



- Best practices of **top-down design** with PTC Creo 3.0
- How to use **Motion Skeletons** for setting-up a mechanism design
- **Reference Control**
- Q&A



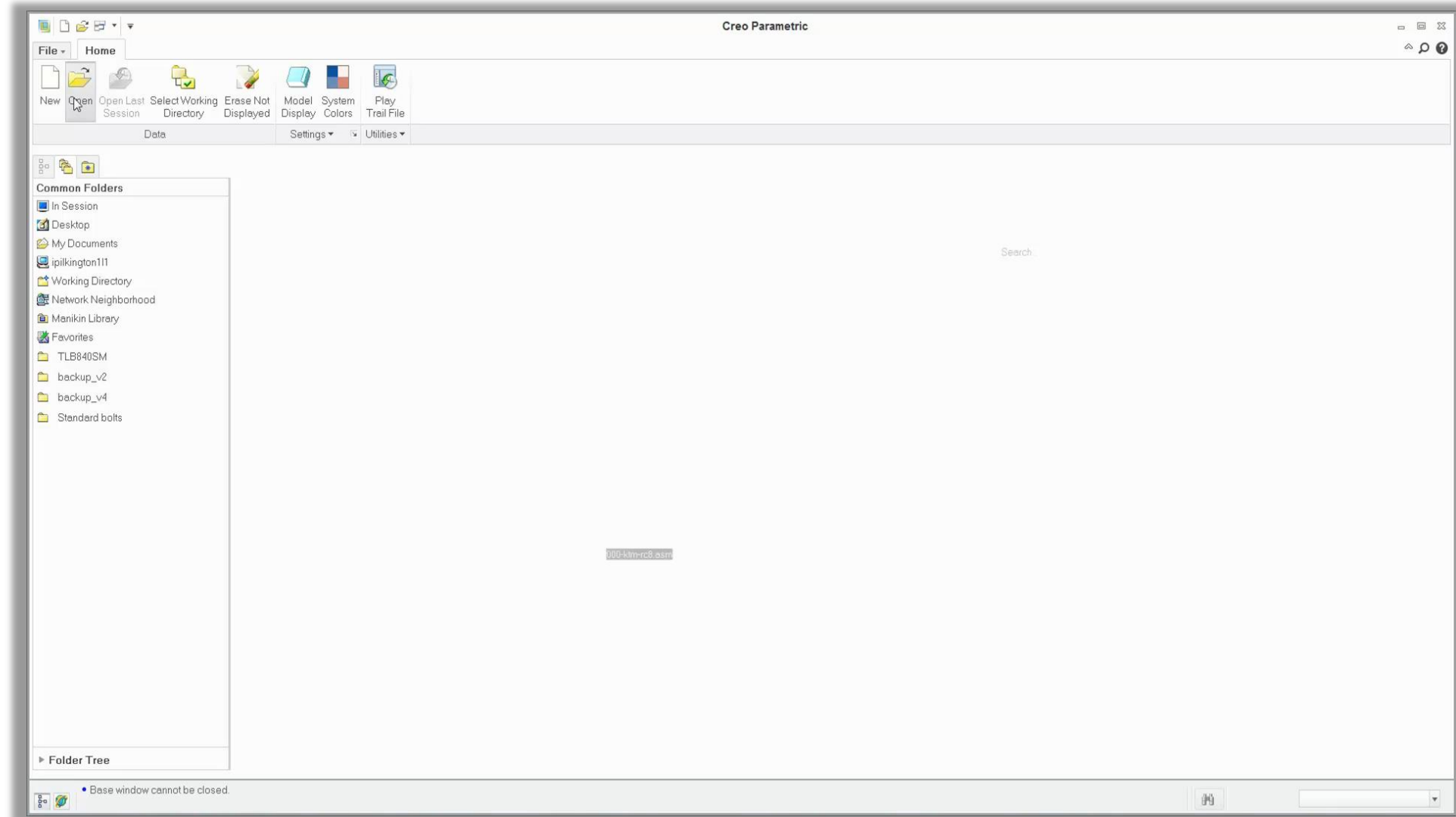
Is it not the same??

Not the same

But highly complementing

## Large Assembly Management tools

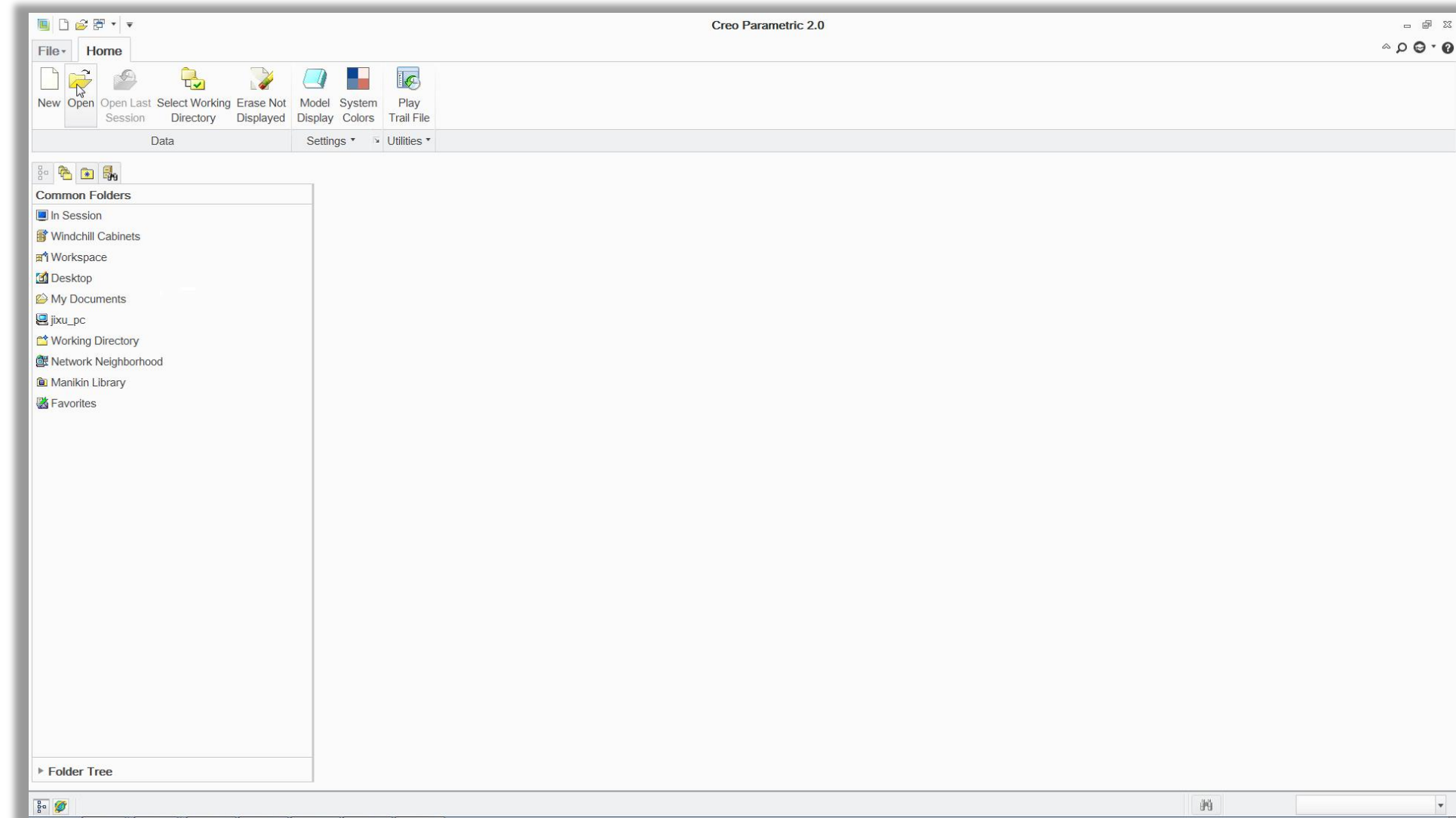
- Design in Context
- Open Subset
- Lightweight Graphics
- On-demand Retrieval



