

Introduction to Alias Speedform

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@rexisID AutodeskDesign(youtube)

Technical Marketing

ISM MFG



Name Rex Sellentine

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Position Title Technical Marketing Manager

BIO

Rex rejoined Autodesk in 2014 as a Technical Marketing Manager for Autodesk's Automotive products. As a technical marketer, Rex takes his extensive knowledge in Industrial Design and visualization and creates workflows for his product line, creates most of the content on Autodesk website for Automotive and gathers all the assets needed to equip the sales team.

Rex has over a decade working with Alias products and over two decades working with visualization packages.

Expertise

Industry(s): Automotive

Autodesk Product Expertise: Alias, Speedform, VRED, StudioWall



Class summary

In this class, you will learn many of the common tools used in Alias Speedform. To do this we will create two cars. The first car will use the new Wheel Arch primitive. The next series, we will develop the model more carefully learning a bazillion new tools you won't be able to live without.

Enjoy your new concept modeling experience in Speedform.

Simulation Scavenger Hunt



Who can enter?

AU attendees (virtual and live)



How many winners?

20 winners per day (T, W, and R)



When does it start?

December 1st @ 12:01am PST



When does it end?

December 3rd @ 11:59pm PST



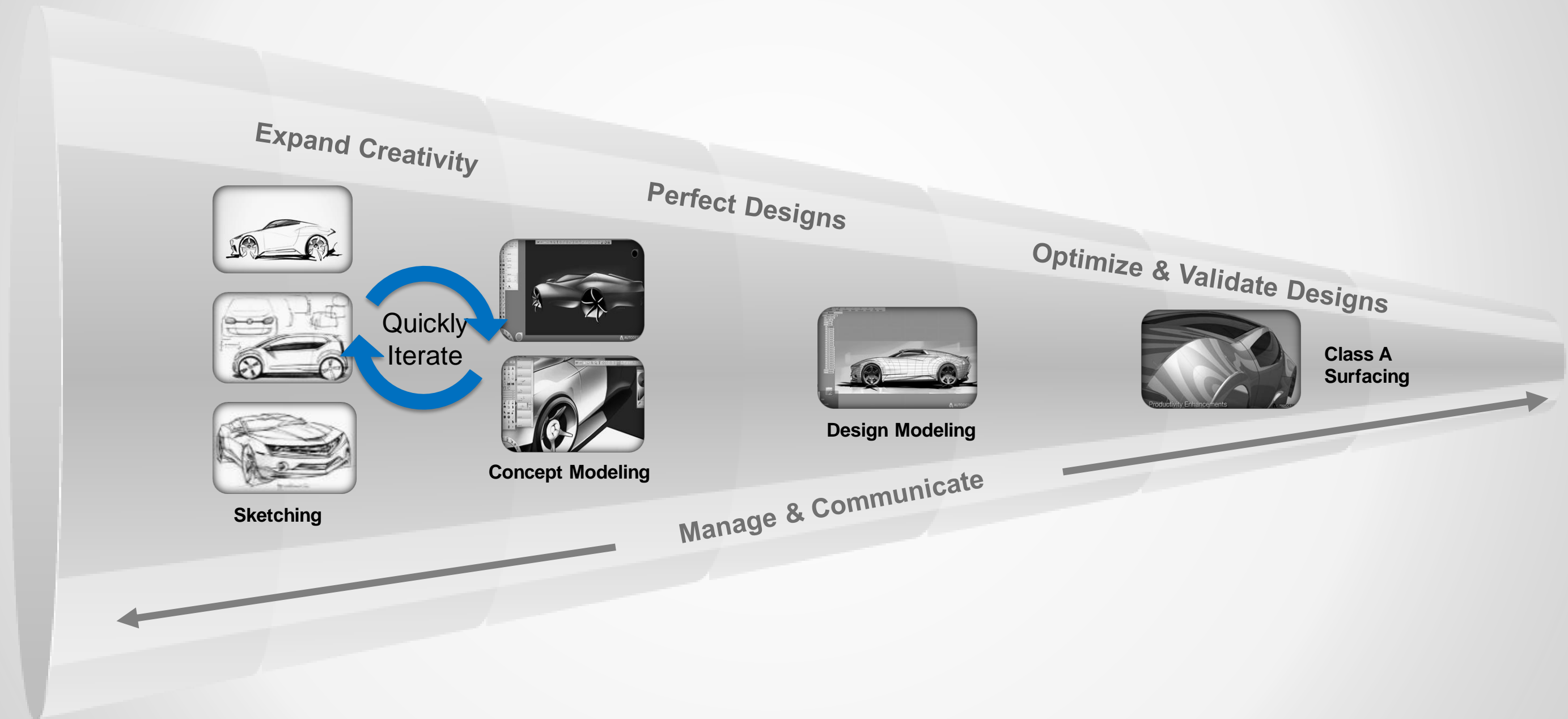
What kind of prizes?

