



Surface 滑鼠

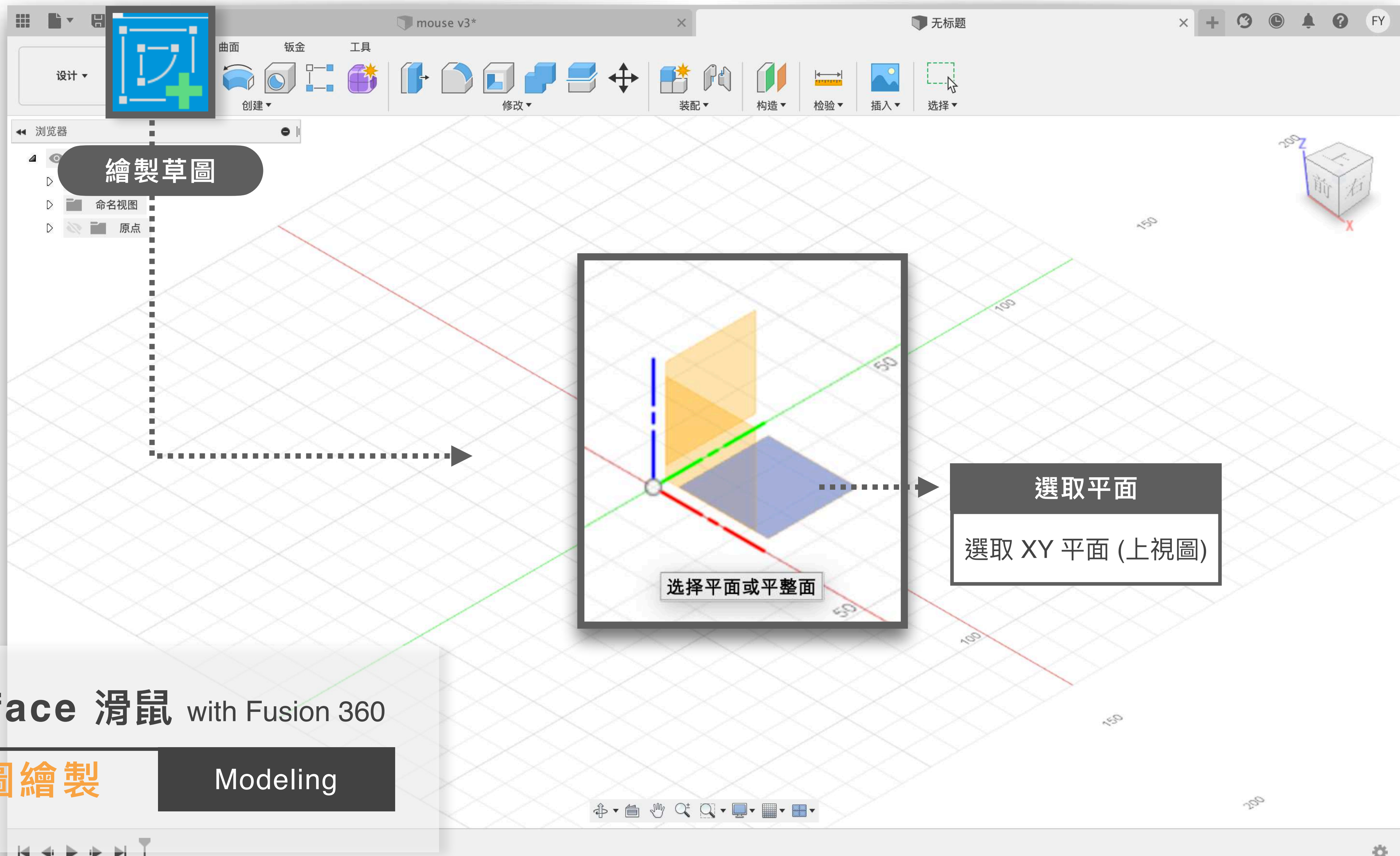


**Surface 滑鼠** with Fusion 360

Modeling

共有三個殼需要繪製

建模 Modeling



Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

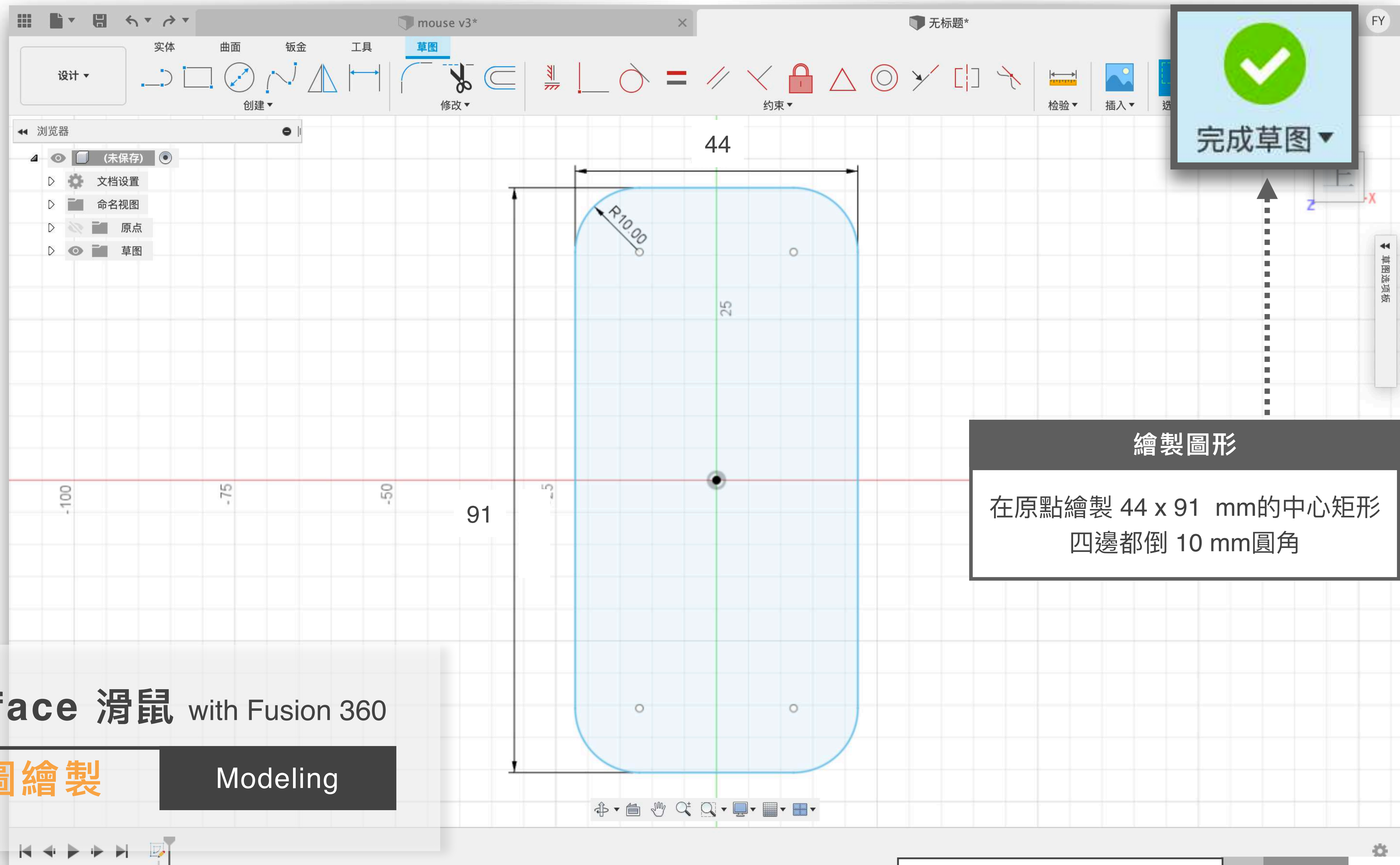
建模 Modeling

AUTODESK

# Surface 滑鼠 with Fusion 360

草圖繪製

Modeling



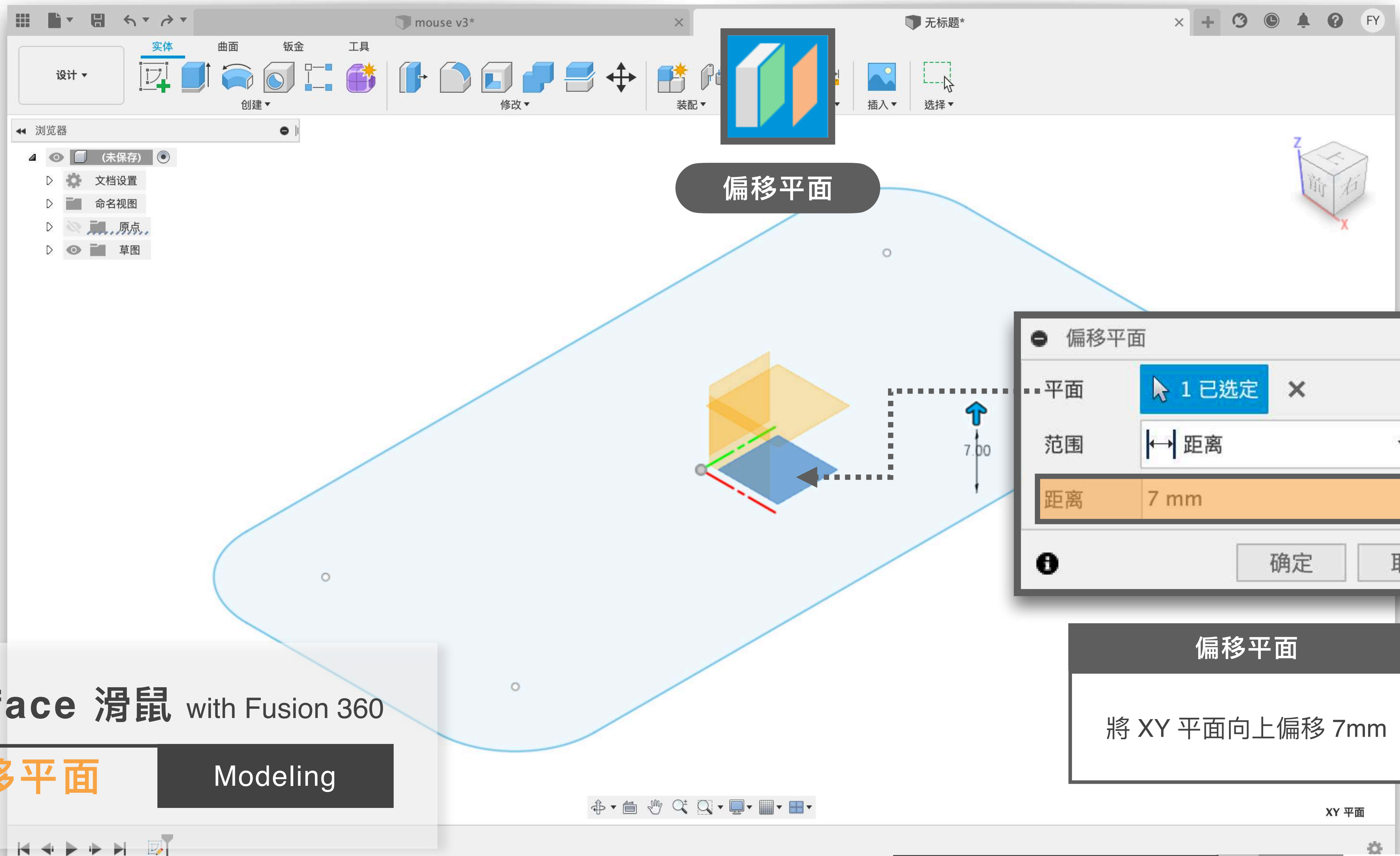
建模 Modeling

AUTODESK

# Surface 滑鼠 with Fusion 360

偏移平面

Modeling



偏移平面

偏移平面

平面

1 已选定

范围

距离

距离

7 mm

i

确定

取消

偏移平面

将 XY 平面向上偏移 7mm

建模 Modeling

AUTODESK

# Surface 滑鼠 with Fusion 360

偏移平面

Modeling

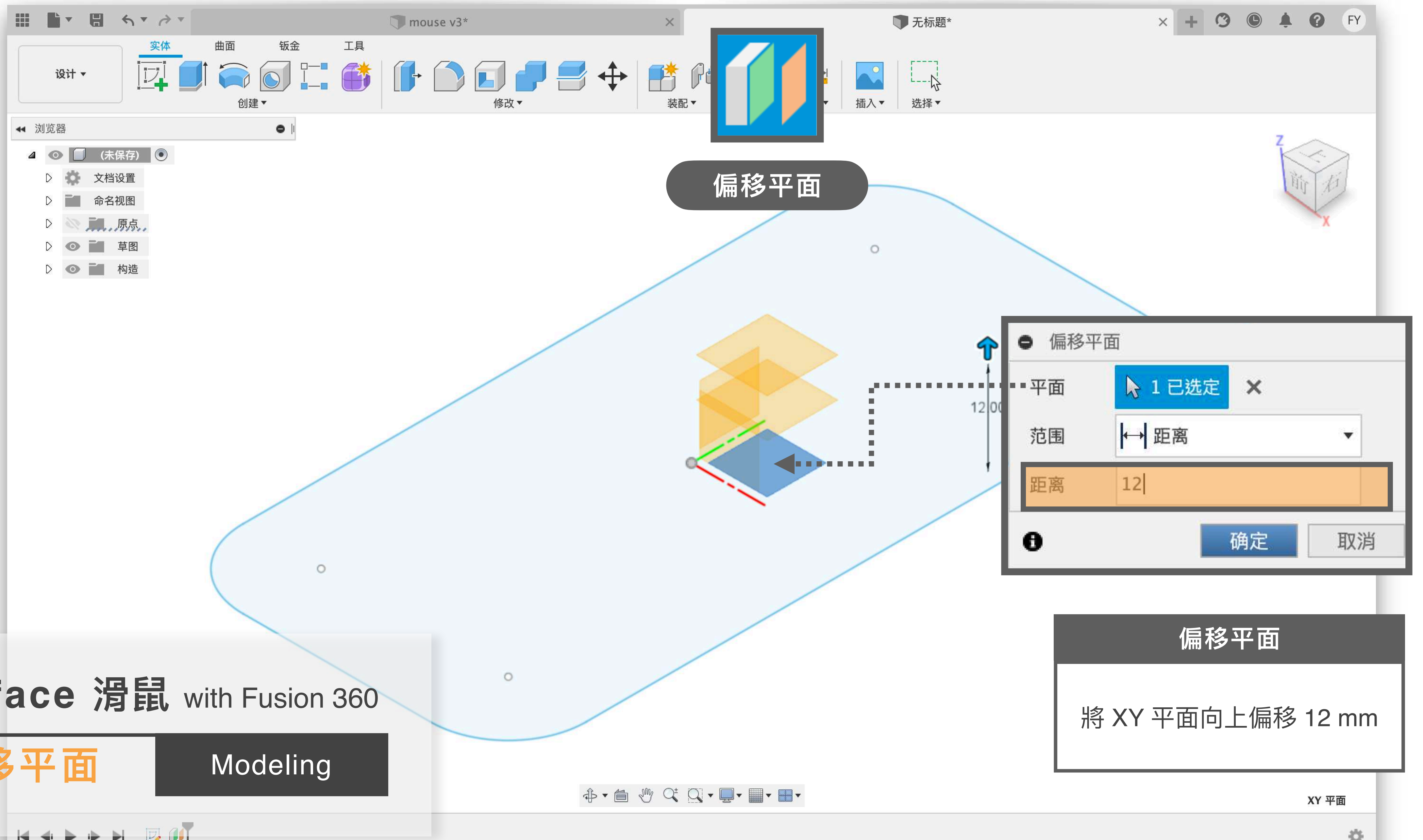
偏移平面

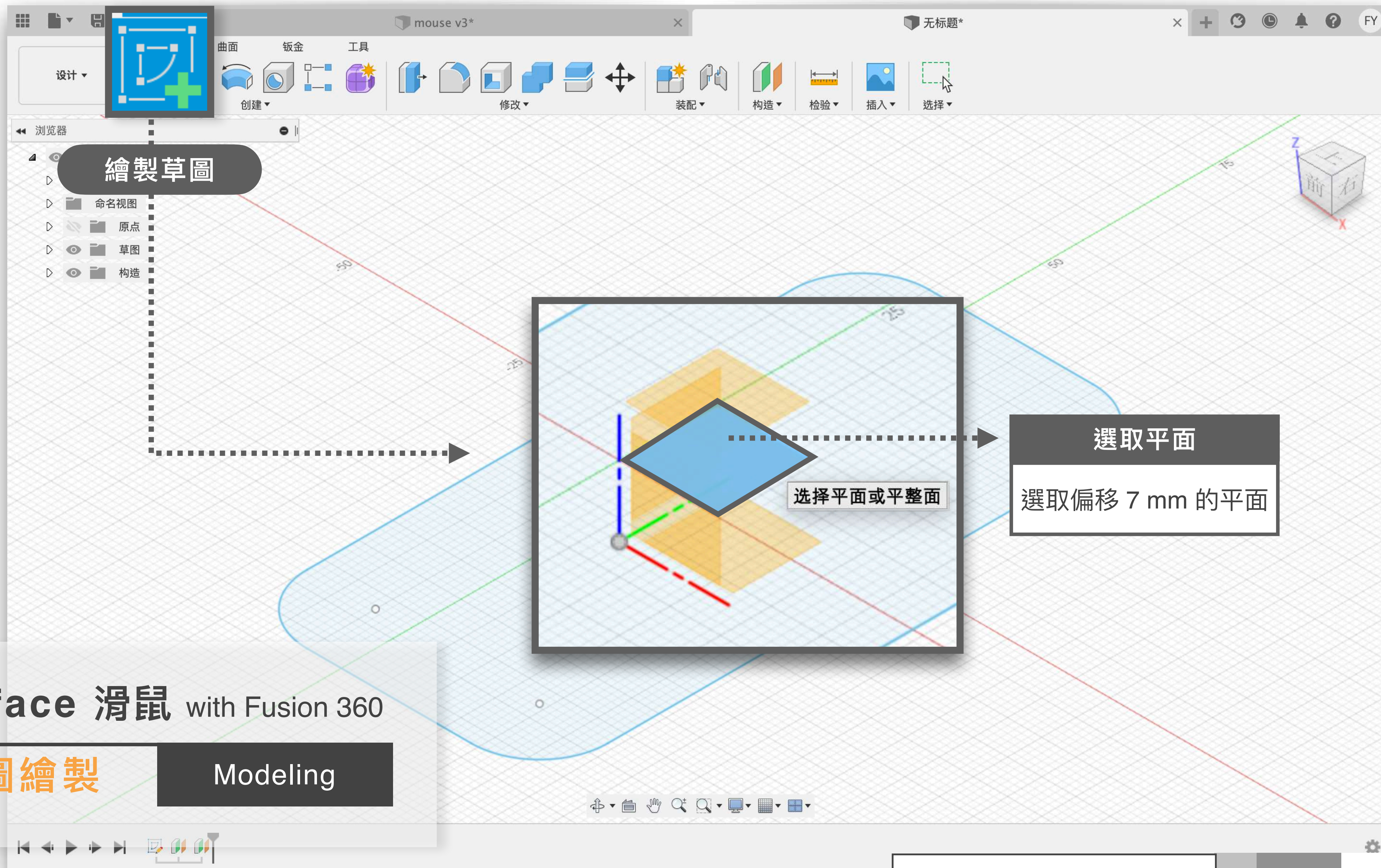
