




Freeform Surface Modeling with Pro/ENGINEER Wildfire 3.0

Course Number		TRN-1711-T
Course Number		TRN-DL1711L-T
Course Number		TRN-WBT1711-S

Abstract

In Pro/ENGINEER Wildfire 3.0, you can create freeform surface models using the interactive modeling environment called Style (ISDX). Style is a spline-based freeform modeler that allows you to combine the parametric feature-based modeling approach with the unconstrained freeform surface modeling approach. This will give you the flexibility to design complex shaped products in a single modeling environment.

In this course, you learn how to use Style to create and manipulate freeform curves and surfaces. You also learn how to integrate style features with other parametric features in design models.

After completing this course, you will be well prepared to design complex shaped freeform surface models in Pro/ENGINEER Wildfire 3.0.

Modules

Module 1	Introduction to Freeform Surface Modeling
Module 2	Creating Initial Freeform Geometry
Module 3	Developing Freeform Surface Models
Module 4	Project I
Module 5	Defining Complex Freeform Shapes
Module 6	Creating Smooth Freeform Surface Models
Module 7	Integrating Style Features
Module 8	Creating Detailed and Complex Models
Module 9	Project II