**Locate, filter and distribute design contexts**

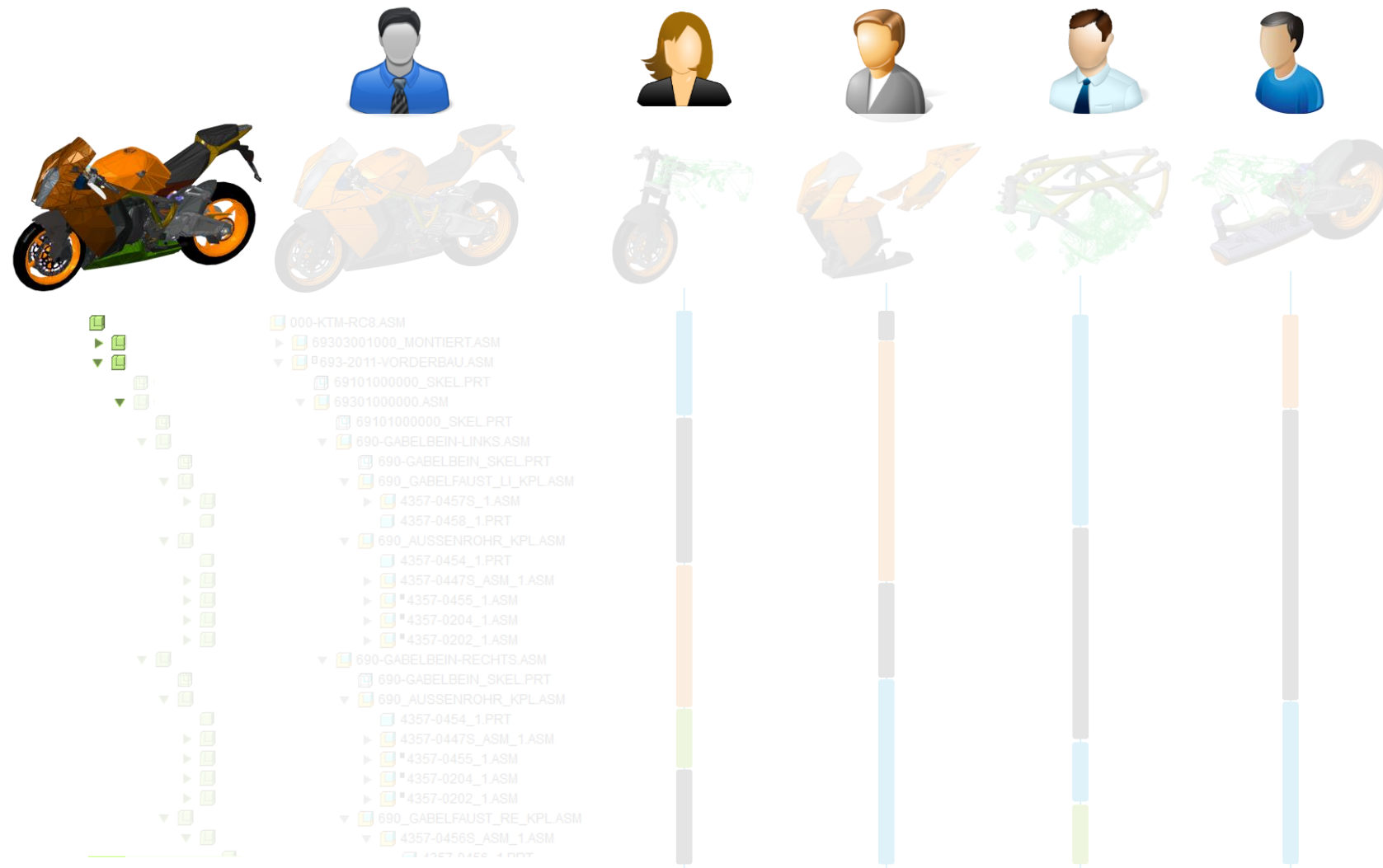
## Top-Down Design tools

- Skeletons
- Data-Sharing Features
- Reference Control
- Smart Replace
- Basic Modular Design
- Automation tools



