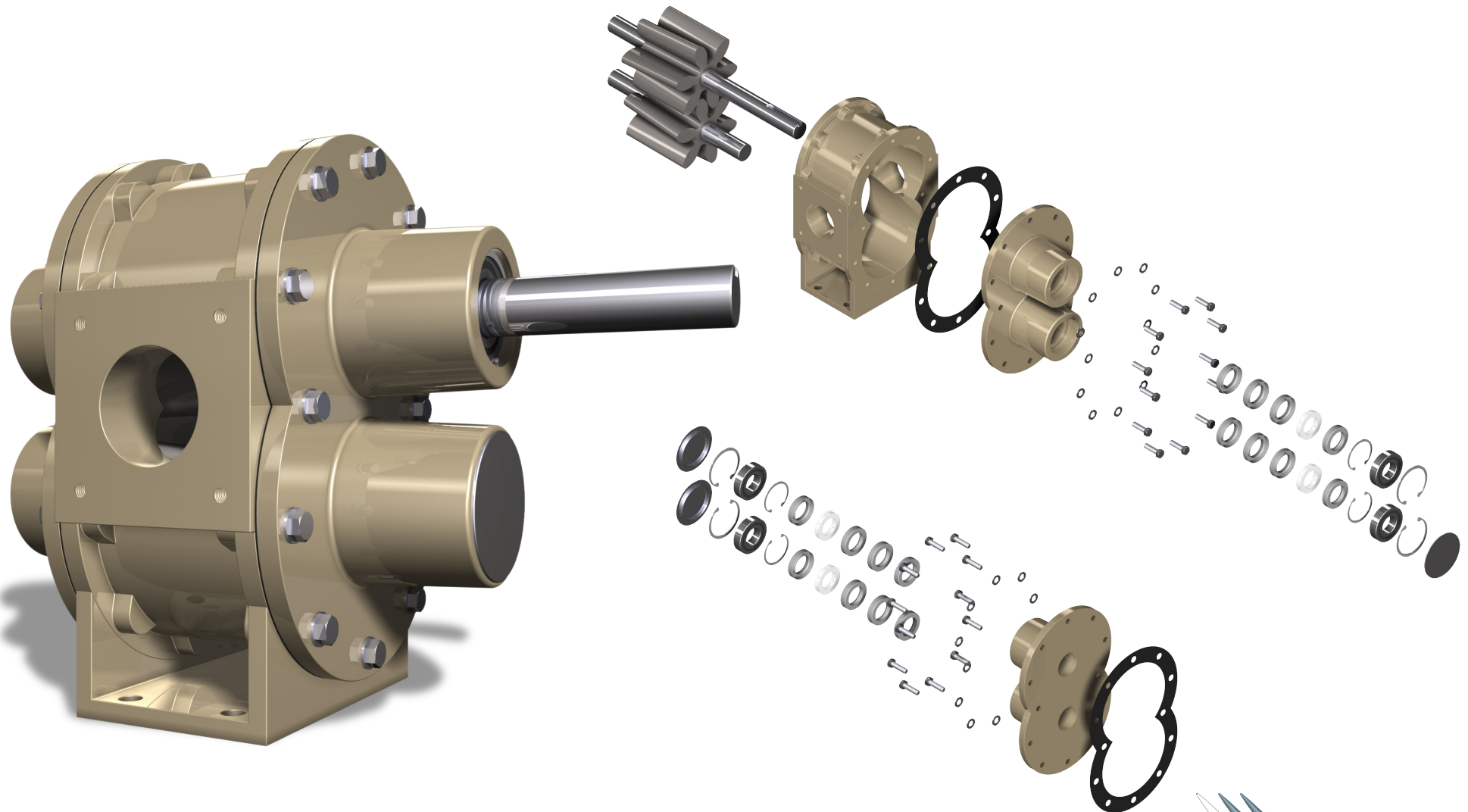
