

# **MODULUL DRAWING**

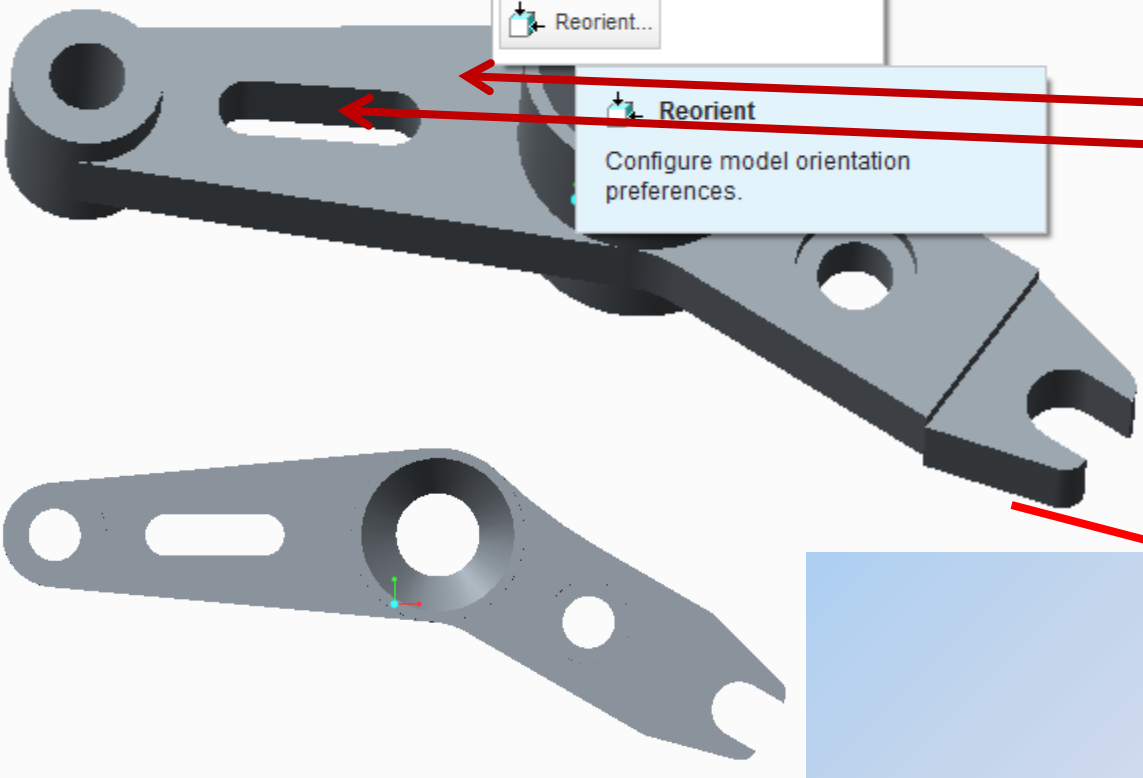
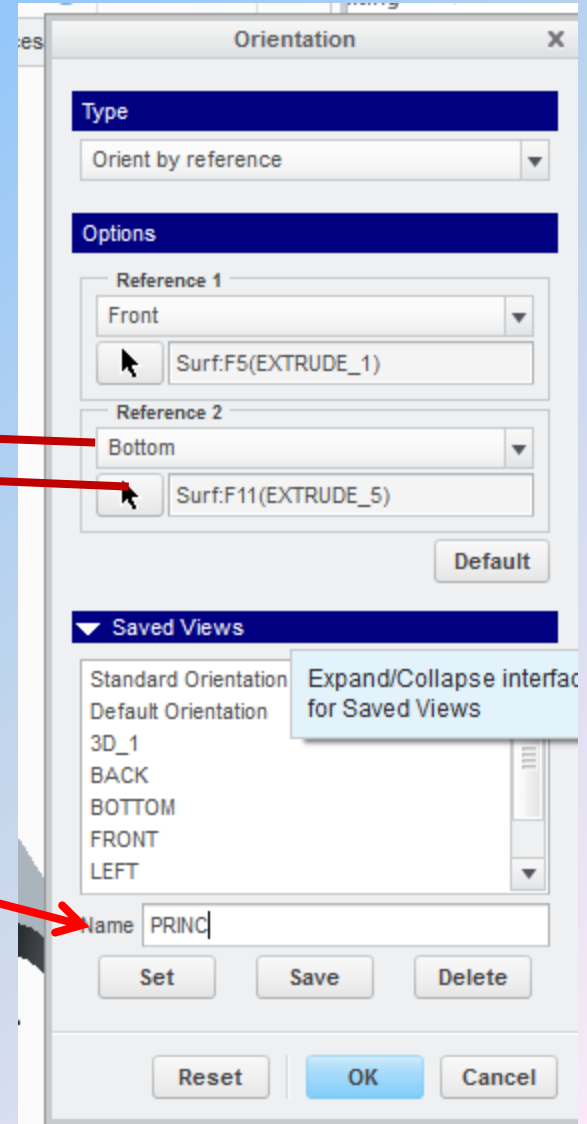
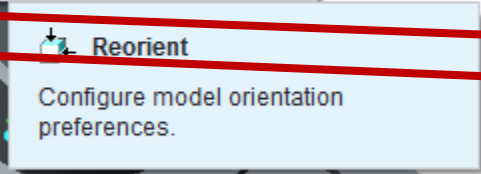
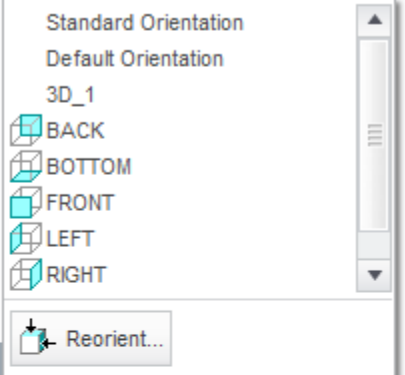
## **generarea desenului 2D**

1. Realizarea vederilor si sectiunilor necesare in modelul 3D;
2. Deschiderea unui desen 2D (“drawing”) in care se vor aduce vederile corespunzatoare modelului 3D;
3. Aducerea vederii generale in “drawing”;
4. Aducerea tuturor tipurilor de vederi necesare pentru definirea modelului 3D; (proiectii, vederi de tip detaliu, vederi auxiliare, ...) care pot fi: vederi pline (“full view”), vederi pe jumătate (“half view”), vederi partiala (“partial view”), respectiv vederi sparte (“broken view”)
5. Aducerea vederilor sectionate (sectiuni pline (“full”), pe jumătate, locale);
6. Dimensionarea vederilor/sectiunilor; vizualizarea axelor de simetrie;
7. Stabilirea si reprezentarea abaterilor de forma si pozitie;
8. Stabilirea si reprezentarea rugozitatilor;
9. Pentru desenul de executie al ansamblului – tabel de componenta si numerotarea componentelor.

