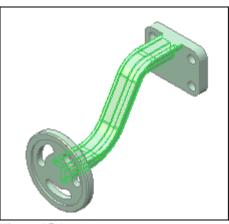
Lesson 15 Sweeps



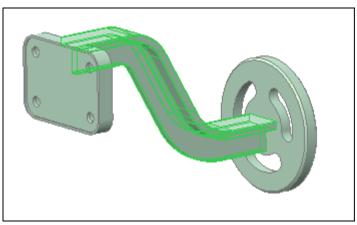


Figure 15.1 Bracket

OBJECTIVES

- Create a constant-section sweep feature
- Sketch a **Trajectory** for a sweep
- Sketch and locate a **Sweep section**
- Understand the difference between adding and not adding Inner Faces
- Be able to **Edit** a sweep

REFERENCES AND RESOURCES

For **Resources** go to <u>www.cad-resources.com</u> > click on the PTC Creo Parametric 3.0 Book cover

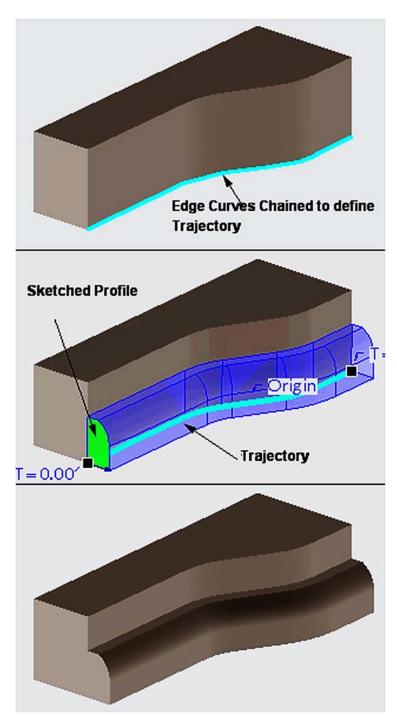
- Lesson Lecture
- Book Projects PDF
- Project Lectures
- Quick Reference Card
- Configuration Options

SWEEPS

A Sweep is created by sketching or selecting a *trajectory* and then sketching a *section* to follow along it. The Bracket, shown in Figure 15.1, uses a simple sweep in its design. A *constant-section sweep* (Fig. 15.2) can use either trajectory geometry sketched at the time of feature creation or a trajectory made up of selected datum curves or edges. The trajectory [Figs. 15.3 (a-c)] must have adjacent reference surfaces or be planar. When defining a sweep, Creo Parametric 3.0 checks the specified trajectory for validity and establishes normal surfaces.



Figure 15.2 Sweep Forms



Figures 15.3(a-c) Sweep Trajectory and Section

Lesson 15 STEPS

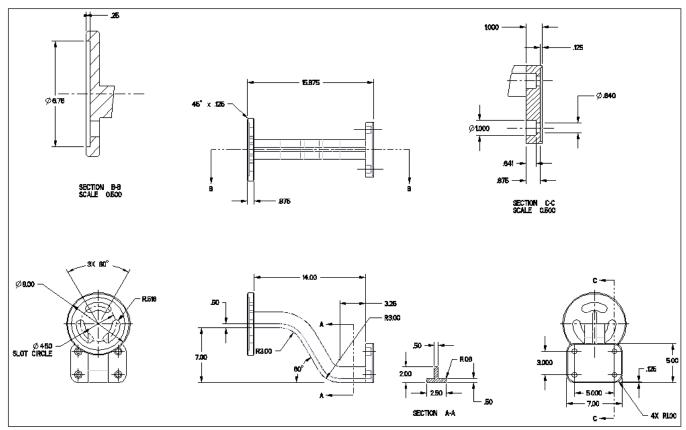


Figure 15.4 Bracket Detail

Bracket

The Bracket (Fig. 15.4) requires the use of the Sweep command. The T-shaped section is swept along the sketched *trajectory*.

Start a new part. Press: Ctrl+N > Name bracket > Enter > File > Prepare > Model Properties

- **Material** = al6061.mtl
- Units = Inch lbm Second

Set Datum and **Rename** the default datum planes and coordinate system:

- Datum TOP = C
- Datum FRONT = A
- Datum RIGHT = B
- Coordinate System = **CSYS_SWEEP**

In the Model Tree, click on **BRACKET.PRT** > **RMB** > **Info** > **Model** [Fig. 15.5(a)] > close the browser panel > in the Graphics Window, **LMB** to deselect

Color: set the model color as desired [Fig. 15.5(b)]

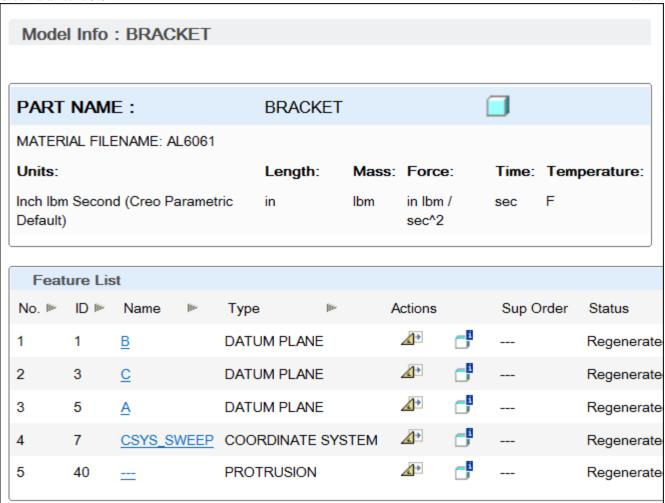


Figure 15.5(a) Bracket Information (your Browser Window information may appear differently)



Figure 15.5(b) Bracket Color (your display may appear differently)

The extrusions on both sides of the swept feature are to be created with the dimensions shown in Figures 15.6(a-j).

