

TTPRO Training Courses

- The most detailed training courses on the market!
- Enhance your skills from beginner to Professional
- Master skills you need to gain a profession edge

All the commands are presented in a click-by-click manner. The tutorial covers the major concepts and frequently used commands required to advance from a novice to an intermediate user level. This tutorial also includes some advance level techniques for students to level up their skills to be an advanced user.

Creo 3.0 training courses Index

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TTPRO Creo 3.0 Video Training Courses Table of Content

- I. Introduction.
- II. File configuration:
- III. Customization
 - 1. How to set up common option
 - 2. Like background
 - 3. System settings
 - 4. Selection, etc.
- IV. User Interface, View Controls and Model Structure
 - 5. New file, open, save, back up, delete file, rename file, active window, close file, exit system.
 - 6. Introduction_ of menu
 - 7. Introduction_ tool bar
 - 8. Basic commands and modeling window
 - 9. Adjust view with mouse, redirect view
 - 10. Basic operation and view control
 - 11. Model display mode, view (solid, wireframe...)
 - 12. Model display view (front, back, right, top...)
- V. Making sketch
 - 13. Sketching setting up (basic datum, and reference datum)
 - 14. Sketching_ Points
 - 15. Sketching_ lines, center line, construction line
 - 16. Sketching_ Rectangle shape (different way to draw rectangle)
 - 17. Sketching_ Circle (different way to draw circle)
 - 18. Sketching_ Ellipse (different ways to draw ellipse)
 - 19. Sketching_ Arc (different way to draw arc) and Spine line
 - 20. Sketching_ Fillet (different ways to fillet)
 - 21. Sketching_ Chamfer
 - 22. Sketching_ Offset and Thicken
 - 23. Sketching_ Text
 - 24. Sketching_ Palette
 - Sketch _ Editing**
 - 25. Sketch -Modify
 - 26. Sketch -Mirror
 - 27. Sketch-Divide
 - 28. Sketch-Delete Segment
 - 29. Sketch-Corner
 - 30. Sketch-Rotate Resize

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Sketch - Constraint

- 31. Sketch _ Constraint Vertical
- 32. Sketch _ Constraint Horizontal
- 33. Sketch _ Constraint _ Perpendicular
- 34. Sketch _ Constraint _ Tangent
- 35. Sketch _ Constraint _ Mid-point
- 36. Sketch _ Constraint _ Coincident
- 37. Sketch _ Constraint _ Symmetric
- 38. Sketch _ Constraint _ Equal
- 39. Sketch _ Constraint _ Parallel

Sketch Dimension

- 40. Sketch Dimension _ dia.
- 41. Sketch Dimension _ radius
- 42. Sketch Dimension _ horizontal
- 43. Sketch Dimension _ vertical
- 44. Sketch Dimension _ Angles

VI. Modeling features introduction

Modeling Datum

- 45. Modeling _ plane
- 46. Modeling _ Axis
- 47. Modeling _ point
- 48. Modeling _ coordinate System

Features

- 49. Feature _ Extrude
- 50. Feature _ Extrude Cut
- 51. Feature _ Revolve
- 52. Feature _ Revolve cut
- 53. Feature _ Sweep
- 54. Feature _ Sweep cut
- 55. Feature _ Sweep blend
- 56. Feature _ Sweep blend cut
- 57. Feature _ Blend
- 58. Feature _ Simple Hole,
- 59. Feature _ Standard Hole
- 60. Feature _ Drill Hole
- 61. Feature _ Hole Placement
- 62. Feature _ Hole Shape
- 63. Feature _ Hole Note
- 64. Feature _ Depth setting...
- 65. Feature _ Holes other detail introduction
- 66. Feature _ Round
- 67. Feature _ Chamfer
- 68. Feature _ Shell
- 69. Feature _ Rib

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Feature Editing

- 70. dimension pattern;
- 71. direction pattern;
- 72. Axis pattern
- 73. Pattern by points
- 74. Fill
- 75. pattern table
- 76. Mirror Feature
- 77. Projection

Design Changes (right button command of the feature) :

- 78. Suppress and un-suppress features;
- 79. Copy feature
- 80. Scale model
- 81. Edit the dimension on model.
- 82. Change description
- 83. Rename feature

VII. Surfaces

Making a surface

- 84. Inter-surface Trim
- 85. Surface Merge
- 86. Extend surface.
- 87. Intersect surface
- 88. Surface intersect
- 89. Solid intersect
- 90. Calculate volume for intersect.
- 91. Make intersect curve.
- 92. Surfaces. Make simple surface in 3D, style surface.
- 93. Thicken
- 94. Solidify

VIII. Parts

Measuring in model

- 95. Length
- 96. Distance
- 97. Angle
- 98. Diameter
- 99. Area
- 100. Volume
- 101. Mass

Making Parts

- 102. Assign material to part;
- 103. Create material spec.
- 104. Measure the Mass of the part

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Workshop I

Creating a Object (Part I) as attached drawing I with technique learned from previous sections.

