

## 2D DRAWING – THE SKETCH ON THE SELECTED FLAT SURFACE



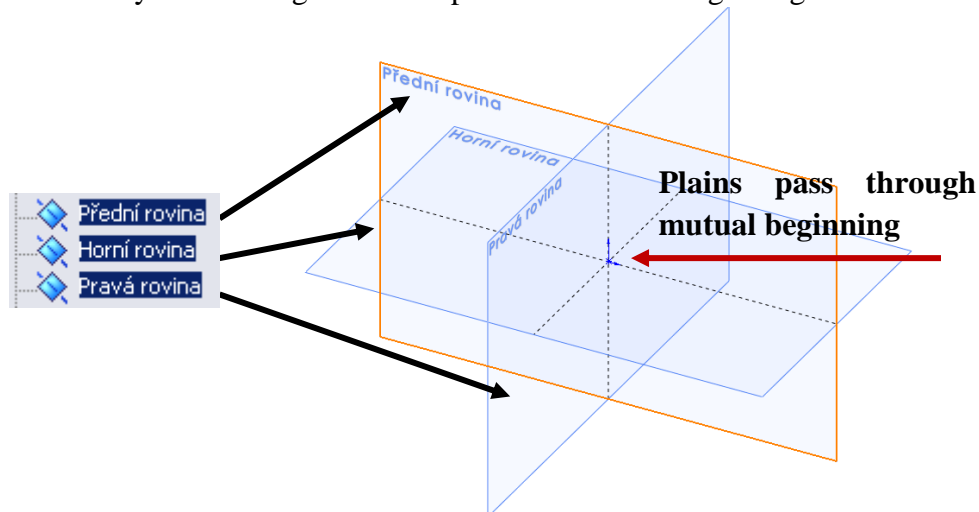
The sketch is the base for creating of volume 3D model (part). It is the set of 2D entities, which depicted required shape. Complexity of the sketch has to enable formation of 3D elements, which can be created only from closed sketches, except for thin-walled elements. Entities of the closed sketch has to be connected precisely without any kind of duplication and it has to be precisely defined with dimensions and geometrical relations.

The sketch must be created on a plane or on the flat surface of modeled part.

### Working procedure:

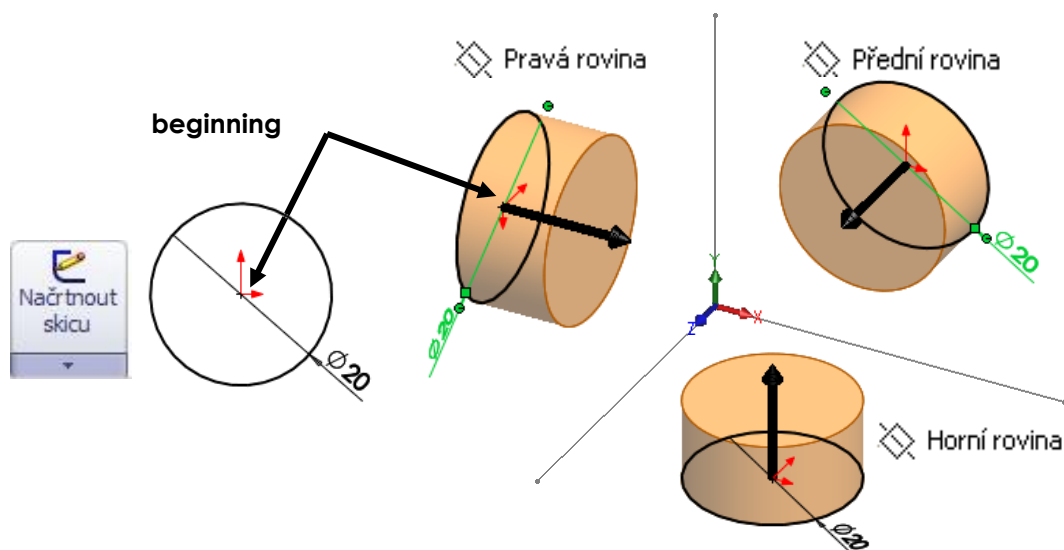
1. define - sketch the drawing
2. choose the plane in Feature Manager or the flat surface of model
3. create the shape in 2D and define it precisely

The planes pass through mutual beginning. Some of automatic linkages are connected with beginning and it is necessary for drawing of entities proceed from the beginning.



### Consider about the choice of plane for the first drawing :

1. perspective in which the part will be pictured - the plane of the first sketch determines orientation of model in space and creates the base shape of element 3D model
2. its functional position in configuration



Drawing of entities is possible only in active plane. This sketch active plane you can recognize according to beginning red arrows. After opening of active sketch in required plane choose entities commands from menu for drawing ( left mouse button - LMB ).

**EXCERSISES**



Draw simple sketch by the model. Make **New/Part** for each sketch. Take care of the beginning. Choose **Front sketch plane** for these sketches.