# MODULUL DRAWING

## generarea desenului 2D

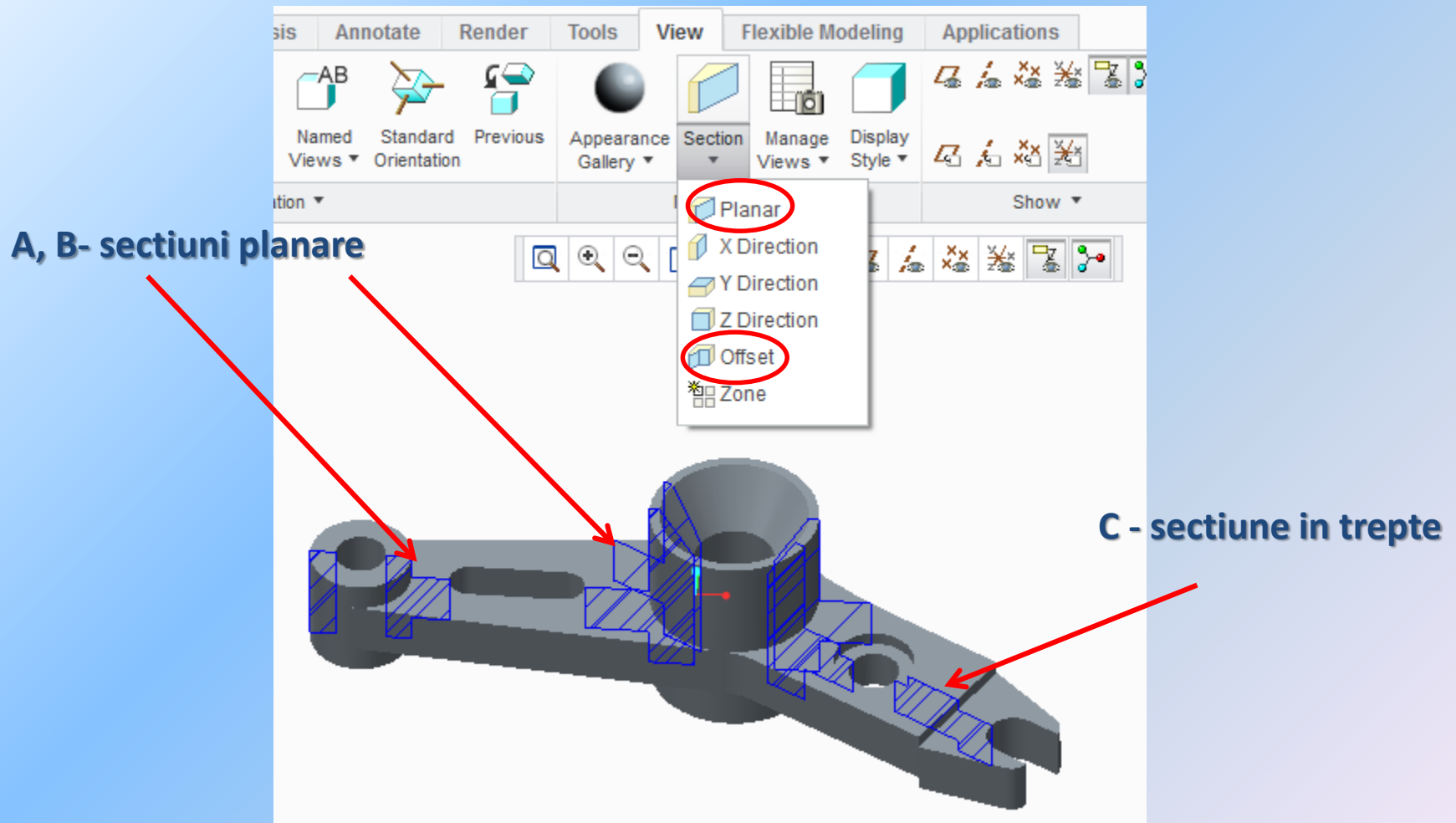
### 1. Realizarea vederilor si sectiunilor necesare in modelul 3D



# MODULUL DRAWING

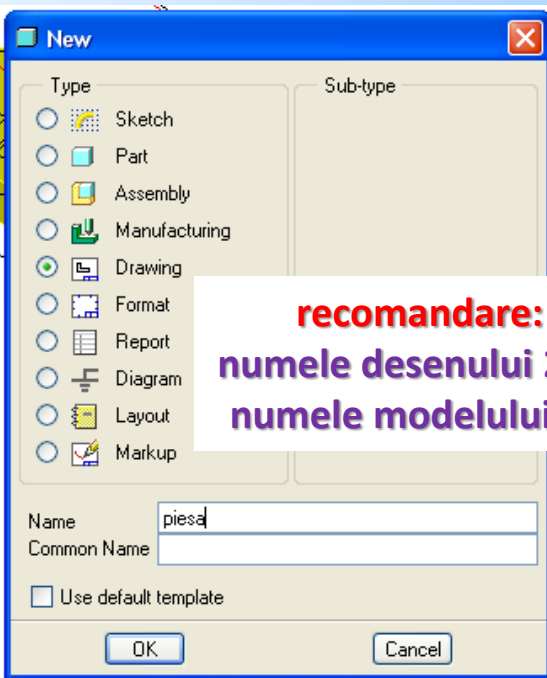
## generarea desenului 2D

### 1. Realizarea vederilor si sectiunilor necesare in modelul 3D

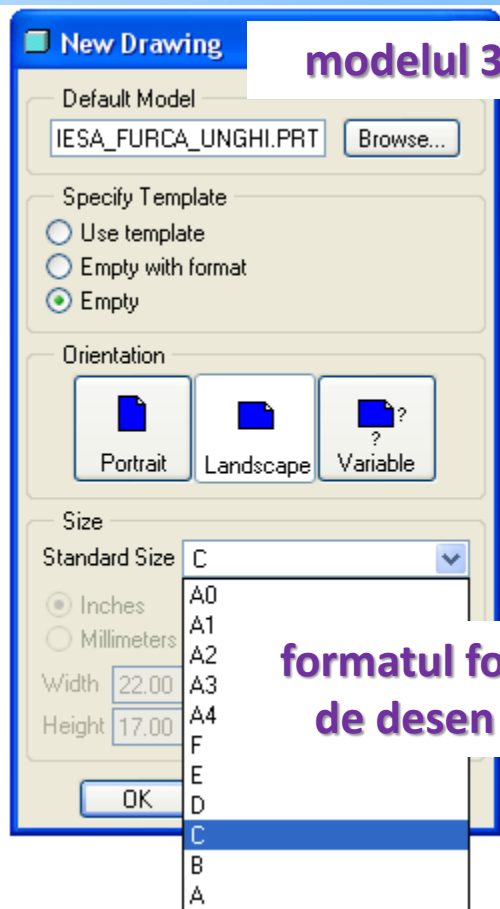


# MODULUL DRAWING - generarea desenului 2D

## 2. Deschiderea unui desen 2D ("drawing") in care se vor aduce vederile corespunzatoare modelului 3D



**recomandare:**  
numele desenului 2D =  
numele modelului 3D



formatul foii  
de desen

SCALE : 1.000

TYPE : PART

NAME : PIESA\_FURCA\_UNGHI

SIZE : A4

SCALE : 1.000 TYPE : PART NAME : PIESA\_FURCA\_UNGHI SIZE :

# MODULUL DRAWING - generarea desenului 2D

## 3. Aducerea vederii generale in "drawing"

The image illustrates the steps to create a general view in a drawing:

- (1) Click the **General** button in the **Drawing Models** ribbon to create a general view.
- (2) Right-click (RMB) on the 3D model to open the context menu, where **Insert General View...** is selected.
- (3) The **Drawing View** dialog box is shown, with **View Type** set to **General** and **View name** set to **new\_view\_2**.

