



机构的组成原理和结构分析

平面机构运动简图

——运动副及构件的画法



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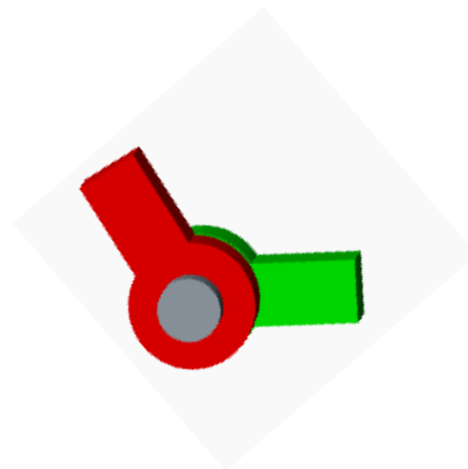
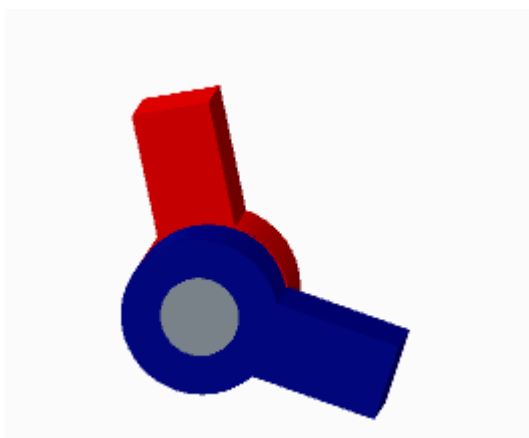
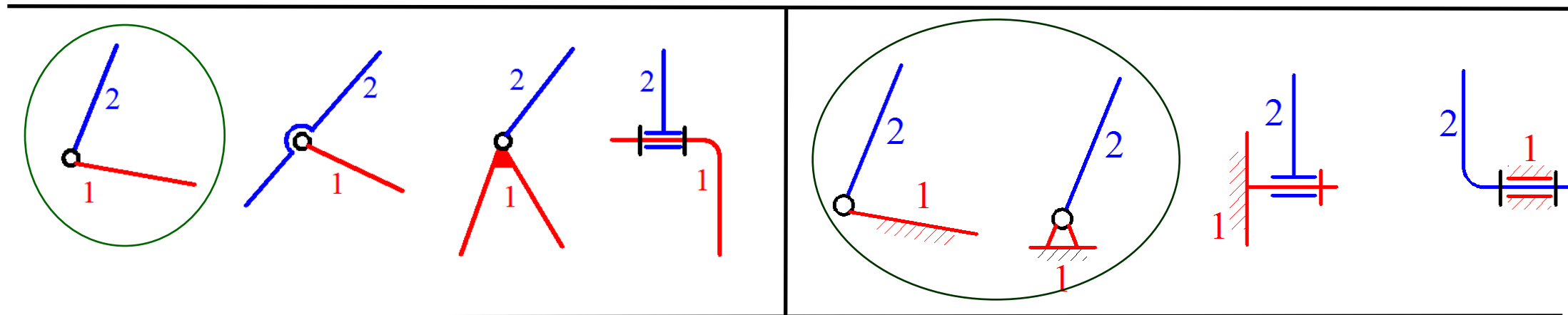
运动副及构件的画法

