

Engineering Sketch Pad (ESP)



New User Training Session 07 Sketcher Fundamentals

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updated for v1.29+

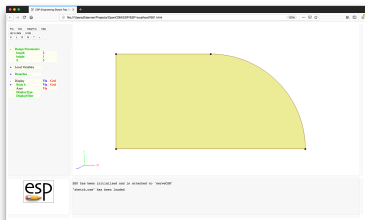
- Purpose of Sketches
- Sketching Segments
- Sketching methods
 - programmatically
 - interactively
- Homework Exercises

- Method for generating a SheetBody, WireBody, or NodeBody
- Sketches are used a basis of grown Bodys
 - EXTRUDE, REVOLVE, RULE, and BLEND

- LINSEG — straight line segment
- CIRARC — circular arc
- ARC — alternative way of specifying a circular arc
- BEZIER — Bezier curve
- SPLINE — cubic spline

- Programmatically
 - can generate Sketch in 3D
 - user does all required math
 - is very robust
- Interactively
 - can generate Sketch only in 2D (default is $x - y$ plane)
 - required math is done by solving constraints
 - is somewhat fragile

- Begin with a **SKBEG** statement, which provides an initial point
- Add **LINSEG**, **CIRARC**, **BEZIER**, or **SPLINE** Segments
 - for the **BEZIER** and **SPLINE** statements, one curve is created from the point before these statement, using all the **BEZIER** or **SPLINE** statements
 - an **SSLOPE** statement before the first and/or after the last **SPLINE** statement can be used to specify the slope at the beginning or end
 - to have two adjacent curves, put a zero-length **LINSEG** between them
- Ends with a **SKEND** statement
 - if there are no Segments, a **NodeBody** is created
 - if the last Segment does not end at the point specified in the **SKBEG** statement, a **WireBody** is created
 - if the Sketch is closed, a **SheetBody** is created (unless the **wireonly** flag on the **SKEND** statement is non-zero)



```
# sketch
```

```
DESPMTR L      2.0
DESPMTR H      1.0
DESPMTR Z      3.0
```

```
SET      s2      1/sqrt(2)
```

```
SKBEG      1.0      2.0      Z
  LINSEG    1.0+L      2.0      Z
  CIRARC    1.0+L-(1-s2)*H  2.0+s2*H  Z \
           1.0+L-H      2.0+H      Z
  LINSEG    1.0      2.0+H      Z
  LINSEG    1.0      2.0      Z
SKEND
```

```
END
```

- 1 Define the Design Parameters
- 2 Create an empty Sketch
- 3 Draw the Segments
- 4 Constrain the Sketch
- 5 Solve the Sketch



Creating a Sketch

Step 1: Define the Design Parameters

- Press **Design Parameters** in the Tree window to create each of the Design Parameters
- Most Design Parameters are a scalar, so that they have only 1 row and 1 column
- Enter nominal value(s) in the box(es) that appears
- Press **OK** to proceed
- Repeat as needed



Interactive Sketcher Example (1)

Define the Design Parameters

```
DESPMTR    length  4.0    # length
DESPMTR    height  2.0    # height
DESPMTR    rad     1.0    # radius of cutout
```



Creating a Sketch

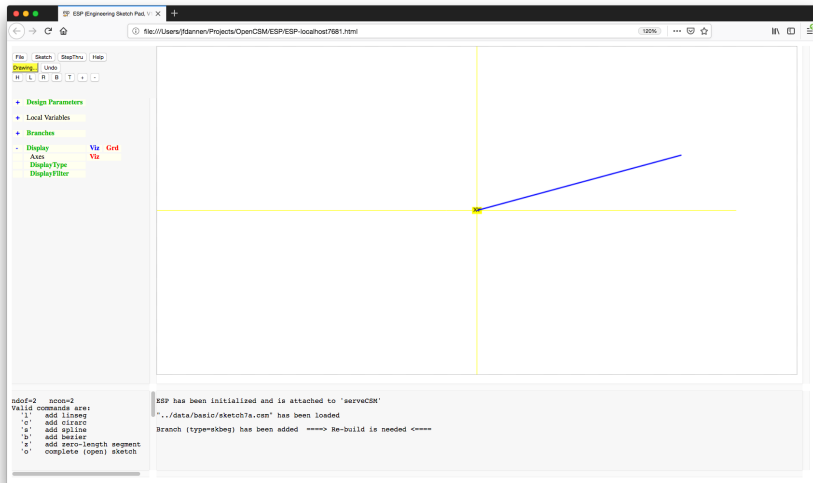
Step 2: Create an Empty Sketch

- Press **Branches** in the Tree window to create a SKBEG Branch
 - coordinates should be specified at the first point of the Sketch
 - coordinates can be defined in terms of a Design Parameter
- A SKEND is automatically created for you
- The Sketcher is entered automatically



