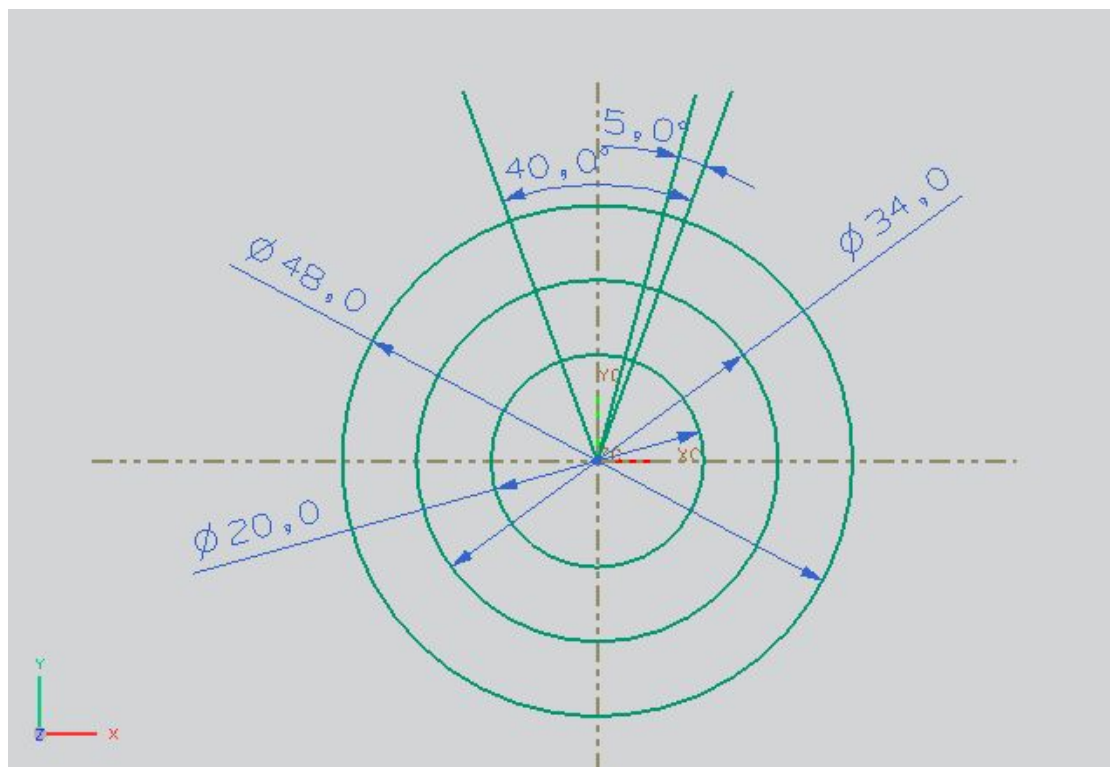
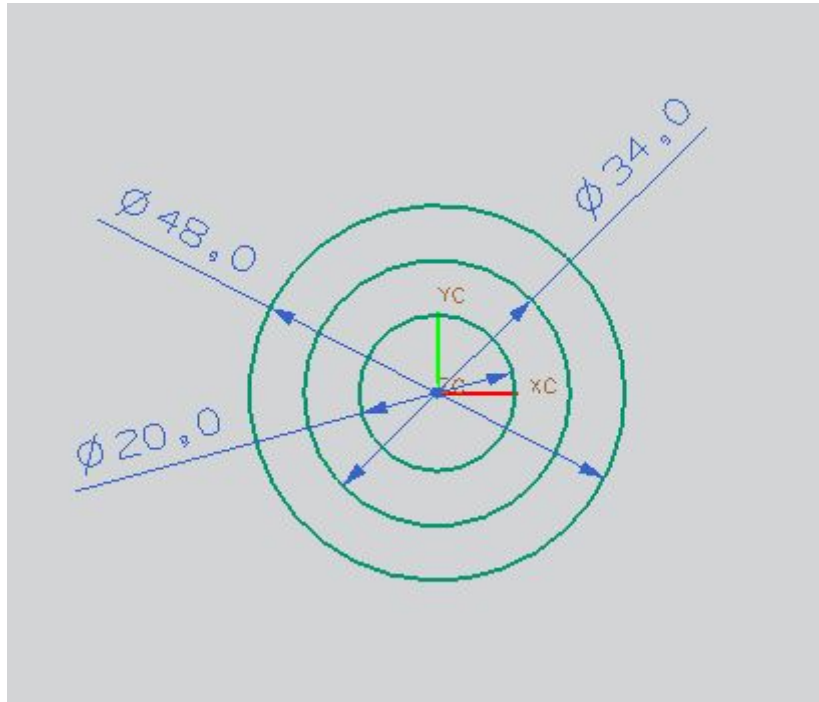
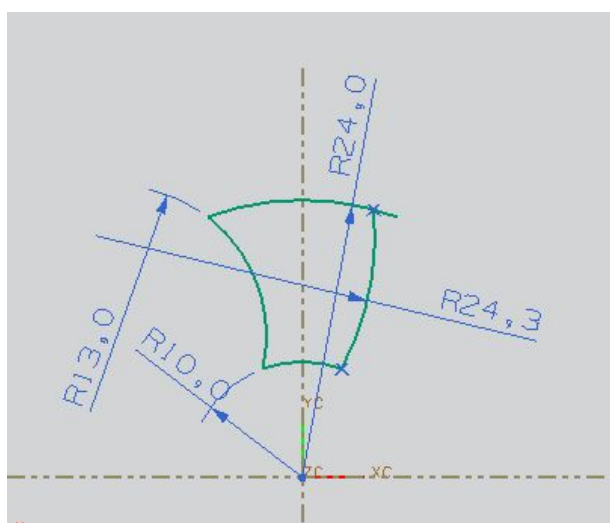
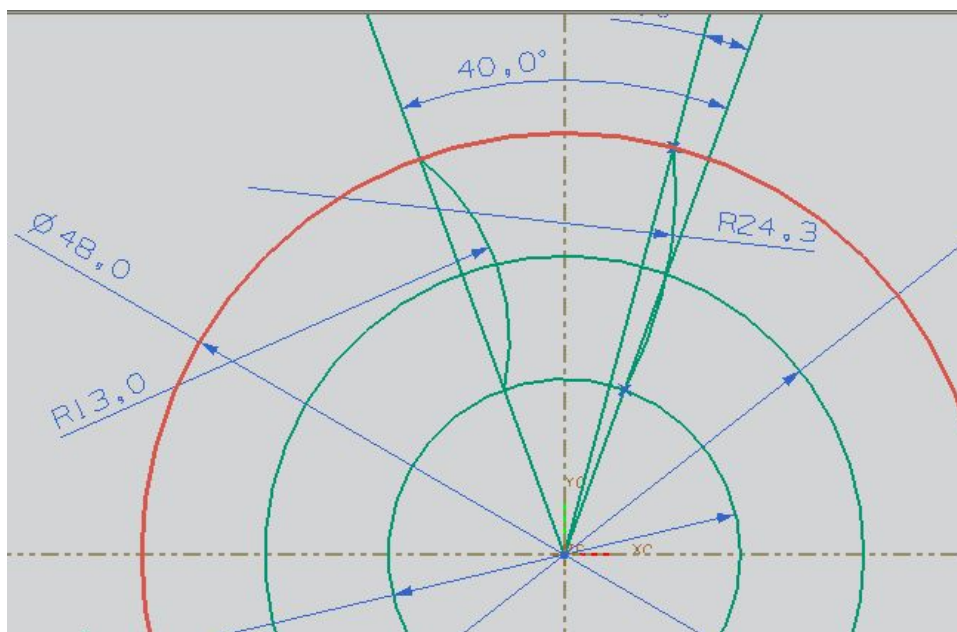


