



## NX, Modelling

Description for images: number of description = file name of the corresponding picture.  
For default NX environment settings.

1.  
Start of work. Open the file in folder.
2.  
Introduction view of the Modeler.
3.  
Enter to mode „Sketch“ for creating 2D section. Plane definition – 2D space for sketch.
4.  
Sketch: creating of the 2D object.
5. 6.  
Parametrization of the 2D objects (2D entities) through dimensions.
7.  
Parametrization of the 2D objects (2D entities) through constraints.
8.  
End mode „Sketch“
9. 10.  
Use the function „Extrude“ for extrude of 2D section to the 3D space.  
Setting of function type for choice of the 2D section. (Stop at intersection, ...).
11.  
Settings of extrude parameters.
12.  
Definition of the plane for 2D „Sketch“.  
Use the feature „Quick Pick“ for choice from more types of entities for choice. „Quick Pick“ activate view: by 3 dots (...).
13.  
Create 2D object on the plane and dimensions.
14.  
Setting of extrude parameters, cutting volume (intersection) through all 3D object.
15.  
Use the function „Edge Blend“.
16.  
Saving of the 3D model file. File/Save



17.

View to filesystem after file save.

18.

Object manipulation and visual properties.

MR: mouse right button

ML: mouse left button

MC: mouse center button

Rotation: MC + mouse move

Zoom: MC + ML + mouse move

Move: MC + MR + mouse move

Functions for pro object manipulation and visual properties setting:

- Top menu, bookmark: View
- Menu bar above the main working area, left part of top menu

19.

History tree of the 3D model (part) creating.

Relevant bookmark is on the left menu.

Access to the items of history and editing possibility.

20.

Hide an item of the history tree.

Edge Blend.

21.

Roll over menu on item of the history tree on the MR.

e.g.

Hide item

Edit Parameters of item

22.

Layers.

Possibilities of objects separation to the more different layers.

Display filter is on the right bottom in the form window.

The main working layer: 1 (Work).

23.

Layers.

Setting of the filter on the right bottom roll over menu: All Layers.

More types of filter setting possibility.

24.

Move the object to another layer.

Select object to move.

25.

Move to another layer.

Manual insert number of layer for move object.



26. 27. 28.

Move the object to another layer.

Display a new layer with the object, which was moved to the layer 100.

Set of new layer category name.

Hide of the layer.

29. 30.

File save.

File close, end of work with NX files.

The model file is usable for next work – simulation FEM and next SIM.