

PRO/ENGINEER WILDFIRE

Curriculum

Duration: 80 hours (40 hours Theory+40 hours Practical)

- 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