- ① 运动副的画法
- ② 构件的画法

运动副的画法

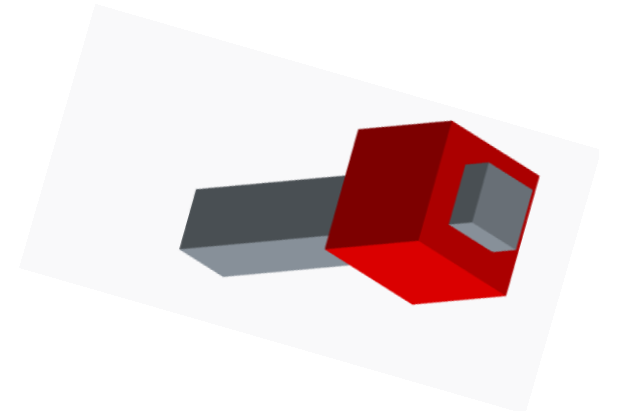
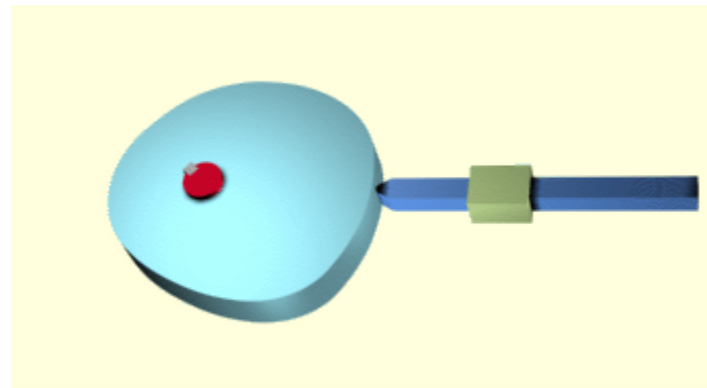
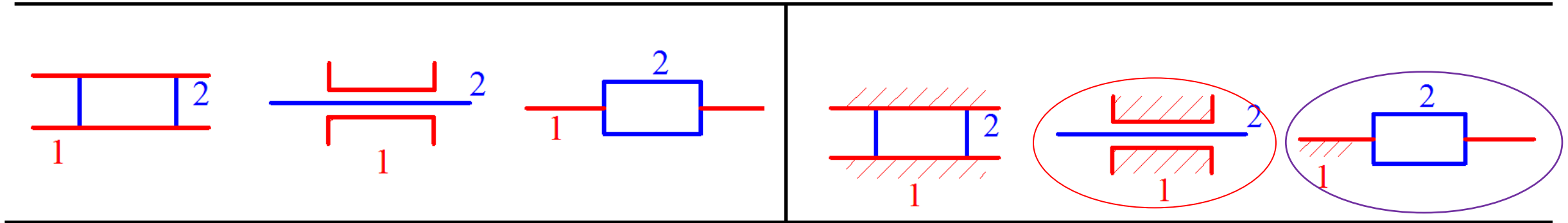
(GB/T4460—2013)

转动副



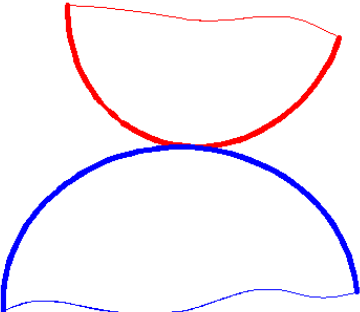
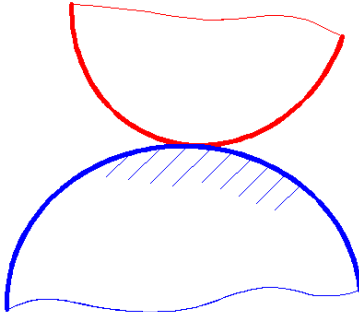
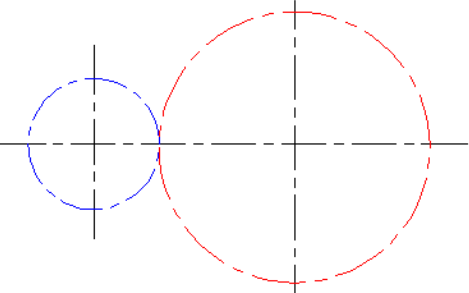
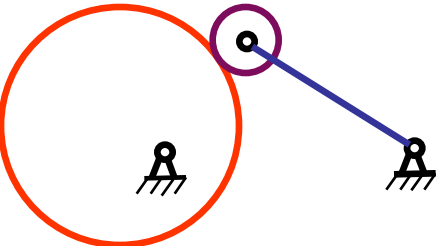
运动副的画法 (GB/T4460—2013)

移动副



运动副的画法 (GB/T4460—2013)

高副

普通曲线轮廓形成的高副		
特殊构件形成的高副		

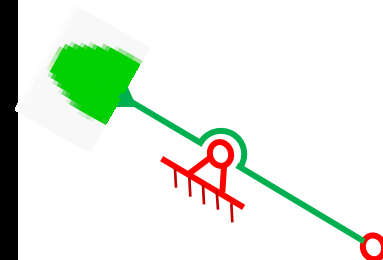
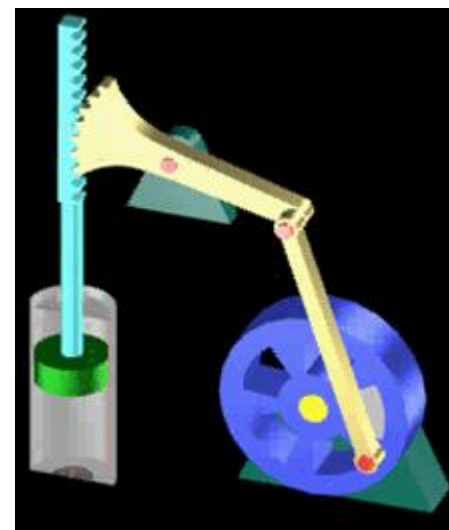
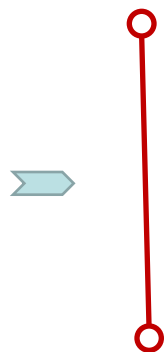
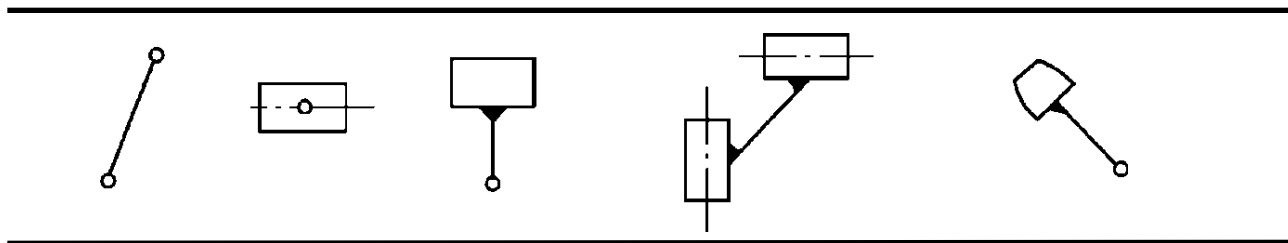
运动副符号 (GB/T4460—2013)