Interactive Sketcher Example (2)

Create an Empty Sketch



Step 3: Draw the Segments (1)

- Start drawing the Sketch at the point defined in the **SKBEG** Branch
 - **X** and **Y** Constraints are automatically generated at the initial point
 - these constraints cannot be deleted
- Draw the Segments by proceeding counter-clockwise around the Sketch (which is consistent with the right-hand rule pointing out of the screen)
- Line between previous point and cursor shows proposed position of next Segment
 - blue is default color
 - if drawn in orange, a vertical (V) or horizontal constraint (H) will be added automatically

Step 3: Draw the Segments (2)

- Supported Segment types include:
 - (straight) line Segment
 - **l** or **L** or mouse click
 - (circular) arc Segment
 - **c** or **C**
 - Segment turns red until you press the mouse button to set its approximate radius
 - cubic spline
 - **s** or **S**
 - cubic splines are shown only as straight line Segments in the Sketcher
 - Bezier curve control points
 - **b** or **B**
 - ...

Step 3: Draw the Segments (3)

- Supported Segment types include:
 - zero-length Segment
 - **z** or **Z**
 - constraints automatically set
 - leave Sketch open (and switch mode to “Constraining...”)
 - **o** or **O**
- When Sketch is closed, its interior is filled with gray (and the mode is switched to “Constraining...”)
- Pressing the **Undo** button will remove the last Segment



Interactive Sketcher Example (3a)

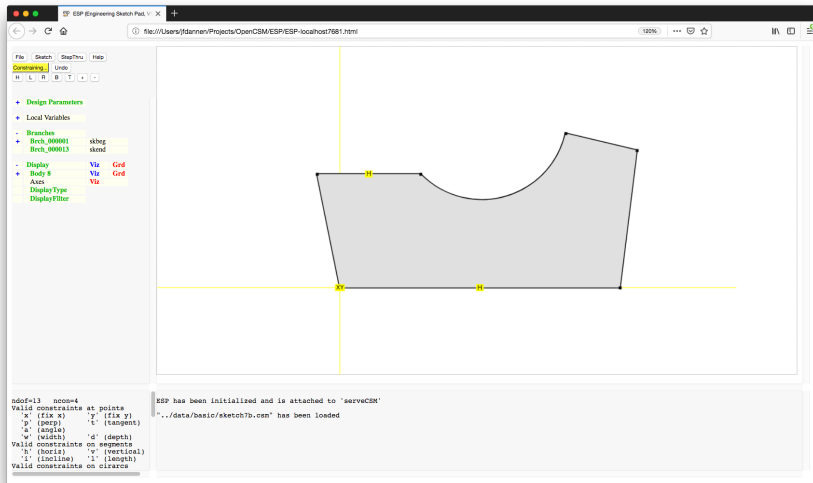
Draw the Segments

- Line horizontally to the right (orange)
- Line up and to the right (blue)
- Line up and to the left (blue)
- Circle down and to the left (concave)
- Line horizontally to the left (orange)
- Line back to the beginning (target circle lights up)



Interactive Sketcher Example (3b)

Draw the Segments



Step 4: Constrain the Sketch (1)

- As many constraints (**ncon**) must be defined as there are degrees of freedom (**ndof**) in the Sketch
 - these values are listed in the Key window
 - the fill turns to light green when they match (**ncon=ndof**)
 - having them match is necessary, but not sufficient, for a Sketch to be properly constrained

Step 4: Constrain the Sketch (2)

