

Course Contents- Pro/E (Wildfire 5.0/ Creo 2.0)

Learning the basic Pro/ENGINEER Design Process

Understanding Pro/ENGINEER concepts

Learning how to use the Pro/ENGINEER interface

Selecting and editing items

Sketching geometry and using tools

Creating sketches for features

Creating datum planes and datum axes

Use advanced sketching techniques

Creating extrudes, revolves, ribs, sweeps, and blends

Utilizing internal sketches and embedded datums

Creating holes, drafts, and shells

Create advanced blends

Creating rounds and chamfers

Create advanced rounds and chamfers

Grouping, copying, and mirroring items

Creating patterns

Create advanced patterns

Advanced modeling

Measuring and inspecting models

Use relations and parameters

Create family tables

Reuse features

Learn advanced copy techniques

Assembling with constraints

Exploding assemblies

Creating drawing views

Creating drawing details

Using layers

Investigating parent/child relationships

Capturing and managing design intent

Resolving failures and seeking help

Comprehensive Design Project

Advanced Assembly Design Duration

Top-down process

Creating design frame works

Creating and Using Flexible Components

Restructuring and Mirroring Assemblies

Using Assembly Features and Shrink wrap

Replacing Components in an Assembly

Understanding the Basics of Simplified Reps

Creating Cross-Sections, Display Styles, and Combined Views

Substituting Components By Rep, Envelope, and Model

Understanding Advanced Simplified Rep Functionality

Managing complex drawings

Project

Sheet Metal design Duration

Sheet Metal part construction philosophy
Sheet Metal construction features
Setting up Sheet Metal design environment
Bend order
Generating flat state model
Sheet Metal drawings
Converting solid Pro/Engineer to Sheet Metal parts
Application of UDF's in Sheet Metal design
Sheet Metal information tools
Mold design Duration
Basic about mold
Plastic materials
Type of molds
Mold parts
Feeding system
Creating the reference model
Understanding shrinkage
Creating a work piece automatically
Creating and assembling a work piece manually
Reclassifying and removing mold model components
Mold volume creation
Parting line and parting surface creation
Splitting mold volumes
Mold component extraction
Mold features creation
Filling and opening the mold
Project