

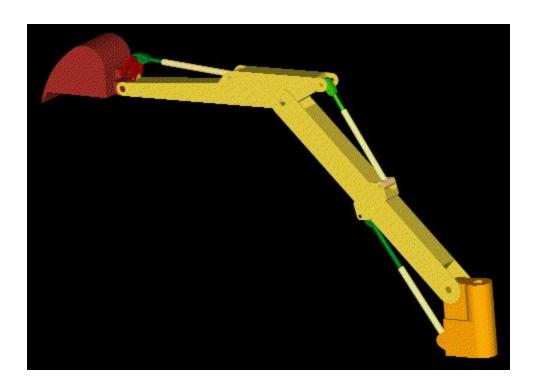
## Dynamic Designer

Is the easy way for you to cut as much as 80% from the time and cost of getting your new products to market, and improving the old ones - without a huge investment in equipment, people and training!





## DESIGNER DYNAMIC



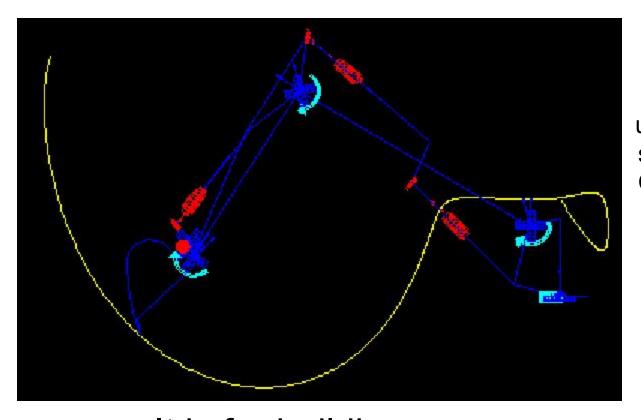
right inside your Mechanical Desktop or AutoCAD

It is for building your **Prototypes** 









using Wireframe to sketch your Design Concepts

before you spend time on more elaborate 3D geometry

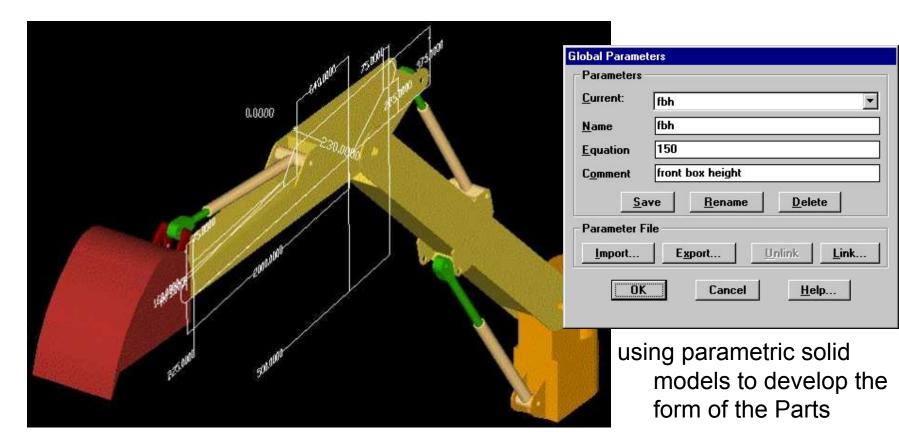
It is for building your Prototypes





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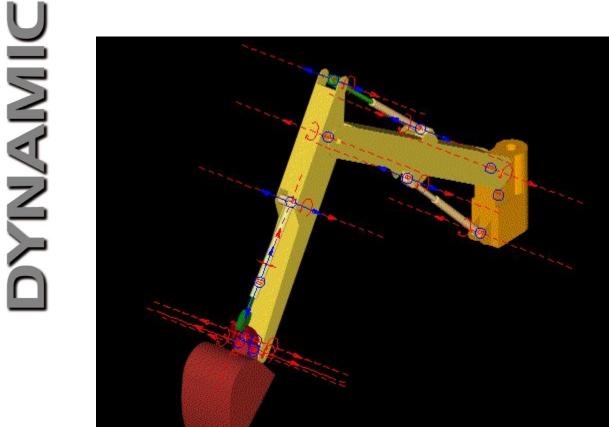
## DESIGNER DYNAMIC



"virtual" Prototypes:





