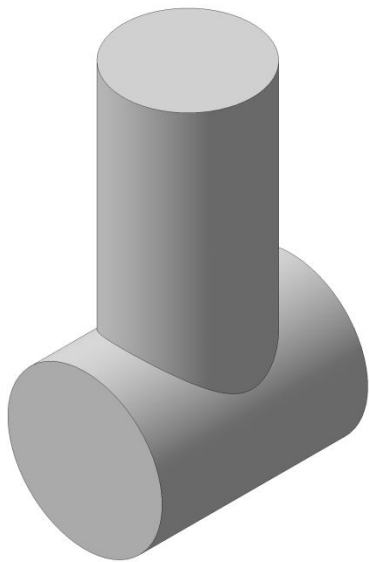


Пересечение поверхностей

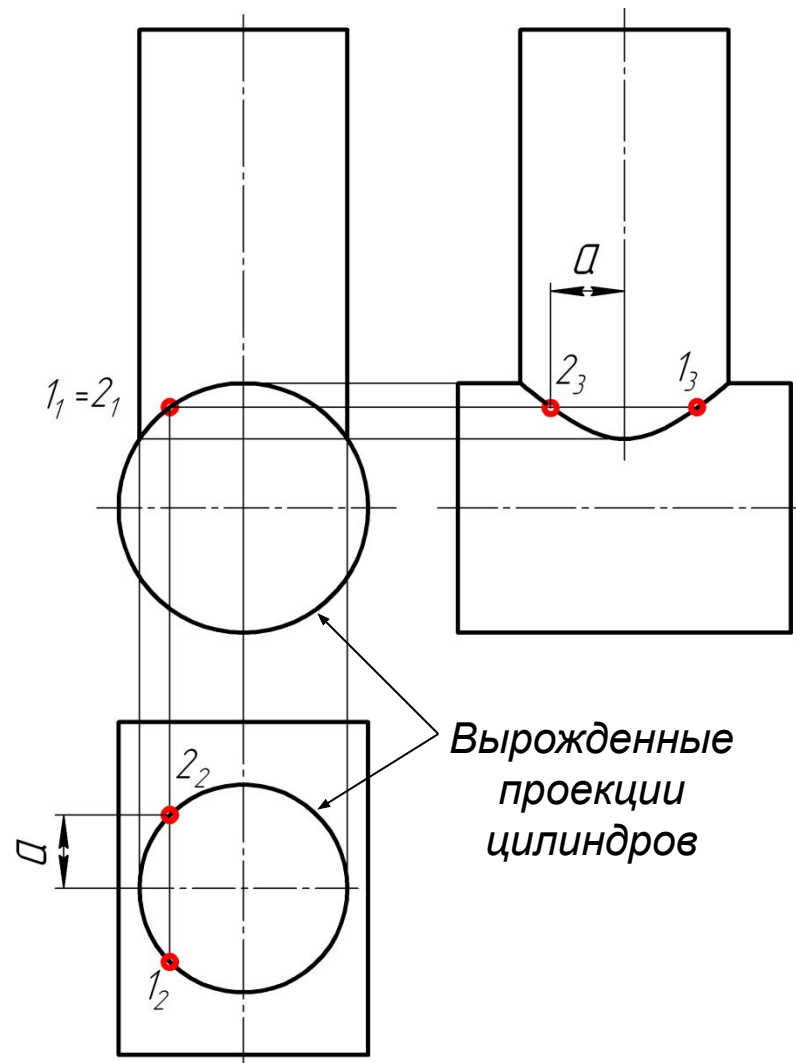


ТИПОВЫЕ ЭЛЕМЕНТЫ ДЕТАЛЕЙ

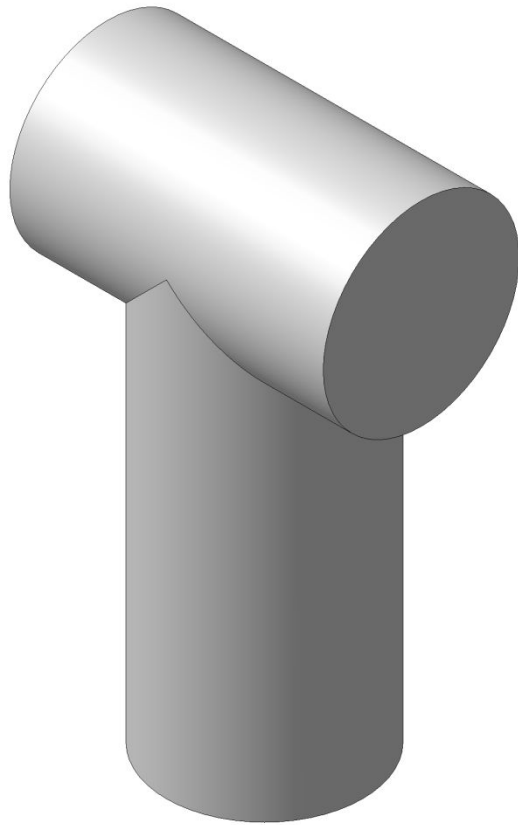
Пересечение двух цилиндров разных диаметров



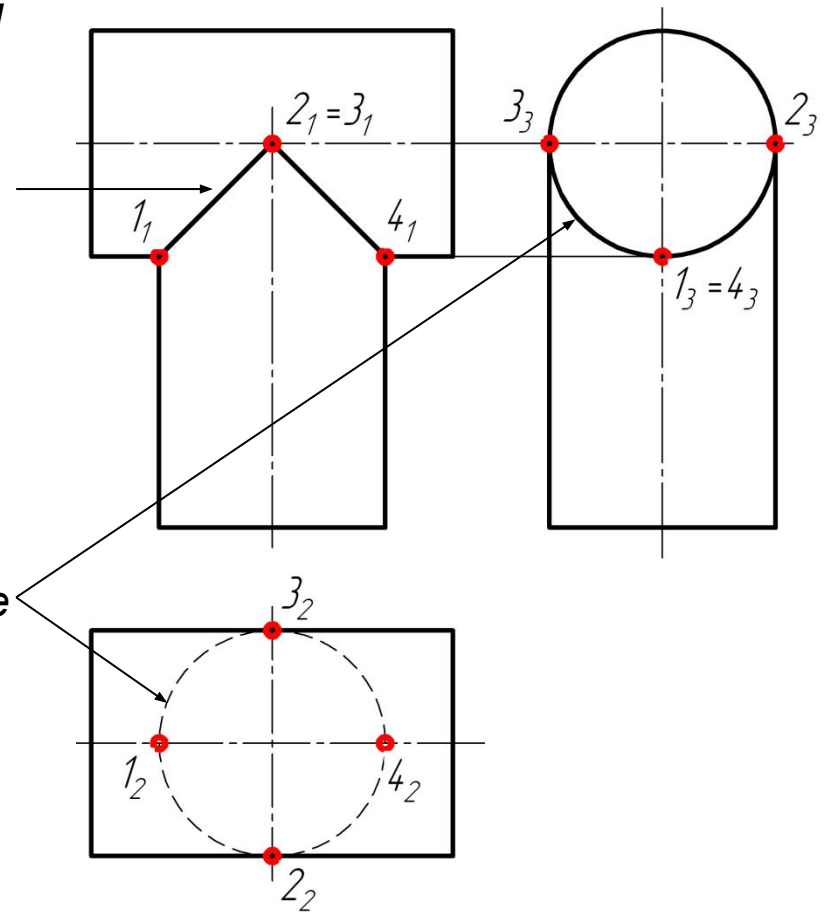
Проекции точек линии пересечения на всех видах строятся с учетом проекционной связи. Поэтому на виде слева и виде сверху проекции одной и той же точки находятся на одинаковом расстоянии от плоскости симметрии и строятся путем измерения соответствующего расстояния с помощью циркуля или измерителя и переноса его на другую проекцию.



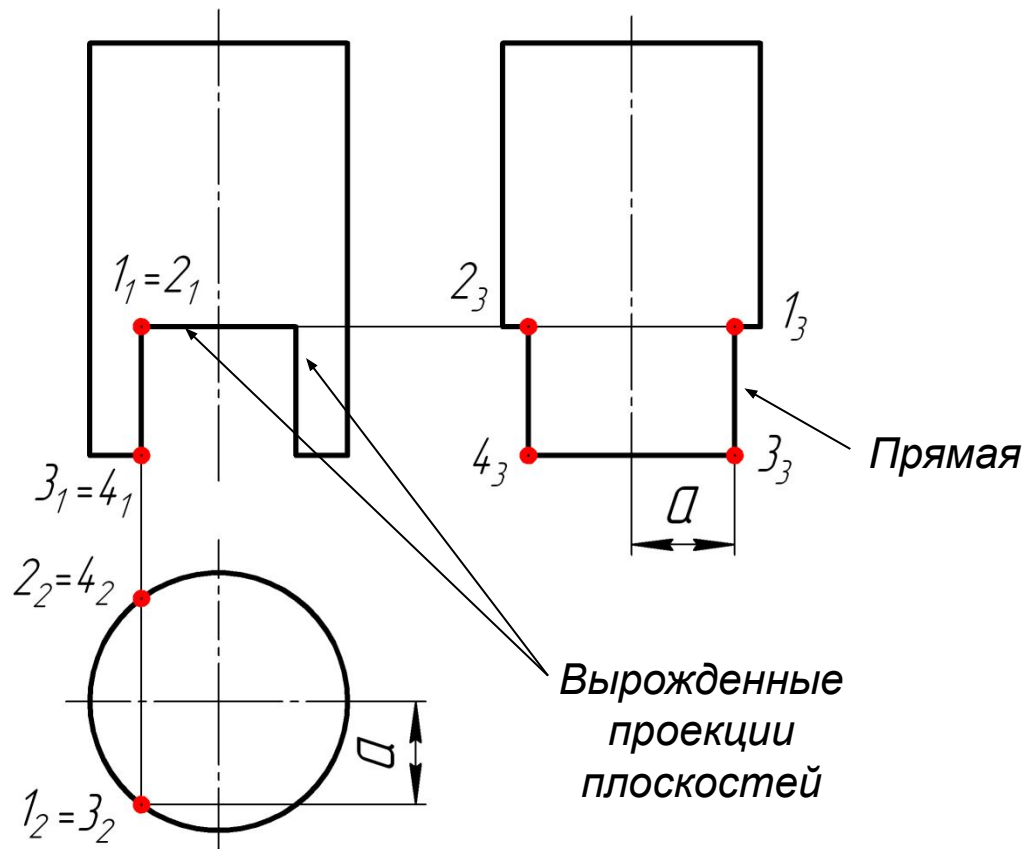
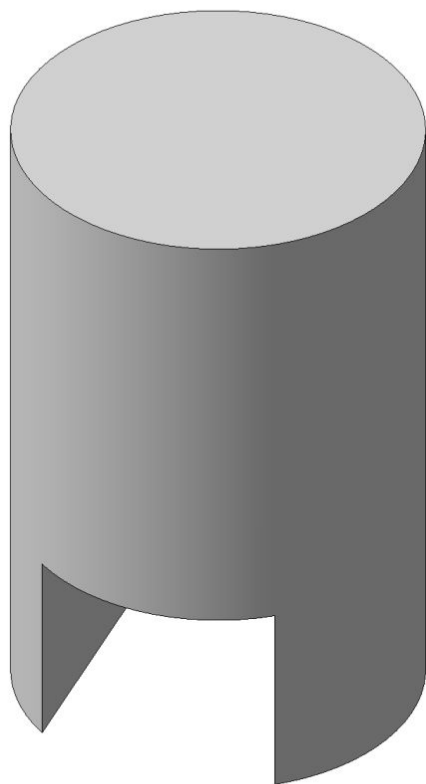
Пересечение двух цилиндров одинаковых диаметров

