TATA TECHNOLOGIES



NX12

NX12 Advanced User Express (5 Days)

Advanced Interface Customizations

- Advanced Interface Customizations
 Introduction
- 2. Custom Tab in Ribbon Bar
- 3. Dialog Favorites
- 4. Recording Actions Using Journal
- 5. Recording Action using Macros
- 6. New User Command

Preferences and Customer Defaults

- 7. Customer Defaults
- 8. Customer Defaults versus Preferences
- 9. General Modeling Preferences
- 10. Selection Preferences
- 11. Visualization Preferences Color/Font
- 12. Visualization Preferences Line
- 13. Visualization Preferences Visual
- 14. Visualization Preferences Faceting
- 15. Visualization Preferences View/Screen
- 16. Visualization Templates

Advanced Curve Creation 1

- 17. Point Set
- 18. Intersection Curve
- 19. Project Curve
- 20. Combined Projection
- 21. Section Curve
- 22. Offset Curve
- 23. Offset Curve In Face
- 24. Mirror Curve
- 25. Composite Curve
- 26. Text
- 27. Helix
- 28. Removing Associative Curve Parameters
- 29. Bead Design Project

Advanced Sketch Creation

- 30. Sketch Overview
- 31. Creating a Sketch On Plane
- 32. Creating a Sketch On Path
- 33. Sketch Task Environment
- 34. Sketch Preferences

Advanced Sketch Operations

- 35. Reattach Sketch
- 36. Edit Defining Section
- 37. Recipe Curves
- 38. Project Curve

- 39. Intersection Curve
- 40. Add Existing Curves
- 41. Pattern Curve
- 42. Sketch Relations Browser
- 43. 2D Synchronous Tools
- 44. 2D Synchronous Curve Finder
- 45. Troubleshooting a Sketch Project
- 46. Modify Sketch Project
- 47. Phone Case Project

Advanced Expressions

- 48. User-Defined Expressions
- 49. Replace Expressions
- 50. Creating Conditional Expressions
- 51. Suppress by Expression
- 52. Bicycle Pedal Project

Advanced Design Features

- 53. Creating Threads
- 54. Thicken
- 55. Split Body
- 56. Scale Body
- 57. Rib
- 58. Rib Project
- 59. Emboss Body
- 60. Offset Face
- 61. Swept Volume
- 62. Bounding Body

Advanced Duplication

- 63. Mirror Feature
- 64. Extract Geometry
- 65. Extract Body Here
- 66. Isolate Object of Feature
- 67. Sprocket Project
- 68. Move Object
- 69. Moving Objects
- 70. Pattern Feature
- 71. Speaker Cover Patterns Project

Robust Modeling Methods

- 72. Selection Rules
- 73. Feature Intersection Selection Project
- 74. Replace Feature
- 75. Replacing Features

Reuse Library

- 76. Reuse Library Unit Introduction
- 77. Reuse Library Overview



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- 78. Creating a Custom Reuse Library
- 79. Defining a Sketch as a Reusable Object
- 80. Defining a Feature as a Reusable Object
- 81. Defining Faces as a Reusable Object
- 82. Defining a Part as a Reusable Object
- 83. Defining a Knowledge Enabled Part Template

Copy and Paste

- 84. Copy and Paste Unit Introduction
- 85. Copy and Paste Feature Overview
- 86. Copy and Paste Features
- 87. Copy and Paste Faces
- 88. Copy and Paste Features Project

User Defined Features

- 89. User Defined Features Unit Introduction
- 90. User Defined Features Overview
- 91. Advantages of User Defined Features
- 92. Configuring User Defined Features Libraries
- 93. Creating User Defined Features
- 94. Inserting User Defined Features
- 95. Redefining User Defined Features
- 96. Editing User Defined Features

Part Families

- 97. Part Families Unit Introduction
- 98. Part Families Overview
- 99. Creating a Part Family
- 100. Editing a Part Family
- 101. Adding Part Family Members to an Assembly
- 102. Part Family Member Selection Report
- 103. Part Families Best Practices
- 104. Part Family Connector Project