The status bar at the bottom indicates: **Select CENTER POINT for drawing view.**

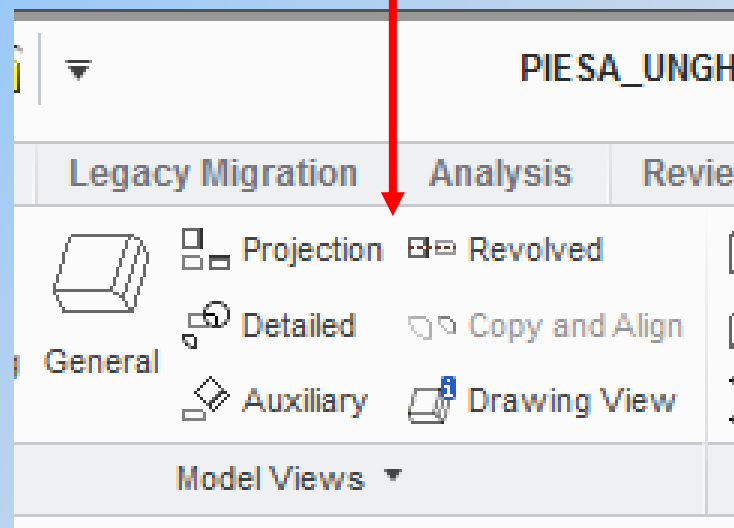
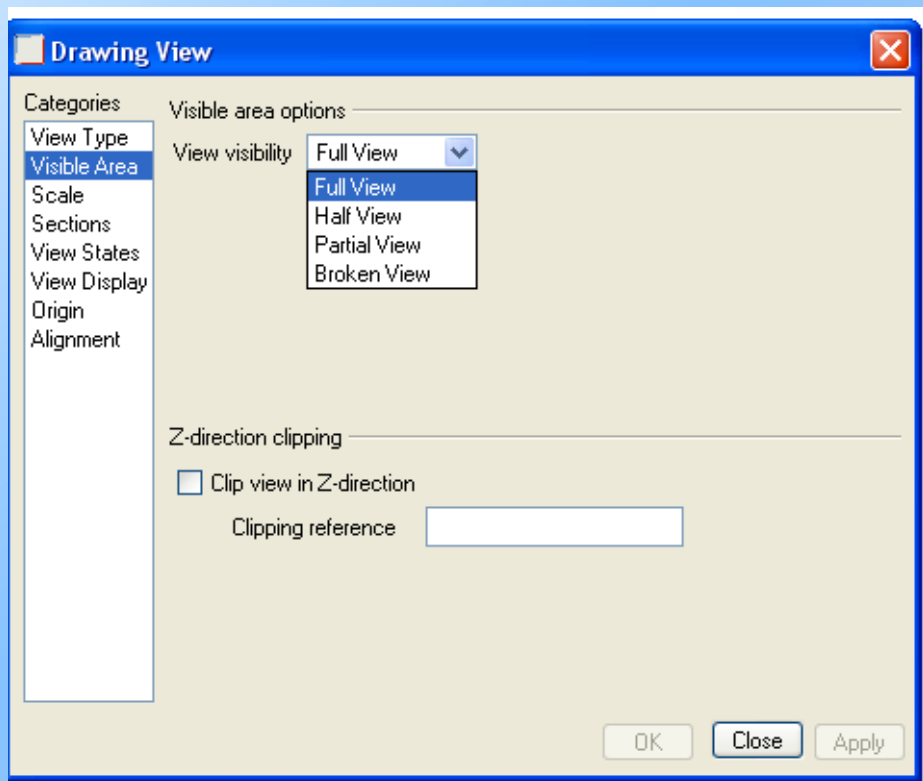
# MODULUL DRAWING - generarea desenului 2D

## 4. Aducerea tuturor tipurilor de vederi necesare pentru definirea modelului 3D;

**Tipuri de vederi** - proiectii, vederi de tip detaliu, vederi auxiliare, ...

care pot fi:

- vederi pline (“full view”),
- vederi pe jumătate (“half view”),
- vederi partiala (“partial view”)
- vederi sparte (“broken view”)



