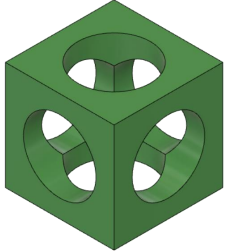
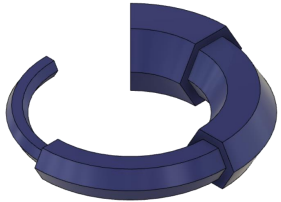


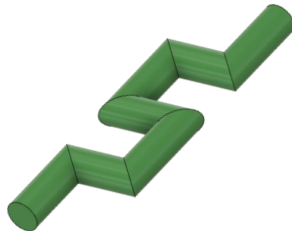
Extrude



REVOLVE



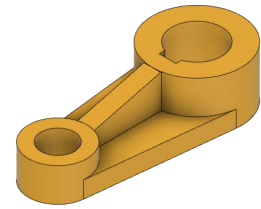
SWEEP



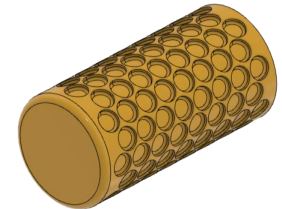
LOFT



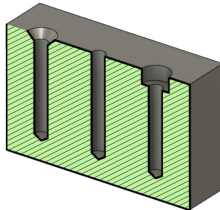
RIB + WEB



EMBOSS



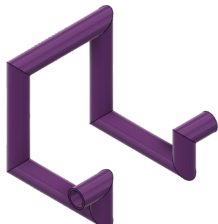
HOLES



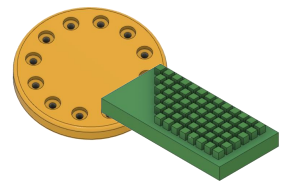
COIL



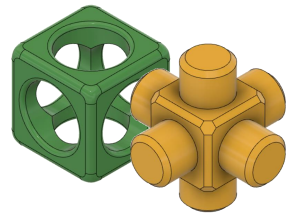
PIPE



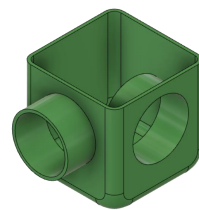
PATTERN



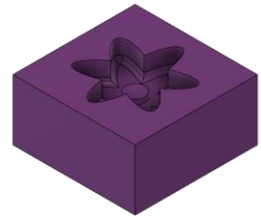
FILLET+ CHAMFER



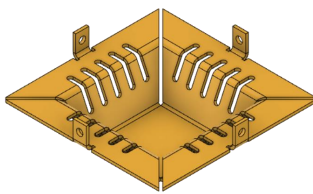
SHELL, SCALE + BRAFT



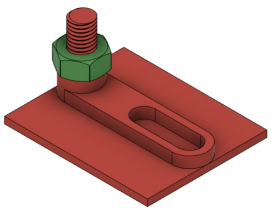
COMBINE



SHEET METAL



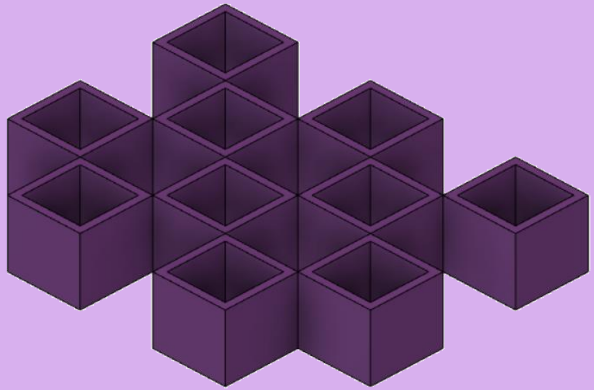
JOINTS



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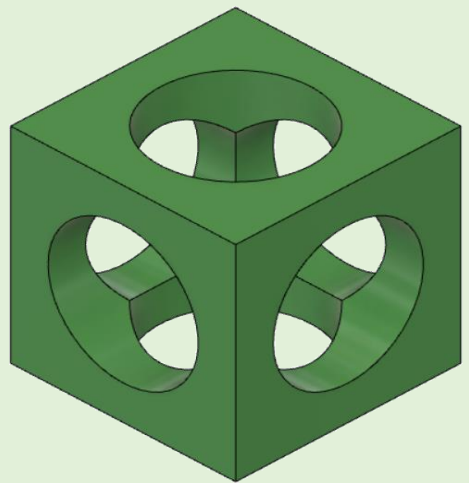


