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**=bhf cX i Wh]cb**

**7 5H-5` JYfg]cb` )` G\YYh` AYhU` ` 8Yg][ b**

Upon completion of this course, the student should have a full understanding of the following topics:

- Defining sheet metal parameters
- Creating sheet metal parts
- Performing operations on sheet metal parts
- Modifying sheet metal parts
- Working on sheet metal parts in both the folded and unfolded views
- Recognizing normal parts as sheet metal parts

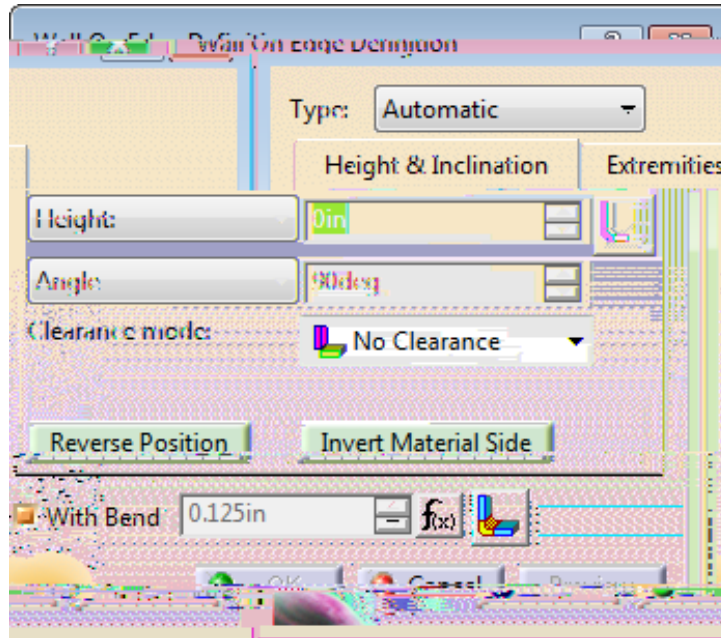
**G \ Yh' AYhU'**

Most parts can be created by using the Part Design and Wireframe and Surfaces tools. However, there are times when sheet metal specific parts are needed. The sheet metal workbenches allow you to create parts that can be folded and unfolded in order to make them easier to work with. Many times, using sheet metal features can simplify your design. There are a few workbenches in CATIA V5 that deal with sheet metal options. Many of the options appear in more than one sheet metal workbench. They will only be covered once. This course will discuss all of the options found in the Generative Sheetmetal Design and Aerospace Sheet Metal Design workbenches.

### KU''cb'9X[Y

This option creates a wall on an existing edge. With it, you can specify the height and the width of the wall.

Select the KU''cb'9X[Y icon.  The *Wall On Edge Definition* window appears.



*Type* Specifies the mode for defining the wall parameters

*Automatic* Defines the profile for the wall based upon a selected edge

*Height & Inclination* tab Only available when the *Type* is set to *Automatic*

*Height* Defines if the wall will be limited by a value, a surface, or a plane. If *Height* is selected, the value can be measured from either the top or the bottom of the wall that the edge lies upon. If *Up to Plane/Surface* is selected, a limiting element must be defined.

*Angle* Specifies that the angle the wall will use is based upon a user-defined value or an *Orientation plane*.

*Clearance mode*

Specifies how far the wall will be offset from the specified edge by the default bend radius; three options are available: *No Clearance*, *Monodirectional*, and *Bidirectional*.

