

FeatureTURN Fundamentals Training Syllabus

Note: Students should be familiar with 2.5D machining prior to attending the TURN training.

FeatureCAM Overview

- What is a Feature
 - Features as a building blocks
 - Dimension driven or boundary based features
- Fundamental concepts
 - Geometry
 - Curves
 - Features
 - Tool paths and simulation techniques
 - NC code

Interface Overview

- Pull down menus
- Toolbars
- Graphics window
- Text window
- Status Bar
- Controlling what you see and how you see it
- Selecting
- Entity properties

Constructing Geometry

- Geometry fundamentals
- Coordinate systems and insertion planes
- Points
- Lines
- Circles
- Arcs
- Fillets

Editing tools

- Clip
- Trim/Extend
- Infinite
- Translate
- Rotate
- Scale
- Reflect

Creating Curves - Curves are boundaries

- What are curves
- Methods of creating curve
- Curve wizard
- Editing curves

Features - Features ARE tool paths

- Feature fundamentals
- Manipulating Features

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- Manipulating Features
 - Making Features
 - Hole
 - Turn
 - Bore
 - Groove
 - Thread
 - Face
 - Cutoff
 - Tweaking the tool paths
- Generating NC code
- Order of Manufacturing Operations
 - Process Plan
 - Ordering Optimization Rules vs templates
 - Including or Excluding a Feature for Manufacturing
 - Simulation techniques and controls
- Tooling
- Feed & Speed Data
 - Tool Manager
 - Tooling Overrides
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