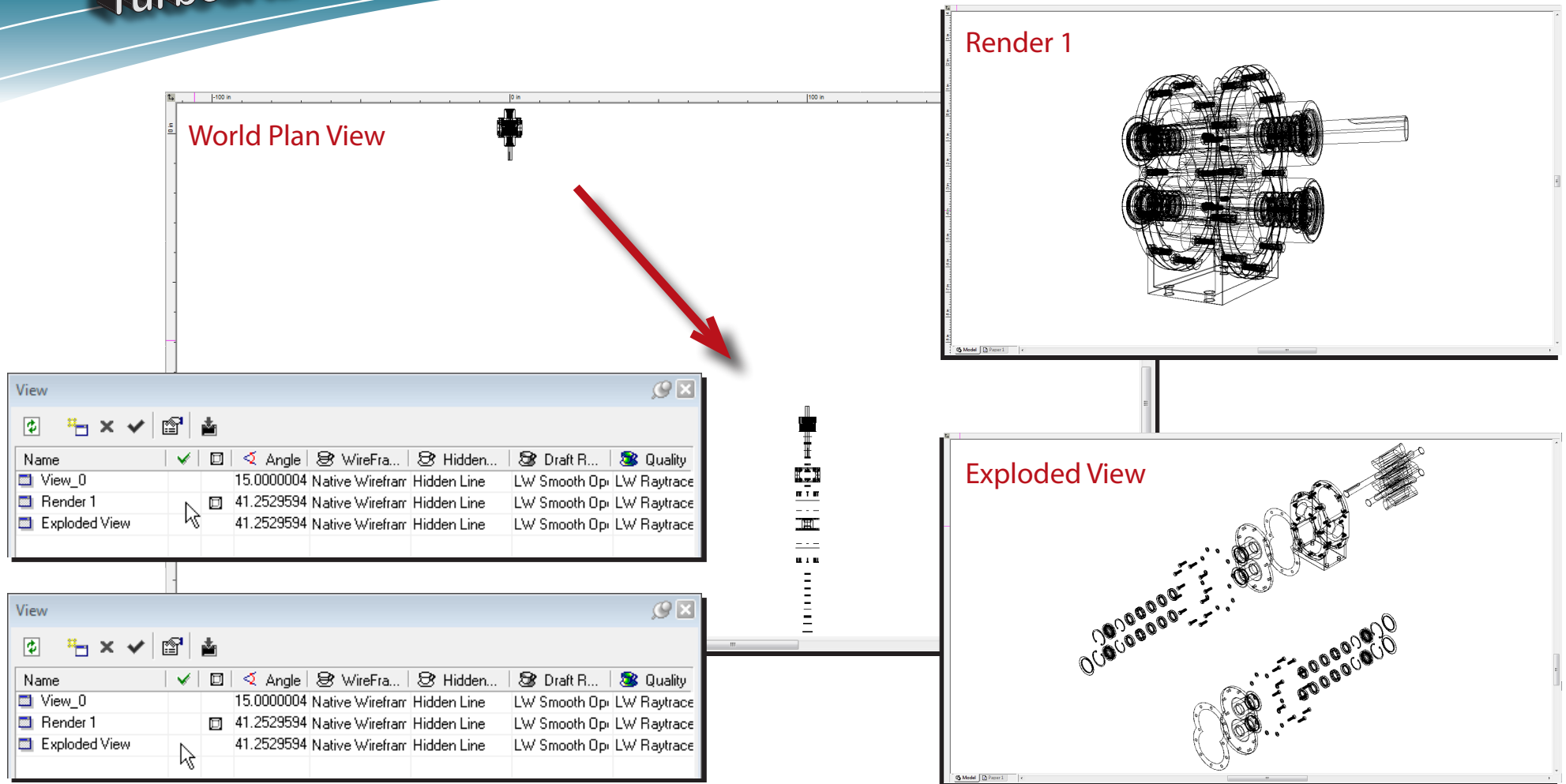