- Constraints that can be applied to Segments:
 - set the Segment's length
 - **l** or **L**
 - make the Segment horizontal ($y_{\text{beg}} = y_{\text{end}}$)
 - **h** or **H**
 - might be automatically created if Segment was orange when created
 - make the Segment vertical ($x_{\text{beg}} = x_{\text{end}}$)
 - **v** or **V**
 - might be automatically created if Segment was orange when created
 - set the inclination in degrees (measured counter-clockwise from the right horizontal)
 - **i** or **I**

Step 4: Constrain the Sketch (3)

- Constraints that can be applied to circular arcs:
 - acute radius (positive if convex when drawing counter-clockwise)
 - r or R
 - X -coordinate at arc center
 - x or X
 - Y -coordinate at arc center
 - y or Y
 - sweep angle in degrees (positive if convex when drawing counter-clockwise)
 - s or S

Step 4: Constrain the Sketch (4)

- Constraints that can be applied to points:
 - specify X -coordinate
 - **x** or **X**
 - specify Y -coordinate
 - **y** or **Y**
 - adjacent Segments are perpendicular
 - **p** or **P**
 - adjacent Segment are tangent (parallel)
 - **t** or **T**
 - turning angle between adjacent Segments in degrees (positive if turning to the left)
 - **a** or **A**

Step 4: Constrain the Sketch (5)

- Constraints that can be applied to a pair of points:
 - specify width ($x_{\text{end}} - x_{\text{beg}}$) between two points
 - **w** or **W**
 - if first point is toward the left, a positive value should be specified
 - if first point is toward the right, a negative value should be specified
 - specify depth ($y_{\text{end}} - y_{\text{beg}}$) between two points
 - **d** or **D**
 - if first point is toward the bottom, a positive value should be specified
 - if first point is toward the top, a negative value should be specified

Step 4: Constrain the Sketch (6)

- Other options:
 - remove Constraints
 - <
 - if more than one constraint is present, you are asked which constraint to remove
 - inquire about constraints at current point or Segment
 - ?
- Pressing the **Undo** button will remove/restore the last constraint

Step 4: Constrain the Sketch (7)

- Special shortcuts
 - `::L[i]` is the length of the Segment `i`
 - `::I[i]` is the inclination of Segment `i` (in degrees)
 - `::R[i]` is the radius of CIRARC Segment `i`
 - `::S[i]` is the sweep of CIRARC Segment `i` (in degrees)
- Segment numbers can be determined by pressing `?` near the center of a Segment

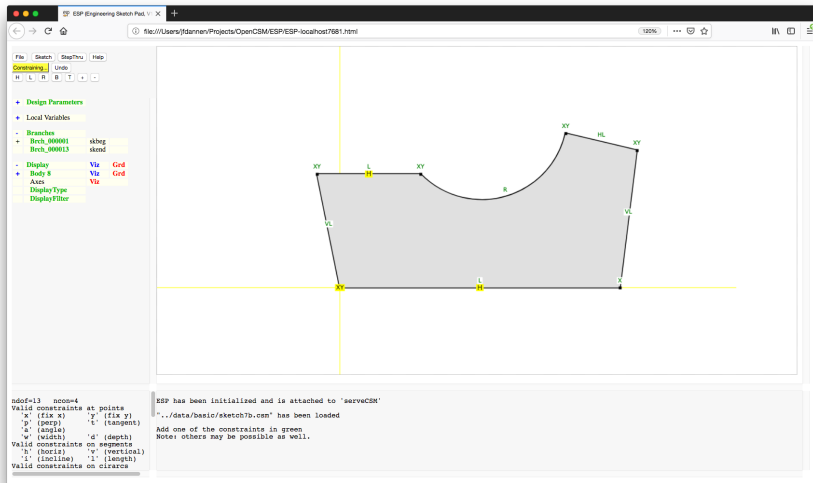
Step 4: Constrain the Sketch (8)

- If you need help during the constraint process
 - Press the yellow **Constraining...** button
- Redundant constraints are shown in red
 - Use the < key to remove a redundant constraint
- Suggested new constraints are shown in green
 - Add the constraint using a key that matches the hint



Interactive Sketcher Example (4a)

Constrain the Sketch — Result of pressing **Constraining...**





Interactive Sketcher Example (4b)

Constrain the Sketch — Result of pressing **Constraining...**

The screenshot displays the ESP Engineering Sketch Pad interface. The main workspace shows a gray-shaded mechanical part with several constraints applied, indicated by yellow labels: 'R=-rad' for a curved segment, 'L=length' for the bottom horizontal edge, and 'L=height' for the right vertical edge. Other labels like 'XY', 'L', 'H', 'V', 'X', and 'Y' are placed at various points on the sketch. The left sidebar contains a 'Constraining...' menu with options like 'H', 'L', 'R', 'B', 'T', and a list of design parameters and local variables. The bottom status bar shows the number of degrees of freedom (ndof=13) and a list of valid constraints.

