



IFS ACADEMY

Training For The Future!!

Pro/E WF Basic Training Program Course Curriculum

Chapter 1: Introduction

- a. Introduction to CAD/CAM /CAE.
- b. Parametric Design, Associative, Feature Based Modeling.
- c. Parent and child relationship.
- d. Graphic User Interface of Pro/E
- e. Getting Started With Pro Engineering
- f. File types

Chapter 2: Sketcher

- a. Creation tools
- b. Modifying tools
- c. Dimensioning & Constraints
- d. Sketcher Palette
- e. Sketcher Relations

Chapter 3: Part Modeling

- a. Getting started With Part Modeling.
- b. Base Features – Extrude, Revolve, Sweep, Blend, Swept Blend, Variable Section Sweep and Helical sweep.
- c. Datum Features and Cosmetic features.
- d. View Manager.
- e. Engineering Features – Hole, Shell, Rib, Draft, Round and Chamfer.
- f. Edit Features – Mirror, Pattern, Copy, Paste and Paste special
- g. Feature Operations
- h. Model Analysis
- i. Edit Options – Setup.

Chapter 4: Introduction to Surface Modeling

- a. Basic Surface creation Tools
- b. Surface modification tools – Intersection, Merge, Trim, Offset, Extend, Thicken and Solidify.
- c. Flatten quilt, Vertex round, N-Sided patch.
- d. Boundary Blend

Chapter 5: Assembly Mode

- a. Getting Started With Assembly
- b. Bottom-up Approach
- c. Assembly Constraints.
- d. Top-down Approach
- e. Interference & Clearance Checks
- f. Exploded Views
- g. Simplified Representation.

Chapter 6: Drafting

- a. Overview of Drafting
- b. Creating Drawing Views
- c. Insert Templates, Format
- d. Show & Erase Tool,
- e. Creation of Dimensions
- f. Symbol Creations & Placements
- g. Bill of Materials
- h. Drawing Tools
- i. GD & T

Chapter 7: Advanced options

- a. User Defined Feature
- b. Family table
- c. Re-orient
- d. ADV modeling tools – Toroidal bend, Spinal bend, Pipe, Surface and Solid free forms.

Chapter 8: Introduction to Sheet metal

- a. Wall creation tools – Attached and Unattached.
- b. Bending – Creating bend, Unbend and Bend back.
- c. Extend wall, Notch, Punch, Corner Relief, Rip and Merge walls.
- d. Form, Flatten form, Deform area and Flat pattern.

Chapter 9: Tips & Tricks

- a. Export and Import of CAD Files.
- b. Managing PRO-E Environment.
- c. Map keys and Model player.
- d. File menu options.

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