Synchronous Modeling

- 105. Synchronous Modeling Overview
- 106. Move Face
- 107. Offset Region
- 108. Resize Face and Replace Face
- 109. Delete Face
- 110. Label Notch Blend
- 111. Reorder Blends
- 112. Label Chamfers
- 113. Synchronous Edit Project

Advanced Curve Creation 2

- 114. Bridge Curve
- 115. Simplify Curve
- 116. Join Curves
- 117. Law Curve
- 118. Isocline Curve
- 119. Scale Curve
- 120. Spine Curve
- 121. Conics Overview
- 122. General Conic
- 123. Isoparametric Curve
- 124. Isoparametric Curve Project

Splines

- 125. Splines Unit Introduction
- 126. Spline Terminology
- 127. Snap Point
- 128. Studio Spline
- 129. Curve on Surface
- 130. Curve Analysis Display
- 131. Curve Analysis
- 132. Spline Analysis
- 133. Ratchet Body Project Task 1

Surface Creation

- 134. Alignment Methods
- 135. Ruled Surface
- 136. Through Curves Surface
- 137. Through Curve Mesh
- 138. Through Curve Mesh Surface
- 139. Simple Construction Method
- 140. Swept Surface with One Guide String
- 141. Swept Surface with Multiple Guide Strings
- 142. Editing Swept Surfaces
- 143. Fill Surface
- 144. Bounded Plane
- 145. Control Pad Project
- 146. Ratchet Body Project Task 2

Surface Operations

- 147. Trim Sheet
- 148. Trim and Extend
- 149. Enlarge
- 150. Law Extension Surface
- 151. Sew
- 152. Unsew



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153. Face Blend

Analyzing Faces and Bodies

- 154. Analyzing Faces and Bodies Unit Introduction
- 155. B-Surface Analysis
- 156. Face Analysis Overview
- 157. Reflection Analysis
- 158. Radius Analysis
- 159. Slope Analysis
- 160. Distance Analysis
- 161. Interpreting Face Analysis Results
- 162. Minimum Radius Analysis
- 163. Deviation Analysis
- 164. Examine Geometry
- 165. Examine Geometry Automatic

Translating Data

- 166. Translating Data Unit Introduction
- 167. Translation File Types
- 168. Translating the Data
- 169. Translators
- 170. Translating Files
- 171. Importing IGES, STEP, DXF and DWG Files
- 172. Exporting IGES, STEP, DXF and DWG Files
- 173. Heal Geometry

Convergent Modeling

- 174. Convergent Modeling Overview
- 175. Convergent Modeling Operations
- 176. STL Import
- 177. Facet Body from Body
- 178. Snip Facet Body Overview
- 179. Snip Facet Body

Advanced Assembly Loading

- 180. Open by Proximity
- 181. Bookmarks
- 182. Loading and Working with Lightweights
- 183. Component Groups
- 184. Creating Component Groups
- 185. Managing Component Groups
- 186. Component Groups in Part Project
- 187. Session Component Groups Project

Advanced Component Positions

- 188. Move Component
- 189. Constraining with Limits
- 190. Distance and Angle Constraints
- 191. Variable Positioning
- 192. Arrangements
- 193. Pattern Component
- 194. Constraints and Pattern Component Project

Assembly Cloning

- 195. Assembly Cloning Unit Introduction
- 196. Assembly Cloning Overview
- 197. Cloning Assemblies
- 198. Editing Existing Assemblies

Assembly Interpart Linking

- 199. Interpart Expressions
- 200. Creating and Editing Interpart Expressions
- 201. WAVE Introduction
- 202. WAVE Geometry Linker
- 203. Relations Browser

Exploded Assemblies

- 204. Exploded Assemblies Unit Introduction
- 205. Explosions
- 206. Creation and Editing Explosions
- 207. Managing Explosions
- 208. Tracelines



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