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## PTC - CoCreate V17-MAGNiTUDE Fixed

the time has come to start using cocreate in your design process. i created a simple d&e project, that will illustrate the importance of using cocreate. step by step, we will be building a d&e model of a simple house in 3d. this model will serve as a basis for designing a 3d printed house. cocreate is a powerful tool. its main feature is the ability to use the same tool in 2d as in 3d. this means that the same parametric tool such as a wall or a girder can be reused to create a 3d object. let us look at a simple example. lets look at a simple house design. in this case, we will be using the walls as a parametric tool to create the walls of the house. let us start by creating a floor plan. let us select the floor plan and click on the "cocreate" tool. lets select the wall tool and click on a wall. cocreate will place a 3d wall and you can start creating a house. once youre done with your walls, you can save the model to show it on your computer. once youre done with the walls, you can save the model to show it on your computer. while cocreates interface is designed so you can directly interact with the geometry, this minimizes the need to browse through drop-down menus and fly-out menus to pick commands. by default, scrolling the middle mouse-wheel lets you zoom in or out, as you might expect. clicking on the middle mouse-wheel also terminates an action (a line in progress) or executes a command (for instance, finalizes a blend or an extrusion). the navigational icon that lets you push, pull, or rotate faces and features is dubbed copilot (think of it as your cocreate pilot). clicking on its wheel gives you the rotate command. clicking on one of its arrows lets you drag a face or a feature along the corresponding axis. clicking on a vertice (like the corner of a cube) selects the entire part. you also have the option to draw a rectangle box to select features and faces within a certain region.

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If you can understand this, your CoCreate experience is well on its way.

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It guides you through the process and takes the work out of learning how to use it. Best of all, CoCreate is responsive. As soon as you activate its Copilot, your fingers should tingle. As long as you have the instinct to interact, you'll be fine. If not, you are in trouble. My main two problems with CoCreate are: CoCreate assumes that you're working on some whiteboard experience and that the touch screen paradigm is for suckers. Realists, do you want your surface to glow in the dark? Sketch over and under surfaces? Save and redraw? And, of course, animate and iterate your design. If you're not good with whiteboards and touch screens, CoCreate isn't for you. There's no 3D blow-up of your elements like in Pro/ENGINEER. You can't show your objects at various scales. You can't move and rotate your solid bodies as you need them. You get no 3DZ or 3DU or whatever you call that selective highlighting of vector elements. If you

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need those you're probably going elsewhere. CoCreate also creates pointclouds. When you import objects into the workspace, the file is automatically stored in a pointcloud. It isn't until you have unpacked your vector models into the workspace that you can start working on the surface areas, boundaries, and features of your design. Oh yeah, there's a lot to CoCreate. But you'll find yourself drawing, 3D-modeling, and tweaking things pretty fast. It works best in the context of a robust multi-platform workflow. But you can do more than draw and edit with CoCreate. CoCreate is like the Swiss army knife for your Creo workspace. It's well worth tinkering with when you're confronted with a design issue. 5ec8ef588b

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