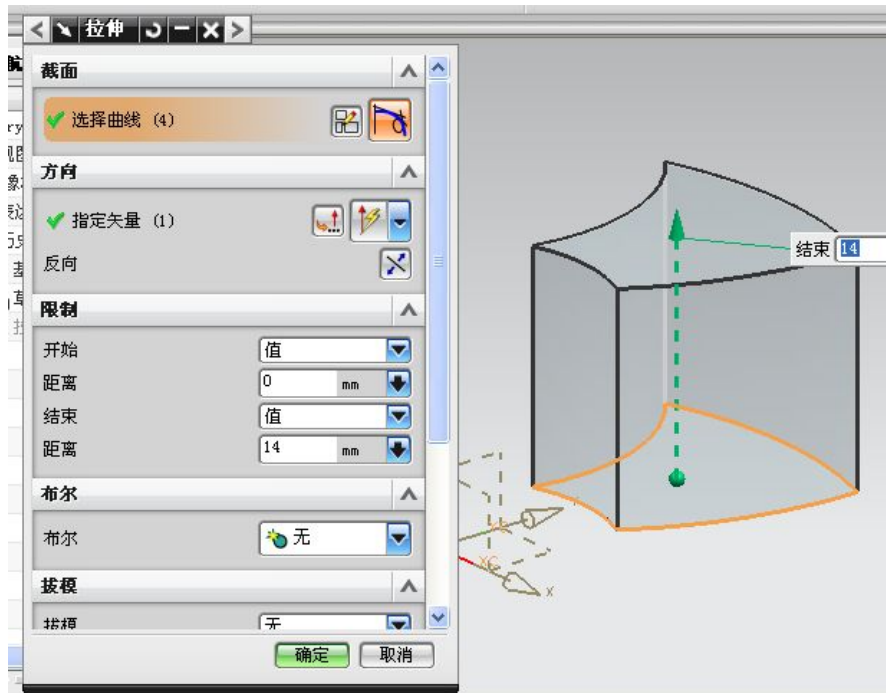
实例 散热风扇的三维造型设计

在 xy 基准平面上建立草图，以原点为圆心分别绘制直径为“20”、“34”、“48”三个圆，以圆心绘制夹角 40° ，绘制一条线段与右侧直线成 5° ，在用圆弧命令绘制“13”、“24.268”两段圆弧。操作如下