# MODULUL DRAWING - generarea desenului 2D

## 4. Aducerea tuturor tipurilor de vederi necesare pentru definirea modelului 3D;

### Vizualizarea muchiilor piesei in vederi sau sectiuni

**Wireframe**

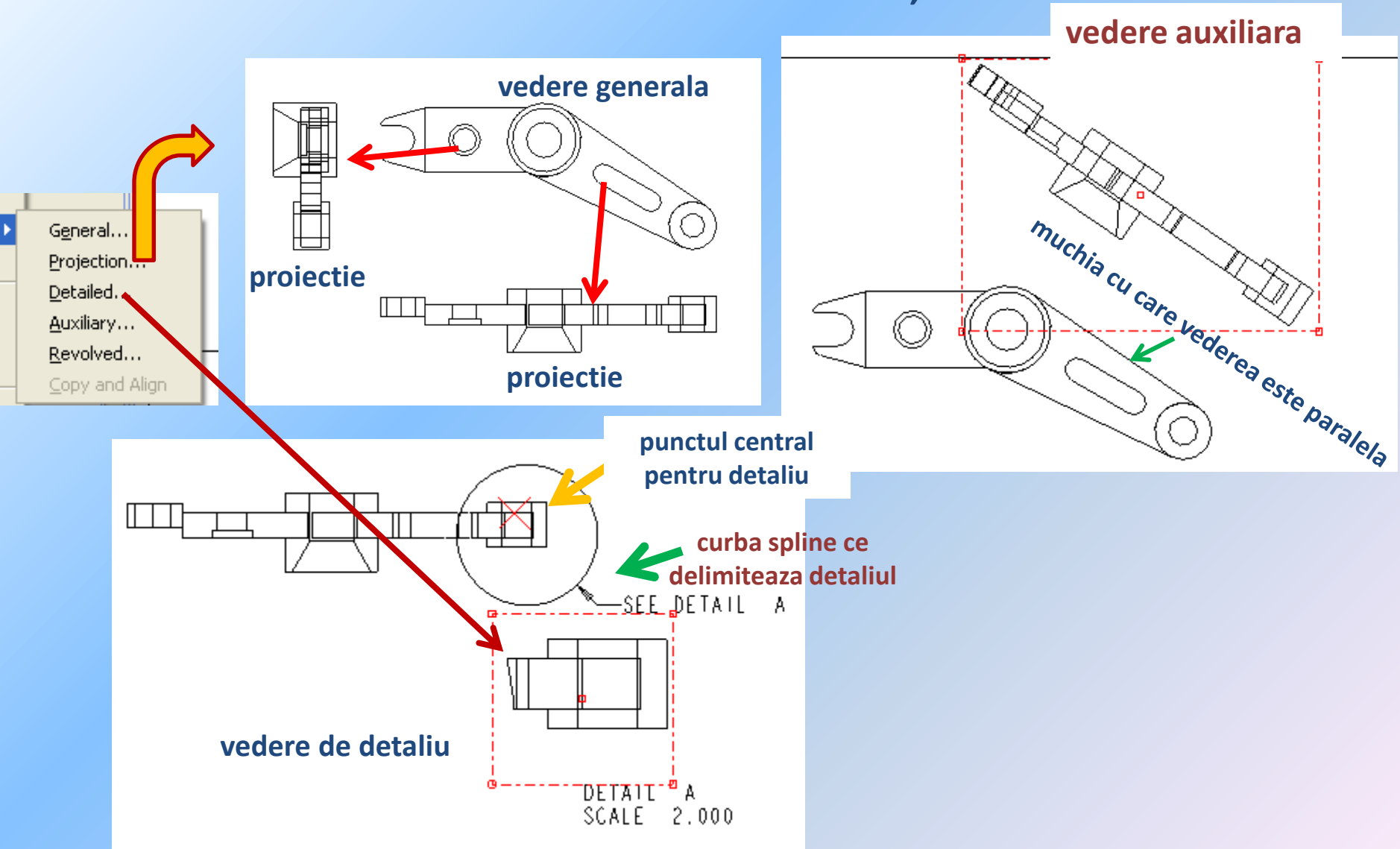
**Hidden**

**No hidden**

**Follow environment Shading**

# MODULUL DRAWING - generarea desenului 2D

## 4. Aducerea tuturor tipurilor de vederi necesare pentru definirea modelului 3D;

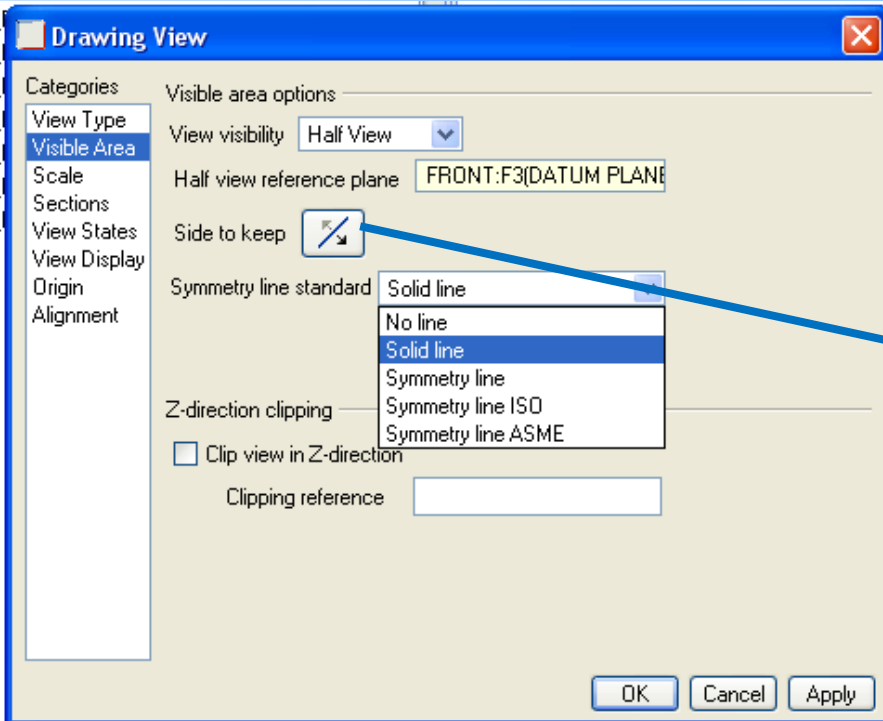
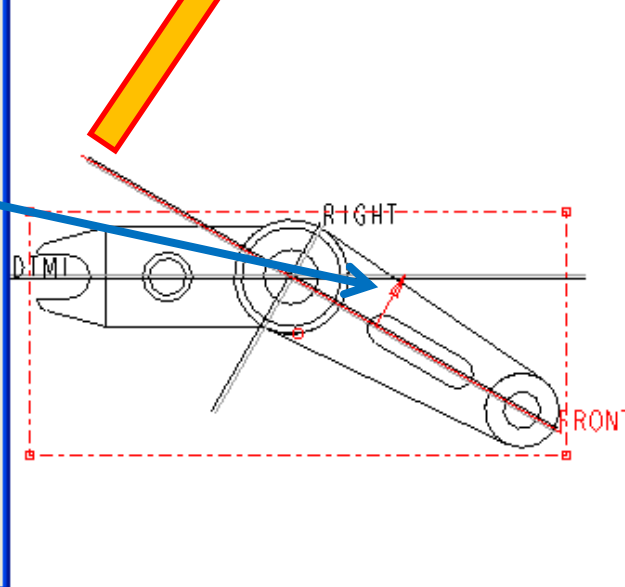
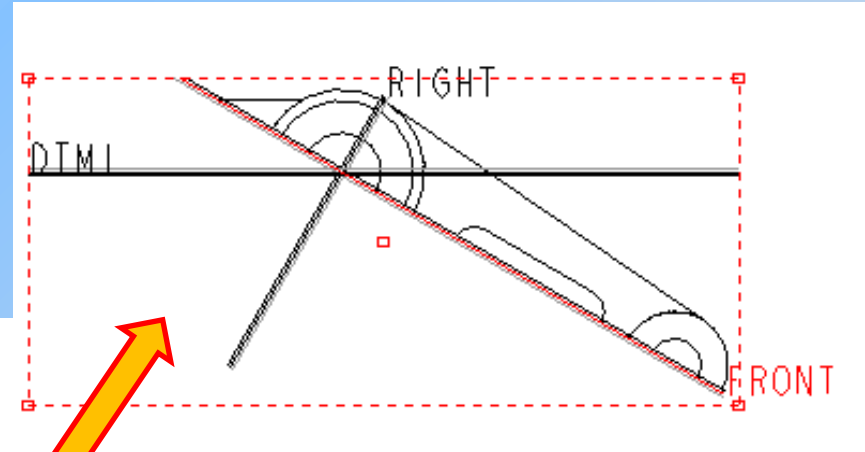




# MODULUL DRAWING - generarea desenului 2D

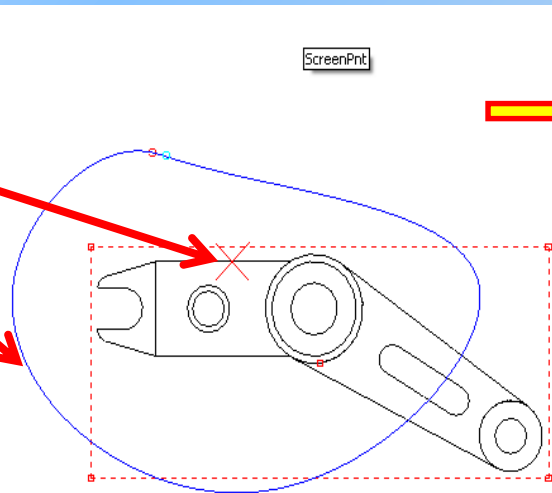
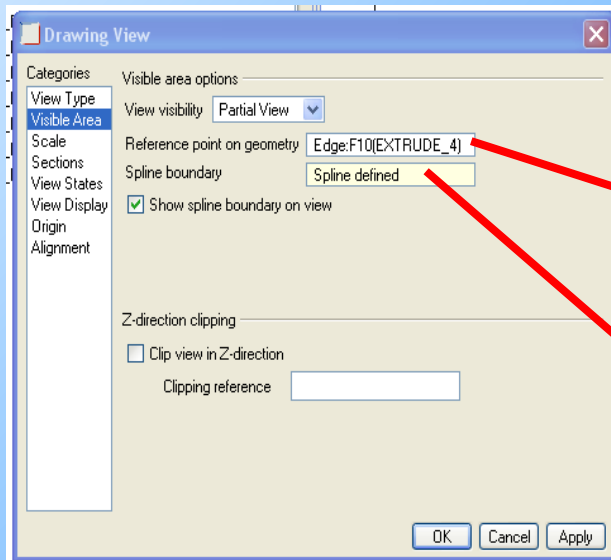
## 4. Aducerea tuturor tipurilor de vederi necesare pentru definirea modelului 3D;

vedere pe jumătate "half view"

