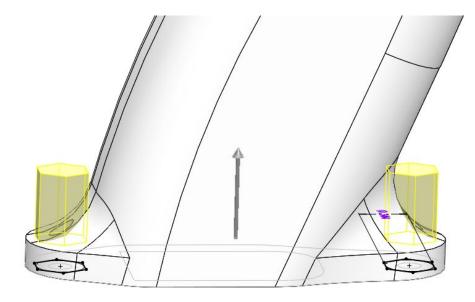
Use start and end conditions for extrudes





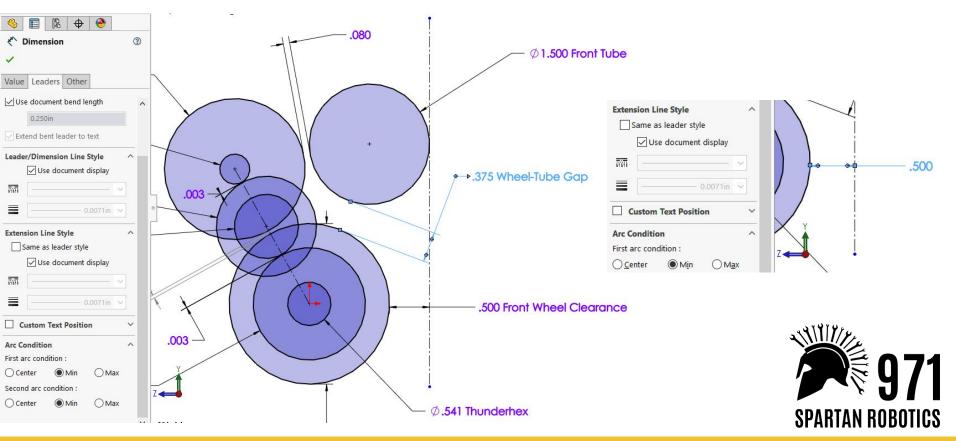
Use start and end conditions for extrudes







Use appropriate arc conditions for dimensioning to circles



Capturing Design Intent - Summary

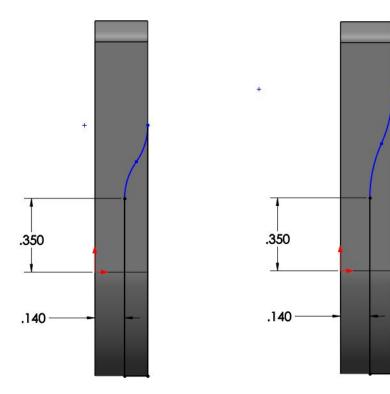
- Start with the feature/s that captures the design essence
- Try to capture intertwined design features in 1 sketch
- Choose dimensions based on what you care to control
- Use relationships to capture design intent, relationships often do a better job than dimensions
- Use construction lines
- Place the origin in a logical spot (take advantage of symmetry)
- Use of start and end conditions for extrudes
- Use appropriate arc conditions for dimensioning to circles

