

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.
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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

Table of Contents

Surface Modeling with Pro/ENGINEER Wildfire 3.0

INTRODUCTION TO SURFACE MODELING	1-1
Introduction	1-1
Objectives	1-1
Lecture Notes	1-2
Introduction to Surface Modeling	1-3
Pro/ENGINEER Surface Modeling Paradigms	1-5
Overview of Surface Modeling Tools	1-7
Basic Surfacing Tools: Extrude and Revolve	1-8
Basic Surfacing Tools: Sweep and Fill	1-9
Basic Surfacing Tools: Parallel Blend	1-10
Basic Surfacing Tools: Rotational Blend	1-11
Basic Surfacing Tools: General Blend	1-13
Overview of Advance Surfacing Tools	1-15
Overview of Freeform Surface Modeling Tools	1-16
Terms Used in Surface Modeling	1-17
Lab Exercises	1-18
Exercise 1: Creating Additional Surfaces on the Bottle	1-18
Exercise 2: Creating the Intake Cover	1-31
Summary	1-42
 UNDERSTANDING THE SURFACE MODELING WORKFLOW	 2-1
Introduction	2-1
Objectives	2-1
Lecture Notes	2-2
Understanding the Surface Modeling Workflow	2-3
Creating the Product Structure	2-4
Preparing For Geometry Creation	2-5
Selecting Surface Modeling Tools	2-6
Selecting Surface Modeling Approaches	2-7
Creating the Body Envelope	2-8
Developing Body Components	2-10
Lab Exercises	2-11



Exercise 1: Planning the Design of a Shaver	2-11
Summary	2-17
 CREATING DESIGN FRAMEWORKS FOR SURFACE MODELS	 3-1
Introduction	3-1
Objectives	3-1
Lecture Notes	3-2
Creating Design Frameworks for Surface Models	3-3
Datum Points	3-4
Creating Datum Points	3-5
Datum Curves	3-8
Creating Datum Curves	3-9
Creating Sketched Datum Curves – Splines	3-13
Creating Sketched Datum Curves – Conics	3-16
Creating Composite Curves	3-17
Sharing Data within the Assembly Structure	3-18
Lab Exercises	3-19
Exercise 1: Creating the Shaver Design Framework using Curves	3-19
Exercise 2: Creating the Flashlight Design Framework using Curves (Challenge)	3-37
Exercise 3: Using References to Design the Air Filter Cover (Challenge)	3-60
Summary	3-85
 PROJECT I	 4-1
Introduction	4-1
Objectives	4-1
Lecture Notes	4-2
Course Project – Designing the Inner Door Panel	4-3
Project I – Creating the Inner Door Panel Design Framework	4-5
Lab Exercises	4-6
Exercise 1: Creating the Inner Door Panel Design Framework	4-6
Summary	4-20
 SURFACE MODELING USING BOUNDARIES	 5-1
Introduction	5-1
Objectives	5-1
Lecture Notes	5-2
Surface Modeling using Boundaries	5-3
Blended Surfaces	5-4



Manipulating Blended Surfaces	5-5
Controlling the Boundary Conditions	5-6
Defining Control Points	5-7
Defining the Boundary Influence	5-8
Conic Surfaces	5-9
Approximate Blended Surfaces	5-11
N- Sided Surfaces.....	5-13
Advanced Blend Options	5-14
Blend Section to Surfaces	5-15
Blend Between Surfaces	5-16
Blend Tangent to Surfaces	5-17
Lab Exercises.....	5-18
Exercise 1: Creating Boundary Surfaces on the Shaver	5-18
Exercise 2: Creating Surfaces on the Air Filter Cover (Challenge)	5-30
Exercise 3: Adding Control Points to the Air Filter Cover (Challenge)	5-40
Exercise 4: Creating Draft Surfaces (Challenge)	5-46
Summary.....	5-55

SURFACE MODELING USING SWEEP BLENDS **6-1**

Introduction	6-1
Objectives	6-1
Lecture Notes.....	6-2
Reviewing Sweeps and Blends	6-3
Swept Blends.....	6-4
Trajectory Options	6-6
Modifying the Shape of Swept Blend Surface Features.....	6-7
Specifying Tangency in Swept Blend Surface Features	6-8
Rules in Creating Swept Blends	6-9
Lab Exercises.....	6-10
Exercise 1: Designing an Intake Manifold	6-10
Exercise 2: Designing the Impeller Body of a Pump (Challenge)	6-22
Exercise 3: Creating a Lamp Fixture (Challenge)	6-31
Summary.....	6-49