偏移平面

將 XY 平面向上偏移 12 mm

建模 Modeling

AUTODESK





Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

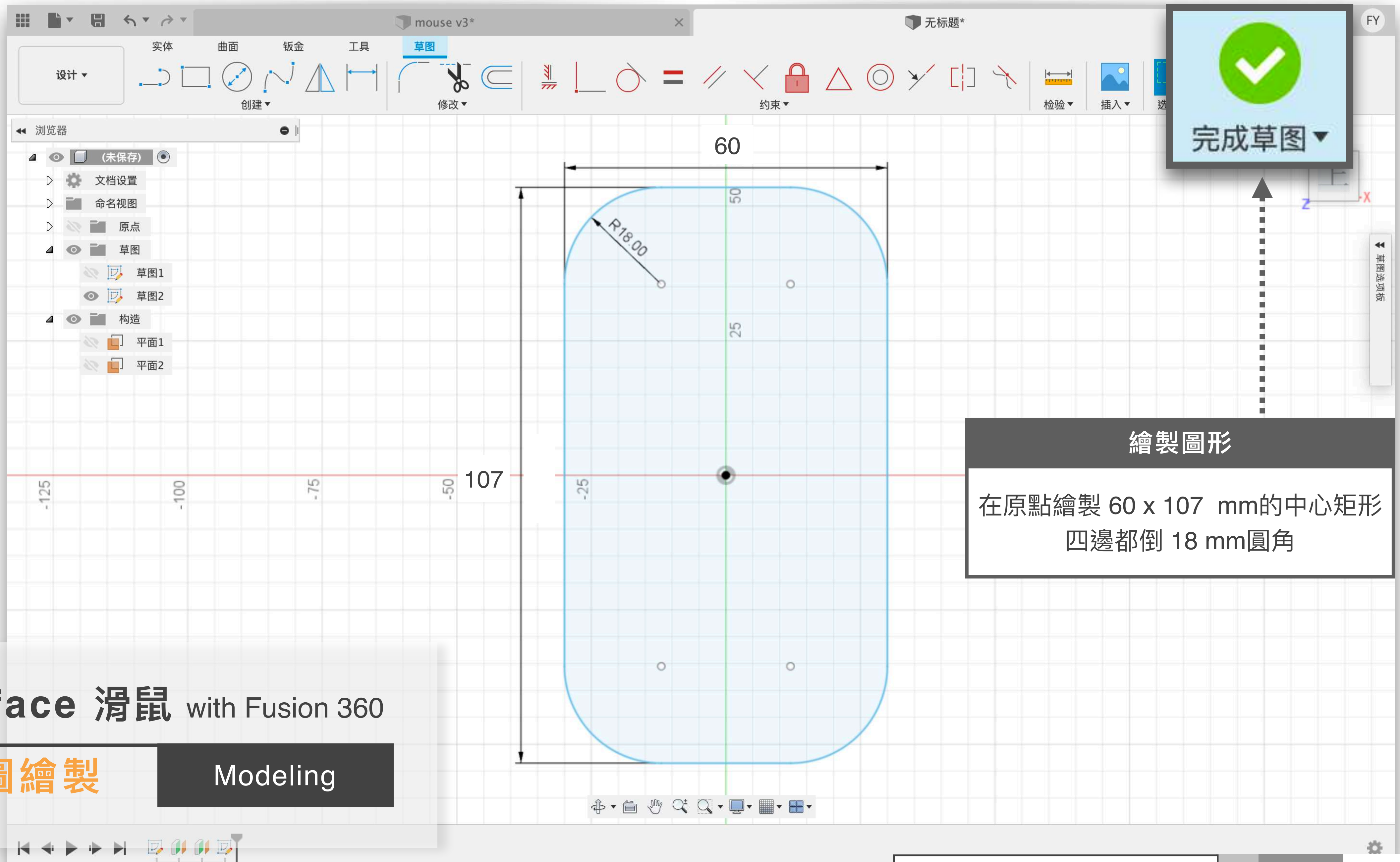
建模 Modeling

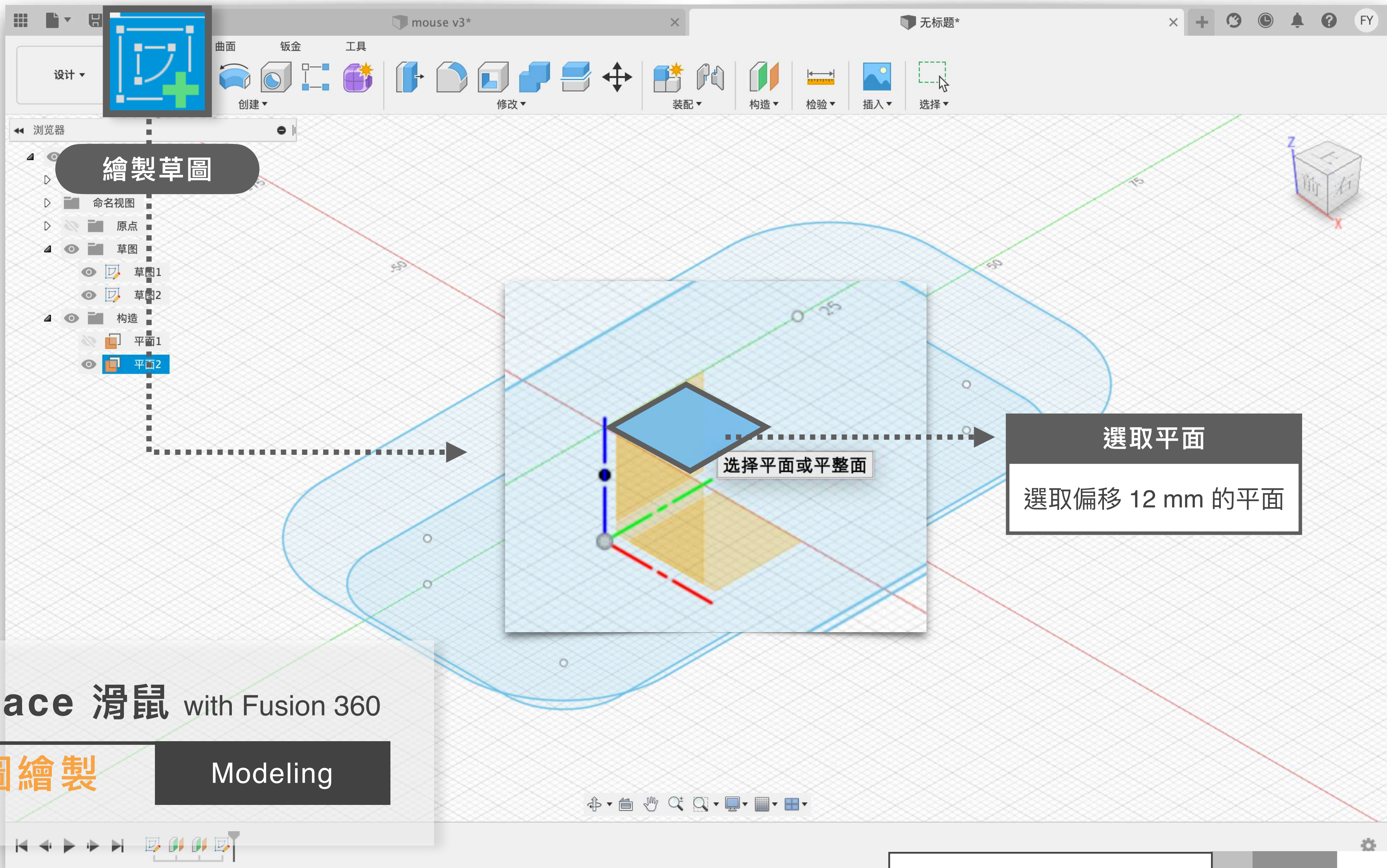
AUTODESK

# Surface 滑鼠 with Fusion 360

草圖繪製

Modeling





Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

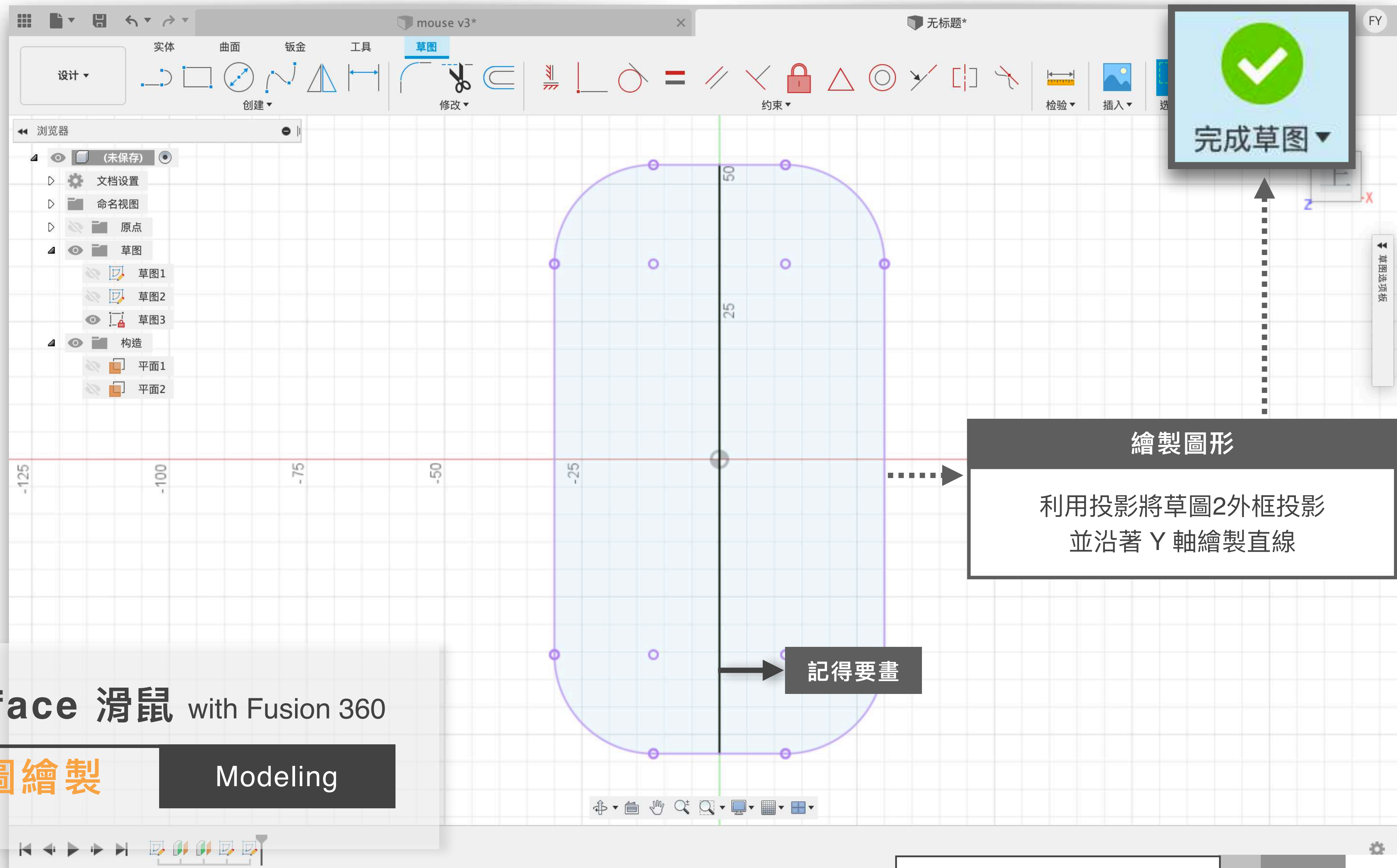
建模 Modeling

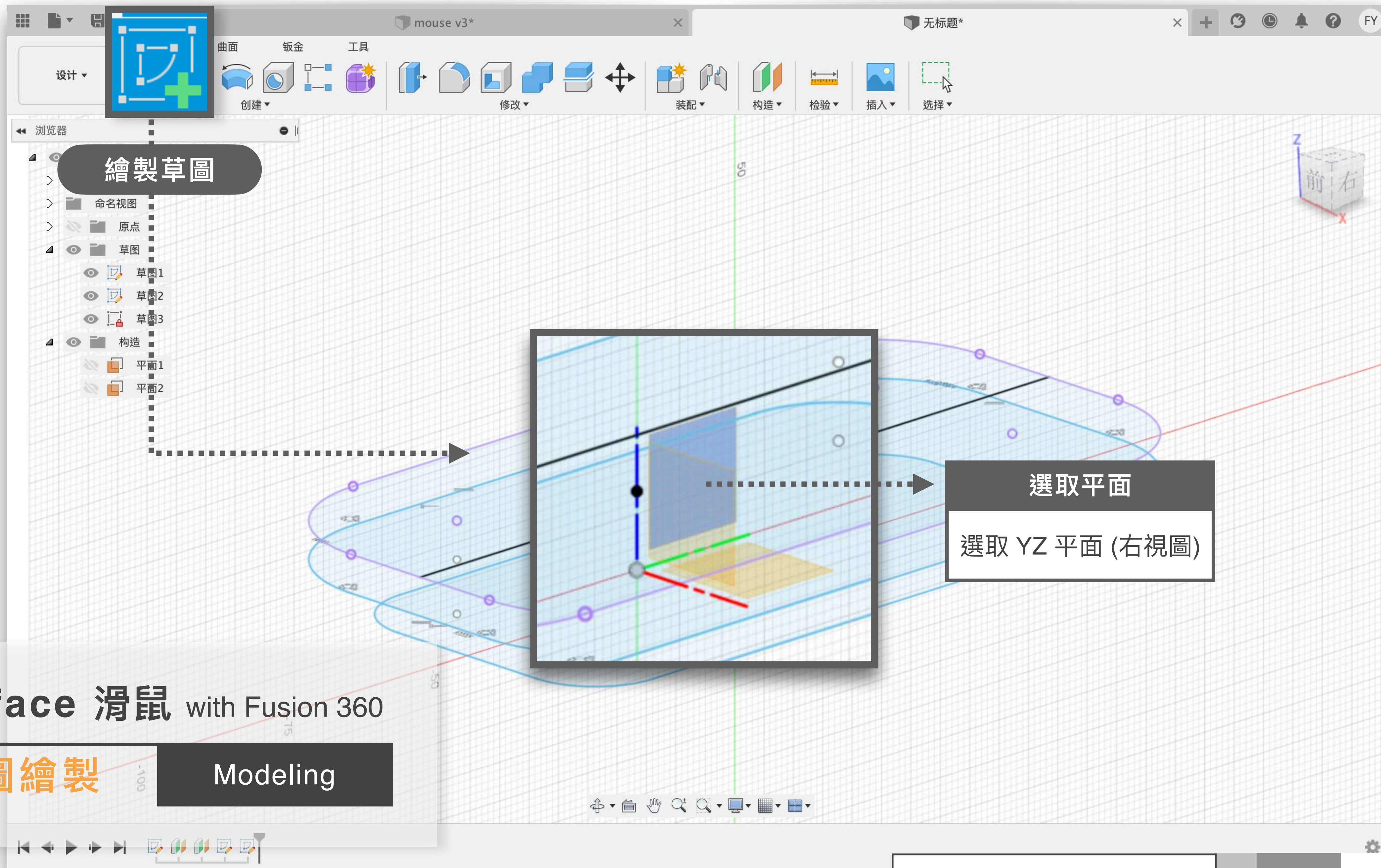
AUTODESK

# Surface 滑鼠 with Fusion 360

## 草圖繪製

Modeling





Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

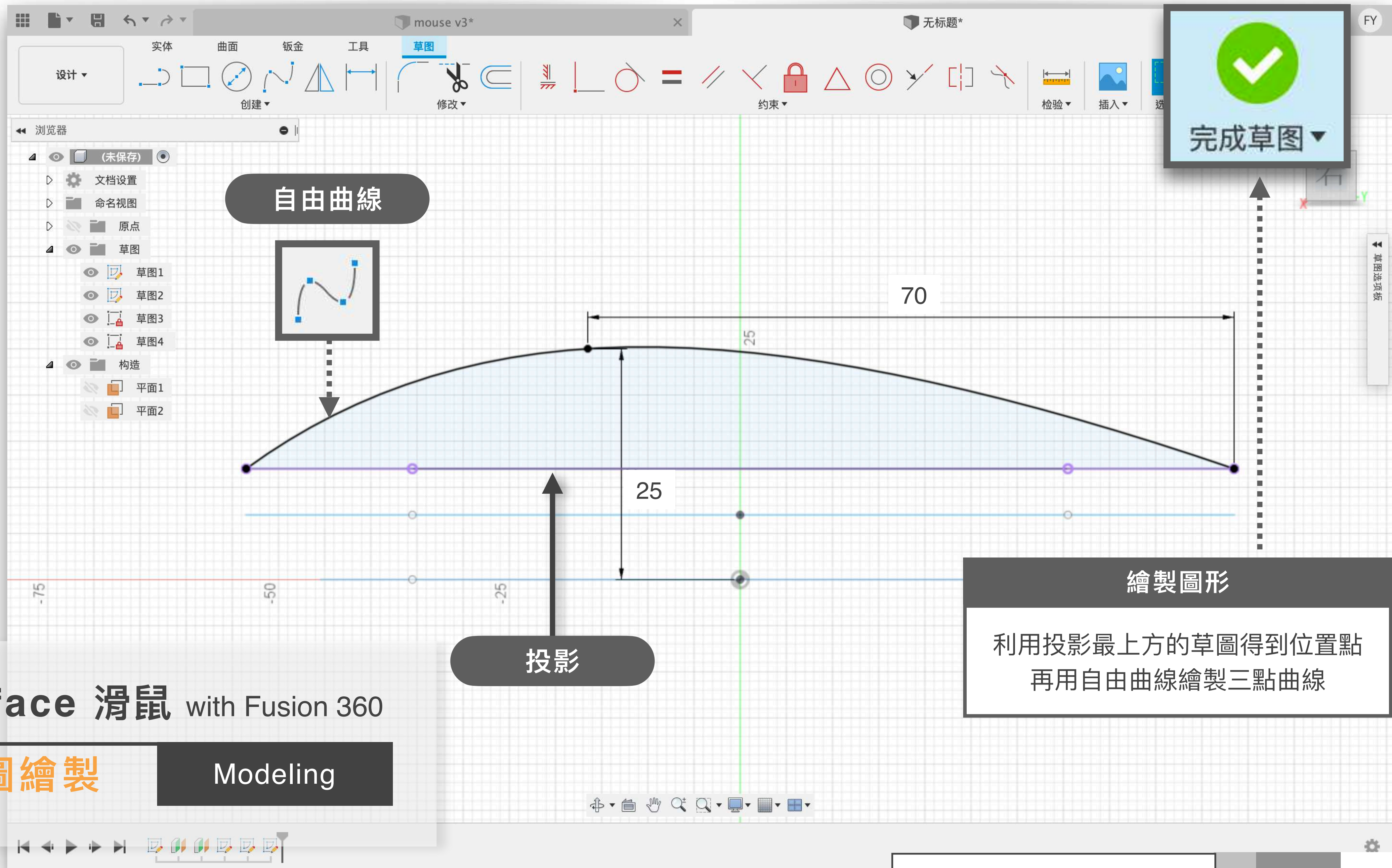
建模 Modeling

AUTODESK