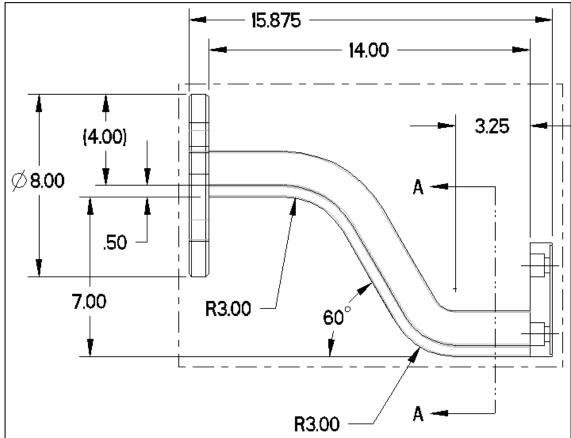


Figure 15.6(a) Bracket Drawing, Front View

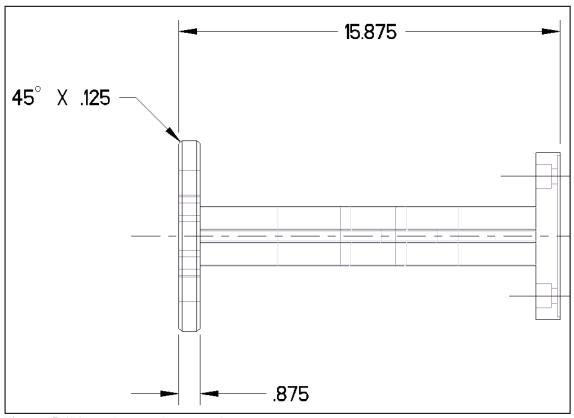


Figure 15.6(b) Bracket Drawing, Top View

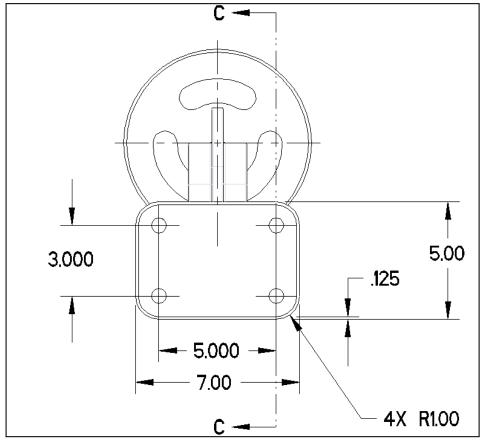


Figure 15.6(c) Bracket Drawing, Right Side View

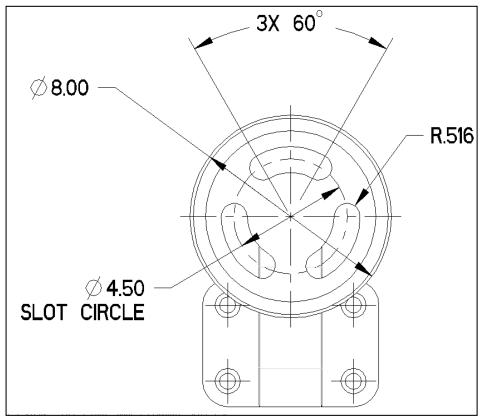


Figure 15.6(d) Bracket Drawing, Left Side View

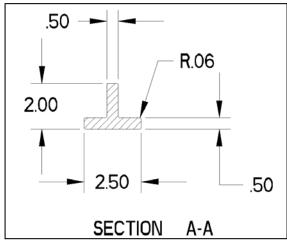


Figure 15.6(e) SECTION A-A

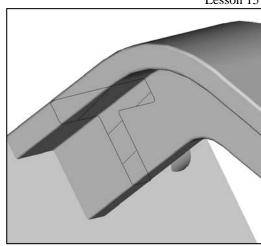


Figure 15.6(f) Swept Arm

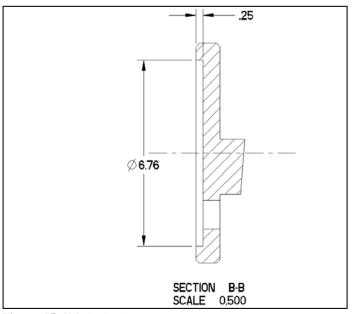


Figure 15.6(g) SECTION B-B

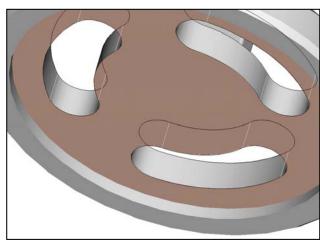


Figure 15.6(h) Cut

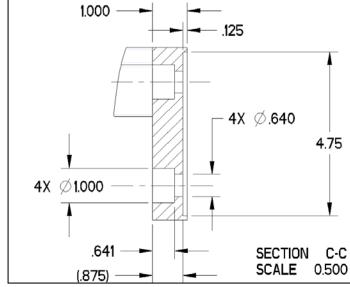


Figure 15.6(i) SECTION C-C

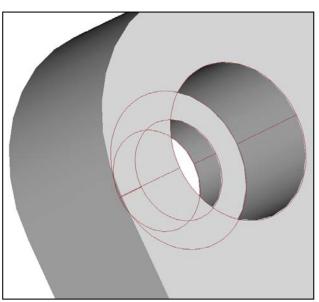


Figure 15.6(j) Counterbore Hole

Start by modeling the first feature [Fig. 15.7(a)], it will be used to establish the sweep's position in space. Sketch the extrusion on datum **A** (**FRONT**) [Fig. 15.7(b)] and centered on **B** (**RIGHT**) and **C** (**TOP**). After having SET Datum Tag annotations and renaming the default datum planes: pick datum **B** from the Model Tree > **RMB** > **Properties** > **Text Style** > Height **0.15625** > **Enter** > **Apply** > **OK** > **OK** > repeat for datum **C** and datum **A** > **Ctrl+D** > in the Graphics Window, **LMB** to deselect > **Ctrl+S** > **OK**

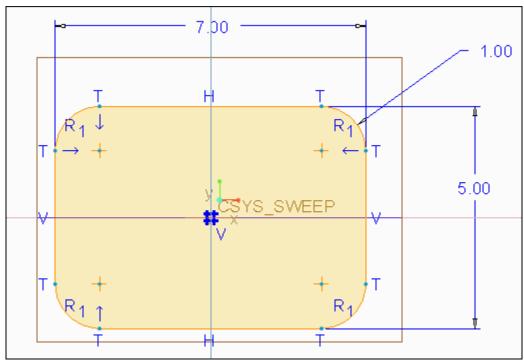


Figure 15.7(a) Bracket's First Section

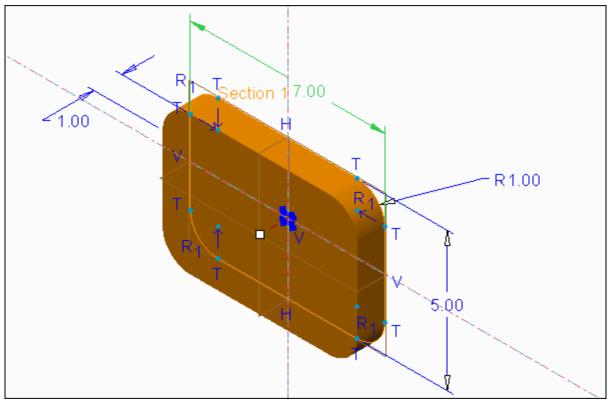


Figure 15.7(b) Completed Extrusion

Click: Sweep Sketch > select datum **B** as the sketching plane [Fig. 15.8(a)] > Orientation

Top > Sketch > in the Graphics Window, press RMB > References > in the References dialog box, delete datums **A** and **C** and add the front and top faces of the first extrusion [Fig. 15.8(b)] > Solve > Close

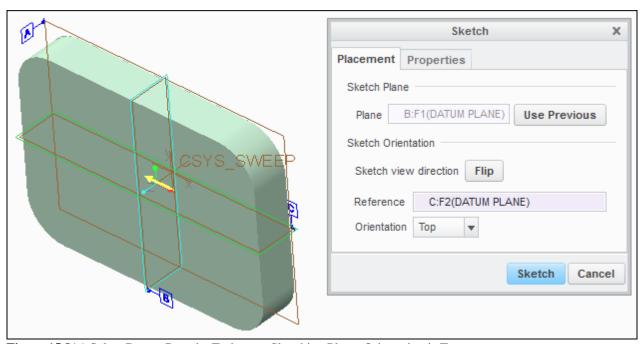


Figure 15.8(a) Select Datum B as the Trajectory Sketching Plane, Orientation is Top

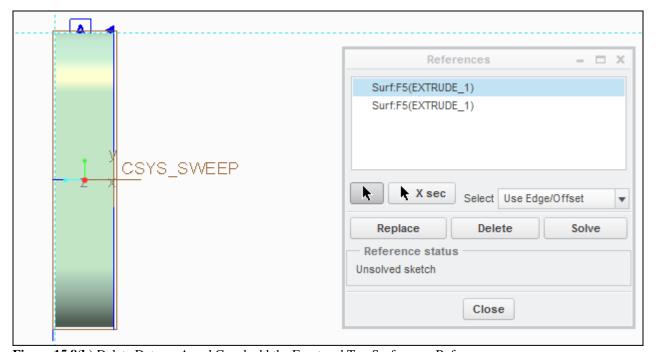


Figure 15.8(b) Delete Datums A and C and add the Front and Top Surfaces as References

Sketch [Fig. 15.8(c)], add fillets, dimension, and modify the trajectory [Fig. 15.8(d)] >



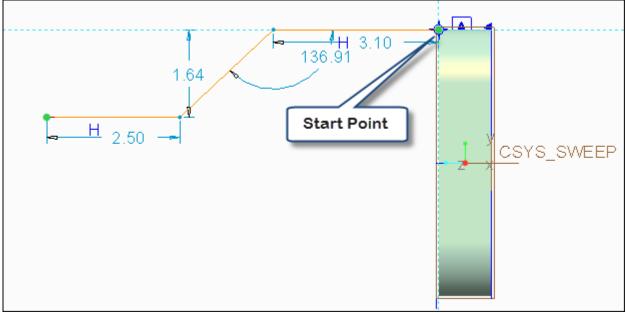


Figure 15.8(c) Sketch the Three Lines. Start the trajectory by sketching a horizontal line from this position.