Creating an Exploded View in TurboCAD, although not automated, is relatively straight forward and can add a functional and cool element to your drawing.

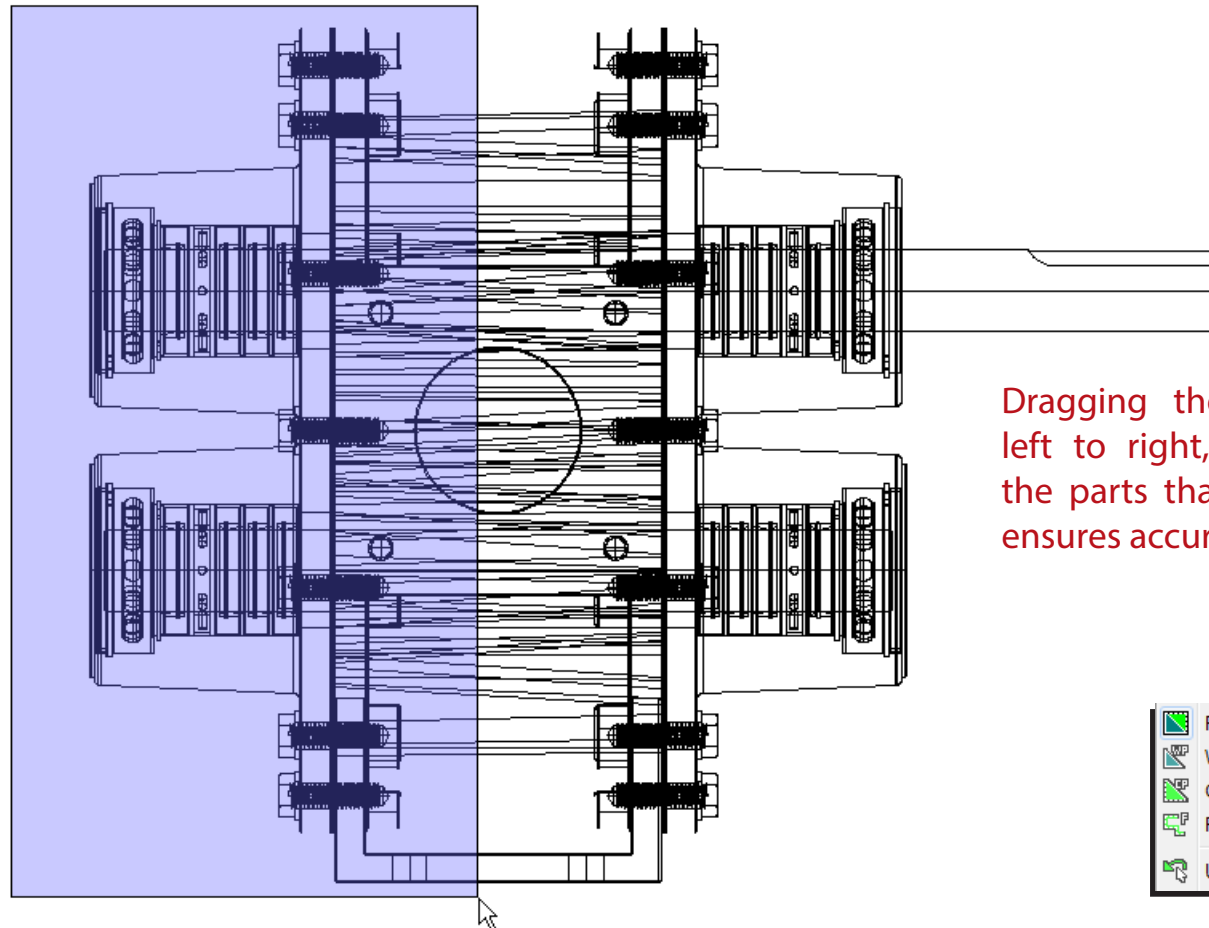
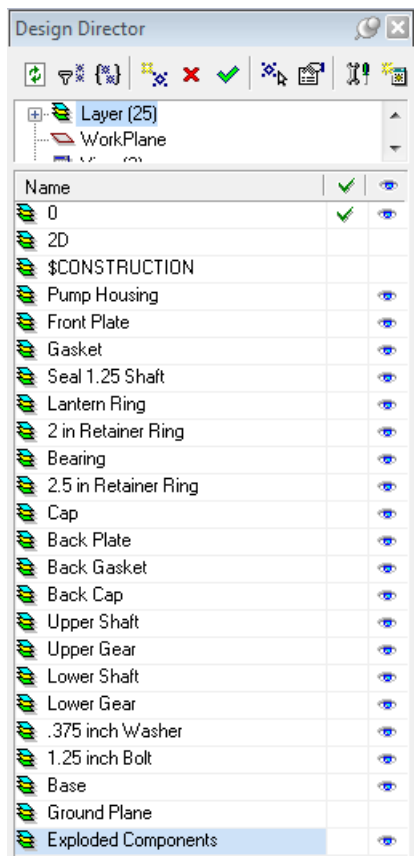




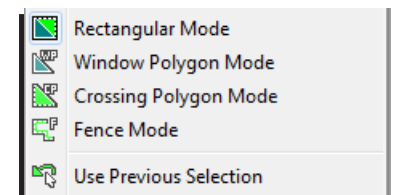
To create an exploded view a user needs to make a copy of the assembly they wish to explode and move it to a location on the diagonal away from the original. This usually ensures that a newly established exploded view will not be in the line of sight of another view when activated. Of course, objects can be hidden within viewports if issues cannot be resolved by assembly placement.