**Create and iterate content efficiently and concurrently**

# Simplified Representations (“Simpreds”) – short history

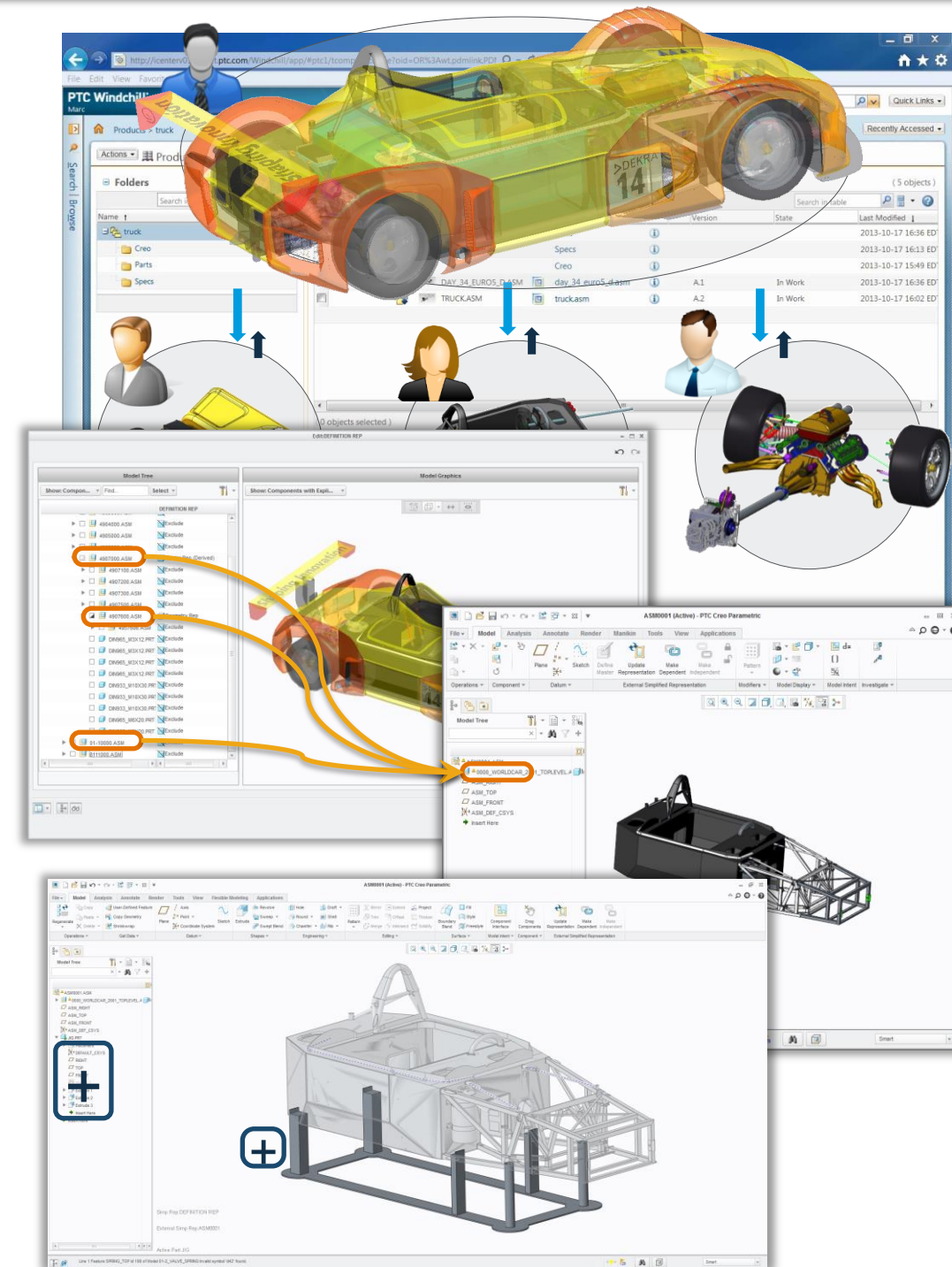


100%	Master				
~70%	Geometry				
~30%	Graphic				
0%	Exclude				
Typical memory consumption	Level of details	Assembly structure	Part level graphics	Reference geometry	Features and parameters

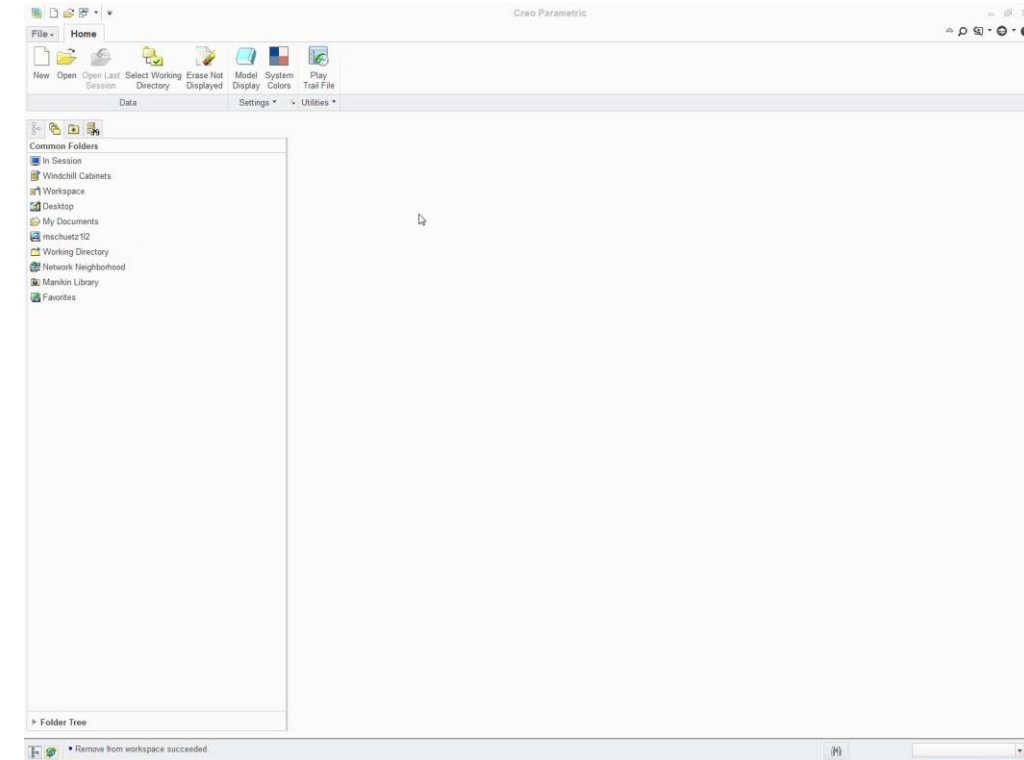
- Filter retrieved content
- Concurrent design in shared context
- Comprehensive drawing views and process steps
- Fast scenery with thumbnail graphics

- Large Assembly Mgmt.
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- Capabilities
  - Define scope directly from PTC Windchill
  - Store simprep definition in a separate file
- Common uses
  - Distribute work to users with limited access/permissions to modify top design assembly
  - Filter-down overloaded designs to a standalone valid configuration/variant
- Design in context
  - Edit sub-models in reduced scope of large assembly
  - Can define certain portions read-only
  - Add content w/o modifying original context
    - Manufacturing/testing structures
    - Add-on designs

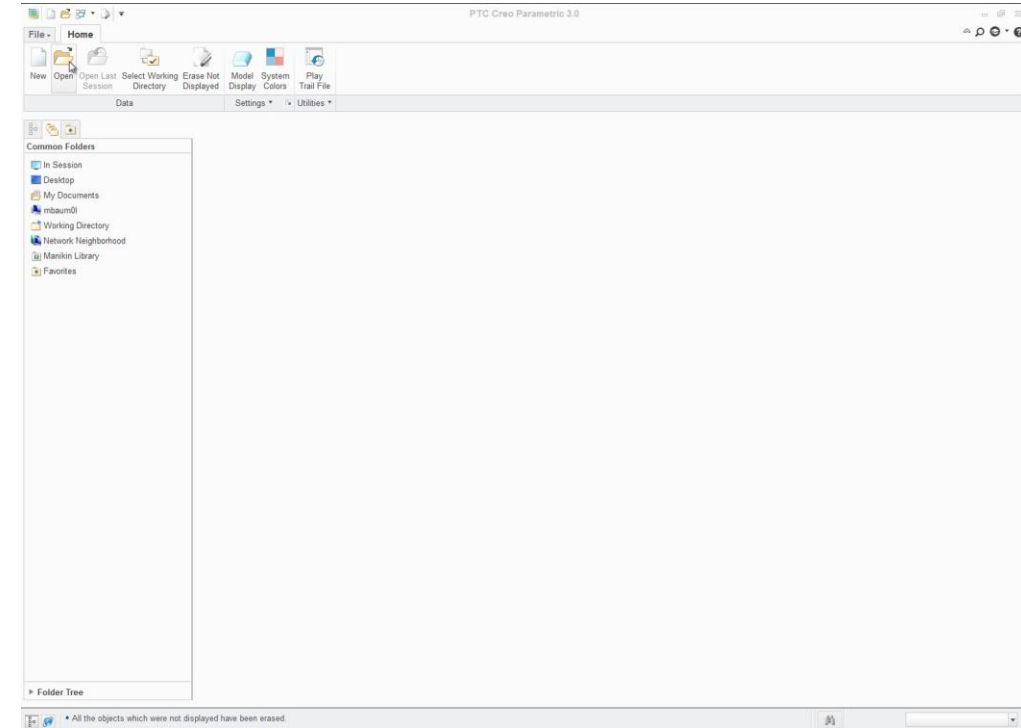


- **Large Assembly Mgmt.**
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- **Preview assembly graphics**
- **Filter desired content**
  - By selection
  - By size
  - Remove Internal/External
- **Define temporary simprep on-the-fly**

