



## Surface Modeling with Pro/ENGINEER Wildfire 3.0

Course Code TRN-1832-T

Course Length 3 days

### Overview

In Pro/ENGINEER Wildfire 3.0, you can use surface modeling to create design models with shapes that are too complex for solid features. In this course, you learn how to use various techniques to create complex surfaces with tangent and curvature continuities. You can then create solids using the surfaces as references. You will also learn how to analyze surfaces for quality as well as manipulate surfaces using the various editing tools available in Pro/ENGINEER Wildfire 3.0.

After completing this course, you will be well prepared to create complexly shaped design models using surfaces in Pro/ENGINEER Wildfire 3.0.

At the end of each day, you use the Pro/FICIENCY skills assessments to reinforce your understanding of the course topics. Your instructor utilizes the results from the anonymous skills assessments as the basis for daily review sessions.

### Prerequisites

Pro/ENGINEER Wildfire 3.0 Update training.

Introduction to Pro/ENGINEER Wildfire 3.0.

### Audience

Design engineers, mechanical designers, and industrial designers

### Topics

- Creating basic surfaces using techniques such as Extrude, Revolve, Sweeps and Blends.
- Understanding the surface modeling workflow.
- Creating a network of curves using various techniques such as through points and sketches.
- Creating surfaces using a network of curves as boundaries.
- Creating surfaces using variable section sweep and swept blend techniques.

- Creating surfaces using advanced blend tools such as Section to Surface, Surface to Surface and Tangent to Surface.
- Using analysis tools to check for surface quality and potential problems.
- Manipulating surfaces using various editing tools such as Extend, Merge, Trim and Offset.
- Creating and editing solids using surfaces and quilts.

## **Agenda**

### **Day 1**

Module 1 Introduction to Surface Modeling

Module 2 Surface Modeling Workflow

Module 3 Creating Design Frameworks for Surface Models

Module 4 Project I

### **Day 2**

Module 5 Surface Modeling with Boundaries

Module 6 Surface Modeling with Swept Blends

Module 7 Surface Modeling using Variable Section Sweeps

Module 8 Project II

### **Day 3**

Module 9 Analyzing Surface Models

Module 10 Manipulating Surfaces

Module 11 Creating Solids using Quilts

Module 12 Project III