File Sketch StepThru Help
Constraining... Undo
H L R B T + -

+ Design Parameters
+ Local Variables
- Branches
+ Brch_000001 skbeg
Brch_000021 skend
- Display
+ Body 8 Vix Grd
Axes Vix Grd
DisplayType
DisplayFilter

ndof=13 ncon=12
Valid constraints at points
'a' (fix x) 'y' (fix y)
'p' (perp) 't' (tangent)
'a' (angle) 'd' (depth)
'w' (width) 'd' (depth)
Valid constraints on segments
'h' (horiz) 'v' (vertical)
'i' (isoline) 'l' (length)
Valid constraints on circles

ESP has been initialized and is attached to 'serveCSM'
".../data/basic/sketch7c.csm" has been loaded
Add one of the constraints in green.
Note: others may be possible as well.



Interactive Sketcher Example (4c)

Constrain the Sketch — After constraining sketch

The screenshot shows the ESP Engineering Sketch Pad interface. The main workspace displays a green-filled shape with a curved top. The shape is defined by several points labeled with letters: 'P' at the top-left corner, 'M' on the top-left horizontal edge, 'R' on the curved top edge, 'H' on the top-right horizontal edge, 'V' on the right vertical edge, 'L' on the bottom horizontal edge, and 'X' at the bottom-left corner. The shape is constrained to a coordinate system with yellow axes. Labels with equations are placed around the shape: $L=length$ below the bottom edge, $L=height$ to the right of the right edge, $R=-rad$ above the curved edge, and $L=(width-2*rad)/2$ above the top-right corner. The left sidebar contains a menu with 'File', 'Sketch', 'StepThru', and 'Help'. Below these are 'Press to Solve', 'Undo', and a toolbar with 'H', 'L', 'R', 'B', 'T', and a '+' button. A 'Design Parameters' section is expanded, showing 'Local Variables' and 'Branches'. The 'Branches' section lists 'Brch_000001' (skbeg) and 'Brch_000021' (skend). The 'Display' section lists 'Body 8' (Viz, Red), 'Axes' (Viz, Red), 'DisplayType', and 'DisplayFilter'. The bottom status bar shows 'ndof=13 ncon=13' and a list of valid constraints: 'Valid constraints at points' (a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z), 'Valid constraints on segments' (h, i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z), and 'Valid constraints on circles'.

ESP has been initialized and is attached to 'serveCSM'

\"../data/basic/sketch7c.csm\" has been loaded

Add one of the constraints in green

Note: others may be possible as well.



Creating a Sketch

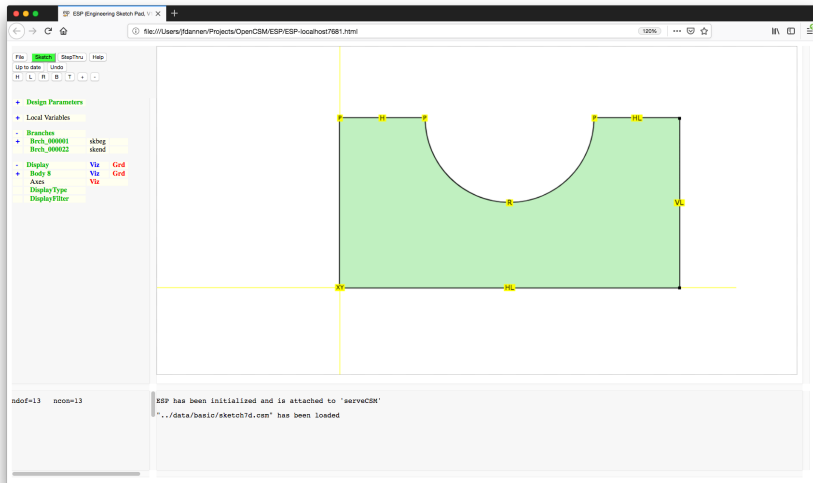
Step 5: Solve the Sketch

- Press **Press to Solve**
 - if successful, Sketch will change on screen
 - if unsuccessful, read about error in Messages window to help you diagnose the problem
- Press **Sketch**→**Save** to return to normal (non-Sketching) mode
- Press **Press to Re-build** to see the completed Sketch