MASTER

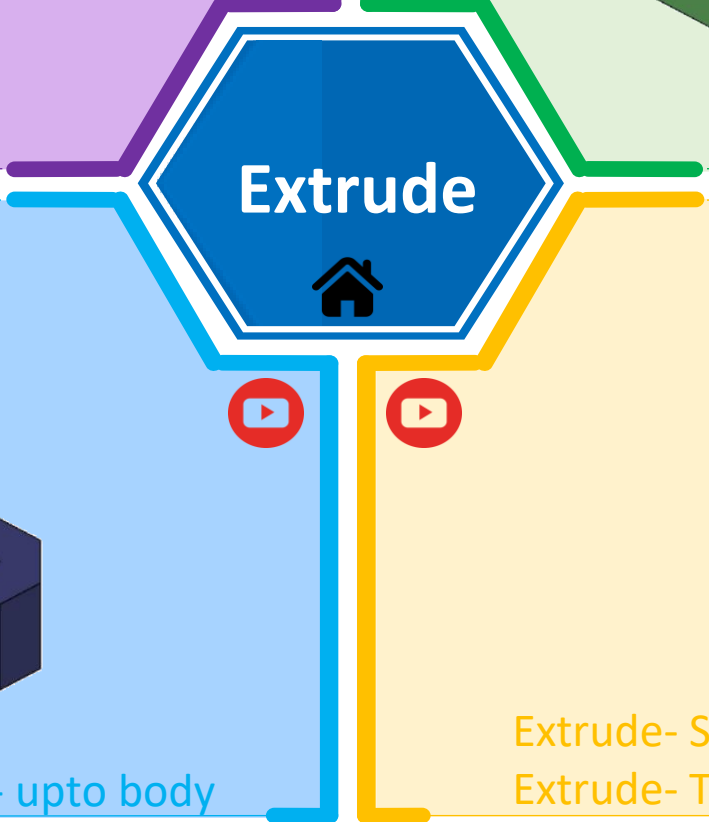


Extrude- Thin Feature

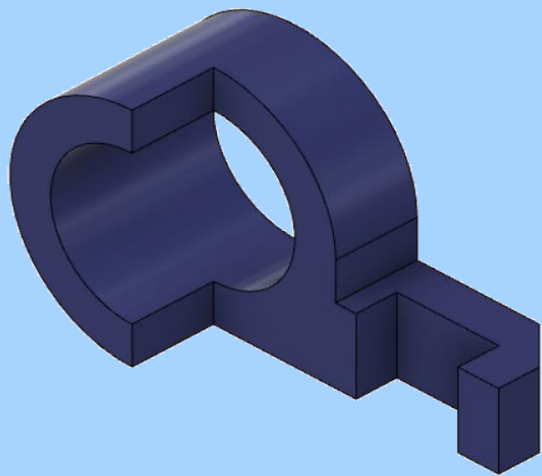
EMERGE



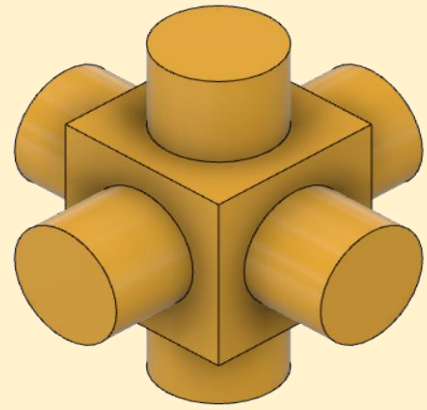
Extrude
Extrude Cut



Extrude



Extrude- upto body



Extrude- Symmetry
Extrude- Two sided

DEVELOP

SECURE



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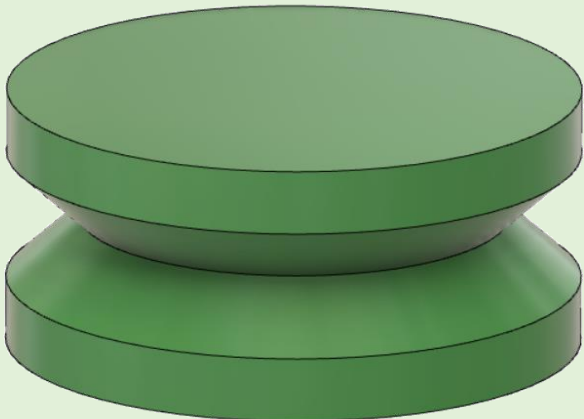


MASTER

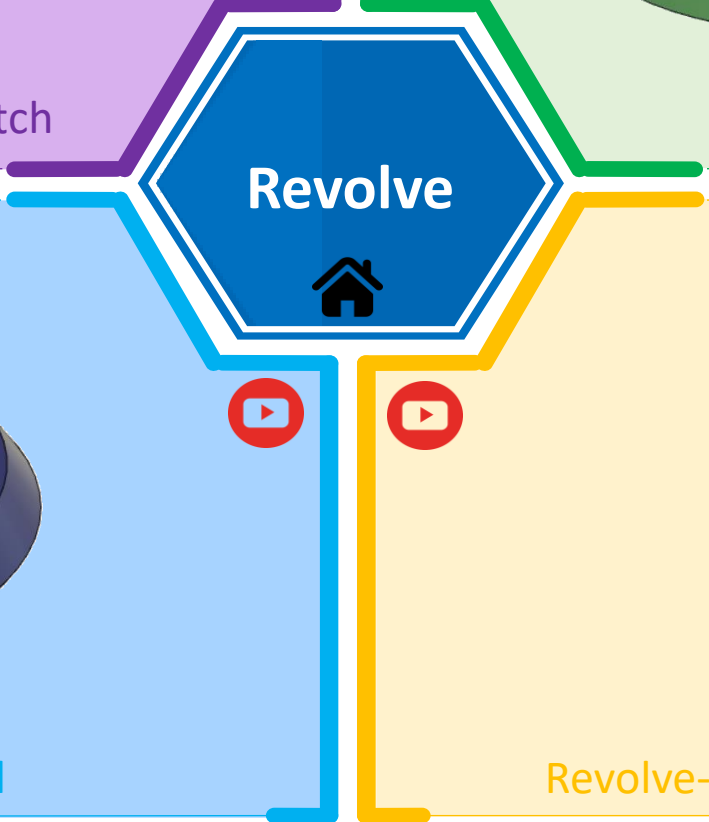


Revolve- Multiple from same sketch

EMERGE



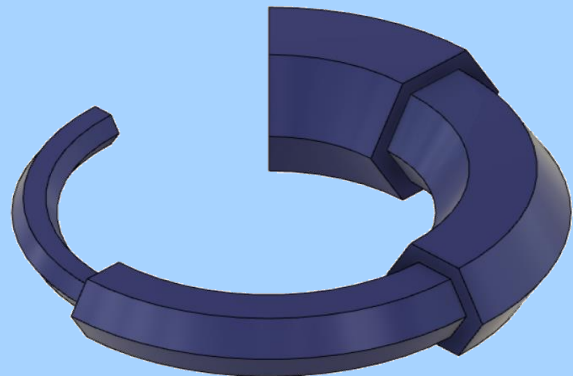
Revolve- (full) straight lines



Revolve



SECURE



Revolve- angle control

Revolve- spline dimension



DEVELOP

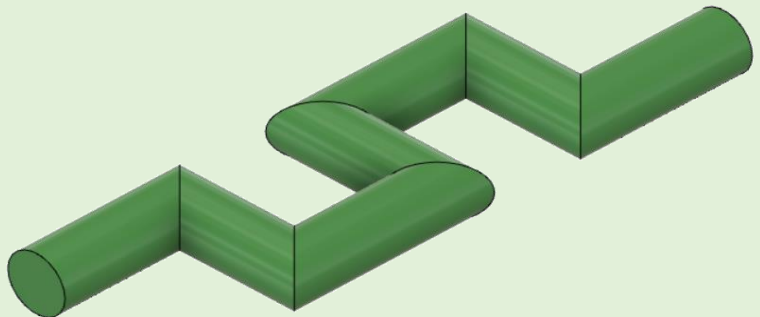


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MASTER

EMERGE

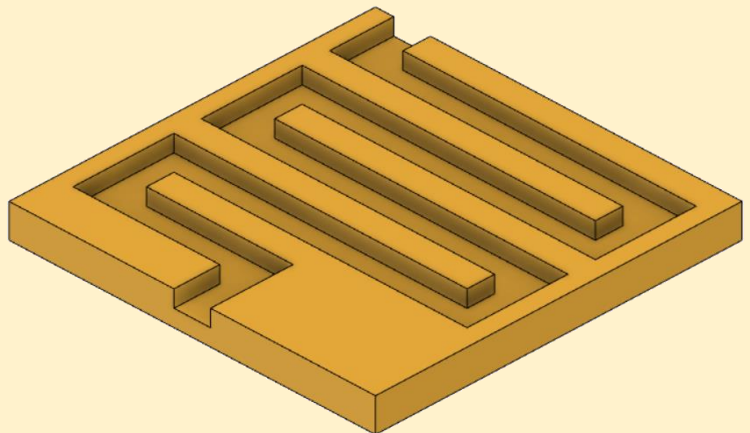


Sweep- twist

Sweep- create single path



Sweep



SECURE

Sweep- path and guide rails

Sweep- cut single path

DEVELOP



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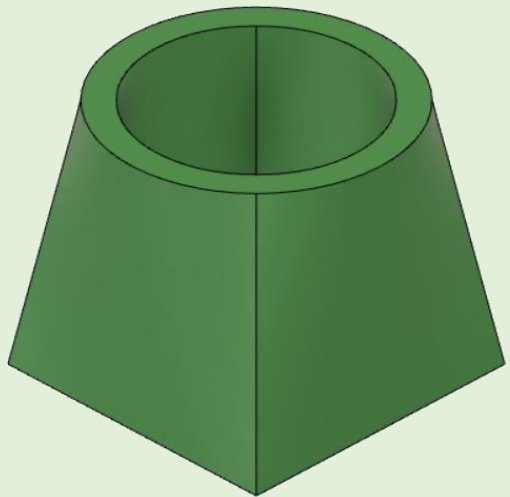