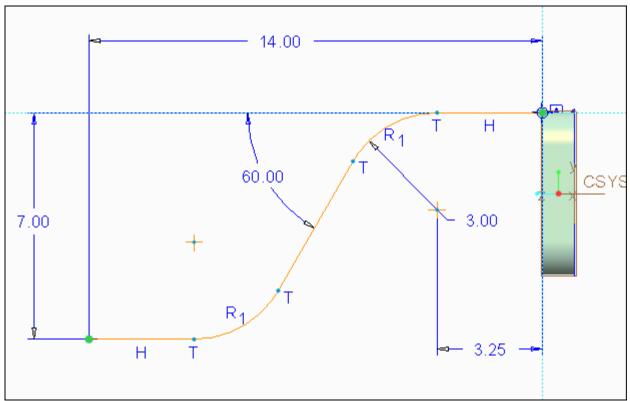


Figure 15.8(d) Completed Sketch

Press: **MMB** to spin the model > **Resumes the previously paused tool** [Figs. 15.8(e-f)]

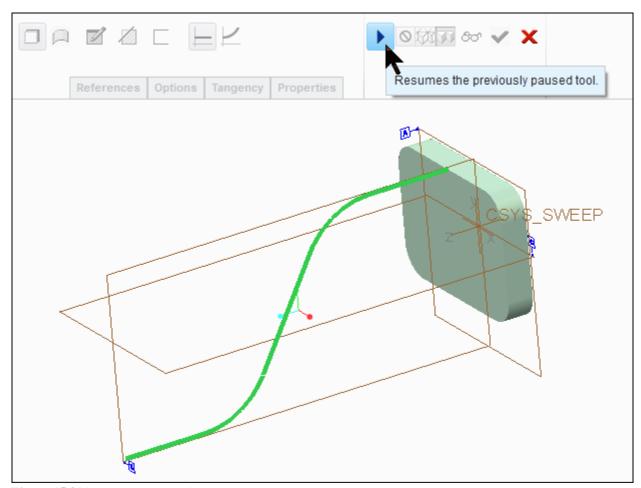


Figure 15.8(e) Resumes the previously paused tool

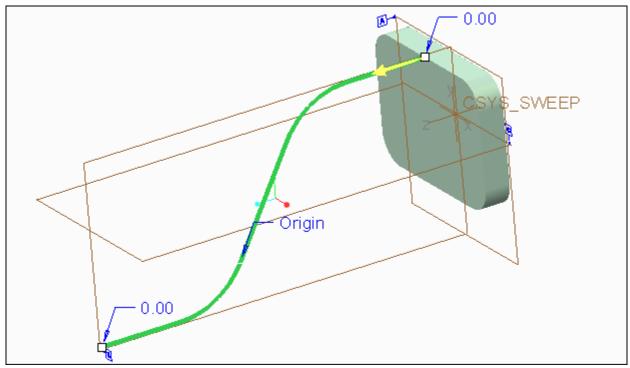
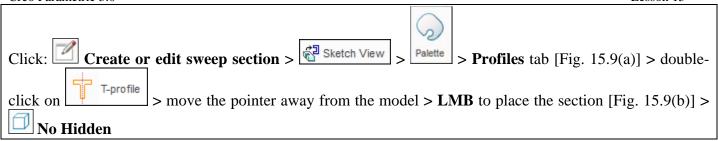


Figure 15.8(f) Trajectory



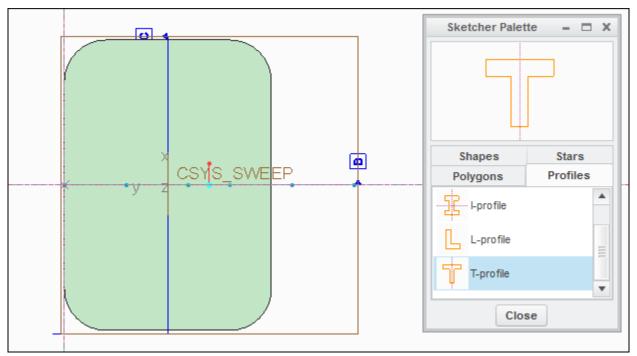


Figure 15.9(a) Sketcher Palette

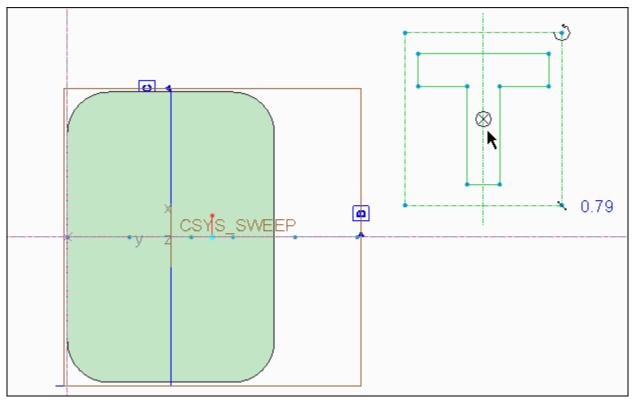


Figure 15.9(b) Place the Section

Place the pointer on the position handle [Fig. 15.9(c)] > press and hold down the **RMB** > move the position handle [Fig. 15.9(d)] (Note the **M**idpoint constraint) > drop the handle (release the **RMB**) in the new position [Fig. 15.9(e)] > place the pointer on the rotate handle [Fig. 15.9(f)] > press and hold down the **LMB** > move the pointer to rotate the section 90 degrees [Fig. 15.9(g)] > drop the handle (release the **LMB**) in the new position [Fig. 15.9(h)] > place the pointer on the position handle [Fig. 15.9(i)] > press and hold down the **LMB** > move the section to the start point of the trajectory [Fig. 15.9(j)] > drop the section in the new position [Fig.

15.9(k)] > from the **Rotate Resize** ribbon > **Close** the Sketcher Palette dialog box

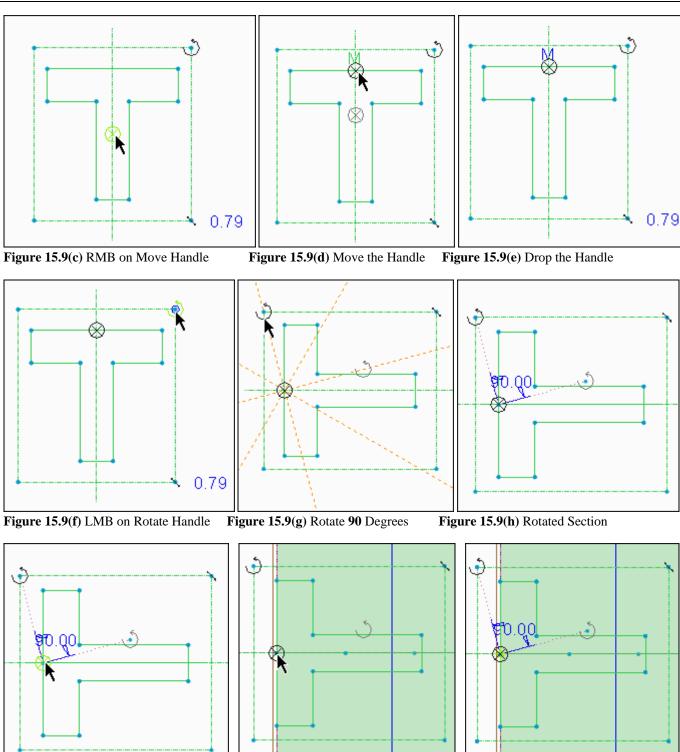


Figure 15.9(j) Place the Section

Figure 15.9(i) LMB on Move Handle

Figure 15.9(k) Drop Section

Add *eight* fillets > add constraints and dimensions [Fig. 15.9(l)] > using the dimensions of the detail drawing [Fig. 15.9(m)], modify the section [Fig. 15.9(n)] > \bigcirc > press **MMB** to spin the part

