

Pro/ENGINEER

Course Syllabus

Duration: 6 Weeks

- ② Pro/ENGINEER concepts
- ② Using the Pro/ENGINEER interface
- ② Creating sketcher geometry
- ② Creating extrudes, revolves, and ribs
- ② Selecting and editing
- ② Creating datum features
- ② Utilizing internal sketches and embedded datums
- ② Creating sweeps and blends
- ② Creating holes and shells
- ② Creating rounds, chamfers and Drafts
- ② Variable section sweeps, Helical sweeps and Swept blends
- ② Creating patterns
- ② Group, copy, and mirror tools
- ② Measuring and inspecting models
- ② Advanced reference management
- ② Relations and parameters
- ② Layers, Family tables & UDF
- ② Assembling with constraints
- ② Exploding assemblies
- ② Creating surface features
- ② Editing surface features in Pro/ENGINEER
- ② Creating drawing views
- ② Creating drawing details

- ⇒ Using advanced assembly constraints
- ⇒ Creating and using component interfaces
- ⇒ Creating and using flexible components
- ⇒ Using assembly features and shrinkwrap
- ⇒ Replacing components in an assembly
- ⇒ Understanding simplified reps
- ⇒ Creating cross-sections, display styles, and combined views
- ⇒ Substituting components by rep, envelope, and model
- ⇒ Creating and using assembly structure and skeletons
- ⇒ Introduction to sheet metal design
- ⇒ Primary walls, Secondary and unattached walls
- ⇒ Unbend, bend back and cuts
- ⇒ Notches and punches
- ⇒ Sheet metal forms
- ⇒ Bending & Unbending sheet metal geometry
- ⇒ Converting solid parts
- ⇒ Sheet metal drawings with flat states and bend order table
- ⇒ Real time rendering