# Surface 滑鼠 with Fusion 360

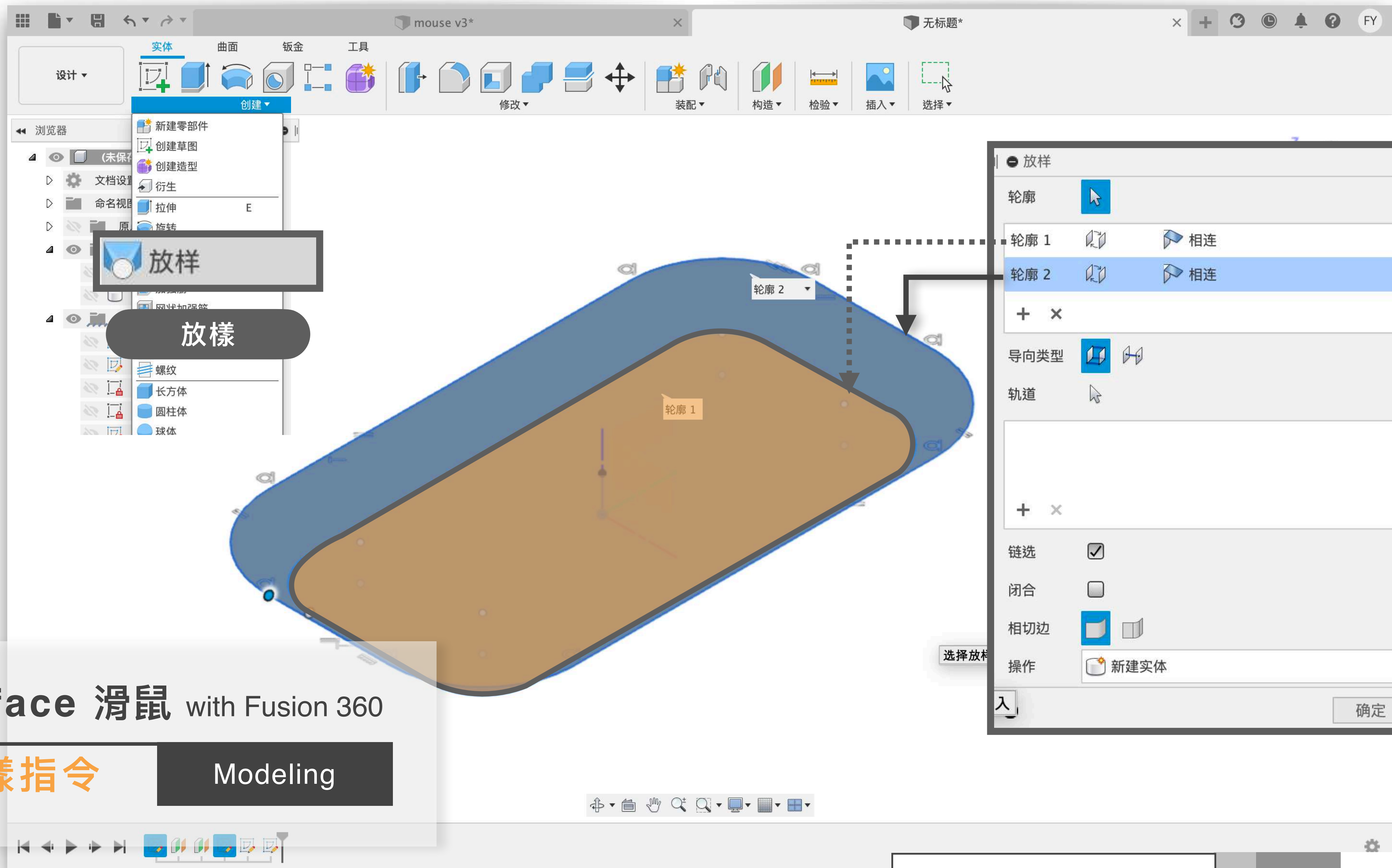
草圖繪製

Modeling



建模 Modeling

AUTODESK



Surface 滑鼠 with Fusion 360

放樣指令

Modeling

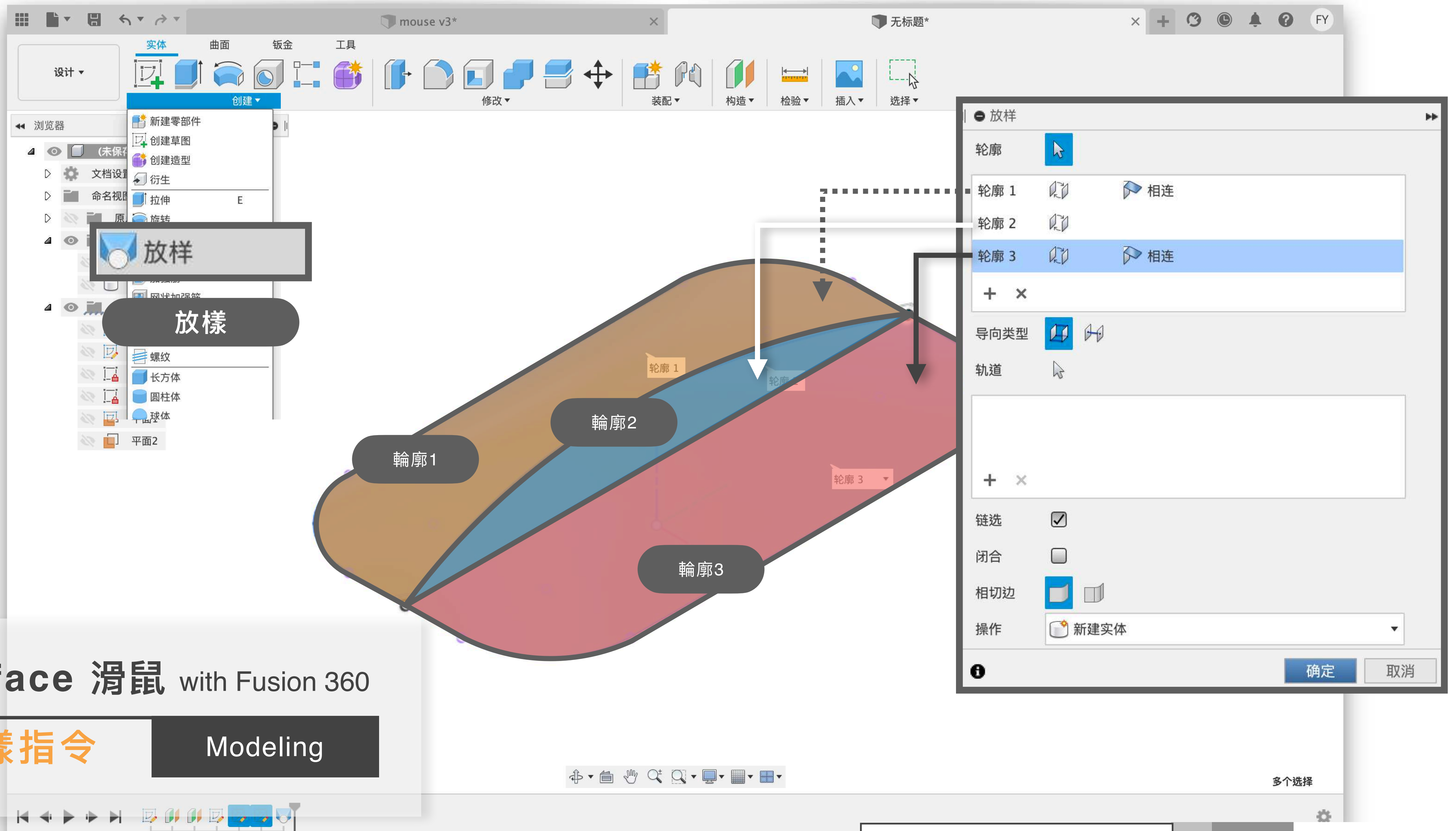
建模 Modeling

AUTODESK

# Surface 滑鼠 with Fusion 360

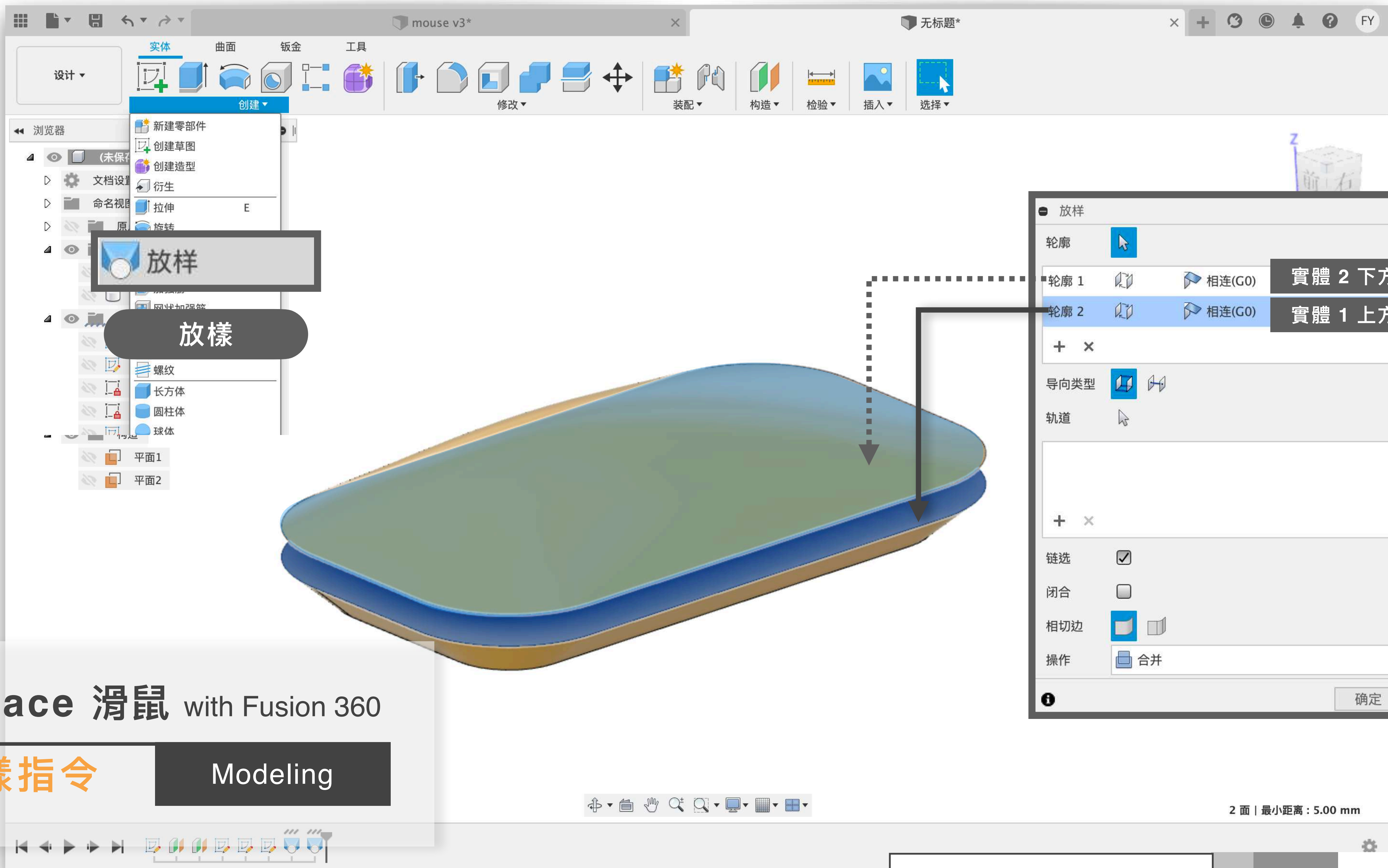
放樣指令

Modeling



建模 Modeling

AUTODESK



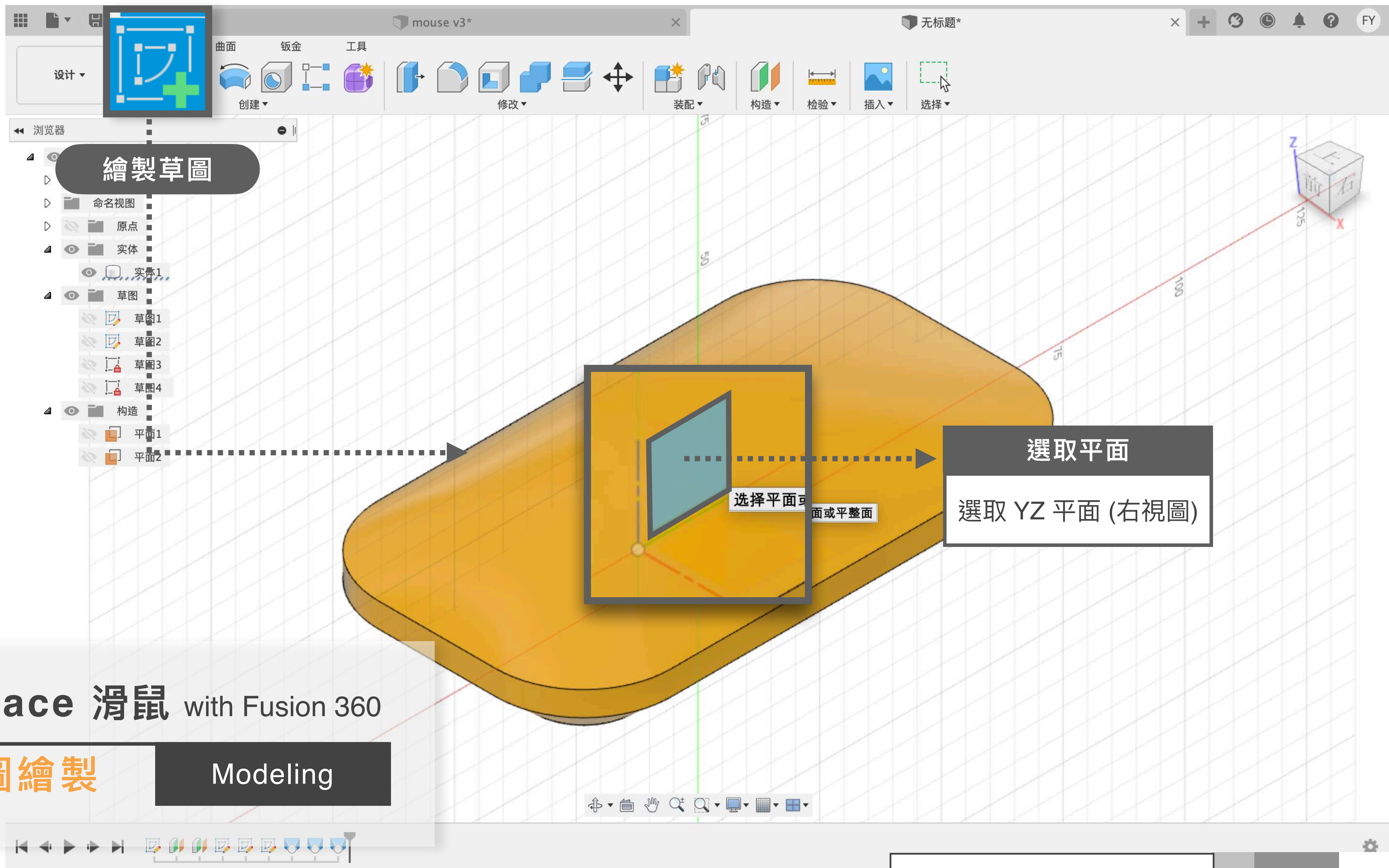
Surface 滑鼠 with Fusion 360

放樣指令

Modeling

建模 Modeling

AUTODESK



Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

建模 Modeling

AUTODESK

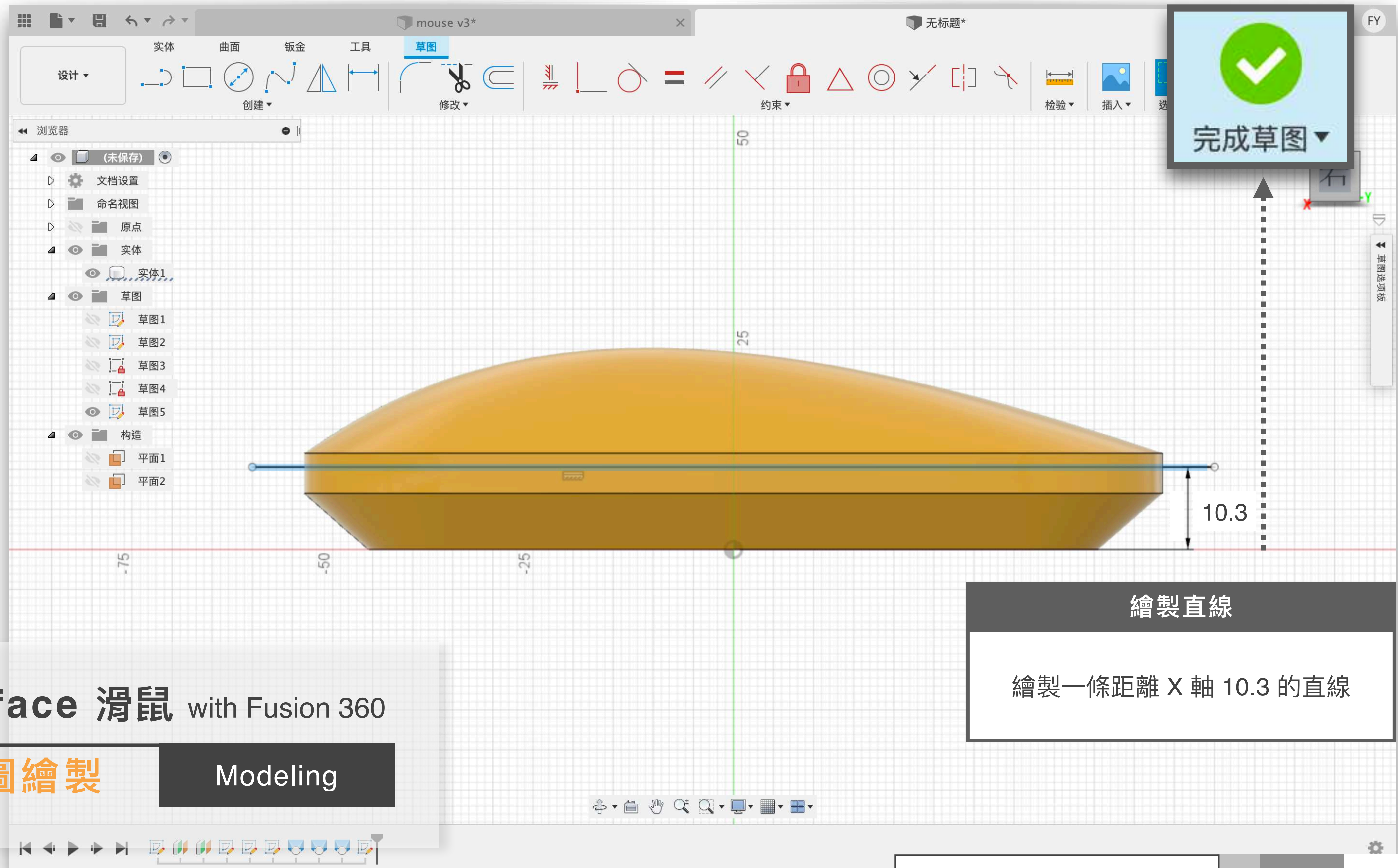
# Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