SURFACE MODELING USING VARIABLE SECTION SWEEPS **7-1**

Introduction	7-1
Objectives	7-1
Lecture Notes.....	7-2
Describing Variable Section Sweeps.....	7-3
Trajectories for Variable Section Sweep	7-4



Section Plane Orientation	7-5
Using Additional Trajectories	7-9
Using Datum Graph Tools and Relations	7-10
Rules for Creating Variable Section Sweep.....	7-14
Lab Exercises.....	7-16
Exercise 1: Creating Surfaces on the Bottle	7-16
Exercise 2: Designing a Compressor Blade (Challenge).....	7-30
Exercise 3: Designing a Camshaft (Challenge)	7-38
Summary	7-48
 PROJECT II	 8-1
Introduction	8-1
Objectives	8-1
Lecture Notes	8-2
Project II – Creating the Inner Door Panel Design Framework	8-3
Lab Exercises.....	8-4
Exercise 1: Creating Basic Surfaces for Inner Door Panel	8-4
Summary	8-27
 ANALYZING SURFACE MODELS	 9-1
Introduction	9-1
Objectives	9-1
Lecture Notes	9-2
Analyzing Surface Models	9-3
Using Different Tools to Analyze Surface Models	9-5
Using Curve Analysis Tools	9-6
Using Surface Analysis Tools	9-7
Using Model Analysis Tools.....	9-15
Creating Curvature Continuous Surfaces	9-16
Curvature of Surface	9-17
Continuity Conditions	9-18
Creating Curvature Continuity.....	9-19
Analyzing Curvature Continuity.....	9-20
Lab Exercises.....	9-21
Exercise 1: Analyzing the Shaver	9-21
Exercise 2: Creating a Mouse with Curvature Continuity (Challenge).....	9-41
Exercise 3: Analyzing the Air Filter Cover (Challenge).....	9-52
Summary	9-58



MANIPULATING SURFACES	10-1
Introduction	10-1
Objectives	10-1
Lecture Notes	10-2
Extending Surfaces	10-3
Trimming Quilts	10-5
Copying Surfaces	10-7
Creating Offset Surfaces	10-9
Offset Surfaces for Shelling	10-13
Offset Surfaces for Adding Thickness	10-14
Analyzing Surfaces for Offsetting	10-15
Transforming Surfaces	10-16
Merging Surfaces	10-17
Using the Warp Tool	10-18
Manipulating Entire Models using Warp	10-19
Lab Exercises	10-21
Exercise 1: Manipulating Surfaces on the Bottle	10-21
Exercise 2: Manipulating Surfaces on the Shaver	10-32
Exercise 3: Offsetting Surfaces for the Power Switch (Challenge)	10-52
Exercise 4: Creating Design Variations of the Shaver (Challenge)	10-57
Summary	10-63
 CREATING SOLIDS USING QUILTS	 11-1
Introduction	11-1
Objectives	11-1
Lecture Notes	11-2
Creating Solids Using Quilts	11-3
Creating Solid Geometry from Surfaces	11-4
Replacing Solid Surfaces	11-5
Patching Solid Surfaces	11-7
Cutting Solids Using Quilts	11-8
Using Surfaces to Create Rounds and Chamfers	11-9
Lab Exercises	11-10
Exercise 1: Completing the Bottle Design	11-10
Exercise 2: Completing the Upper Body of the Shaver	11-13
Exercise 3: Creating the Shaver Head Cover (Challenge)	11-31
Exercise 4: Completing the Lower Body of the Shaver (Challenge)	11-42
Summary	11-49



PROJECT III	12-1
Introduction	12-1
Objectives	12-1
Lecture Notes	12-2
Project III – Completing the Inner Door Panel	12-3
Lab Exercises	12-4
Exercise 1: Adding Surfaces to the Inner Door Panel	12-4
Exercise 2: Completing the Inner Door Panel	12-17
Summary	12-38