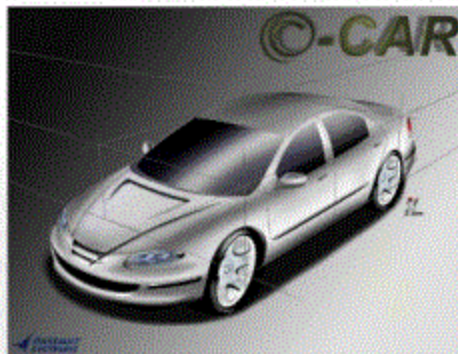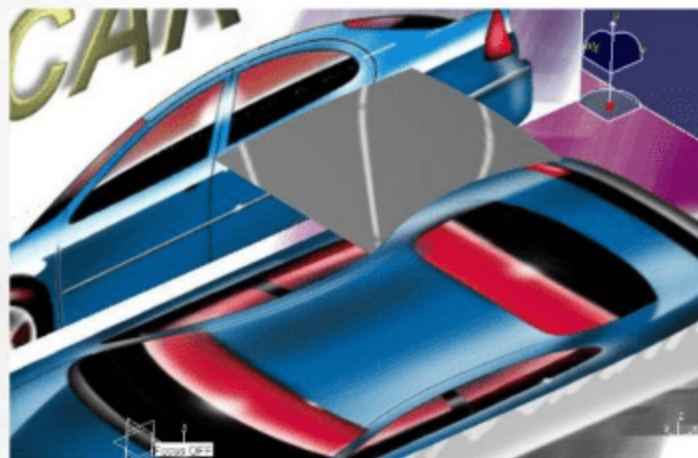**CATIA Training**

Foils

FreeStyle Sketch Tracer

Version 5 Release 9
June 2002

EDU-CAT-E-FSK-FF-V5R9

Quick Start

You will learn how to use the product by going through a simple scenario and by following instructions as you progress...
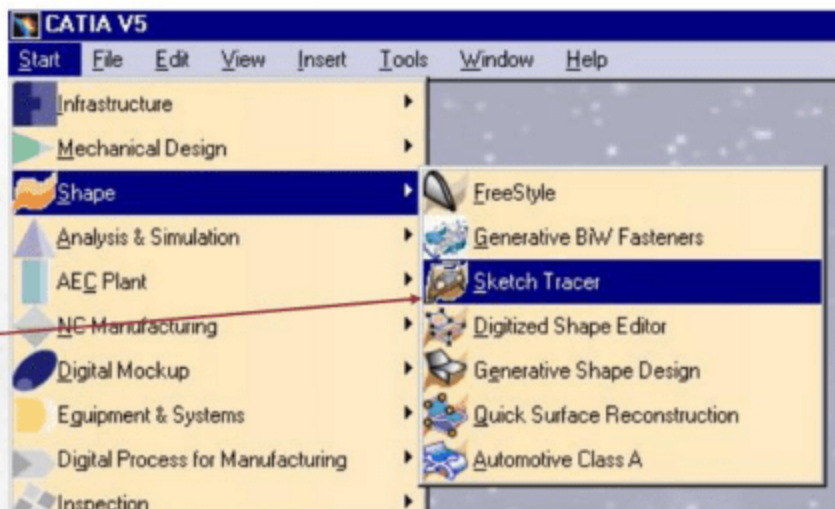
Workbench Presentation (2/3)
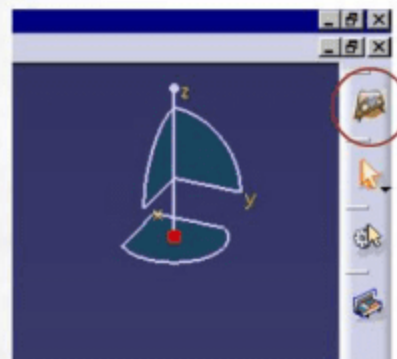
● Accessing the Workbench