TurboCAD's various selection tools make it incredibly easy to select only those parts which are desired to move during the creation of an exploded assembly.

Try Ctrl + L to open the Select By Layer dialogue or Ctrl + T to open the Select By Entity Type dialogue.



Dragging the selection cursor, left to right, fully around only the parts that are to be moved ensures accurate selection.

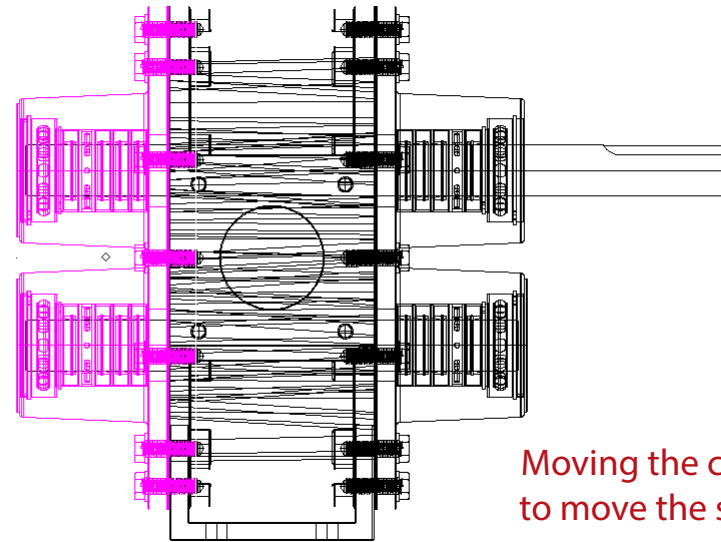
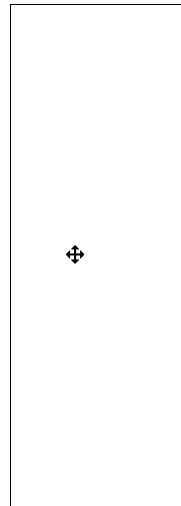
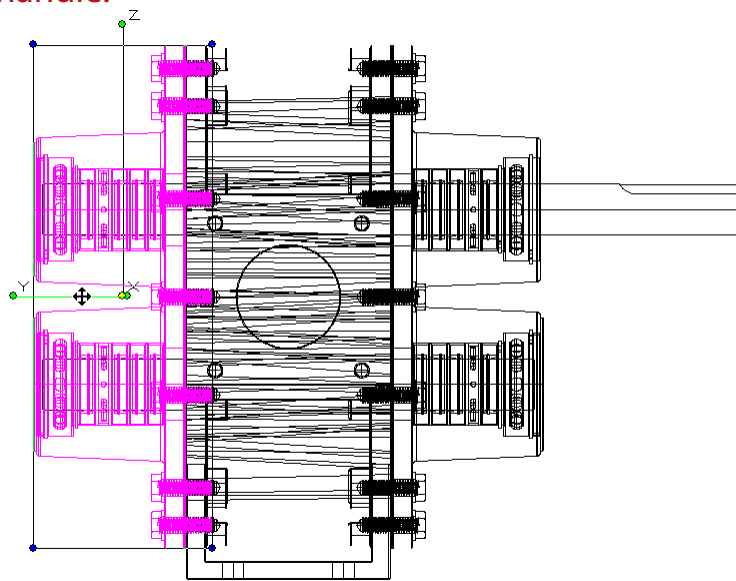


It will prove beneficial to create a separate layer or layers to assign the exploded assembly to. This will help with selection during movement or for hiding from view when required.