MASTER

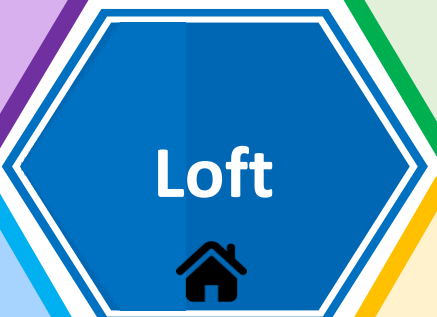


Loft- twist

EMERGE



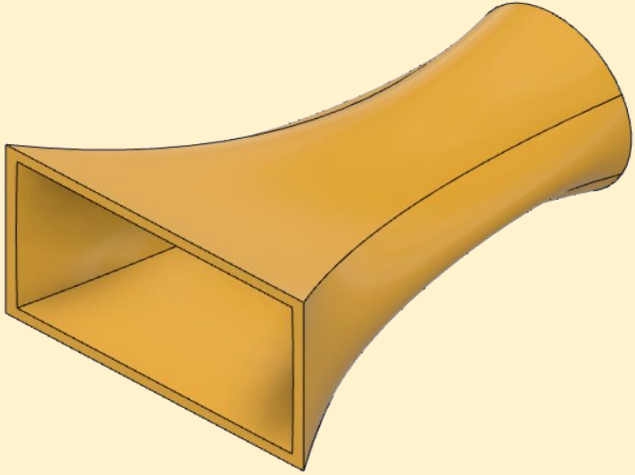
Loft- simple shapes



Loft



Loft- with rails



Loft- multiple sketches

SECURE

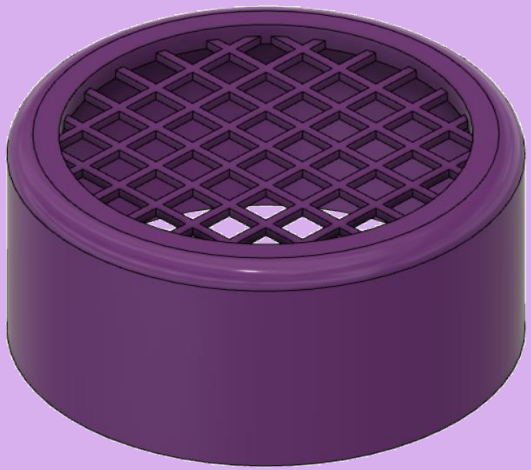
DEVELOP



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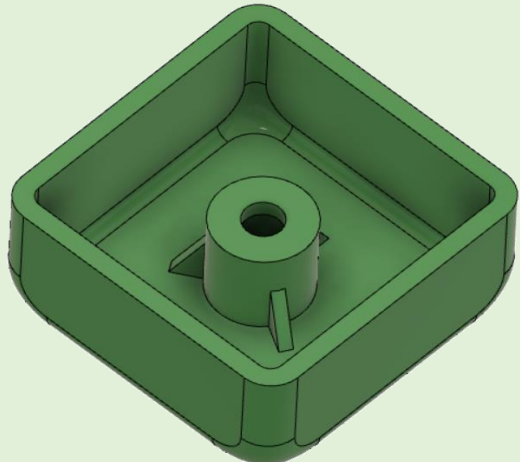


MASTER



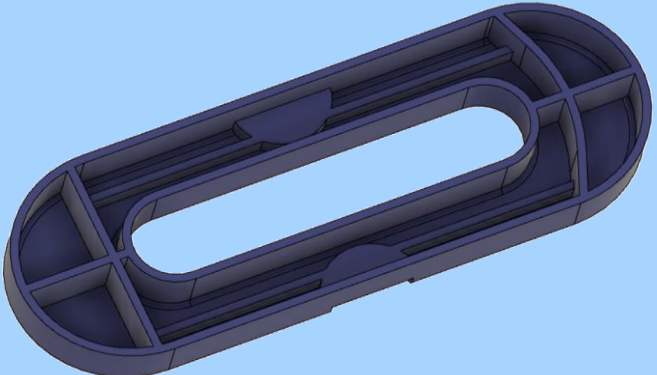
Web- depth control

EMERGE

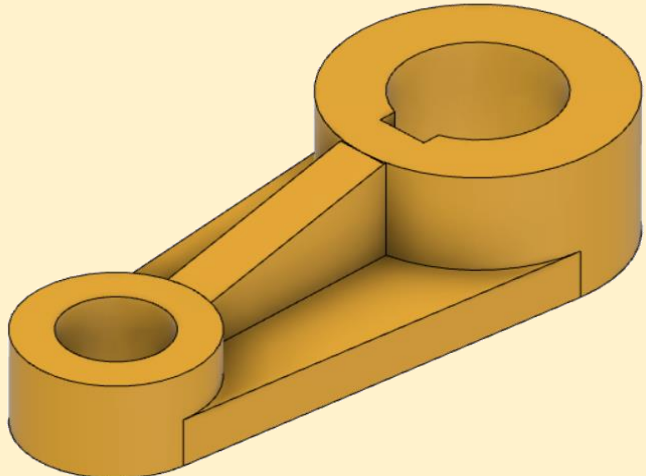


Rib- creating simple Injection Moulding features

Rib + Web



SECURE Web- extending and sketch plane



Rib- strengthen parts

DEVELOP



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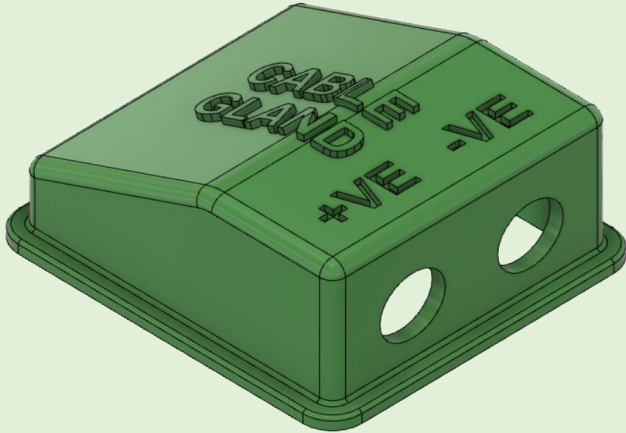


