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## PTC Product Focus

### Advanced Rendering Extension (ARX)

Advanced Rendering Extension (ARX) adds the tools to take your photo rendering to the next level

With Pro/ENGINEER Advanced Rendering, designers have rendering that can keep up with their imaginations. Images render faster and more accurately, sure. But Pro/ENGINEER Advanced Rendering also provides the ability for enhanced lighting and shadowing, volumetric light scattering and a whole lot more. Need effects like fog and depth of field? No problem, new environment effects deliver the highest degree of photo realism available for designs which can include real-world lighting, accurate reflections and shadows, and just about anything else designers can envision.



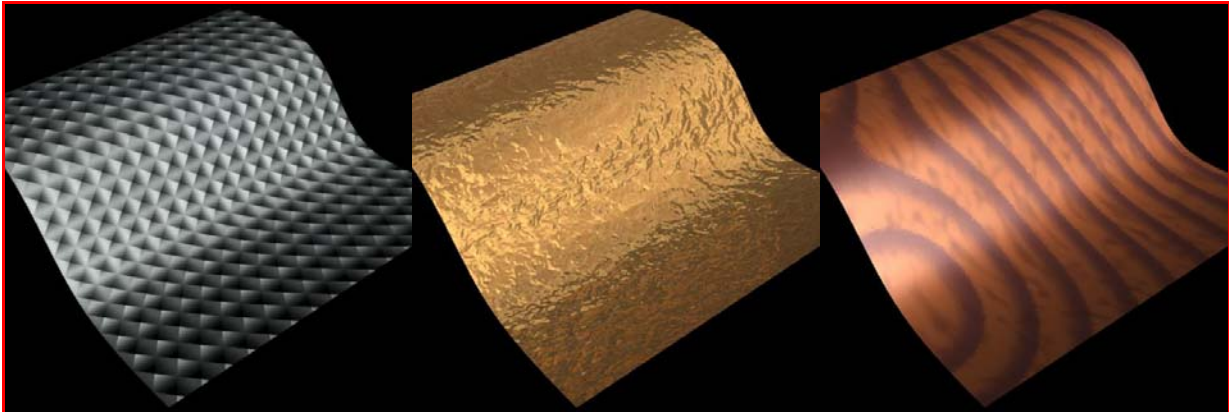
### Why Photorender?

The simple fact is that companies who are winning business in today's markets are going the extra mile in every way to show and prove their products value to potential customers. Photo-realistic rendering is just one more way customer's can get the biggest bang for their buck with respect to marketing and sales without having to bother with expensive prototyping.

Providing 3D images or animations enhance the first impression of a design and impresses clients. Material can be set, textures and decals can be applied, environment effects and lighting can be accurately simulated, and the product can be shown in multiple colors and backgrounds allowing it to be visualized in its natural environment. This is especially helpful when rapid prototyping is impractical, due to the size and cost of a particular project. Renderings can be used in the design of final sales materials and manuals before a single dime is spent on manufacturing. High quality images and animations are powerful tools for salespersons to use in customer presentations.

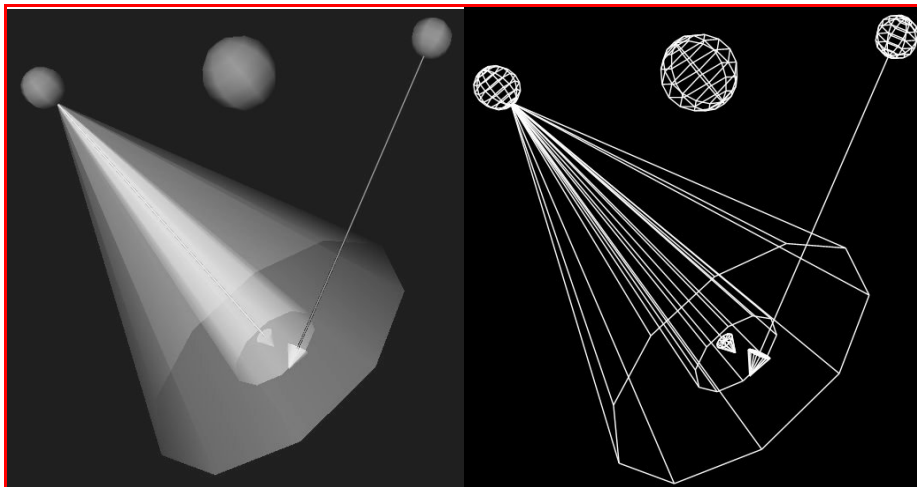
## New Materials

200 new materials have been added to the material library.



## Lighting Control

All light icons can now be displayed either shaded or wireframe.



## New Effect: Lens Flare

Think of the flash you get from a camera, or the glare from a headlight. This is lens flare. Lens flare can be used for high-end lighting effects.