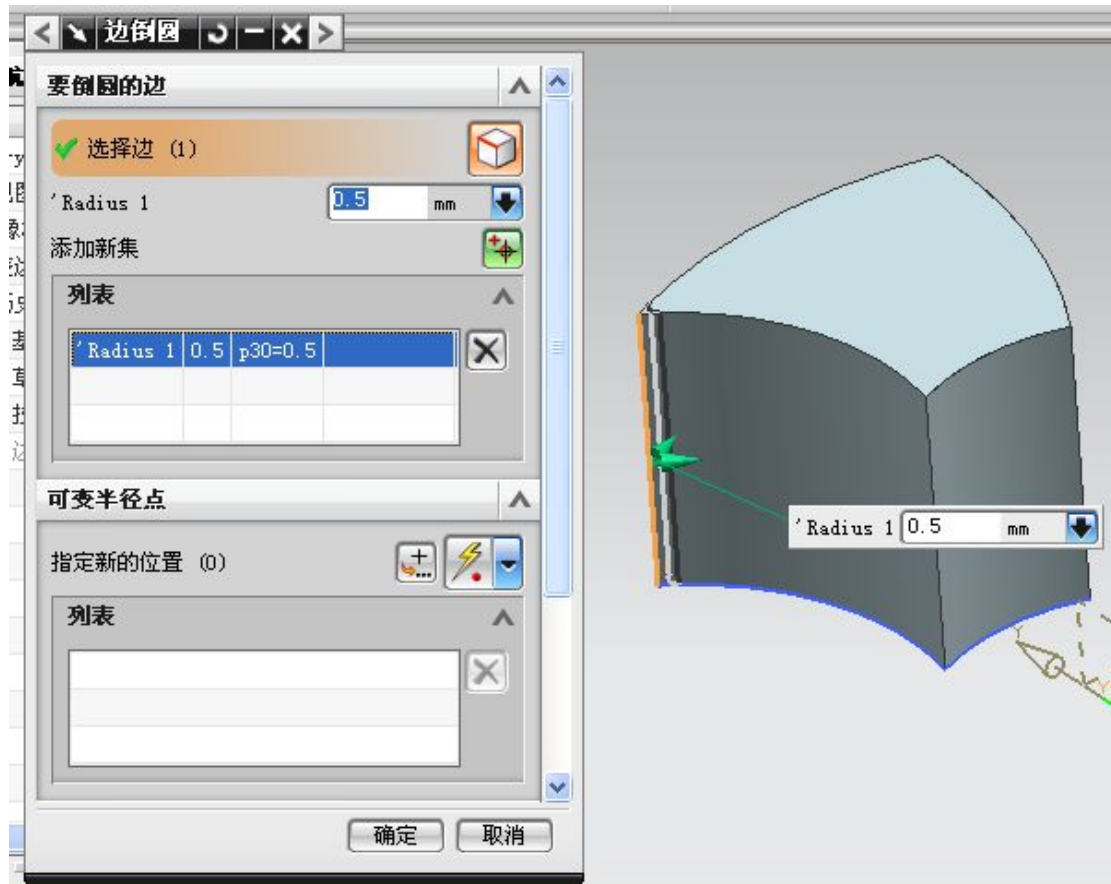




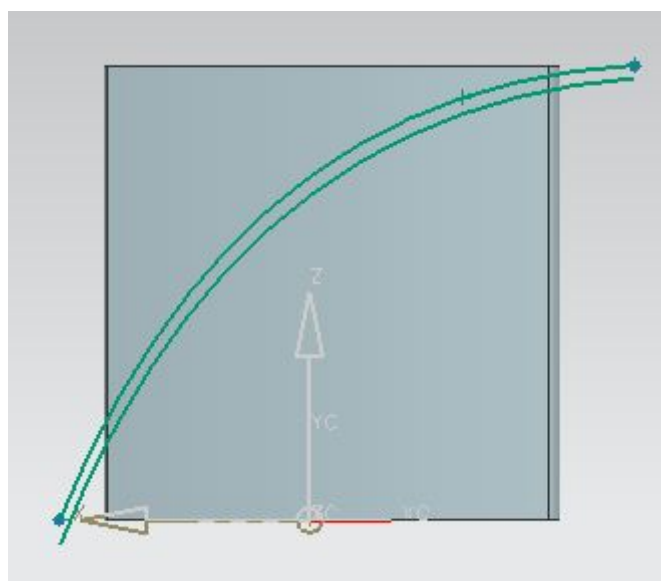
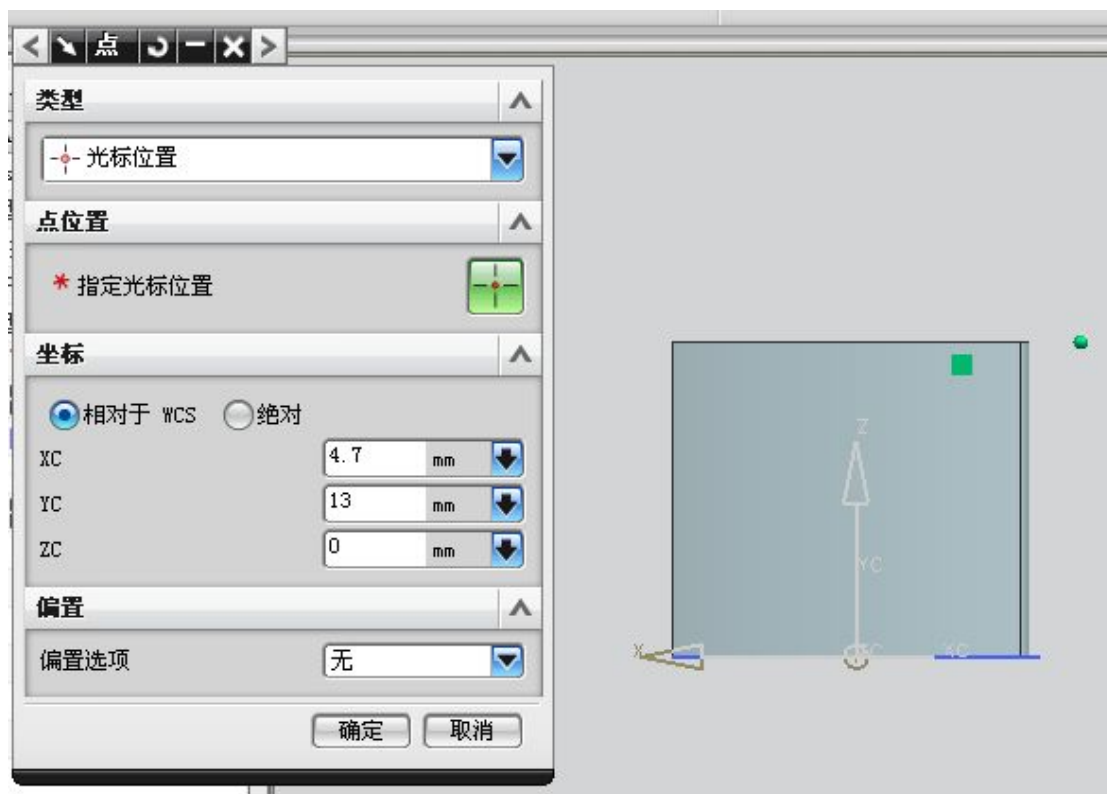
拉伸距离为 14