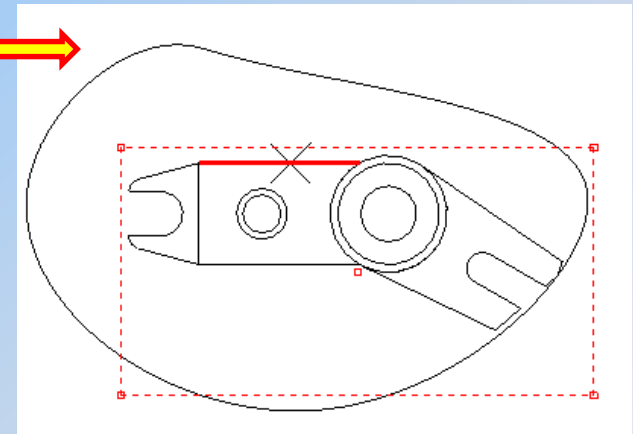


# MODULUL DRAWING - generarea desenului 2D

## 4. Aducerea tuturor tipurilor de vederi necesare pentru definirea modelului 3D;

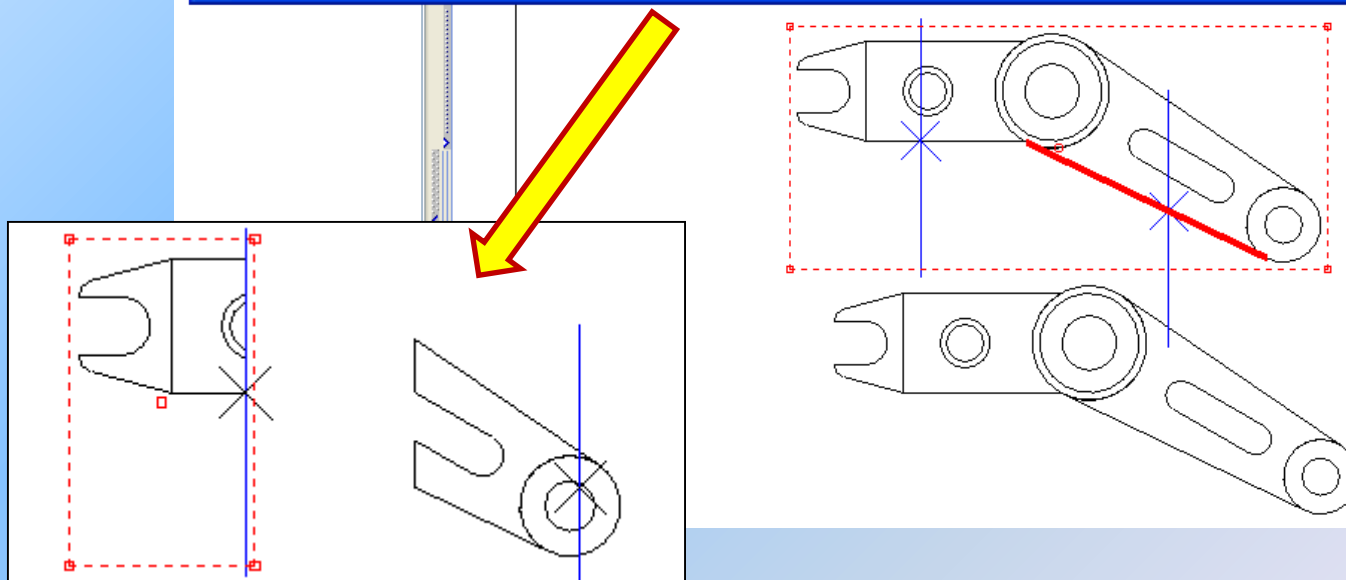
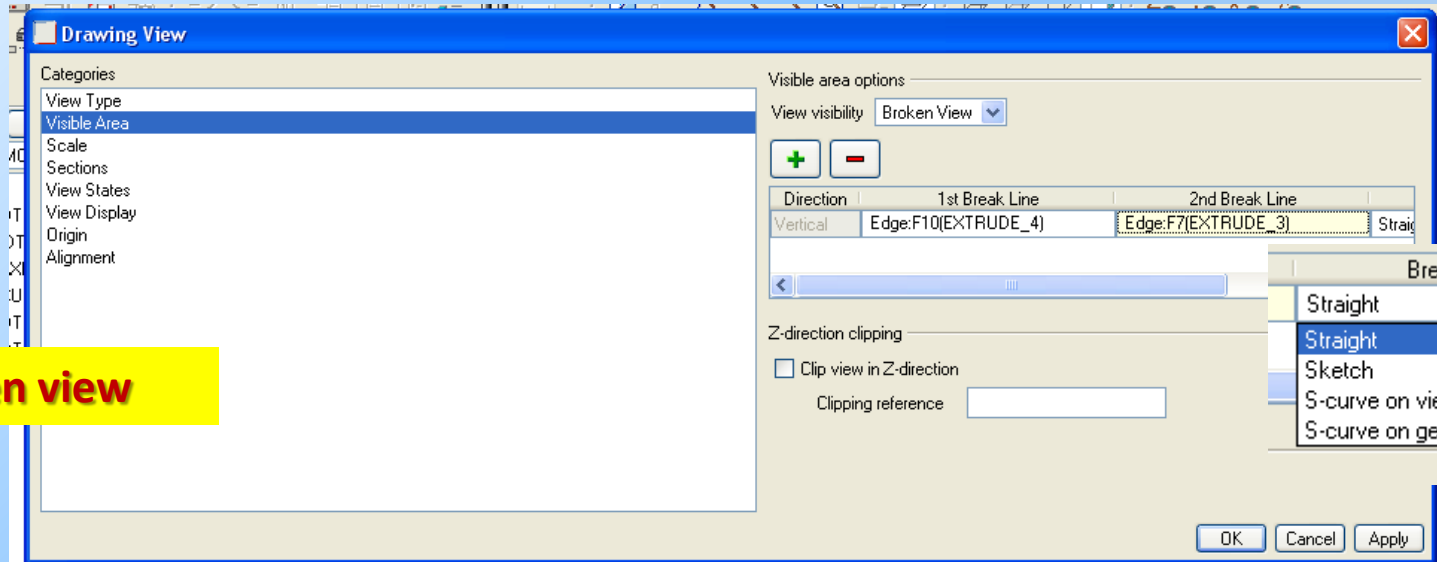


**vedere partiala**



# MODULUL DRAWING - generarea desenului 2D

## 4. Aducerea tuturor tipurilor de vederi necesare pentru definirea modelului 3D;



# MODULUL DRAWING - generarea desenului 2D

## 5. Aducerea vederilor sectionate (sectiuni pline ("full"), pe jumătate, locale) Tipuri de sectiuni:

The image displays three screenshots of the 'Drawing View' dialog box, illustrating different sectioning options and settings.

**Top Left Screenshot:** Shows the 'Drawing View' dialog with 'Sections' selected in the 'Categories' list. The 'Section options' are set to '2D cross-section' (selected), '3D cross-section', and 'Single part surface'. The 'Model edge visibility' is set to 'Total'. A table lists sectioned areas:

Name	Sectioned Area	Reference
✓ A	Full	
Create New...		
✓ A		
✗ B		
✓ C		

**Top Right Screenshot:** Shows the 'Drawing View' dialog with 'Sections' selected. The 'Section options' are set to '2D cross-section' (selected), '3D cross-section', and 'Single part surface'. The 'Model edge visibility' is set to 'Total'. A table lists sectioned areas:

Name	Sectioned Area	Reference
✓ C	Full	
	Half	
	Local	
	Full(Unfold)	
	Full(Aligned)	

**Bottom Screenshot:** Shows the 'Drawing View' dialog with 'Sections' selected. The 'Section options' are set to '2D cross-section' (selected), '3D cross-section', and 'Single part surface'. The 'Model edge visibility' is set to 'Total'. A table lists sectioned areas:

Reference	Boundary	Arrow Display
		View:new_view_1

A red arrow points to the 'Arrow Display' column in the table.

