

ITCD 315:001 - 3D Design Modeling & Animation

Dr. Rajeev Madhavannair

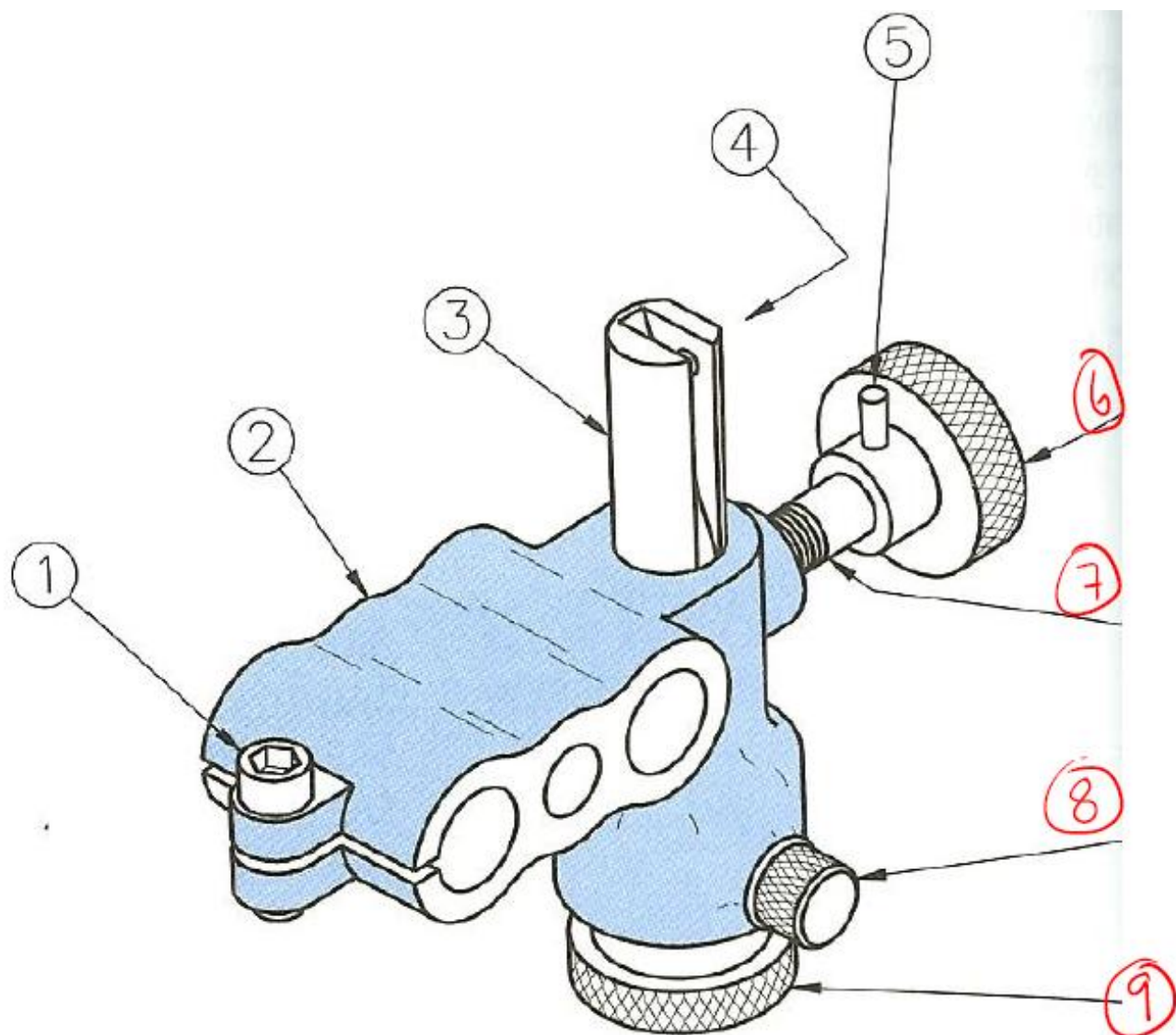
Lab Assignment 7 (SW assembly): Due April 4th, 2011 (By 11.55 P.M)