MASTER

EMERGE



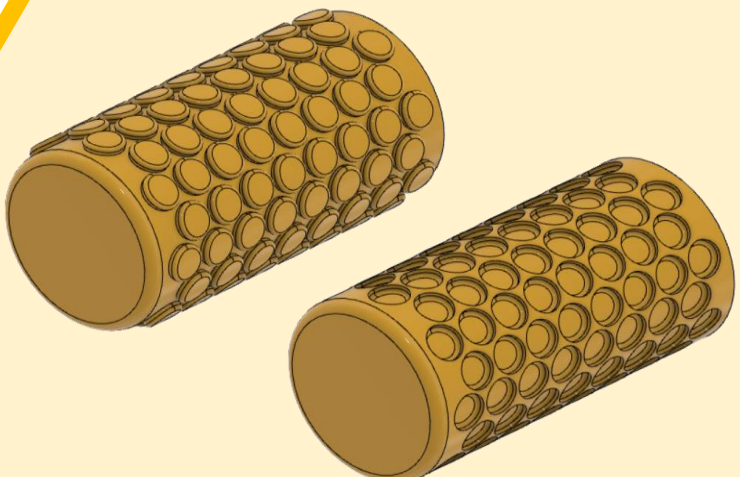
Deboss- double curve



Emboss- flat surface



Emboss- Sphere



Emboss/Deboss- curved/cylindrical surface

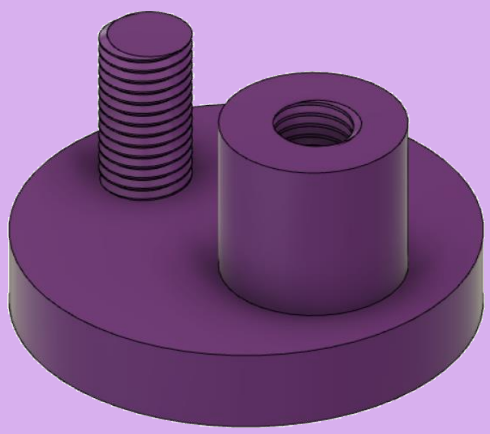
SECURE

DEVELOP



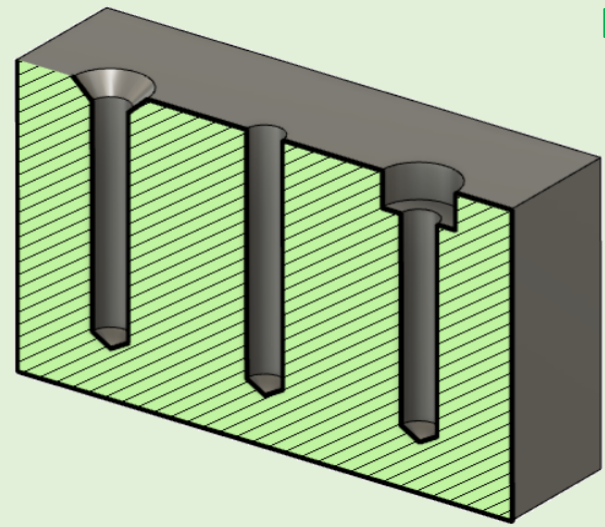
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MASTER