## New Effect: Fog & Light-scatter

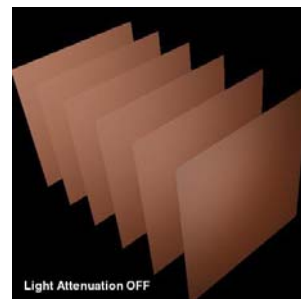
Light scatter and fog enable the addition of realistic atmospheric effects for your model environment.



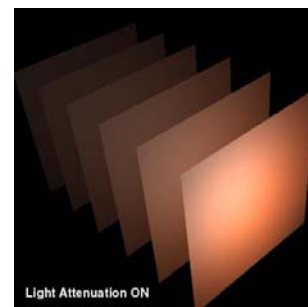
## New Effect: Light Fall-off

Light falloff allows you create scenes where the amount of light diminishes the further you go from the light source. This fading effect adds a punch of realism not found without this tool.

*Without light falloff:*



*With light falloff:*



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### AutobuildZ

*Ever wish there was an easier way to convert drawings or DXF files to Pro/ENGINEER models? AutobuildZ for Pro/ENGINEER is the answer.*

#### **What is AutobuildZ for Pro/ENGINEER?**

AutobuildZ (pronounced as "Auto" + "builds") is a plug-in application for Pro/ENGINEER Wildfire that includes a comprehensive set of tools that allow the user to create parametric, fully featured 3D models from 2D drawings using a wizard-based, semi-automatic approach.

#### **How much does AutobuildZ cost?**

AutobuildZ is a FREE application available for download from [ptc.com](http://www.ptc.com). You do not need any special license to run AutobuildZ, other than your base Pro/ENGINEER Wildfire package (Foundation Advantage or Flex3C).

A picture is worth a thousand words. Take a look for yourself.

<http://www.ptc.com/products/packages/autobuildz/index.htm>

After you view the demo, [download](#) the software, take the [tutorial](#), and you're on your way to easier conversion of those dead, legacy drawings to living 3D models, with all the intelligence and flexibility you've come to expect from Pro/ENGINEER models.

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## Tips of the Week

### Pro/ENGINEER Wildfire Viewing and Mouse Shortcuts

#### Introduction

With the introduction of Pro/ENGINEER Wildfire there have been some modifications, and a great many additions to the selection and orientation tools. Some of this was done to further integrate the way items are selected in Pro/ENGINEER, with the way items are selected in other Windows programs.

#### Basic orientation and zooming

Basic spinning and zooming have changed in Wildfire. This was necessary to standardize selection method with the Window paradigm of object selection. Zooming by using a wheel mouse is a new enhancement in Wildfire.

Spinning and basic zooming	
Mode	Mouse/Keyboard combination
Spin	Middle Mouse Button (MMB)
Pan	MMB + “Shift” key
Zoom	MMB + “Ctrl” key







Mouse wheel zooming	
Mode	Mouse/Keyboard combination
1X zoom	Wheel
0.5X zoom	Wheel + “Shift” key
2X zoom	Wheel + “Ctrl” key

Remember that when the spin center is turned on, spinning is about the center of the model. When it is off, spinning is about the point chosen on the screen/model.

## Spin Mode

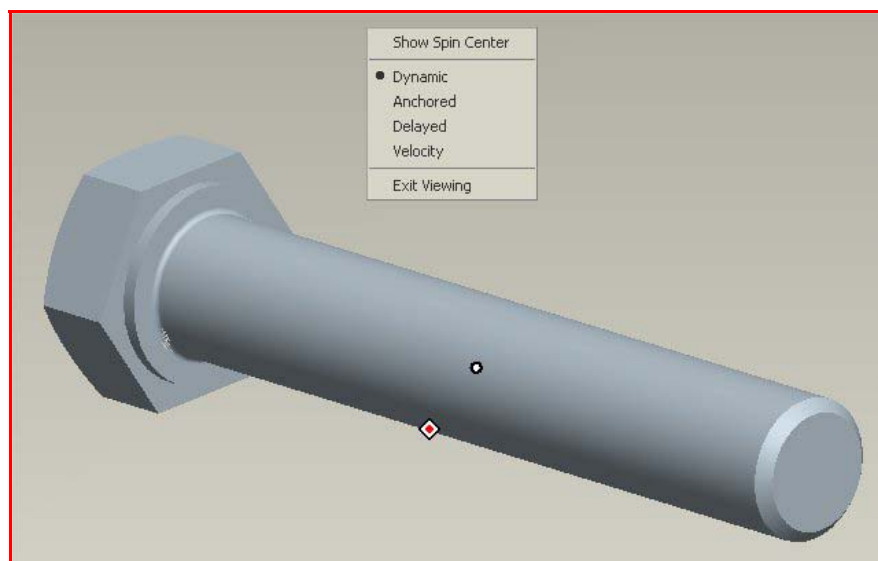
There are several options for choosing how spinning will be handled in Wildfire.