*Reverse Position*

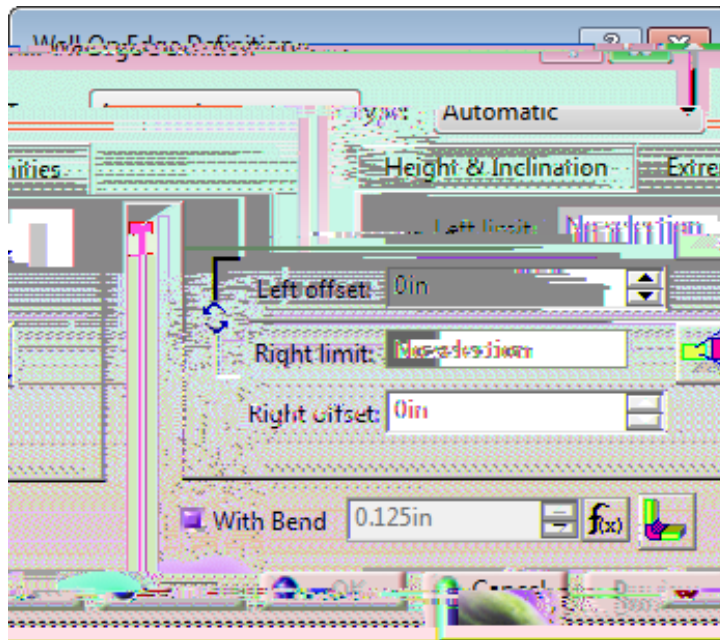
Specifies which direction the wall will extend

*Invert Material Side*

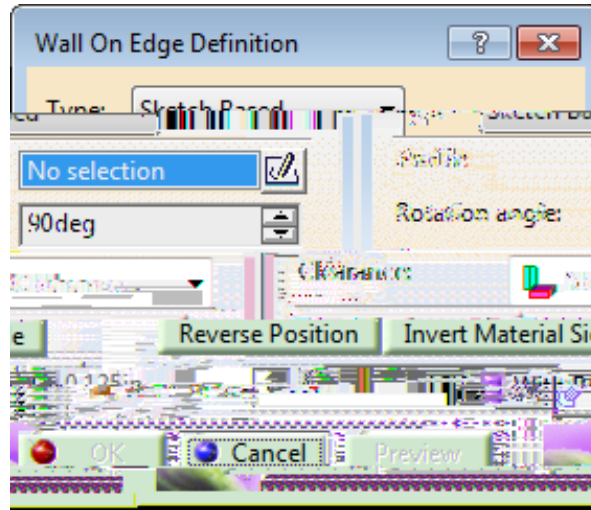
Specifies which side the wall thickness will be added to

*Extremities tab*

Specifies the limits for the extremities of the wall



*Sketch Based*




*Profile*

Specifies the sketch to be used for the profile of the wall

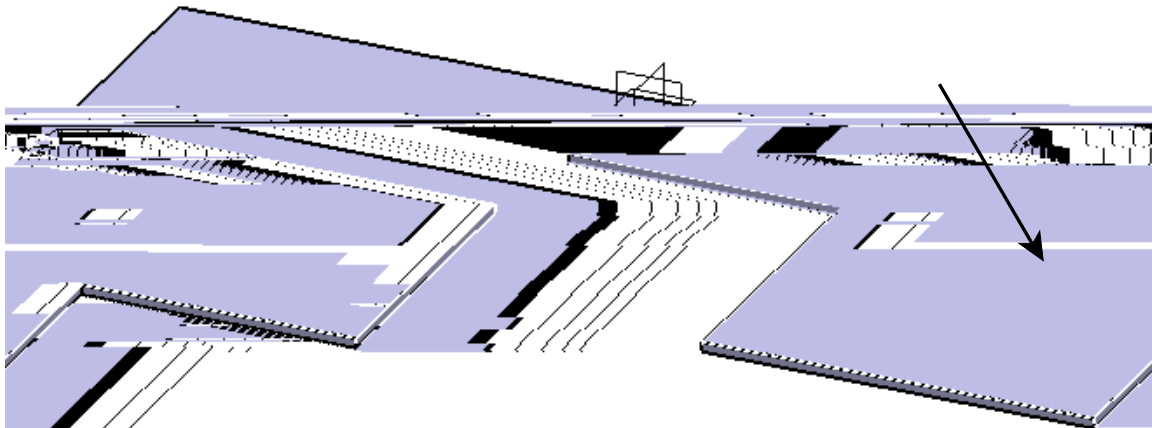
*Rotation angle*


Specifies the angle or rotation of the wall

*With Bend*

Specifies whether or not the wall will have a bend radius; bend extremities can also be specified by selecting the  icon.