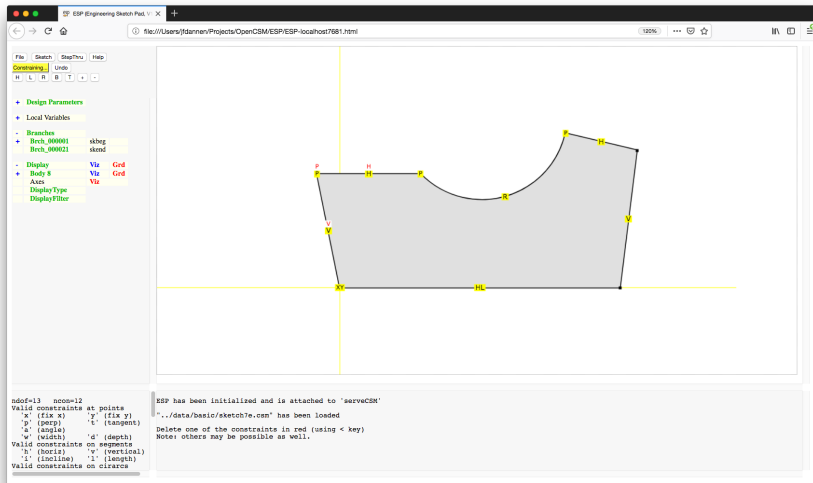
Interactive Sketcher Example (5a)

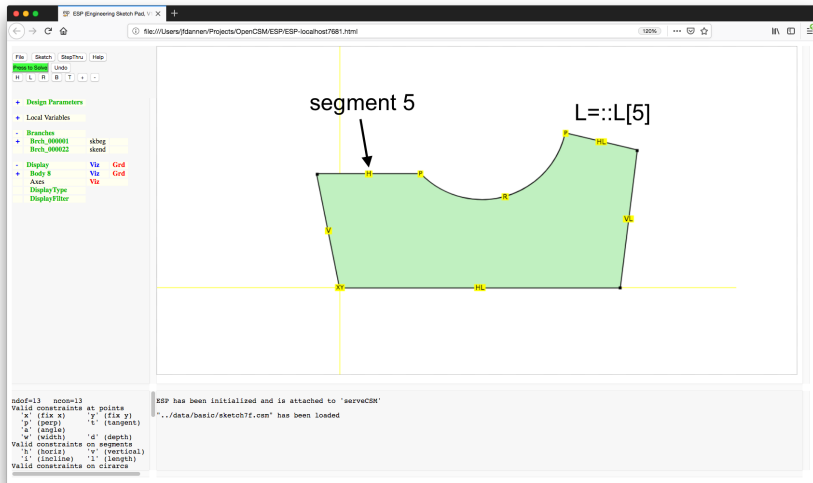
Solve the Sketch



Interactive Sketcher Example (5b)

Adding **V** on left side and pressing **Constraining...**





The screenshot shows the ESP Engineering Sketch Pad interface. The main workspace displays a green polygon with several constraints. A label "segment 5" with an arrow points to the top-left horizontal segment. Another label "L::L[5]" points to the top-right segment. The polygon has vertices labeled M, P, R, V, and HL. The left side of the polygon is defined by segments M, P, R, V, and HL. The bottom side is defined by segments M, HL, and V. The right side is defined by segments P, R, V, and HL. The top side is defined by segments M, P, R, and V. The bottom-left vertex is labeled M, the top-left vertex is labeled P, the top-right vertex is labeled R, the bottom-right vertex is labeled V, and the bottom-middle vertex is labeled HL. The left side of the polygon is defined by segments M, P, R, V, and HL. The bottom side is defined by segments M, HL, and V. The right side is defined by segments P, R, V, and HL. The top side is defined by segments M, P, R, and V.