建模 Modeling

AUTODESK



繪製直線

繪製一條距離 X 軸 10.3 的直線

Surface 滑鼠 with Fusion 360

分割實體

Modeling

分割實體

分割實體

要分割的實體

1 已選定

×

分割工具

1 已選定

×

延伸分割工具

☒

確定

取消

選擇分割工具

建模 Modeling

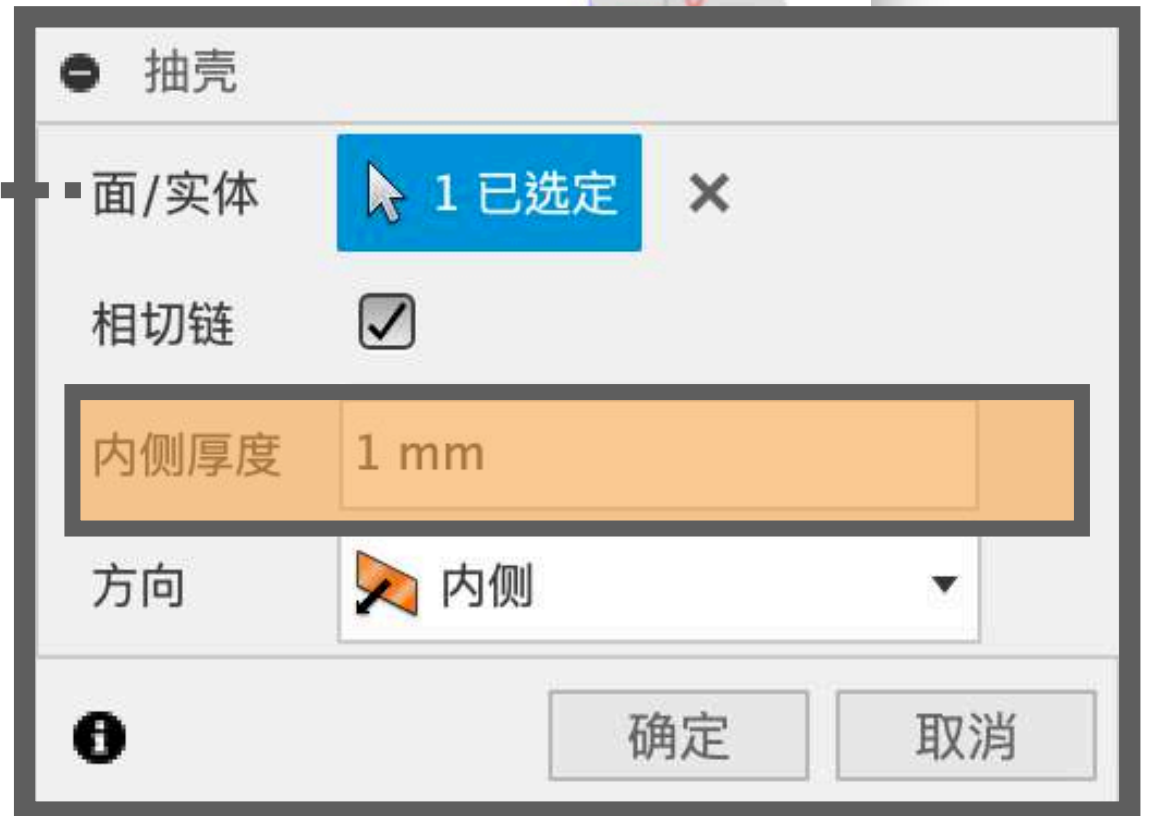


# Surface 滑鼠 with Fusion 360

## 抽殼指令

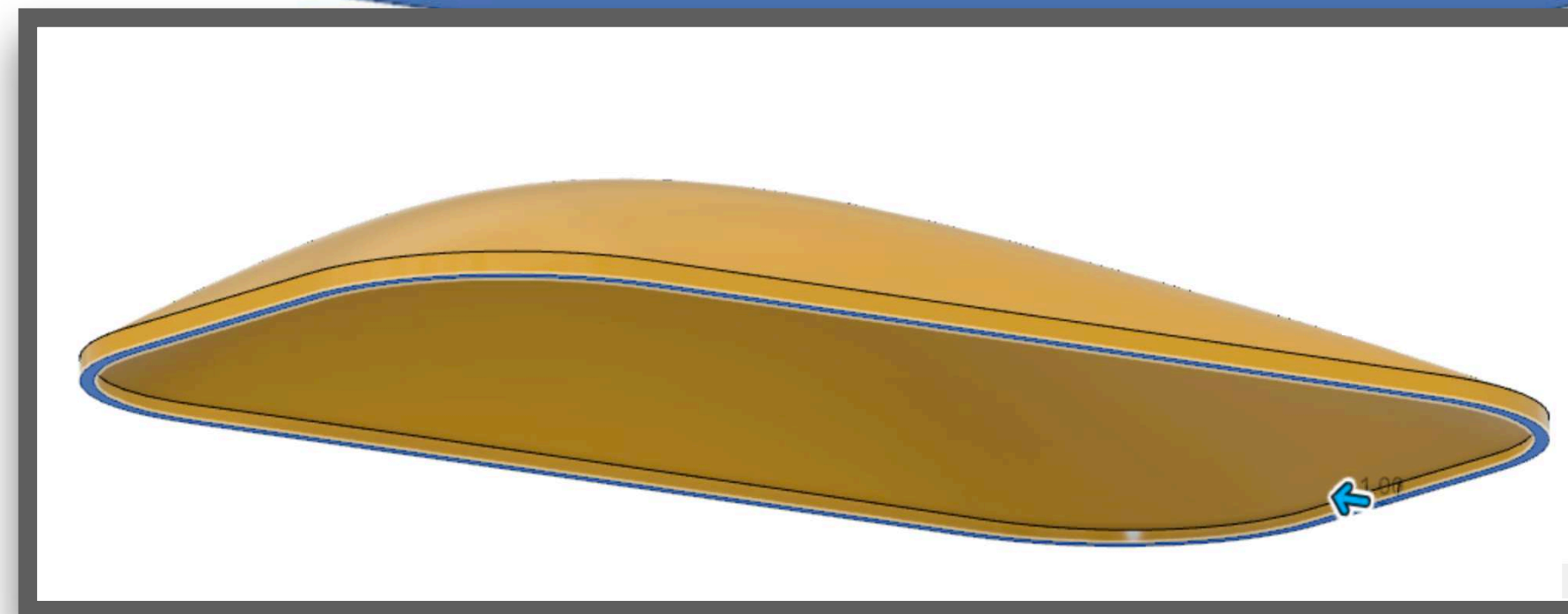
Modeling

抽殼



抽殼指令

選擇曲面下方平面  
內側厚度 1 mm



1 面 | 区域: 6136.803 mm^2

建模 Modeling

AUTODESK

Surface 滑鼠 with Fusion 360

推拉指令

Modeling

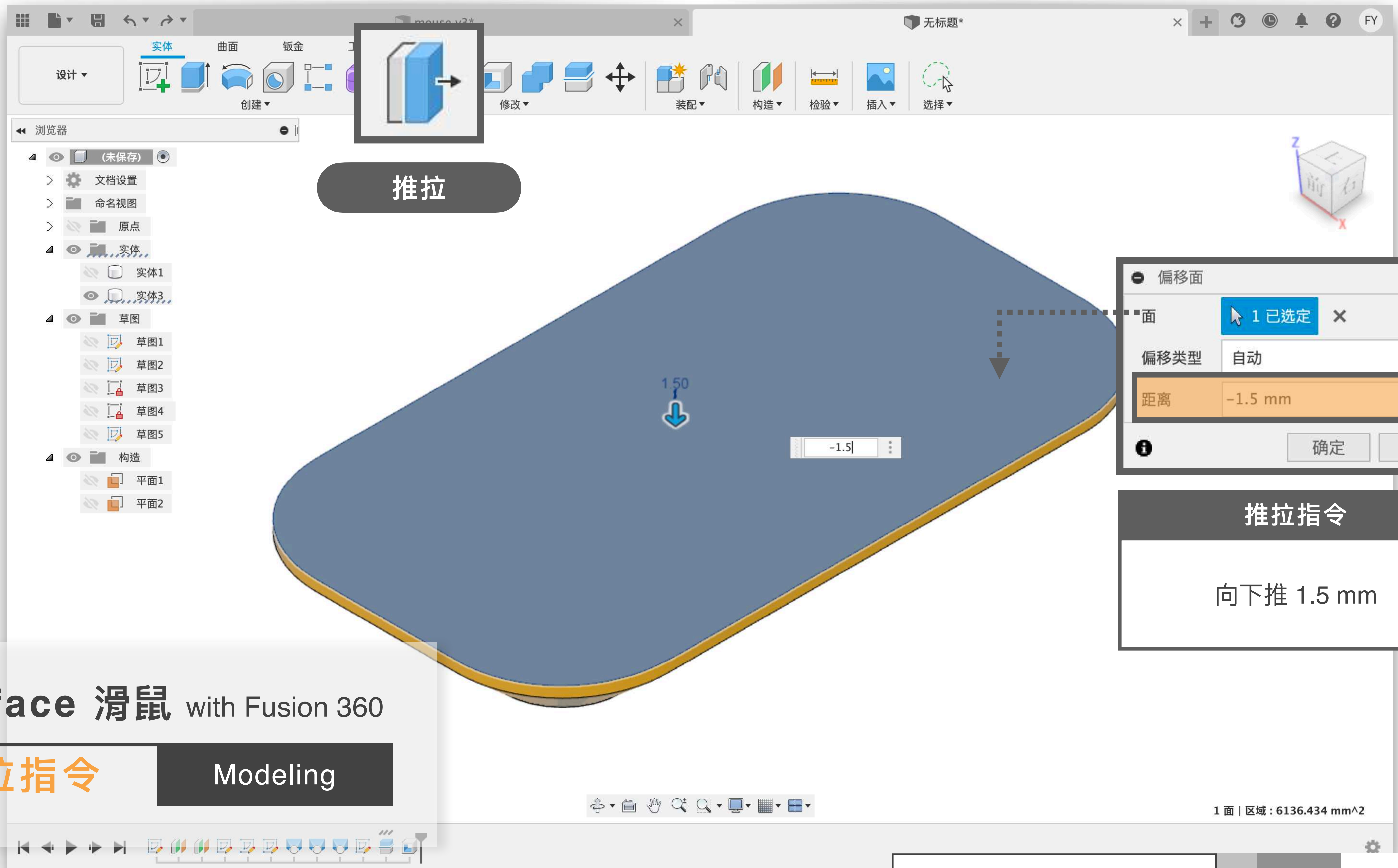
推拉

推拉指令

向下推 1.5 mm

建模 Modeling