1- Start
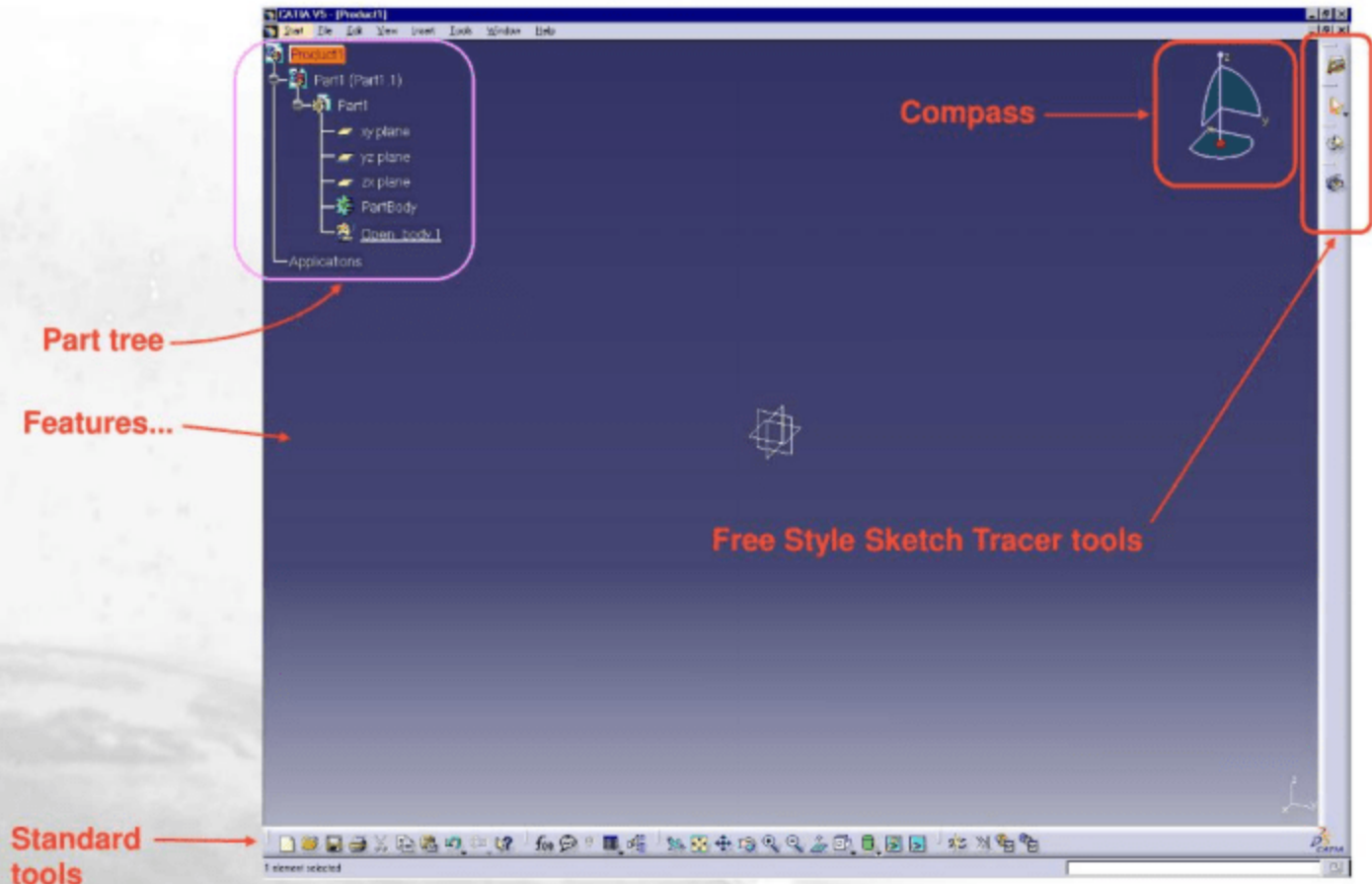
2- Shape

3- Sketch Tracer

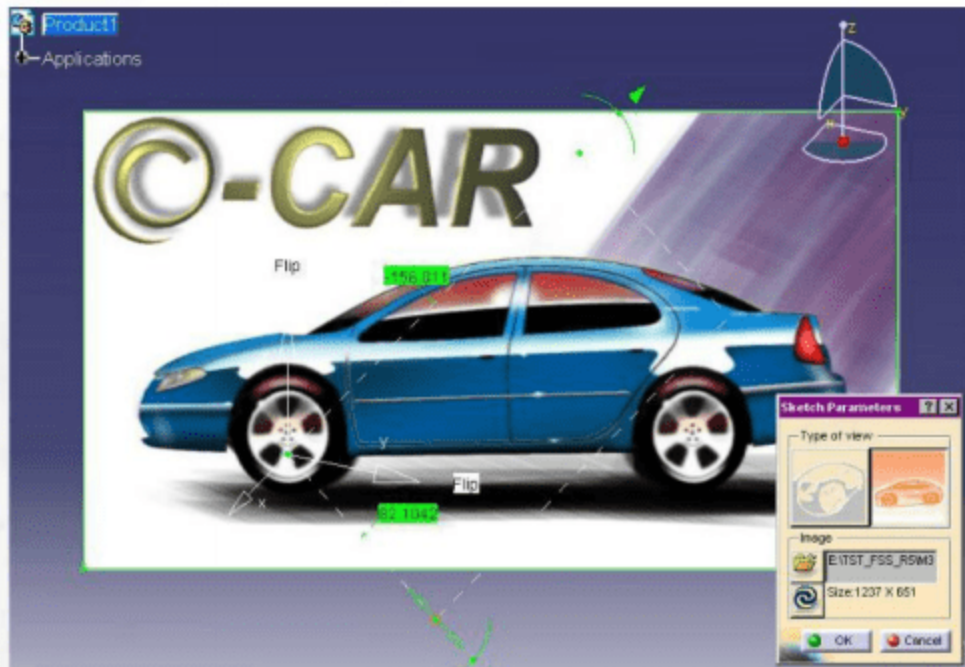At any time, the current workbench is indicated by an icon on the right hand tool bar.

Workbench Presentation (3/3)

The User Interface: Part Design general

Compass

Part tree

Features...

Free Style Sketch Tracer tools

Standard tools

Importing a Sketch (1/5)