Spinning Mode		
Mode	Screen Icon	Description
Dynamic		This is the default. The model spins freely about the view center or spin center
Anchored		Model rotation is controlled by the direction and distance the pointer is moved
Delayed		The orientation is not updated as the pointer moves, but is updated when mouse button is released
Velocity		The model moves with velocity and distance the pointer is moved from its initial position

You can activate the view mode in one of two ways:

- ***View > Orientation > View Mode***
- ***Ctrl + Shift + MMB***

You can change between the models with a right mouse click activated menu.

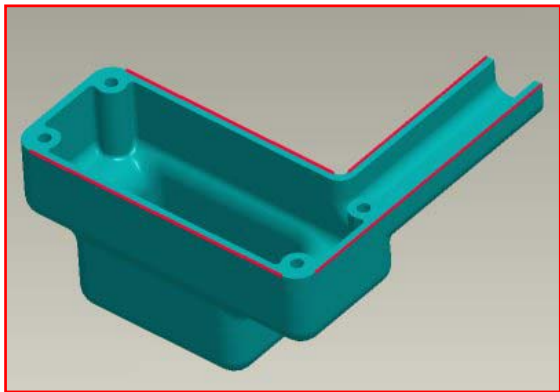




## Multiple item selection

Multiple object selection tools are why the spinning paradigm was changed. The “Ctrl” and “Shift” keys needed to be freed up. The selection of multiple object works on the standard paradigm. It works in the model tree as well as on the model

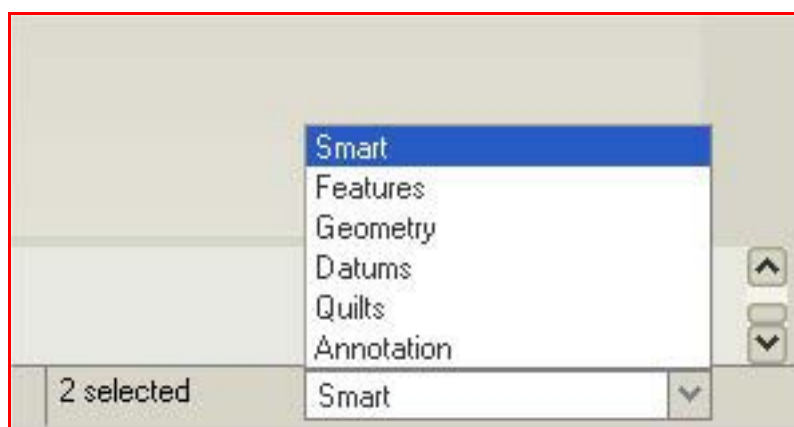
- *To select multiple non-sequential objects, hold the “Ctrl” key down after selecting first item*
- *To select multiple items in a sequence, hold the “shift” key down after selecting the first item in the list.*



ACCEL_COVER.PRT		
RIGHT	1	1
TOP	2	3
FRONT	3	5
PRT_CSYS_DEF	4	7
Copy Geometry id 39	5	39
Copy Geometry id 76	6	76
Protrusion id 102	7	102
Protrusion id 129	8	129
Round id 850	9	850
Round id 1256	10	1256
Round id 1576	11	1576
Protrusion id 2757	12	2757
Round id 2805	13	2805
Round id 2888	14	2888
Shell id 1680	15	1680
Protrusion id 1850	16	1850
Round id 2105	17	2105
Insert Here		

## Smart selection

The smart selection mode allows for the choosing of different entity types without specifically setting a filter for that object type. You can select features, geometries, quilts, and other entity types in sequence by just clicking the left mouse button. You may still set the selection filter to a specific object type using the pull down in the lower-right corner.



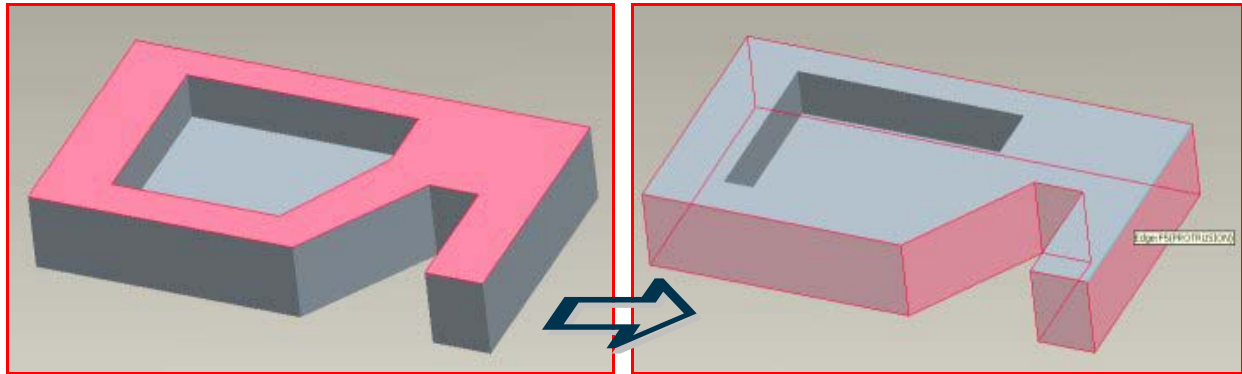
## Surface selection shortcuts

There are mouse/keyboard shortcuts for selecting multiple surfaces in Wildfire.