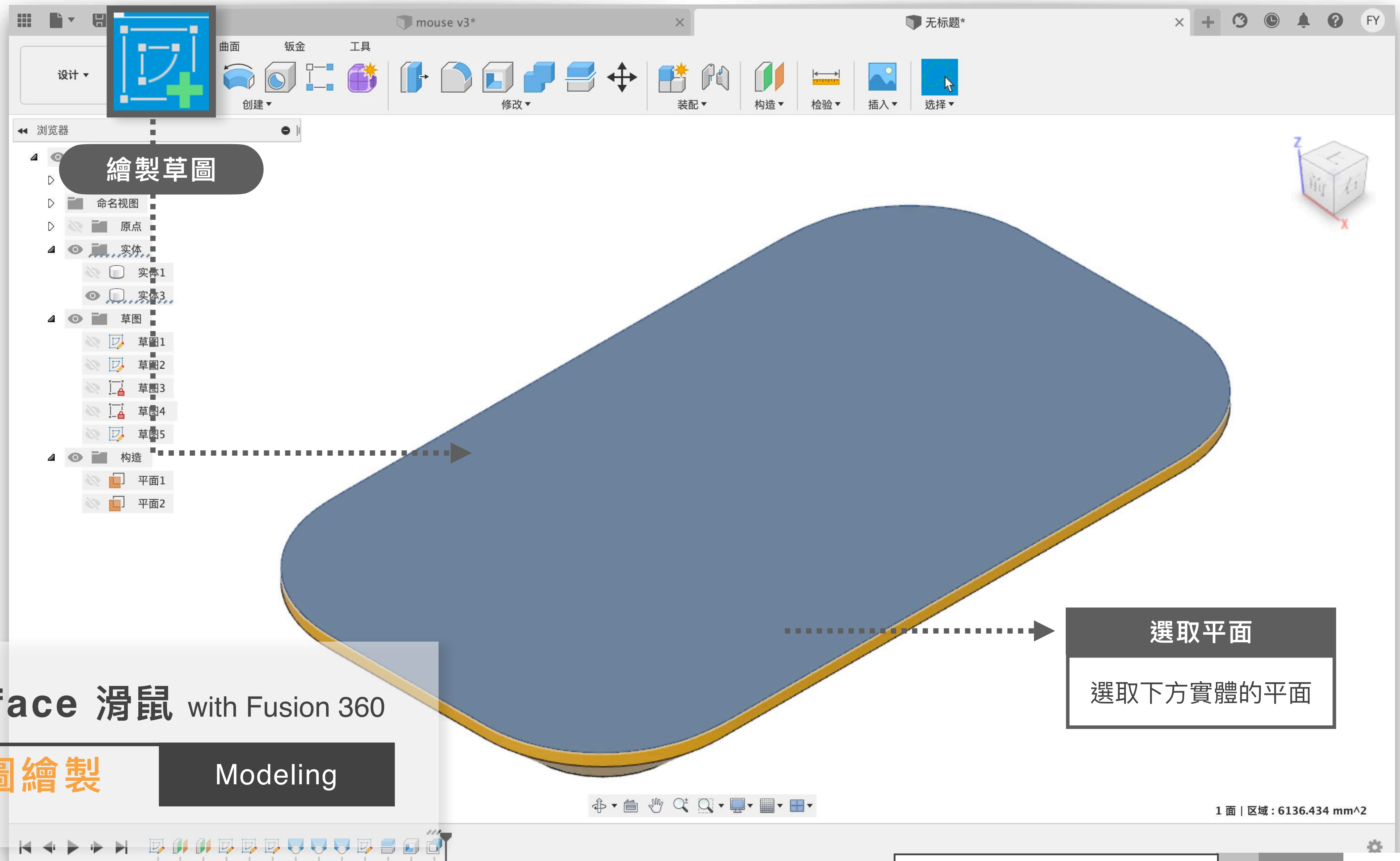
AUTODESK



Surface 滑鼠 with Fusion 360

草圖繪製

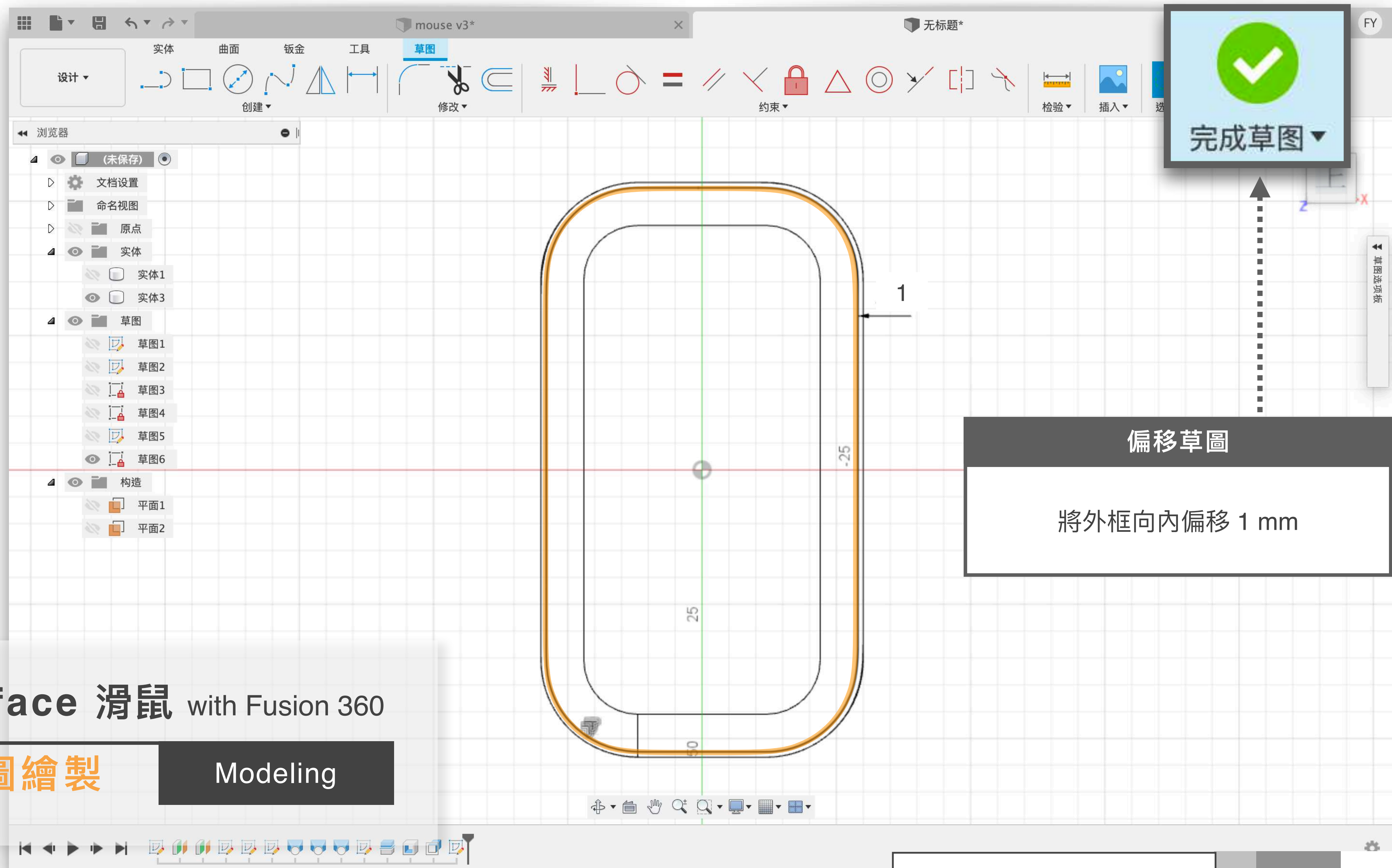
Modeling



Surface 滑鼠 with Fusion 360

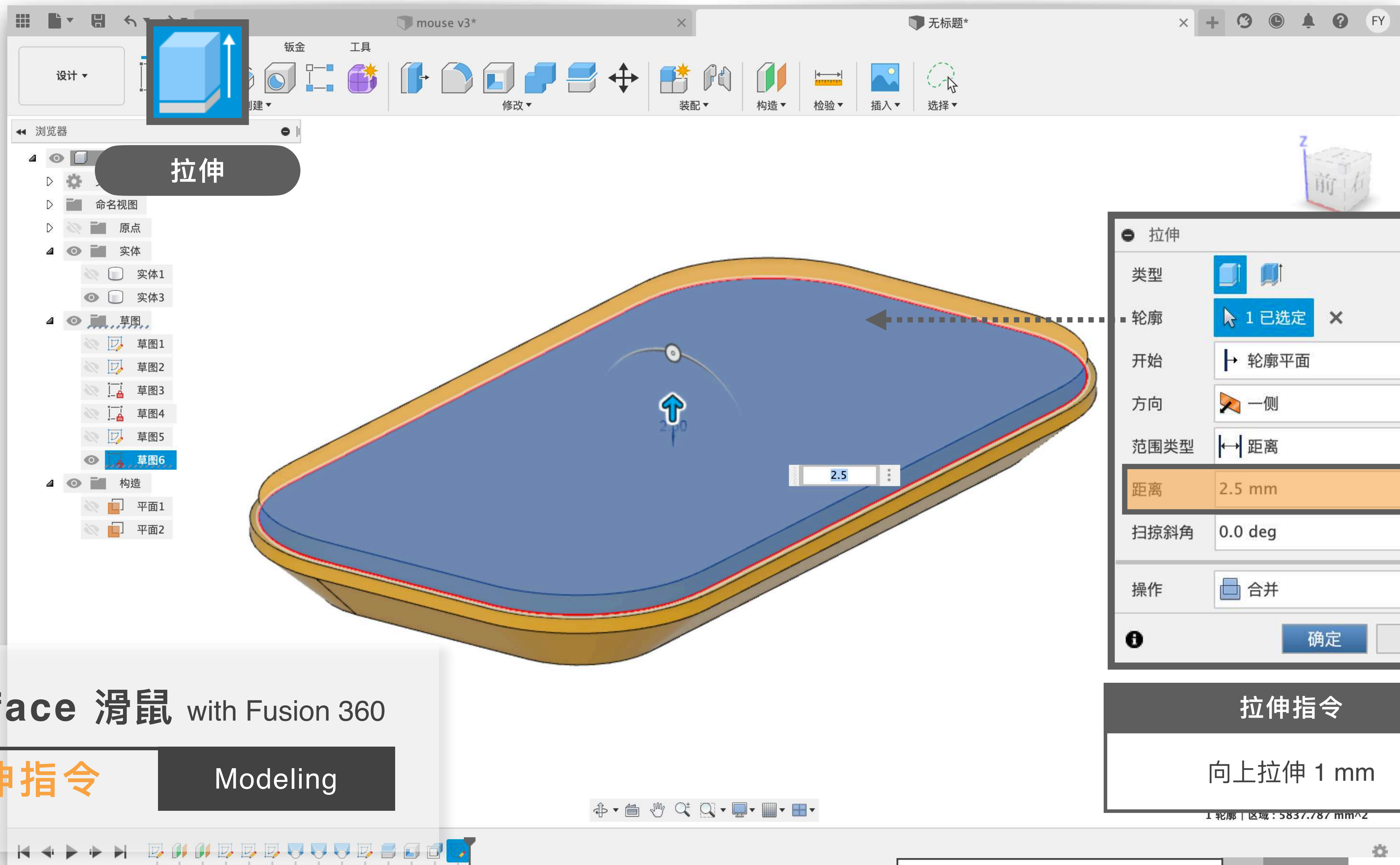
草圖繪製

Modeling



建模 Modeling

AUTODESK



拉伸

拉伸

类型



轮廓

1 已选定

开始

轮廓平面

方向

一侧

范围类型

距离

距离

2.5 mm

扫掠斜角

0.0 deg

操作

合并

确定

取消

Surface 滑鼠 with Fusion 360

拉伸指令

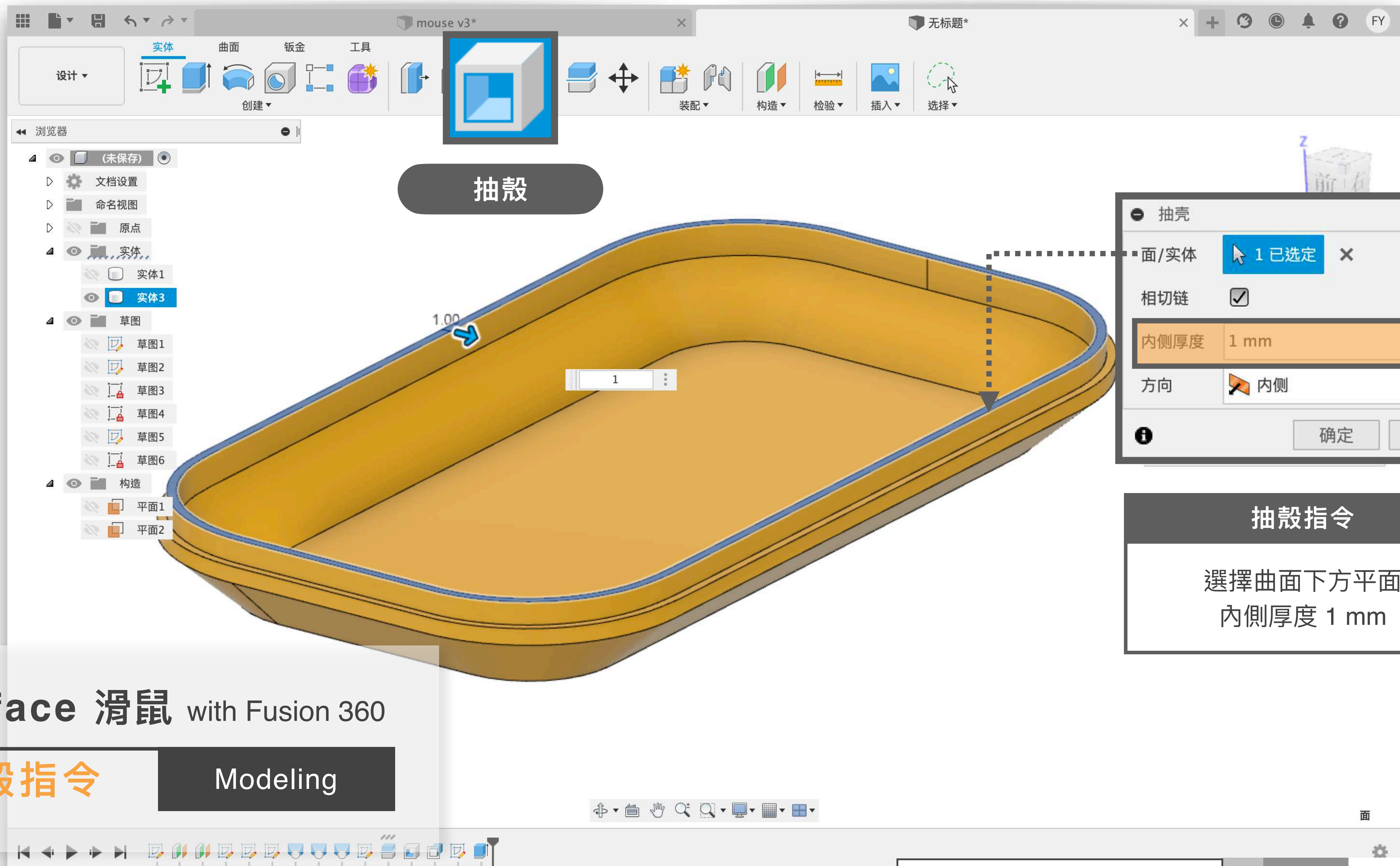
Modeling

拉伸指令

向上拉伸 1 mm

建模 Modeling

AUTODESK



Surface 滑鼠 with Fusion 360

抽殼指令