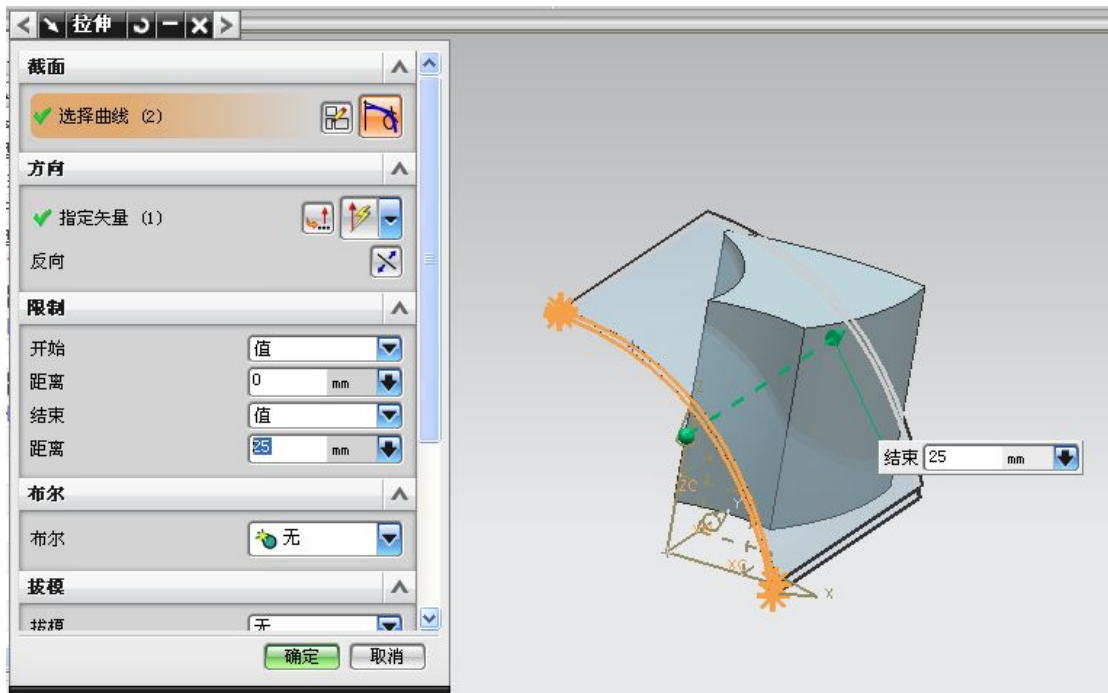


倒圆角 r 为 0.5

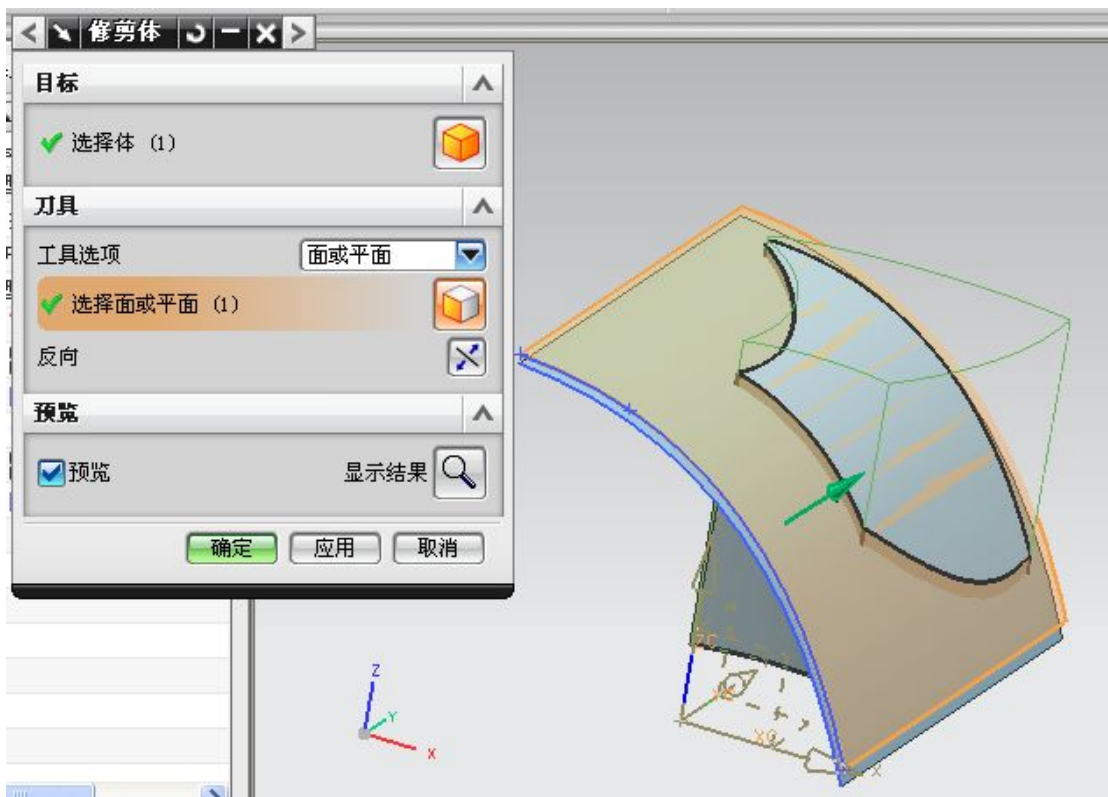


在 xz 平面上建立草图，运用样条曲线（通过点）命令在 xz 平面上绘制两条曲线，分别通过三个关键点，坐标分别为 (10,14), (4.7,13), (-7.7,0) 和 (10,13.6), (4.7,12.5), (-7.5,-0.8)

