

Laboratory #5b

Design Modeling Using UG NX6

Feb. 26 – Mar 5, 2009

Objectives:

Get familiar with

- Unigraphics NX 6 Users' Interface: *Menus and Windows*
- Generation of User Defined Feature via 2D Sketching
- Picking, Placing and Re-definition of Features
- Generation of a 3D Feature-based Model
- Engineering Drawing Generation
 - Viewport Generation
 - Drawing Configuration Setup
 - Dimensioning

Instructions:

Part I – Warm up

1. Review of the lecture notes on a overview of UG NX 6 features and the tutorials posted on the course web:
 - NX CAST 6 - A Comprehensive NX CAST 6 Tutorial
 - NX5 for Engineering Design - A Complete Tutorial (M. C. Leu and A. Joshi, Missouri Univ of Sci. & Tech.)
 - Parametric Modeling with UGS NX 6 Book (by Randy H. Shih, from SDC)
 - Sample Chapter 2 - Parametric Modeling Fundamentals
 - NX6 Modeling Tutorial by John K. Layer (2008-8-26)
 - UGS NX Drafting Tutorial (Michigan Tech Univ)
2. Practice UG NX 6 sketching and 3D feature-based modeling functions and create the part model.

Part II – Model Generation

The subject of model is flexible with two alternatives:

1. Any mechanical part with reasonably complex geometry (more complex than the part given in II.2 or Lab 1).
2. The same mechanical part modeling in Lab 1, as shown in the following figure.