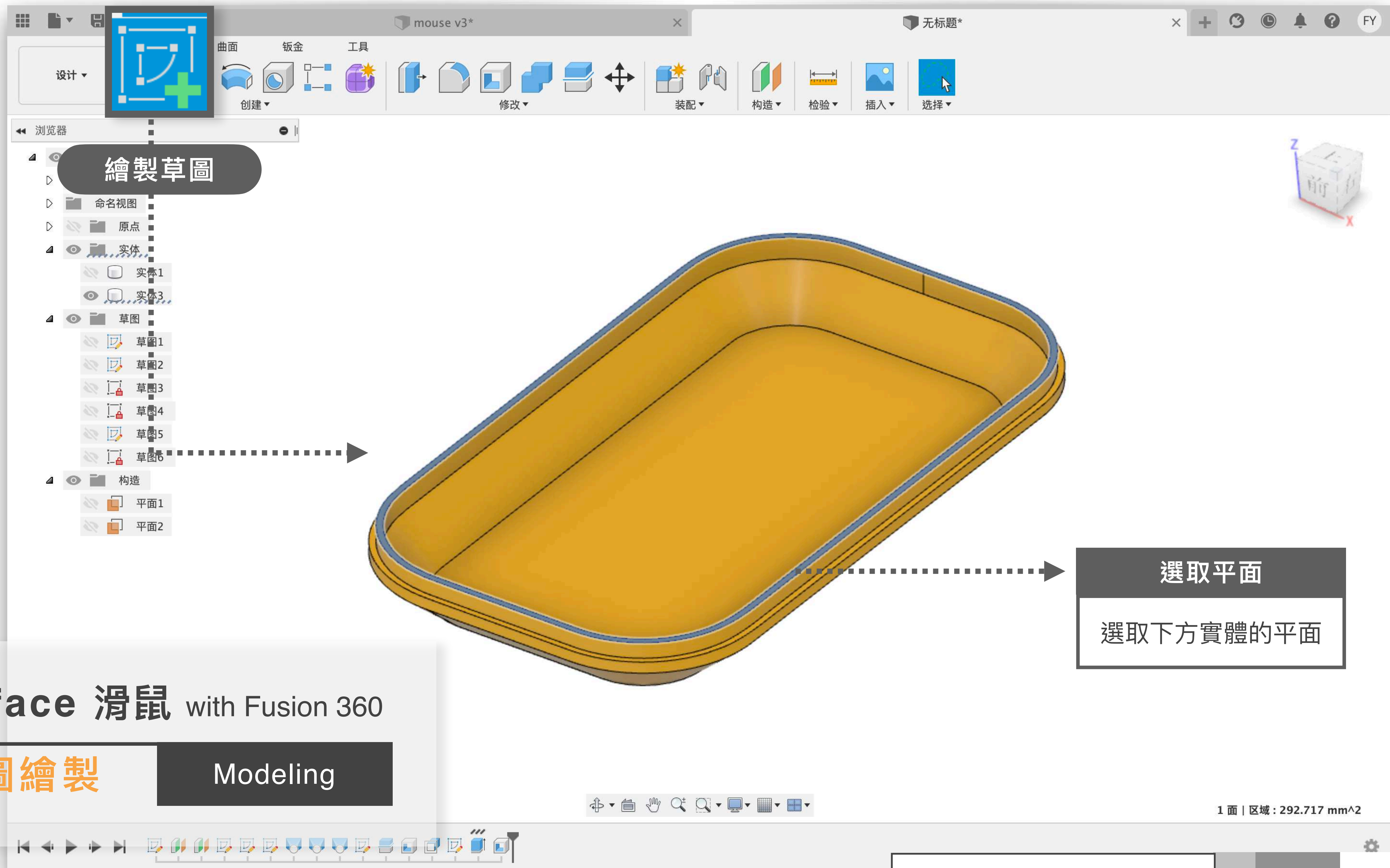
Modeling

抽殼指令

選擇曲面下方平面  
內側厚度 1 mm

建模 Modeling

AUTODESK



Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

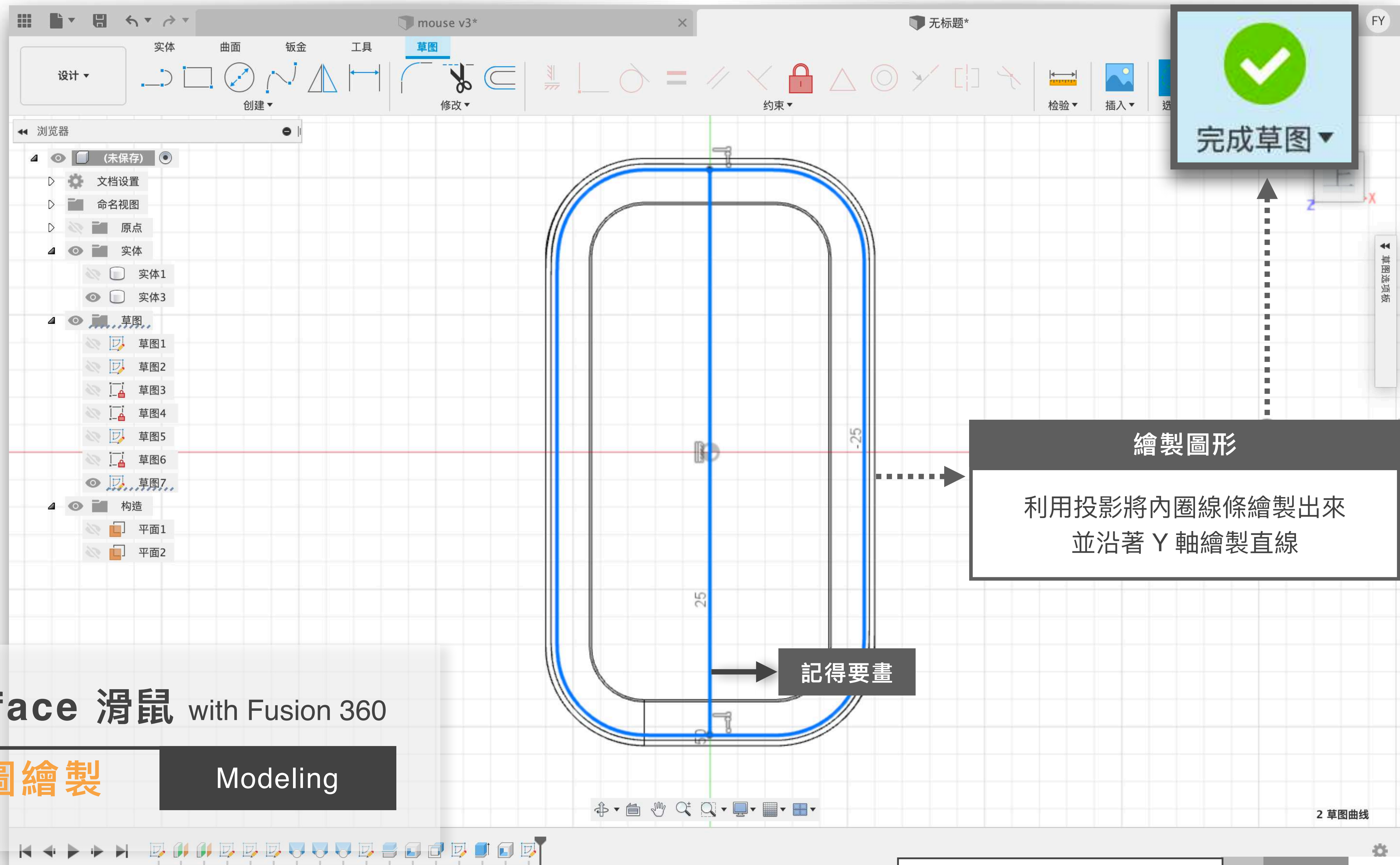
建模 Modeling

AUTODESK

# Surface 滑鼠 with Fusion 360

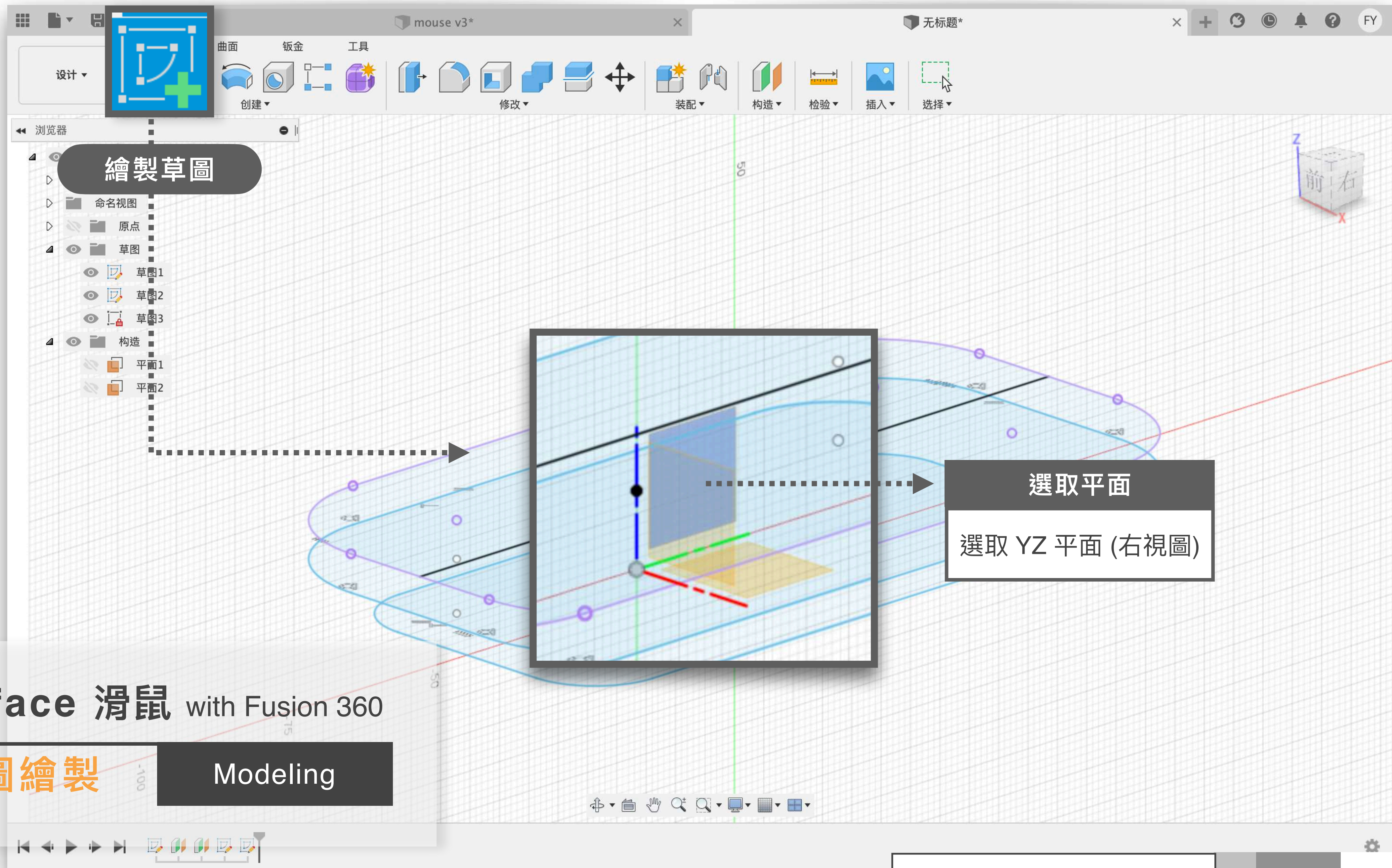
草圖繪製

Modeling



建模 Modeling

AUTODESK



Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

建模 Modeling

AUTODESK

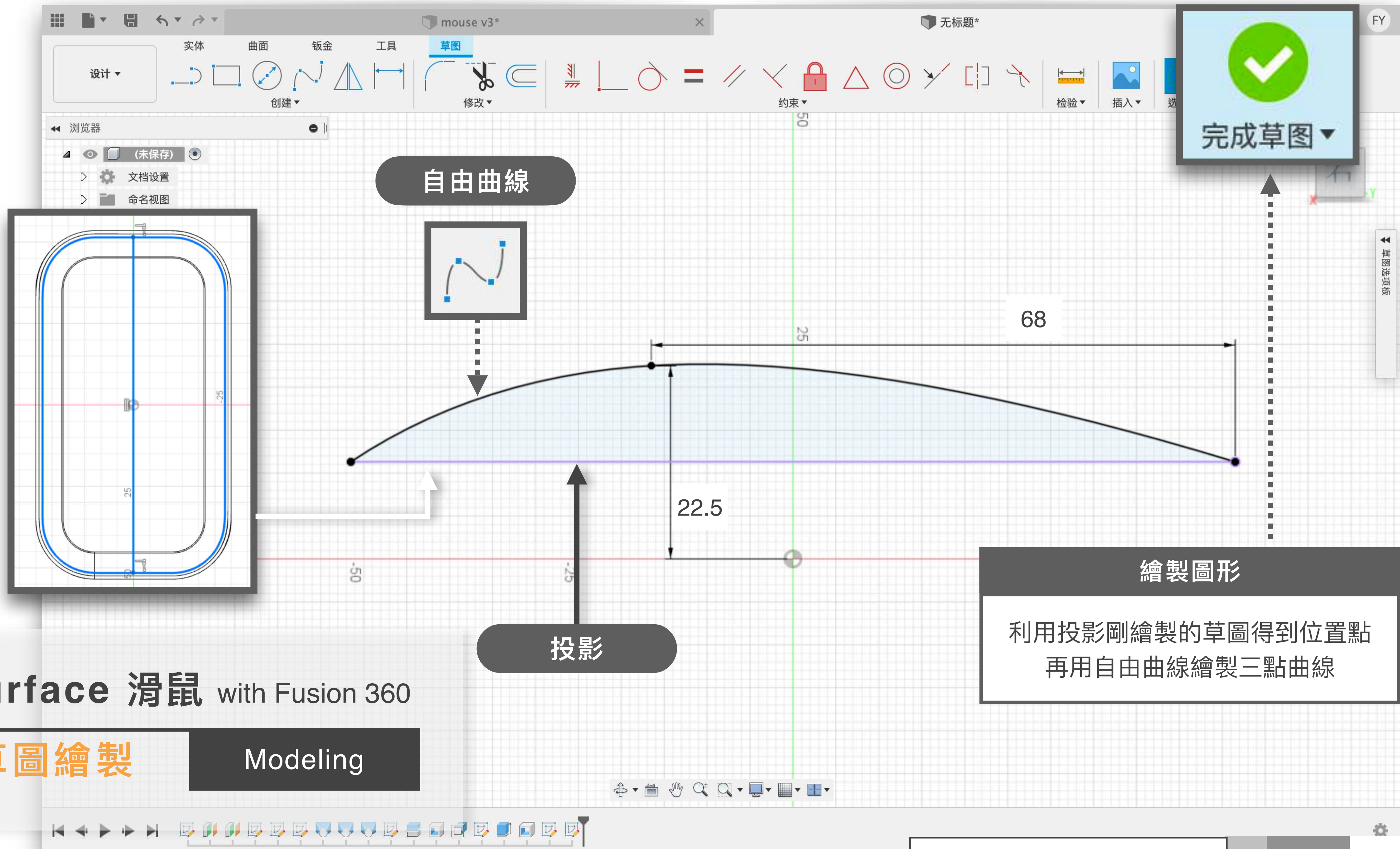
# Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