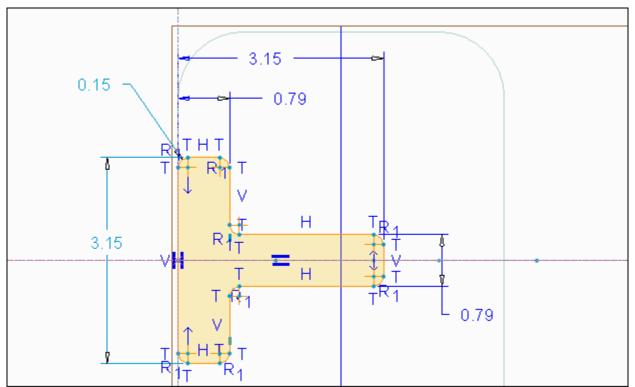


Figure 15.9(1) Add Eight Fillets, Constraints, and the Dimensioning Scheme

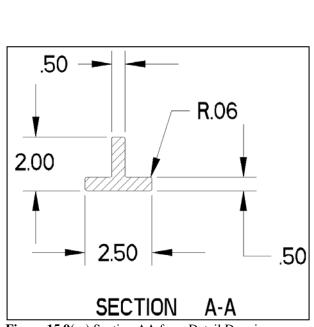


Figure 15.9(m) Section AA from Detail Drawing

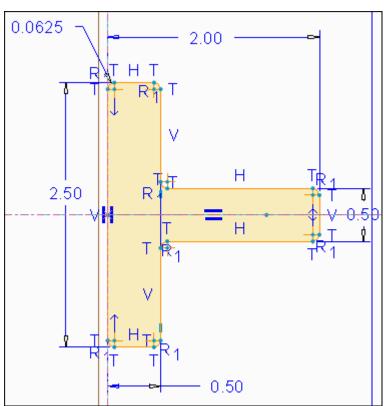


Figure 15.9(n) Modified Sketch

Click: Shading with Edges > Ctrl+D [Fig. 15.9(o)] > \checkmark [Fig. 15.9(p)] > \checkmark Save

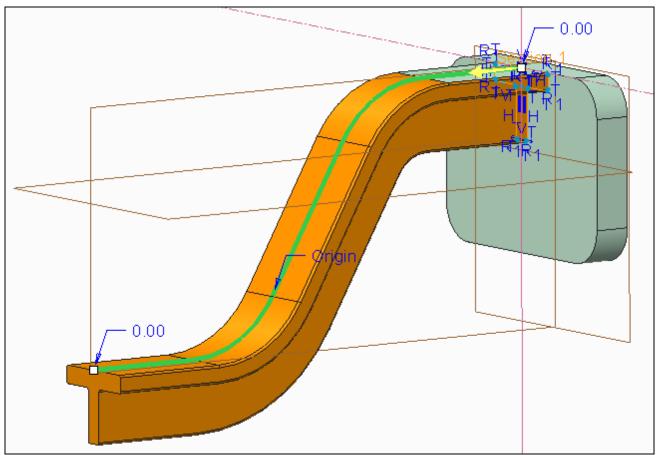


Figure 15.9(o) Shaded Sweep Preview

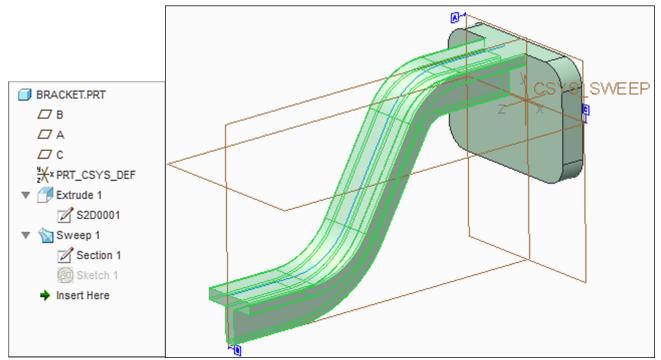
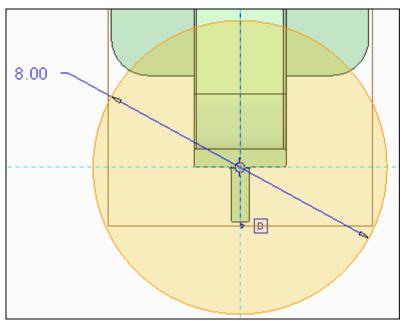


Figure 15.9(p) Completed Sweep

Add the next extrusion (\emptyset 8.00 by .875) [Figs. 15.10(a-b)] > model the cut feature (\emptyset 6.76 by .250 deep) [Figs. 15.10(c-d)]



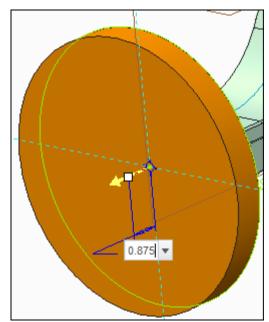
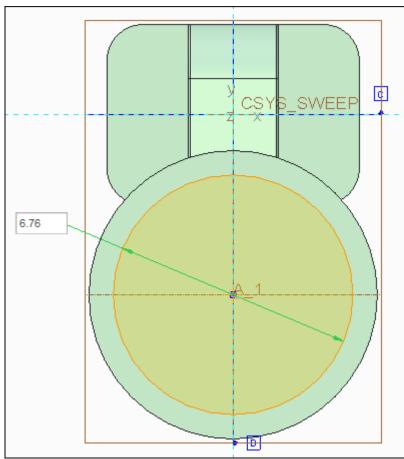


Figure 15.10(a) 8.00 Diameter

Figure 15.10(b) .875 Thickness



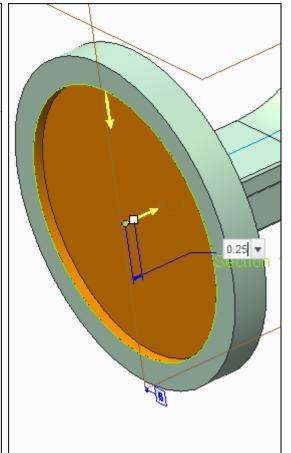


Figure 15.10(c) 6.76 Diameter

Figure 15.10(d) .250 Cut

Add chamfers (45° X .125) [Fig. 15.10(e)] > Ctrl+D > Ctrl+S > the next feature will be the slot [Fig. 15.11(a)]

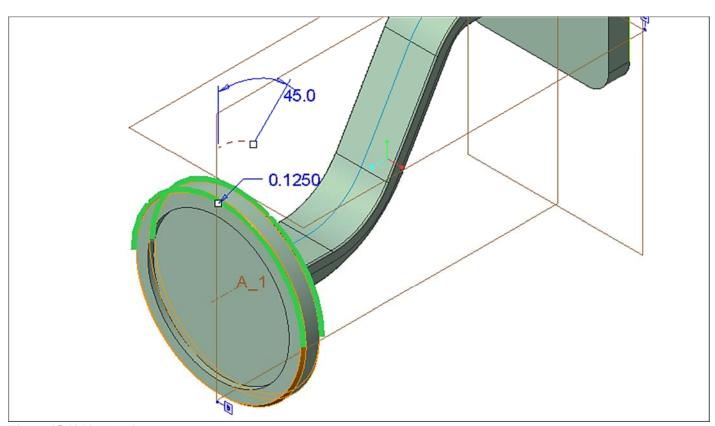


Figure 15.10(e) Chamfer

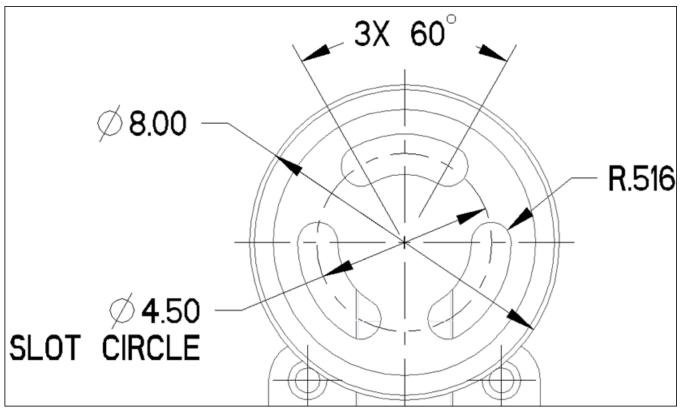
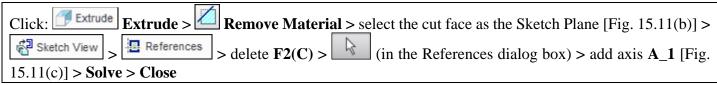