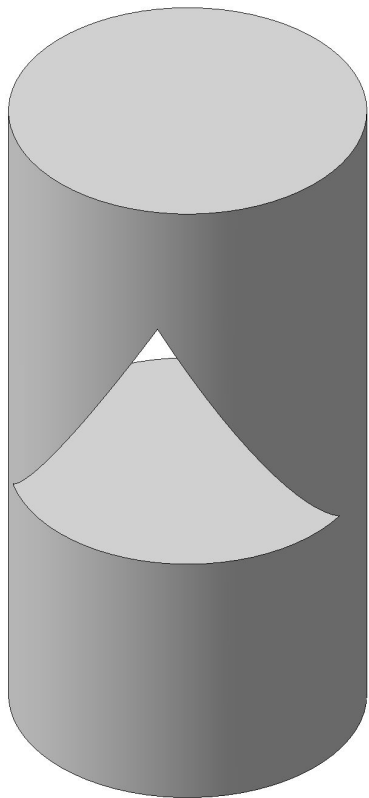


На данной
проекции линия
пересечения
выглядит
прямой, т. к.
лежит в
проецирующей
плоскости
(теорема
Монжа)

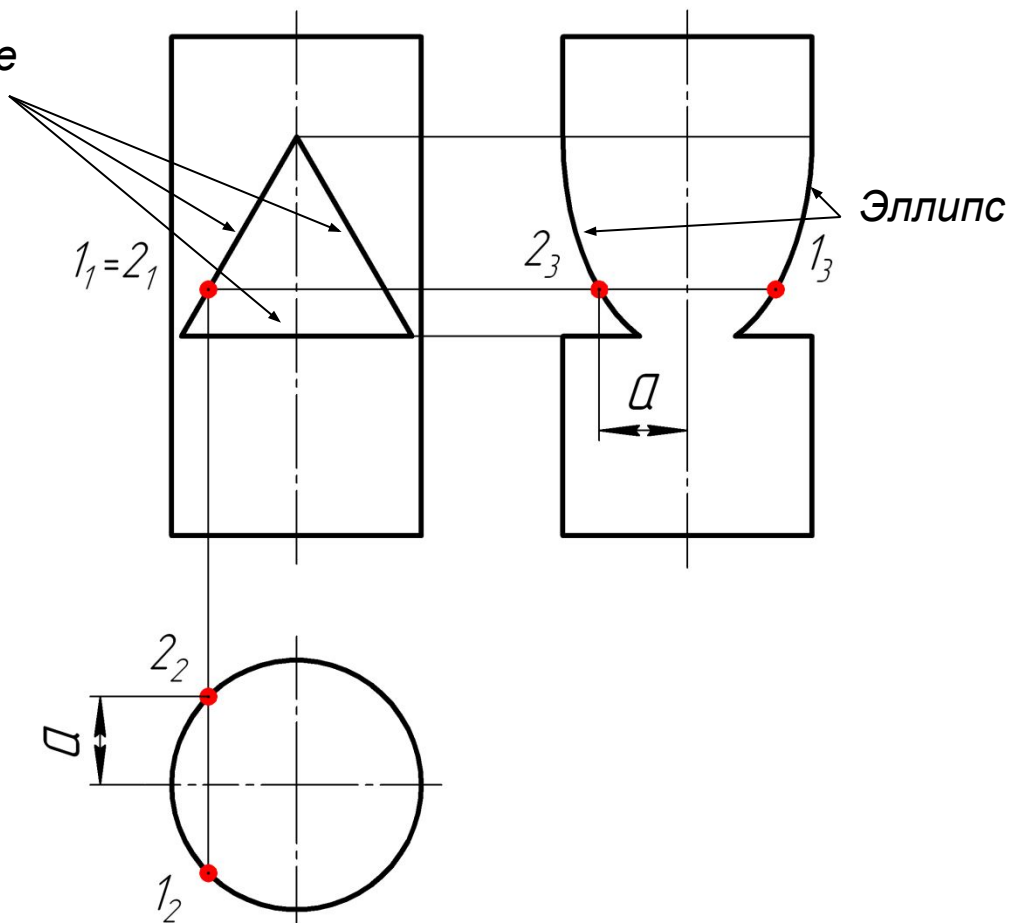
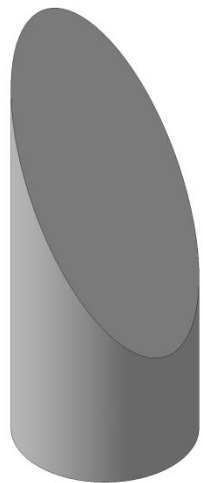


Пересечения цилиндрической и призматической поверхностей

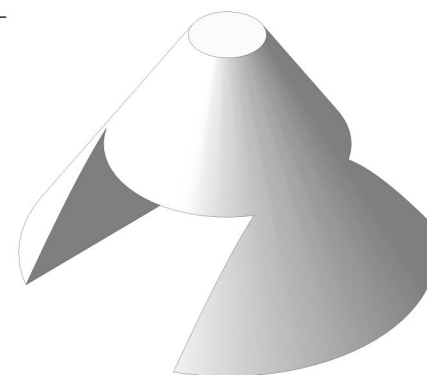
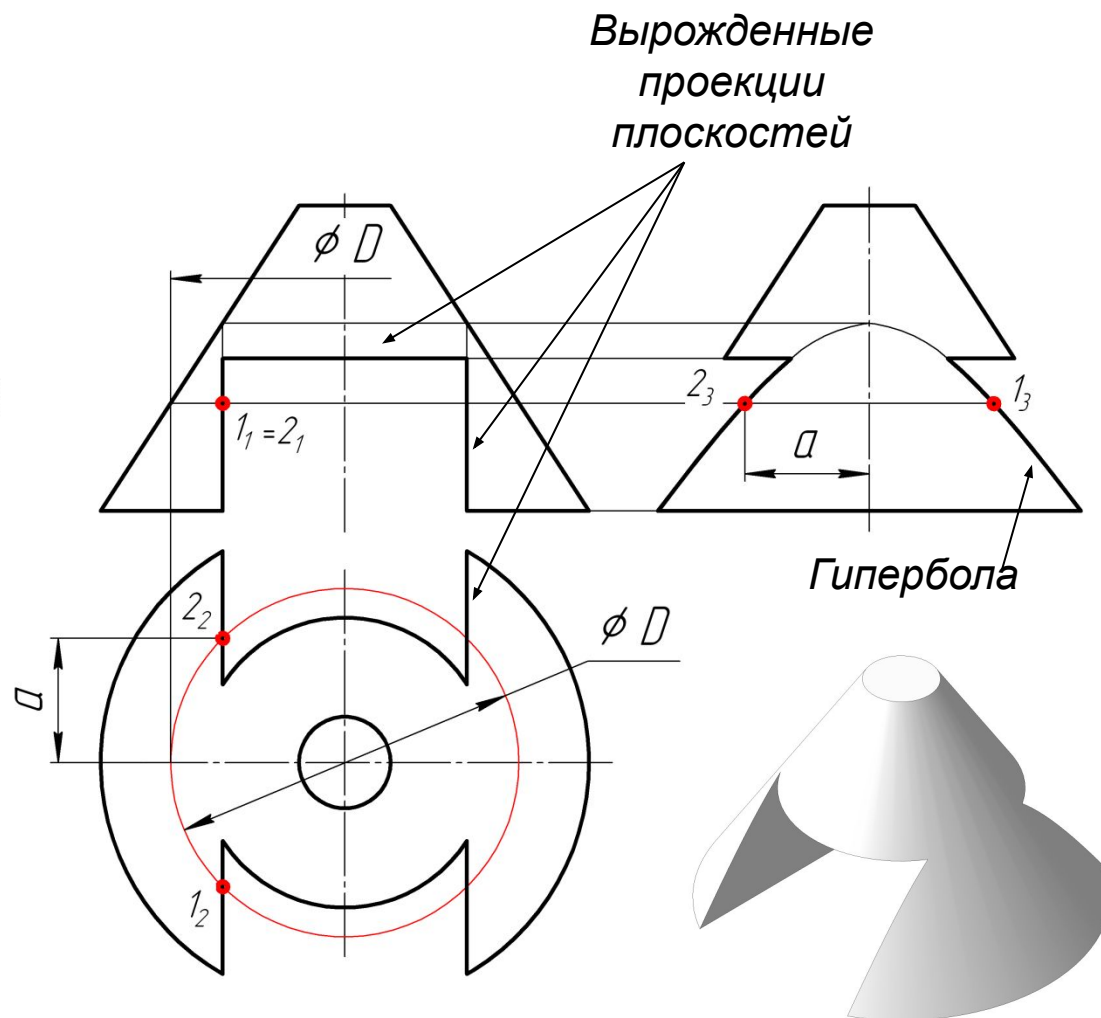
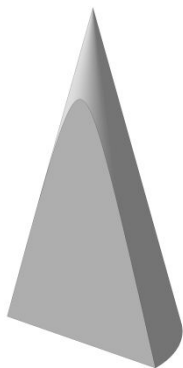
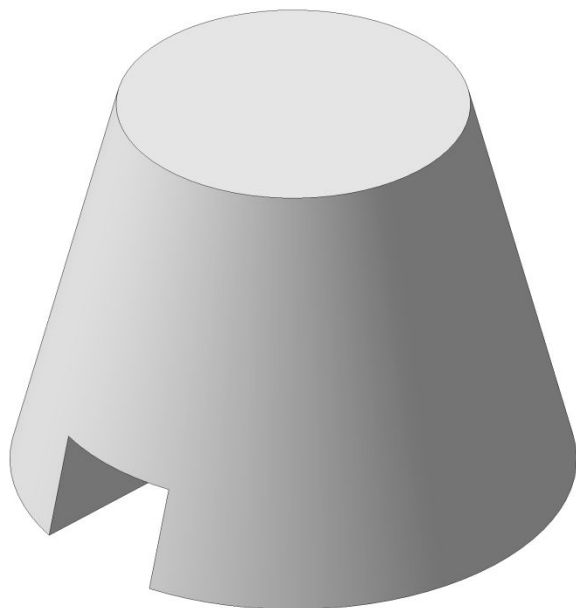