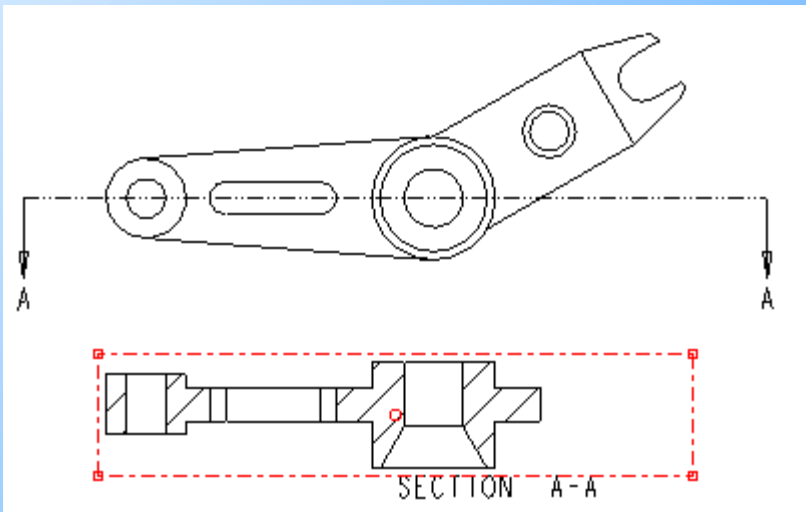
**Bottom Right:** A yellow box contains the text: **indicarea traseului de sectionare pe una din vederi**

Buttons: OK, Cancel, Apply

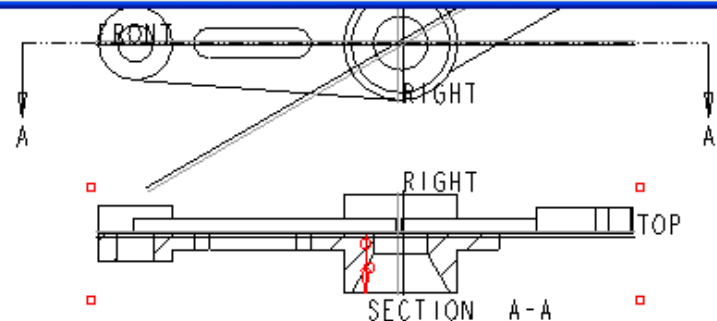
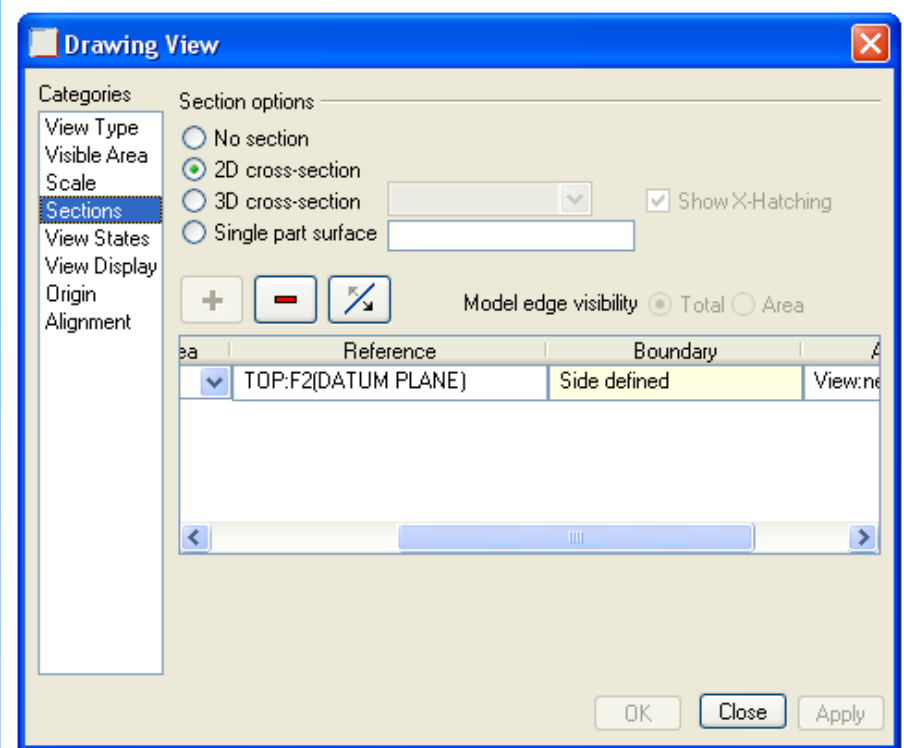
# MODULUL DRAWING - generarea desenului 2D

## 5. Aducerea vederilor sectionate (sectiuni pline ("full"), pe jumătate, locale)

sectiune intreaga ("full")  
muchii "hidden"

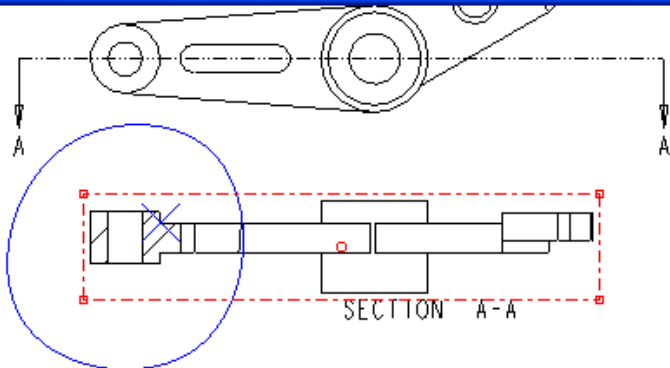
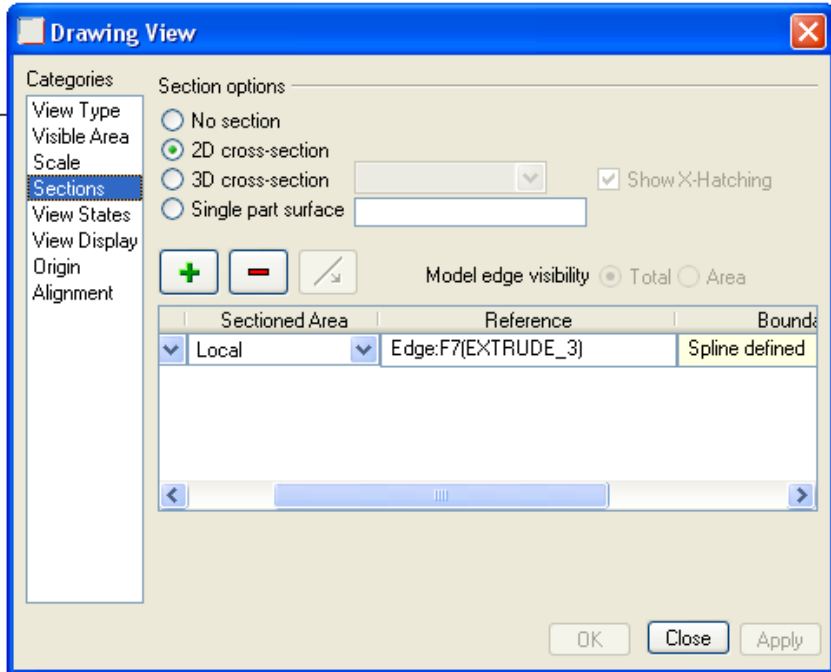


sectiune pe jumătate ("half") – piesa se reprezintă jumătate vedere-jumătate  
sectiune