Everything from Darth Vader toasters to custom
\$1,000 Astro Studio watches.

Go to <http://ninjasandbits.com/sim/> to start the hunt!

Concept Modeling

Efficiently define and iterate on early design concepts

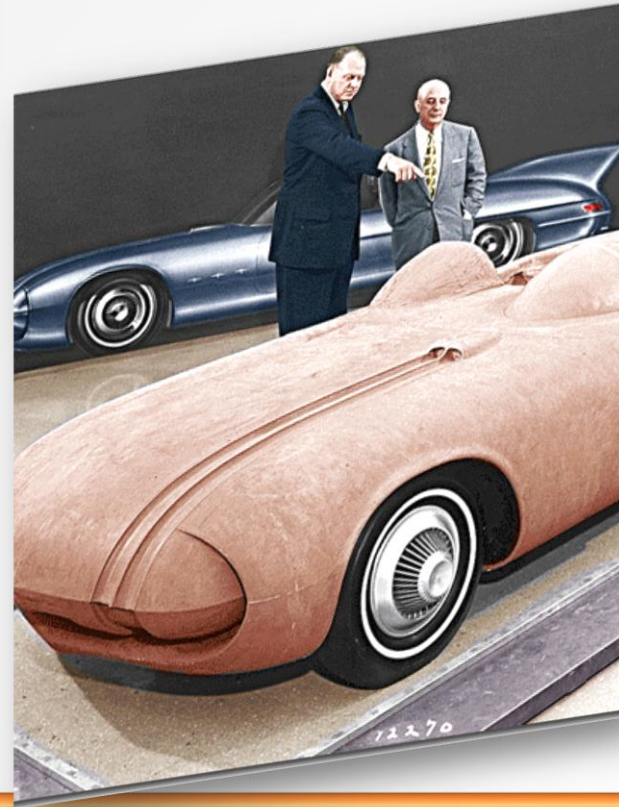


Concept modeling milestones



1908

No
styling



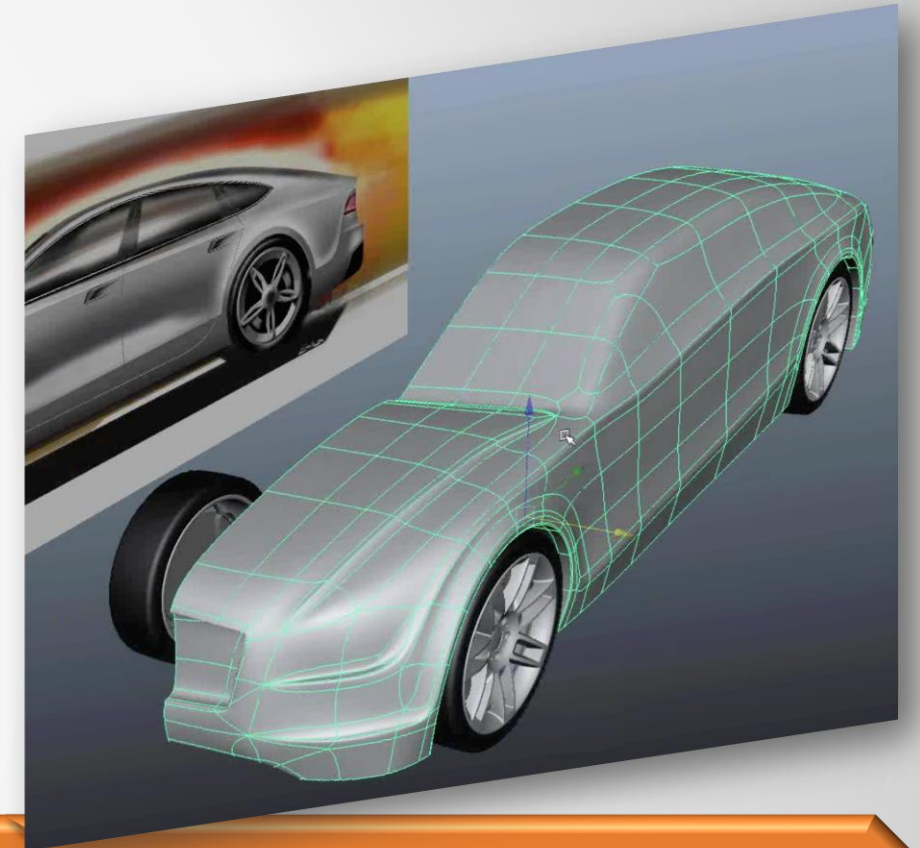
1927

Clay



1960s

NURBS

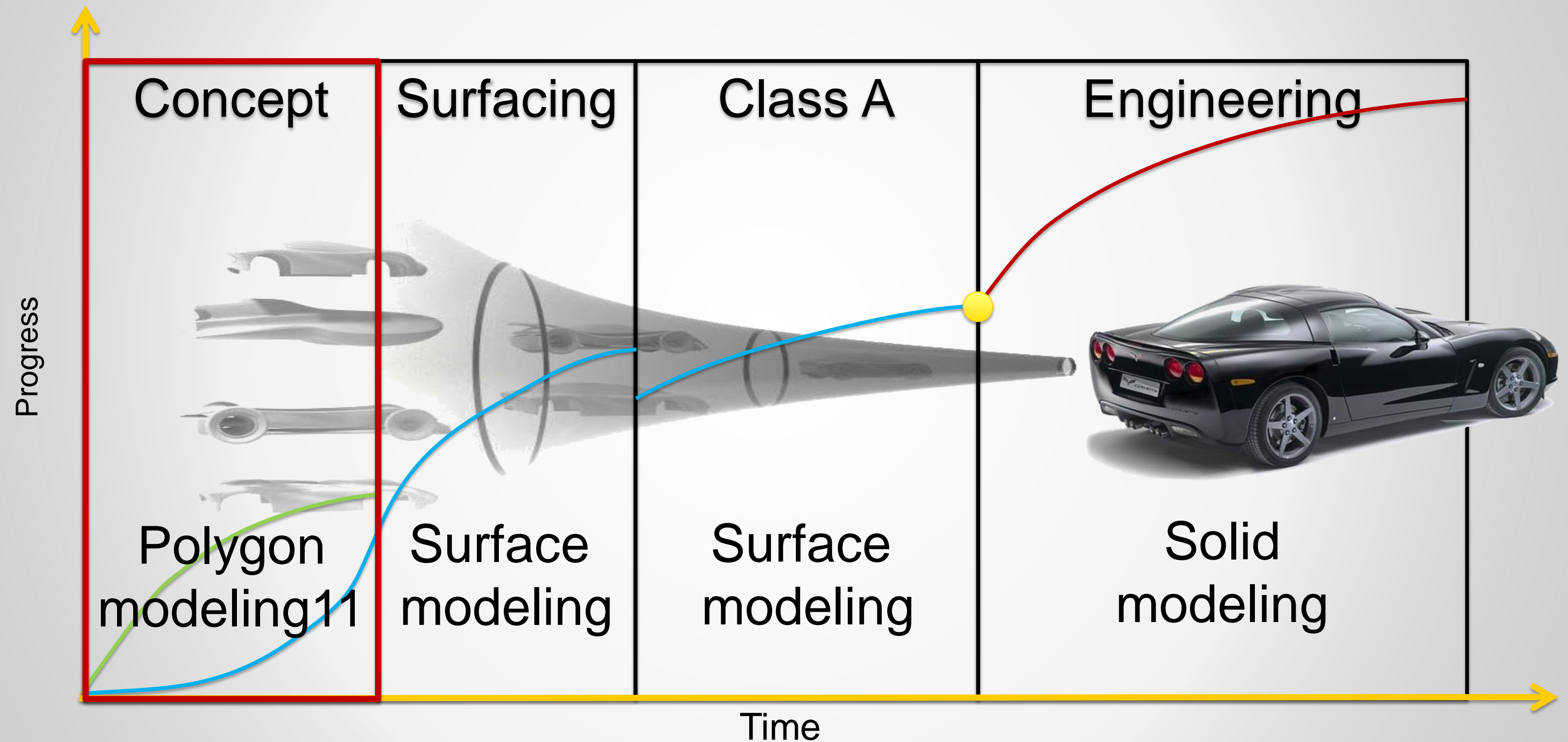


2000s

Polygons

Common approaches to concept modeling

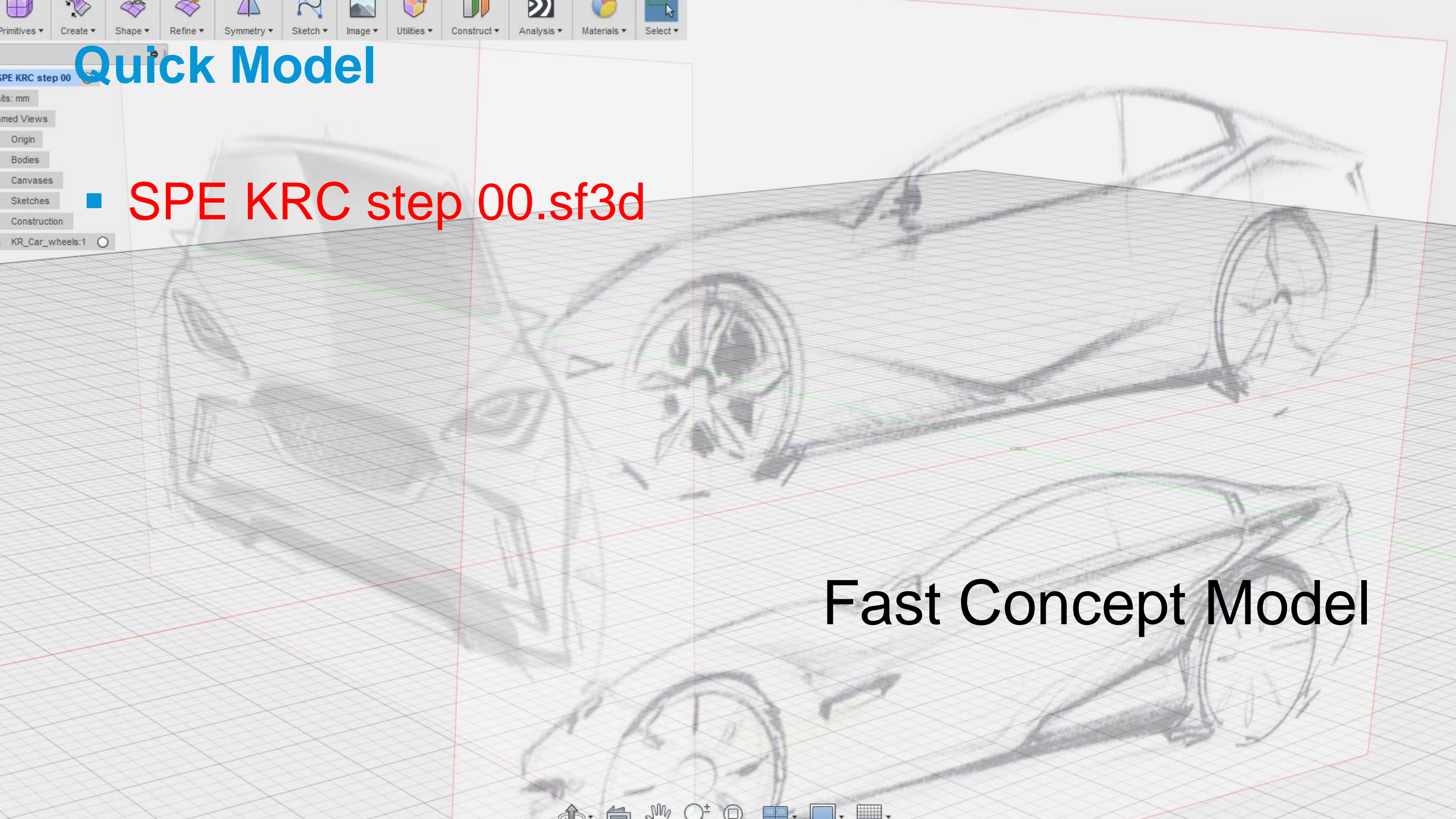
Polygon vs surface modeling



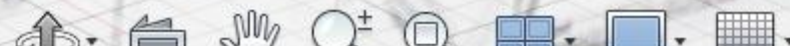


