

Pro/CONCEPT Frequently Asked Questions

- **We already use a number of digital tools for conceptual design. Why do I need one more?**

Pro/CONCEPT is the economical solution for all your conceptual design needs. The integrated sketching and modeling of Pro/CONCEPT will replace a number of your existing systems that you currently use for conceptual design thereby simplifying your digital systems and eliminating the integration headaches between them all.

- **How long does it take to learn? Where can I find training?**

Pro/CONCEPT's simple and obvious layout of tools and menus is easy to learn and difficult to forget. The package comes complete with eight self-paced tutorials that are geared to getting a novice up to speed quickly and conveniently and quick reference cards to keep you on track accompany each tutorial. You don't have to sit on the system 8 hours a day to become an expert.

- **We already use a digital modeling tool – what's different about this one?**

Pro/CONCEPT is not just another modeling tool – it is a complete conceptual design solution. It allows you to work in any medium you need throughout the process while brainstorming and exploring ideas – 2D sketching, curve layout, 3D modeling, 3D sketching on models, real-time and photo-realistic visualization all together in a single environment. No more trying to choose the best tool for each step of the process – Pro/CONCEPT is the all-in-one solution for conceptual design.

- **My designers prefer to work in 2D – why would I need the 3D tools?**

You design 3D product and your engineers create 3D models. By moving into 3D early in the design process you answer all of the “will it work in 3D?” questions early on and maintain your design intent when moving to the engineering model.

Pro/CONCEPT's tools have been designed with as much commonality as possible between the 2D and 3D tools to smooth the flow of the data from 2D into 3D. For example, if you know how to use an airbrush you will find the sculpt brush a breeze, and if you can warp a model you will easily warp an image.

- **How do I get the data into Pro/ENGINEER and what can I do with it there?**

Pro/CONCEPT creates 3 basic types of data and can transfer them in a variety of formats:

Images

- Import/export standard image formats – TIFF, JPEG, TGA, GIF, PNG, BMP, SGI (rgb), RLA, Sun (Raster).

Curves

- Import: Pro/E (.neu), IGES, Illustrator (.ai), ProductView (.ed, .ol)

- Export: Pro/E (.neu), ProductView (.ed, .ol)

Facet Models

- Import: IGES, STL, OBJ, SLP, ProductView (.ed, .ol)
- Export: STL, OBJ, VRML, SLP, Inventor (iv), ProductView (.ed, .ol)

All 3 of these data types can be imported into Pro/ENGINEER, which can make full use of them. Images can be loaded and displayed as trace-sketches for use as an underlay to model against. Curves are loaded as native Pro/E datum curves. The facet models can be loaded directly into Pro/E for surfacing by a number of techniques. The Pro/E module ISDX can create curves on the facet geometry that can then be used to create surfaces. The new module 'Restyle' in Pro/ENGINEER Wildfire is designed to automatically wrap surfaces onto facet geometry.

- **How can I purchase Pro/CONCEPT?**

Please visit our eStore at: <https://www.ptc.com/estore/catalog/catalog.jsp>