



Course Code	EDU-DMU-E-KIN-F
Brand & Release	Digital Mock-Up V5R17
Duration	1 day
Language	English
Level	Fundamentals
Method	Companion and ILT

Training Material References

Instructor Foils: EDU-DMU-E-KIN-FI-V5R17
Foils: EDU-DMU-E-KIN-FF-V5R17
Exercises: EDU-DMU-E-KIN-FX-V5R17

Objectives

"Efficiently use the capabilities of the DMU Kinematics workbench
Create the motion instructions for a mechanism
Animate a mechanism
Perform analyses during simulation
Link and animate multiple mechanisms"

Participants' Profile

Designers (P2 users only)

Prerequisites

DMB-F: Digital Mock Up Basics
SPA-F: Digital Mock Up Space Analysis

Content

This course will show you how to design mechanisms from an existing assembly. You will also learn to simulate and analyze the mechanisms for clashes and other types of analysis.

- DMU Kinematics an Overview
- Defining a Mechanism
- Simulating Mechanisms
- Analyzing Movements
- Recording and Playing Simulations
- Miscellaneous Functionalities

Notes

Course structure changed +
Brand new Master Exercise based on an Elliptical Sport Trainer

Exercises

- Ex. 1: Plane – Step1: Create a Mechanism (15min) / All sectors
- Ex. 2: Plane – Step2: Convert Assembly Constraints (15min) / All sectors
- Ex. 3: Plane – Step3 : Simulate the Mechanism (10min) / All sectors
- Ex. 4: Plane – Step4: Create an Animation (15min) / All sectors
- Ex. 5: Plane – Step5: Compute Swept Volume and Trace (15min) / All sectors
- Ex. 6: Master Exercise : Elliptical Trainer (120min) / All sectors