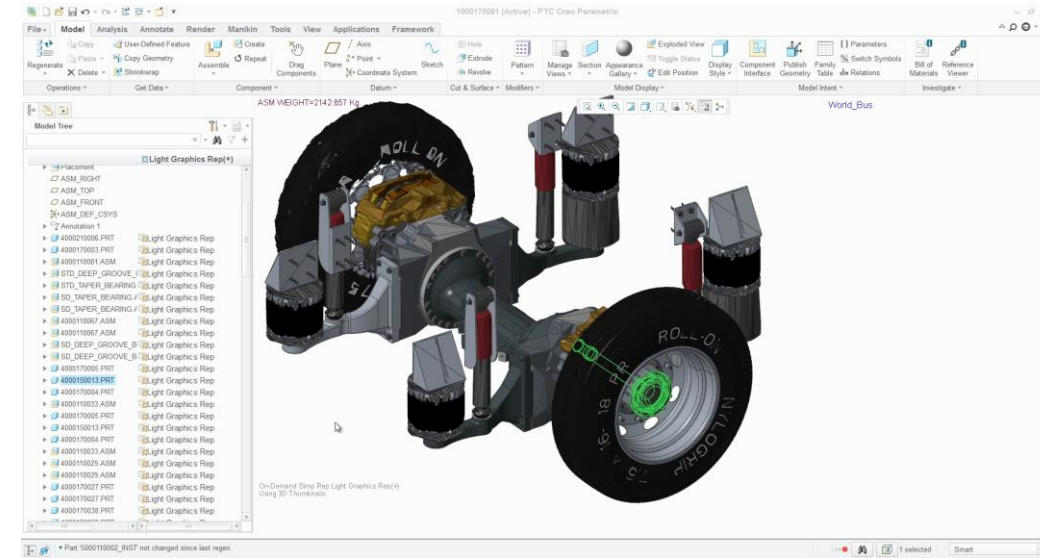




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- Quick rough high-level thumbnails
- Selectively drill-down to load more details
- Exclude unneeded areas or keep as rough scenery

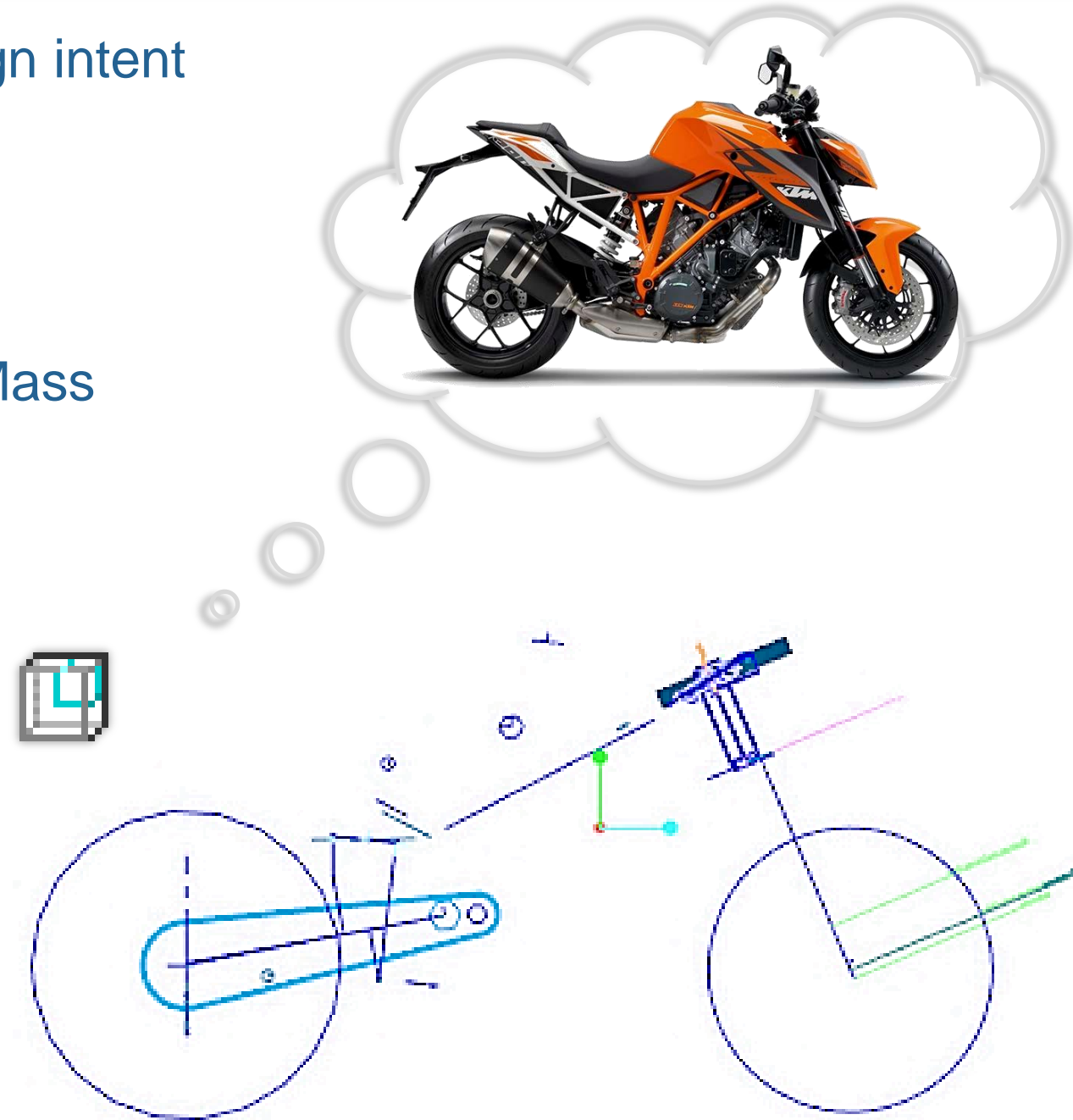


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- Automatically load minimal required level of details
  - Edited component
  - Reference models
- Config controlled (enabled by default)
  - Simprep\_ondemand\_\*