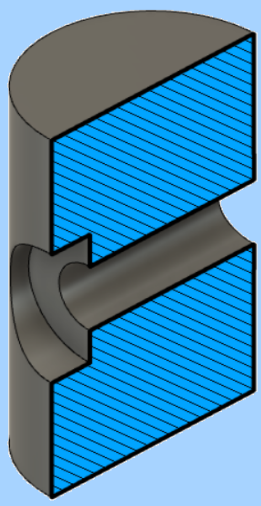
Thread- modelled/cosmetic

EMERGE

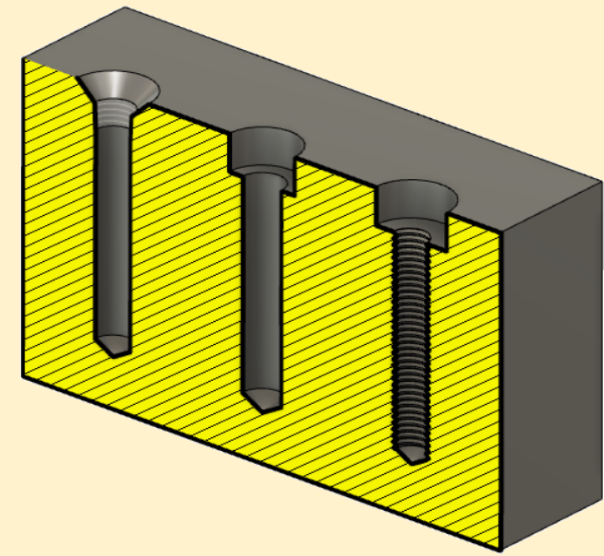


Hole- types

Hole+ Thread



Hole- Curved surface



Hole- tap types

DEVELOP

SECURE



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MASTER



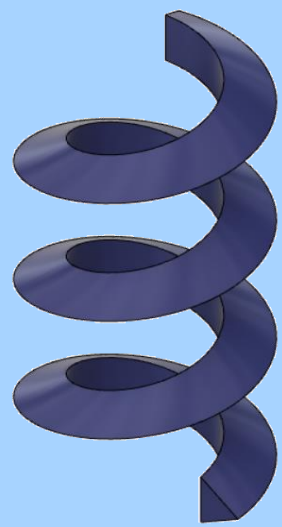
Coil- angle

EMERGE



Coil- revolution + height

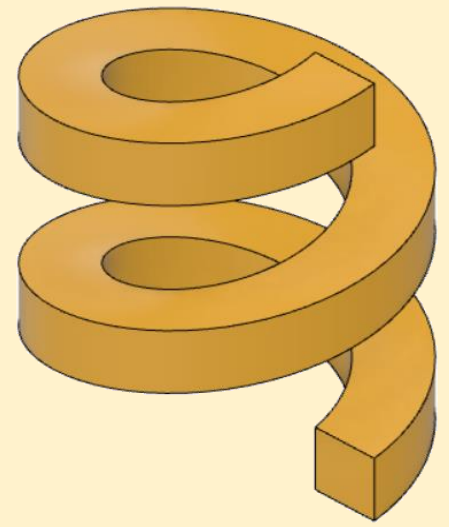
Coil



SECURE



Spiral- height and pitch



DEVELOP

Coil- revolution and pitch

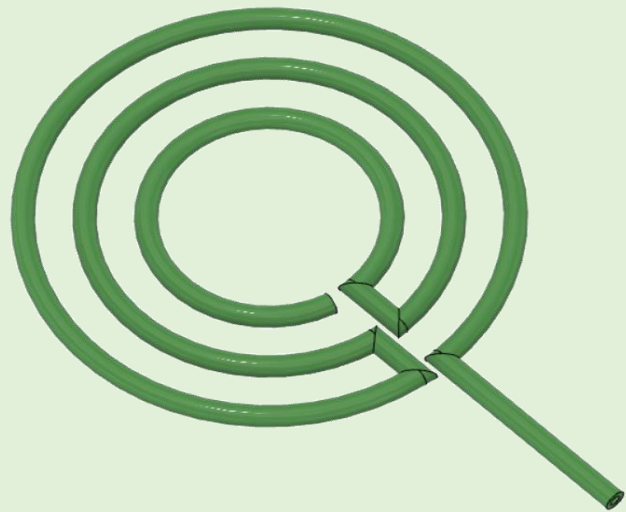
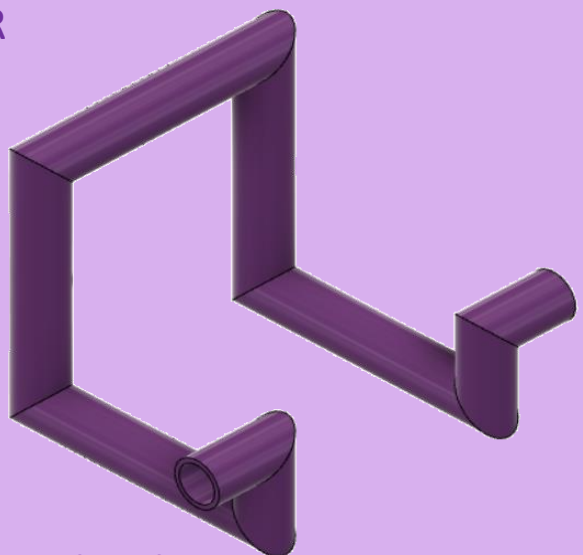


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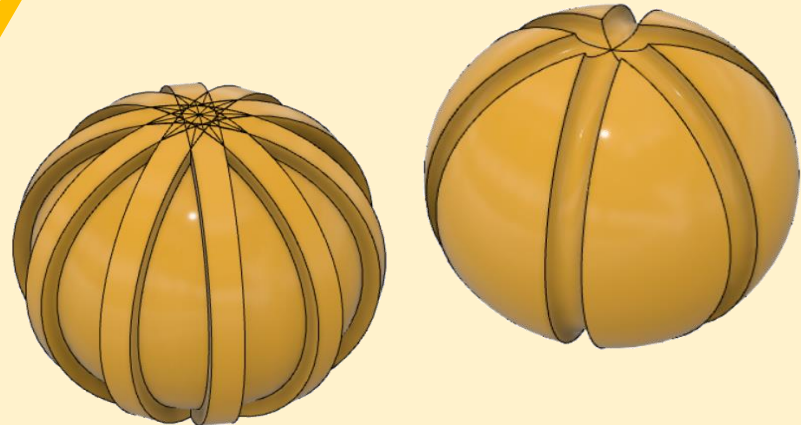
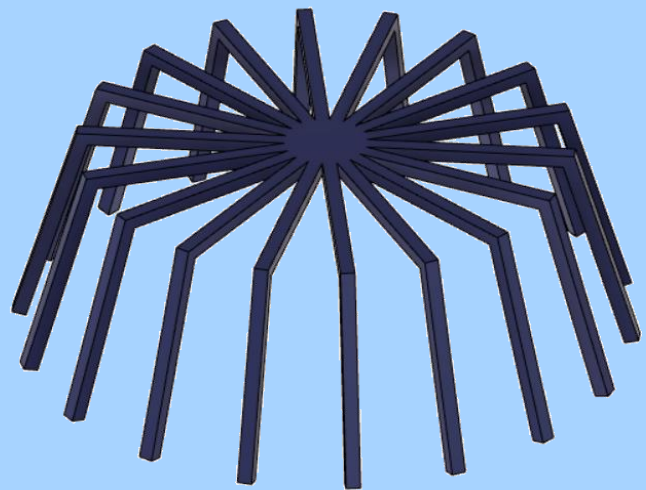
MASTER

EMERGE



Pipe- 3D sketching

Pipe- simple 2D pipes



SECURE

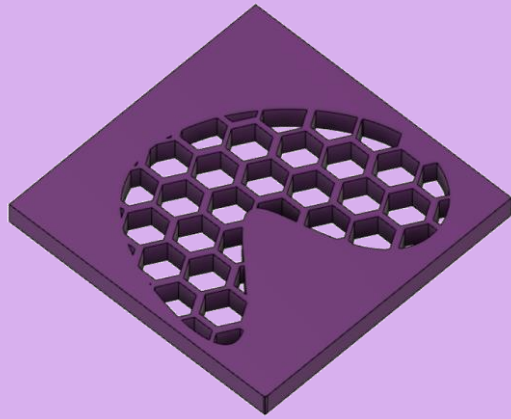
Pipe- pattern

Pipe- remove and add simple pipes DEVELOP



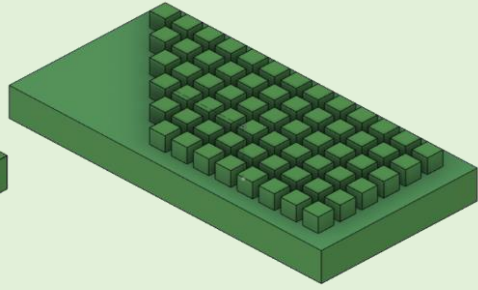
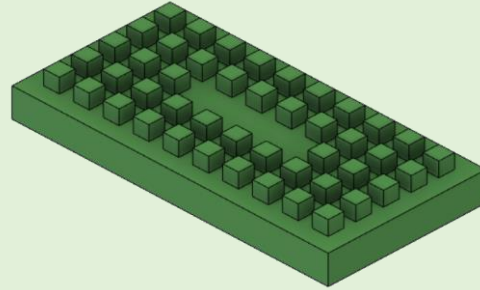
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MASTER



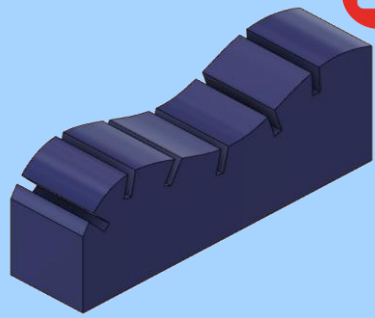
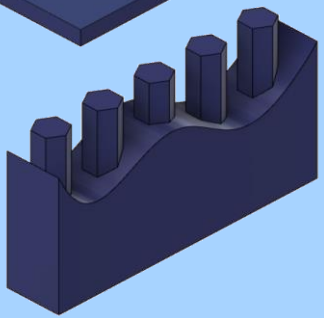
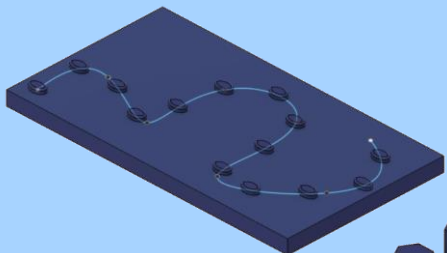
Pattern- fill a surface/masking