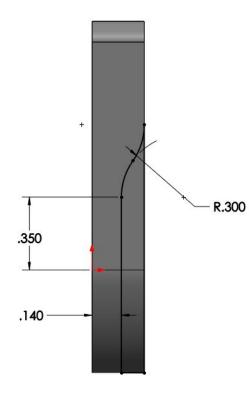


Making Models Easy to Update



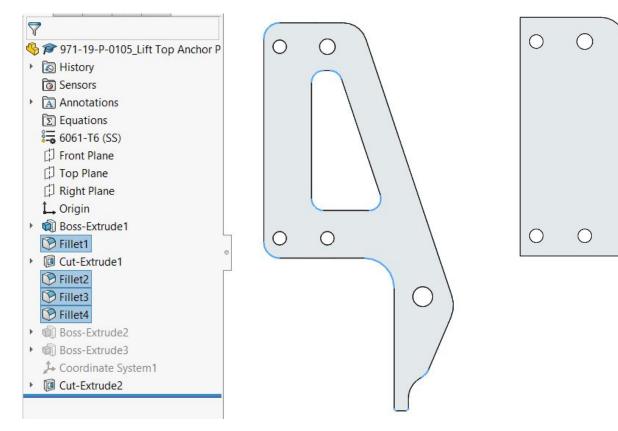
All sketches constrained





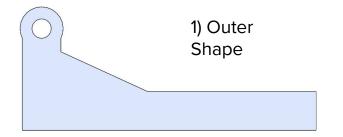


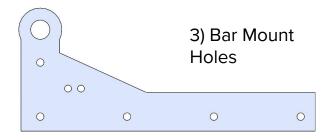
Filet in features rather than sketches





Split un-related items into multiple features





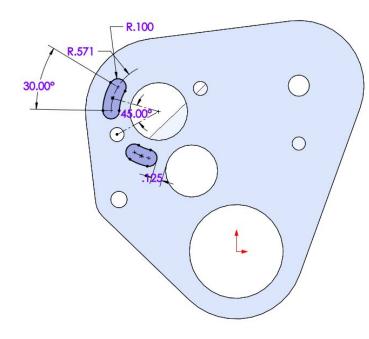
4) Lightening

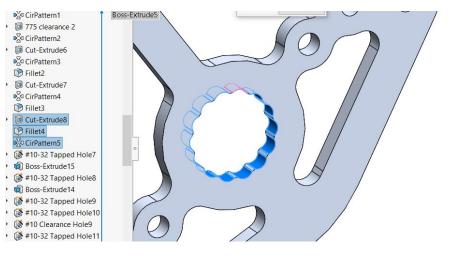
and Fillets





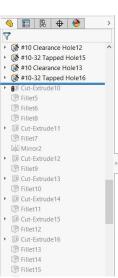
Split un-related items into multiple features