**Select the edge shown below.** Multiple edges can be chosen, if desired.



**Specify *Automatic* for the *Type*, then ensure that the option to measure from the bottom face is selected.**  The height will be measured from the bottom face of the wall that the selected edge belongs to.

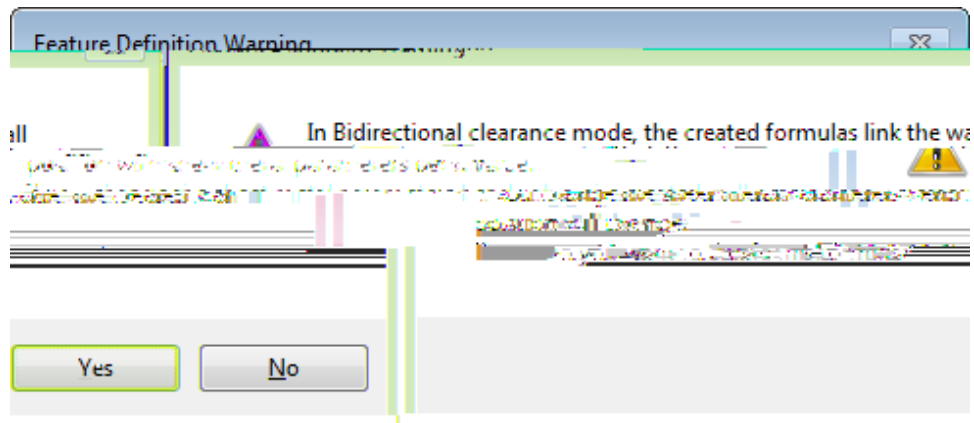
**Set the *Height* to 2.0.** The height of the wall will be two inches from the bottom of the original wall.

**Turn off the *With Bend* option and select *Preview*.**



Select **Preview**. The wall should appear as shown.

Select the **Height & Inclination** tab, then select **Bidirectional** the **Clearance mode** and click **Preview**. A **Feature Definition Warning** window appears.



**Select *Yes* and click *Preview* again.** The wall should appear as shown. It is offset 0.125 inches from the edge corresponding to the *Default Bend Radius* that was specified in *Sheet Metal Parameter.1*.

**Change the *Angle* to 120 and select *Preview*.** and click *Preview*

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**Select *With Bend* and click *Preview*.** The wall should look like this. The bend radius is defined by the sheet metal parameters.

**Select *Reverse Position* and click *Preview*.** The wall should appear as shown.



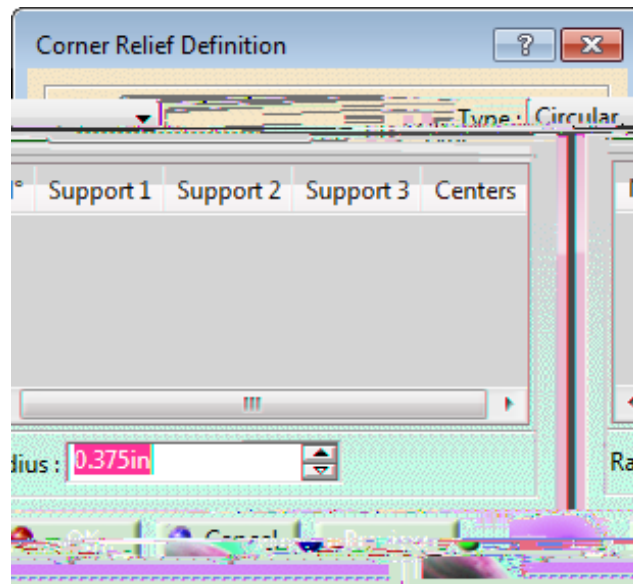
**7 cfbYf' FY'JYZ**

This option creates corner reliefs where two bends come together.