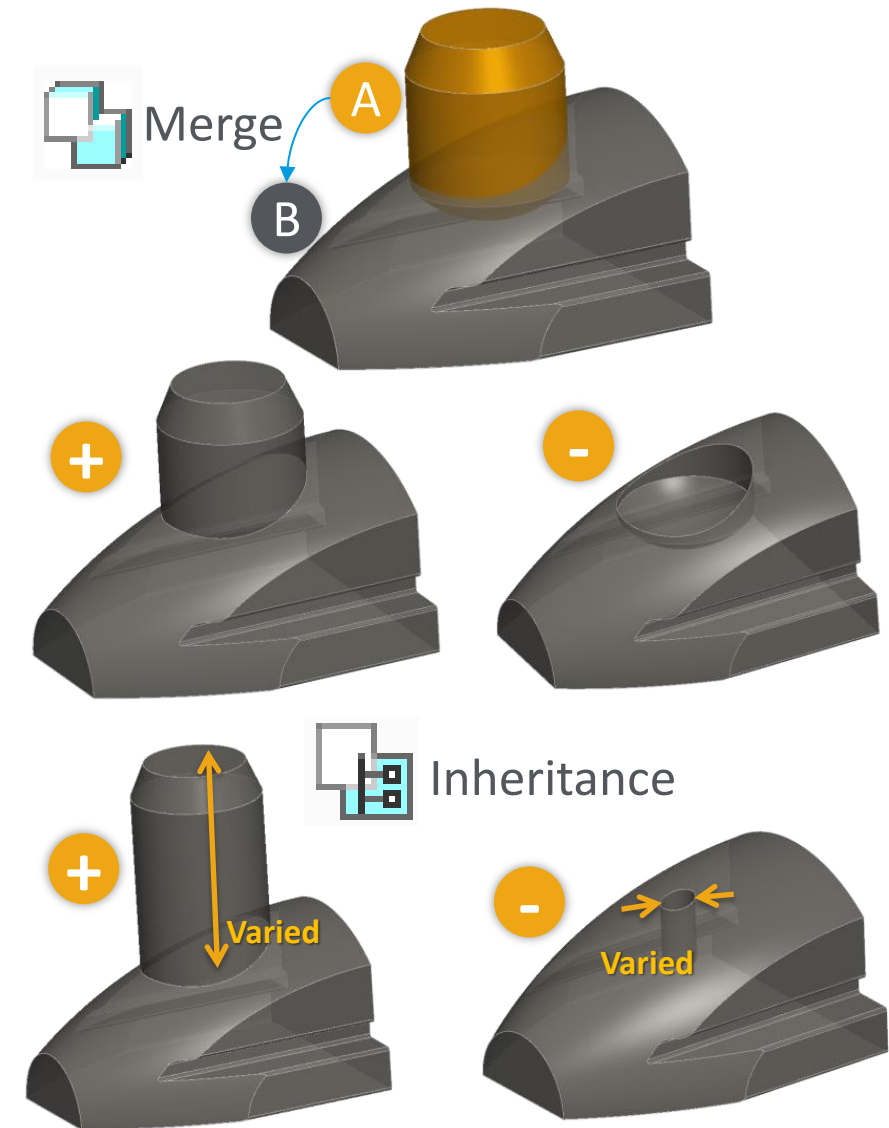
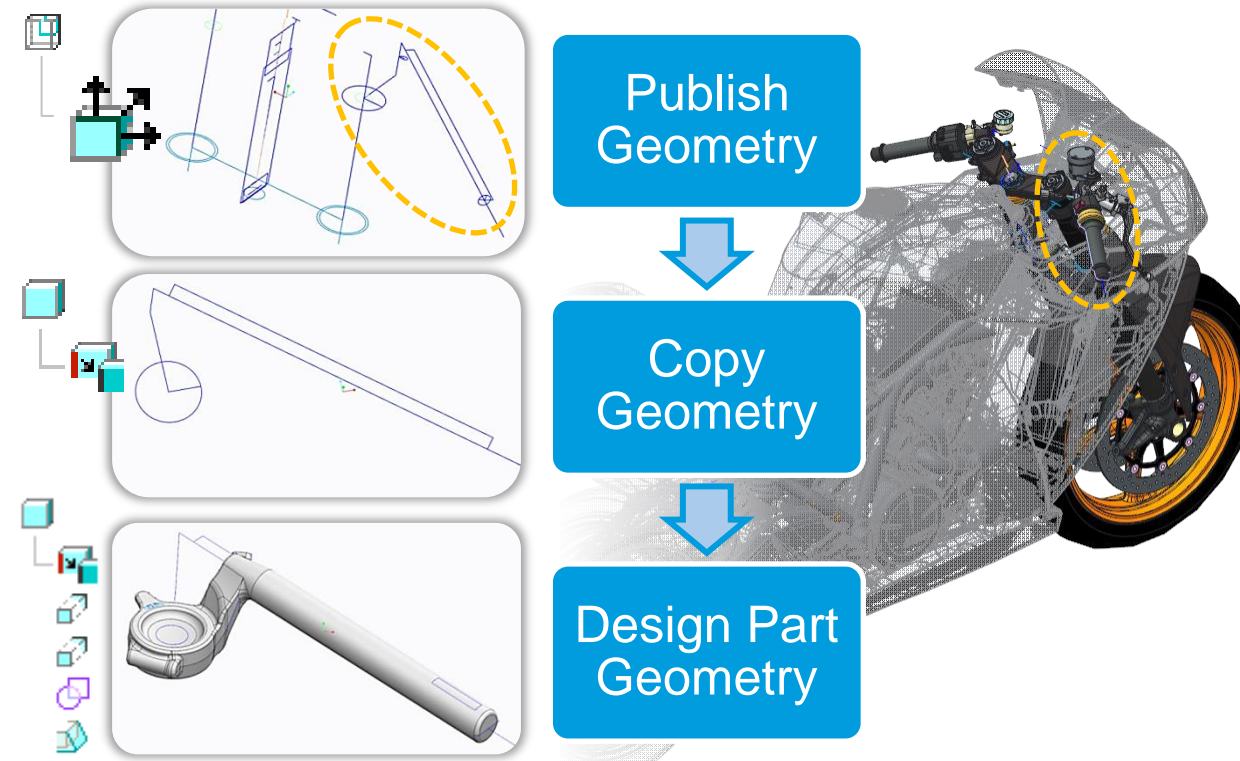
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- Central object to capture design intent
  - Abstract system outlines
  - Common associative references
  - Distribute design spaces
- Automatically excluded from Mass calculations
- Easily identified and located
- Common uses
  - Geometry references
  - Placement references



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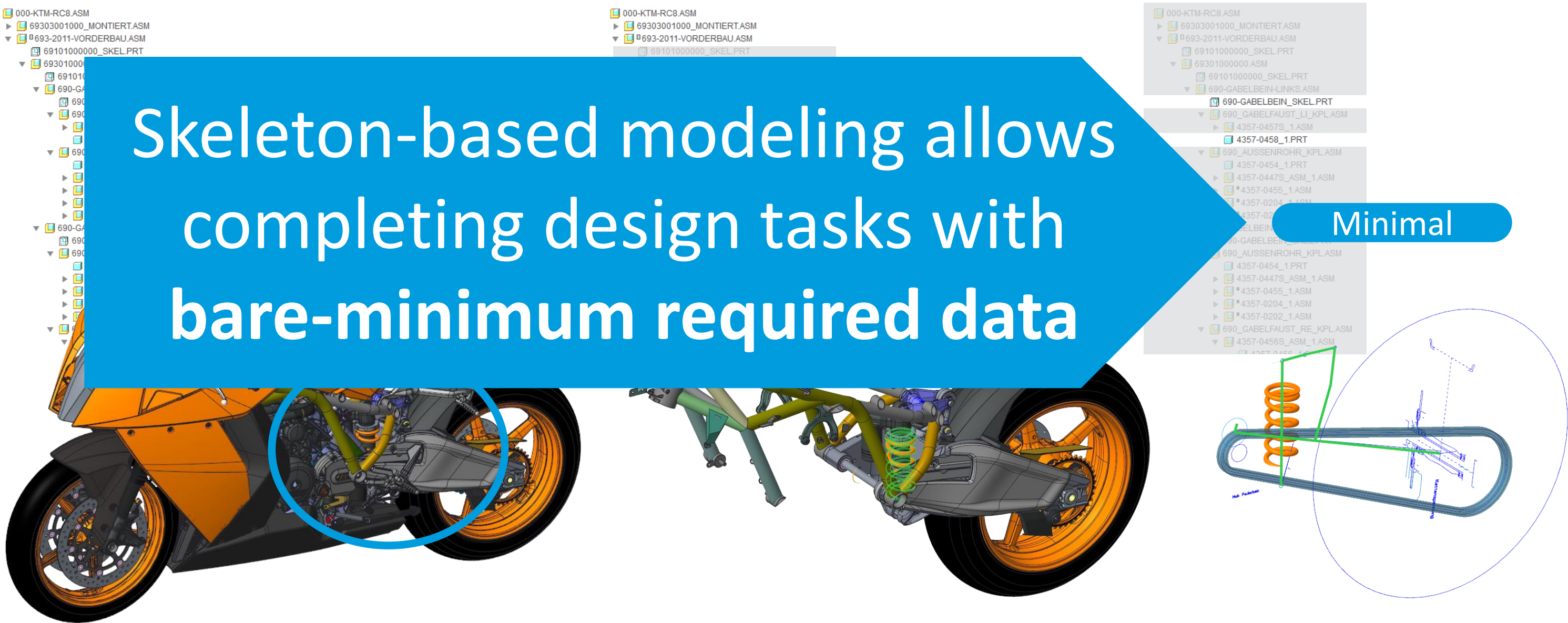
- Associatively share design intent across models
- Reuse and manipulate designs of multiple objects by single parent
- Usage:
  - Skeleton to sub-model
  - Model to model