转动副					
移动副					
高副	一般高副				
	齿 轮 副 凸 轮 副				

构件的画法

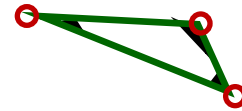
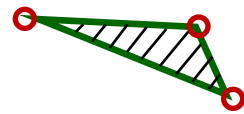
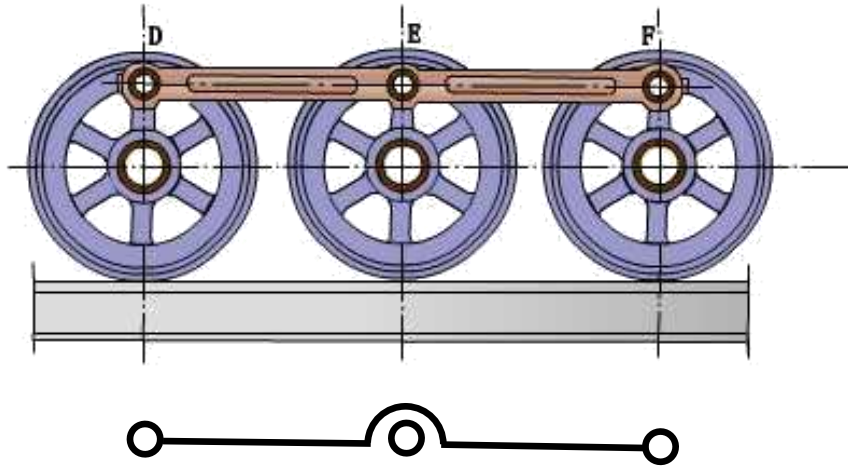
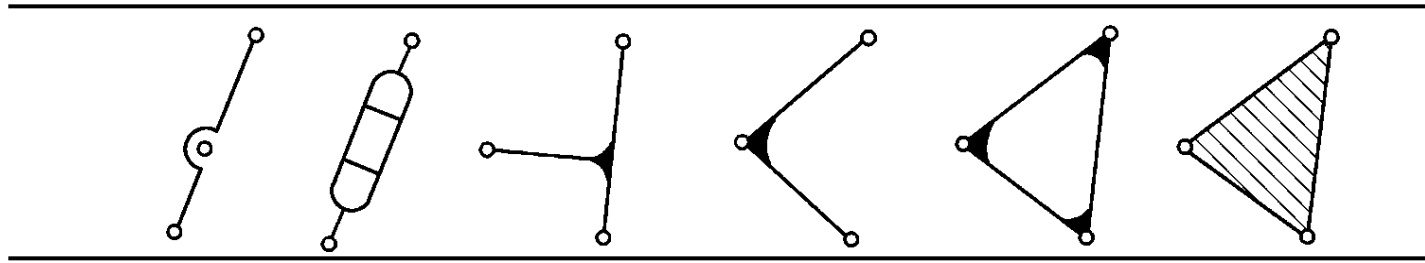
忽略构件的材料、截面形状，用简单的线条代表构件，如：直线，长方形块等
简化可行吗？ 构件的外部形状、截面尺寸、运动副的内部结构与运动无关。