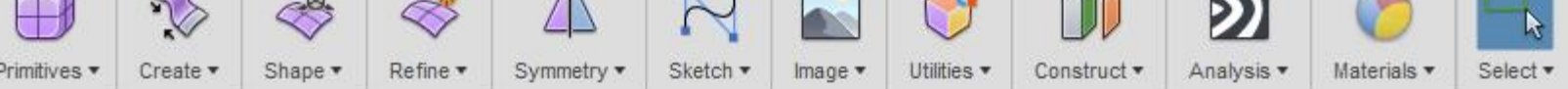
Quick Model

■ SPE KRC step 00.sf3d



Fast Concept Model





Detailed Concept Model

SPE KRC step 02

Units: mm

Named Views

Origin

Analysis

Bodies

Canvases

Sketches

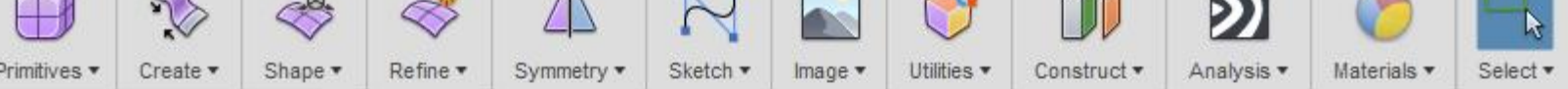
Construction

KR_Car_wheels:1

- **SPE KRC step 02.sf3d**
- SPE KRC step 04.sf3d
- SPE KRC step 05.sf3d
- SPE KRC step 06.sf3d
- SPE KRC step 07.sf3d
- SPE KRC step 09.sf3d
- SPE KRC step 01.sf3d

Display Modes
Deleting faces
Align Control Structure





Detailed Concept Model

SPE KRC step 04

Units: mm

Named Views

Origin

Analysis

Bodies

Canvases