# MODULUL DRAWING - generarea desenului 2D

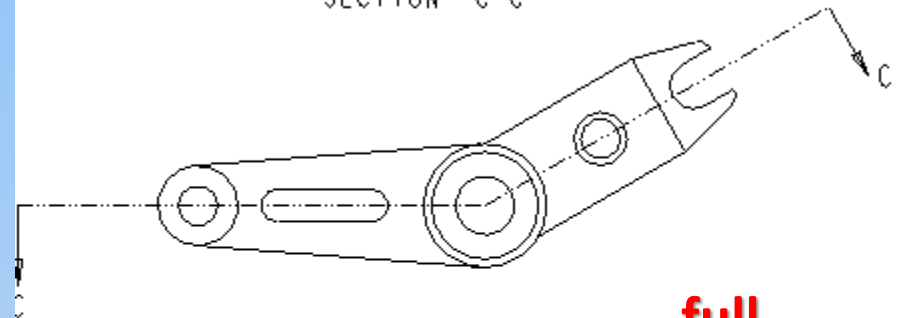
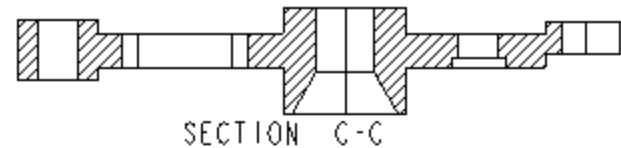
## 5. Aducerea vederilor sectionate (sectiuni pline ("full"), pe jumătate, locale)