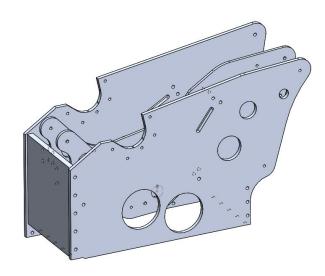


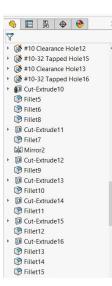


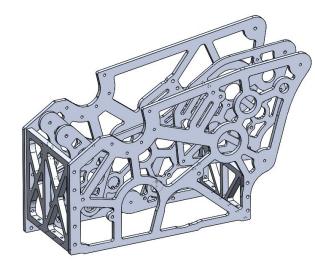


Lightening goes last

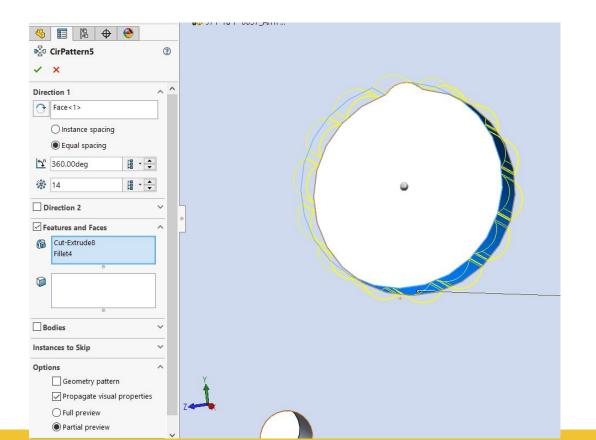




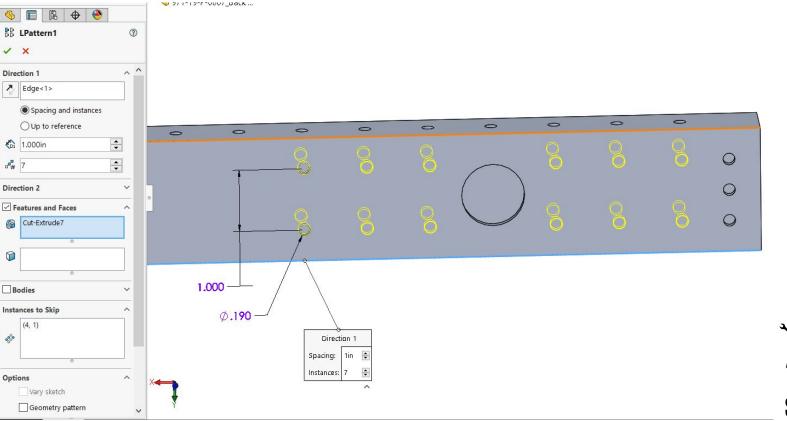




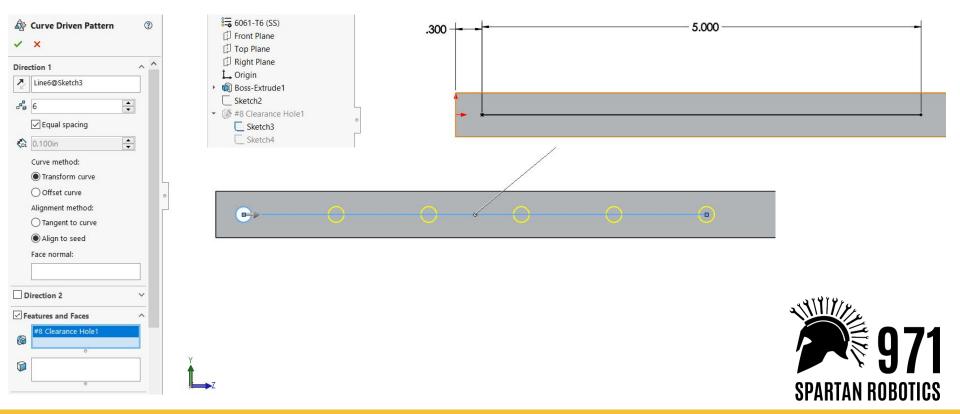




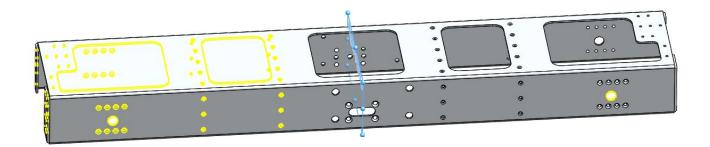






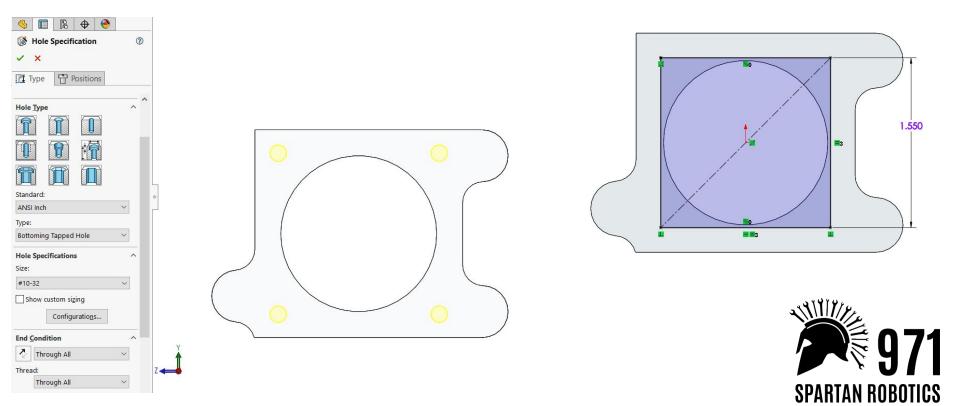


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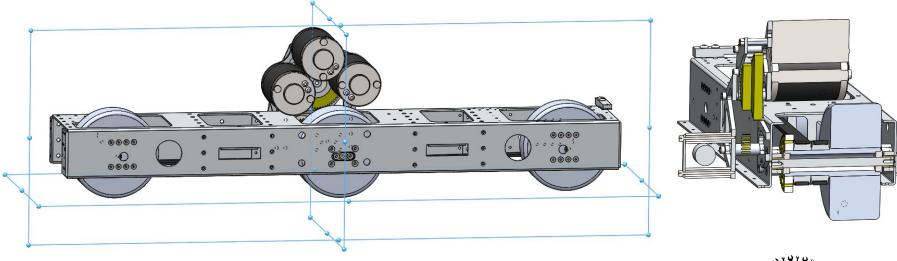




