



TECHHUB SOLUTIONS

...be step ahead in your field

CREO COURSE CONTENT

INTRODUCTION

Modules in Pro/Engineer Wildfire, Features of Pro/Engineer Wildfire

GETTING STARTED

Menu Manager, Model Tree, Shortcut menu, Filters in selection, Viewing Controls, Model Display, Datum Display, Dynamic Viewing Controls, Orienting the Model View, System Colors, Selecting the Working Directory, Opening Files, Creating New Files, Saving Files

SKETCHER

Creating Geometry, Line, Rectangle, Circle, Ellipse, Arcs, Circular Fillet, Elliptical Fillet, Spline, Point, Creating Coordinate System, Creating Text, Dimensioning the Sketch, Working with Constraints, Modifying the Dimensions of the Sketch, Modifying the Geometry

CREATING BASE FEATURES

Entering the Part Mode, Datum Planes, Setting Units, Extruding Sketches, Revolving a Sketch, Sweep Feature, Helical Sweep, Variable Section Sweep, Blends, Swept Blend, Boundary Blend

DATUMS

Datum Planes, Datum Axes, Datum Point, Creating Coordinate System, Datum Curves

PICK AND PLACE FEATURES

Draft, Hole, Rib, Shell, Round, Chamfer

FEATURE OPERATIONS

Copying Features, Moving Features, Mirroring Features, Patterning Features, Deleting Features, Suppressing Features, Creating Local Group, Reordering Features, Redefining Features, Cosmetic Features

ADVANCED MODELING FEATURES

Toroidal Blend, Spinal Blend, Blend Section to Surfaces, Blend Between Surfaces, Blend Tangent to Surfaces, Conic Surfaces, N-sided Surf, Surface Free Form, Vertex Round, Solid Free Form, Flatten Quilt, Bend Solid, Pipe, Warp

SMART TOOLS

Simplified Representation, X Section, Parameters, Relations, Family Tables, User- Defined Feature, Pro/program

SETUP AND UTILITIES

Part setup(Material, Accuracy, Name, Notes, Mass Properties), Pro/Engineer Environmental Setting, Configuration Options, Mapkeys

ASSEMBLY MODELING

Top -down Assembly, Bottom-up Assembly, Entering Assembly Mode, Assembly Constraints, Creating an assembly, Packaging the Components, Repeating Components, Creating Components, Include Components, Flexible Components, Redefining Assembly Constraints, Modifying the dimensions, Copying Features, Patterning, Reordering the Components, Deleting the Components, Suppressing the Components, Replacing Components, Merge and Cutout Features, Restructuring Your Assembly, Creating Exploded Views, Creating Offset Lines, The Bill of Materials

SURFACE MODELING

Creating Surface Models, Style Surface, Style Tools Toolbar, Editing Surface Features in Pro/Engineer

DRAWING VIEWS

Entering Drawing Model, Adding a Model, Setting the Current Working Model, Drawing Views, Adding Drawing Views, Determining Visible Areas of the View, Creating Cross-Section Views, Drawing View Options, Modifying Cross-Section Views, Displaying Simplified Representation in Drawings, Modifying Views

DETAILING THE DRAWING

Show and Erase Dimensions, Inserting Dimensions in Drawing, Modifying and Editing Dimensions, Adding Notes to the Dimensions, Adding Balloons to the Drawing Views, Adding Symbols to the Drawing, Sketching in the Drawing Mode, Adding Tolerance in the Drawing Views, Formatting Draft Entities, Tables, Creating Reports in Drawing Files, BOM Balloons

SHEETS AND FORMATS

Multi Sheet Drawing, Adding Sheets, Deleting Sheets, Reordering Sheets, Moving Items to another Sheet, Maintaining View Size with Sheet Size, Moving to a Specific Drawing Sheets, Formats, Drawing Templates

SETUP AND UTILITIES

Specifying Dimensional Tolerances, Basic Dimensions, Setting Datum, Surface Finish, Customizing Pro/Engineer User Interface, Viewing Model Creating History, System Colors

REAL TIME RENDERING

The photo Rendering Process, Photo Render Interface, Appearances, Lights, Rooms, Environment, Creating a Perspective View, Reordering Views, Rendering a Model, Rendering Options, Images

DATA EXCHANGE

Importing the Geometry, Exporting PRO/ENGINEER Files