### Loop surface

A loop surface is all the surfaces adjacent to the perimeter of a primary surface.

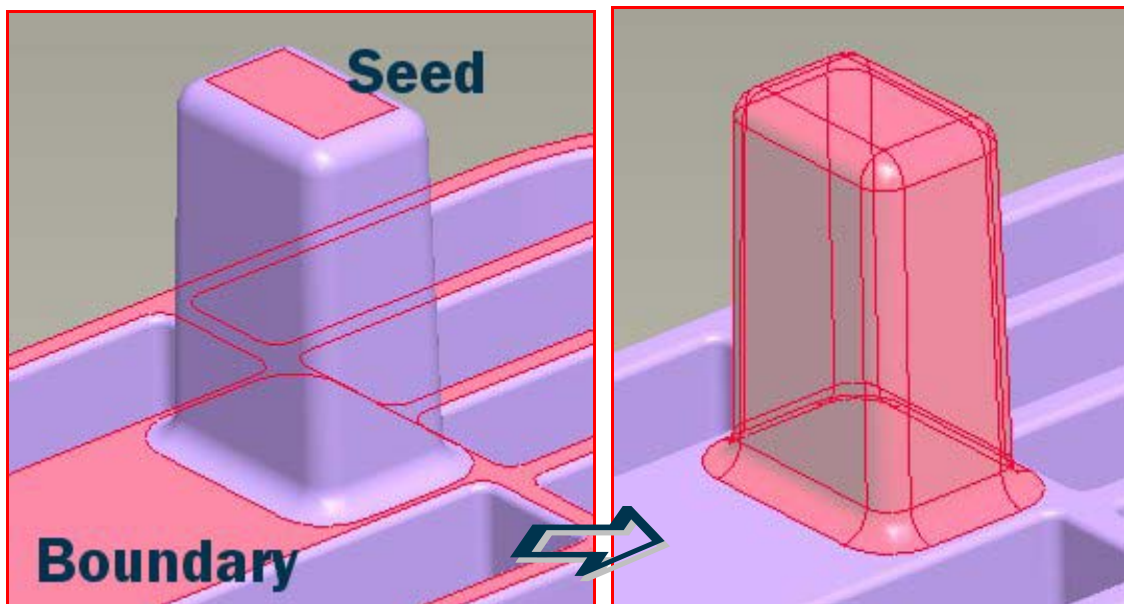
- *Select the primary surface*
- *Hold the “Shift” key down and select any edge bordering that surface.*



### Seed and Boundary

Selects all surfaces starting with the seed surface, and ending when the boundary is contacted

- *Select the “seed” surface*
- *Hold the “Shift” key down and select the boundary surface.*

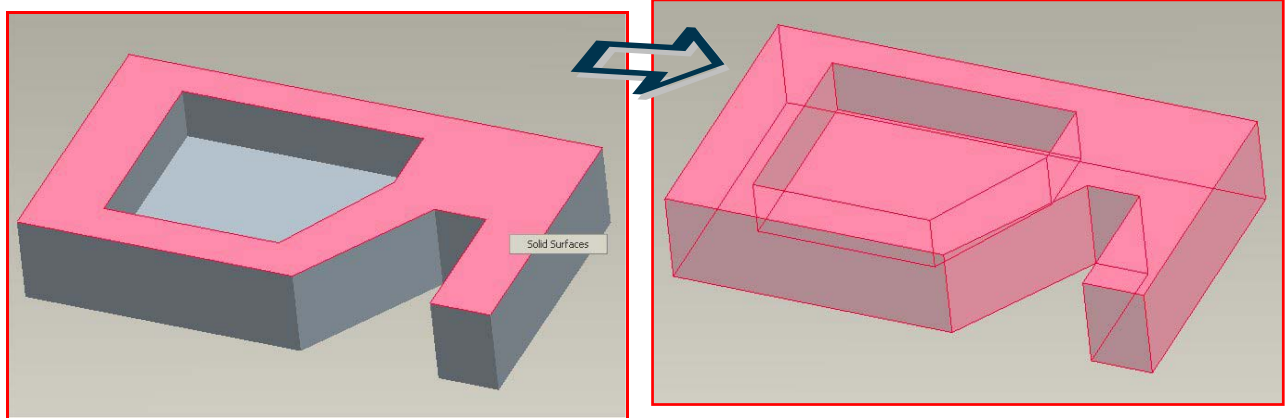




### **Solid surface**

A solid surface is the entire surface boundary of an object. It is useful when you desire to create an entire surface copy of an object.