Figure 15.11(a) Patterned Slot



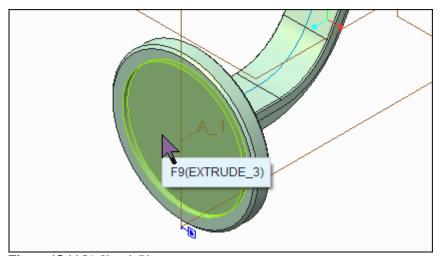


Figure 15.11(b) Sketch Plane

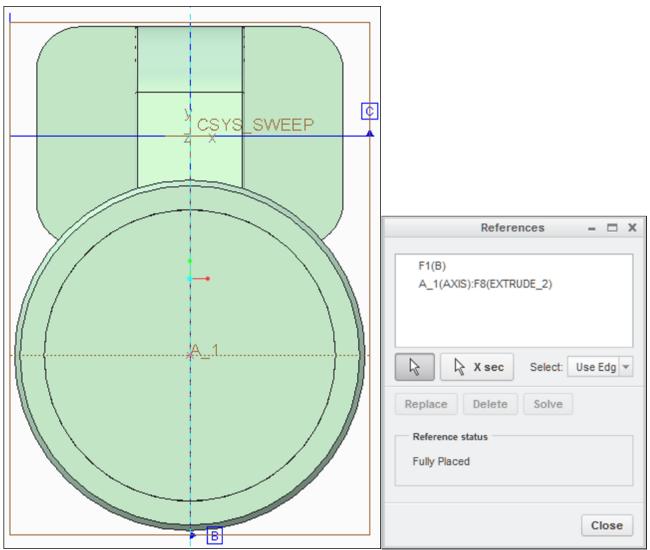
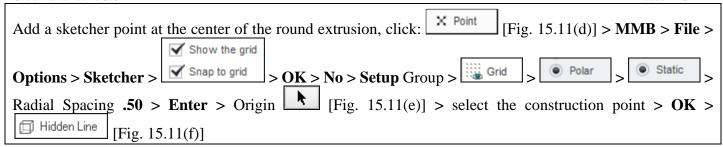


Figure 15.11(c) Sketch References



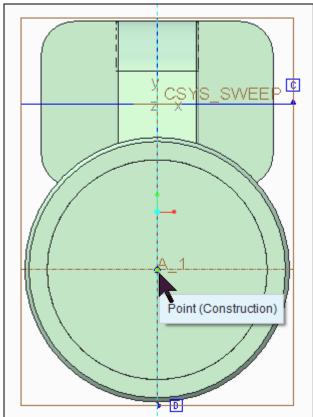


Figure 15.11(d) Add a Construction Point

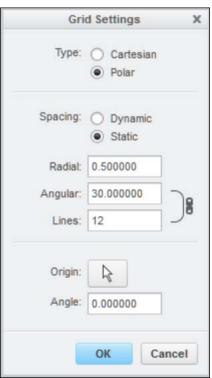


Figure 15.11(e) Grid Settings Dialog Box

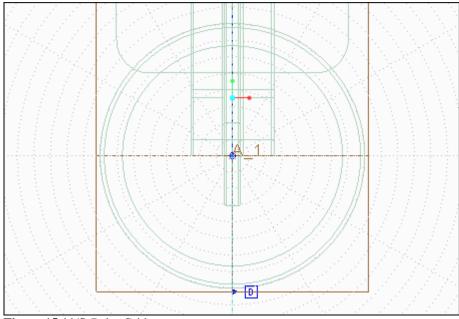


Figure 15.11(f) Polar Grid

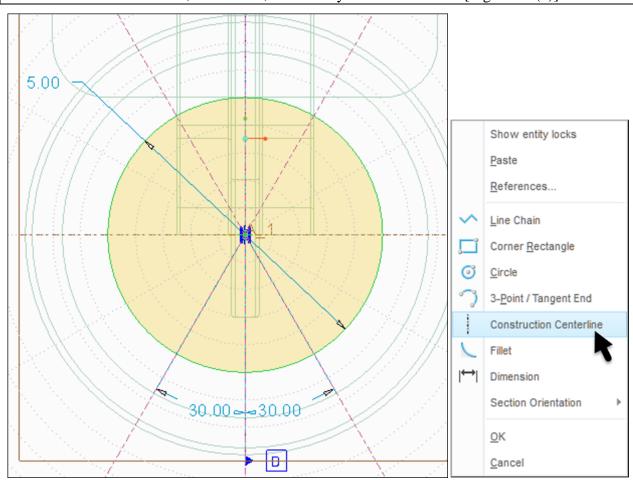


Figure 15.11(g) Change the Circle into a Construction Circle

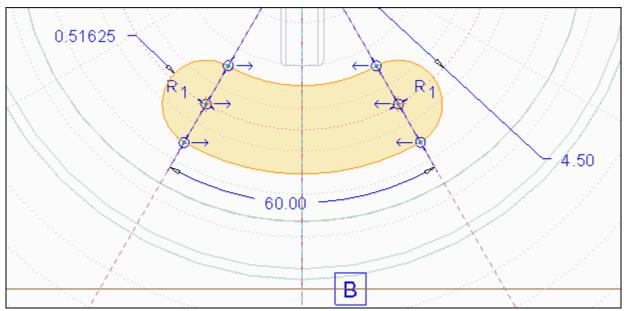


Figure 15.11(h) 0.51625 X 60-Degree Slot on a 4.50 Diameter Bolt Circle

Click: Ctrl+D > Shading with Edges > > in the Graphics Window, place the pointer on > press

RMB [Fig. 15.11(i)] > To Selected > select the (back) surface of the circular extrusion [Fig. 15.11(j)] >

[Fig. 15.11(k)] >

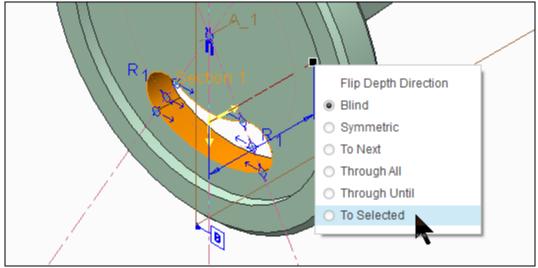


Figure 15.11(i) To Selected

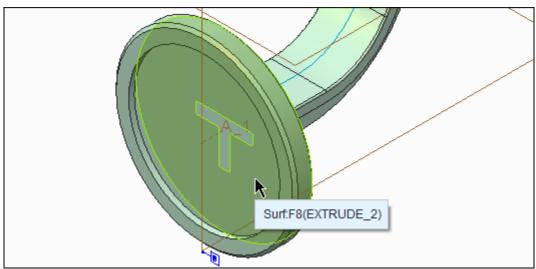


Figure 15.11(j) Select Back Surface of the Circular Extrusion

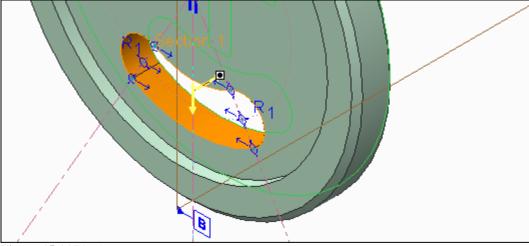
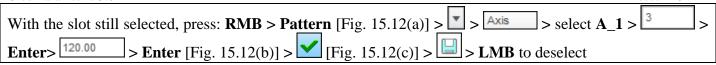


