INTRODUCTION TO POLYWORKS

☐ Workspace Manager
☐ Basic Options
☐ File and Project Structures
☐ PolyWorks License Manager

INTRODUCTION TO POLYWORKS| INSPECTOR SCANNING & PROBING

☐ User Interface
☐ Basic Options
☐ Visual Layout

REAL-TIME QUALITY MESHING

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

CREATING FEATURES AND ADVANCED ALIGNMENT TECHNIQUES USING POLYWORKS | INSPECTOR SCANNING AND PROBING

☐ Fitting and Probing Features
☐ Feature based Alignments

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INTRODUCTION TO POLYWORKS | MODELER

- □ User Interface
- □ Basic Options
- □ Importing Polygonal and CAD models
- □ Units and Scaling models

MODEL TOPOLOGY AND WATERTIGHTNESS

- □ Analysing Polygonal models or Triangular & Vertices errors
- □ Analysing Polygonal models for holes

OPTIMISING POLYGONAL MESHES

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

HOLE FILLING

- □ Automatically and Interactively hole filling
- □ Filling holes using Surfaces and Merging models

SMOOTHING MESHES

- □ A tool that smooths 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

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BOUNDARY AND SHARP EDGE RECONSTRUCTION

☐ Reconstructing triangles up to curves

CREATING FILLETS, EXTENDING BOUNDARIES AND SLICING MODELS

☐ Creating Fillet rads
☐ Extruding boundary surface
☐ 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 PolyWorks | Inspector Projects etc

HOLE CUTTING

☐ Importing Features from PolyWorks | Inspector Projects
☐ Using closed Curves or Features from PolyWorks | Inspector 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

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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

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