- ***Select a surface from the model***
- ***Right mouse click over that surface***
- ***Select the solid surface box that pops up***



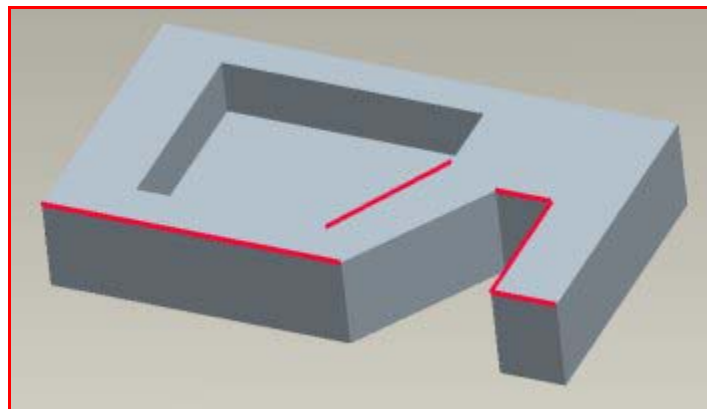
### **Edge selection shortcuts**

You can select a wide variety of curve set combinations using mouse and keyboard shortcuts.

#### **One by one**

Selecting a set of edges one by one is simply a matter of using the “Ctrl” key.

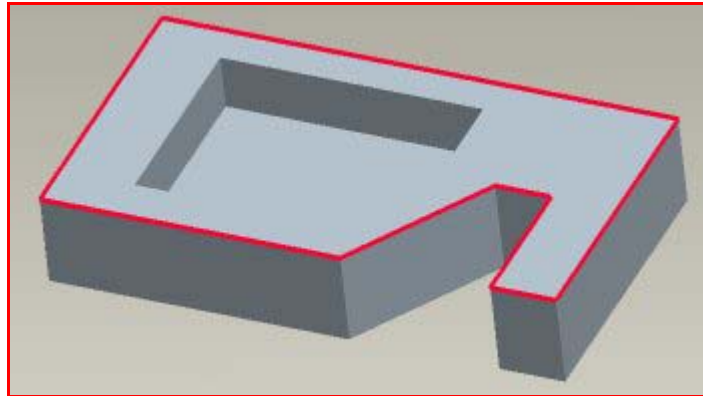
- ***Select an edge from the model***
- ***Hold the “Ctrl” key and select other desired edges***



### Surface loop

Selects all edges that form the boundary of a surface. It is possible to have more than one choice.

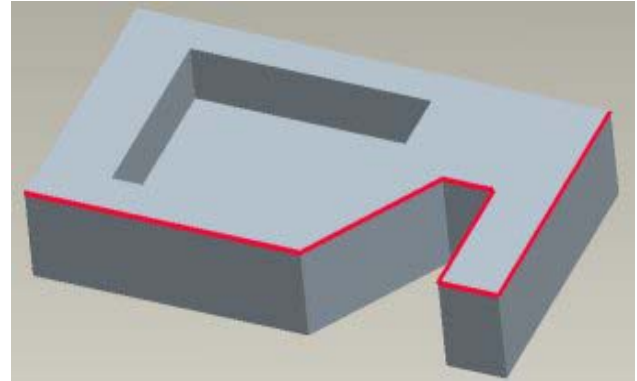
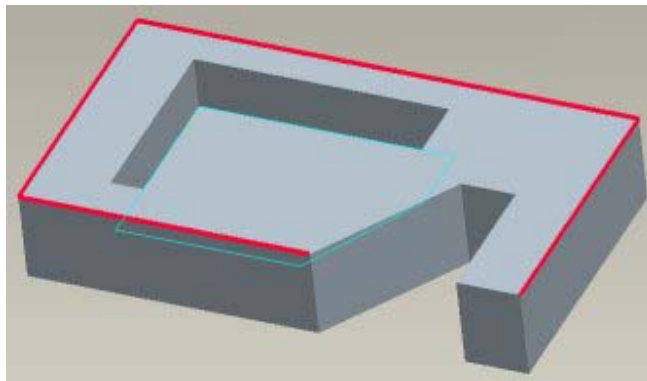
- *Select an edge from the model*
- *Hold the “Shift” key down while the cursor is over the desired surface, or another edge in the loop*



### From-to chain

Selecting a from-to edge chain is very similar to selecting a surface loop.