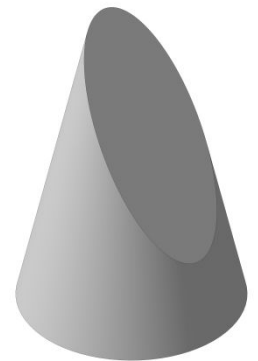
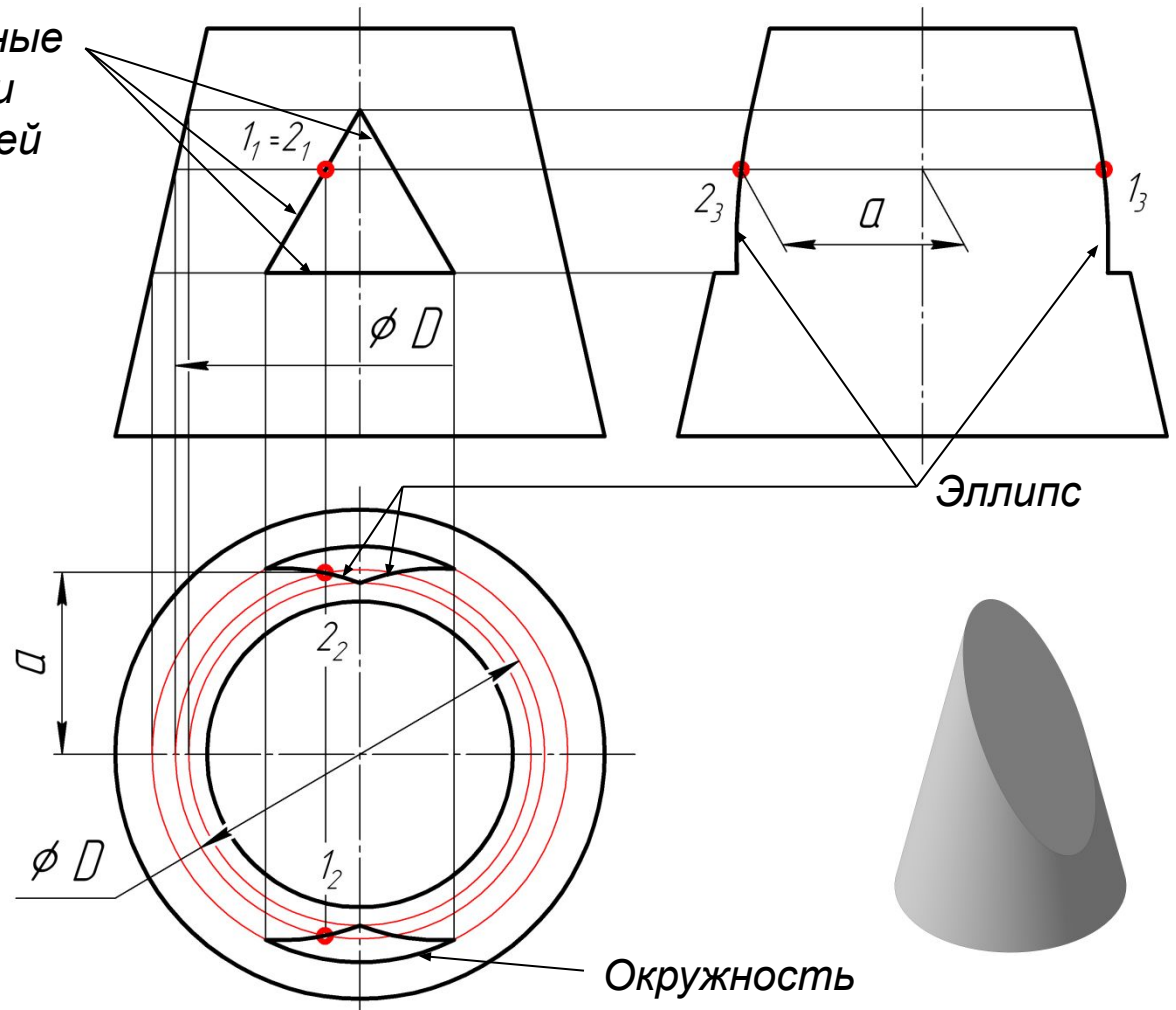
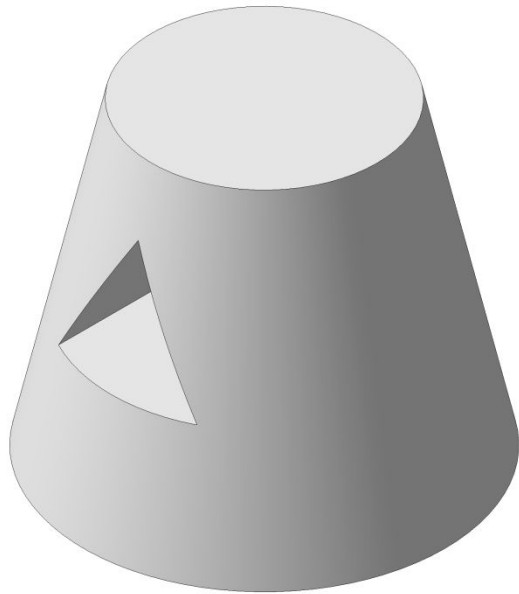
Вырожденные
проекции
плоскостей



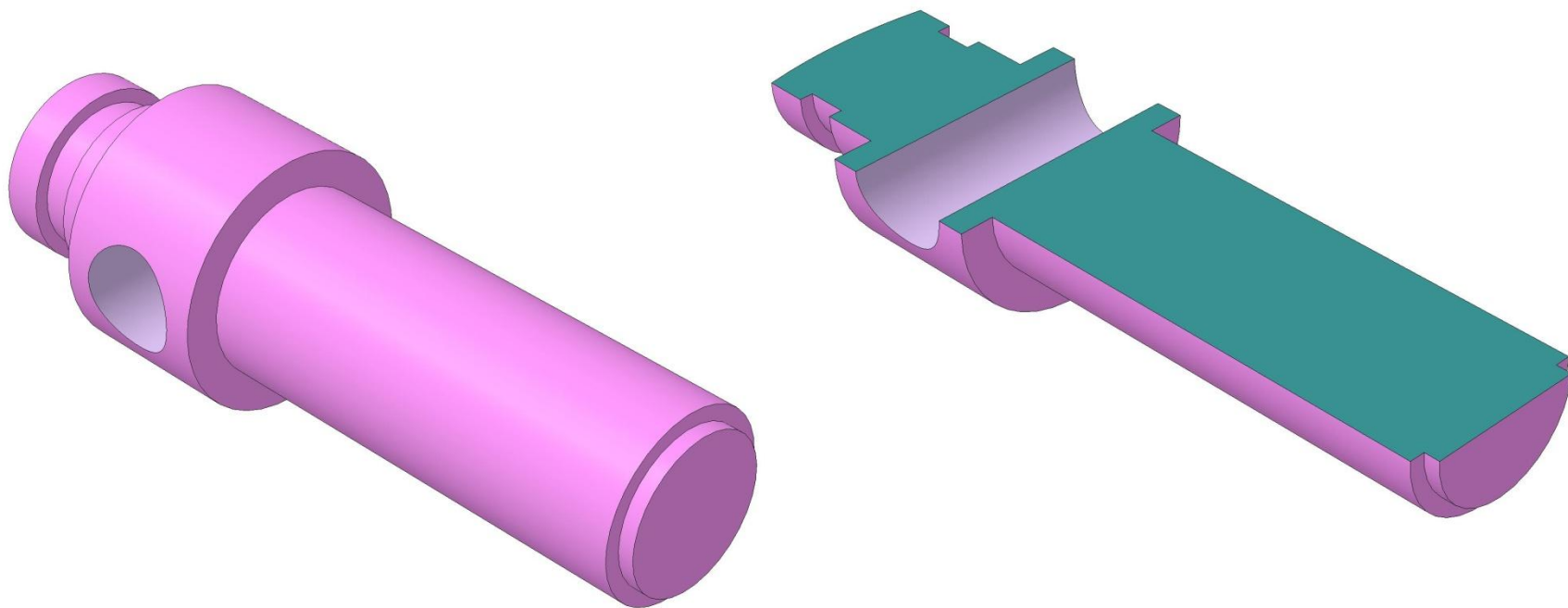
Пересечение конической и призматической поверхностей

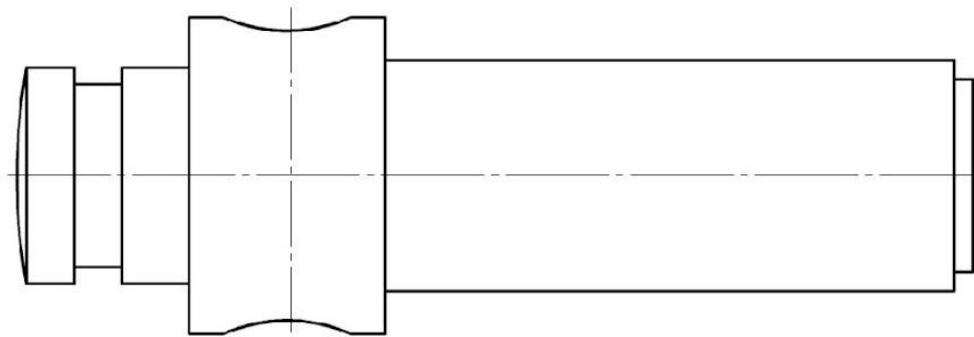
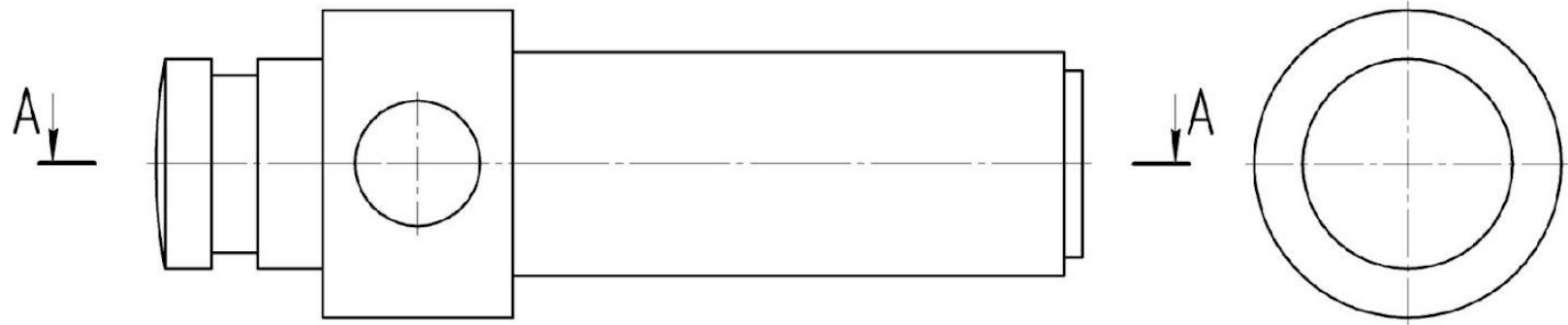