In this lesson you will learn how to import a product concept image.
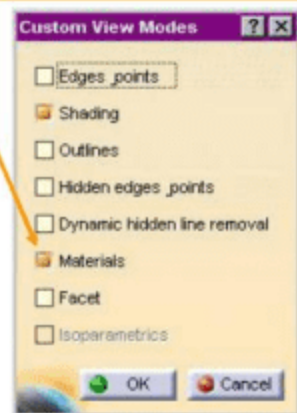
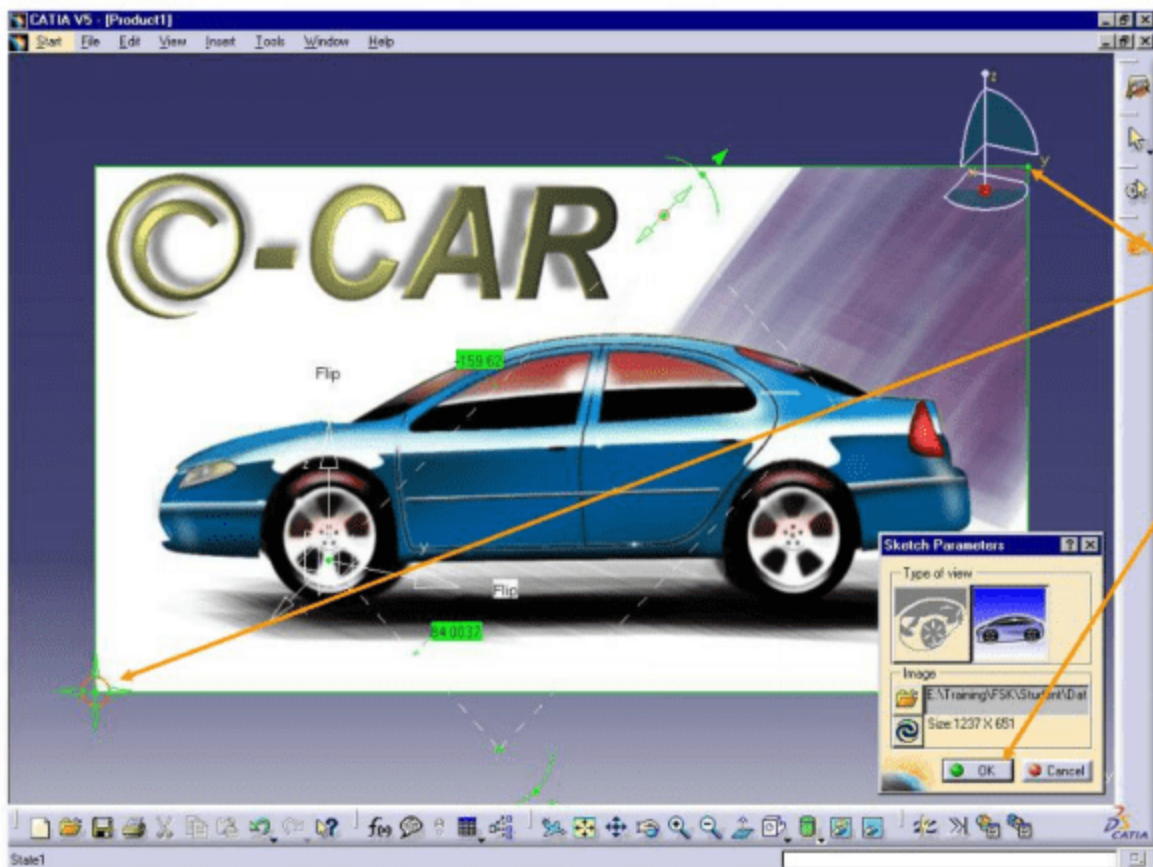# Importing a Sketch (2/5)

Use the "Create an Immersive Sketch" Icon

The "Materials" option must be checked and the "Custom View" applied to the work area to view the imported image

Importing a Sketch (3/5)

Using the manipulators at the corner of the image, you can apply a "crop" action to the image

Select "OK" to validate the image new configuration.

