

Courses Details for Unigraphics - NX

Unigraphics NX is a leading CAD / CAM / CAE system based on the best technologies for creating products of any complexity. The main objective of the system ultimately is to reduce the cost of creating products, improve its quality and reducing time to market. This enables companies to quickly return the investment spent on the purchase and implementation of Unigraphics. Unigraphics NX gives you the power, flexibility, and groundbreaking technology to dramatically boost your design productivity.

Unigraphics - NX

Introduction

- How to Start NX ?
- Studying Different Environment in NX
- Various Toolbars
- Setting Work Area Colour Scheme
- Introduction to Dialog Boxes
- Hotkeys

Drawing Sketches

- To Sketch and Modify Different Entities
- Zooming and Planning Sketches
- Invoking the Assembly Module Using Selection Methods
- Using Snap Options
- Adding Geometric and Dimensional Constraints to Sketches
- Measuring Distance Between Sketched Entities

Solid Modeling

- Concept of Solid Modeling
- Use of Datum Planes, Axis and Points
- Creating Different features on Base Module
- Advance Modeling Tool – 1
- Editing Feature
- Advanced Modeling Tool – 2

Assembly Modeling

- Invoking the Assembly Module
- Approaches of Assembly Drawing
- Applying Assembly Constraints to Components
- Top-Down Assembly Approach

- Modifying Assembly Constraints
- Checking Interference, Clearance and Analyzing

Surface Modeling

- Understanding Sheet Metal Environment
- Applying Extrude and Revolved Features
- Creating a Surface using through Curve Tools
- Creating and Sided Surface
- Creating Curves from Bodies
- Creating Features like Dart, Embossing, Face Blend, Fillet, Bridge

Drafting and Detailing

- Invoking Drafting Environment
- Invoking the Different Templates in Drawing
- Applying Section View Like Full, Half, Revolved, Break out Section
- Manipulating the Drawing View
- Generating Parts List and Associative Balloons in An Assembly
- Printing and Plotting Options

Core Cavity Extraction

- Finding out the Core and Cavity for any Component