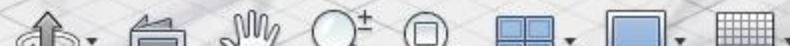
Sketches

Construction

KR_Car_wheels:1

- SPE KRC step 02.sf3d
- **SPE KRC step 04.sf3d**
- SPE KRC step 05.sf3d
- SPE KRC step 06.sf3d
- SPE KRC step 07.sf3d
- SPE KRC step 09.sf3d
- SPE KRC step 10.sf3d
- SPE KRC step 11.sf3d

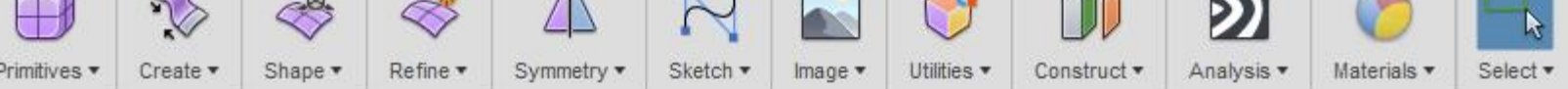
Bridge surfaces together



Detailed Concept Model

- SPE KRC step 02.sf3d
- SPE KRC step 04.sf3d
- **SPE KRC step 05.sf3d**
- SPE KRC step 06.sf3d
- SPE KRC step 07.sf3d
- SPE KRC step 09.sf3d
- SPE KRC step 10.sf3d
- SPE KRC step 11.sf3d

Unweld Surfaces
Bridge Surfaces



Detailed Concept Model

SPE KRC step 06

Units: mm

Named Views

Origin

Bodies

Canvases

Sketches

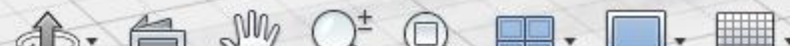
Construction

KR_Car_wheels:1

- SPE KRC step 02.sf3d
- SPE KRC step 04.sf3d
- SPE KRC step 05.sf3d
- **SPE KRC step 06.sf3d**
- SPE KRC step 07.sf3d
- SPE KRC step 09.sf3d
- SPE KRC step 10.sf3d
- SPE KRC step 11.sf3d

Weld
Faces

Add Details
Bridge



Detailed Concept Model

- SPE KRC step 02.sf3d
- SPE KRC step 04.sf3d
- SPE KRC step 05.sf3d
- SPE KRC step 06.sf3d
- **SPE KRC step 07.sf3d**
- SPE KRC step 09.sf3d
- SPE KRC step 10.sf3d
- SPE KRC step 11.sf3d