建模 Modeling

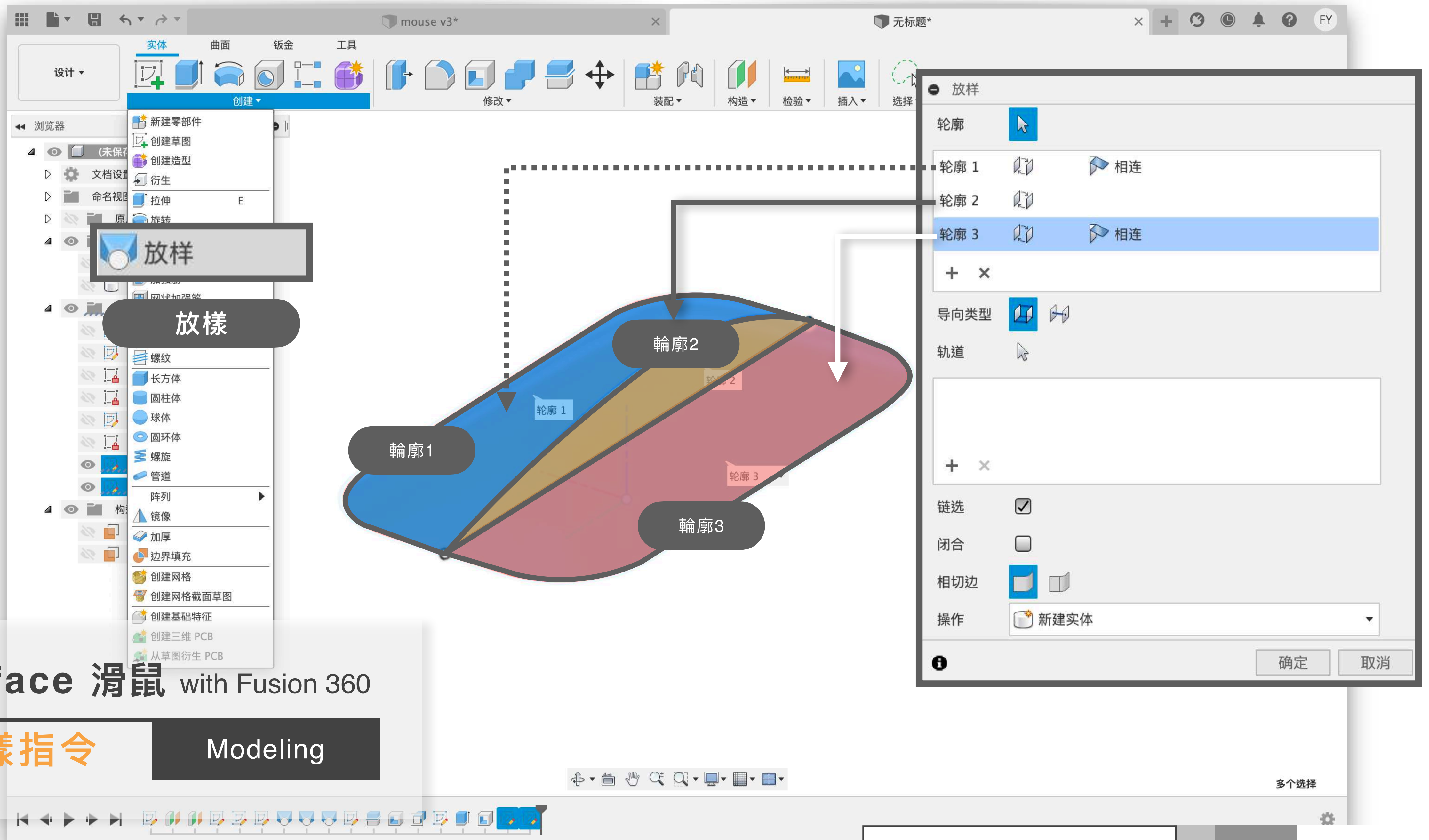
AUTODESK



Surface 滑鼠 with Fusion 360

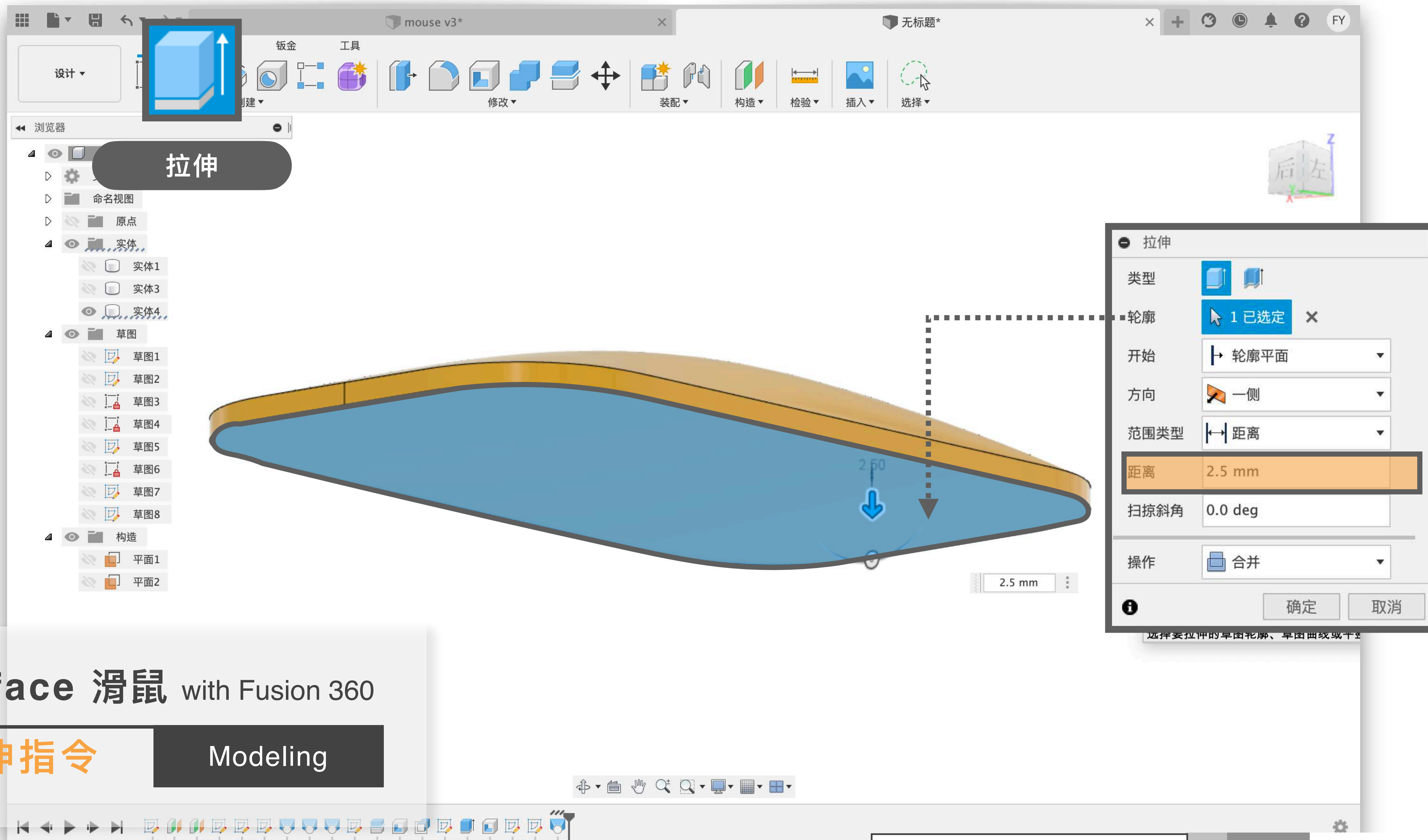
放樣指令

Modeling



建模 Modeling

AUTODESK



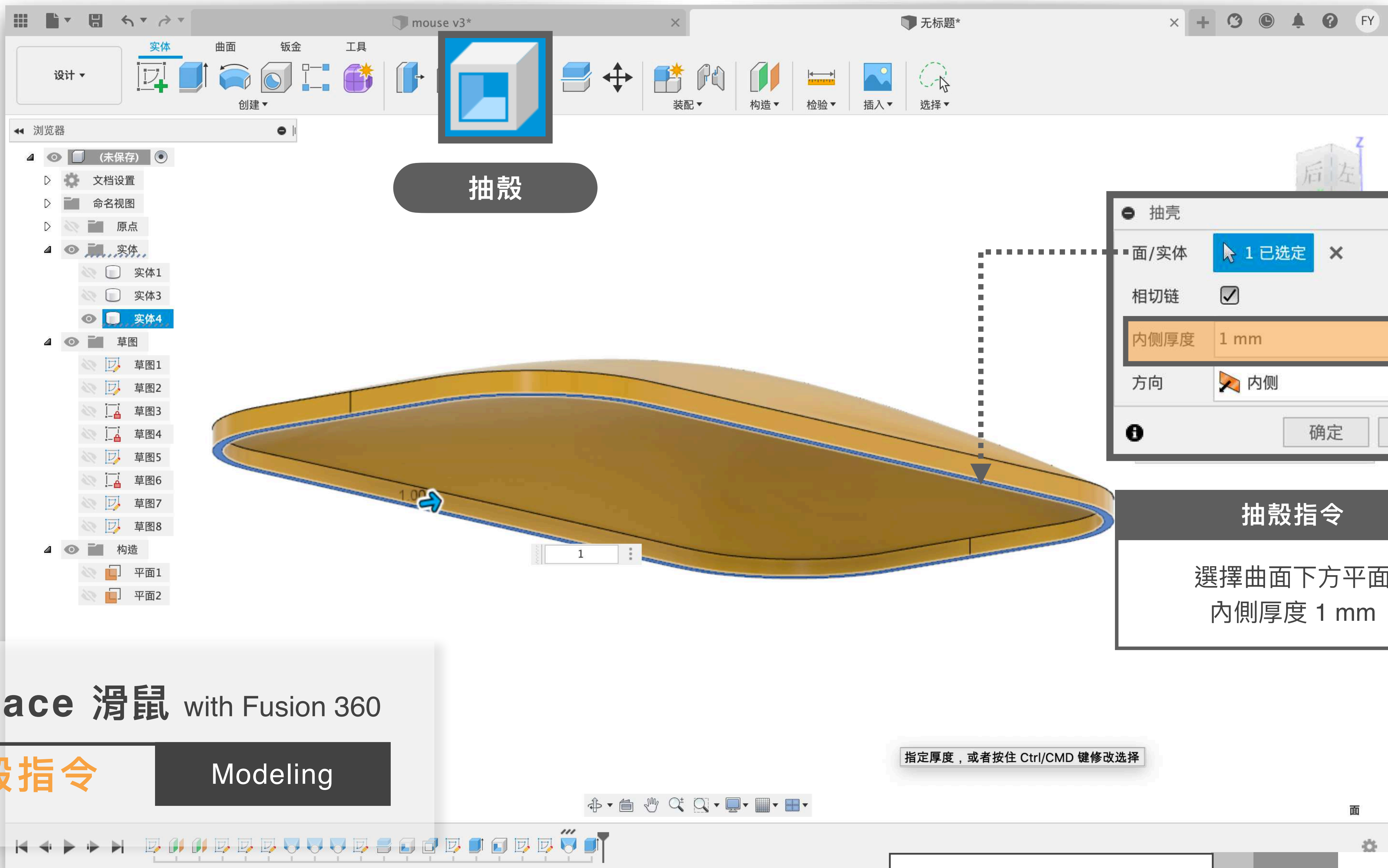
Surface 滑鼠 with Fusion 360

拉伸指令

Modeling

建模 Modeling

AUTODESK



抽殼

抽殼

面/实体 1 已选定

相切链 ☒

内侧厚度 1 mm

方向 内侧

确定 取消

抽殼指令

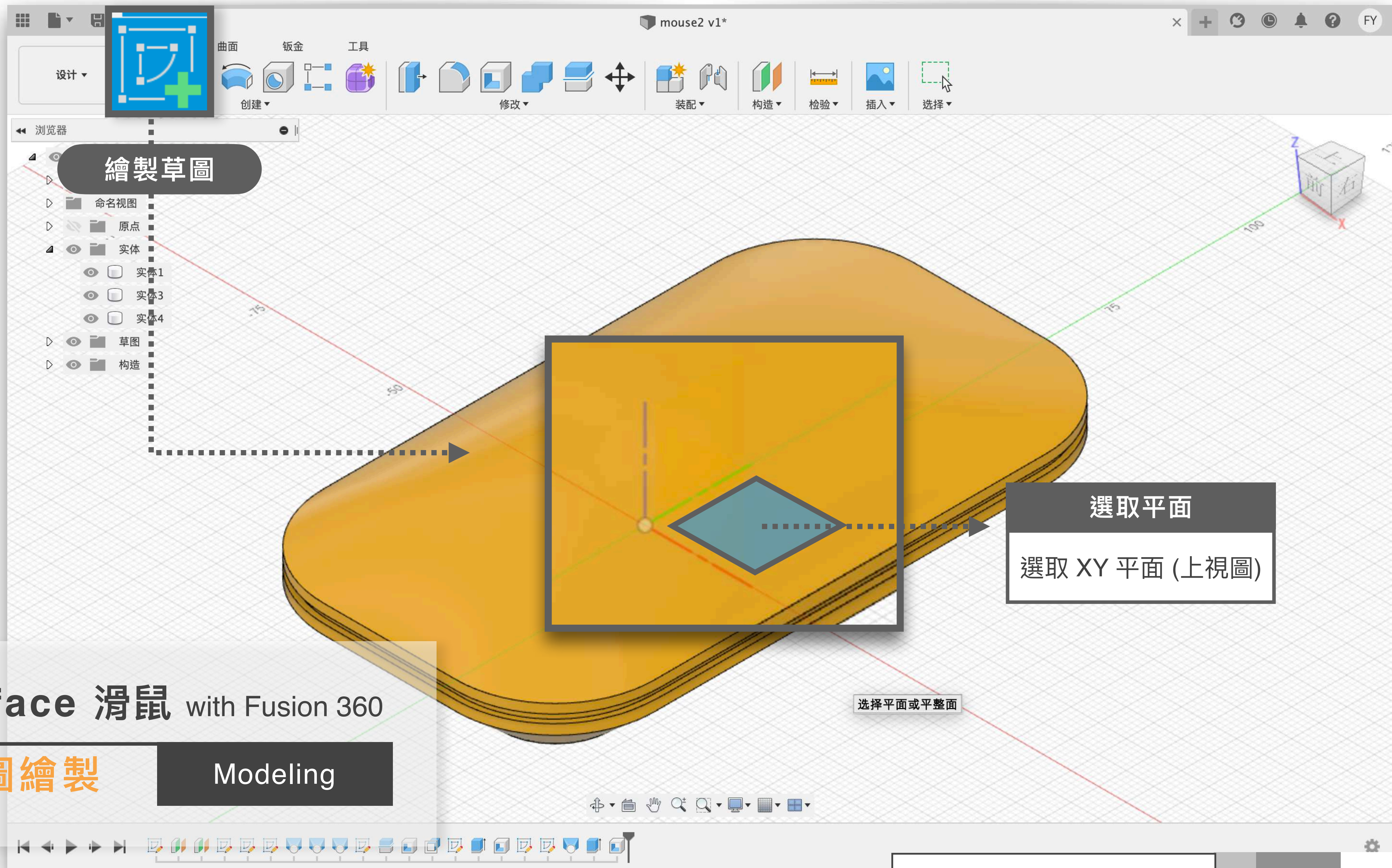
選擇曲面下方平面  
內側厚度 1 mm

Surface 滑鼠 with Fusion 360

抽殼指令 Modeling

指定厚度，或者按住 Ctrl/CMD 键修改选择

建模 Modeling



Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

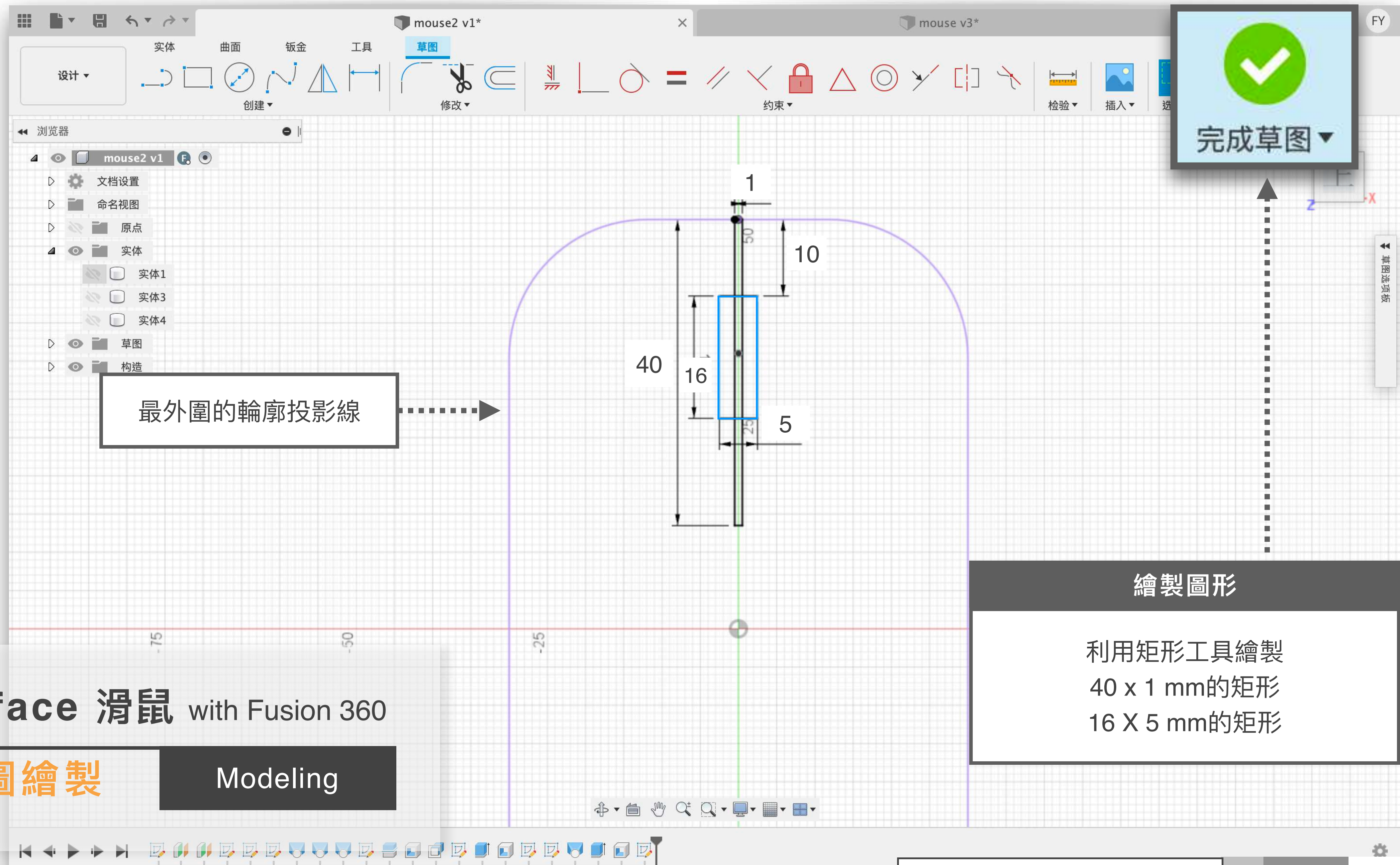
建模 Modeling

AUTODESK

# Surface 滑鼠 with Fusion 360

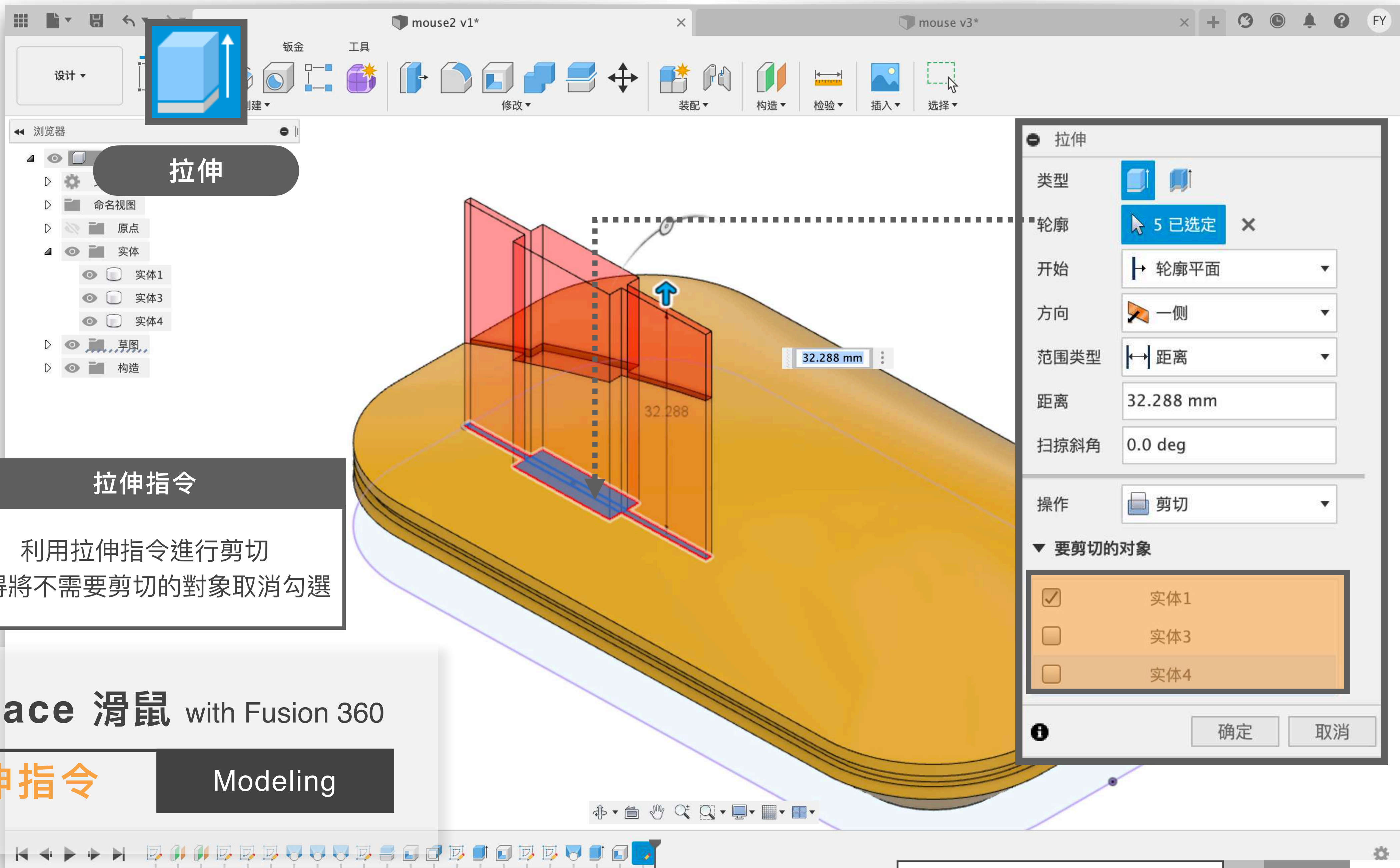
草圖繪製

Modeling



建模 Modeling