EMERGE

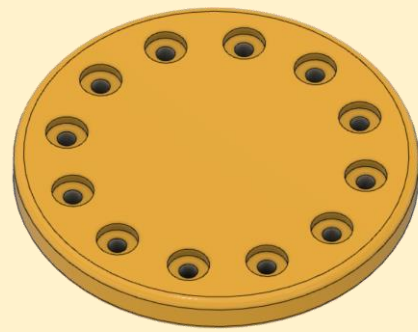


Rectangular

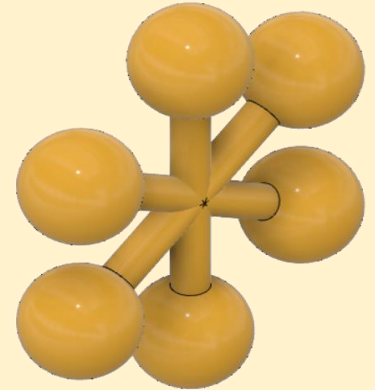
Pattern



Pattern- on a path



Circular



DEVELOP

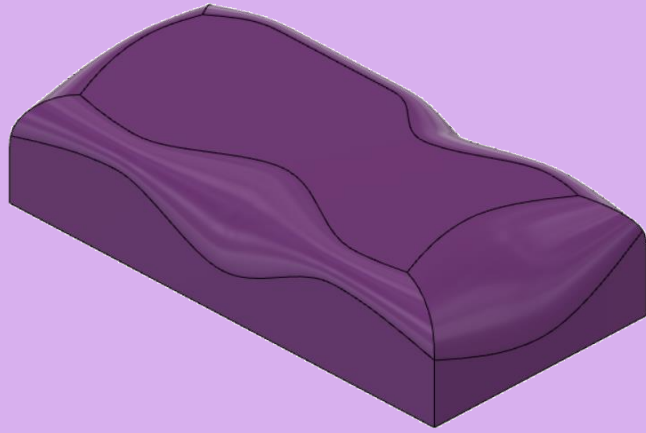
SECURE



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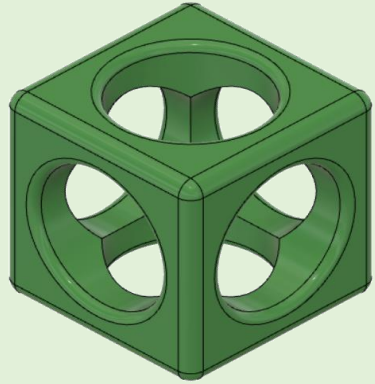
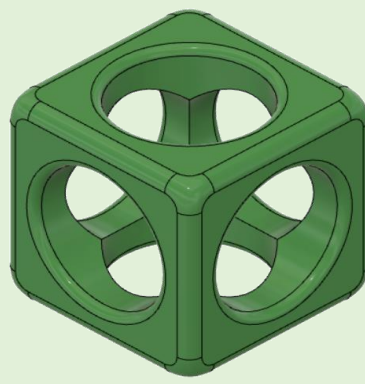


