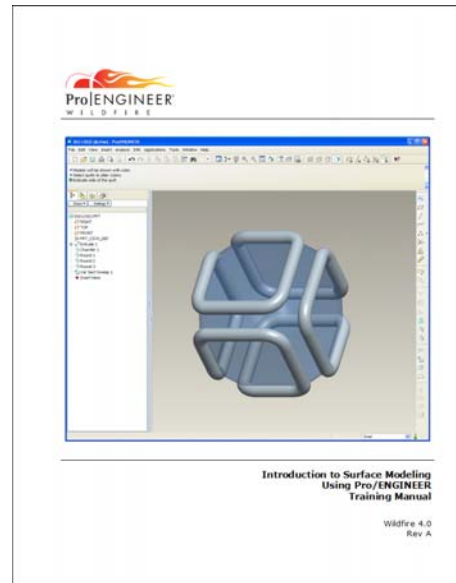


## *Introduction to Surface Modeling Using Pro/ENGINEER*

**Description** Every Pro/ENGINEER user can benefit from having an understanding and an ability to use a certain set of Surface Modeling functionality. With this information, the Designer can better handle large patterns, tricky geometry and model features that would otherwise fail.

**Topics** The following topics are included in this training manual:

- Why Use Surfaces?
- Getting Started with Extruded Surfaces
- Merging Surfaces
- Manipulating Surfaces with Extend, Trim, Offset, Copy and Move.
- Thicken, Solidify and Replace
- Creating Boundary Blend Surfaces



**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, such as modeling a complex plastic part or casting.

**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.

**Duration** 1 Day

**Version** Wildfire 4.0