Edit by curve
2D sketches
Pull to 2D

Detailed Concept Model

SPE KRC step 09

Units: mm

Named Views

Origin

Analysis

Bodies

Canvases

Sketches

Construction

KR_Car_wheels:1

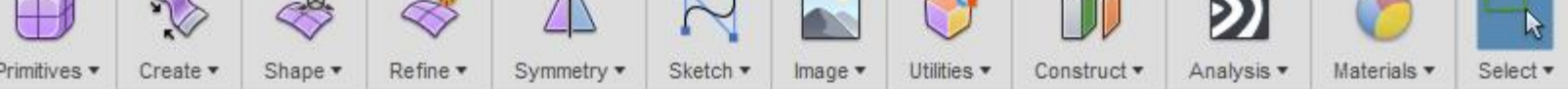
- SPE KRC step 02.sf3d
- SPE KRC step 04.sf3d
- SPE KRC step 05.sf3d
- SPE KRC step 06.sf3d
- SPE KRC step 07.sf3d
- **SPE KRC step 09.sf3d**
- SPE KRC step 10.sf3d
- SPE KRC step 11.sf3d

Crease and Flow

Detailed Concept Model

- SPE KRC step 02.sf3d
- SPE KRC step 04.sf3d
- SPE KRC step 05.sf3d
- SPE KRC step 06.sf3d
- SPE KRC step 07.sf3d
- SPE KRC step 08.sf3d
- SPE KRC step 09.sf3d
- **SPE KRC step 10.sf3d**
- SPE KRC step 11.sf3d