Use Hole Wizard when possible

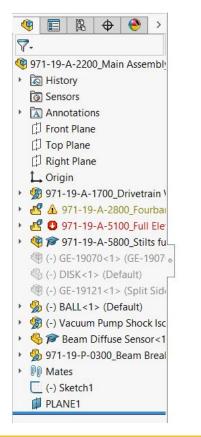


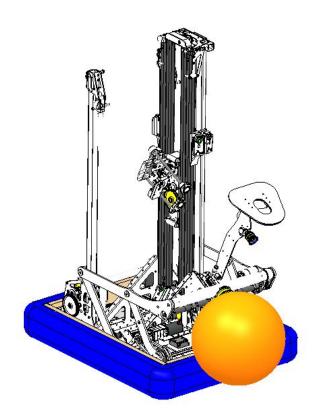
Origin and planes should be in logical spots in assemblies





Fix broken references and mates when you find them







Making Models Easy to Update - Summary

- All sketches constrained
- Fillets in features rather than sketches (unless key to geometric layout)
- Split un-related items into multiple features
- Lightening goes last
- Mirrors and linear patterns are better as features rather than sketches
- Use hole wizard when possible
- Origin and planes should be in logical spots in assemblies also (drop the first part in fixed to origin, mate origin to origin for location constraint)
- Fix broken references and mates when you find them



Creating Robust References



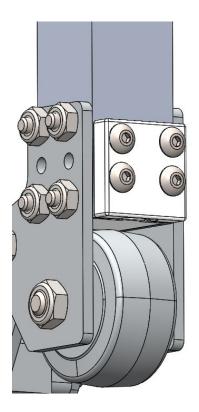
The Problem:

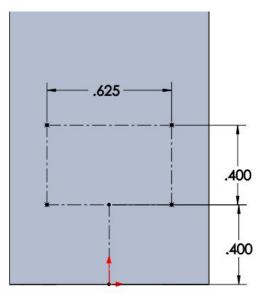
How do you make a bunch of parts in a complex assembly all line up?

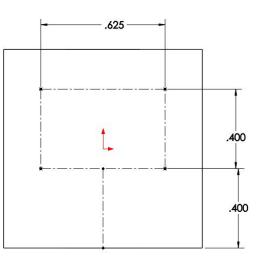
- Easy to create
- Easy to update/maintain