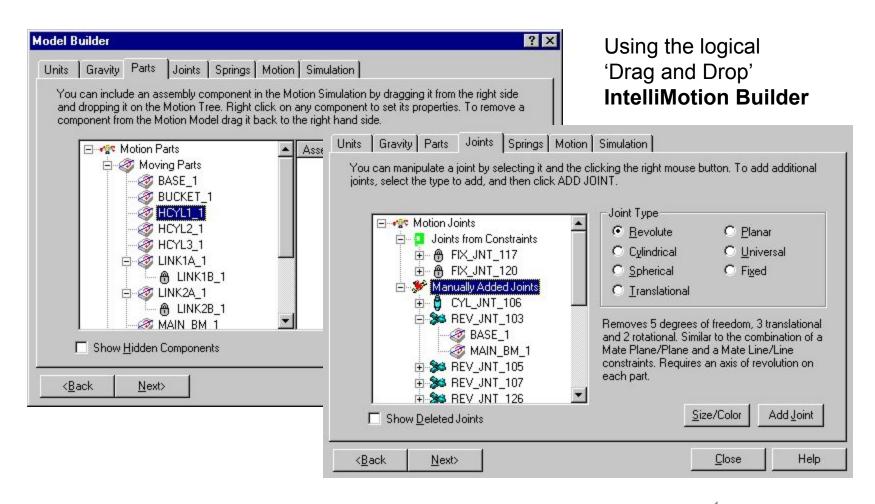


Including Mechanical Desktop Assembly Constraints

Parts can be controlled by using many different types of Joints









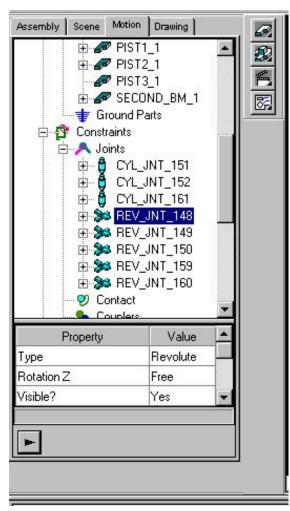
PANAMIC

Parts are selected and the Joints created Automatically



# DYNAMIC

### DESIGNER



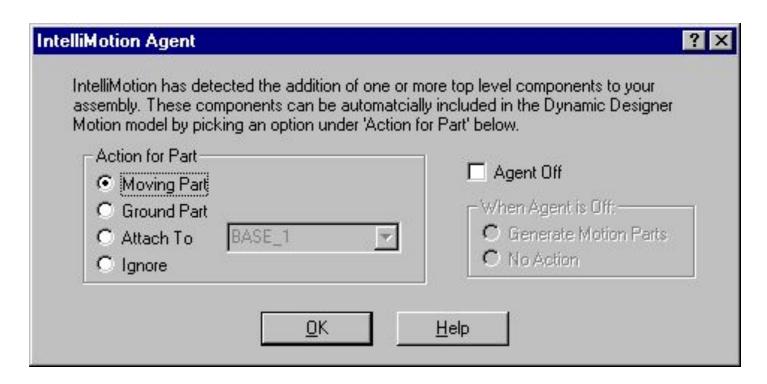
Or by using the Intuitive 'Drag and Drop' IntelliMotion Browser





