

UNICRAPHIC





About Course

Unigraphics NX (also known as Siemens nx) is an advanced High-end CAD/CAM/CAE software package originally developed by UGS Corporation, But since 2007 it is owned by Siemens PLM Software. It is used, among other tasks, for Design ,Engineering analysis ,Manufacturing finished design by using included machining modules.

UNIGRAPHICS

(1) INTRODUCTION

Introduction to NX System Requirements Getting Started with NX Important Terms and Definitions Understanding the Functions of the Mouse Buttons Toolbars Hot Keys Color Scheme Dialog Boxes in NX Selecting Objects Deselecting Objects Selecting Objects Using the Quick Pick Dialog Box Self-Evaluation Test

DRAWING SKETCHES FOR SOLID MODELS

The Sketcher Environment Starting NX Starting a New Document in NX





Invoking Different NX Environments Creating Three Fixed Datum Planes (XC-YC, YC-ZC, XC-ZC) Displaying the WCS (Work Coordinate System) Invoking the Sketcher Environment Sketching Tools Drawing Sketches Using the Profile Tool Using Help Lines to Locate Points Drawing Individual Lines Drawing Arcs Drawing Circles Drawing Rectangles Placing Points Drawing Ellipses or Elliptical Arcs Drawing Conics Drawing Studio Splines Filleting Sketched Entities The Drawing Display Tools Fitting Entities in the Current Display Zooming to an Area Dynamic Zooming Panning Drawings Fitting View to Selection



Restoring the Original Orientation of the Sketching Plane
Setting Selection Filters in the Sketcher Environment
Selecting Objects
Deselecting Objects
Using Snap Points Options While Sketching
Deleting Sketched Entities
Exiting the Sketcher Environment

ADDING GEOMETRIC AND DIMENSIONS

Constraining Sketches Concept of Constrained Sketches Under-Constrain Fully-Constrain Over-Constrain Degree of Freedom Arrows Geometric Constraints Applying Additional Constraints Individually Applying Automatic Constraints to a Sketch Controlling Inferred Constraints Settings Showing All Constraints in a Sketch Turning off the Display of All Constraints in a Sketch Editing Sketched Entities by Dragging Exiting the Sketcher Environment Changing the View of the Sketch Creating Base Features by Extruding

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Extrude Dialog Box Options
Creating Solid Revolved Bodies
Hiding Entities
Showing Hidden Entities
Hiding All Entities Using a Single Tool
Rotating the View of a Model in 3D Space
Setting Display Modes

WORKING WITH DATUM PL

ANES, COORDINATE SYSTEMS
Additional Sketching and Reference Planes
Types of Datum Planes
Creating Three Fixed (Principle) Datum Planes
Creating Relative Datum Planes
Creating Datum Coordinate Systems
Creating Fixed and Relative Datum Axes
Other Extrusion Options
Specifying the Boolean Operation
Specifying Other Extrusion Termination Options
Projecting External Elements

ADVANCED MODELING TOOLS-I

Advanced Modeling Tools Creating Simple Holes



Creating Counter bore Holes Creating Countersink Holes Creating Holes by using the Hole Tool Creating General Holes Creating Drill Size Hole Creating Screw Clearance Hole Creating Threaded Hole Creating Hole Series Creating Grooves Creating Rectangular Grooves Creating Ball End Grooves Creating U Grooves Creating Slots Creating Rectangular Slots Creating Ball-End Slots Creating U-Slots Creating T-Slots Creating Dove-Tail Slots Creating Chamfers Creating a Chamfer Feature Using the Symmetric Method Creating a Chamfer Feature Using the Asymmetric Method Creating a Chamfer Feature Using the Offset and Angle Method Creating an Edge Blend



ADVANCED MODELING TOOLS-II

Advanced Modeling Tools Instance Feature Tool Creating Rectangular Arrays Using the Instance Feature Tool Creating Circular Arrays Using the Instance Feature Tool Using the Pattern Face Option of the Instance Feature Tool Mirror Feature Tool Mirror Body Tool Sweeping Sketches along the Guide Curves Creating Swept Features Creating Tubes or Cables Creating Threads Creating Symbolic Threads Creating Detailed Threads Creating Shell Features Shelling the Entire Solid Body

EDITING FEATURES AND

ADVANCED MODELING TOOLS-III
Editing Features
Editing a Hole Feature
Editing the Positioning of a Hole Feature



Editing the Positioning of a Groove Feature
Editing the Parameters of Features
Editing the Parameters of Features
Editing the Parameters of Features with Rollback
Editing Sketches of the Sketch-based Features
Reordering Features
Advanced Modeling Tools
Creating Boss Features
Creating Pocket Features
Creating Pad Features
Creating Drafts