- *Select an edge from the model*
- *Hold the “Shift” key down*
- *Place the cursor over the desired “to” edge*
- *Click the right mouse button to toggle from surface loop to from-to option. This will highlight the from-to chain in cyan*
- *Click the right mouse button again to select the opposite chain, if required (another right mouse click after this will toggle you back to surface loop again)*
- *Left mouse click on the “to” edge*



The two possible from-to chains shown on a part.

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## Tips of the Week

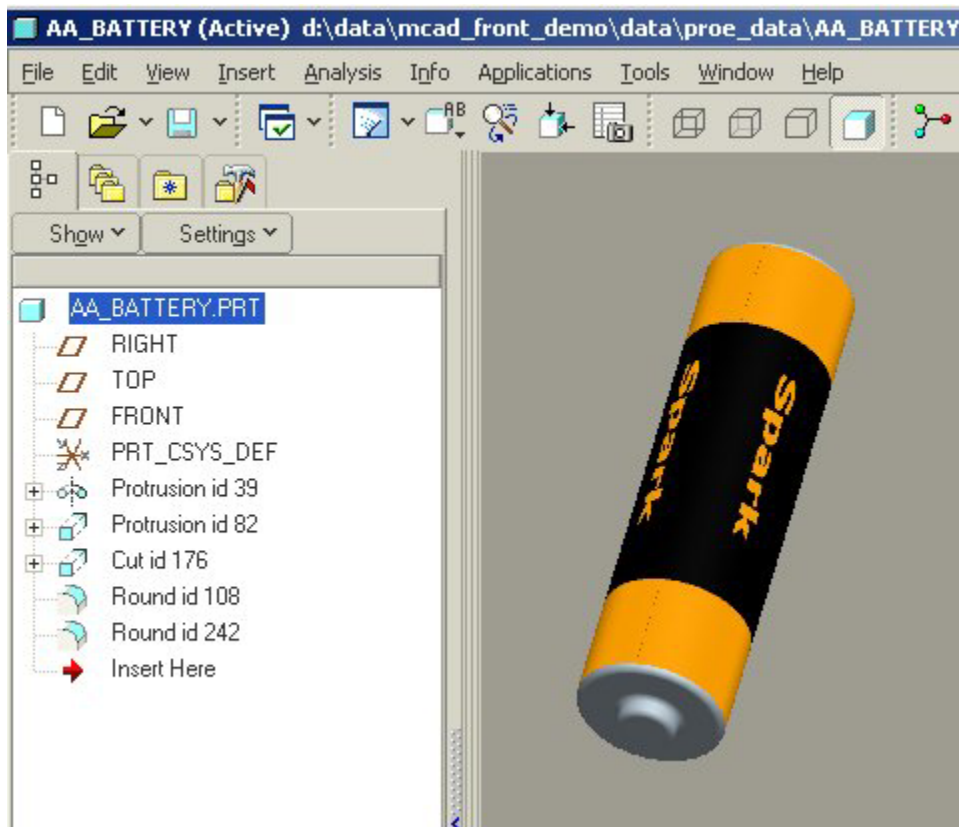
### Connecting w/ Pro/ENGINEER Wildfire

You've heard the messaging from us about Pro/ENGINEER Wildfire: Simple, Powerful, Connected. "Simple" and "Powerful" are easy enough to grasp, but what about this "Connected" idea? What does it mean to me, the average Pro/ENGINEER user? Two examples come to mind, and they will constitute the tips for this week:

1. Sending a part or assembly from Pro/ENGINEER Wildfire using email.
2. Connecting to an FTP site from Pro/ENGINEER Wildfire.

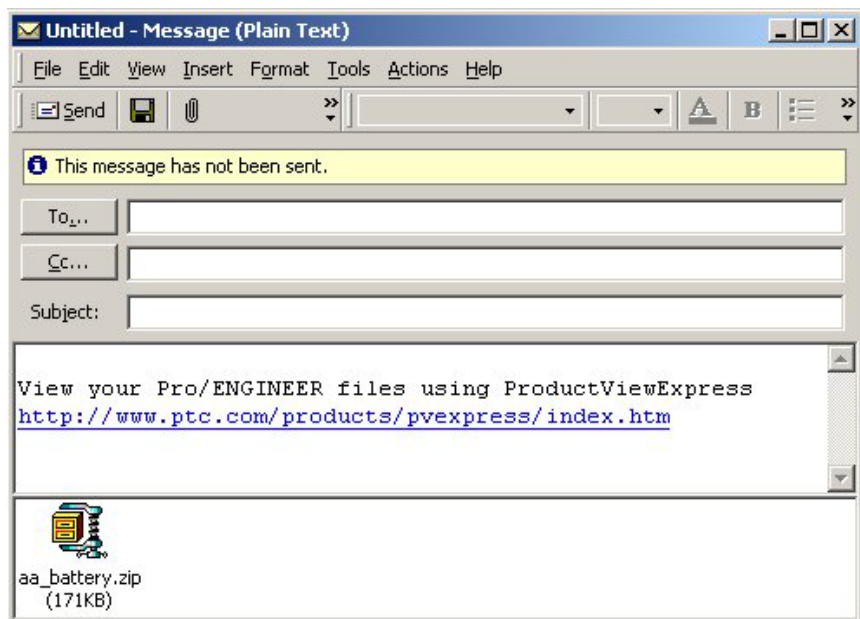
#### **"Connecting" by email from Pro/ENGINEER Wildfire:**

With the left mouse button, select the part or assembly from the model tree:



Then right click the selected part or assembly and select "send to" and then "email recipient."