**Open the 7 cfbYf' FY'JYZ document.** The part consists of three walls with two bends between the bottom wall and side walls.

Since no corner relief has been defined, CATIA guessed at how to handle the corner when creating the two bends. The result is undesirable.

**Select the 7 cfbYf' FY'JYZ icon.** The *Corner Relief Definition* window appears.



*Type*

Specifies whether corner relief will be *Circular*, *Square*, or a *User Profile*

*Support 1, 2, 3*

Specifies the supports for the corner relief

*Centers*

Defines the center location for a *Circular* profile

*Radius*

Defines the radius for a *Circular* profile

**Select the two bend faces shown below to define the supports for the relief.**



**Set the *Radius* to 0.375 and click *OK*.** The corner relief is created.

**Select the : c`X# l bzc`X icon.**

The part is unfolded.

**Select OK.** The corner relief is created. It is using the profile defined in *Sketch.4* rather than a circle.

**Hide *Sketch.4*, then select the  icon.** The part is folded again.

You will use this model for the next exercise.



**5YfcdUWY'FYjjYk'9IYfW]gY**

This exercise will review the three, major icons in the Aerospace Sheet Metal Design workbench. You will use them along with some Generative Shape Design tools to build the part below.

**Open the 5YfcdUWY'FYjjYk' document.** It should appear as shown. You will use the existing wireframe geometry to complete the exercise.

**Select the G\YYh'AYhU'DUfU a YhYfg icon.** The *Sheet Metal Parameters* window appears.

**Set the *Thickness* to 0.0625 and the *Default Bend Radius* to 0.125, then select *OK*.**

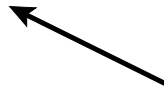
**Select the KYV icon.** The *Web Definition* window appears.

**Select the *xy plane* from the specification tree to define the *Support* for the web.** You will select multiple wireframe elements to define the *Boundary*.

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**Select the *yz plane*, *Sketch.1*, *Plane.1*, and *Circle.1* to define the *Boundary* for the web.**  
It should appear like this.

Ensure the *Material Direction* arrow is pointing upward and select *OK*. The web is defined.



Now you are ready to build the surfacic flanges that will make up the sides of the part.

**Switch to the Generative Shape Design workbench.** You will need to build the support surfaces for the surfacic flanges.

**Select the 9 | h | i | X Y icon.** The *Extruded Surface Definition* window appears.

**Select *Circle.1* as shown above to define the *Profile*, then select the *xy plane* to define the *Direction*.**

Ensure that you do not use the edges of the web to create your support surfaces. This will cause a problem if you need to add a joggle to the web. Building your support surfaces off the existing solid features is usually not a good idea for modeling in the Aerospace Sheet Metal Design workbench.

**Set the *Dimension for Limit 1* to 2.5 and the *Dimension for Limit 2* to 0.5.** This will allow the surface to extend far enough to support the surfacic flange.

**Select *OK*.** The surface should appear as shown.

You will define the second surface in a slightly different manner.

Select the **GkYYd** icon. The *Swept Surface Definition* window appears.

Set the *Profile type* to **@JbY** and the *Subtype* to *With draft direction*. This surface will be at a 30 degree angle to the web.

Select *Sketch.1* for *Guide curve 1* and the *xy* plane for the *Draft direction*.



Set the *Angle* to **-30**, *Length 1* to **0.5**, and *Length 2* to **2.5**, then select *OK*. The surface should appear as shown.