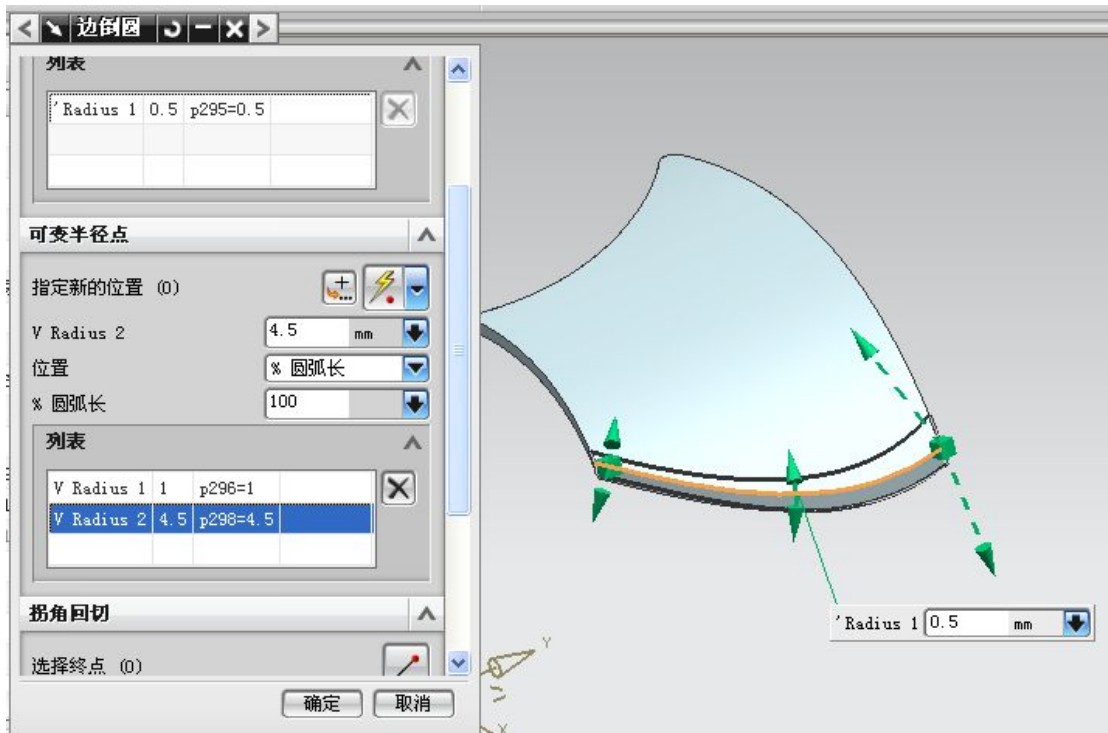
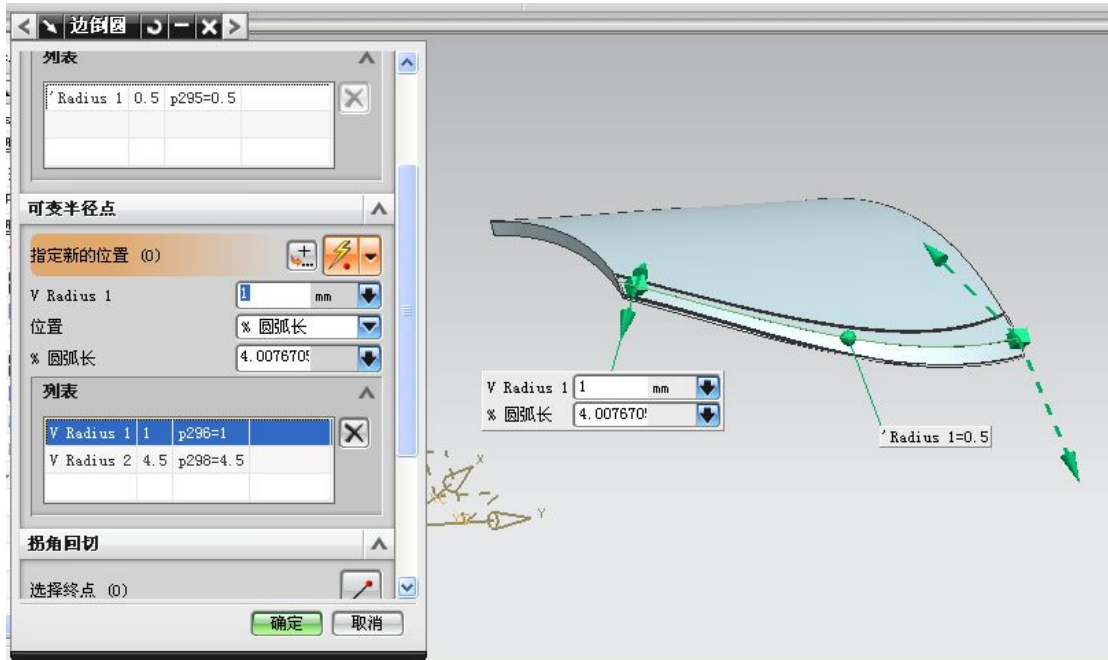