ASSEMBLY MODELING-I

The Assembly Environment
Invoking the Assembly Environment Using the Assembly
Template from the New Dialog Box
Invoking the Assembly Environment
in the Current Part File
Types of Assembly Design Approaches
Creating Bottom-up Assemblies
Placing Components in the
Assembly Environment
Changing the Reference Set of a Component
Applying Assembly Constraints to Components

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Points to Remember while Assembling Components
Creating a Component Array in an Assembly
Replacing a Component in an Assembly
Moving a Component in an Assembly
Repositioning a Component in an Assembly
Mirroring a Component in an Assembly
Modifying a Component in the Assembly File

ASSEMBLY MODELING-II

The Top-down Assembly Design Approach Creating Components Using the Top-down Assembly Design Approach Creating Subassemblies Editing Assembly Constraints Modifying the Assembly Constraints Checking the Interference between the Components of an Assembly Checking Interference and Clearance Using the Check Clearance Analysis Checking Interference Using the Assembly Clearance Method Checking Interference and Clearance, and Analyzing Cross-sections of Components Using the View Section Tool Creating Exploded Views of an Assembly **Exploding Views Automatically** Exploding Views Manually

SURFACE MODELING

Introduction to Surface Modeling Invoking the Sheet Modeling Environment

Creating an Extruded Surface

Creating a Revolved Surface

Creating a Ruled Surface

Creating a Surface Using the Through Curves Tool

Creating a Surface Using the Through Curve Mesh Tool

Creating a Surface Using the

Four Point Surface Tool

Creating a Swoop Surface

Creating the Planar Surfaces from 2D Sketches and

Edges of Solid or Surface

Creating a Transition Surface Using the Transition Tool

Creating an N-Sided Surface

Creating a Silhouette

Flange Surface

Extending a Surface Using the Law Extension Tool

Creating a Surface Offset Using the Offset Surface Tool

Trimming and Extending a Surface Using the

Trim and Extend Tool

Trimming a Sheet by Using the Trimmed Sheet Tool

Creating a Surface Using the Studio Surface Tool

Creating a Surface between Two Walls

Using the Styled Blend Tool



Creating Surfaces Using the Styled Sweep Tool Sewing Individual Surfaces into a Single Surface Adding Thickness to a Surface

ADVANCED SURFACE MODELING

Creating Curves from Bodies
Creating Intersection Curves
Creating Section Curves
Creating Extract Curves
Advanced Surface Modeling Tools
Creating Dart Features
Creating Emboss Sheet Features
Creating Face Blend Features
Creating Soft Blend Features
Creating Fillet Features
Creating Bridge Features

GENERATING, EDITING, AND DI

MENSIONING THE DRAWING VIEWS
The Drafting Environment
Invoking the Drafting Environment Using the Drawing
Template from the New Dialog Box
Invoking the Drafting Environment in
the Current Part File

Editing the Drawing Sheet Parameters in the Drafting Environment Invoking the Drafting Tools Types of Drawing Views in NX Base View Projected View Detail View Section View Auxiliary View Half-Section View Revolved Section View Break-Out Section View Broken View Generating Drawing Views Generating the Base View Generating the Orthographic Drawing Views Using the Projected View Tool Generating the Detail View Using the Detail View Tool Generating Section Views Using the Section View Tool Generating the Half Section View Using the Half Section View Tool Generating the Revolved Section View Generating the Break-Out Section View Generating the Broken View Manipulating the Drawing View



Aligning the Drawing Views Using the Align View Tool View Boundary Displaying the Model Using the Display Sheet Tool Inserting a Drawing Sheet Using the New Sheet Tool Modifying the Properties of a Generated Drawing View the Scale Value of the Drawing View Adding Dimensions to the Drawing Views Retrieving Dimensions from the Model Adding Dimensions to the Drawing View Generating Exploded Views of an Assembly Creating Parts List and Associative Balloons Creating a Parts List for an Assembly Creating Associative Balloons Creating a Tabular Note (Title Block) Adding Multiline Text to a Drawing Sheet Printing Tools Print Plot

SYNCHRONOUS MODELING

Introduction
Move Face
Pull Face
Offset Region
Replace Face



Resize Blend Resize Face Delete Face Copy Face Cut Face Paste Face Mirror Face Pattern Face Resize Chamfer Label Chamfer Make Coplanar Make Coaxial Make Tangent Make Symmetric Make Parallel Make Perpendicular Make Fixed Show Related Face Linear Dimension Angular Dimension Radial Dimension Shell Body Shell Face Change Shell Thickness Group Face Cross Section

























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