Notes:

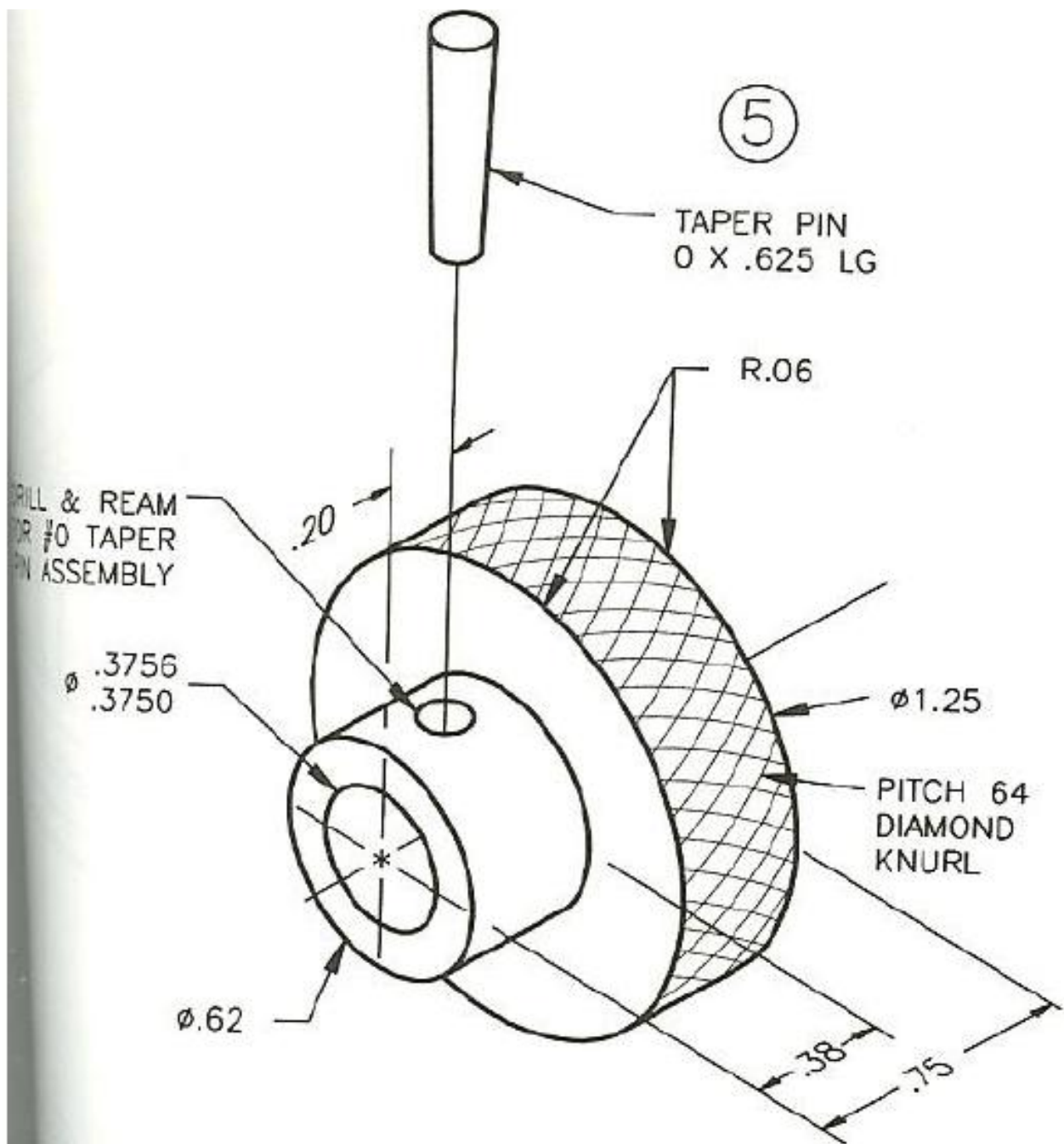
- Draw the assembly shown below first.
- Use Solidworks Animation wizard to analyze the following.
- Make an animated file of the **exploded isometric view just as you see** in the exploded view below. Move out the parts to its current position to a position in the fully assembled view. Rotate the necessary components.
- Save the animation as avi file and upload into Blackboard. Print out an exploded and isometric view with BOM in a solidworks format (not drawing format). Refrain from cheating.