Вырожденные
проекции
плоскостей

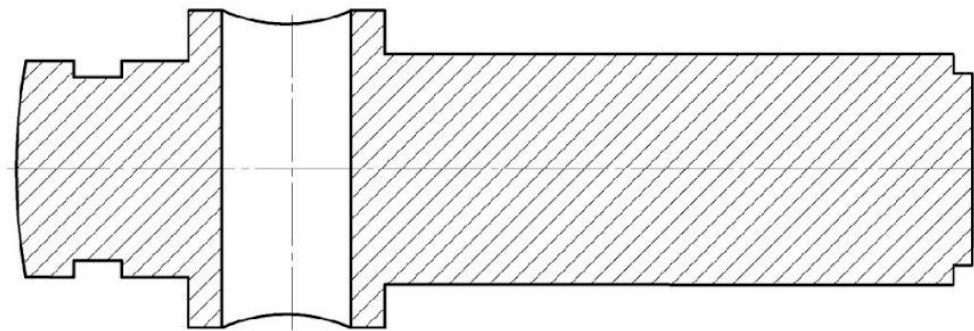


Винт грузовой

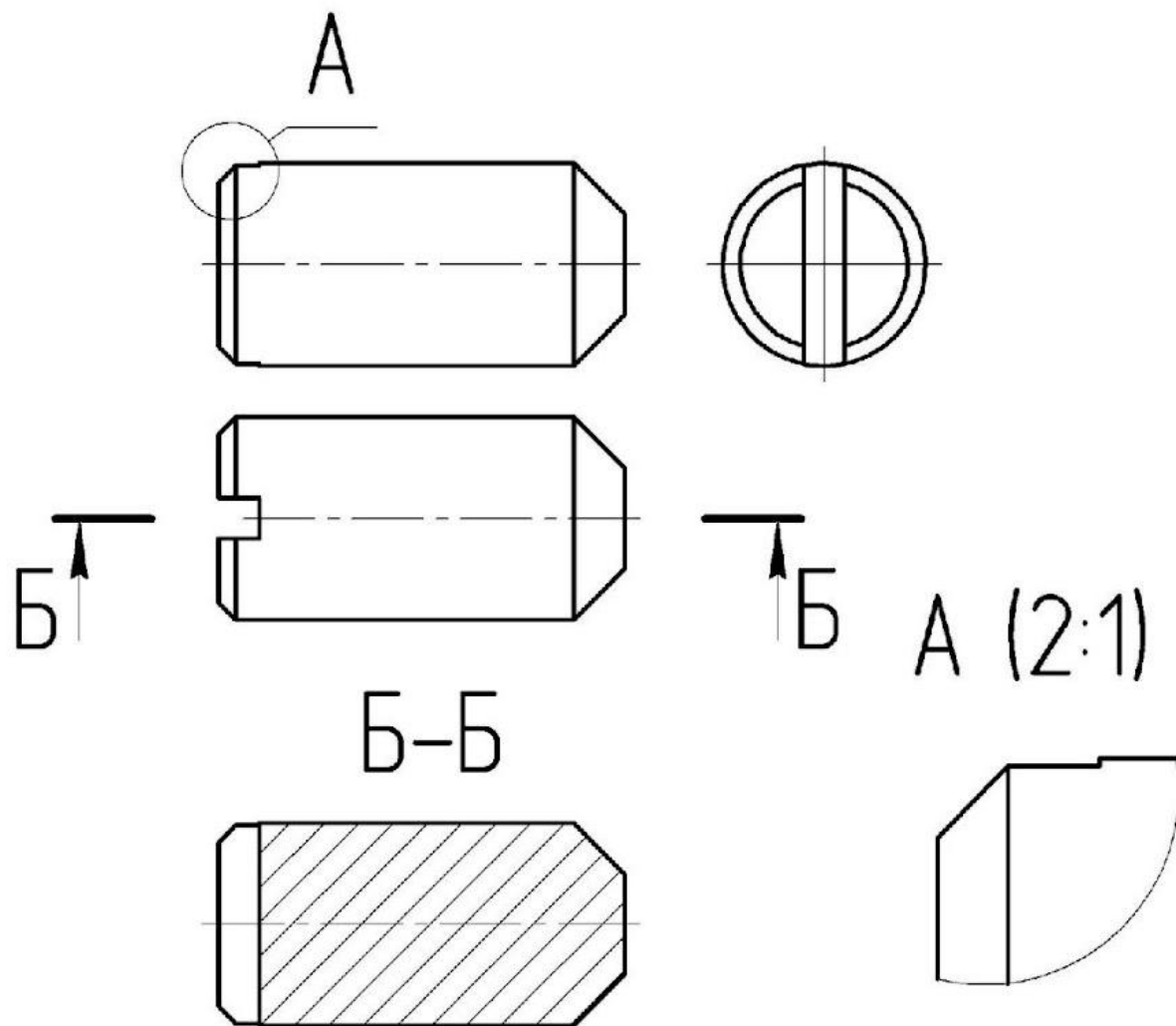
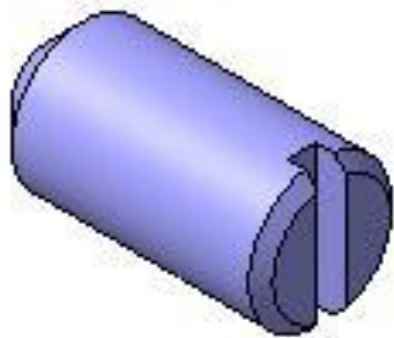




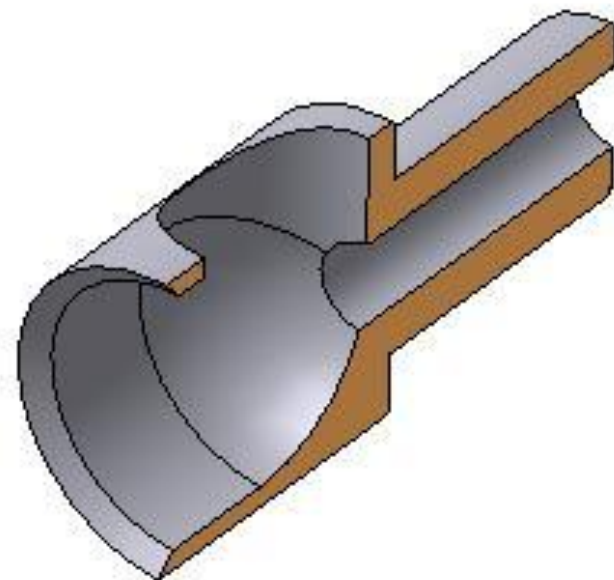
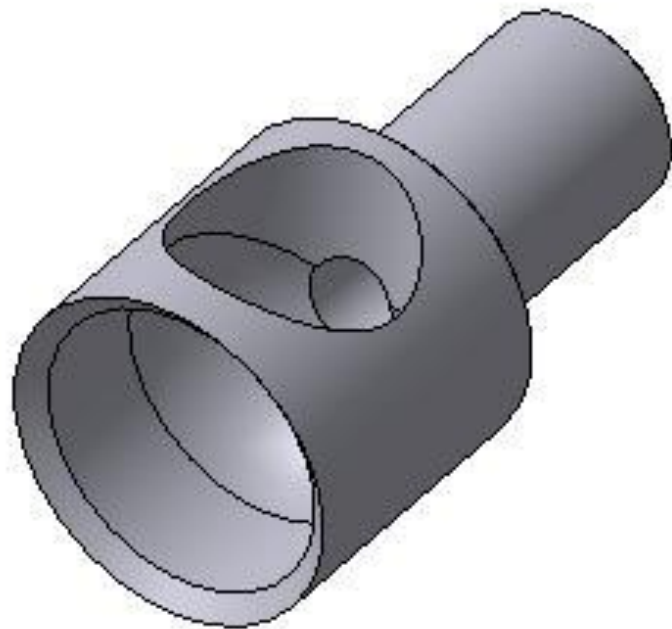
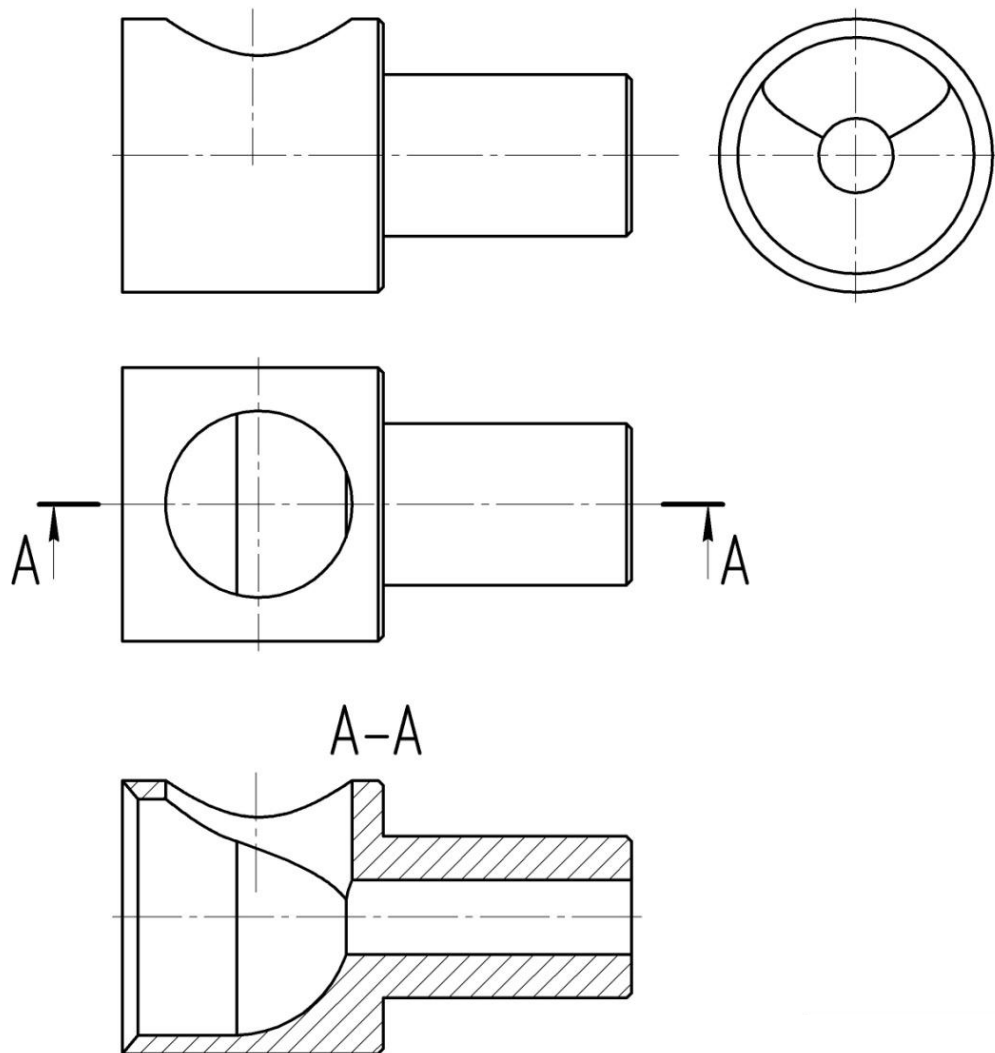
A-A



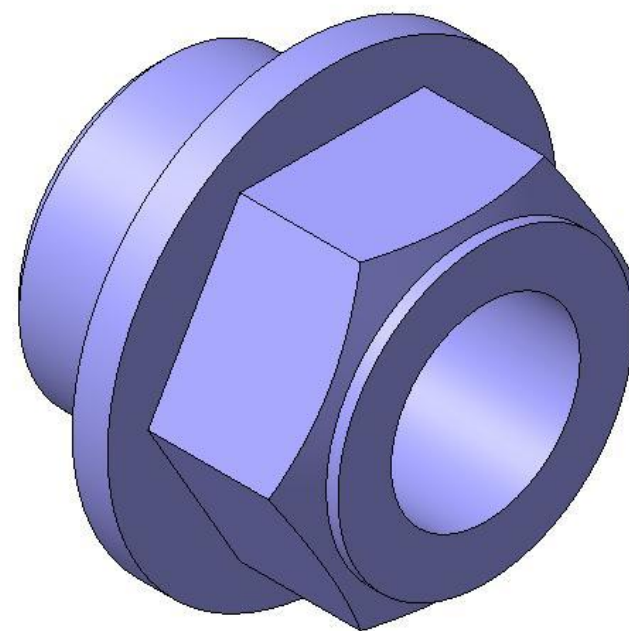
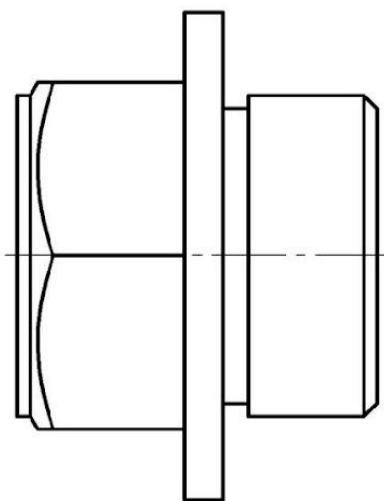
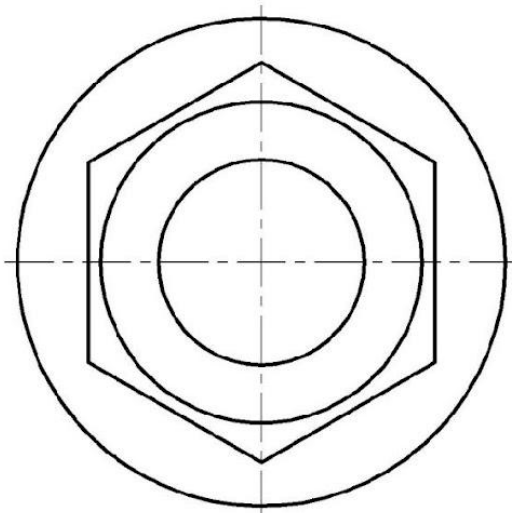
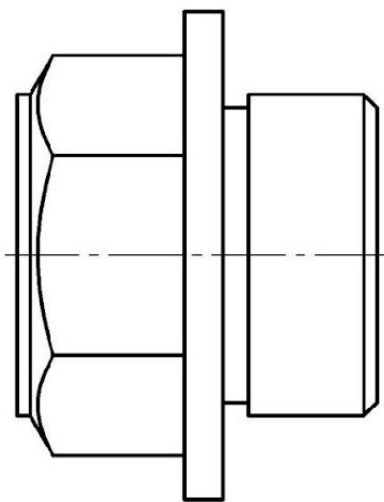
ВИНТ