Importing a Sketch (4/5)
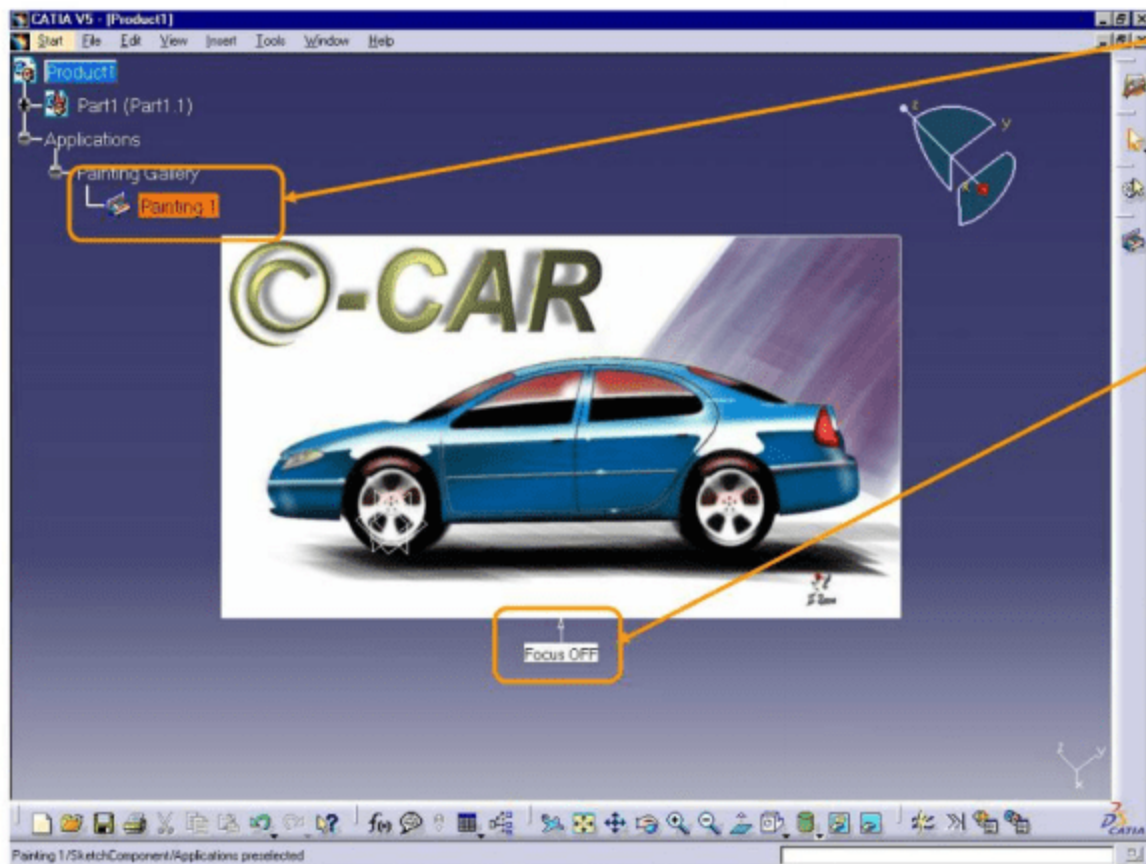
When the import is validated, a new feature "Painting" is created in the tree.

Focus OFF:
All the manipulations of the view using the mouse are allowed.

Focus ON:
Rotation is disabled. Only translation in the sketch plane and zoom are still available with the mouse.

Importing a Sketch (5/5)

Double click on the painting feature in the tree or on the image to switch to the edit mode.

Use the "reload image file" button to update the image

Positioning the Image (1/3)

In this lesson you will learn how to position the image in the 3D space according to a cylindrical view.

Positioning the Image (2/3)

The positioning consists in:
- positioning the origin of the 3D space on the image
- defining the direction of 3D the axis system according to the image
- defining the true product size