PARTS LIST

ITEM	QTY	NAME	DESCRIPTION	MATERIAL
1	1	CAP SCREW	.25-20UNC-2 × .75 HEX SOC HEAD	STL
2	1	FRAME		SAE 4340
3	1	ADJUSTING SCREW		SAE1045
4	1	SET SCREW	8-32UNC-2 HEX SOC FLAT POINT	STL
5	1	TAPER PIN	0 × .625	STL
6	1	KNURL KNOB		SAE 1024
7	1	CLAMP SCREW		SAE 2330
8	1	PILOT SCREW		SAE 2330
9	1	ADJUSTING NUT		SAE 3130



ADJUSTABLE ATTACHMENT

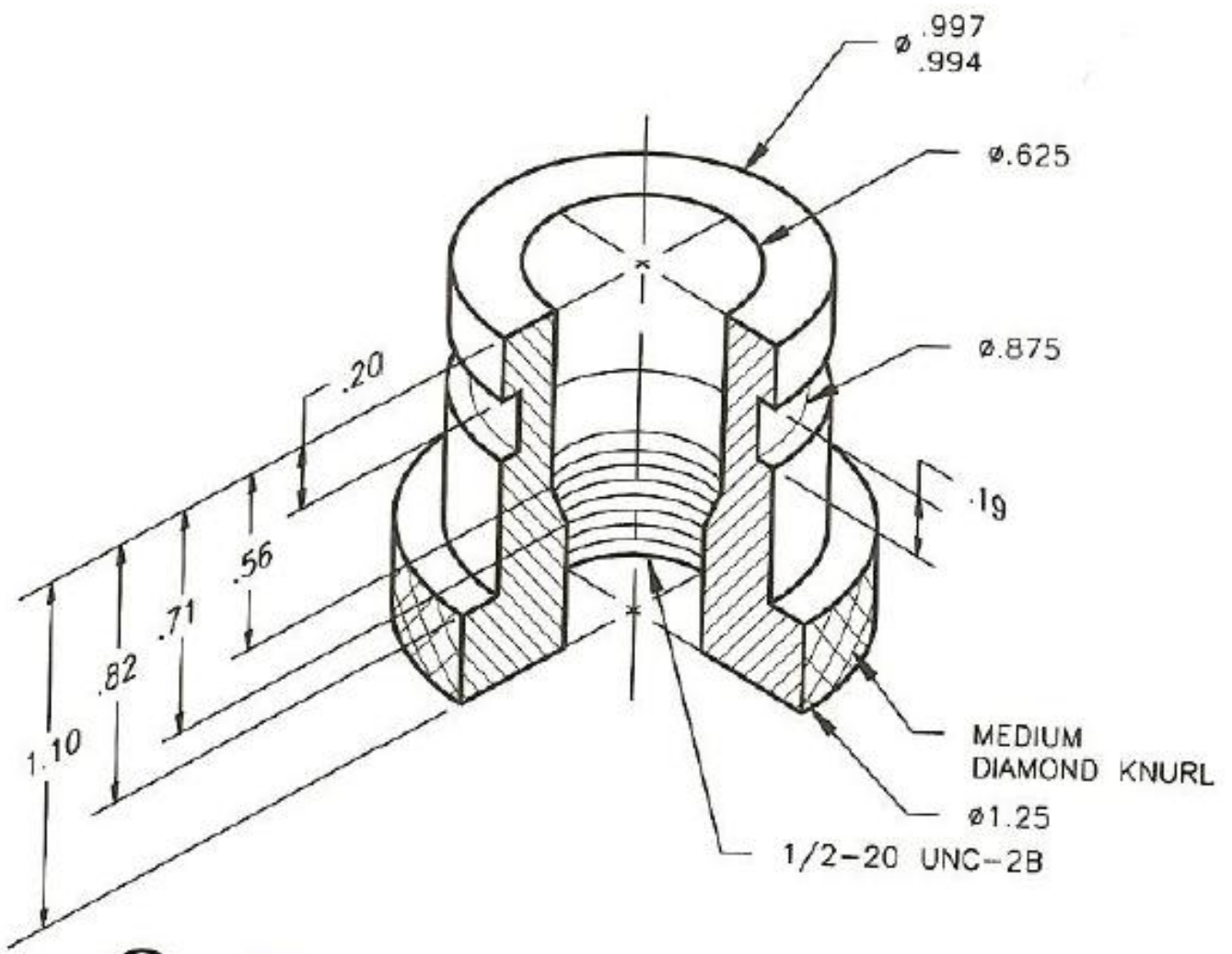