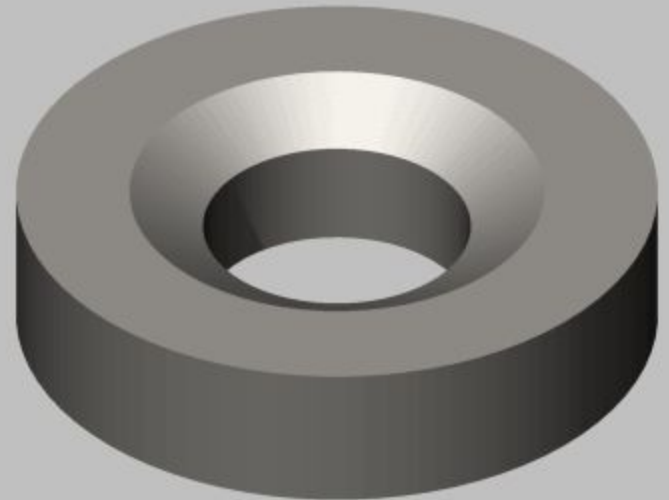
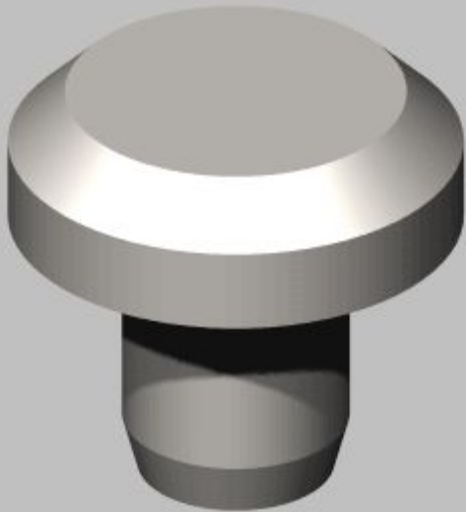
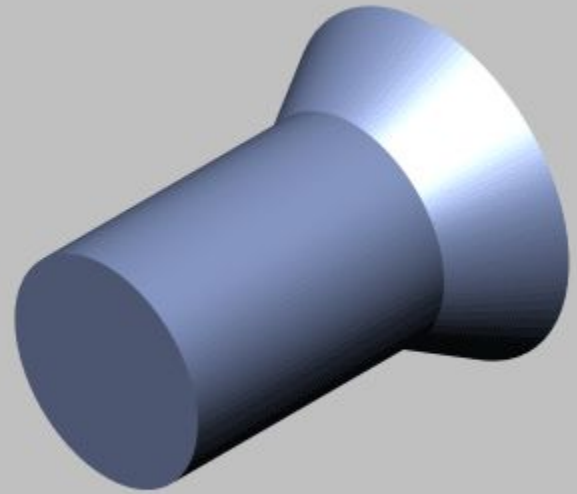
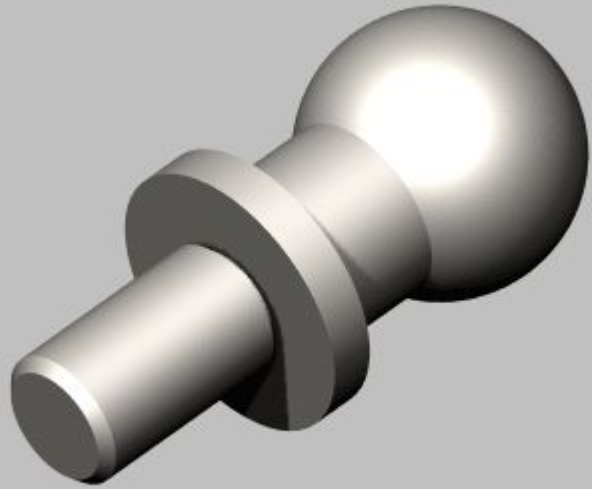


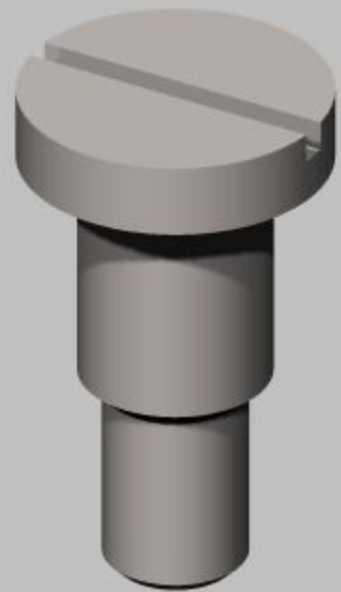
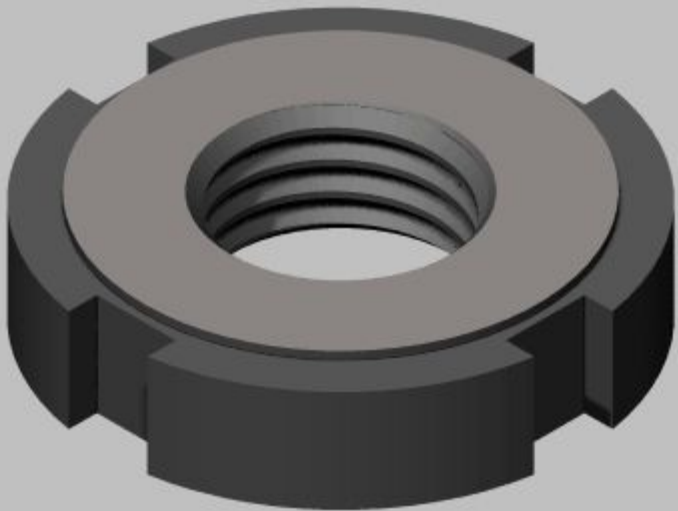
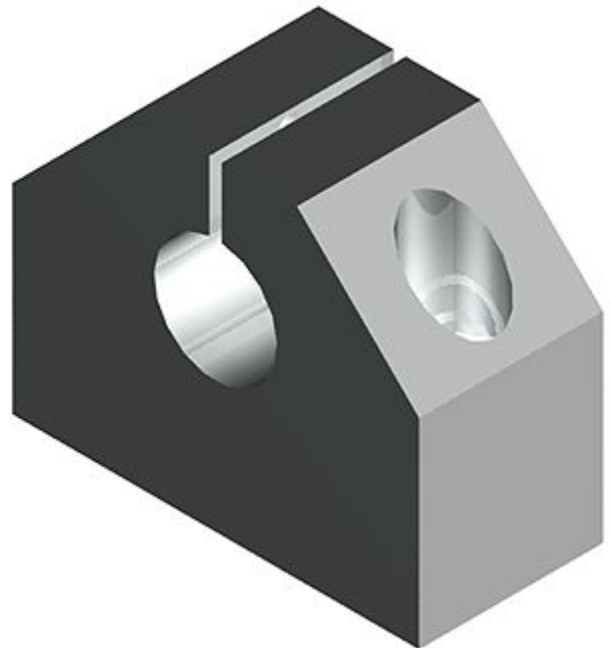
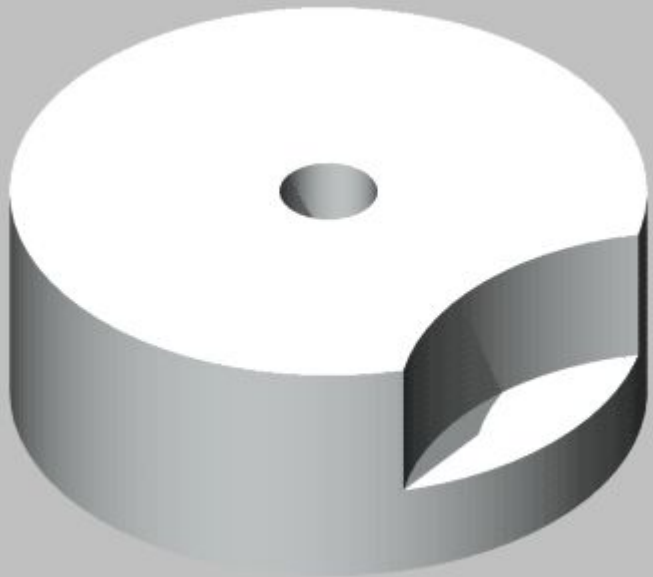
Втулка цилиндра

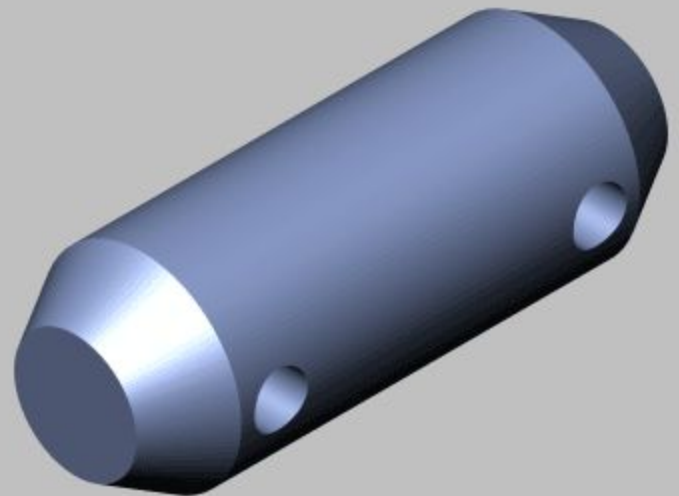
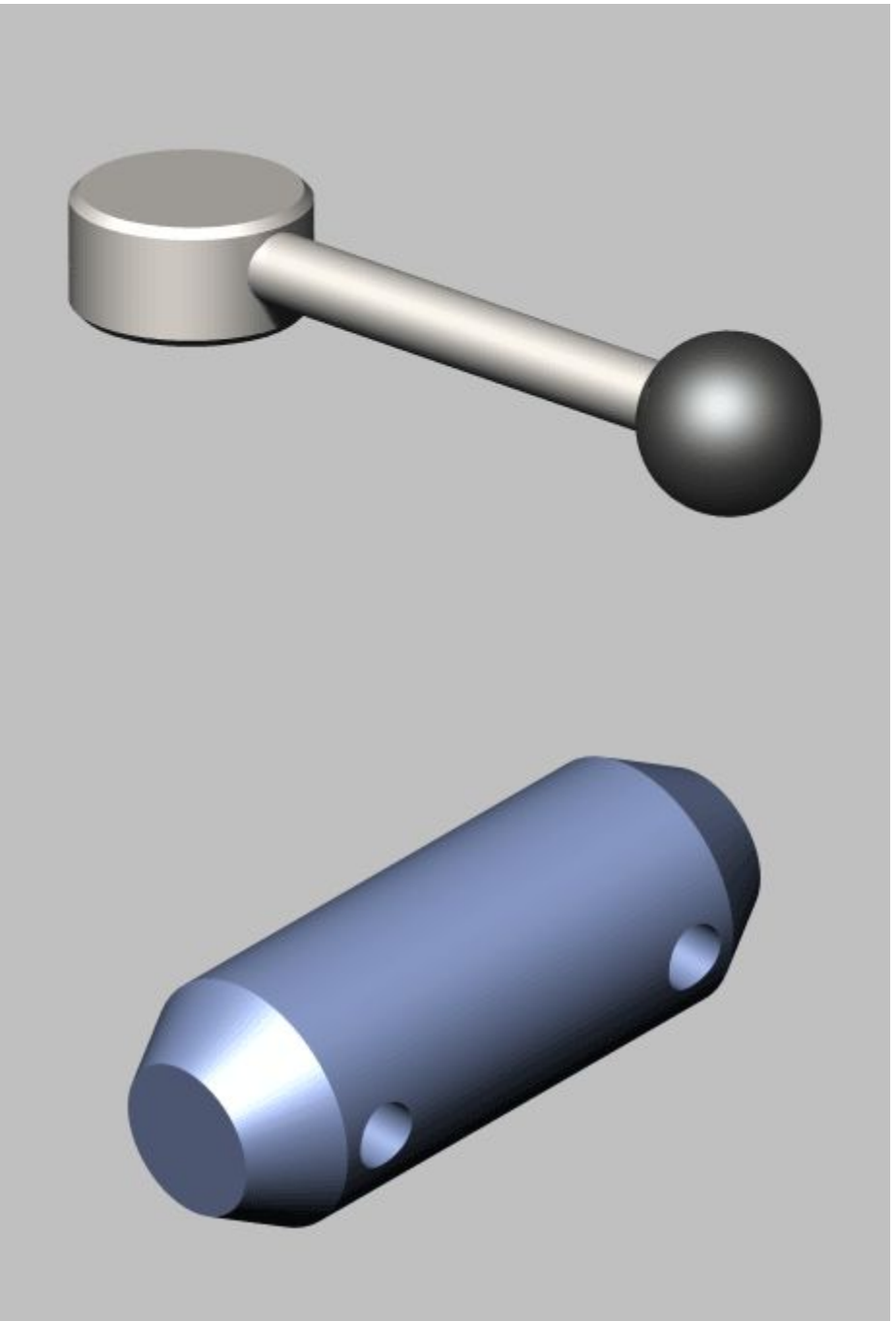
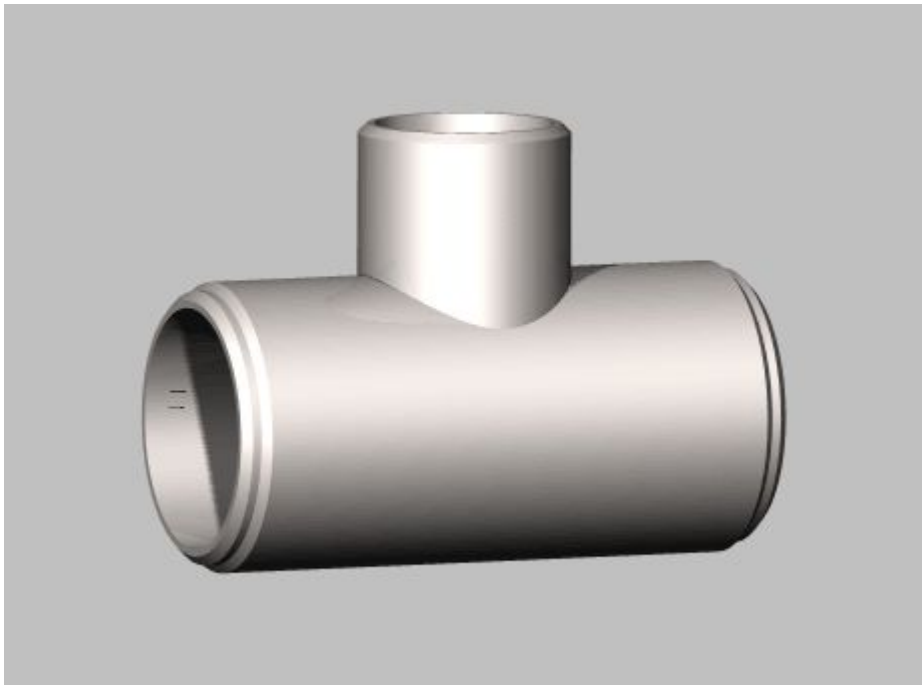