Left sidebar (Design Parameters):

- Design Parameters
- Local Variables
- Branches
 - Brch_000001 skbeg
 - Brch_000022 skend
- Display
 - Body 8 Viz Red
 - Axes Viz Red
 - DisplayType
 - DisplayFilter

Bottom left (Constraints):

```
ndof=13 ncon=13
Valid constraints at points
'a' (fix X) 'y' (fix Y)
'p' (perp) 't' (tangent)
'a' (angle) 'd' (depth)
'w' (width) 'd' (depth)
Valid constraints on segments
'h' (horiz) 'v' (vertical)
'i' (isoline) 'l' (length)
Valid constraints on circles
```

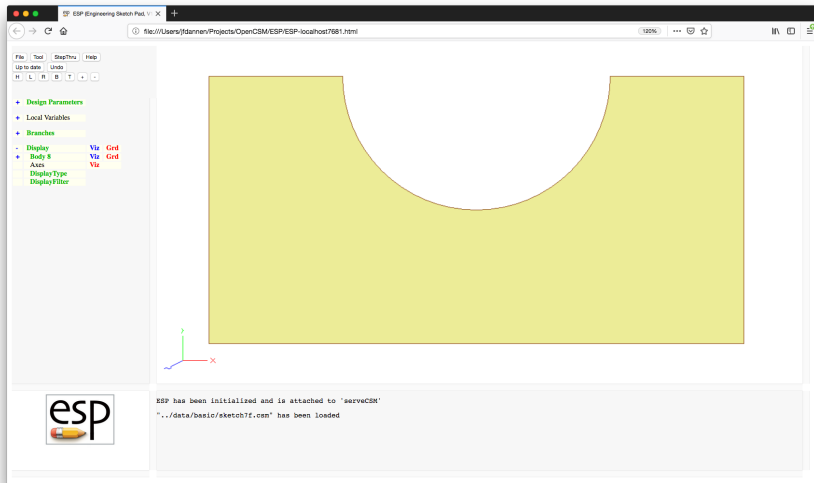
Bottom right (Status):

```
ESP has been initialized and is attached to 'serveCSM'
'../data/basic/sketch7f.csm' has been loaded
```



Interactive Sketcher Example (5d)

After **Sketch**→**Save** and **Press** to **Re-build**



- Select one of the Branches between the SKBEG and SKEND Branches (inclusive) and press **Enter Sketcher**
- Follow directions given above

- Select each of the Branches between the SKBEG and SKEND and press **Delete Branch** for each. Then delete the SKEND and SKBEG Branches.
- Select the SKBEG Branch and press **Delete Branch** (to delete whole sketch at once)

- Recenter Sketch
 - **H** button
- Move the Sketch to the left
 - **L** button or ← key
- Move the Sketch to the right
 - **R** button or → key
- Move the Sketch to the bottom
 - **B** button or ↓ key
- Move the Sketch to the top
 - **T** button or ↑ key
- Zoom in
 - **PgUp** key or + button
- Zoom out
 - **PgDn** key or - button

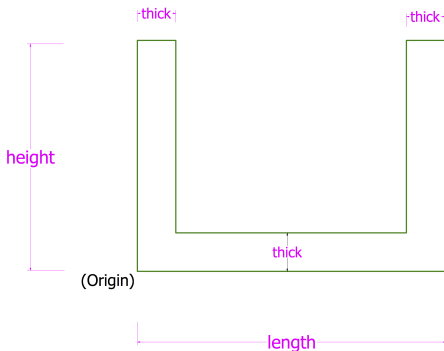
- SKVAR - a triplet for each point in the sketch
 - sketched x location
 - sketched y location
 - dip associated with preceeding segment (positive if to right, negative if to left, zero if straight segment)
- SKCON - constraints
 - type
 - first point index
 - second point index (or 0)
 - value
- LINSEG, CIRARC, ARC, SPLINE, or BEZIER
 - using `::x[i]`, `::y[i]`, and `::d[i]`