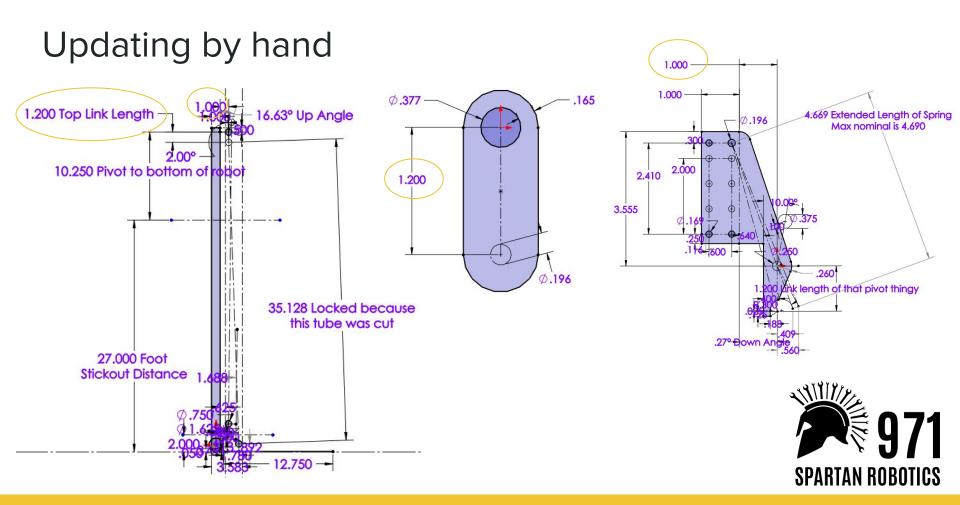
Updating by hand



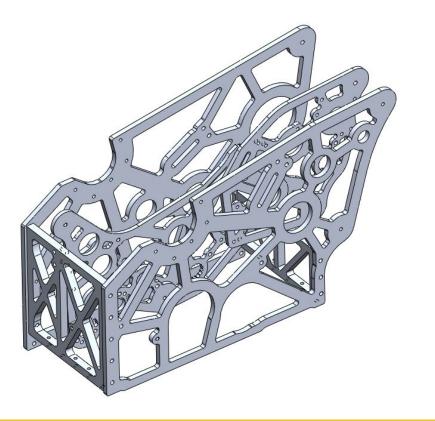








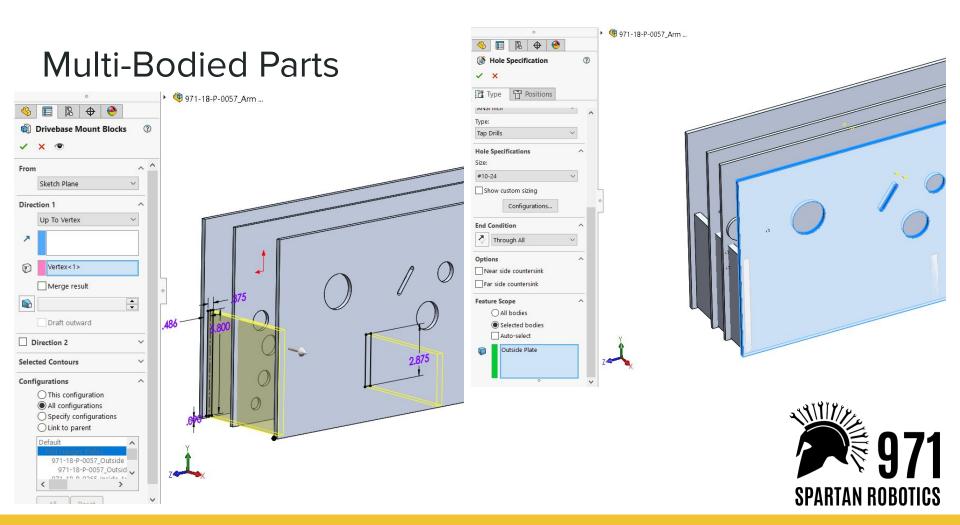
Multi-Bodied Parts











Multi-Bodied Parts

Configurations

- Image: Second Sec
 - Configuration Comments

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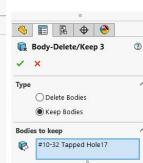
- ▼ 🖺 Default [971-18-P-0057_Arm Gearbox Plates]
 - 🝷 🏗 Not Hanger Plates [971-18-P-0057_Arm Gearb
 - T^P V 971-18-P-0057_Outside Arm Gearbox Plate
 - ▶ 🖺 971-18-P-0265_Inside Arm Gearbox Plate [
 - ▶ 🖺 971-18-P-0266_Small Drivebase Mount Blo
 - ▶ 🖺 971-18-P-0267_Large Drivebase Mount Blo
 - T^a_ 971-18-P-0268_Small Middle Gearbox Plate
 - T^a 971-18-P-0269_Large Middle Gearbox Plate
 - ⊨ 971-18-P-0295_Arm Gear Box Support Bloc
 - ▶ 🖺 971-18-P-0270_Hanger Gearbox Plate [971-18
 - T_ Sponsor Pannel Outside [971-18-P-0057_Arm]
 - ▶ 1 ____ Sponsor Pannel Inside [971-18-P-0057_Arm Ge