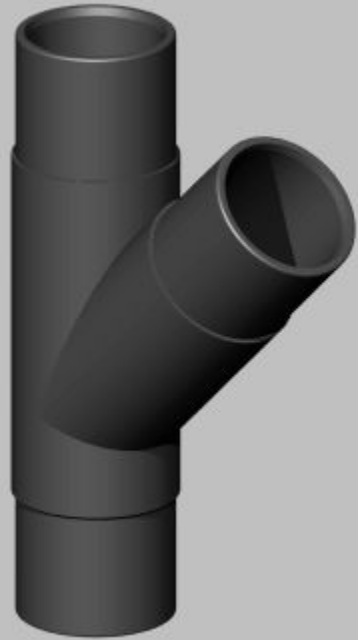
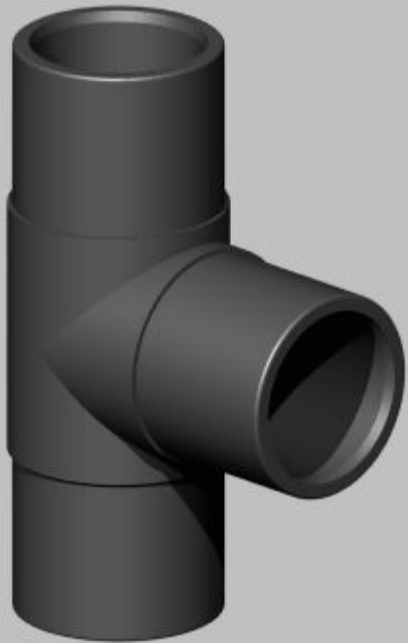
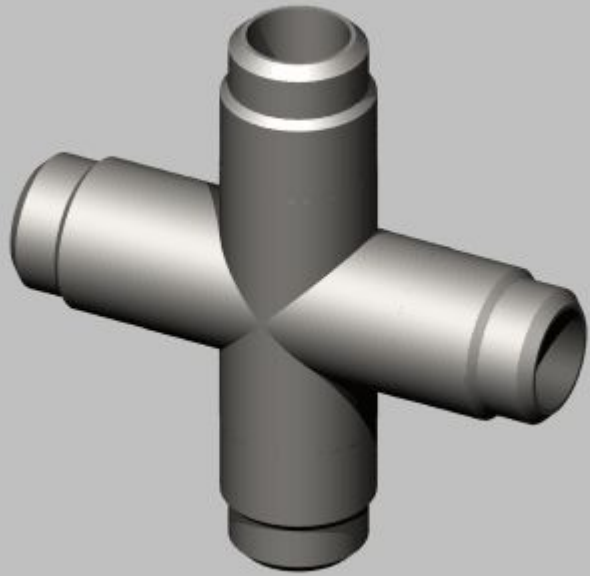
Крышка

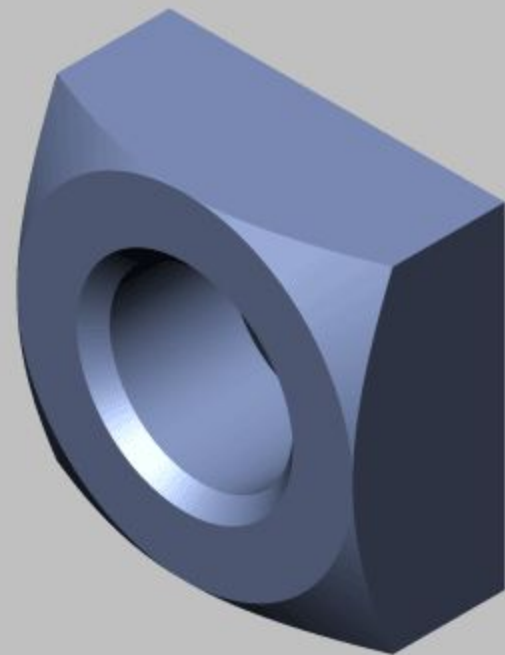
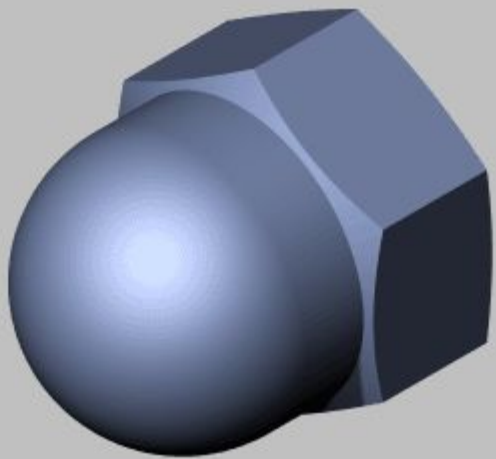
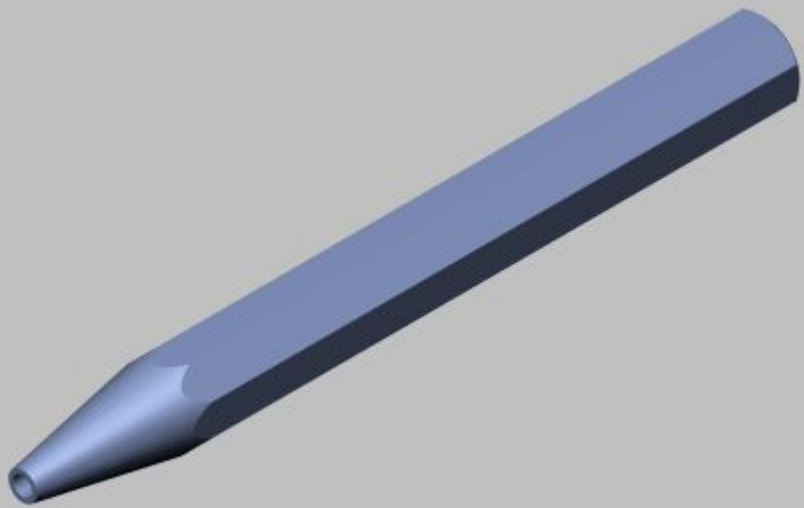


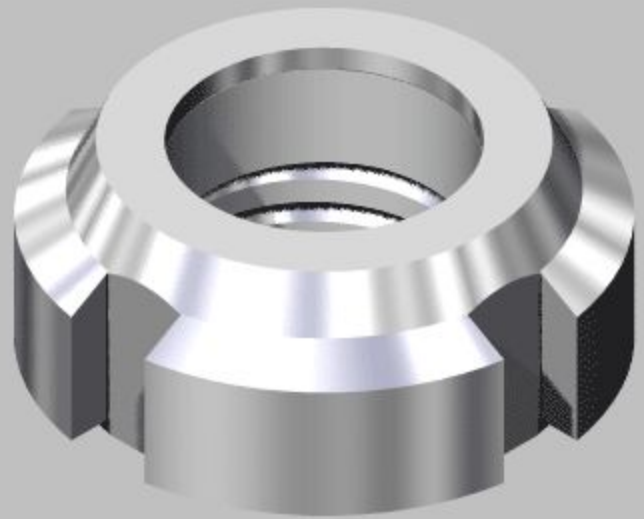
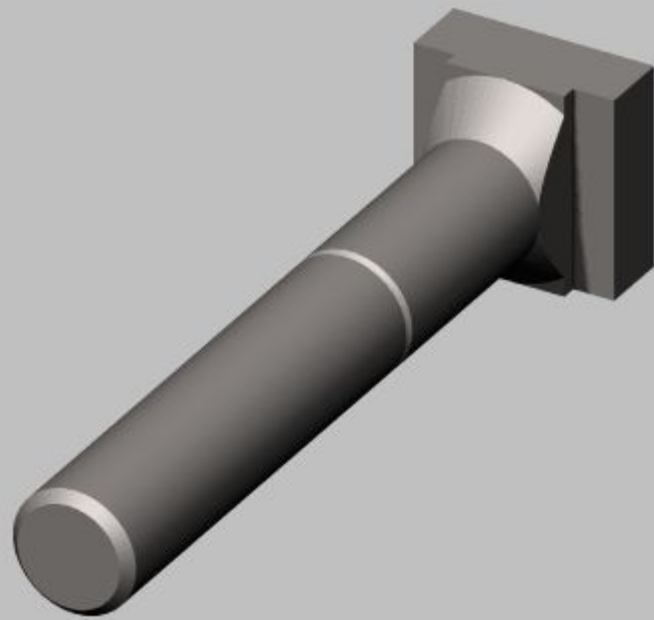
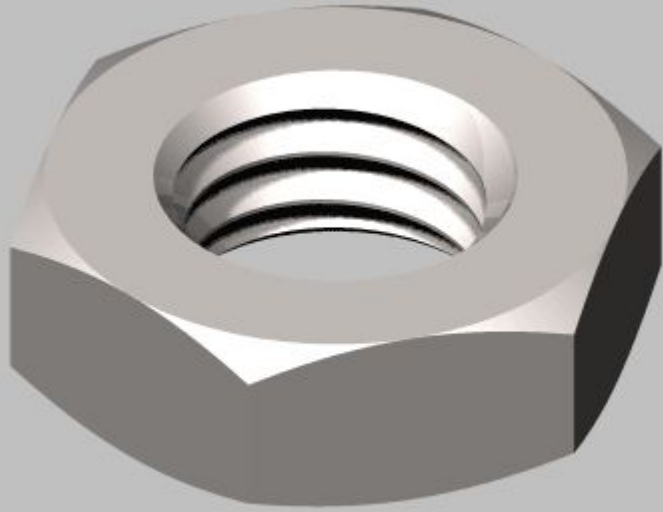