Figure 15.11(k) Slot



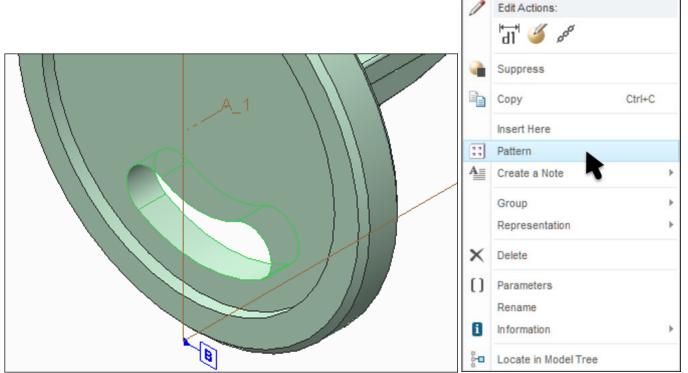


Figure 15.12(a) Press RMB > Pattern

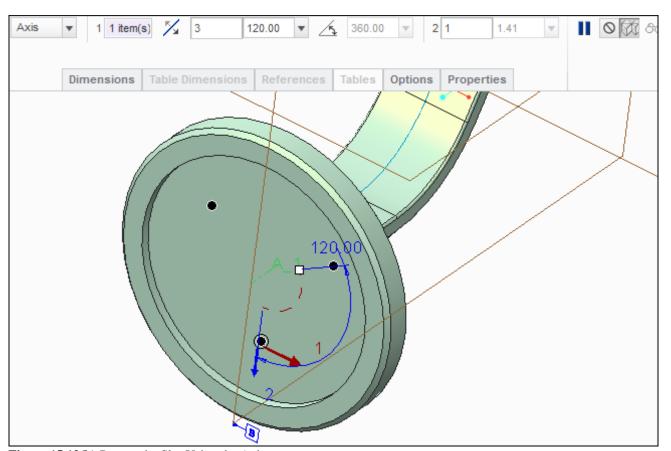


Figure 15.12(b) Pattern the Slot Using the Axis

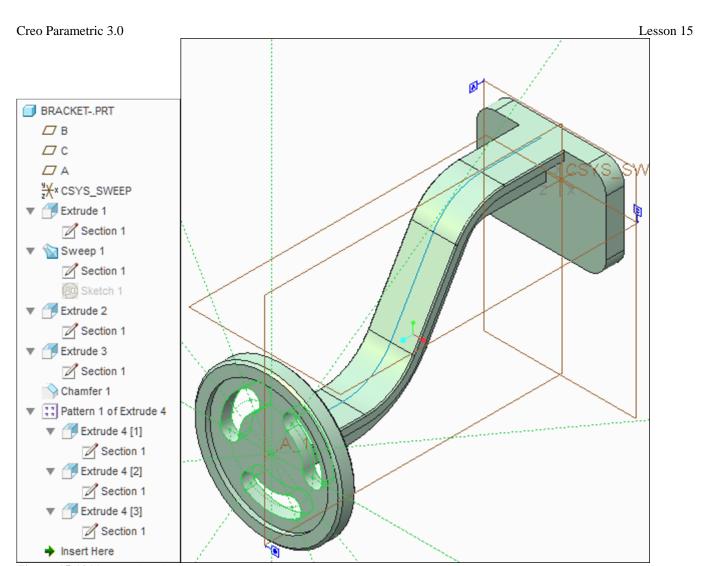
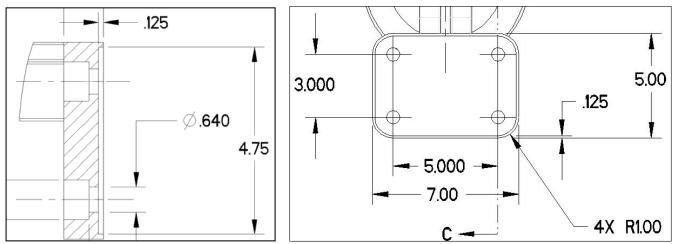
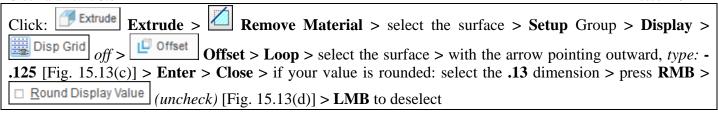


Figure 15.12(c) Completed Pattern

Model the face cut and then create and pattern the counterbore holes [Figs. 15.13(a-b)]



Figures 15.13(a-b) Create the Face Cut and Pattern Counterbore Holes



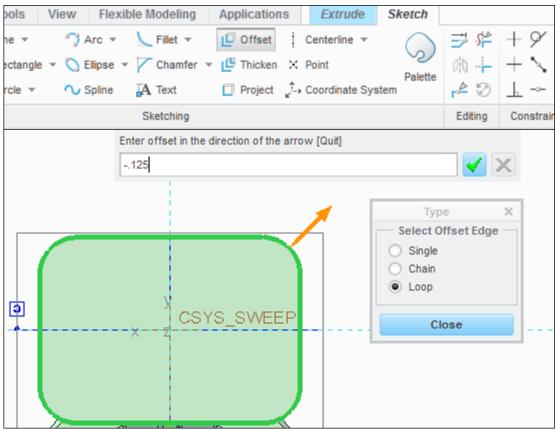


Figure 15.13(c) Use Offset Loop -.125 (if the arrow points inward, enter .125)

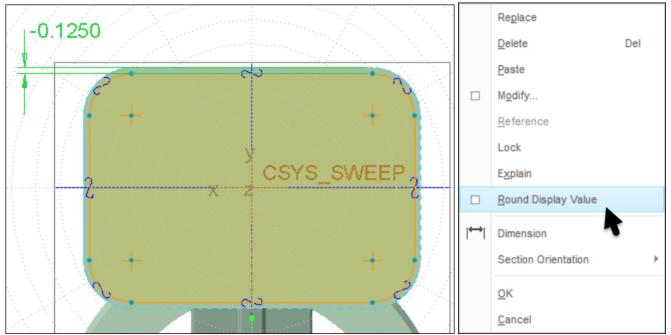


Figure 15.13(d) Select the Dimension > Press RMB > Uncheck Round Display Value

Click: \searrow > for the depth, type: .125 > Enter [Fig. 15.13(e)] > \searrow > in the Graphics Window, LMB to deselect [Fig. 15.13(f)] > Ctrl+S > OK

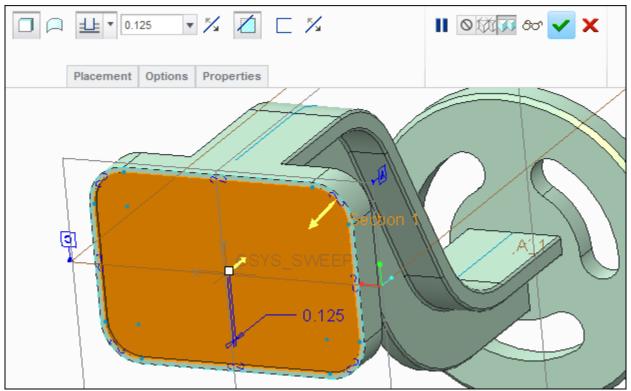


Figure 15.13(e) Cut Preview

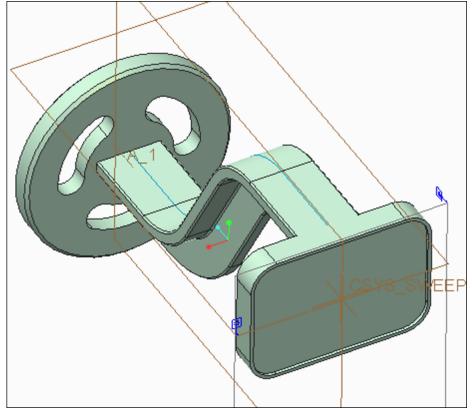


Figure 15.13(f) Completed Cut

Click: **Ctrl+D** > model the hole using the detail dimensions [Fig. 15.14(a)] > Hole > **Placement** tab > place the hole per Placement requirements [Fig. 15.14(b)]