- Try to start the Sketch at a point with known coordinates
- Proceed around the sketch in a counter-clockwise direction
- Constrain the X -coordinate at one or more points (or arc centers)
- Constrain the Y -coordinate at one or more points (or arc centers)
- Specify the orientation of one or more Segments
 - this is sometimes done by specifying the coordinates of both ends
- Avoid redundancies, such as:
 - points at which angles are constrained and which are adjacent to Segments in which the inclination is constrained
 - dimensions specified for both a series of Segments as well as their combination

- U-shaped bracket (version 1)
- U-shaped bracket (version 2)
- oval
- bi-convex airfoil (with arcs)
- swivel base
- V-slide plate
- bi-convex airfoil (with splines)
- fuselage cross-section (with Beziers)

Example: U-bracket (version 1)

Hint: move mouse until blue line turns orange to automatically generate horizontal and vertical constraints

**Measurements**

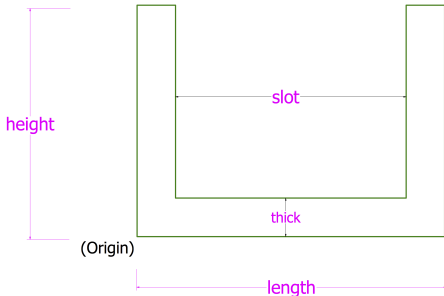
length = 4.00

height = 3.00

thick = 0.5

Example: U-bracket (version 2)

Hint: You can specify the length of a Segment to be equal to Segment 5's length with `::L[5]` (where the Segment number can be obtained with the "?" command).

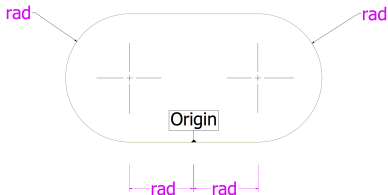
**Measurements**

length = 4.00
height = 3.00
thick = 0.5
slot = 2.00

Note: slot
is centered

Example: Oval

Hint: tangency constraints may be useful for this case

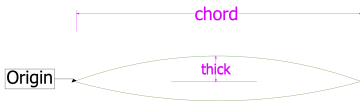


Measurements:

rad = 0.50

Example: Biconvex airfoil (with arcs)

Hint: the `radius()` function can be used if one knows the bounding coordinates and the “dip” (see “Help” for details)

**Measurements:**

chord = 2.00

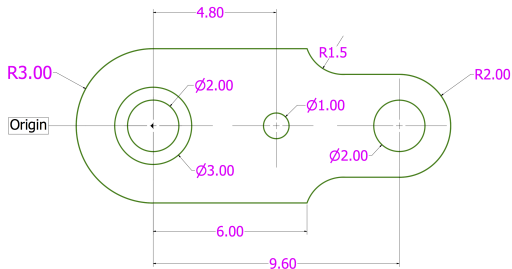
thick = 0.10

Note:

Circular Arcs

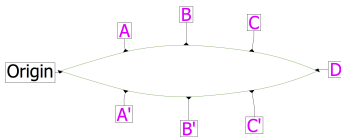
Example: Swivel Base

Hint: nested Sketches can be generated with a series of Sketches



Example: Biconvex Airfoil (with splines)

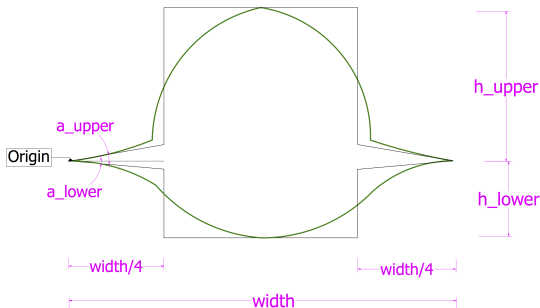
Hint: adjacent splines (with slope discontinuities) can be obtained by putting a zero-length line Segments between them



	x	y
A:	.255	.075
B:	.500	.100
C:	.745	.075
D:	1.00	0.00

Example: Fuselage X-section (with Beziers)

Hint: the Bezier control points are constrained in the same way as any other point

**Measurements:**

width = 5.00
h_upper = 2.00
h_lower = 1.00
a_upper = 10°
a_lower = 5°

Note:

4 Bezier Cubics