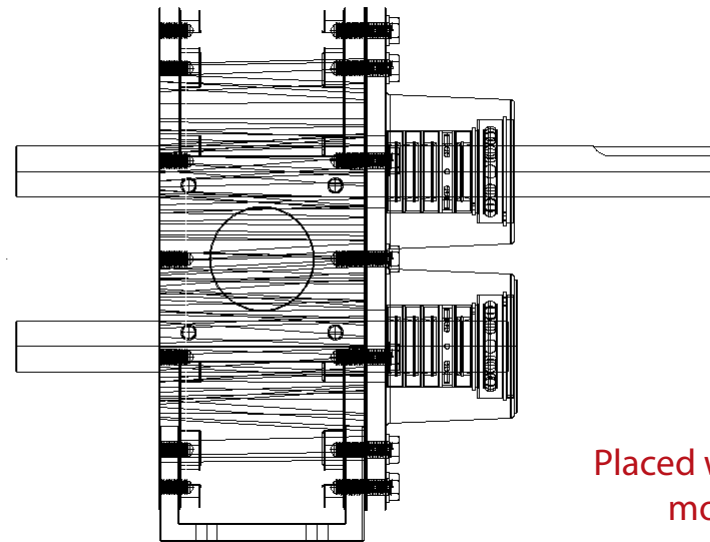
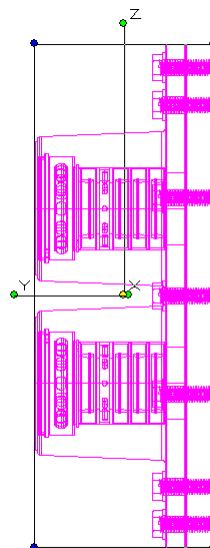
Moving parts, once selected, can be done with Delta field entry or by picking up the selection with a left mouse click on the desired axis (X, Y or Z) and placing with a left mouse click.

Delta X	Delta Y	Delta Z
0 in	-6	0 in

Picked up with a left mouse click on the line leading to the Y rotation handle.

