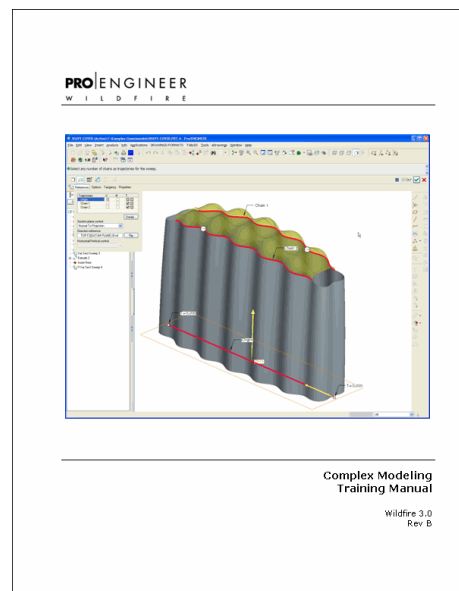


Modeling Complex Geometry in Pro/ENGINEER

Description Pro/ENGINEER has a rich set of modeling features capable of developing very complex geometry and also providing ways to capture design intent in a very efficient manner. These are commonly used techniques that can prevent the Designer from spending days chasing workaround methods to achieve less attractive results. These features and techniques should be considered by novice users before resorting to Surface Modeling techniques. These features are also complementary tools for the hard core Surface modeler and truly represent functionality that should be known to all Pro/ENGINEER users.

Topics The following topics are included in this training manual:

- Sketching Splines & Conics
- Sweep & Blend Review
- The Swept Blend
- The Variable Section Sweep
- Helical Sweeps
- Spinal Bend, Toroidal Bend and the Ear feature. These are useful when developing formed or bent geometry such as a “living hinge”.



Audience This course is intended for novice users that have had an introductory course, but will be facing more challenging modeling situations on current or future projects.

Format The training material has been developed following the traditional “lecture/exercise” format. Each chapter contains detailed explanations of functionality and Tips, Tricks & Techniques. Multiple hands-on exercises follow each lecture to provide a structured method of reinforcement and retention.

Pages 158

Duration 1 Day

Version Wildfire 4.0, 3.0

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