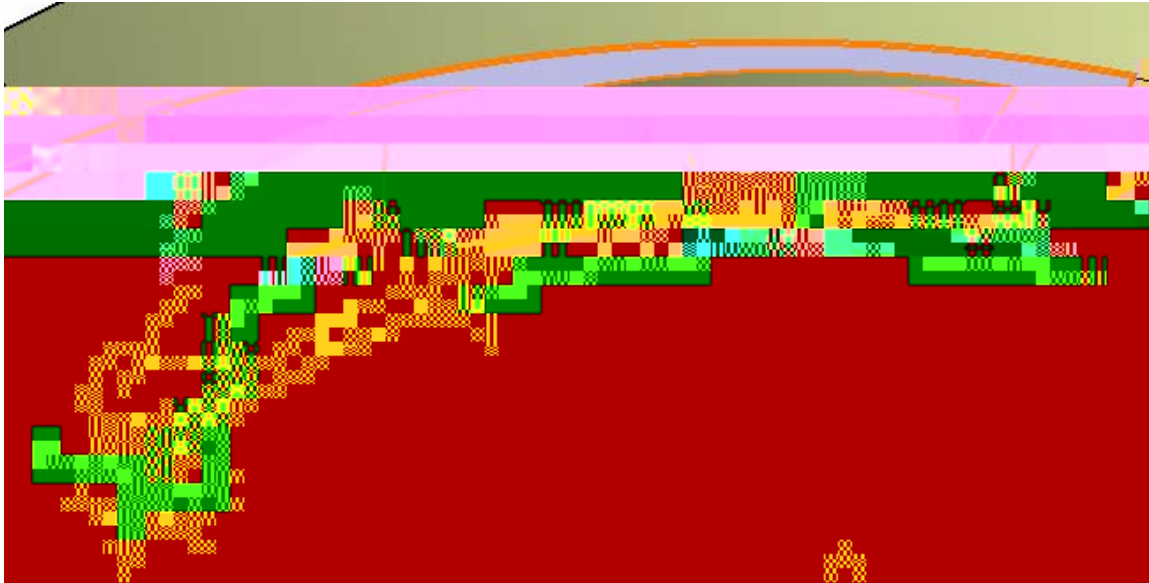
These two surfaces will act as the supports for the surfacic flanges.

Switch to the **Aerospace Sheet Metal Design** workbench and select the **GifZUWJW** icon. The *Surfacic Flange Definition* window appears.



Switch back to the **Aerospace Sheet Metal Design** workbench and select the **G i fZUW]W :`Ub [Y** icon. The *Surfacic Flange Definition* window appears.

Select the web for the *Base Feature* and the split surface on the right for the *Support Geometry*. Now, only the edge that intersects the new surface is highlighted.

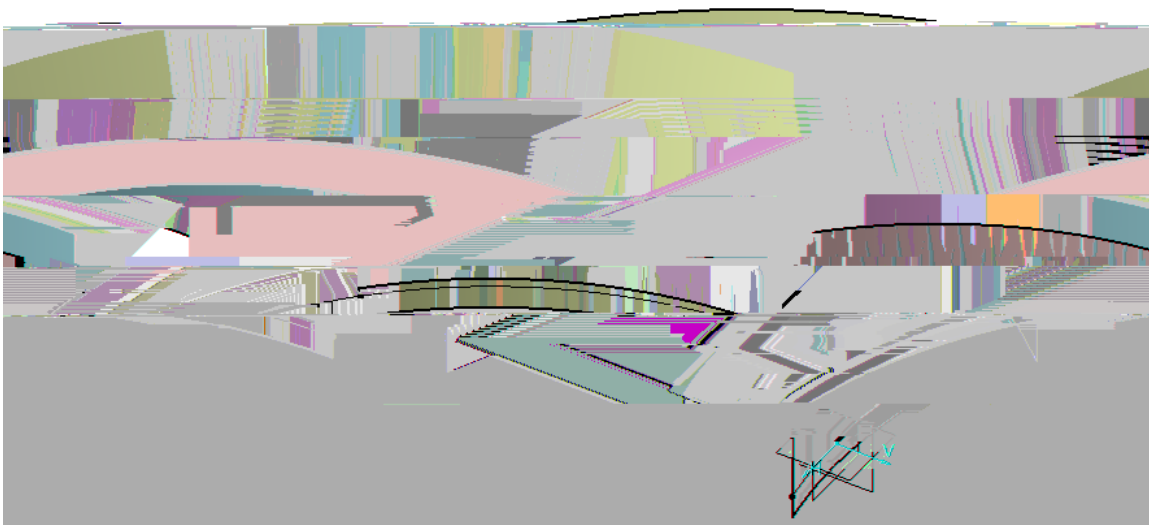


Ensure the direction arrows match the image above. You want the flange to be created on the inside of the extruded surface and extend upward from the web.