## #1: Level of details

Skeleton-based modeling allows completing design tasks with bare-minimum required data

Minimal



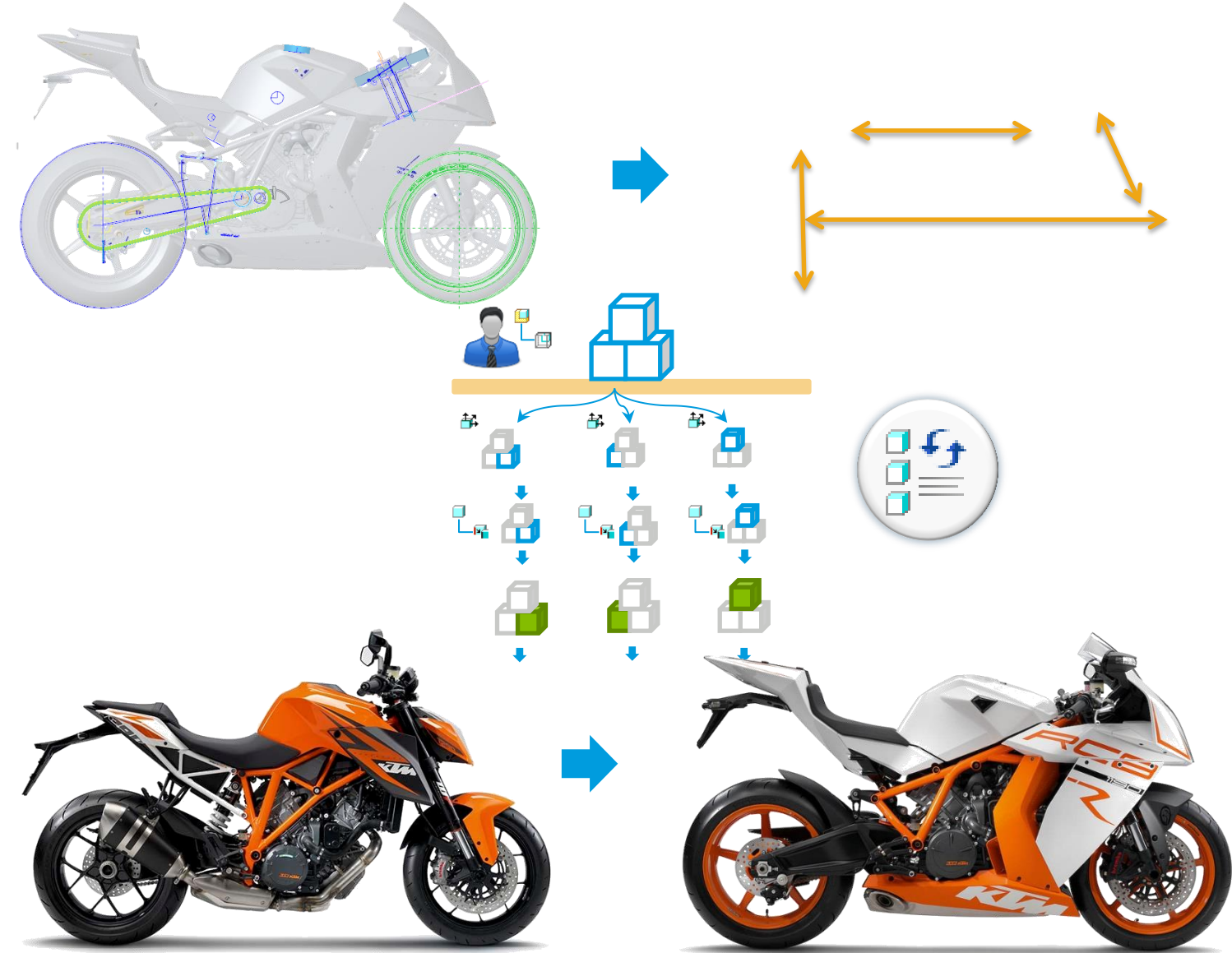
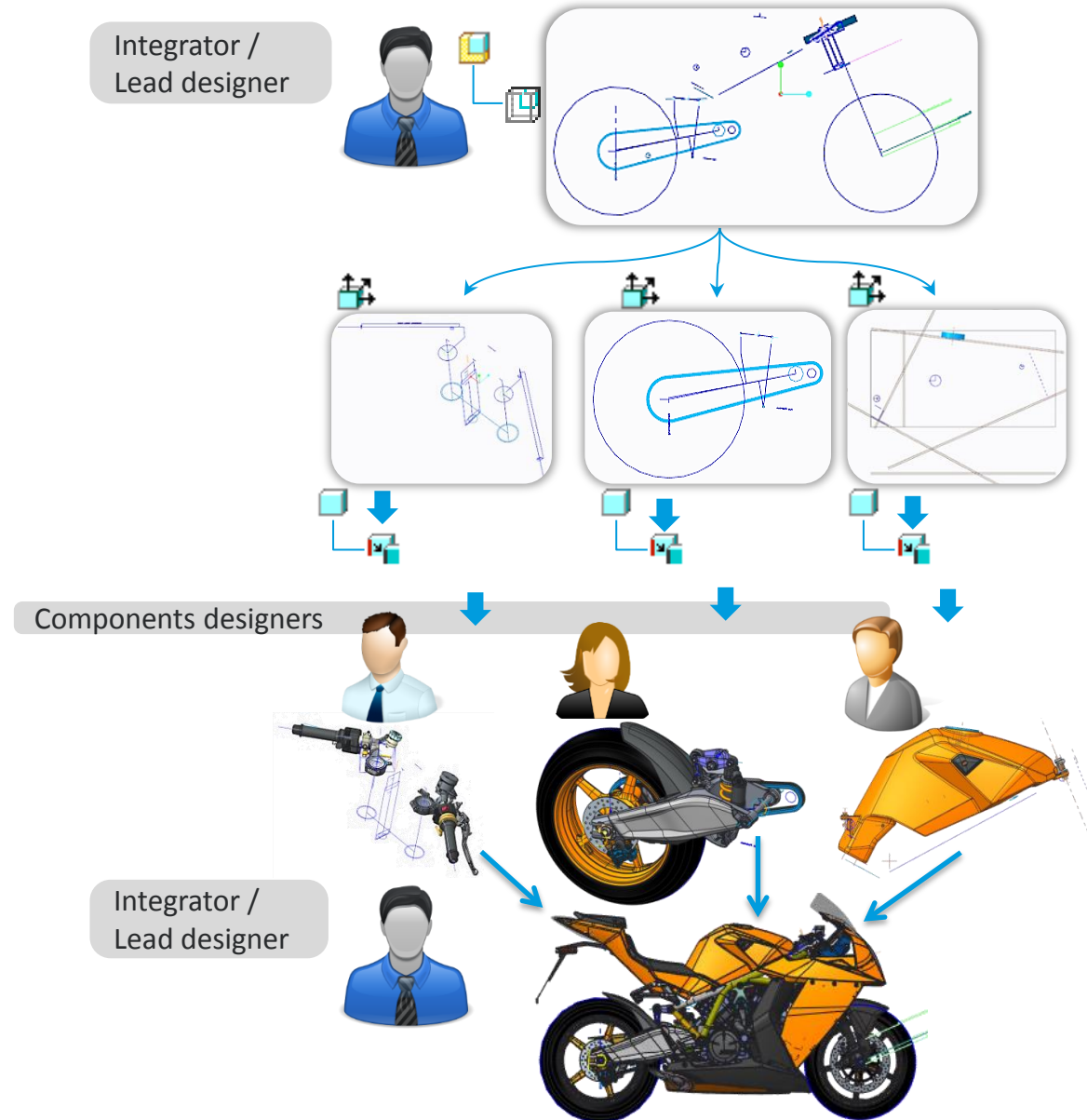
# What does it have to do with working on Large Assemblies?

