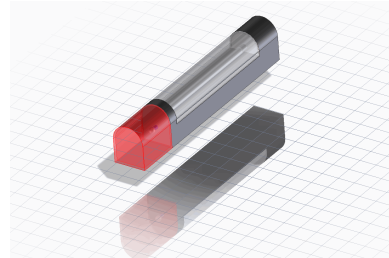


Annotation using Creo Elements/Direct 19.0

Overview

Course Code TRN-4532-T

Course Length 2 Days



In this course, you will learn how to create 2-D drawings using Creo Elements/Direct Annotation. You will create multiple-sheet drawings and generate various types of primary and dependant views with different types of update modes. You will also learn how to add all types of annotations to your drawing, ranging from dimensions, additional geometry and text, symbols, pictures, and even OLE objects. You will complete the design cycle by updating a drawing after modifying the 3-D model. Finally, you will conclude by adding a BOM to your assembly drawing. After completing this course, you will have a full understanding of the Creo Elements/Direct drawing creation process.

At the end of each module, you will complete a set of review questions to reinforce critical topics from that module. At the end of the course, you will complete a course assessment in Pro/FICIENCY intended to evaluate your understanding of the course as a whole.

Course Objectives

- Create drawings of 3-D models using Creo Elements/Direct Annotation
- Create and update various types of views
- Add annotations necessary to complete the drawing
- Add a BOM to an assembly drawing

Prerequisites

- Must be able to interpret engineering drawings, and have an understanding of drafting concepts
- Must have experience in the development of 2-D design using a CAD system
- Prior use or of Creo Elements/Direct Modeling

Audience

- This course is intended for designers, drafters, mechanical engineers, industrial engineers, illustrators, and tooling designers. People in related roles will also benefit from taking this course.
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Agenda

Day 1

Module	1	Introduction to Annotation and User Interface Customizations
Module	2	Creating an Annotation Drawing
Module	3	Creating Annotation Part Views
Module	4	Adding Annotations

Day 2

Module	5	Creating Annotation Assembly Views
Module	6	Adding BOM

Course Content

Module 1. Introduction to Annotation and User Interface Customizations

- i. Introducing Annotation
- ii. Introducing Annotation GUI
- iii. Understanding Drawing Structure 1
- iv. Understanding Drawing Structure 2
- v. Introducing Views
- vi. Introducing Additional Annotation
- vii. Introducing BOM
- viii. Introducing Drawing Colors
- ix. Introducing User Customizations
- x. Introducing Customization Directories
- xi. Using Shortcuts 1
- xii. Using Shortcuts 2

Knowledge Check Questions

Module 2. Creating an Annotation Drawing

- i. Creating a Drawing
- ii. Using the Template-Based Drawing Tool
- iii. Introducing Viewsets
- iv. Adding and Deleting Sheets
- v. Navigating and Moving Sheets
- vi. Changing Frames
- vii. Deleting and Resetting a Drawing

Knowledge Check Questions

Module 3. Creating Annotation Part Views

- i. Updating Views
- ii. Creating Orthogonal Views
- iii. Creating Isometric Views
- iv. Creating General Views
- v. Creating Section Views
- vi. Creating Detail Views
- vii. Creating Partial Views
- viii. Creating Broken Views
- ix. Show Settings
- x. Updating Views After 3-D Change

Knowledge Check Questions

Module 4. Adding Annotations

- i. Adding Dimensions 1
 - ii. Adding Dimensions 2
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- iii. Adding Dimension Appendages
- iv. Modifying Dimensions 1
- v. Modifying Dimensions 2
- vi. Inserting Picture
- vii. Adding Geometry
- viii. Adding Text
- ix. Adding Sketch
- x. Adding Symbol
- xi. Adding an Associative Bolt Circle
- xii. Creating Templates
- xiii. Deleting Geometry
- xiv. Highlighting Owner
- xv. Moving and Changing Ownership

Knowledge Check Questions

Module 5. Creating Annotation Assembly Views

- i. Attaching Drawings
- ii. Exploring Update Modes
- iii. Introducing View Properties
- iv. Creating an Assembly Drawing Using View Profiles
- v. Managing View Content
- vi. Adding Hatch
- vii. Creating Section Views for Assemblies
- viii. Securing Parts for Section Views
- ix. Pressfit in Annotation
- x. Creating Cutaway Views
- xi. Creating Dependent General Views
- xii. Creating Exploded Views

Knowledge Check Questions

Module 6. Adding BOM

- i. Introducing Bill Of Material
- ii. Scanning 3-D Model
- iii. Assigning Position Number
- iv. Drawing BOM Table
- v. Attaching the Position Flags

Knowledge Check Questions