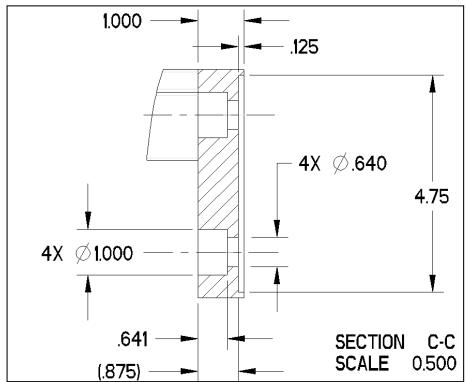


Figure 15.14(a) Counterbore Hole Detail

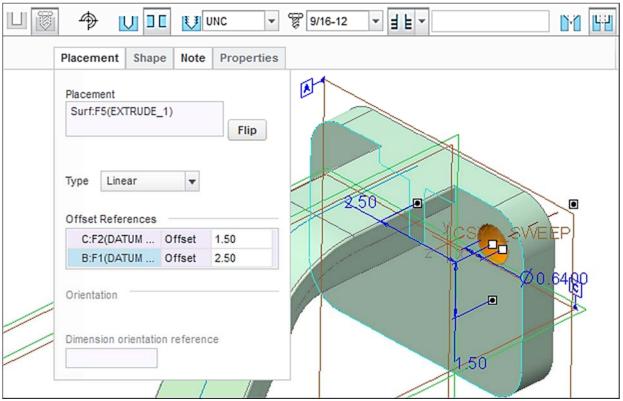


Figure 15.14(b) Hole Placement

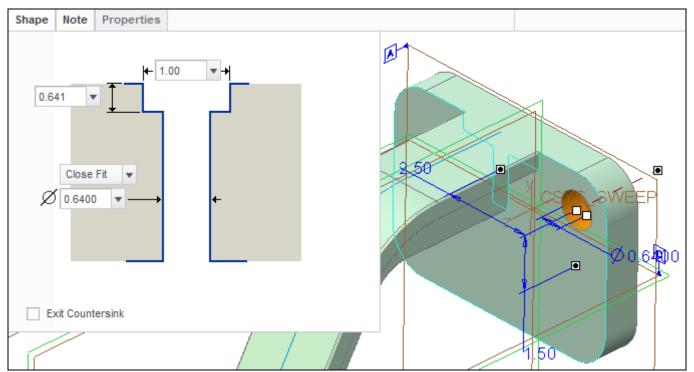


Figure 15.14(c) Hole Shape

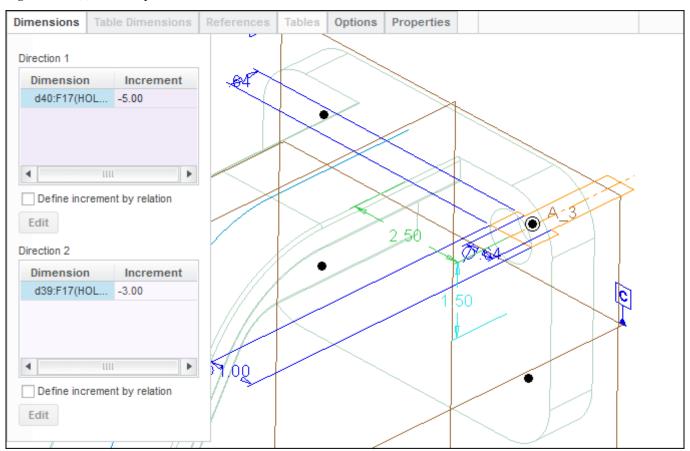


Figure 15.15(a) Pattern Dimensions

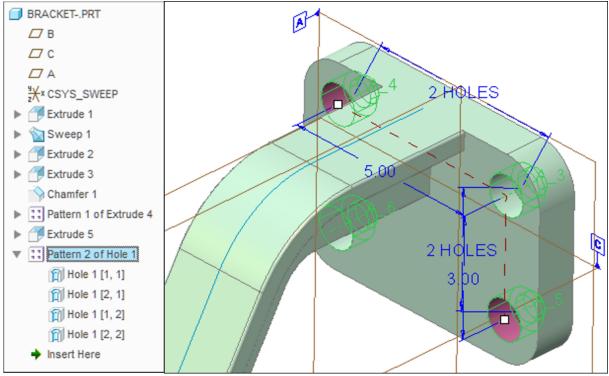


Figure 15.15(b) Pattern Dimensions

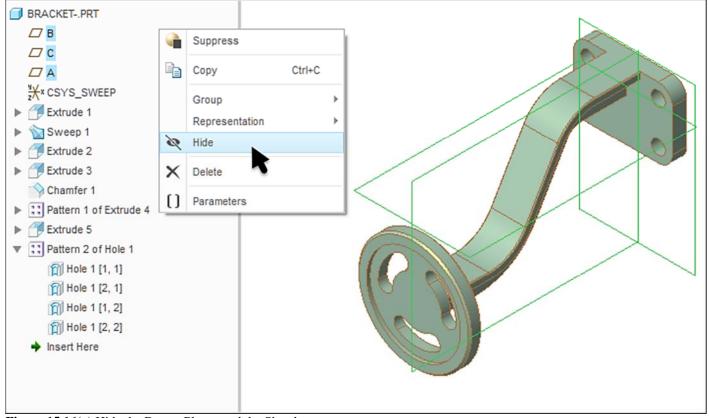


Figure 15.16(a) Hide the Datum Planes and the Sketch

Click: **File > Options > Model Display >** set as shown [Fig. 15.16(b)]

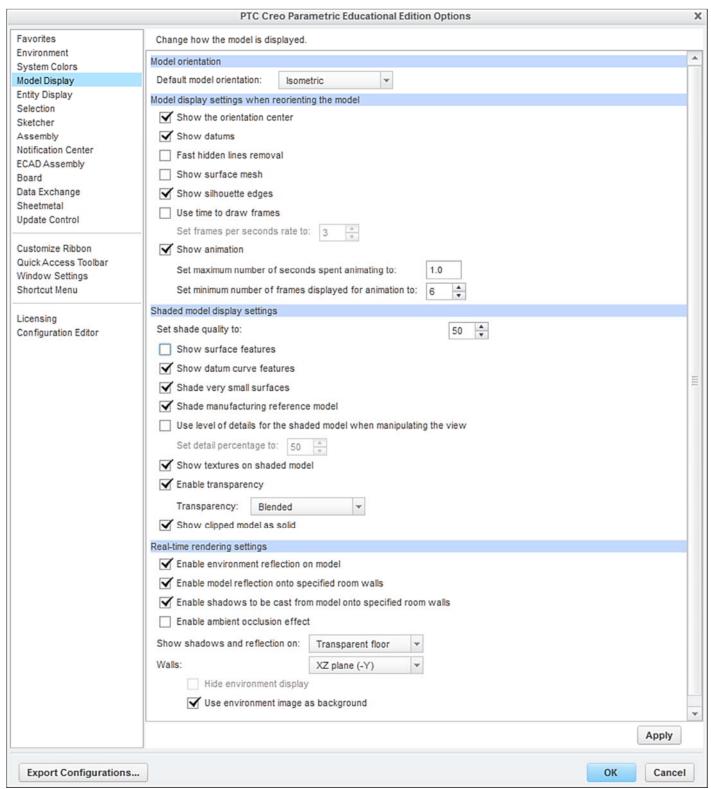


Figure 15.16(b) Model Display Options (Note: A shade quality of 50 will greatly increase your Models' file size)

Click: **Entity Display** > set as shown [Fig. 15.16(c)]

