



KeyCreator Essentials Course

Live Web-Based

4 Sessions - 3.5 Hours Each

SESSION ONE

Introduction- Simple fast build of solid model with associated Layout- A roadmap for using KeyCreator

- Create Block/ Blend Top/ Fast Shell/ Drill Hole
- Create Associated Layout/ Add Dimension/ Toggle to Model
- Edit Hole To C'Bore/ Toggle back to Layout/ Talk about process

Basics-2D Construction

- Two Dimensional Construction/ Lines, Rectangles, Circles, Arcs/ Fillets, Trims
- Create a Basic 2D Drawing

Xform Basics

- Delta/ Old-New/ Rotate/ Mirror/ Box-Move

The Interface and System

- Application Palettes/ Toolbars/ Status Bar/ The Workspace Concept
- Hot Keys/ Properties Sheet-Template Files/ Configuration Options/ System Settings

Introduction to Detailing

- Linear Dimensions/ Radial/Circular Dimensions/ Ordinate Dimensions/ Quick Dimensions
- Notes, Labels/ Field Notes, Symbols/ Auto Dimension/ Coordinate Dimension
- Generic Edit/ Generic Move/ Detail Formatting

SESSION TWO

Levels

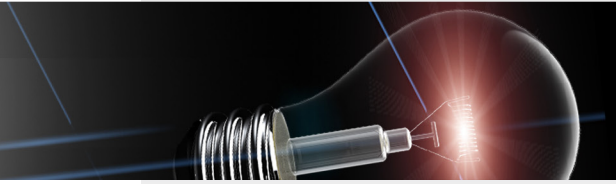
- Toggle Splitter/ Manipulate Levels/ Active Level/ Sublevels, Create level/ Entity Properties By Level
- Copying-Pasting-Level Control in Destination File/ Save Column Layout/ Introduce Tree Window
- Masking/ Show Additional Panes-Left Pane(Part Ref, Features, Etc.)

File Handling, Importing, Exporting

- File Save, Save As (CKD, CKT)/ Copy, Paste
- File Import/ File Export/ Batch Translator
- PDF Export

Introduction to Solid Modeling

- Using Primitives/ Class One Parts/ Fast Shell
- Construction Plane Basics/ Combining Two Extrudes
- Common Plane Extrudes/ Manifold Parts/ Basic Booleans
- Extrude/ Revolve/ Sweep/ Loft/ Helix/ Pipe
- Adding Draft/ Basic Shelled Parts
- Solid Features/ Drilling/ Cutting



SESSION THREE

Solid Modifications- Basic Face Tools

- Extrude Face/ Offset Face/ Transform Face/ Taper Face/ Offset Solid

Basic Solid Feature Manipulation

- Edit Hole/ Edit Blend/ Remove Feature/ Suppress Feature

Xform Basics

- Delta/ Old-New/ Rotate/ Mirror/ Box-Move

Introduction to Layout Mode

- Layout Dialog/ Toggle Layout to Model to Layout/ Automatic Instance Creation Versus Manual
- Isometric Instance/ Layout Specific Entities/ Section Views/ Detail Callouts
- Model Mode Detail Entities/ Generic Edit in Layout

Layout Mode Manipulations

- Level management in Layout Mode/ Multiple Layouts-Using the Tree Window
- Bursting a layout and Drawing Revision Control/ Rendering in Layout Mode
- Modifying Part in Model Mode-Change in Layout

SESSION FOUR

Sheet Metal Basics

- Start with Primitive Block/ Shell Block/ Cut Sheet Metal Corner/ AutoBend Corner
- Create Flange/ Create Bend Relief/ Add Sheet Metal Bend/ Edit Sheet Metal Bend/ Unbend All

Solid Patterns

- Linear/ Circular/ Cylindrical/ Xform Dynamic Free Array/ Xform Dynamic Linear Array

Interactive Solid Manipulation

- Dynamic Face/ Dimension Driven Editing/ Xform Dynamic

Fasteners & Features

- Fasteners/ Create as Mechanical Object/ Features
- WP Shapes/ Gears/Sprockets/Springs

Rendering & Visualization

- Rendering Options/ Face Colors/ Texture Mapping
- Transparency Options/ Environmental Mapping/ Background Image/ Cutting Plane