



Gear Tutorial

 **spotsrocks**

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Summary

This is a sample gear created with Inkscape and extruded with Fusion 360.

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A proof of concept for creating 3d gears using Inkscape and Fusion360. I wanted an easy way of creating gears for free that could then be taken into Fusion 360 and extruded.

If you are looking to do this, simply open Inkscape. Go to Extensions→Render→Gears→Gear. You will be presented with a dialog box that will let you choose basic gear generation options.

Fusion 360 includes a Python & C++ addin creating spur gears as well.

Model files



gear-v1.stl

Other files



gear.svg

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