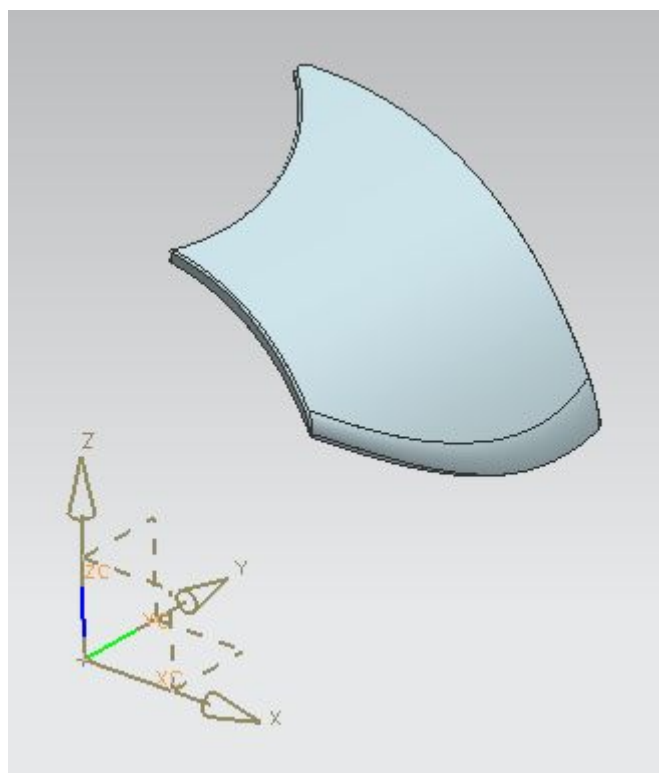
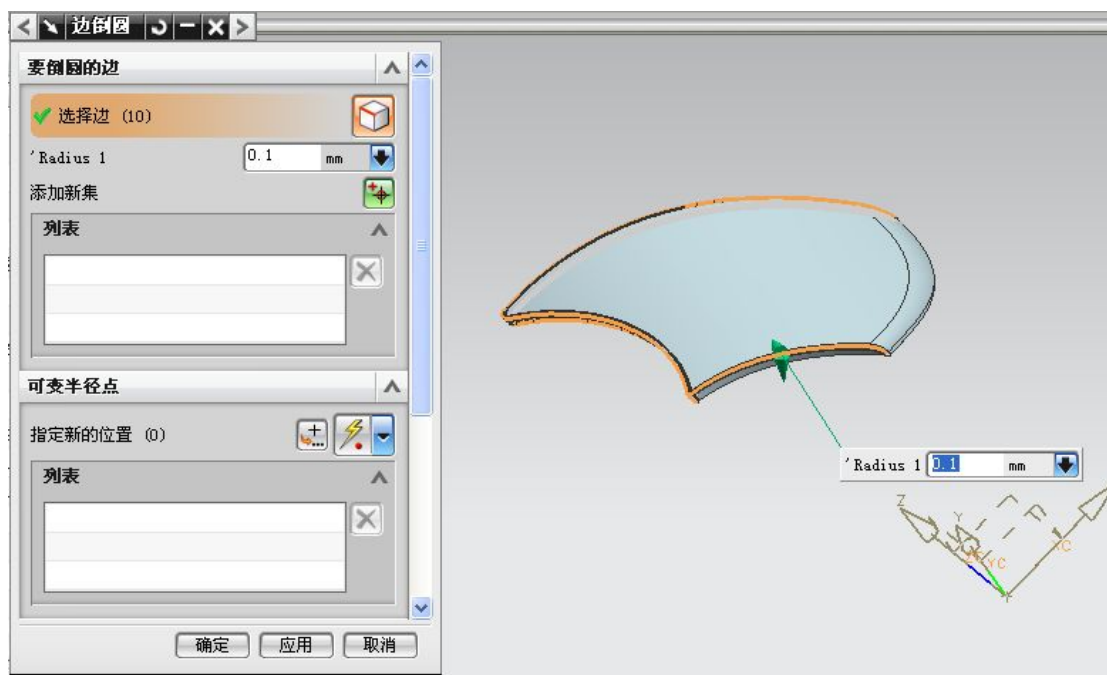
拉伸后修剪体

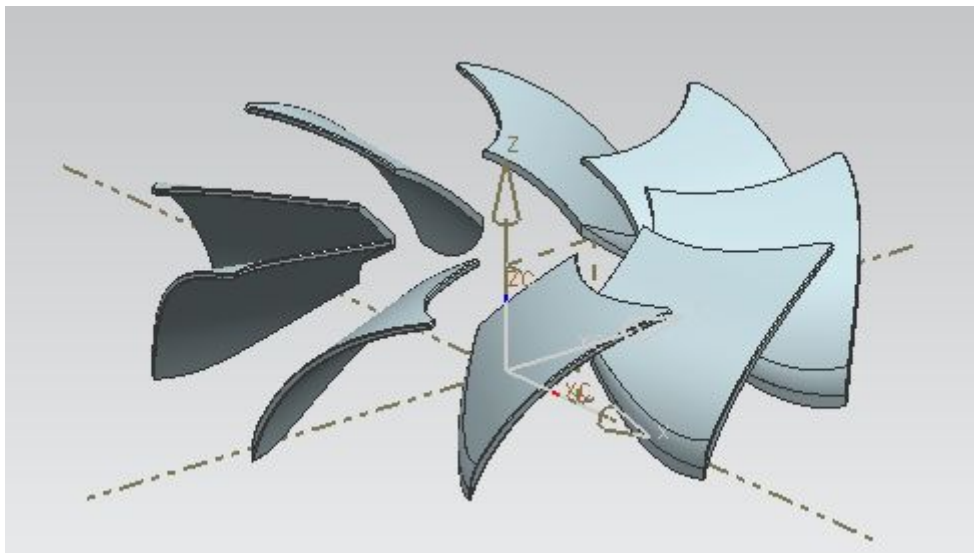
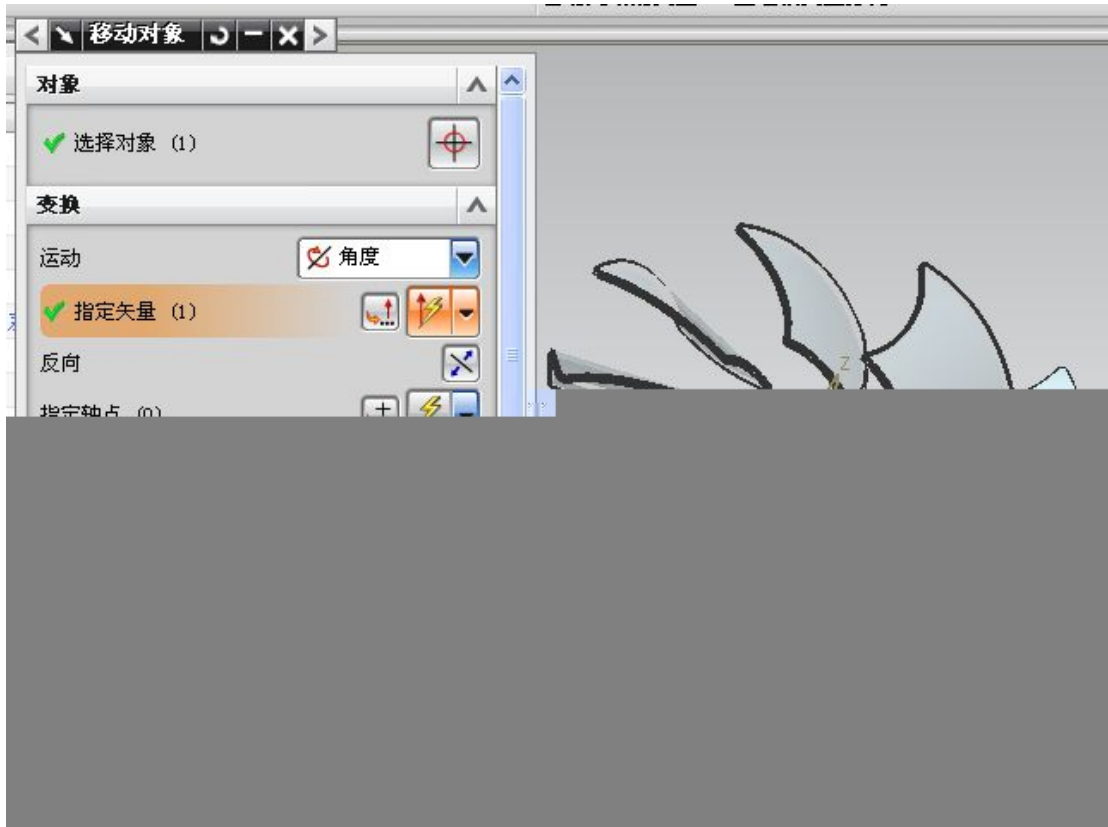