DYNAMIC

#### DESIGNER

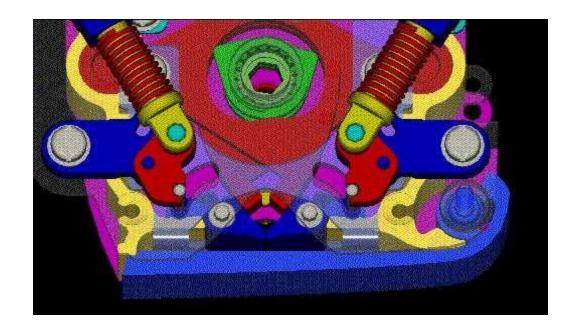


The IntelliMotion Agent prompts as you build your assembly





# DESIGNER OYNAMIC



Other Joints include Cams and Ratchets





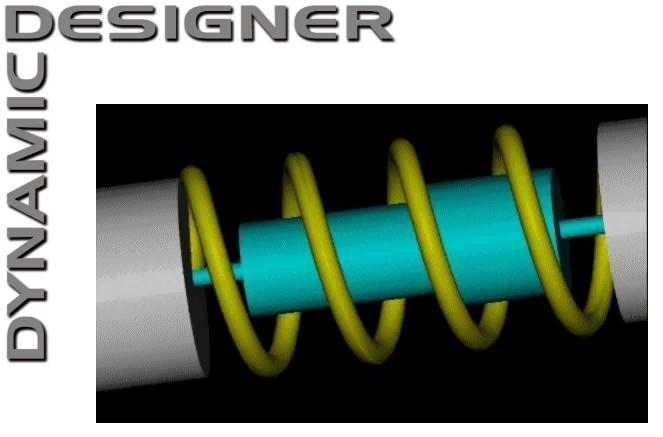


Gears, Belts and Pulleys, and Chain Drives









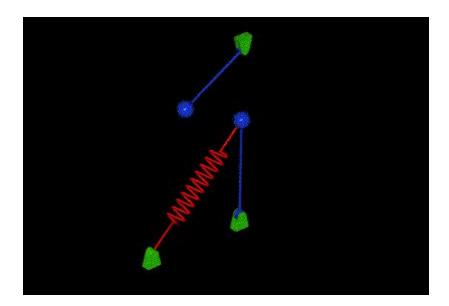
Are just two ways of adding forces

Springs and **Dampers** 





# DESIGNER DYNAMIC

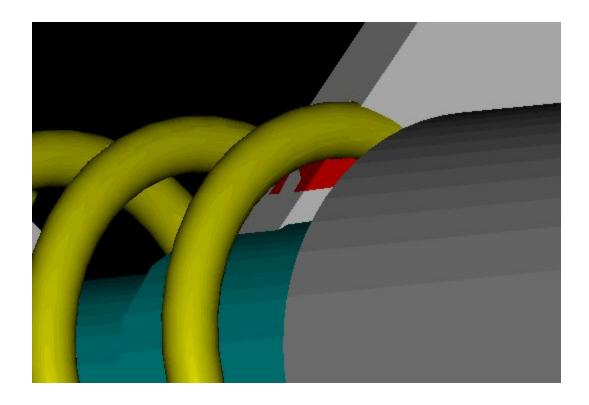


Modeling Collisions







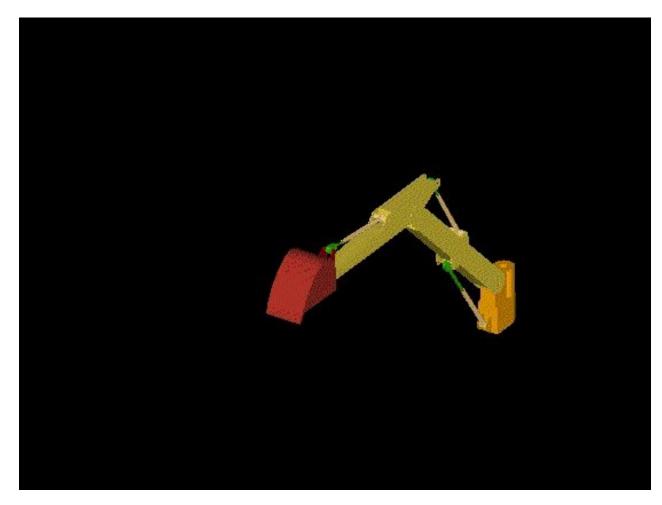


See the red highlight where the spring interferes as it moves...

and checking for Interference between all Parts plus Springs





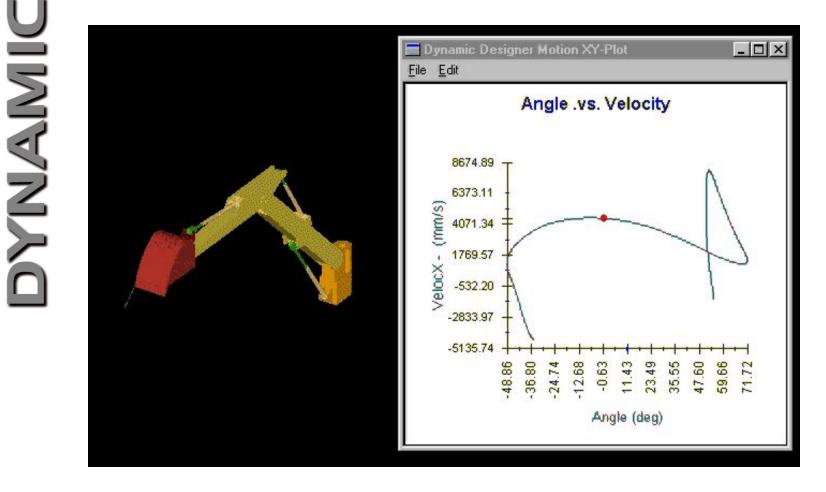




DYNAMIC

And you can make movies to show Management how it works...