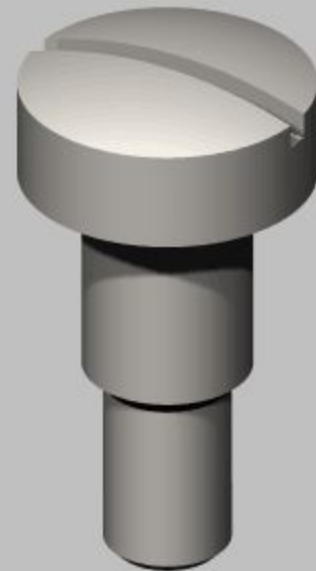
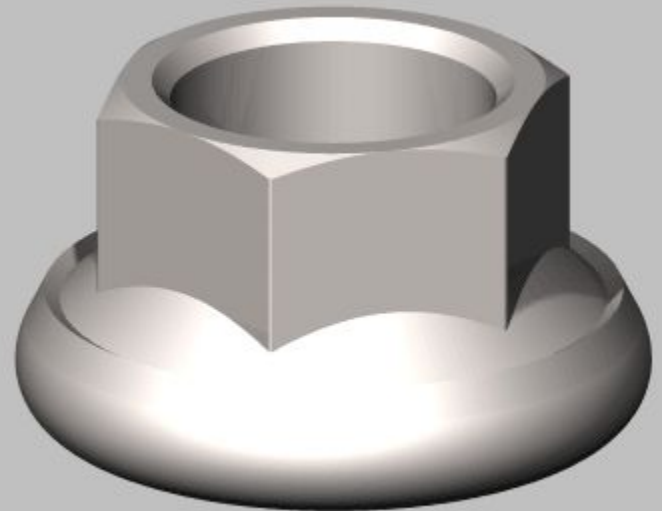


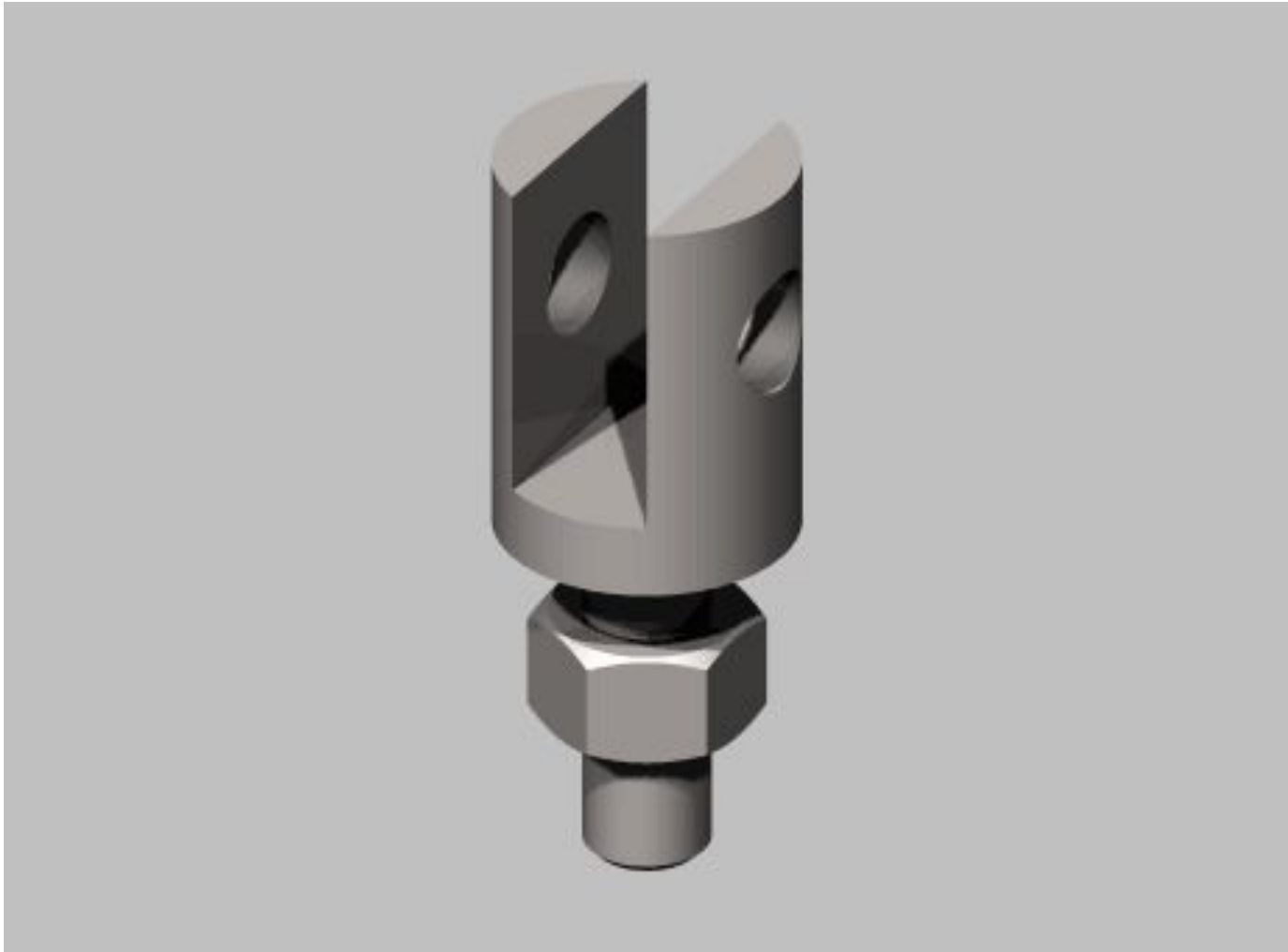






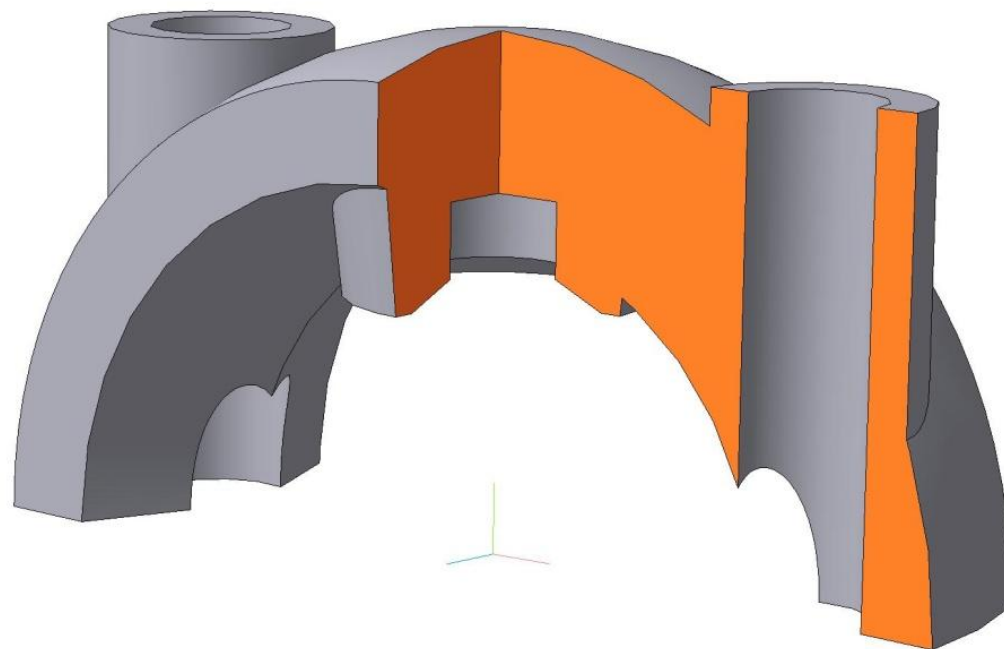
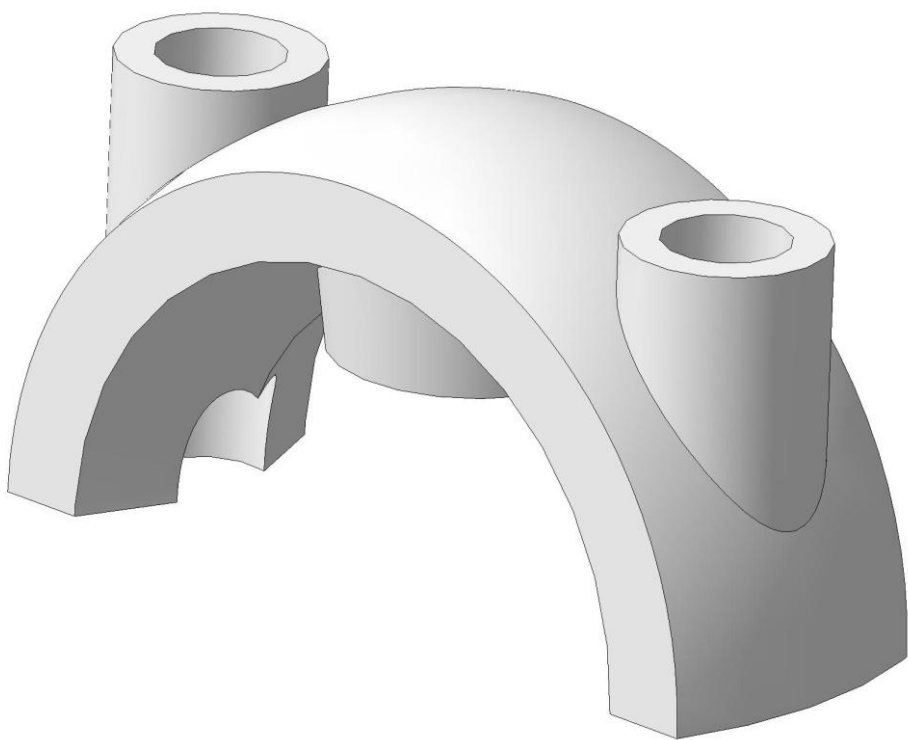