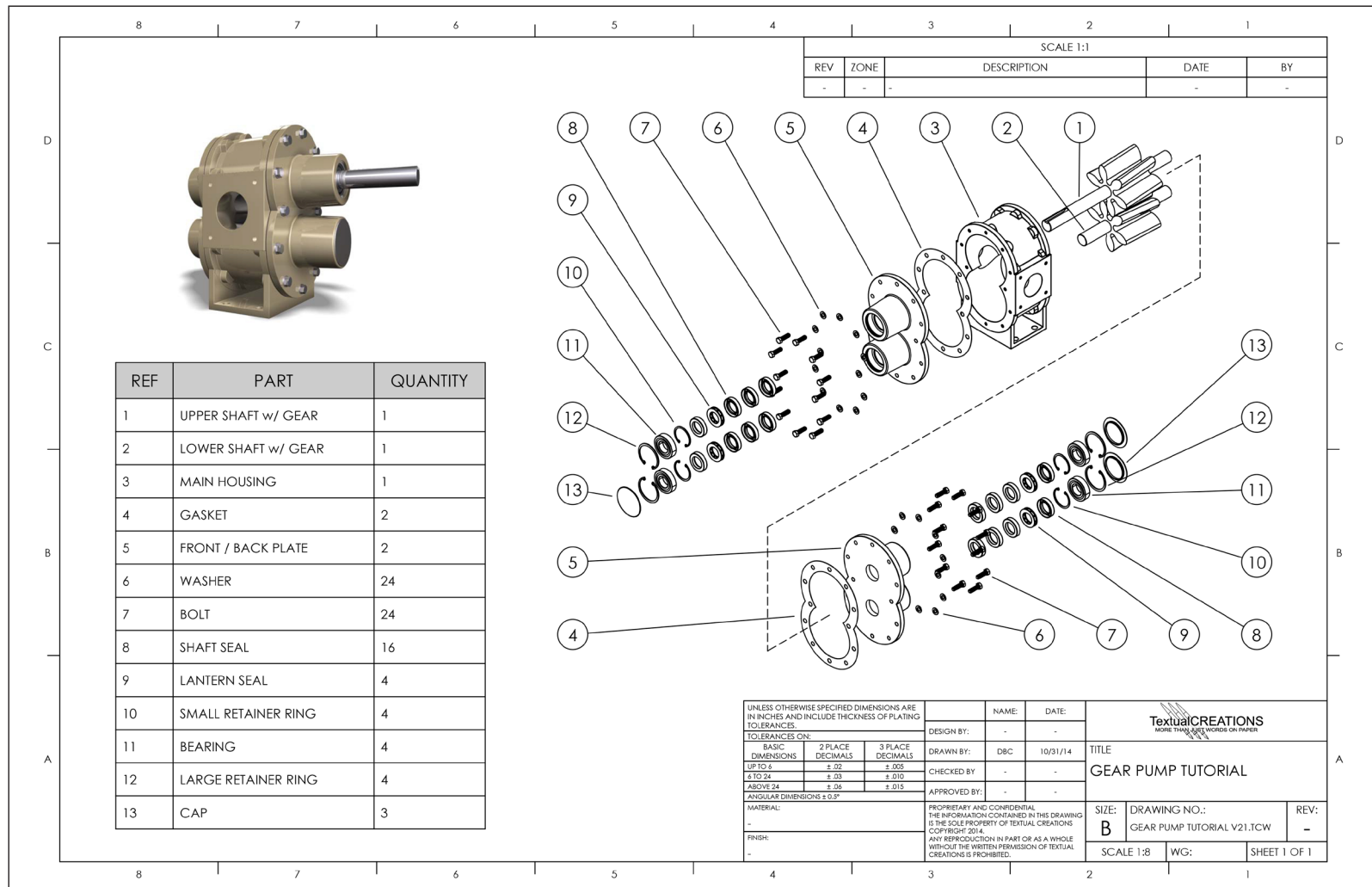


Moving the cursor left to move the selection.



Placed with a left mouse click.

Finish up an exploded view in a drawing with dashed alignment lines (if required).
Add some balloons and a table for a complete look.



The drawing shows an exploded view of a gear pump assembly. The assembly consists of an upper shaft with a gear, a lower shaft with a gear, a main housing, gaskets, front and back plates, washers, bolts, shaft seals, lantern seals, small and large retainer rings, bearings, and caps. The parts are numbered 1 through 13. Dashed alignment lines are used to show the relative positions of the parts. A table of parts is included in the bottom left corner.

REF	PART	QUANTITY
1	UPPER SHAFT w/ GEAR	1
2	LOWER SHAFT w/ GEAR	1
3	MAIN HOUSING	1
4	GASKET	2
5	FRONT / BACK PLATE	2
6	WASHER	24
7	BOLT	24
8	SHAFT SEAL	16
9	LANTERN SEAL	4
10	SMALL RETAINER RING	4
11	BEARING	4
12	LARGE RETAINER RING	4
13	CAP	3

UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES AND INCLUDE THICKNESS OF PLATING TOLERANCES:

TOLERANCES ON:		
BASIC DIMENSIONS	2 PLACE DECIMALS	3 PLACE DECIMALS
UP TO 3	± .02	± .005
3 TO 24	± .03	± .010
ABOVE 24	± .04	± .015
ANGULAR DIMENSIONS ± 0.5°		

MATERIAL: -
FINISH: -

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NAME: -
DATE: -
DESIGN BY: -
DRAWN BY: DBC 10/31/14
CHECKED BY: -
APPROVED BY: -