**sectiune locala**

**pentru sectiune in trepte**

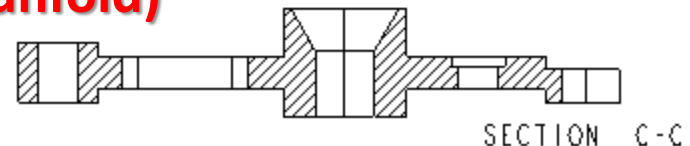
**full (aligned)**



**full**

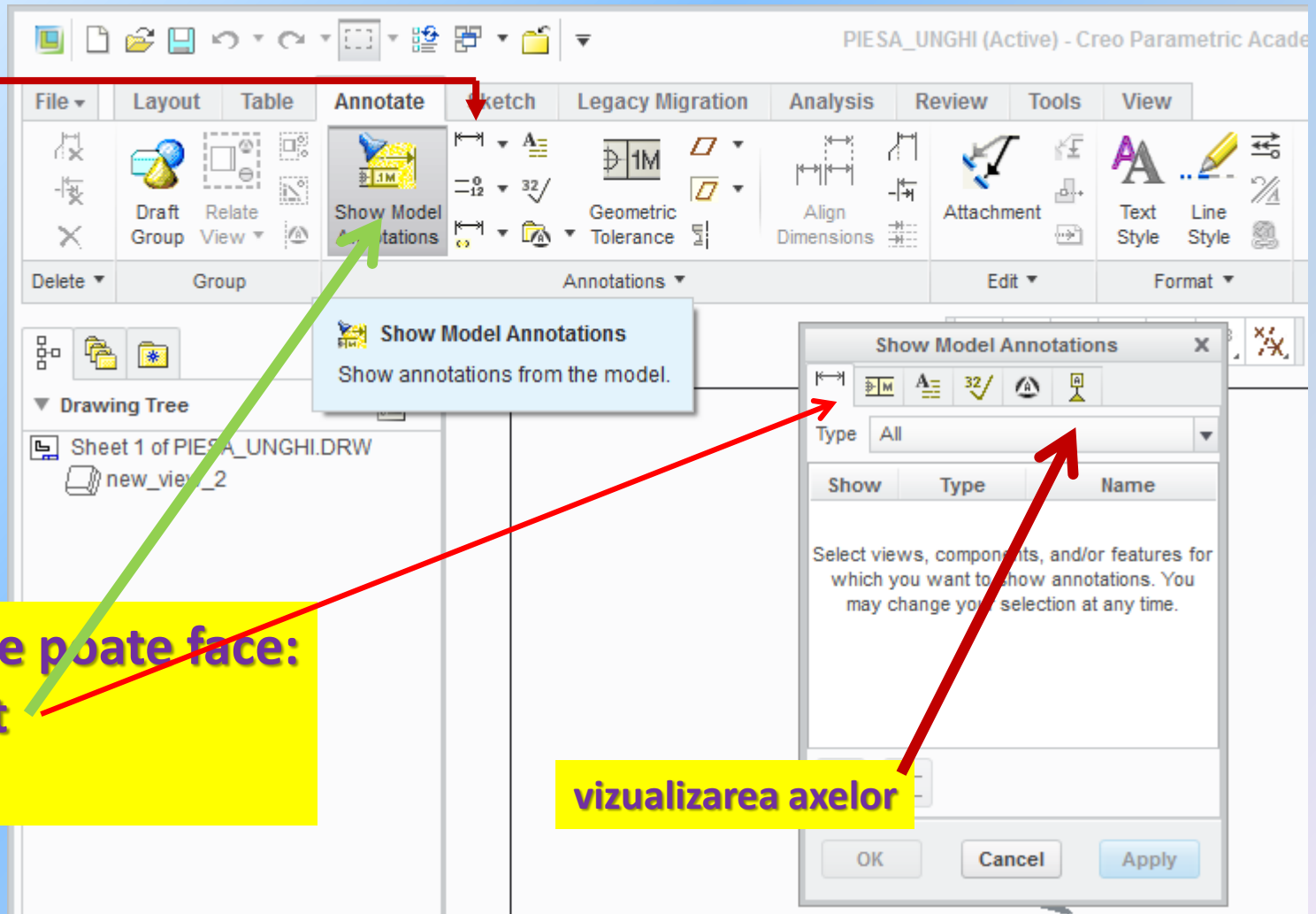


**full (unfold)**



# MODULUL DRAWING - generarea desenului 2D

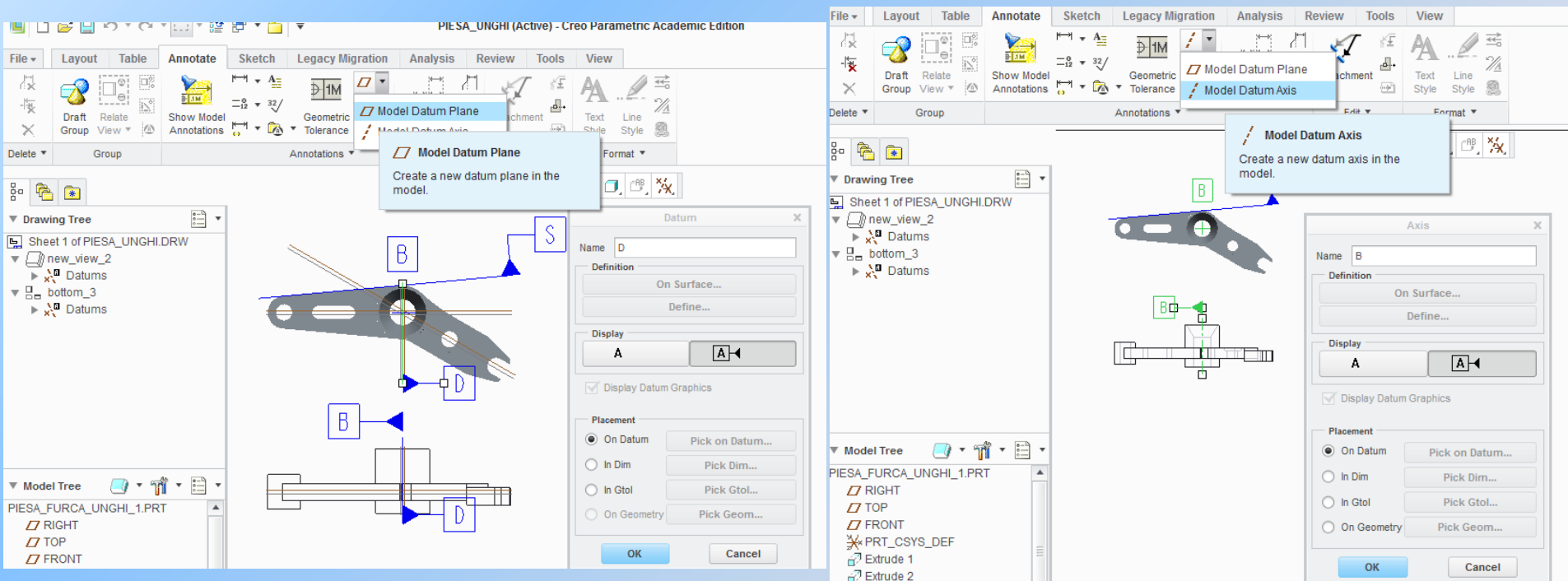
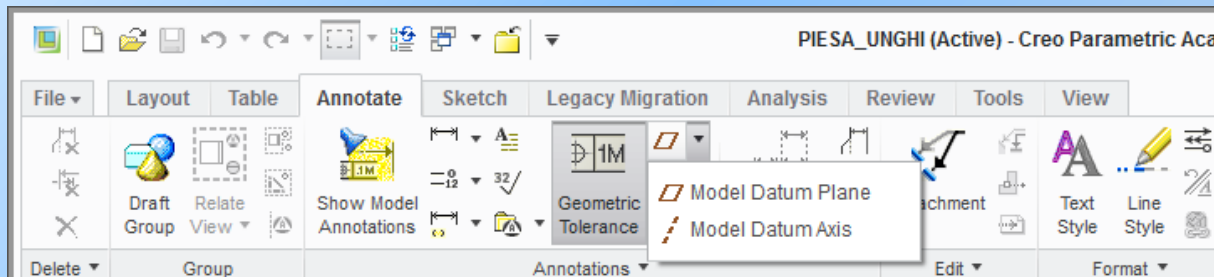
## 6. Dimensionarea vederilor/sectiunilor; vizualizarea axelor de simetrie



# MODULUL DRAWING - generarea desenului 2D

## 7. Stabilirea si reprezentarea abaterilor de forma si pozitie;

### 1. Se defineste planul/suprafata/axa de referinta (datum plane, axis)





# MODULUL DRAWING - generarea desenului 2D

## 7. Stabilirea si reprezentarea abaterilor de forma si pozitie;

2. Se defineste tipul de abatere de forma, pozitie, valoarea.

Annotate – Geometric tolerance

3. Se defineste referinta

4. Se impun valorile pentru abateri

The image displays the CAD software interface for creating a 2D drawing. The main window shows the 'PIESA\_UNGHI (Active) - Creo Parametric Academic Edition' with various toolbars and a drawing tree on the left. The drawing tree includes 'Sheet 1 of PIESA\_UNGHI.DRW' and 'new\_view\_2'. The 'Annotate' tab is active, showing the 'Geometric Tolerance' tool. Two 'Geometric Tolerance' dialog boxes are open, showing the configuration for a tolerance.

**Geometric Tolerance Dialog (Top):**

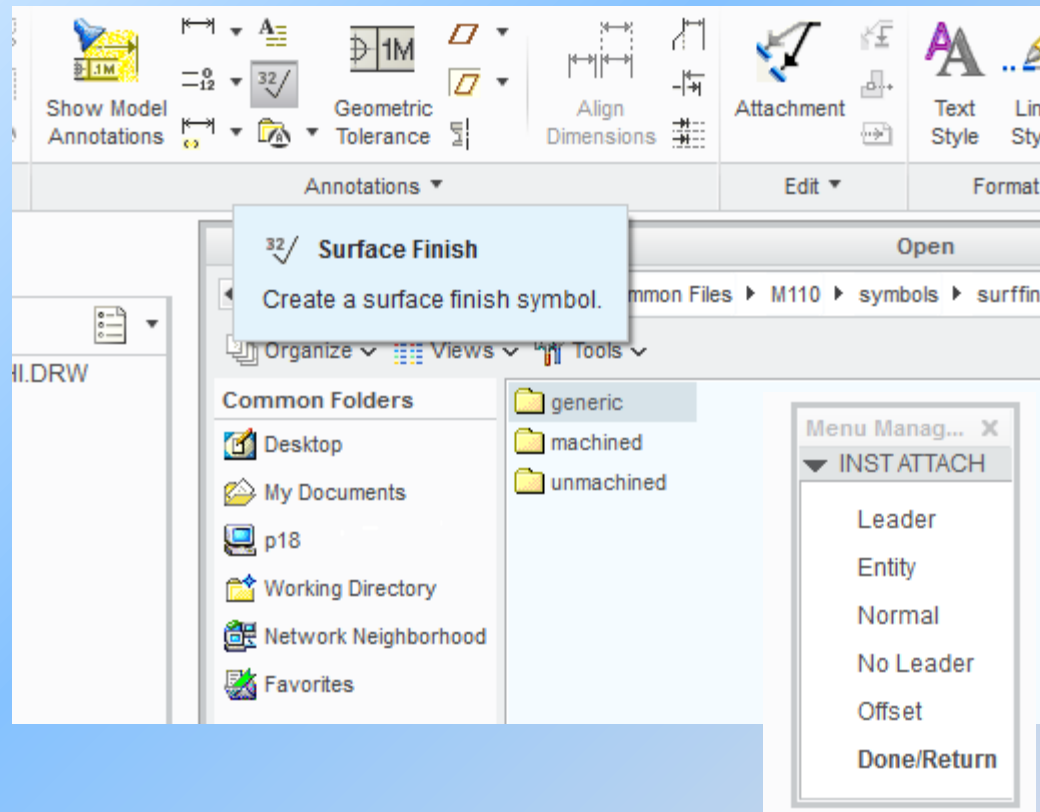
- Model Refs: Datum Refs Tol Value Symbols Additional Text
- Datum References:  Unordered
- Primary: Basic none Secondary: none Tertiary: none
- Compound: none
- Value: 0.0
- Datum Reference: None

**Geometric Tolerance Dialog (Bottom):**

- Model Refs Datum Refs Tol Value Symbols Additional Text
- Tolerance Value:
  - Overall Tolerance: 0.001
  - Name: gp0
  - Per Unit Tolerance
  - Value/Unit: 0.001
  - Unit Length: 0.001
- Material Condition: RFS(no symbol)

# MODULUL DRAWING - generarea desenului 2D

## 8. Stabilirea si reprezentarea rugozitatilor;



# MODULUL DRAWING - generarea desenului 2D

## 7. Stabilirea si reprezentarea rugozitatilor;