Add Details



Detailed Concept Model

Units: mm

Named Views

Origin

Analysis

Bodies

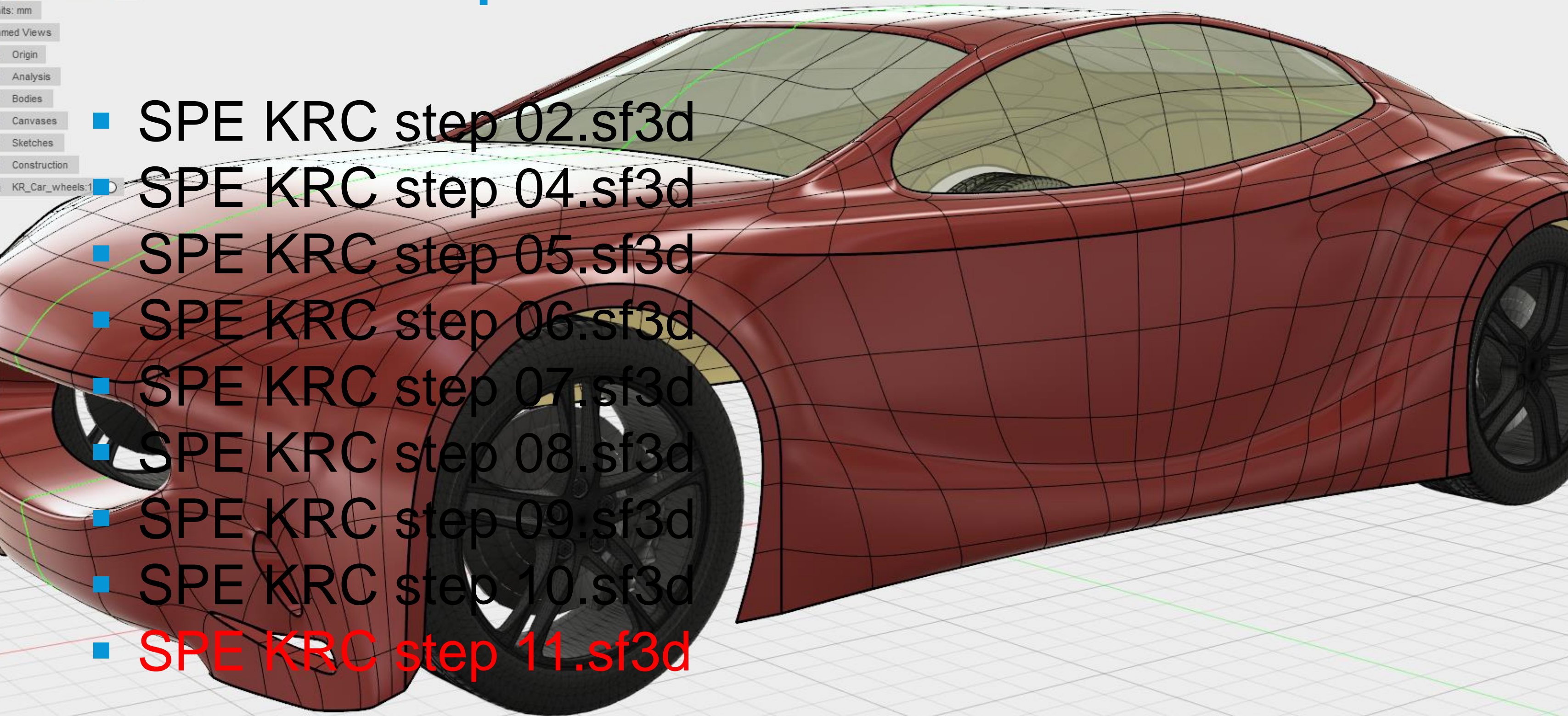
Canvases

Sketches

Construction

KR_Car_wheels:1

- SPE KRC step 02.sf3d
- SPE KRC step 04.sf3d
- SPE KRC step 05.sf3d
- SPE KRC step 06.sf3d
- SPE KRC step 07.sf3d
- SPE KRC step 08.sf3d
- SPE KRC step 09.sf3d
- SPE KRC step 10.sf3d
- SPE KRC step 11.sf3d



Questions



Please Fill Out Your Surveys

Make sure your voice is heard!

Please take the time to complete your survey for this and every class you attend at Autodesk University.

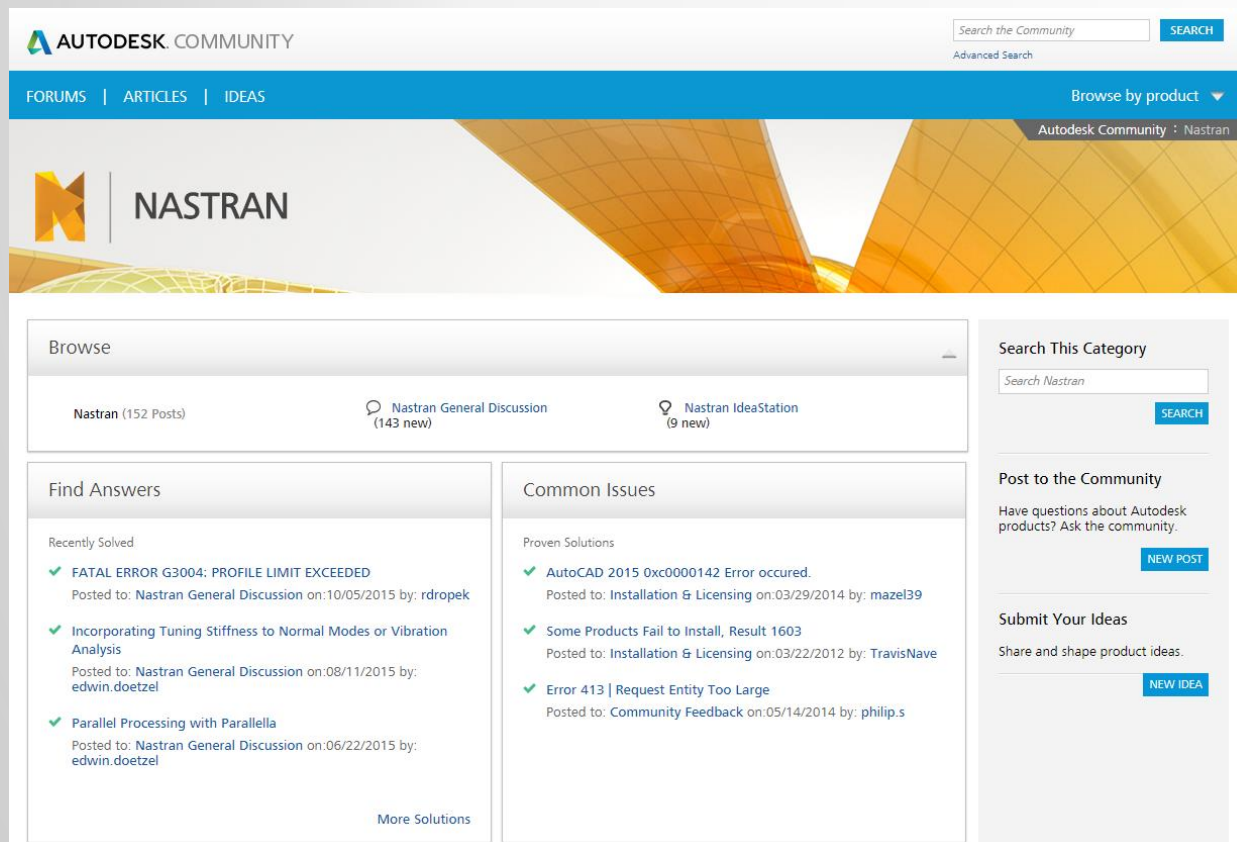
Autodesk uses this information to know what classes to offer in the future.



Join The Discussion!

