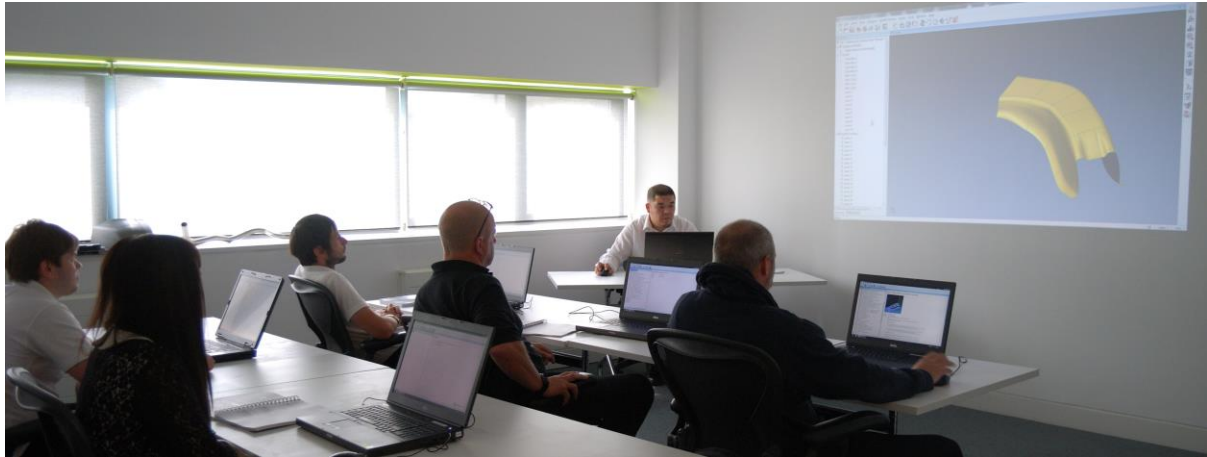


PolyWorks | Modeler™ Standard Training Course (3 Day)



Introduction to PolyWorks

- Workspace Manager
- Basic Options
- File and Project Structures
- IMKey License Manager

Introduction to IMInspect scanning & Probing

- User Interface
- Basic options
- Visual layout

Real-Time Quality Meshing

- Scanning Parameters
- Quality Metrics
- Unifying models using Targets and Best Fit

Introduction to IMEdit

- User Interface, Basic Options and Typical Workflow

Importing Models

- Importing Polygonal and CAD models

Units

- Importing objects with different units

Scaling

- Scaling models using "Units Conversion"

Creating Primitives

- Creating Planes and Points Primitives

Alignment Techniques

- Manual Alignment
- Rotate Plane A to Plane

- Translate to Plane

Creating Features and Advanced Alignment Techniques using IMInspect Scanning and Probing

- Fitting and Probing Features
- Feature based Alignments

Model Topology and Watertightness

- Analysing Polygonal for Triangular & Vertices errors
- Analysing Polygonal model for holes

Optimising Polygonal Meshes

- Optimise Mesh
- Improve Equiangularity
- Subdivide Mesh
- Reduce Mesh

Hole Filling

- Automatically, Interactively, using Surfaces and Merging Models

Smoothing Meshes

- A tool that smoothes Vertices along surfaces

Reconstructing Meshes

- A tool that deletes selected triangles and reconstructs them

Creating and Editing Curves

- Standard Curves
- Boundary Curves
- Feature Center Curves
- Fillet Tangent Curves
- Edge Curves

Boundary and Sharp Edge Reconstruction

- Reconstructing triangles by using Curves

Creating Fillets, extending boundaries and slicing models

- Creating Fillet rads
- Extruding boundary surfaces
- Slicing Models with Planes and Curves

Importing Objects from other Projects

- Importing objects such as Models, Features, Cross-Sections etc from other Projects such as IMInspect Projects etc

Creating Cross-Sections

- Create Cross-Sections by Anchoring 2 points or Numerically

Hole Cutting

- Using closed Curves or Features from IMInspect Projects

Offset Models

- Offset selected triangles in a selected direction with the option of keeping the original or even creating walls around the boundaries

Mirror Models

- Mirror selected triangles about a standard or created plane

Extracting Sketch Outlines

- Defining Sketch Planes and creating Sketch Outlines from either a Single Cross-Section, Multiple Cross-Sections or a Silhouette Edge

Measuring Draft Angles

- Measuring from 2 points and Inward vs Outward Draft Angles

Creating Sketch Entities

- Creating Lines, Circles, Arcs, Splines and Rectangles
- View Auto-Relations and Entity Deviations

Editing Sketch Entities

- Modifying entities numerically, adding relations, dragging entities, replacing entities, rebuilding entities and deleting entities

Adding Dimensions

- Linear Dimensions
- Angular Dimensions
- Radial Dimensions