Fillet13

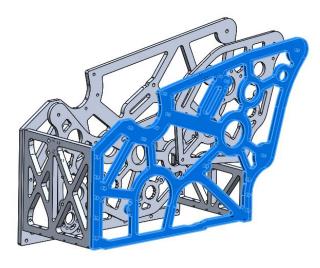
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- Fillet14
- #10-32 Tapped Hole17
- #10-32 Tapped Hole18
 - Body-Delete/Keep 1
 - Body-Delete/Keep 2
 - Body-Delete/Keep 3
- Comparison March Boss-Extrude16
- ♣ Coordinate System1
- Boss-Extrude17
 - Body-Delete/Keep 4
- Boss-Extrude18
 - ♣ Coordinate System2
- Boss-Extrude19
- Body-Delete/Keep 5
- Body-Delete/Keep 7
- 🗑 Boss-Extrude20
 - ♪ Coordinate System3
- 🔞 Boss-Extrude21
 - Body-Delete/Keep 8
- Boss-Extrude22
- 🎝 Coordinate System4
- Rody-Delete/Keep 9
- Boss-Extrude24
 - ♣ Coordinate System5

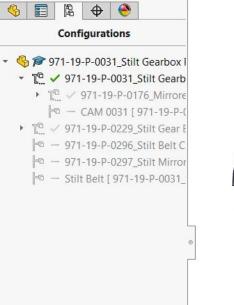


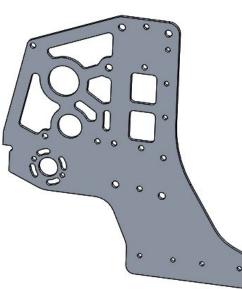
971-18-P-0057 Arm ...

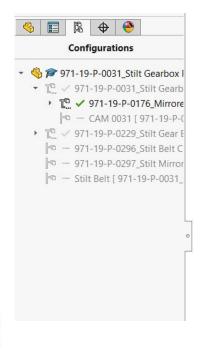


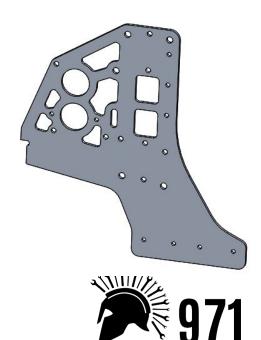


Configurations









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Solutions I have tried

	Pros	Cons		
Multi-Bodied Parts	 References contained in 1 part Easy to see everything at once 	 Models get large and complicated Hard to split into drawings 		
Updating by Hand	Parts stand aloneQuick for simple interfaces	- Not automatic		
Configurations	- Parts stand alone	- Hard to manage changes to configurations correctly for complex parts		
In-context features	- Fast to do	 Hard to debug problems Unwieldy/fragile assemblies Hard to separate out parts 		
Master part with split bodies	- All interface points captured in one model	 Hard to collaborate across multiple people Easy for links to break Hard to version 		
Equation Linked Dimensions	- Automatically updates	- Doesn't always work - Tedious		
Layout sketch blocks	- One source of reference	- Complex sketch, doesn't update well		



Tips and Tools for Working Quickly

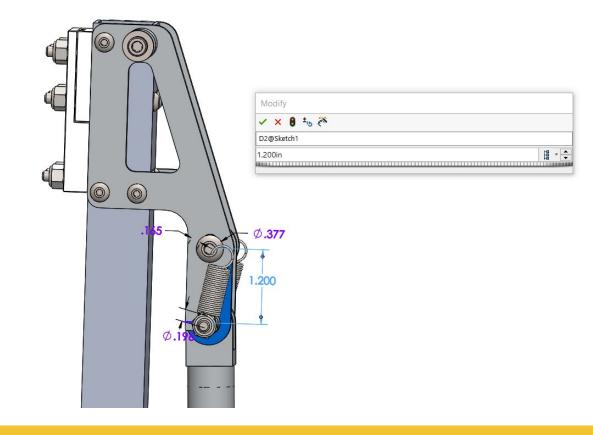


Learn to use shortcut keys

ategory:	All Commands	~	Print List Copy List		
<u>h</u> ow:	Commands with Keyboard Shortcuts	~	Reset to Defaults		
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Double click on faces to update dimensions