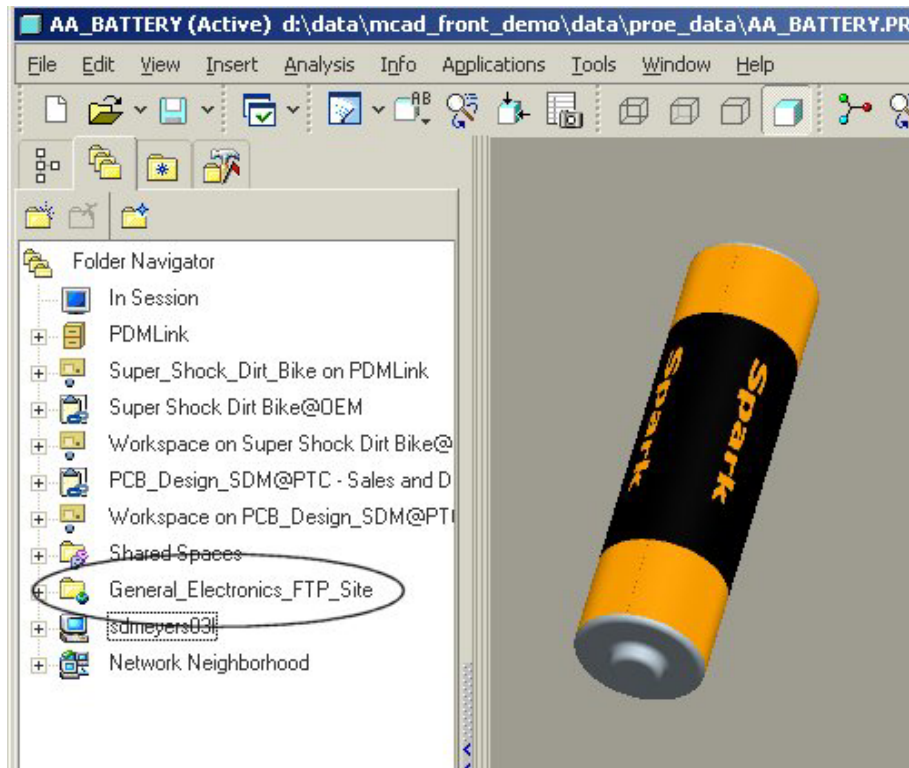
You will then see the following:



Notice that the file has been zipped and attached to the message, and a link to ProductViewExpress is included so that the recipient can view your files even if they do not have Pro/ENGINEER.

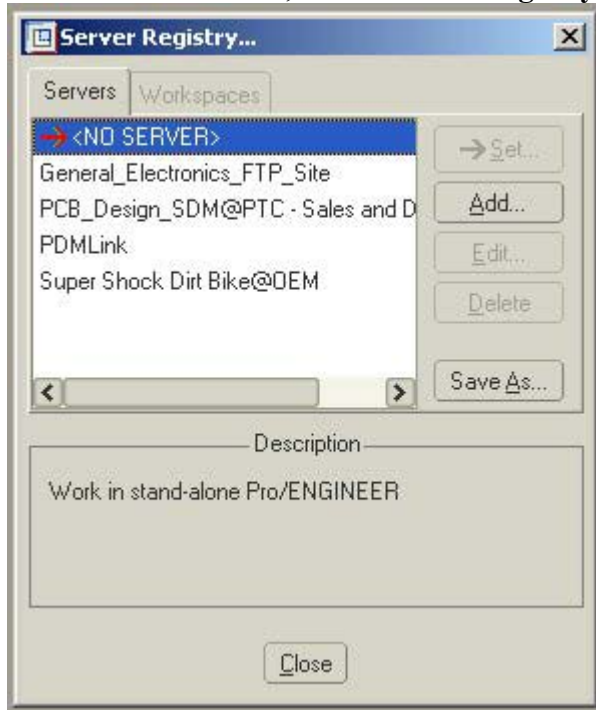
### **“Connecting” to an FTP site from Pro/ENGINEER Wildfire:**

The screen shot below shows an FTP site listed under the Folder Browser tab in the Navigator:

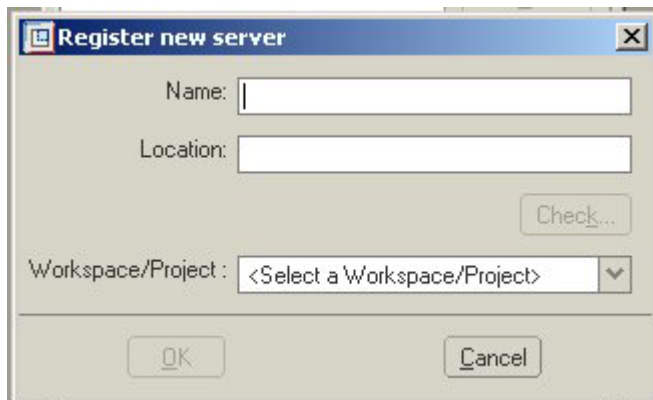


Here's how to make that connection show up in the Folder Browser:

From the **Tools** menu, select **Server Registry**. This brings up the Server Registry Dialog:

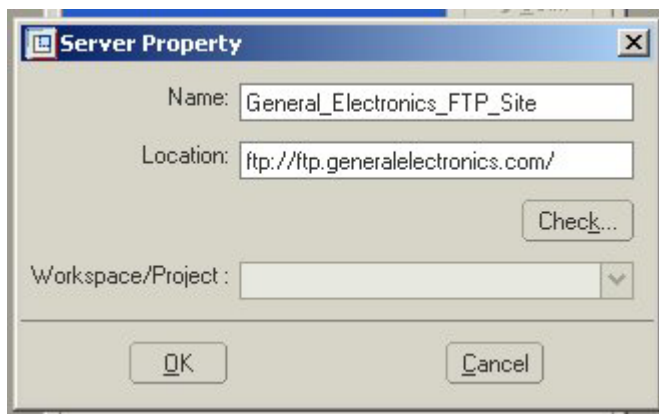


Press the **Add** button to bring up the **Register New Server** dialog:



Fill in the information for the FTP site you'd like to connect to, for example:





Press **OK**, and you're all set. The FTP site is now directly accessible from Pro/ENGINEER Wildfire.

To open a Pro/ENGINEER file from an FTP site (even if it is zipped!), just drag the file into the graphics area in Pro/ENGINEER. The same is true of email attachments. Just drag and drop into the graphics area, and let Wildfire take care of the rest.

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## Announcements

### Hands-On Workshops

#### Hands-On Workshops

Experience and receive the next generation of CAD - Pro/ENGINEER Wildfire. During these workshops you can try it yourself to experience this breakthrough in simple, powerful, and connected in CAD software.

### Tips & Techniques Webcasts

#### Tips & Techniques Webcasts

These regularly scheduled 60-minute technical programs are designed and facilitated by PTC experts to provide you, with a step-by-step process to help you optimize your knowledge and skills of PTC Solutions

### Special Hardware offers for customers updating to Pro/ENGINEER Wildfire

[http://www.ptc.com/partners/hardware/current/wildfire\\_tlo.htm](http://www.ptc.com/partners/hardware/current/wildfire_tlo.htm)  
<http://www.3dlabs.com/PTC/>

### PTC Sponsored Events

Click below to see PTC sponsored events:

<http://www.ptc.com/company/news/events/index.htm>

Thinking About Pro/ENGINEER Wildfire? Check this out.



<http://www.ptc.com/go/engineering/index.htm>

### **E-PROFILES IS HERE!!**

We have been eagerly anticipating the debut of the new electronic version of Profiles Magazine and now it is here! This new web site will supplement the print edition of the magazine and will provide new useful features not feasible with paper media. e-Profiles will provide you with 24x7, worldwide access to key information previously available exclusively in the print version. "Tips & Tricks," a popular feature pioneered by Pro/USER, has also moved to the web and will be expanded as the site matures. Future plans include several foreign-language editions of

Profiles for our many international readers. Currently, Profiles is printed in English and Japanese.

Please take a few minutes to check out this new web site. We don't think you will be disappointed.

<http://profilesmagazine.com/>

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## Upcoming Events & Training Class Schedules

Upcoming, 2003      Your local Pro/Engineer User Groups  
<http://www.prouser.org/rugs/>

June 13 - 16, 2004      Nashville, TN  
Pro/USER International Conference  
<http://www.prouser.org/>

Please visit the [PTC Education Services](#) website for the latest training information including course descriptions, schedules, locations, and pricing.

- Attend a course at any PTC Center and receive a **free** copy of Pro/E 2001 Student Edition!

<http://www.ptc.com/services/edserv/index.htm>

### PTC

Note: This PTC E-Newsletter will continue to be used for the following:

- 1) Inform you on events related to PTC products (user groups, conferences, training schedules, etc.)
- 2) Educate you on products that are available at PTC
- 3) Tips & Techniques using PTC Products

Note: These messages are compiled in the local PTC office and will be distributed via e-mail.

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