Positioning the 3D space origin:
Use the manipulators to position the origin

Defining the direction of the axis:
- Use this manipulator to rotate the axis system around its origin
- Use the "Flip" option to invert the orientation of the axis
- If the image does correspond to a standard view, activate this view (ex: left view) to position the axis
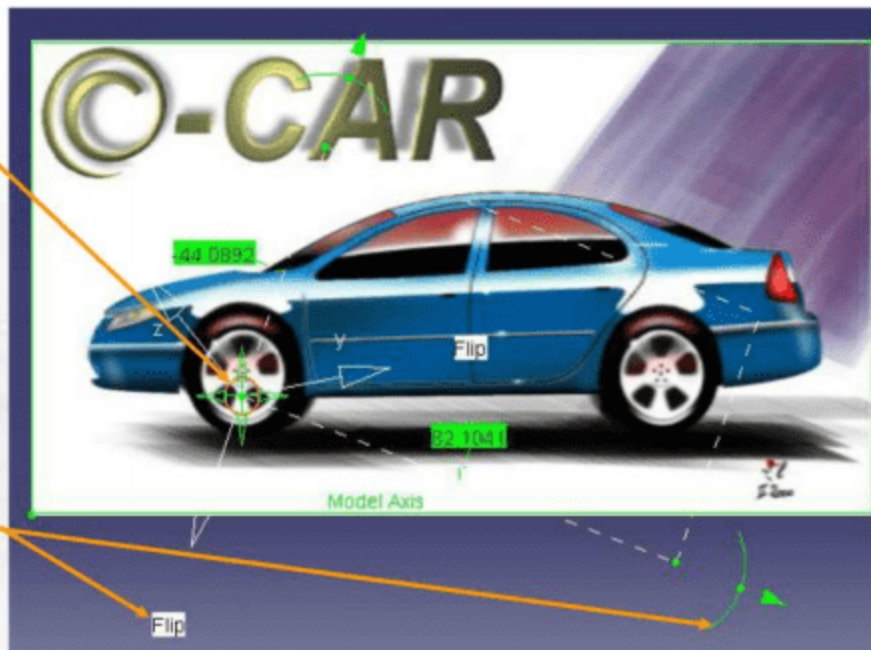
Positioning the Image (3/3)

The positioning consists in:
- positioning the origin of the 3D space on the image
- defining the direction of 3D the axis system according to the image
- defining the product size
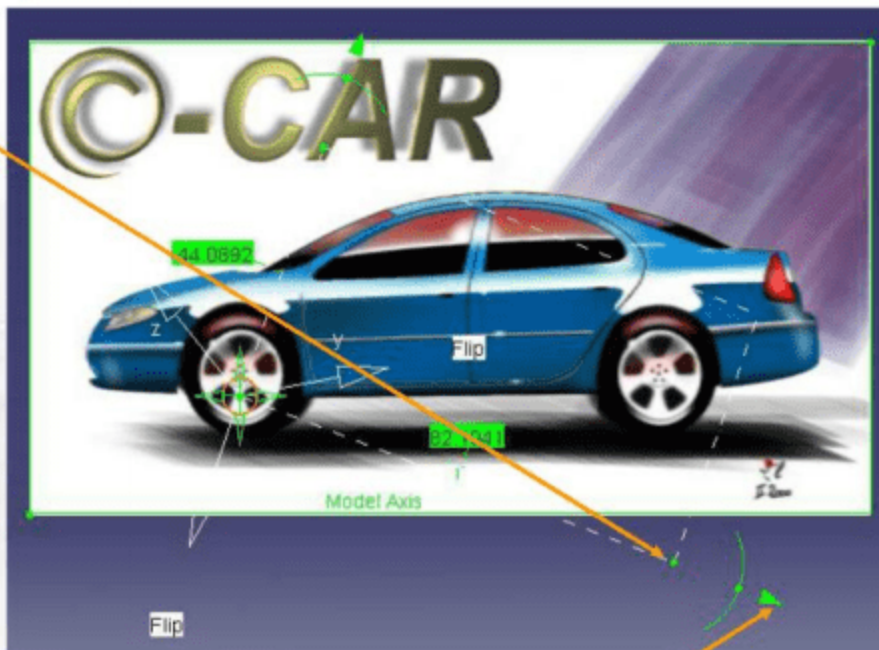
Defining the product size:
Use the "size"manipulator to define the true size of the product represented by the image

Use the "Edit" option of the contextual menu to open the tuner dialog box and define the dimension by precise coordinates in the 3D axis system.
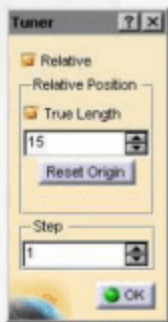
The "relative" option is used to define the position of the manipulator according to its last position. The "reset origin" button repositions the reference point at the current position of the manipulator.

The "true length" option set the defined value as the length between the reference and the current position.

The "zoom" manipulator is used to position the frame corner on the image once the product size is defined.