Workshop II

Creating a Object (Part II) as attached drawing II with technique learned from previous sections Modeling Utilities

Workshop III

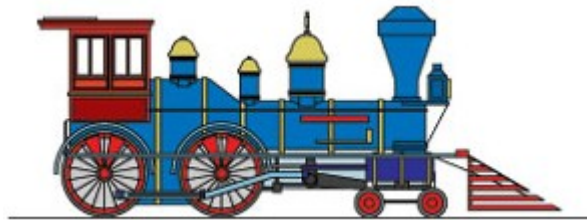
Creating a Object (Part III) as attached drawing III with technique learned from previous sections Modeling Utilities

Workshop IV

Creating a Object (Part III) as attached drawing III with technique learned from previous sections Modeling Utilities

Project - Make 3D models of toy train

Make 3D models for the toy train in imperial system : Make all the parts of the toy train with the techniques you learned. Chimney with yellow cap can be made as one part and scale it into three parts. Train total length is about 10". parts will be make in roughly scale. Dimension to be chosen as every 1/8" increasing. such as .125", .25", .05" 1.00", etc. Save all the 3D files into a folder as: **Train English**



105.Model_unit_exchange

Excise: Convert all the 3D models for toy train made in imperial system in previous project into 3D models of metric system. Save all the 3D files into a folder as: **Train Metric**

IX. Drawing

- 106. Layout Interface
- 107. New Sheet,
- 108. Sheet setup
- 109. Title Block
- 110. Relationship of drawing and model insert.
- 111. Views settings.
- 112. Add different views.
- 113. Save drawing and close file.
- 114. Use model created early and generate basic drawing as attached
- 115. Detail view

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- 116. Auxiliary view
- 117. Project view
- 118. Top view, front view, left view...
- 119. Section view- partial section
- 120. Section view- full section
- 121. Section view- half section
- 122. Section view- Offset section
- 123. Section view- Zoned section
- 124. Section view- Exclude part
- 125. Hatch/fill,
- 126. Draft group,
- 127. Move to sheet,
- 128. Erase/resume view;
- 129. Save the drawing and close file.
- 130. GD&T, Introduce GD&T and symbols in detail
- 131. Table; create table
- 132. Hole schedule.
- 133. Move to other sheet
- 134. Edit table.
- 135. Sketch in drawings. Sketch tab.

Workshop V: Make a drawing for the parts made in previous sections.

X. Assembly Fundamentals and interface.

- 136. Introduction all the assembly interface
- 137. Build assembly. add parts to assembly
- 138. Position options to build assembly
- 139. Measuring between parts
- 140. Interference
- 141. Clearance.
- 142. Replace Component
- 143. Repair assembly relationship
- 144. Parts Repeating installation
- 145. Pattern installation;
- 146. Copy and paste component;
- 147. Component hide/unhide;
- 148. Suppress/resume;
- 149. Searching component in subassembly
- 150. Different display mode:

Operation on assembly

- 151. Extruding cut
- 152. Sweep cut
- 153. All the other operation commands.
- 154. Cosmetic Sketch
- 155. Cosmetic thread
- 156. Front views
- 157. Back Views

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- 158. Top Views
- 159. Right View
- 160. 3D views
- 161. Explode view and position component and options
- 162. section view.
- 163. Rendering – assign colors;
- 164. Rendering – transparent;
- 165. Rendering to different part with different color;
- 166. Save model space as PDF,
- 167. snapshot
- 168. Step file
- 169. Other interexchange file.
- 170. Others need to know...

Workshop VI - Build assembly of the toy train with the models made in previous sections

Assembly Drawings:

- 171. Assembly Drawings,
- 172. General view
- 173. Parent view,
- 174. Project view
- 175. Detail view
- 176. Auxiliary view
- 177. 3D view
- 178. how to break relationship of each view.
- 179. View Alignment;
- 180. View display mode and other functions related.
- 181. Assembly Explode View set up
- 182. Position components in for the explode view.
- 183. Assembly Section View set up
- 184. Section view reference arrow,
- 185. Full Section View
- 186. Partial section View
- 187. Exclude parts from section view.
- 188. Made section view in drawing if model has not been set up sections.
- 189. Make Breaking View
- 190. Set up breaking view
- 191. Breaking View options.
- 192. Insert multi models.
- 193. Del model;
- 194. set model;
- 195. Remove model.
- 196. Model display.
- 197. BOM table
- 198. BOM bubble
- 199. Assembly Drawings,
- 200. Review tab Introduce functions and options in this tab.
- 201. Add Table
- 202. Add call out.

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- 203. Add notes and flag notes.
- 204. Add Rev. symbol.
- 205. Add BOM bubble to the drawing
- 206. Tolerance
- 207. GD&T
- 208. GD&T setting table.
- 209. Save drawing as PDF,
- 210. Save drawing inter-exchange file.
- 211. Plot setting.

XI. Advance commands and other settings.

- 212. 2D curve
- 213. Set up cylinder coordinate system
- 214. Make spiral points
- 215. 3D curve
- 216. Draft
- 217. Advanced Rounds and Tweaks
- 218. Copy feature from different model:
- 219. Wrap
- 220. Flexible part on assembly
- 221. Transparent; Light; Reflection Mapping texture
- 222. Parameter and relations.
- 223. Cross reference relations.
- 224. Design table function.
- 225. User Defined Features (UDF's)
- 226. Additional useful functions.
- 227. Manipulate layers

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