Under the *EOP* tab, set the drop-down menu to *Length From OML* and change the *Length* to 1.5.

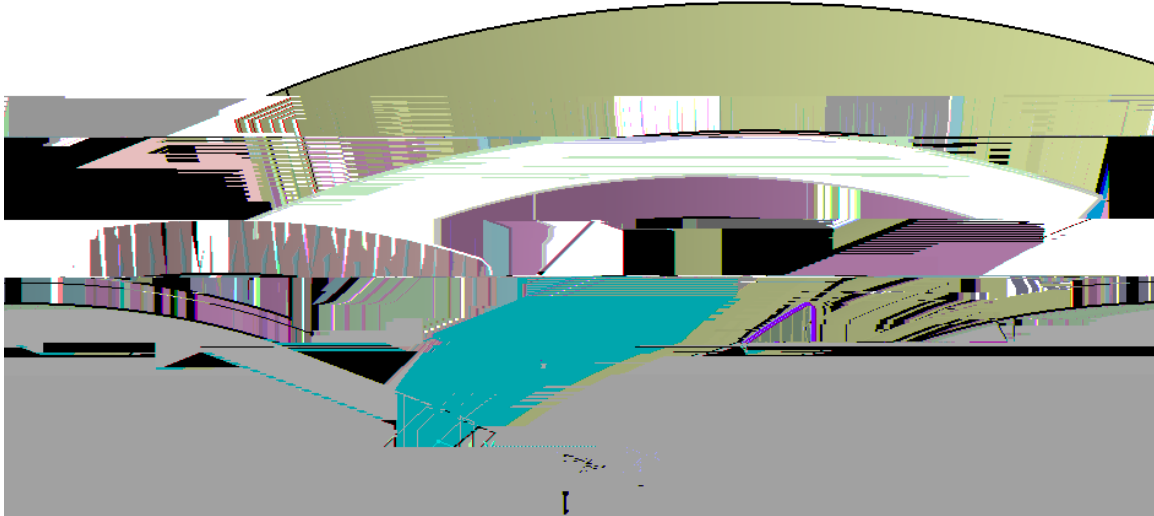
Under the *Sides and Corners* tab, set the *Side 1* and *Side 2* drop-down menus to *Standard*, turn on the *Corner* options, and set both radii to 0.25.

Select **OK**. The surfacic flange should appear as shown.



Select the **Gi fZUW]W' :`Ub [Y** icon again, then select the web for the *Base Feature* and the split surface on the left for the *Support Geometry*.

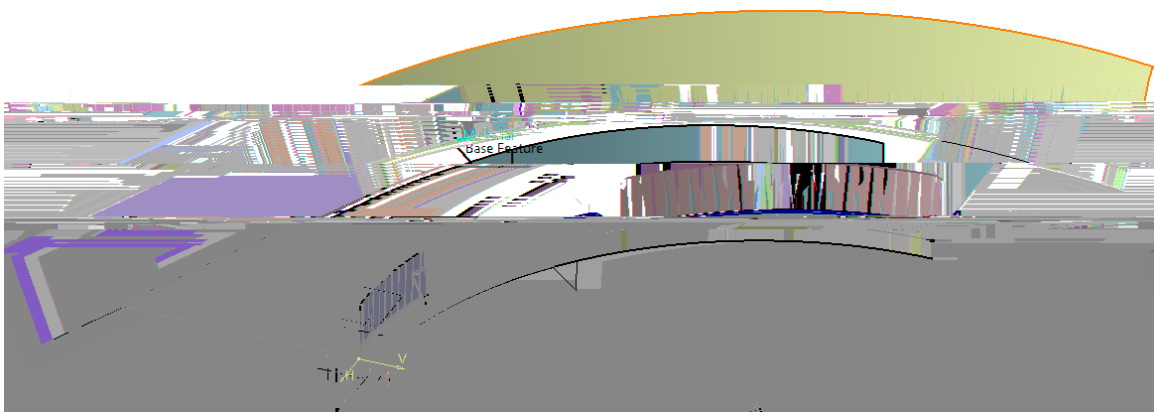
Specify the same parameters as the previous flange and select *OK*. The model should appear as shown.



