

PRO/ENGINEER WILDFIRE



CURRICULUM

- » Introduction to the Pro/ENGINEER Wildfire Basic Modeling Process
- » Understanding Pro/ENGINEER Concepts
- » Using the Pro/ENGINEER Interface
- » Creating Sketcher Geometry
- » Using Sketcher Tools
- » Creating Sketches for Features
- » Advanced Sketching
- » Creating Extrudes, Revolves, and Ribs
- » Selecting and Editing
- » Creating Datum Features: Planes and Axis
- » Creating Sweeps and Blends
- » Advanced Blends
- » Creating Holes and Shells
- » Advanced hole Creation
- » Advanced Shells
- » Creating Rounds and Chamfers
- » Advanced Rounds and Chamfers
- » Drafts
- » Variable Section Sweeps
- » Helical Sweeps
- » Swept Blends
- » Creating Patterns
- » Group, Copy, and Mirror Tools
- » Measuring and Inspecting Models
- » Relations and Parameters
- » Family Tables
- » Reusing Features
- » Assembling with Constraints
- » Exploding Assemblies
- » Surface Features
- » Investigating Parent/Child Relationships
- » Creating Drawing Views
- » Creating Drawing Details
- » Introduction to sheet metal design, primary walls, secondary and unattached walls
- » Unbend, bend back and cuts, punches
- » Sheetmetal forms bend features
- » Unbending sheetmetal geometry
- » Converting solid parts, additional features
- » interrogating the sheetmetal model
- » Real Time Rendering