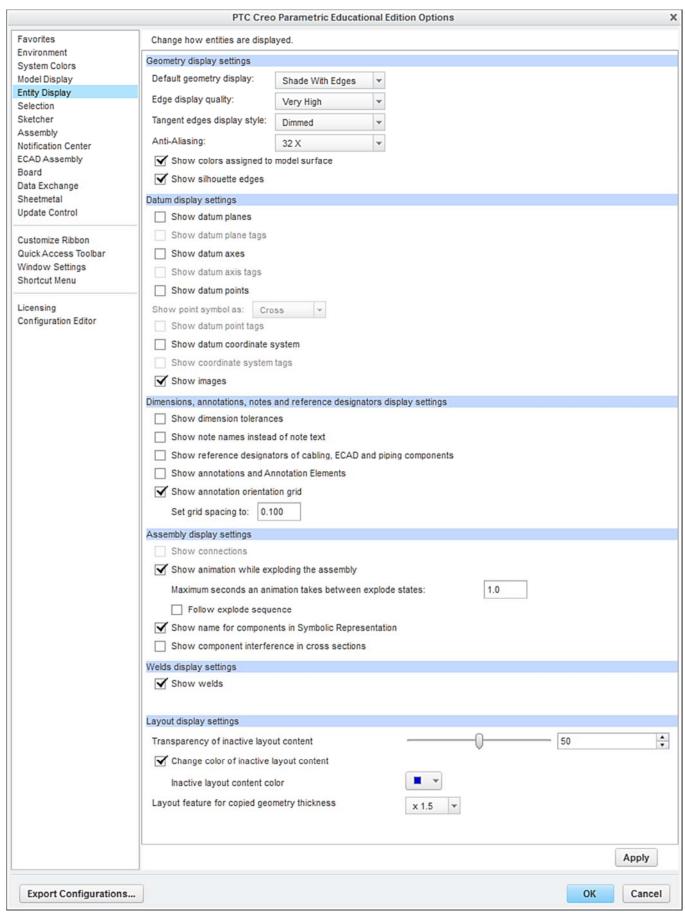


Figure 15.16(c) Entity Display Options

Click: **Environment** > set as shown [Fig. 15.16(d)] > **OK** > **No** > **Shading with Reflections** [Fig. 15.16(e)] > **View** tab > **Model Display** > **Temporary Shade** > **Ctrl+D** > **Ctrl+S**

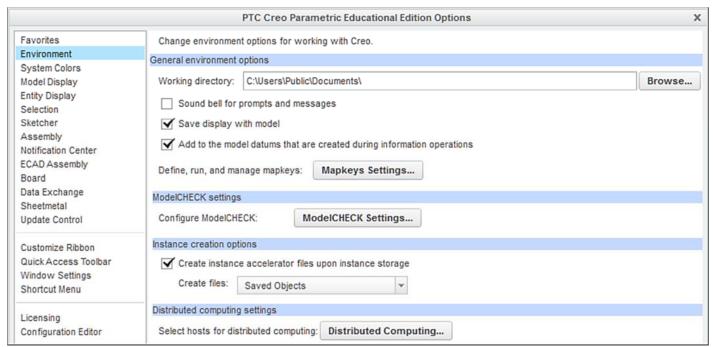


Figure 15.16(d) Environment Options (your Working directory may be different)



Figure 15.16(e) Shading With Reflections (the quality of your graphics card and graphics settings may prevent this display)

Click: **Render** tab > **Scene** > **Lights** tab > **OK** (if needed) > Add new spotlight > Name Color for lighting > adjust the slide bars in the Color Editor to the RGB values provided [Fig. 15.17(a)] > **OK** (from the Color Editor dialog box)

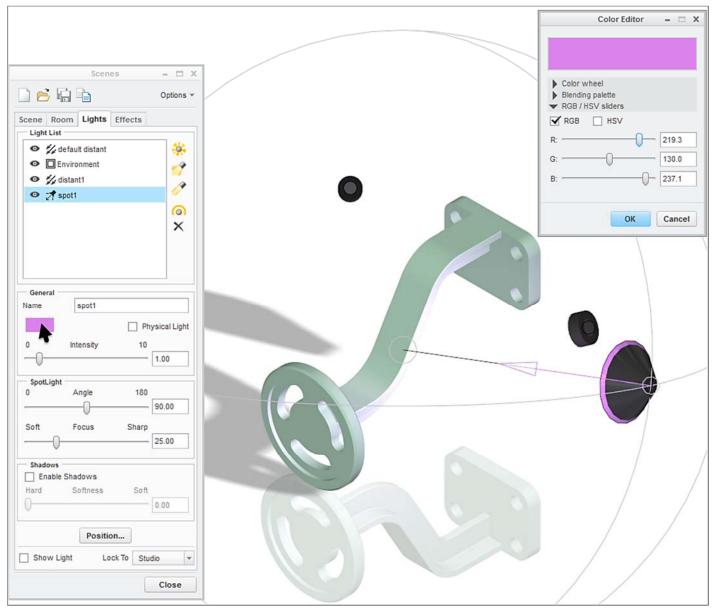


Figure 15.17(a) Light Setup

Click: on > Ctrl+R > Move the light from its default position to the other side of the model. Place the pointer on the circle behind the light (highlights) [Fig. 15.17(b)] > press and hold down the LMB > move the pointer to the other side of the model > release the LMB [Fig. 15.17(c)] > Close (the Scenes dialog box) > off > Ctrl+S > Enter > File > Close

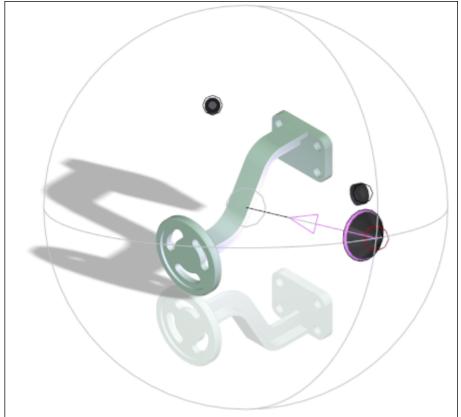


Figure 15.17(b) Move the Light (experiment with different positions)

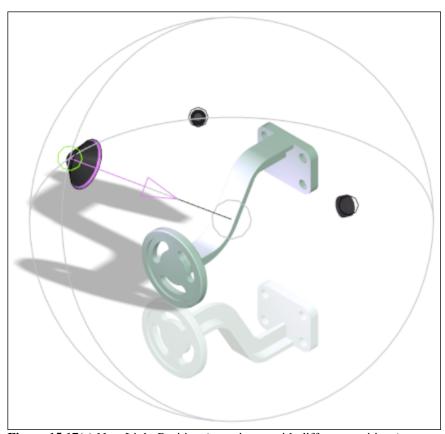


Figure 15.17(c) New Light Position (experiment with different positions)

Press: Ctrl+N > Drawing > Name bracket > OK > OK > detail the part as per ASME Y14.5 using multiple views and sheets as you see fit (Fig. 15.18) > Ctrl+S > OK > File > Manage File > Delete Old Versions > Enter > File > Save As > Type > Zip File (*.zip) > OK > upload the zip file to your course interface or attach to an email and send to your instructor and/or yourself > File > Close > File > Exit > Yes

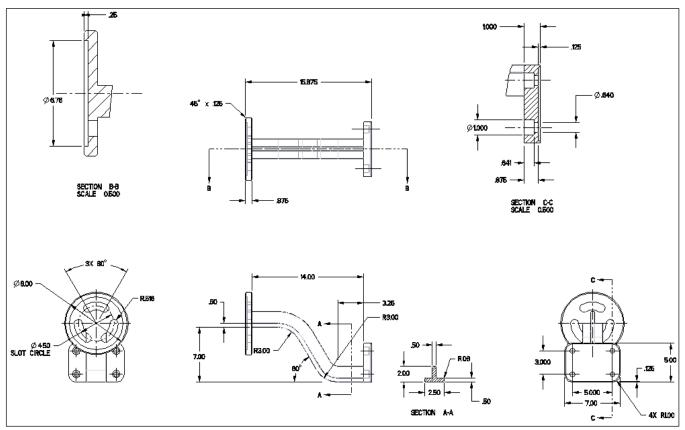


Figure 15.18 Possible Detail Views and Dimensioning Scheme

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