KNURL KNOB

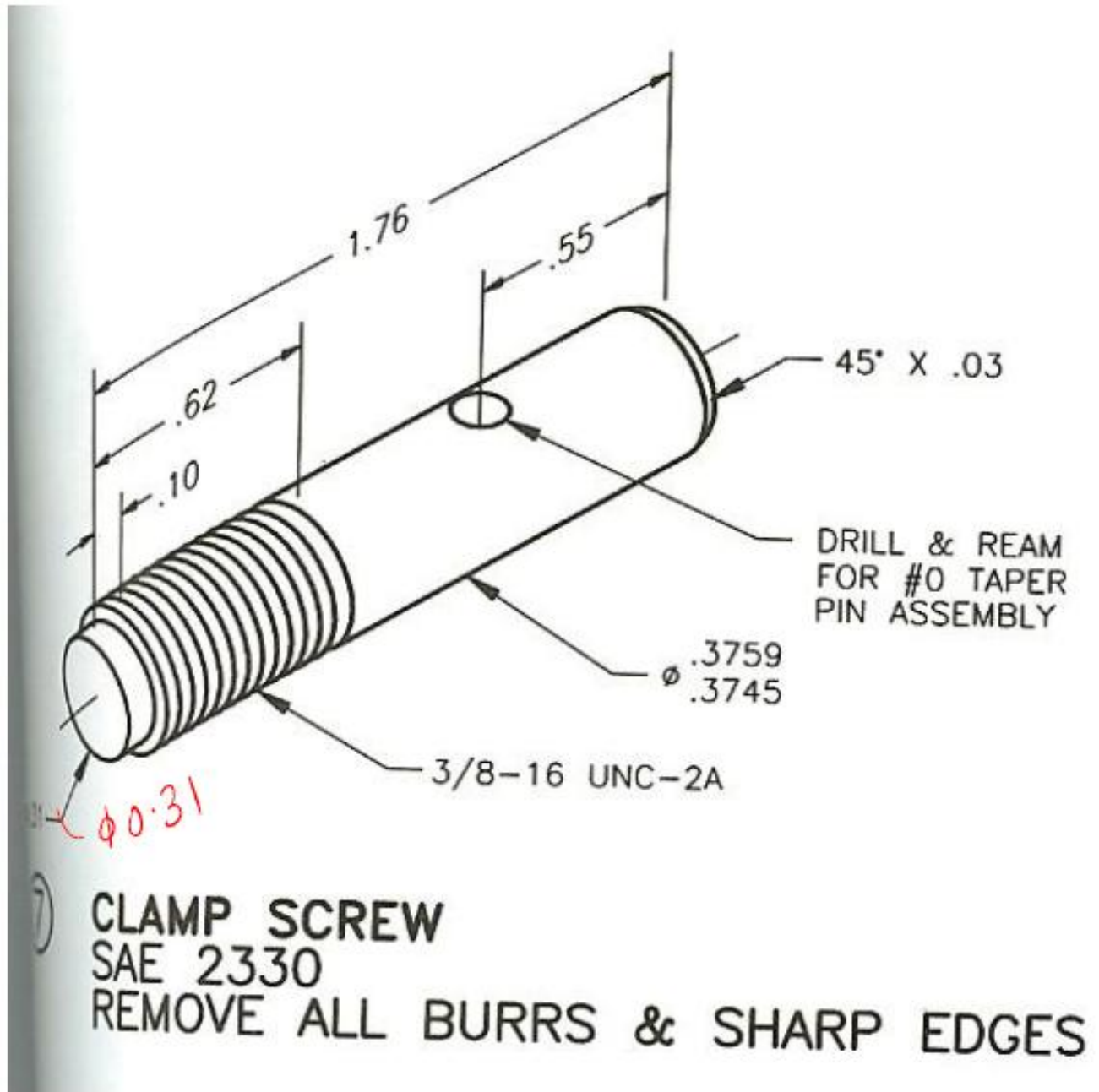
SAE 1024

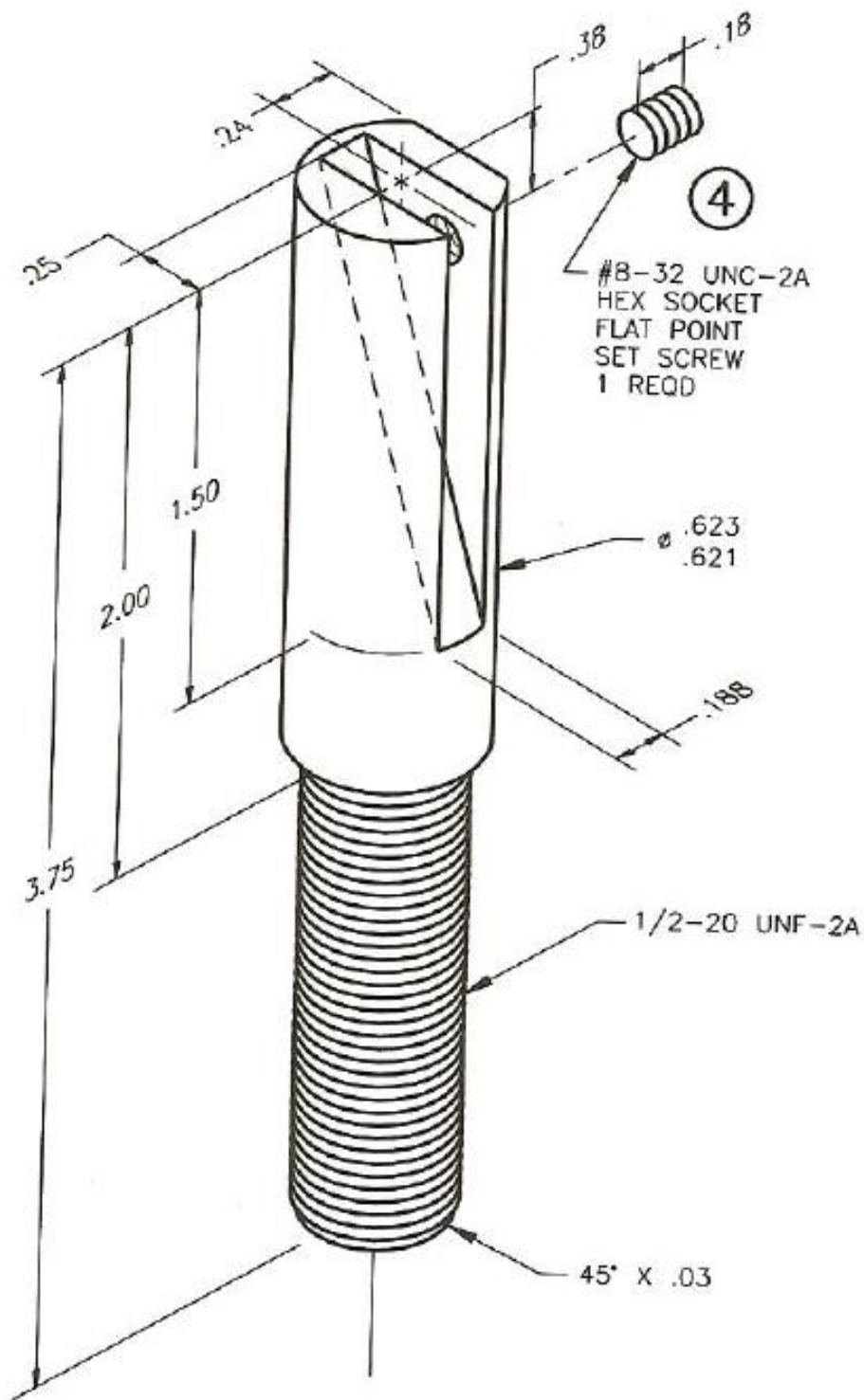
REMOVE ALL BURRS & SHARP EDGES

FAO

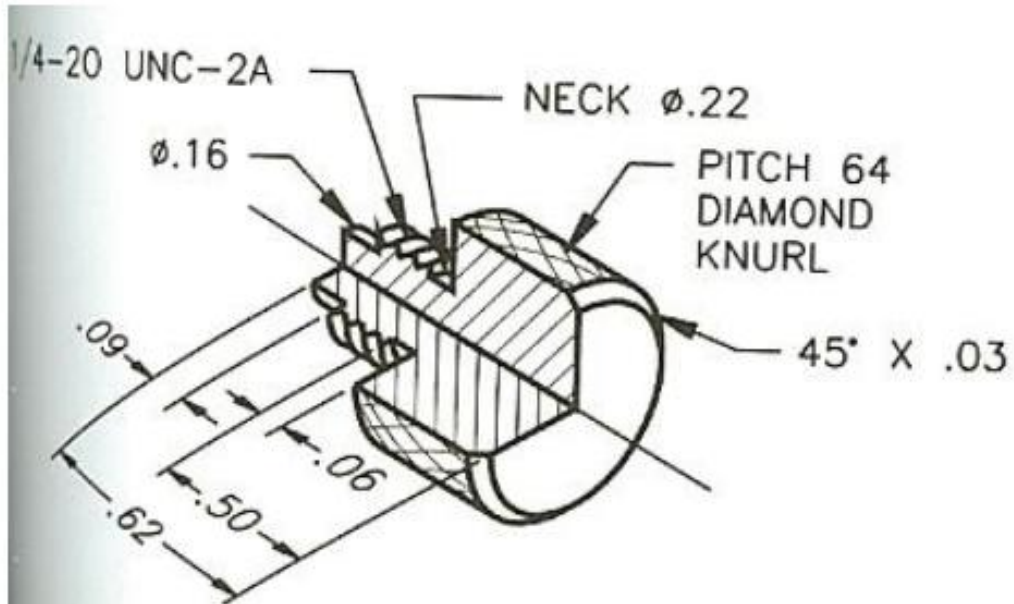


⑨ ADJUSTING NUT
SAE 3130
REMOVE ALL BURRS & SHARP EDGES





- ③ ADJUSTING SCREW
SAE 1045
REMOVE ALL BURRS & SHARP EDGES
FAO



⑥ PILOT SCREW
 SAE 2330
 REMOVE ALL BURRS & SHARP EDGES
 FAO