两副构件



构件的画法

三副构件

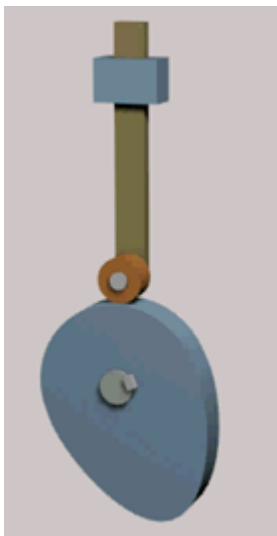


构件的画法

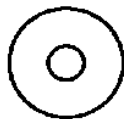
特殊构件的特殊规定

同一构件

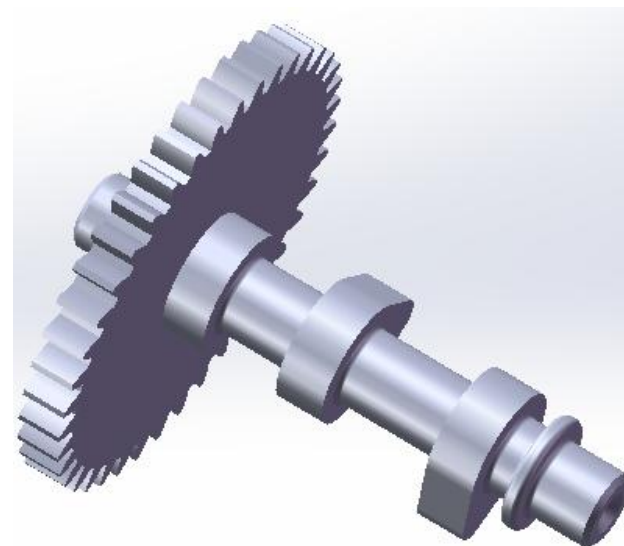
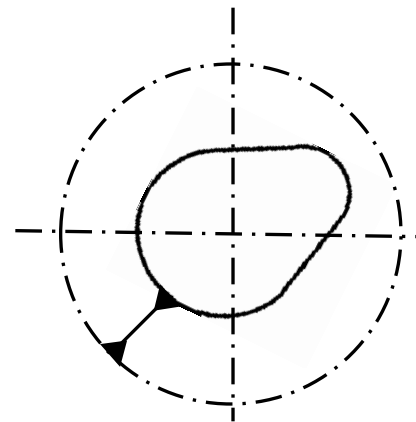
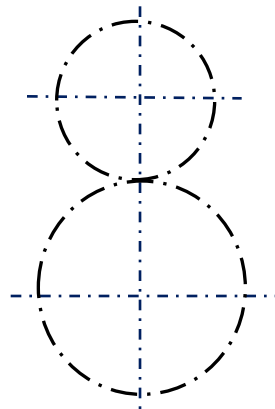
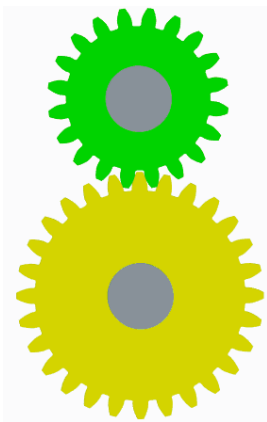
一对相互啮合的齿轮：用点划线或细实线画出两个齿轮的节圆



凸轮

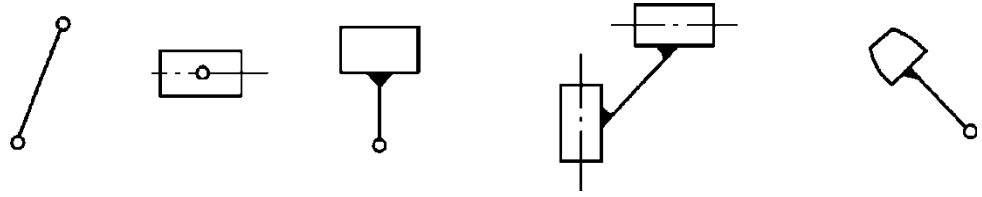
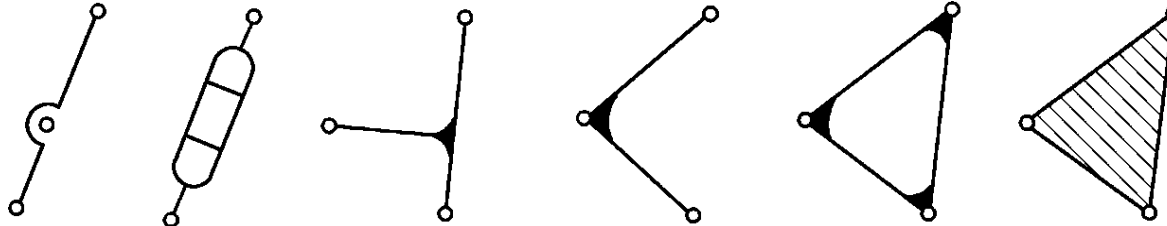


滚子



构件的画法

汇总:

两副 构件	
三副 构件	
特殊 构件	