MASTER



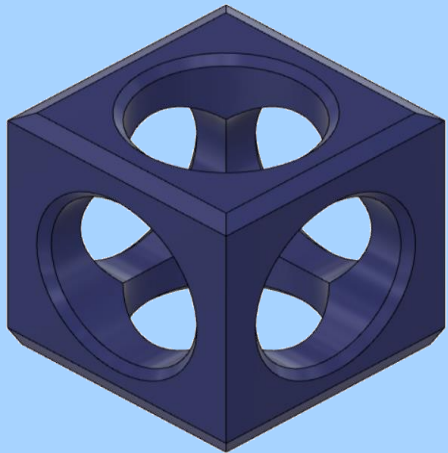
Fillet- variable

EMERGE



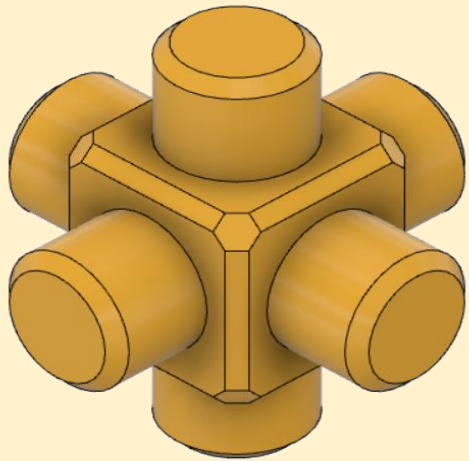
Fillet- constant, rolling and set back

Fillet + Chamfer



Chamfer- equal distance, two distance and angle

SECURE

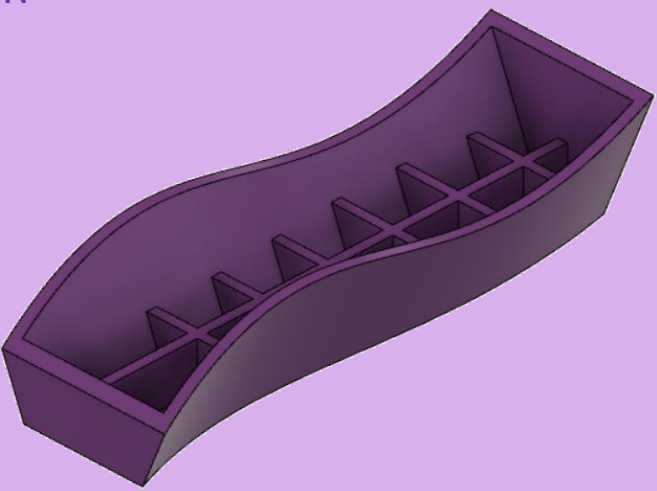


Chamfer- mitre and blend

DEVELOP

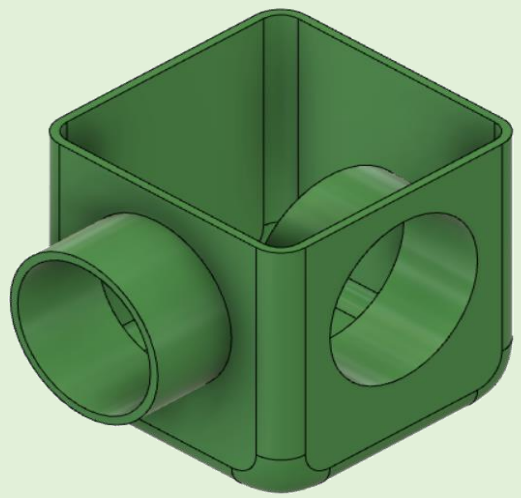


MASTER



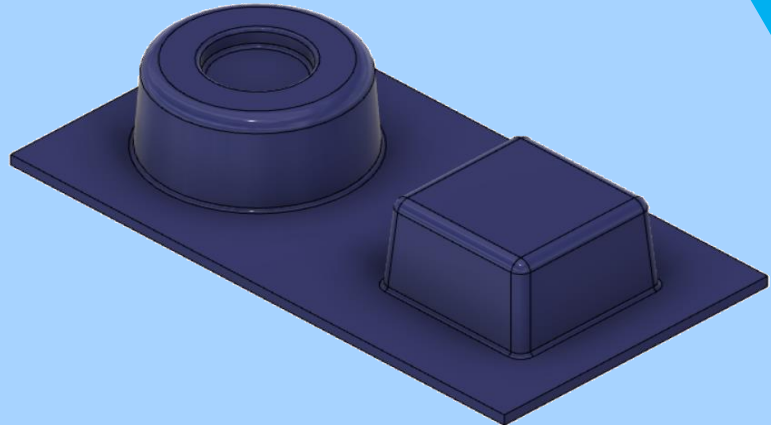
Draft- parting line

EMERGE

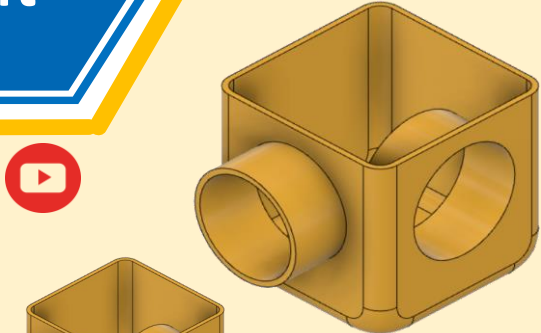


Shell- inside, out and timeline

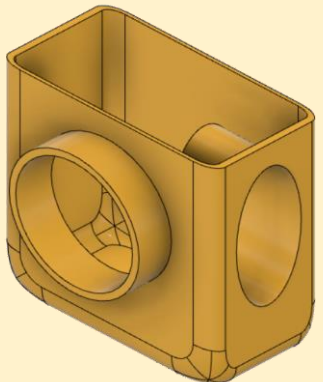
Shell, Scale, Draft



Draft- fixed plane



Scale- uniform and non uniform



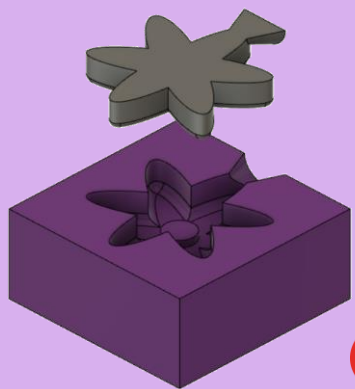
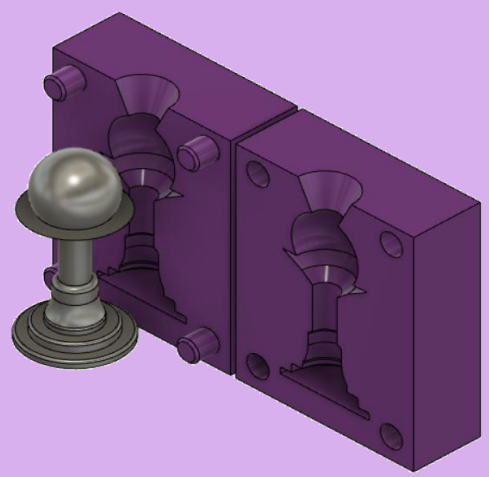
DEVELOP



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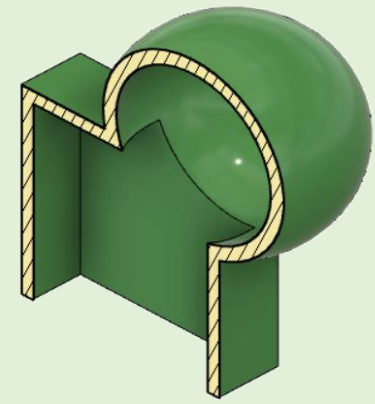
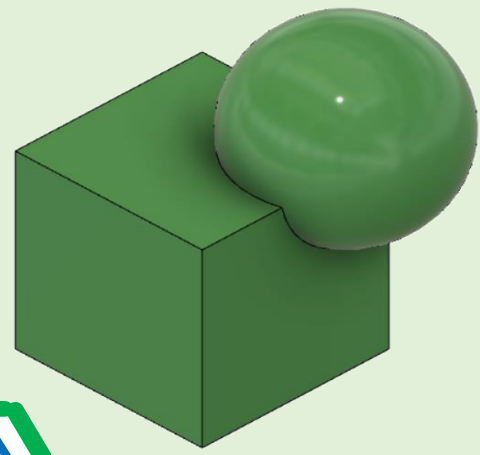
MASTER



Combine- Moulds



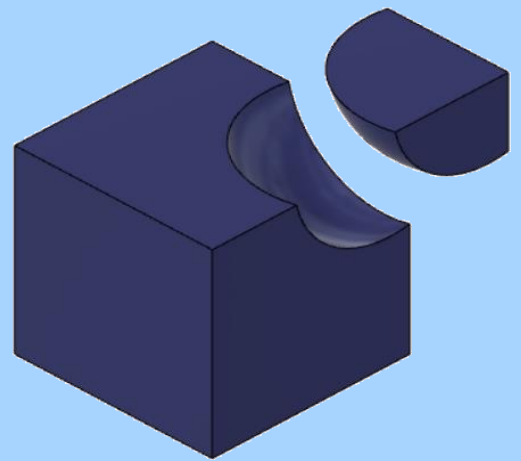
EMERGE



Combine- join

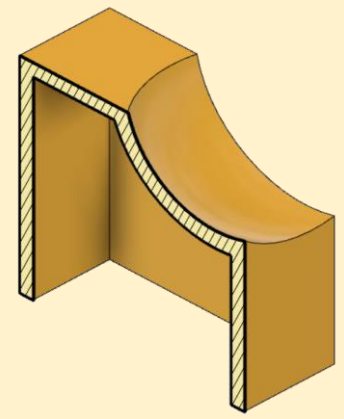
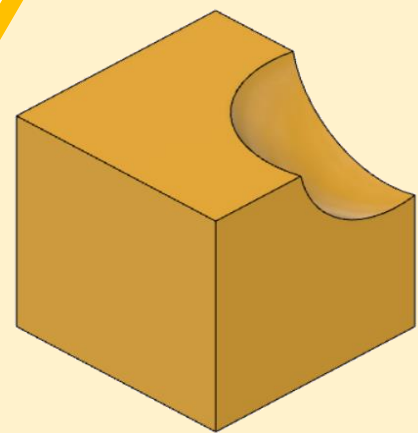


SECURE



Combine- intersect

Combine- cut



DEVELOP



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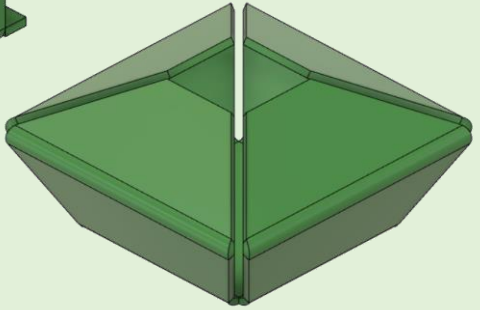
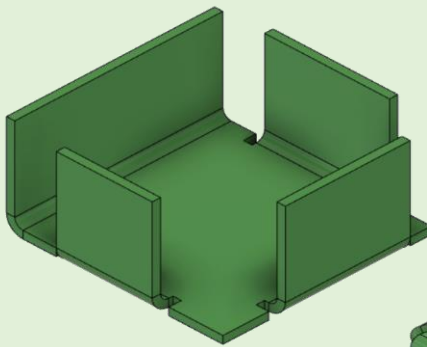


