
METHODOLOGY OF DIGITAL PROTOTYPING IN THE AUTODESK INVENTOR 3D DESIGN SYSTEM FOR THE CASE OF A ROCKET ENGINE

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Abstract

We present the procedure and stages of creating a digital model of an existing solid propellant rocket engine. We composed a schematic diagram for the digital prototype structure. We describe the development environment used for creating our product. We supply the resulting model as well

Keywords

CAD, digital prototype, solid propellant rocket engine, computer graphics, modelling, sketch, geometric primitive, geometric constraints

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