AUTODESK



拉伸

拉伸指令

利用拉伸指令进行剪切  
记得将不需要剪切的对象取消勾选

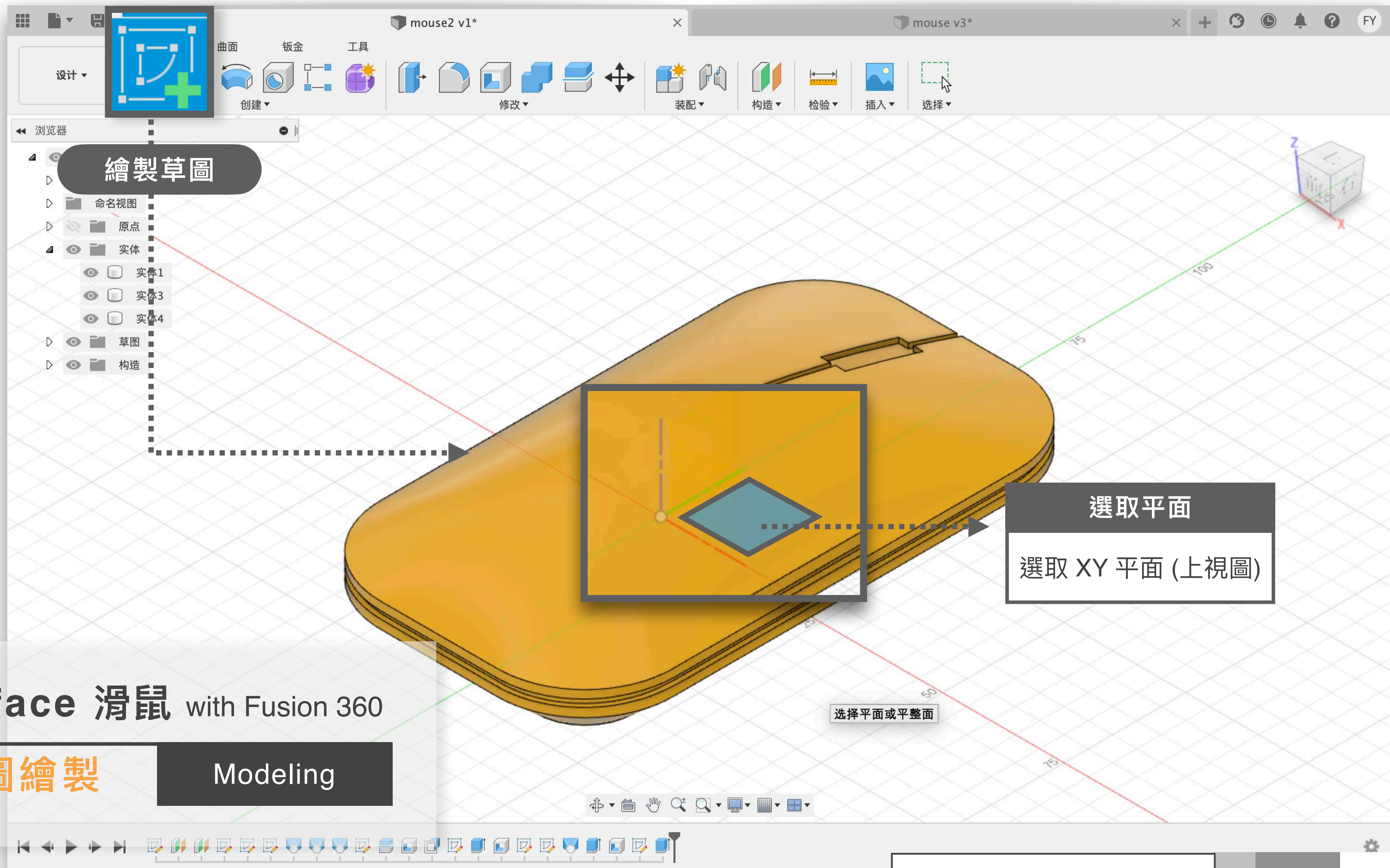
Surface 滑鼠 with Fusion 360

拉伸指令

Modeling

建模 Modeling

AUTODESK



繪製草圖

選取平面

選取 XY 平面 (上視圖)

选择平面或平整面

Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

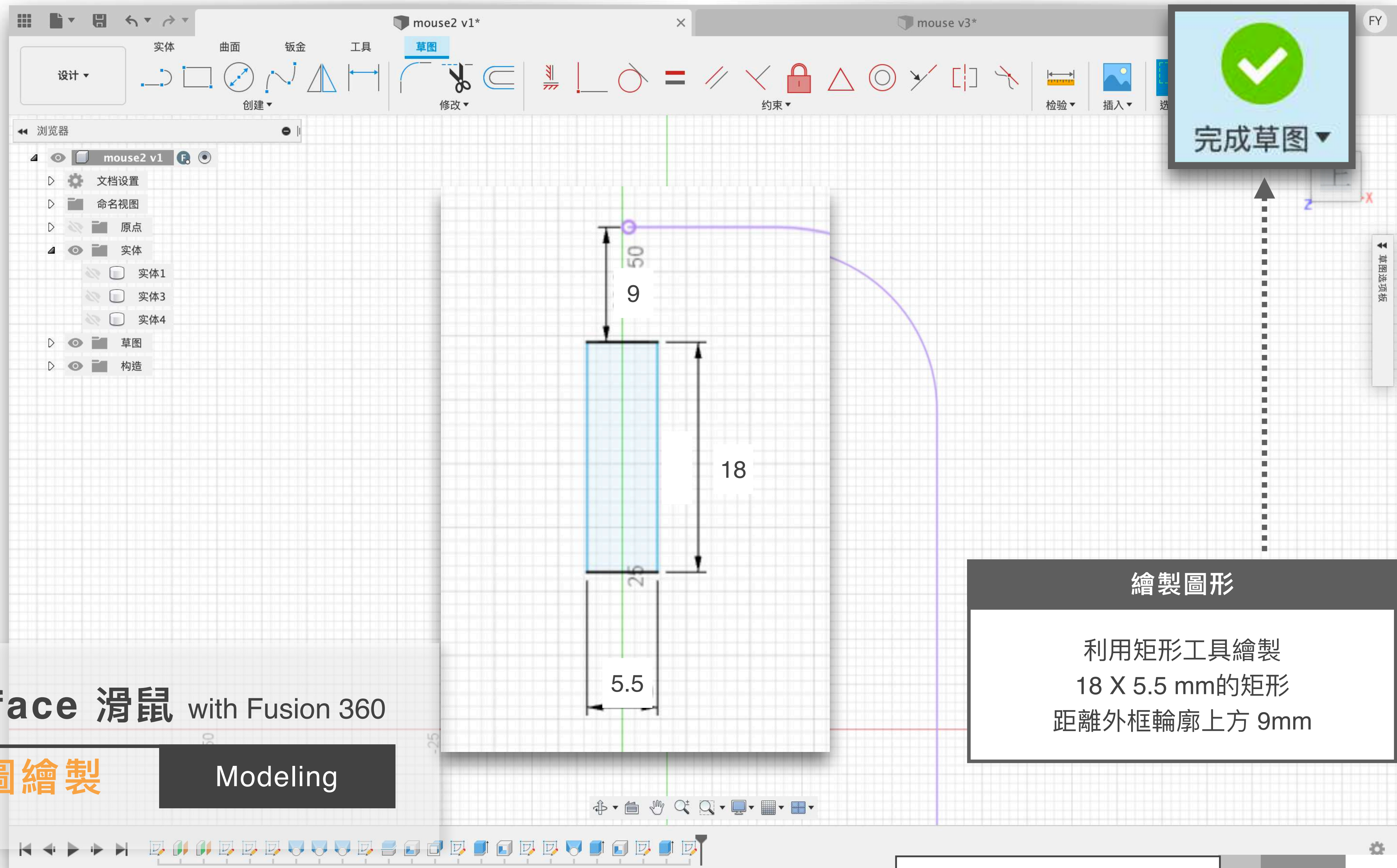
建模 Modeling

AUTODESK

# Surface 滑鼠 with Fusion 360

草圖繪製

Modeling



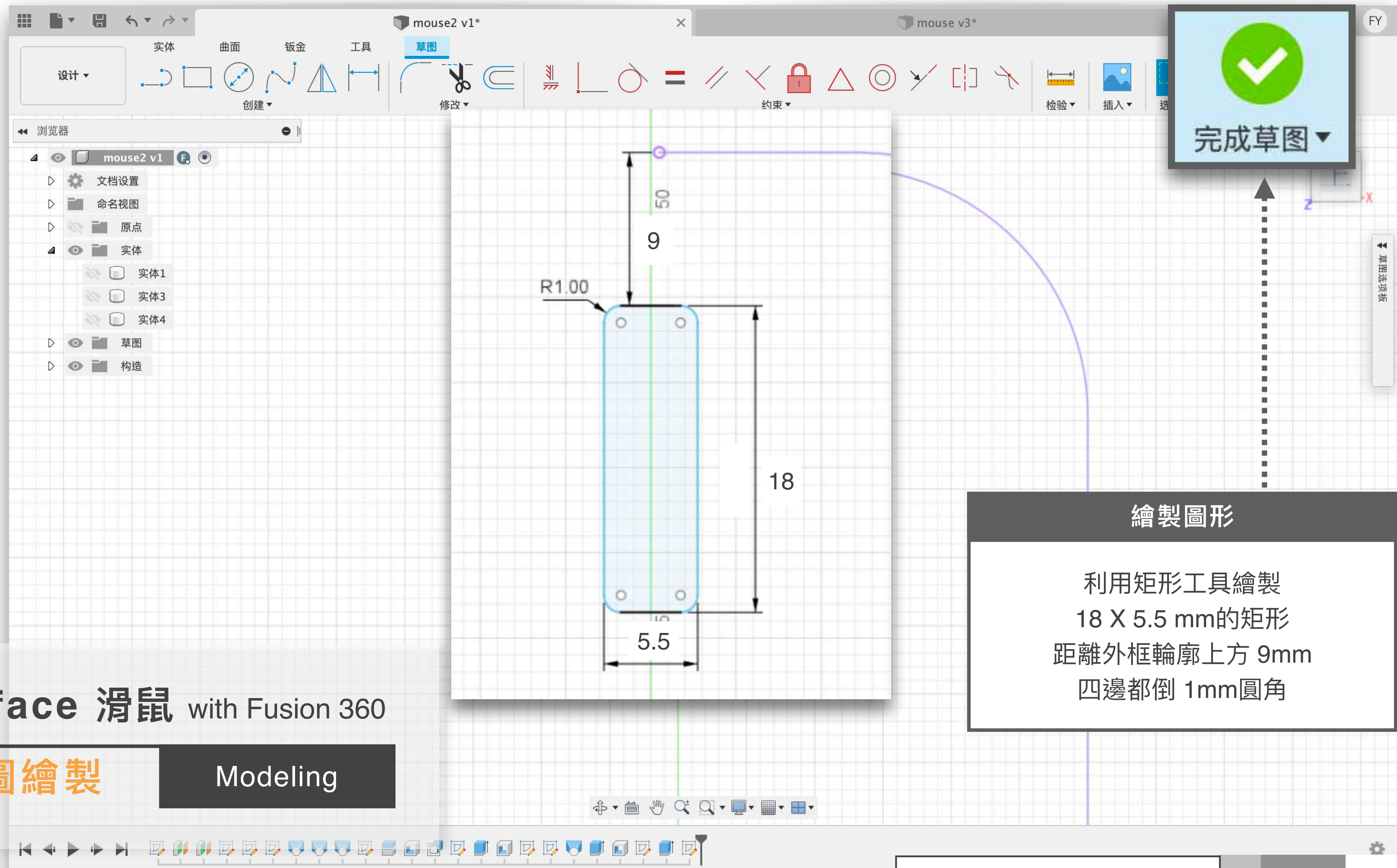
建模 Modeling

AUTODESK

# Surface 滑鼠 with Fusion 360

草圖繪製

Modeling

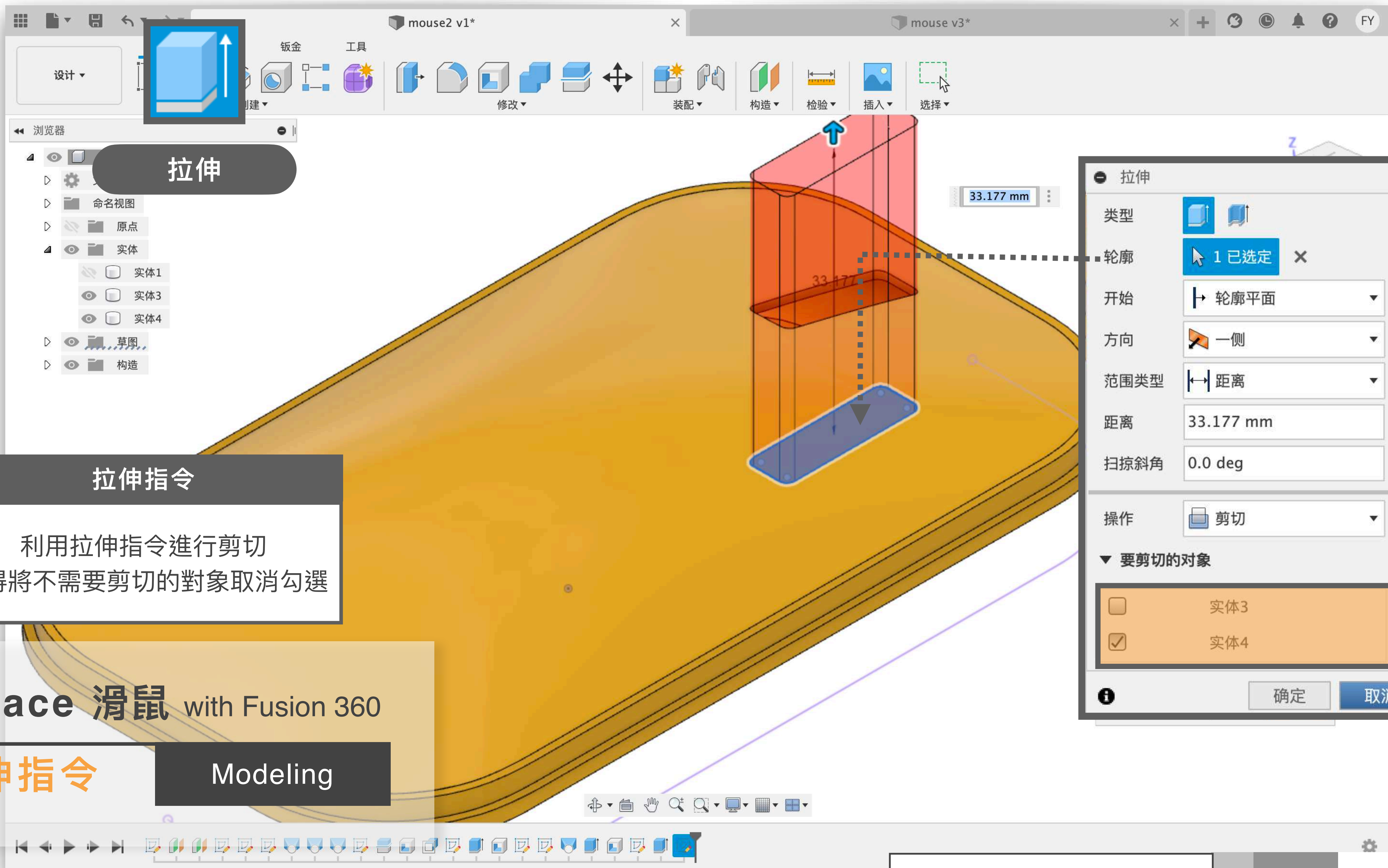


## 繪製圖形

利用矩形工具繪製  
18 X 5.5 mm的矩形  
距離外框輪廓上方 9mm  
四邊都倒 1mm圓角

建模 Modeling

AUTODESK



拉伸

拉伸指令

利用拉伸指令進行剪切  
記得將不需要剪切的對象取消勾選

Surface 滑鼠 with Fusion 360

拉伸指令

Modeling

建模 Modeling

AUTODESK