Now you will create the surfacic flange between the web and the linear swept surface.

Select the **Gi fZUW]W' :`Ub [Y** icon. The *Surfacic Flange Definition* window appears.

Select the web for the *Base Feature* and the swept surface for the *Support Geometry*. The preview should appear as shown.



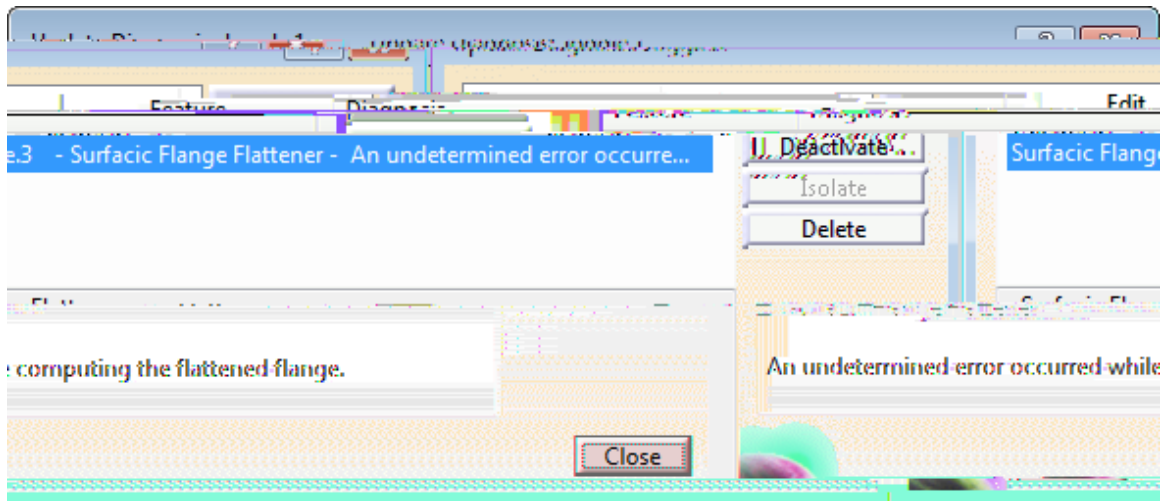
Ensure the direction arrows match the picture above. You want the flange to be created on the inside of the swept surface and extend upward from the web.

Under the *EOP* tab, change the drop-down menu to *Element FD* and select *Plane.2* for the *Boundary Element*. The surfacic flange will extend up to the plane. The sides and corners should remain the same as the previous surfacic flanges.





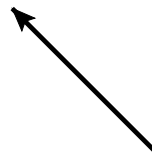
Select **OK**. An *Update Diagnosis* window appears.



The joggle caused *Surfacic Flange.3* to fail. This is the flange that was built from the angled swept surface.

Select **Close** in the window.

Rotating the model reveals a gap between the web and the angled swept surface. This is the reason the flange failed.



In order for the surfacic flange to be created, the web must always intersect with the support surface. You will need to modify the web in order to make it intersect with the swept surface, even after the joggle is added.

**Switch to the Generative Shape Design workbench.**

You will offset the original curve that was used to build the web, then swap it out in the web definition. This will extend the web so that it intersects with the swept surface after the joggle.

Select the **DUfU`Y`7 if jY** icon. The *Parallel Curve Definition* window appears.

Select *Sketch.1* to define the *Curve* for the operation.

