**CoCreate 17.0 Basic Modeling**

**Overview**

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<th>Course Code</th>
<th>SAB-CEK4689</th>
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<td>Course Length</td>
<td>24 Hours</td>
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Introduction to CoCreate Modeling is a course that will teach you the basics about 3-D design using CoCreate Modeling. You will learn about CoCreate’s explicit approach to 3-D design and the basics of working with workplanes and 2-D. Using the intuitive interface, you will learn how to build and modify parts and assemblies. You will also be instructed on tips and best practices. After completing this course, you will have an understanding of the explicit modeling approach of CoCreate Modeling, and be able to design functional and manufacturable products using this tool.

**Course Objectives**

- Understand the explicit modeling approach of CoCreate Modeling.
- Create workplanes by various methods.
- Create and modify 2-D using 2D CoPilot.
- Create parts from 2-D using Machine commands.
- Modify parts with Blends, Chamfers, face modifications, and face booleans.
- Create and modify assemblies.
- Customize the user interface.
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 of another 3-D CAD system is helpful, but not required.

Audience

- Designers
- Mechanical engineers
- Industrial designers
- Illustrators
- Tooling designers
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