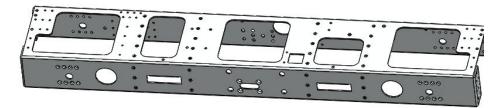
Label features and dimensions

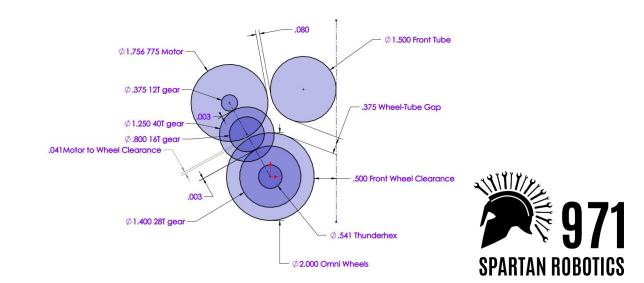
Top edge flange

- Gearbox output Bearing Hole Cut
- Gearbox output Bearing Hole Fillet
- Edge-Flange14
- Edge-Flange12
- 🕨 🗊 Tab1
- Tab2

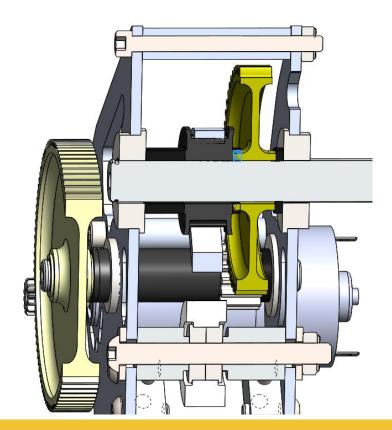
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- Cut-Extrude53
- Axle access holes through cut
- ide wheel cut
- iddle wheel cut
- Middle axle access window
- Outside mdl axle CSK for #10 Flat Head mic
- Inside mdl axle CSK for #10 Flat Head Mach
- Image: Weight Wei
- ITransmission Bolt Holes
- Image: Transmission Bolt Clearance Holes
- Dowel Pin clearance holes
- Image: Top Lightening Holes and Rib And Bumper
- ide rib holes
- Bottom Mount Holes
- Front-back flange holes
 Sketch143
- Tensioner CSK for #6 Flat Head Machine Sci
- CSK for #6 Flat Head Machine Screw3
- Ountersunk Poprivet holes
- ▶ 🗊 Inner Liahtenina Holes



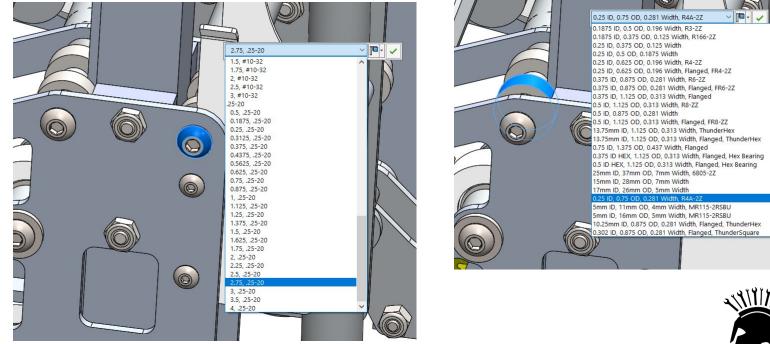


Use cross sections to check your work on shafts





Use part libraries for standard fasteners and parts





Segregate by assembly





Tips and Tools for Working Quickly - Summary

- Learn and use shortcut keys
- Double click on faces to update dimensions
- Label features and dimensions for ease of re-interpreting
- Use cross-sections to check your work on shafts
- Use parts libraries for standard fasteners and parts
- Segregate by assemblies



Thank You!