## #2: Process efficiency

Distribute work with common context/intent

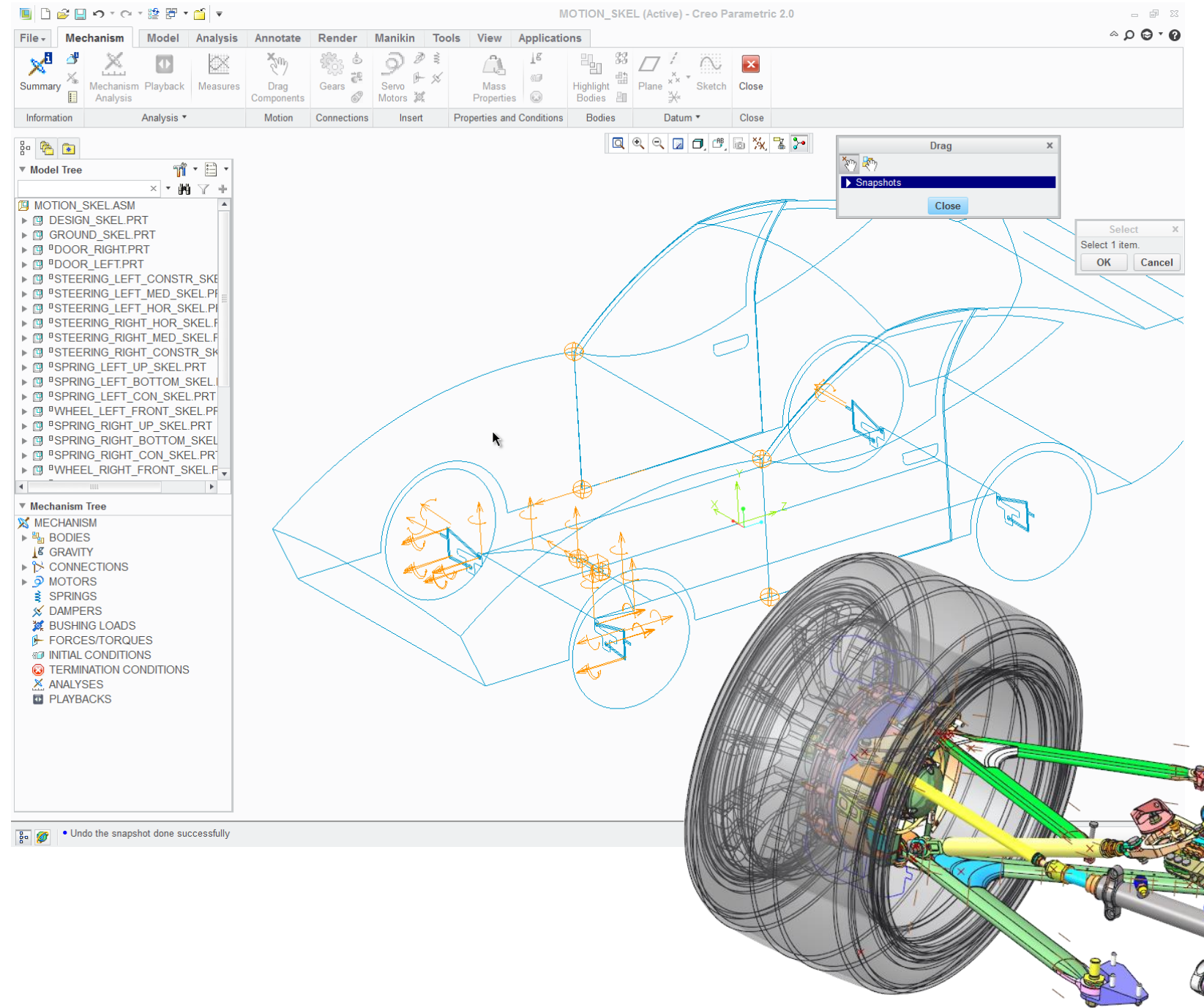


Automate massive design changes from single object



The fastest way to setup Mechanism top-down

- Create schematic assembly up-front
- Attach design models to skeleton bodies
- Automatically share reference geometry to bodies and parts
- Maximize simplification and predictability



# Demo



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- Reference restrictions
  - Scope of creation
  - Scope of selection
  - References backup
- Dependency handling
- Applicable context
  - Global settings
  - Model-specific settings
  - Component-specific settings

