Pro Engineer

8th Grade Industrial Technology

Refit Button-Brings object back to the center of the page

Name View List Button- Rotate an object to a specific view such as the front, back, top, etc.

Sketch Tool-Allows you to draw basic shapes for your object (2D)

One-by-One Tool (arrow)- Allows you to select items on your drawing

Hole Tool- Cuts holes in your object (Set 3 items: diameter, depth, reference points)

Extrude Tool- Makes sketches 3D; add and remove material

Revolve Tool- Creates a three dimensional object/feature by revolving a sketched object around a centerline (Can be used to add and remove material)

Mirror Tool- Allows you to copy items by mirroring them by using a plane as a reference (folding) point

Rectangle Tool- Used to draw rectangular shapes

Line Tool- Allows you to draw a sketch or parts of a sketch, one line segment at a time (First click starts the line, second click ends the first line and starts the second line)

Circle Tool- Used to draw circular shapes

Normal Tool- Used to create a new dimension (3 clicks: left click first line, left click second line, click the ball in the center)

Modify Tool- Change multiple dimensions at the same time

Delete Segment- used to delete segments of your sketch that are not needed

Done Button (Check Mark)- Accept your drawings/sketches

Pattern Tool- Create a pattern (holes, notches, etc); when using pattern tool on a circular object use the axis as the reference point.

Edge Chamfer- used to create a bevel (chamfer) on a edge (corner) of an object
Round Tool- used to create a radius (round-over) on the edge (corner) of an object.

Axis Display Button- Displays the axis on the object you are drawing

Plane Display Button- Displays the planes on the object you are drawing

Rotating an object with the mouse- Click and hold the ball on the mouse and then move the mouse

Zooming in and out of an object with the mouse- Scroll the ball on the mouse

Views of solid object- 6 views: front, back, top, bottom, left, right