TextualCREATIONS
MORE THAN JUST WORDS ON PAPER

TITLE
GEAR PUMP TUTORIAL

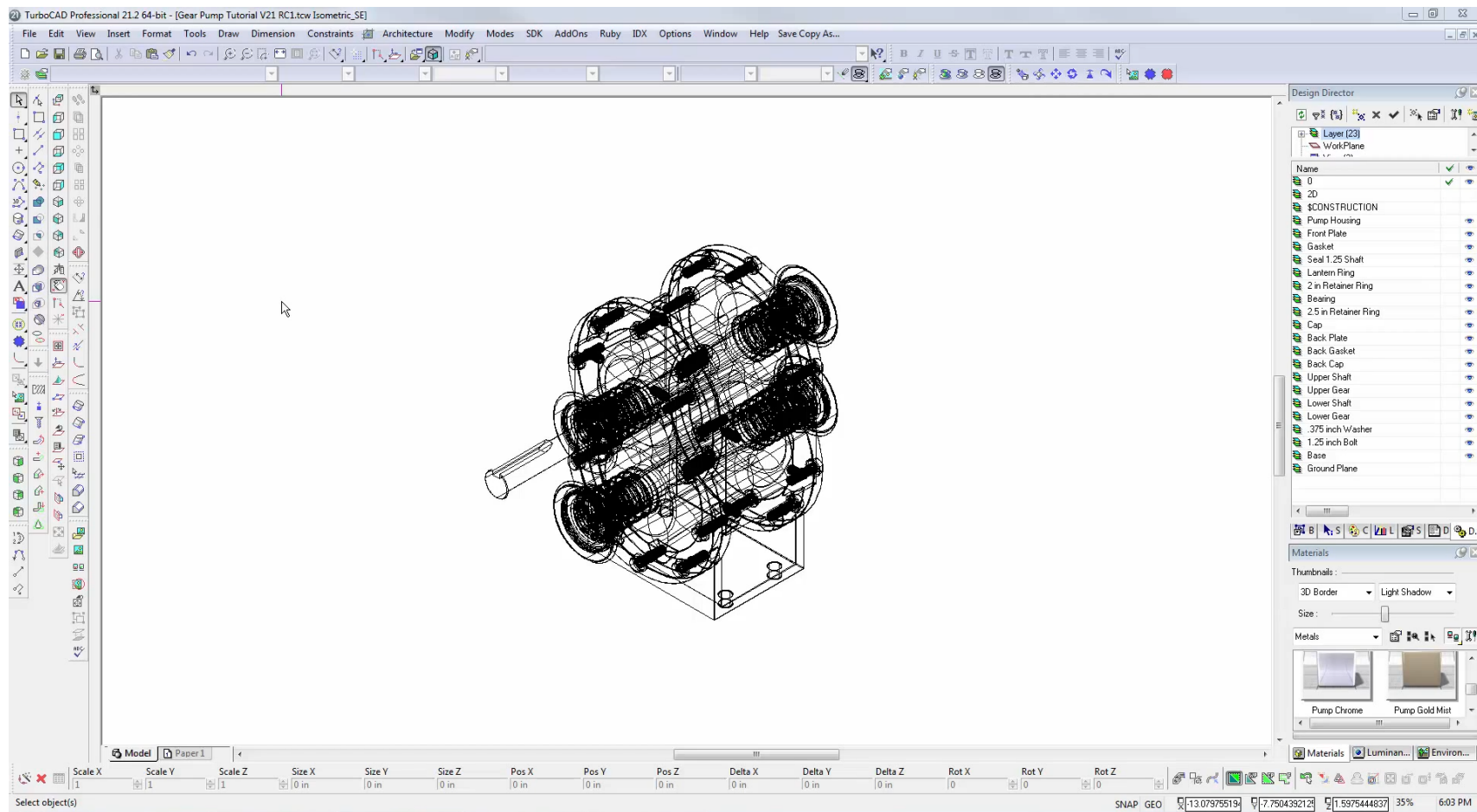
SIZE: B
DRAWING NO.: GEAR PUMP TUTORIAL V21.TCW
SCALE 1:8
WG: -
SHEET 1 OF 1

REV: -

To see an exploded view of the gear pump being created visit:

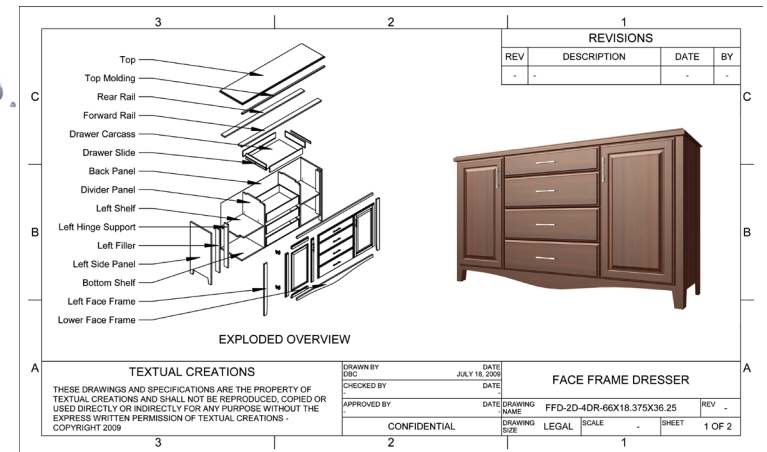
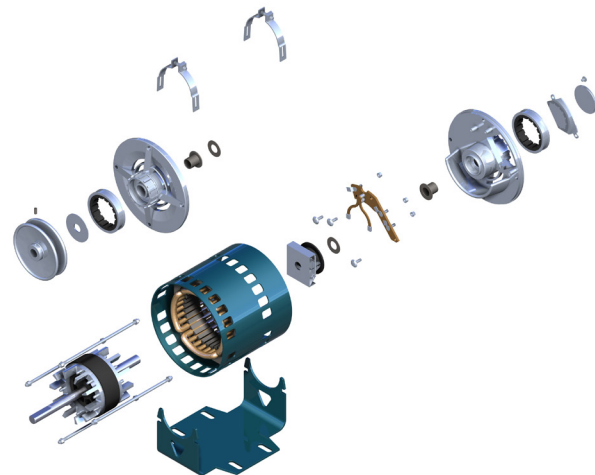
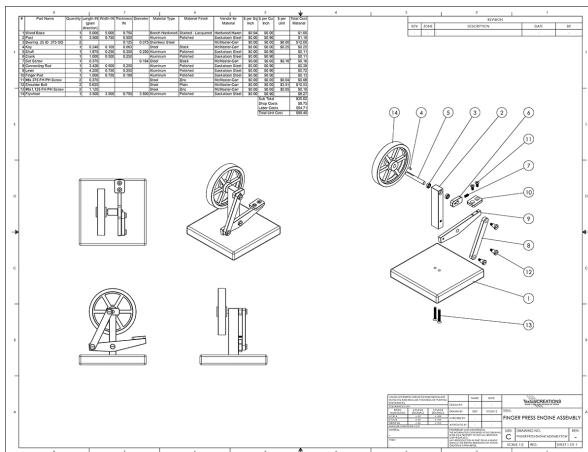
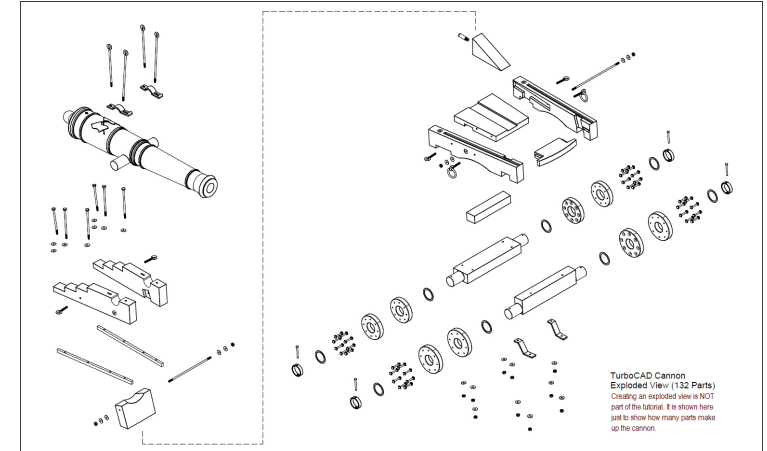
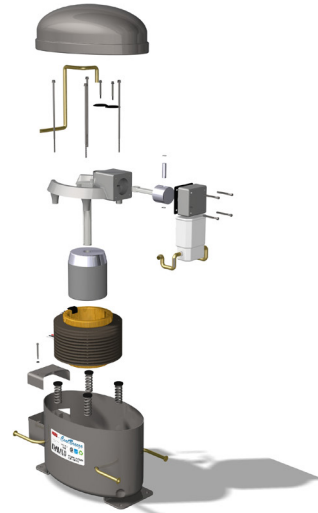
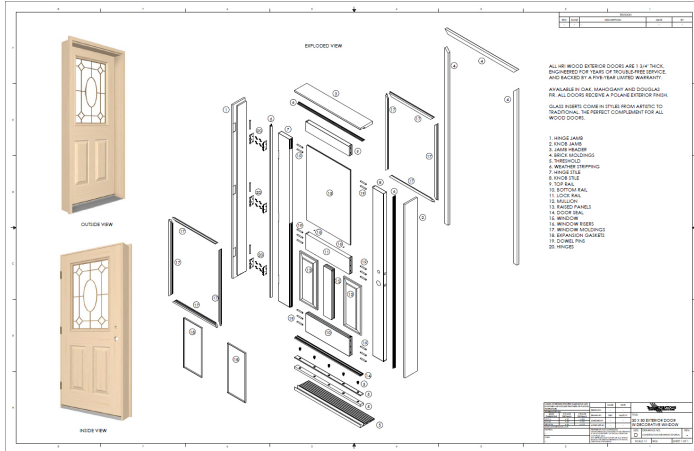
<https://www.youtube.com/watch?v=uyGiWdQGZgc&list=UUJ7mb4285VyRnflTdXE564A>

Best watched Full Screen at 1080p.



Consider purchasing the [Gear Pump](#) tutorial to experience the whole process of construction, including the creation of the exploded view.

Try an exploded view with all manner of assemblies.



If you found this TurboCAD tip helpful, please consider purchasing a full Textual Creations TurboCAD project tutorial that will lead you through an entire project, keystroke by keystroke. You won't be disappointed! Visit the [Textual Creations Shopping Page](#)