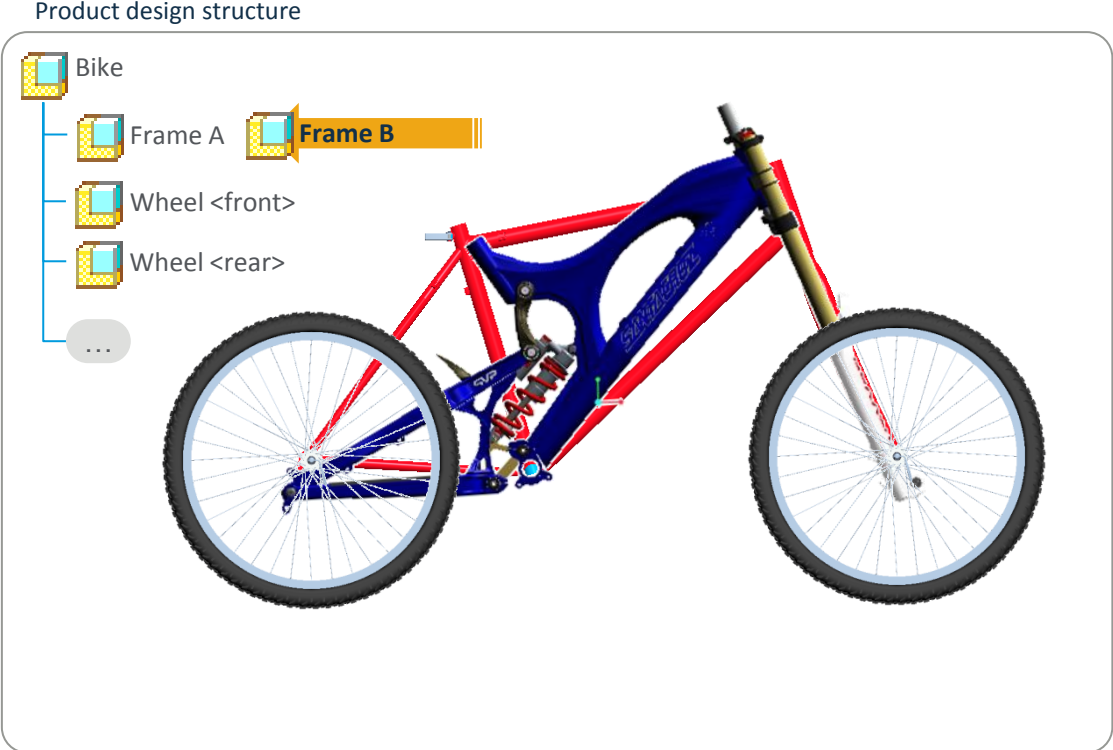
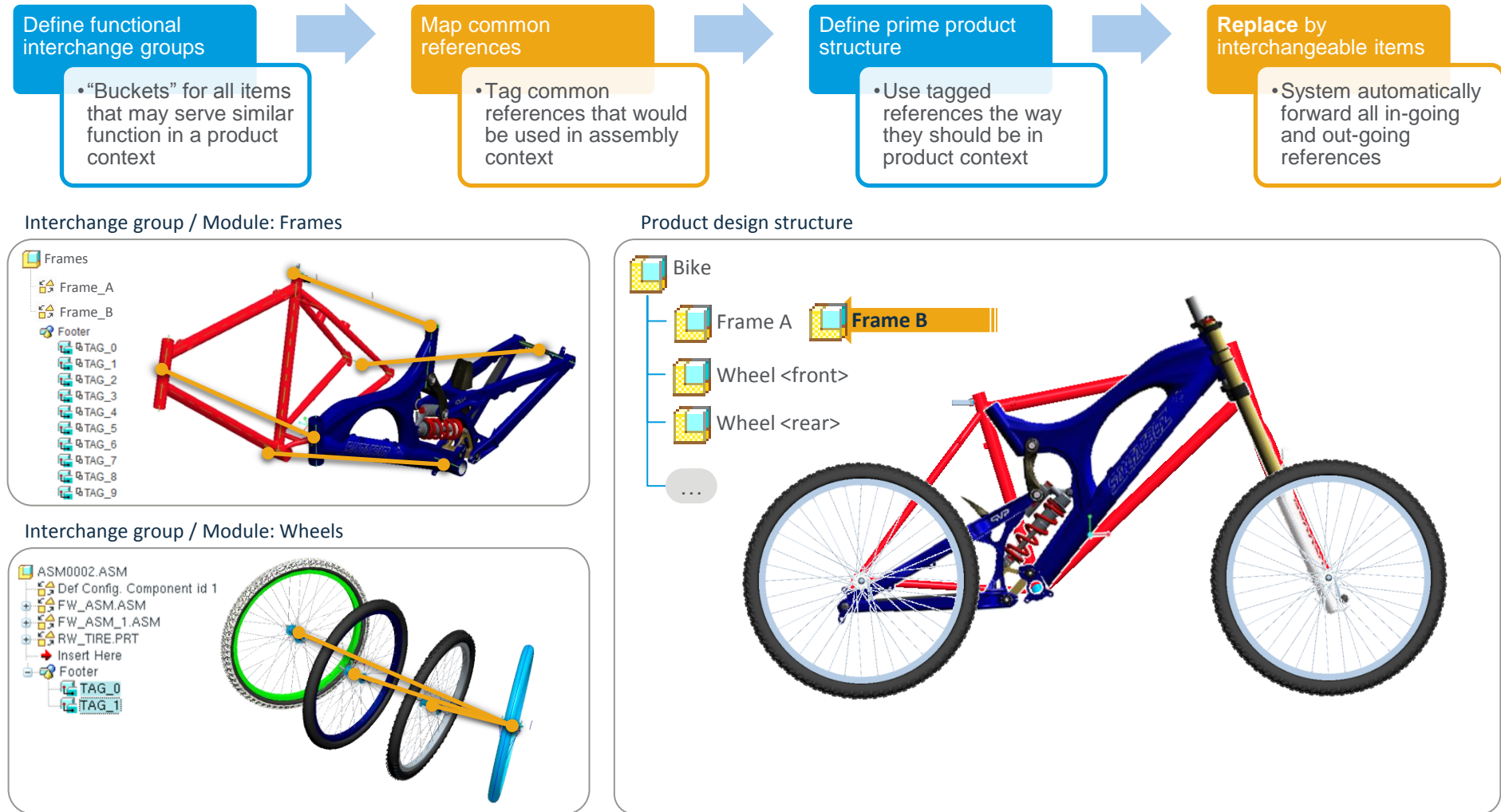


Demo

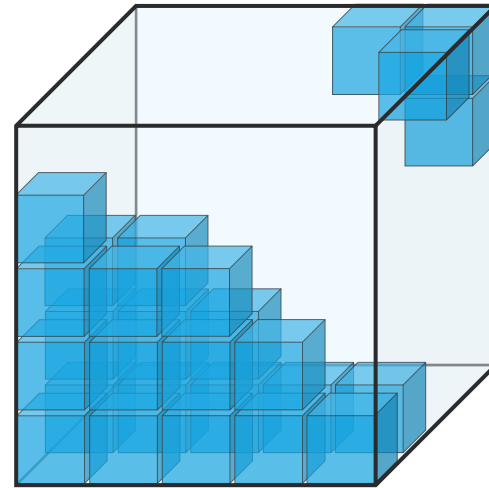
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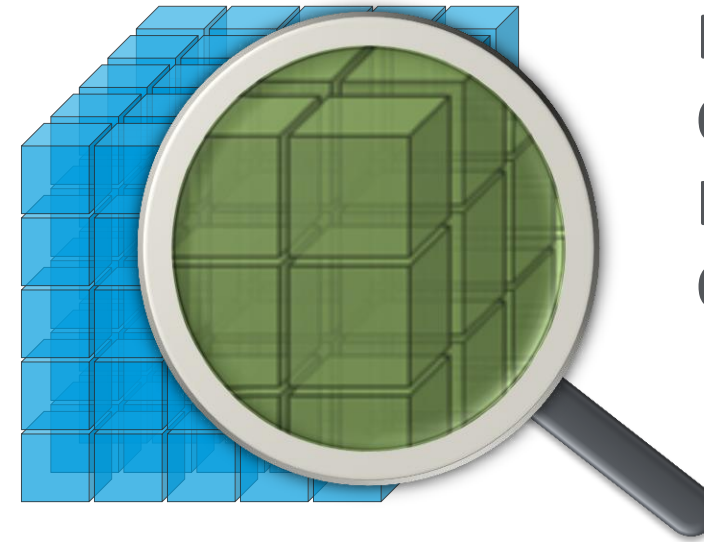
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Skeletons  
Data-Sharing Features  
Reference Control  
Smart Replace  
Basic Modular Design  
Automation tools



## Top-Down Design



Design in Context  
Open Subset  
Lightweight Graphics  
On-demand Retrieval

## Large Assembly Management

Design, Distribute, Iterate and Integrate  
**Faster | Smarter | Easier | More robust**

- Your feedback is valuable
- Don't miss out on the chance to provide your feedback
- Gain a chance to win an instant prize!
- Complete your session evaluation now

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