可变半径倒圆角，半径分别为 1 和 4.5

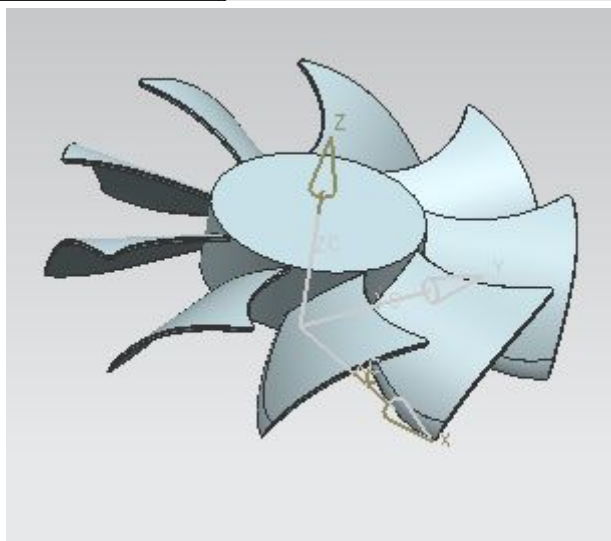
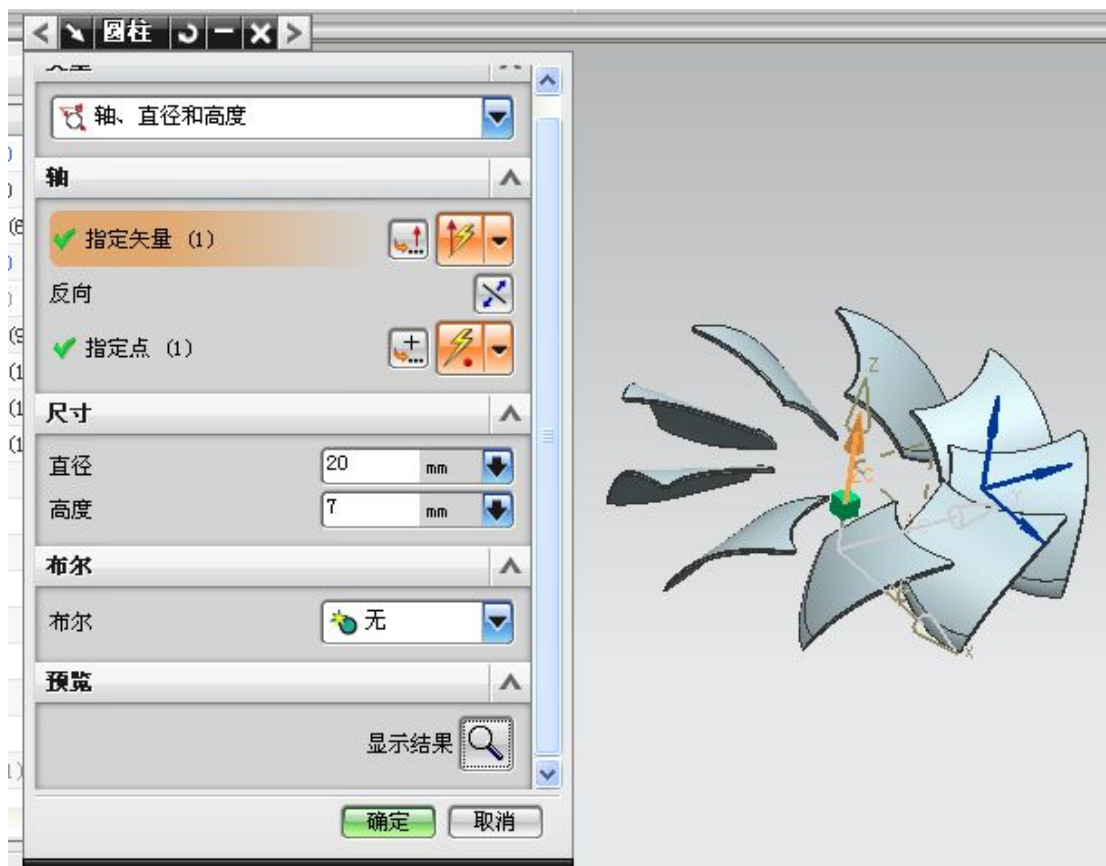