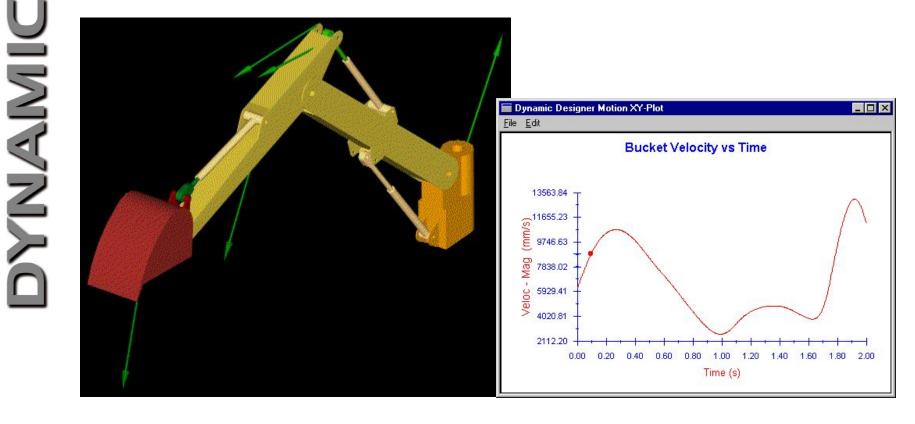


You can attach "Meters" as Vectors and XY Plots...