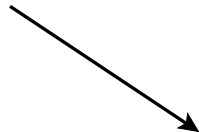
Ensure the direction is pointing away from the web, then set the *Constant* value to 0.5 and click *OK*. The curve should appear as shown.



Close the *Update Diagnosis* window, if necessary. It may appear, since CATIA is trying to update the model.

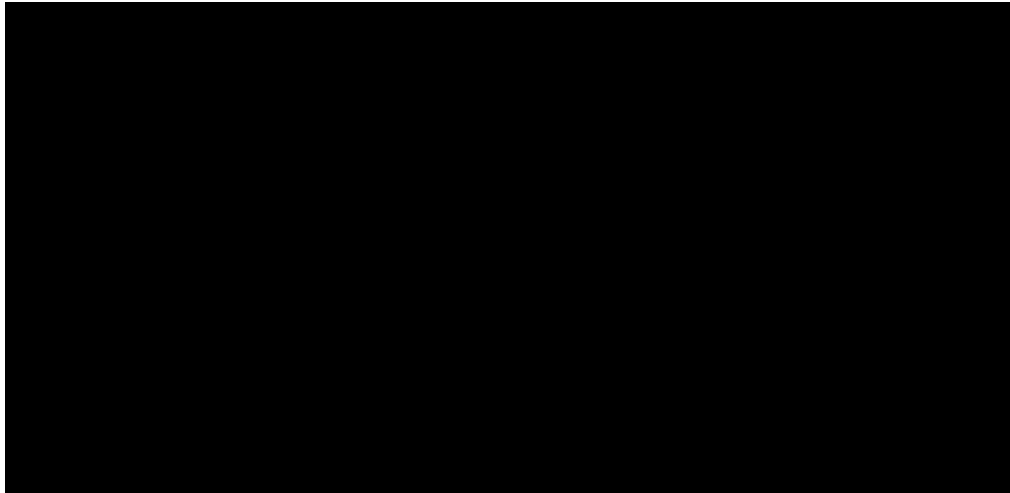
Double-select on *Web.1* in the specification tree. The *Web Definition* window appears.

*Sketch.1* was the second element selected in the original *Boundary* definition of the web. You will replace it with the new parallel curve to extend the web outside of the swept surface.

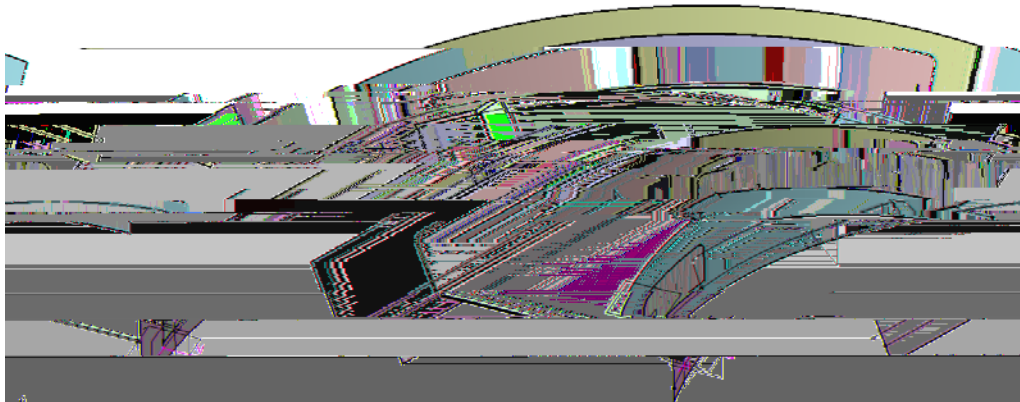


Select *Sketch.1* from the *Boundary* area in the *Web Definition* window.

Click the *Replace* button and select the new parallel curve. The preview updates.



Select *OK*. The model updates, and should appear as shown.



The web now intersects with the swept surface, even after the joggle, so the surfacic flange is able to be created.

**Hide**