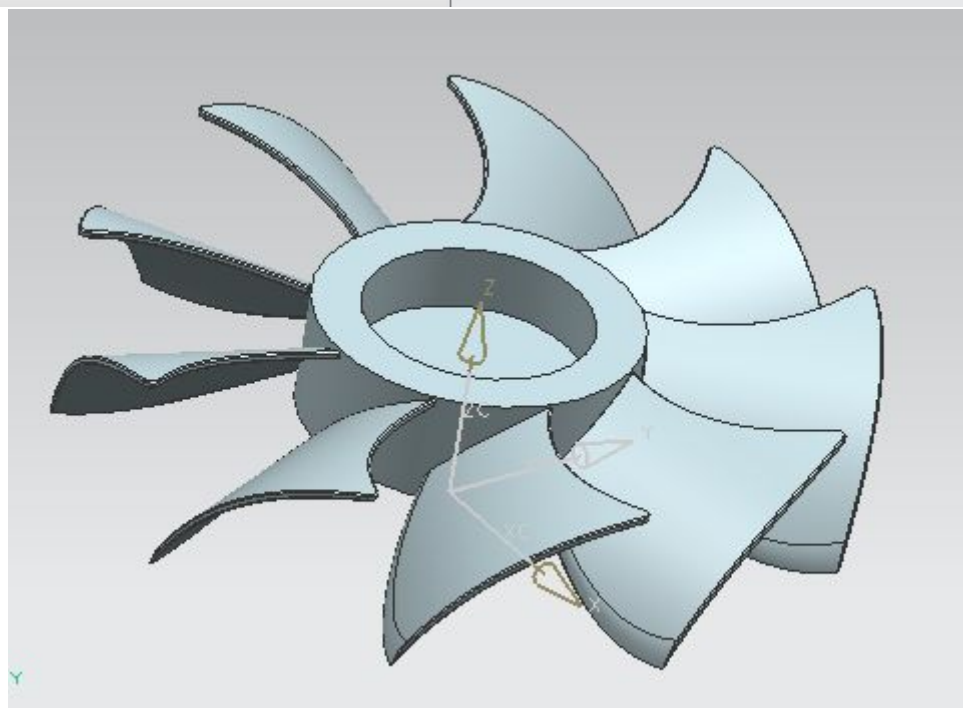
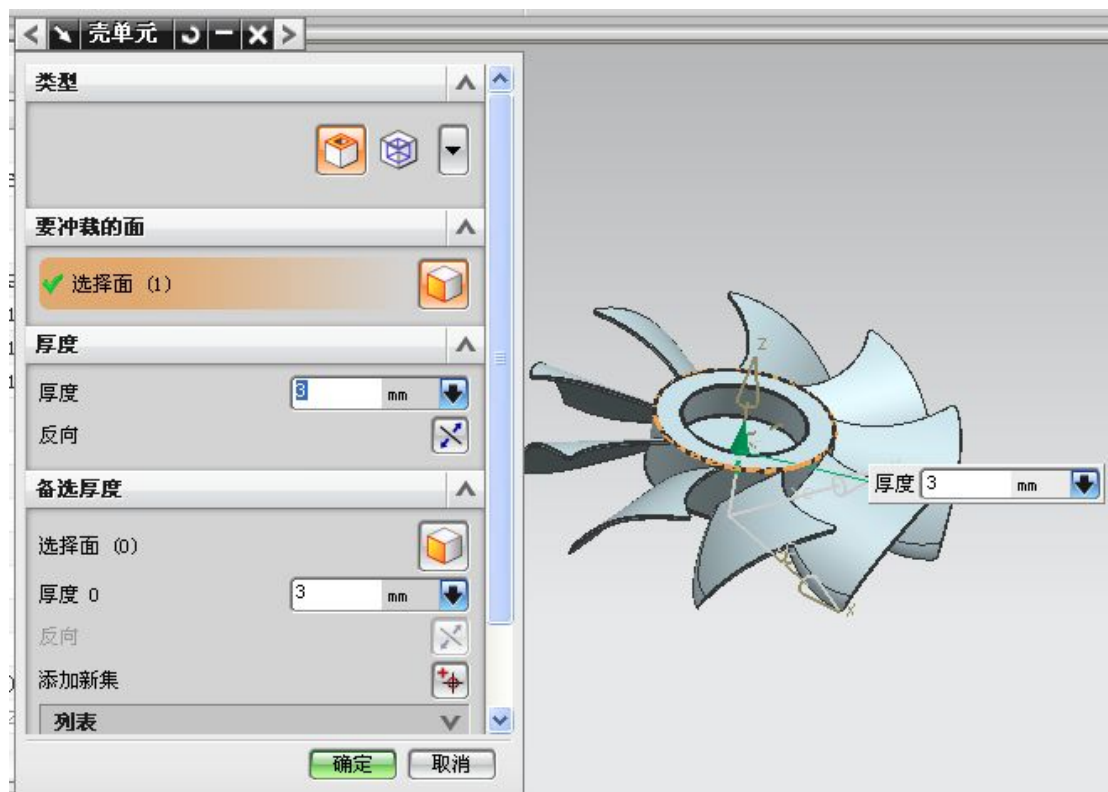
其他边倒角半径为 0.1





利用圆柱体功能创建一个原点为 (0,0,5.5) 高度为 7，直径为 20 的圆柱，利用抽壳命令对圆柱上表面进行抽壳厚度为 3。





倒斜角