MASTER



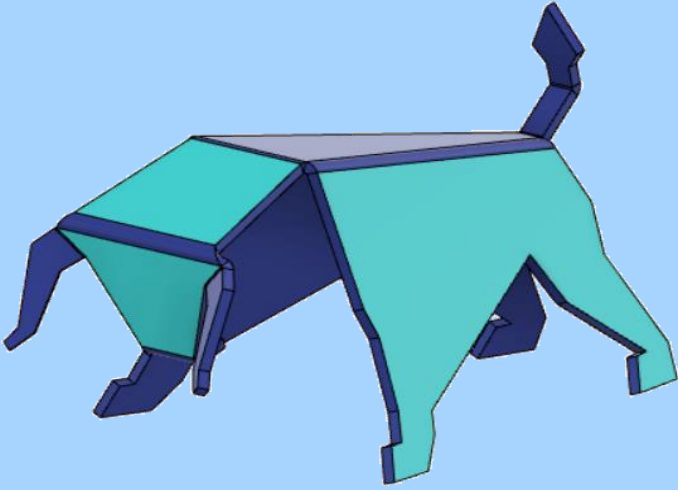
Sheet metal- cone

EMERGE

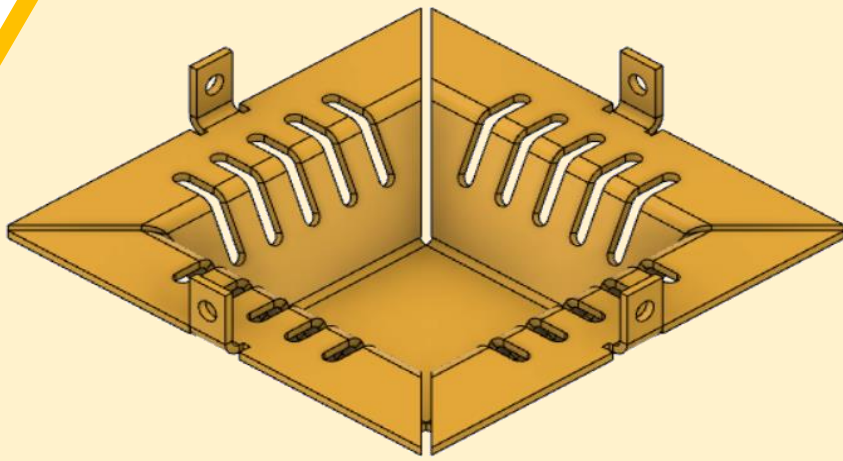


Sheet metal- flange types

Sheet Metal



Sheet metal- canvas and bends



Sheet metal- unfold and details

DEVELOP

SECURE

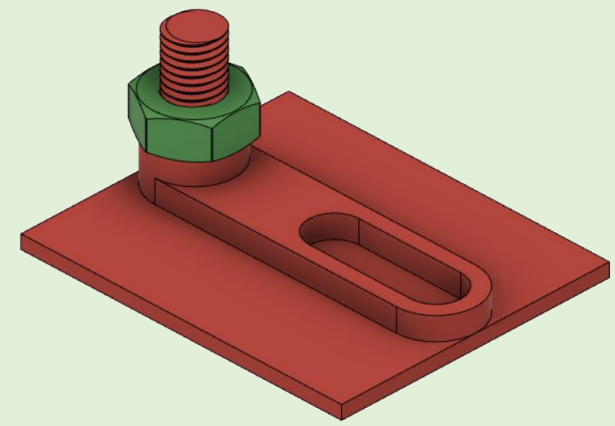
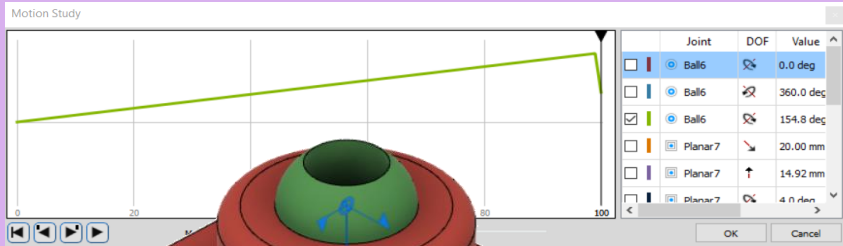


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MASTER

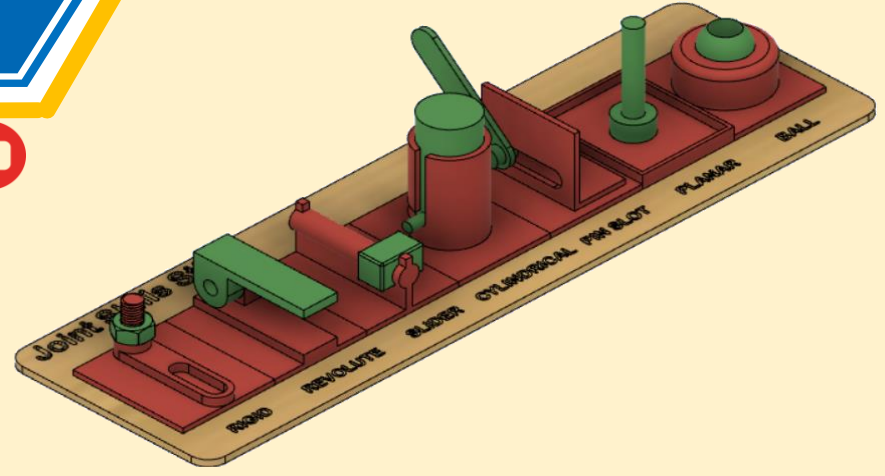
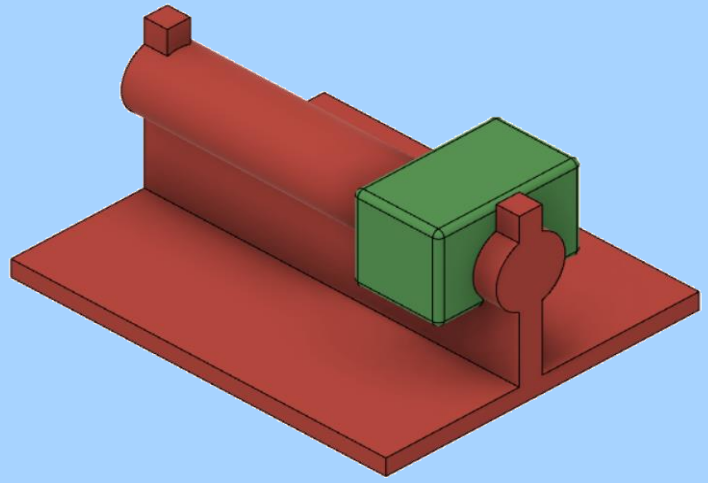
EMERGE



Motion Study

Joints- use of Components and Rigid

Joints

SECURE Contacts, Limits and Animation

Joints- Types

DEVELOP



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TEACHING THE NEXT GENERATION



SKETCH

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CAM

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TEACHING

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