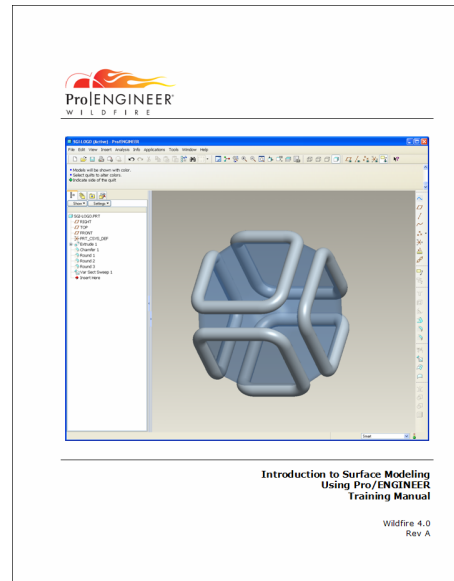


Introduction to Surface Modeling Using Pro/ENGINEER

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, 3.0, 2.0

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