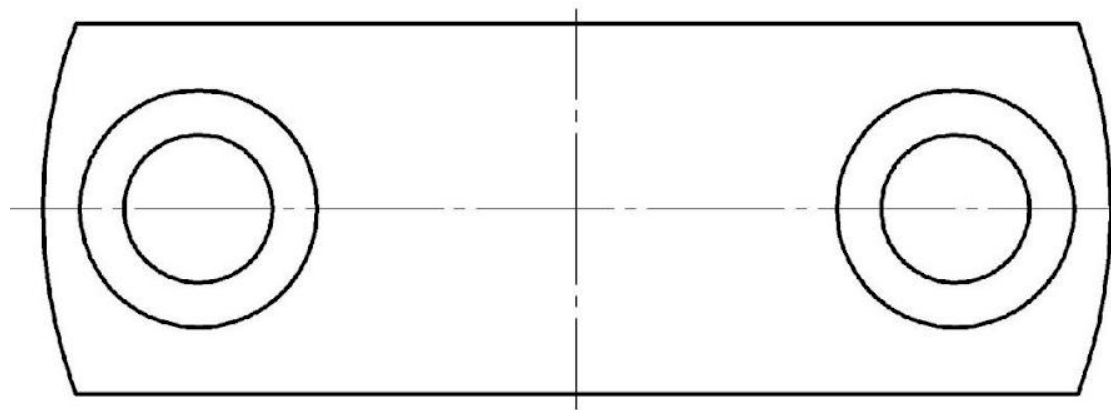
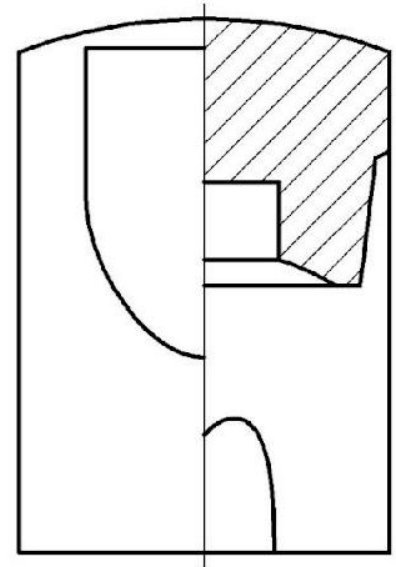
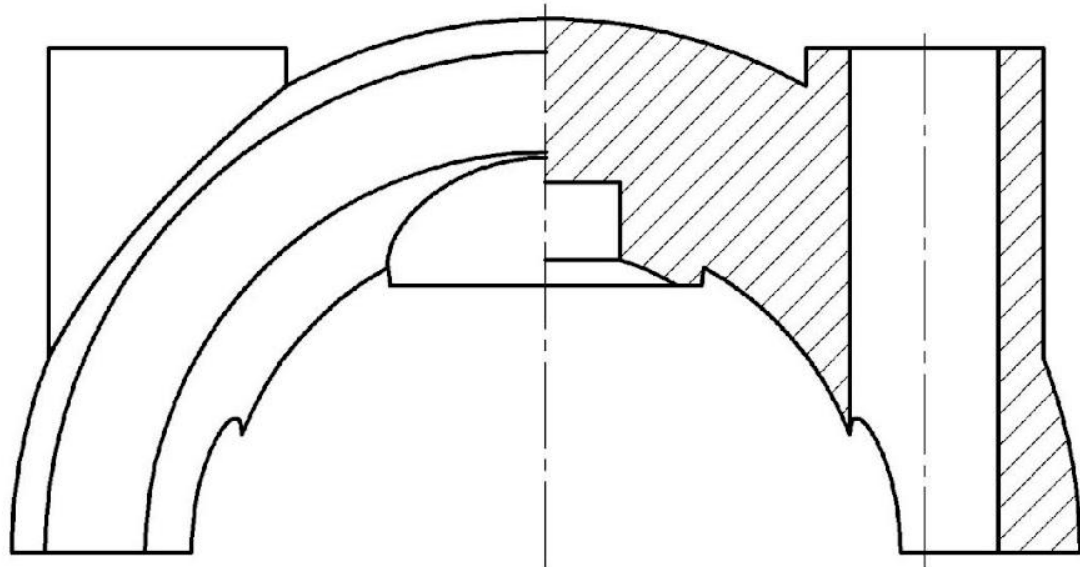




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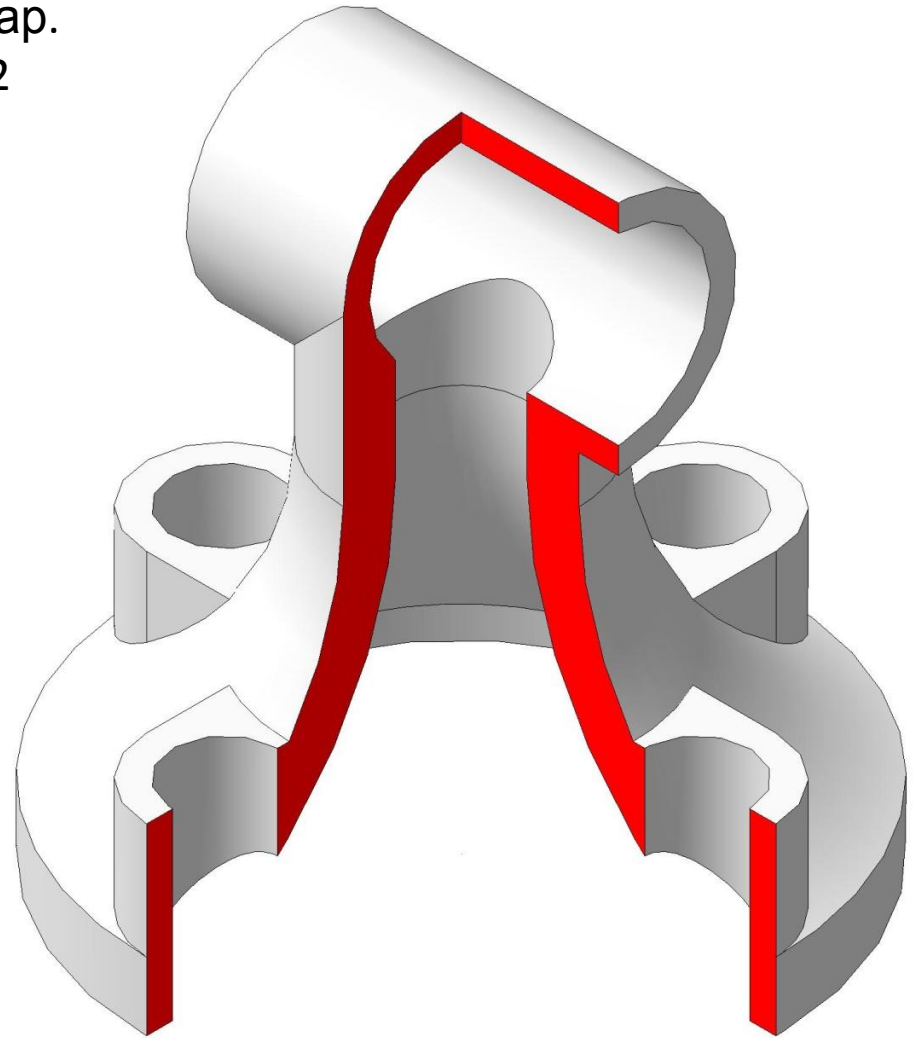
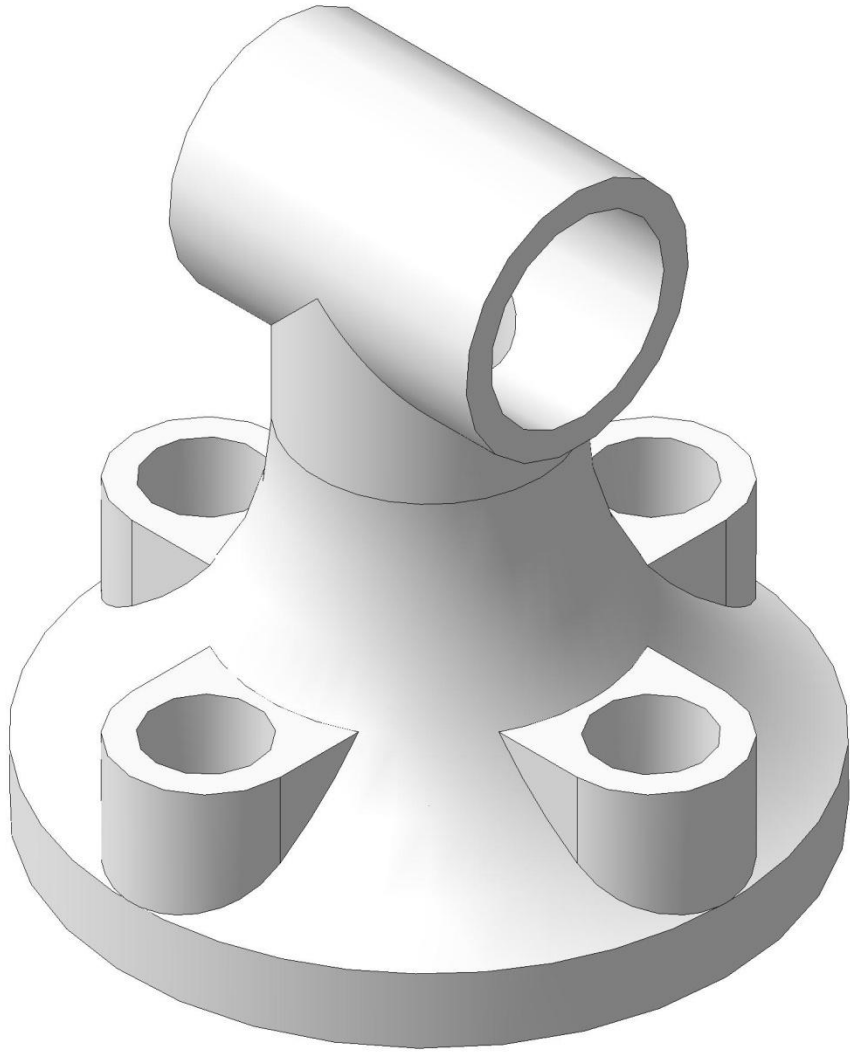
Вар.
2

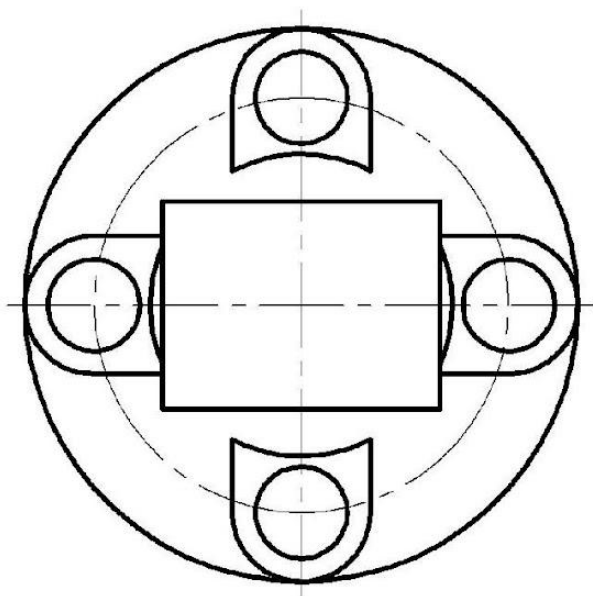
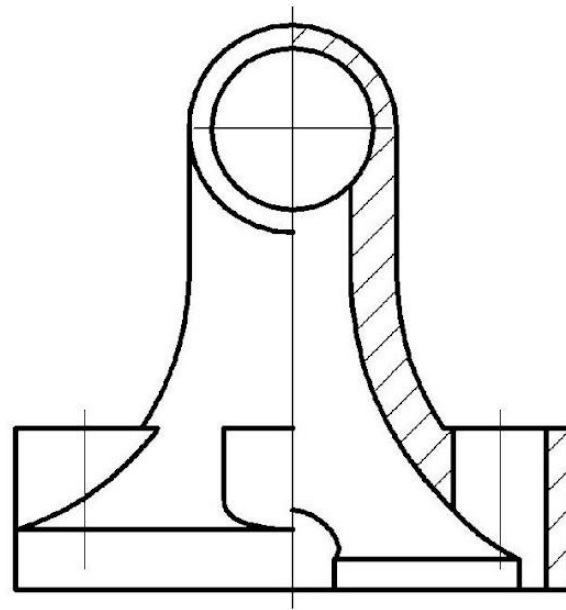
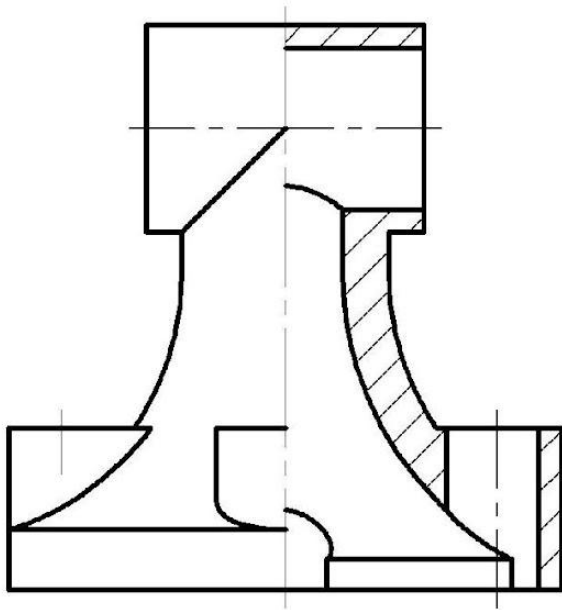




Опора

Вар.
12





Корпус

Вар.