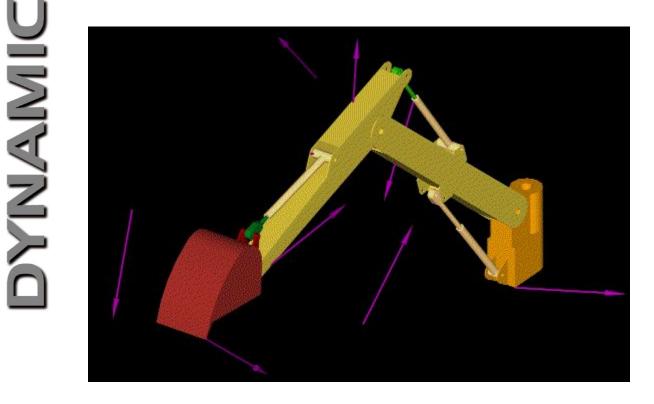
Mechanical Dynamics



for studying Velocities of any Part





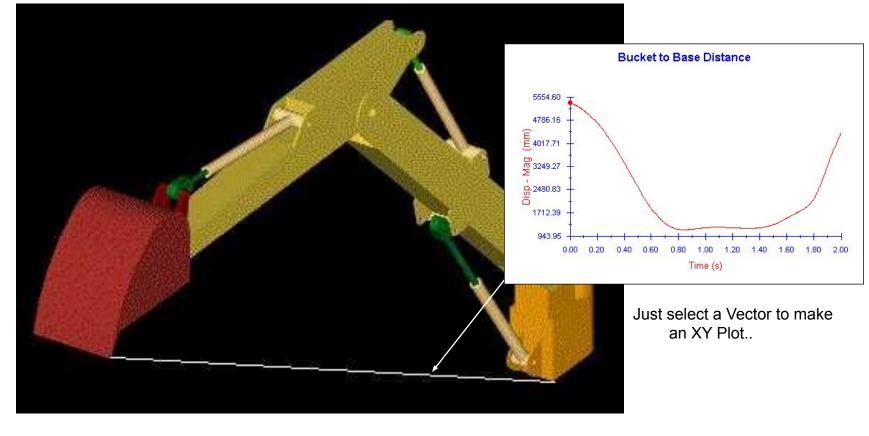


finding Accelerations at any Point





DYNAMIC

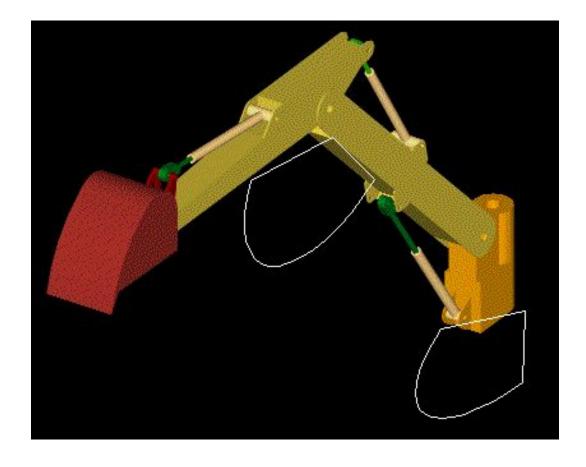


show the Linear Distance between any two points





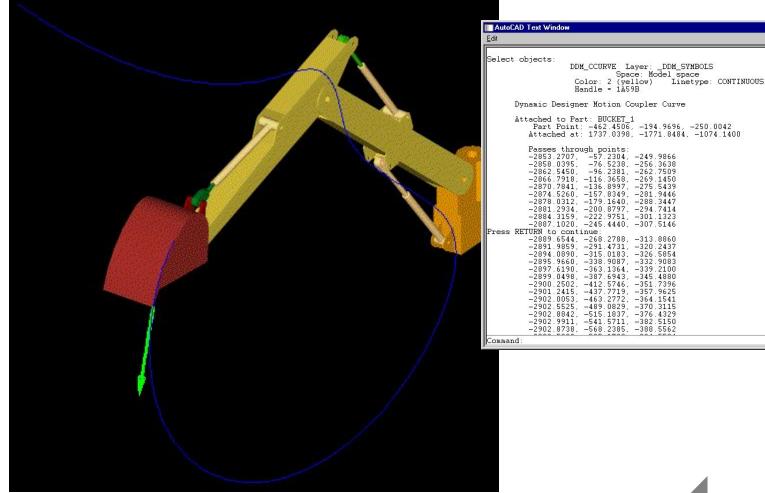




And the Angle between any 3 points









DYNAMIC

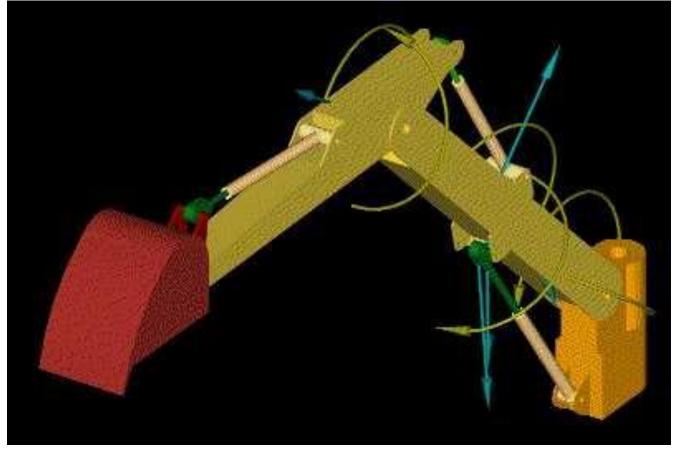
the Path traced by any Point on a selected Part



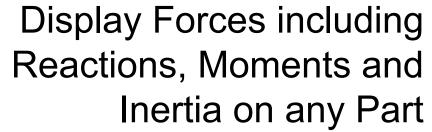
Mechanical Dynamics

Design Technologies Division





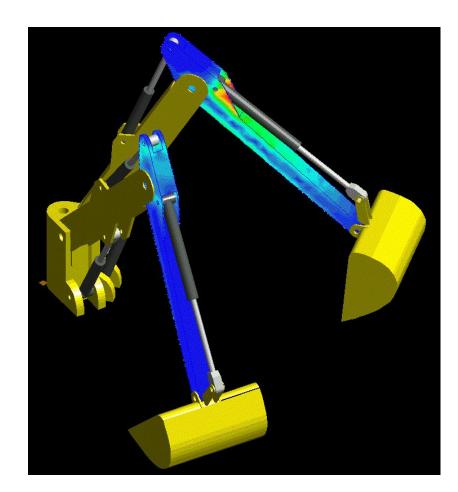
Displayed as vectors which can be picked to make XY Plots or read the values...







PYNAMIC



throughout its full range of motion by using the forces calculated - to drive your FEA

Find out the Stress on on any Part



Design Technologies Division

# DYNAMICE

#### DESIGNER

#### The Important Points:

#### **Totally and Seamlessly Integrated Inside Mechanical Desktop**

NO Separate Interface NO Data Translation Works with ALL Geometry Only one system to learn

#### **Only Build Models Once**

Fully Associative to all geometry, constraints and parameters

All the data is stored within the drawing - forever!





# DYNAMIC

#### DESIGNER

#### Dynamic Designer

Gives you the power to go from what you know, to what you would like to know... and minimizes engineering assumptions - the most common cause of bad designs!

What we call "Dynamics Driven Design"

- or just 'seeing how it works!'







#### Where to get more Information:

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Or your nearest Autodesk Mechanical System Center



