

DRAFTING

Computational Design Laboratory Department of Automotive Engineering Hanyang University, Seoul, Korea



Computational Design Lab

Copyright © Computational Design Lab. All rights reserved.

CONTENTS

✓ 시작하기

- ✓ Views
- ✓ Dimensions
- ✓ Annotations/Dress-up

DRAFTING



DRAFTING 시작하기 (1)

Start 메뉴에서 Mechanical Design → Drafting 선택



혹은, 카티아 실행화면에서 선택 (Start menu 설정시)



184

DRAFTING 시작하기 (2)

Drafting Workbench 실행 옵션 – ISO 규격/ Empty Sheet 선택



DRAFTING 작업화면 – EMPTY SHEET



DRAFTING 툴바 종류



187

3각법을 이용한 투상도 배치 (1)

ISO 규격 - Sheet Properties에서 1각법을 3각법으로 변경

• ISO 표준으로 실행하면 1각법으로 되어있으므로 3각법으로 변경하여 투상도 생성.



Sheet						
ame: Sheet.1						
cale: 1:1		= 1		-		
ormat						
A0 ISO				🚽 🖾 Display		
Vidth : 1189	.00 mm					
leight : 841.0	10 mm					
A O Po	rtrait					
A						
🚣 🔞 Lar	ndscape					
Lar Projection Met	ndscape bod				- 25	m
Projection Met	ndscape hod gle standard —		→ 1각법	1		III
Projection Met	ndscape hod gle standard —		→ 1각법]		III
Correction Met ■CO First and Third ar	ndscape hod gle standard — ngle standard —		→ 1각법 → 3각법			m
Projection Met OF First any Third ar Senerative view	ndscape hod gle standard — ngle standard — vs positioning n	node	→ 1각법 → 3각법			H
Lar rojection Met O First any Third ar renerative view Part boundi	ndscape hod gle standard — ngle standard — vs positioning n ng box center	node	→ 1각법 → 3각법			m
Correction Met Correction Met O O First an O Third ar concertative view Part boundi Part 3D axis	ndscape hod gle standard — ngle standard — vs positioning n ng box center s	node	→ 1각법 → 3각법		*	E.
Lar Projection Met Third ar Third ar Senerative view Part boundi Part 3D axis Print Area	ndscape hod gle standard — ngle standard — vs positioning n ng box center s	node	→ 1각법 → 3각법			B.
Lar Crojection Met Orojection Met O O First any O Third ar O Part boundi Part boundi Part 3D axis rint Area O Activate	ndscape hod gle standard — ngle standard — vs positioning n ng box center s X:	node	→ 1각법 → 3각법			E Contraction of the second se
Lar Cojection Met Cojection Met	ndscape hod gle standard — ngle standard — vs positioning n ng box center s X: 0.000 mm	node	→ 1각법 → 3각법			
Lar Cojection Met Orojection Met O O First any O Third ar ornerative view Part boundi Part boundi Part 3D axis rint Area O Activate	ndscape hod gle standard — ngle standard — vs positioning n ng box center s X: 0.000 mm Width:	node	 → 1각법 → 3각법 Y: 0.000 mm Height: 		3	E
Lar Cojection Met Orojection Met O O First any O Third ar Senerative viev Part boundi Part 3D axis rint Area Activate	ndscape hod gle standard — ngle standard — vs positioning n ng box center s X: 0.000 mm Width: 100.000 mm	node	 → 1각법 → 3각법 Y: 0.000 mm Height 100.000 mm 			E Contraction of the second se

(2)



DRAFTING 작업화면



모델과 DRAFTING의 관계

모델이 변경 될 경우 화면 하단의 Update 버튼을 클릭 📭 🔤 하면 변경된 모델의 정보가 도면에 적용된다.

CATIA V5 for Student - [draft_model.CATPa CATIA V5 for Student - [Drawing4] <u>Start File Edit View Insert Tools Window</u> Start File Edit View Insert Tools Window Help . 8 Å • B / S S · 0.01000 · - xv plane Sheet.1 Drawing4 2 Sheet.1 - 🔅 PartBody Front Rear - Тор \subset - Botto Sometric ve Left v TOD VEW Isome Ο 0 0 LET VEY Front ver SHIL VEW 御 BEEL VEW €.) €3 EDITION VEW DEATU 🗋 🐸 🖉 🥥 🖉 🕼 🖉 🖉 💼 🐗 🍭 🧊 🗄 🛨 🔍 🔍 🗑 🐷 🖉 🔛 🚮 🛄 🛗 🧱 🖉 😂 🧠 🖉 <u>〕≝⊟⊴,``&⊅``</u>\$`£@® ≣48\$} %88⊕©QQQ<u>≱∎₫</u>0]022 23 2346 Select an object or a command Select an object or a command

Up...

බ

CONTENTS

- ✓ 시작하기
- ✓ Views
- ✓ Dimensions
- ✓ Annotations/Dress-up





Copyright © Computational Design Lab. All rights reserved.







View Properties

operties 2	
Current selection : Front view/ViewMakeUp.3/Sheet.1	Hidden Lines : 품근신 표시
View Graphic Visualization and Behavior	Center Line : 원형 도형에 중심선 표시
Lock View Visual Clipping	Axis : 회전체의 축 표시
Scale and Orientation Angle: Odeg Scale: 1:1	Fillets : 필렛으로 인한 보조선 표시
Dress-up	E .
Axis Thread	
Fillets : • Boundaries Symbolic Symbol Symbol Symbol Symbol Symbol Symbol Symbol Symbol Symbol Symbol Symbol Symbol Symbol Symbol Symbol 	
Approximated Original Edges	
View Name	
Front view Sum Name Editor With Formula:	
Front view	







다음의 도면을 참고하여 모델링 한 후 도면과 같이 배치하시오. (숨은선 포함)









CONTENTS

- ✓ 시작하기
- ✓ Views
- ✓ Dimensions
- ✓ Annotations/Dress-up

Dimensioning

x

A

Dimensioning

ដ Dimensions : 도면에 치수를 생성	
🗯 Chained Dimensions : 기준 Line에서 연속적으로 치수를 생성	
🔛 Cumulated Dimensions : 기준 Line에서 누적된 치수를 생성	
🔛 Stacked Dimensions : 계단식 치수를 생성	
[➡] Length/Distance Dimensions : 길이 값과 거리 값을 나타냄	
🏠 Angle Dimensions : 선택한 두 개의 Element의 각도를 나타냄	
🔎 Radius Dimensions : 선택한 circle 또는 arc의 반지름 값을 나타냄	
🚑 Diameter Dimensions : 선택한 circle 또는 arc의 직경 값을 나타냄	
🚿 Chamfer Dimensions : 도면 중 chamfer 된 부분에 치수를 생성	
🏥 Thread Dimensions : Thread가 적용된 홀이나 pocket에 thread 치수를 생성	
🔎 Coordinate Dimensions : 2D 도면상의 좌표 치수를 생성	
🛱 Coordinate Dimension Table : 도면의 좌표 값을 표시하는 치수를 table로 생성	
👬 Hole Dimension Table : Hole의 Center Point 좌표 값과 Diameter 값을 table로 생성	





Tools Palette

Tool palette





Text Properties

Dimension Properties

실습 예제

다음의 도면과 동일하게 투상도 생성 및 치수 입력 하기(Controller 모델 이용)









실습 예제

다음 도면을 보고 투상도 배치 및 치수 입력 해보기



CONTENTS

- ✓ 시작하기
- ✓ Views
- ✓ Dimensions
- ✓ Annotations/Dress-up



실습 과제