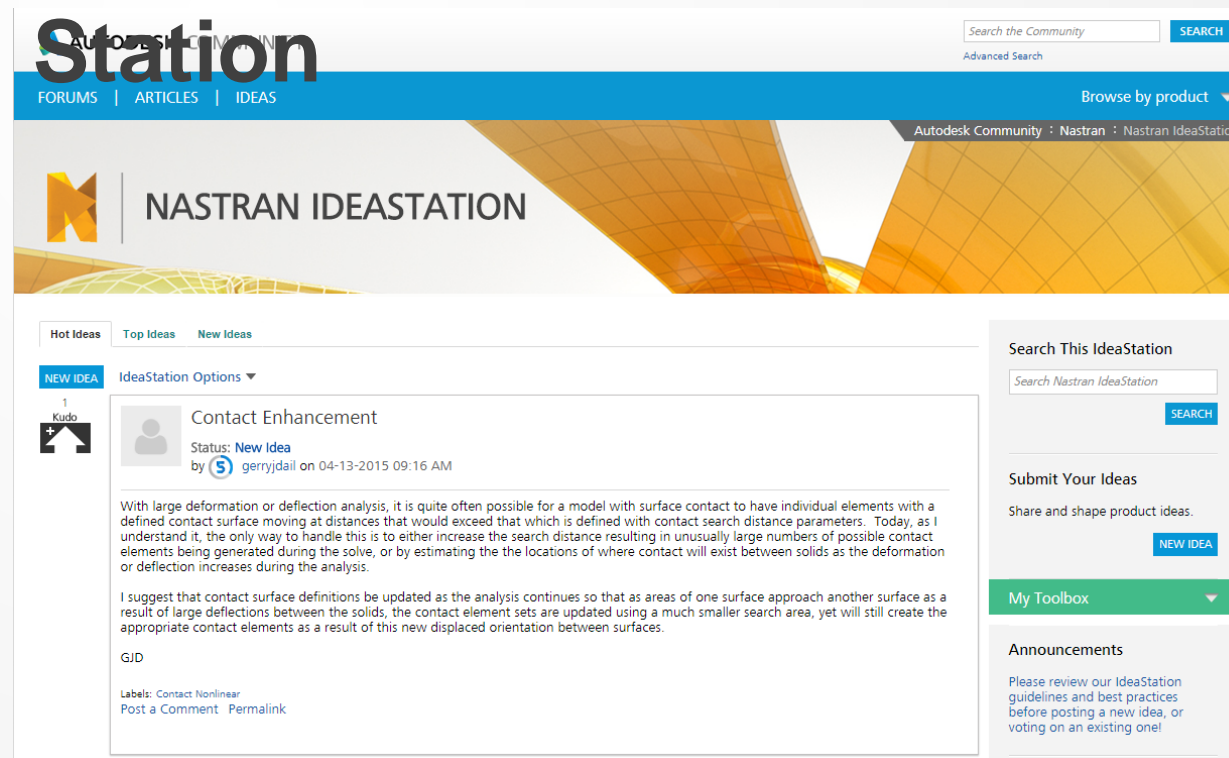
- Autodesk customers and industry partners ask questions and share information about Autodesk products.
- Regularly monitored by Autodesk employees

Autodesk Nastran Forum



The screenshot shows the Autodesk Nastran Forum interface. At the top, there's a navigation bar with 'FORUMS', 'ARTICLES', and 'IDEAS'. Below this is a header with the Nastran logo and a search bar. The main content area is divided into sections: 'Browse' (showing Nastran (152 Posts), Nastran General Discussion (143 new), and Nastran IdeaStation (9 new)), 'Find Answers' (listing recently solved issues like 'FATAL ERROR G3004: PROFILE LIMIT EXCEEDED'), and 'Common Issues' (listing proven solutions like 'AutoCAD 2015 0xc0000142 Error occurred'). There are also buttons for 'Post to the Community' and 'Submit Your Ideas'.

Autodesk Nastran Idea Station



The screenshot shows the Autodesk Nastran Idea Station interface. It features a navigation bar with 'FORUMS', 'ARTICLES', and 'IDEAS'. The main content area displays a list of ideas, with the top one being 'Contact Enhancement' by gerryjdail, dated 04-13-2015 09:16 AM. The idea description discusses contact surface definitions and deflection analysis. There are also buttons for 'Hot Ideas', 'Top Ideas', 'New Ideas', and 'Submit Your Ideas'. A search bar is located at the top right.

→ Can be found via the Knowledge Network or the SimHub

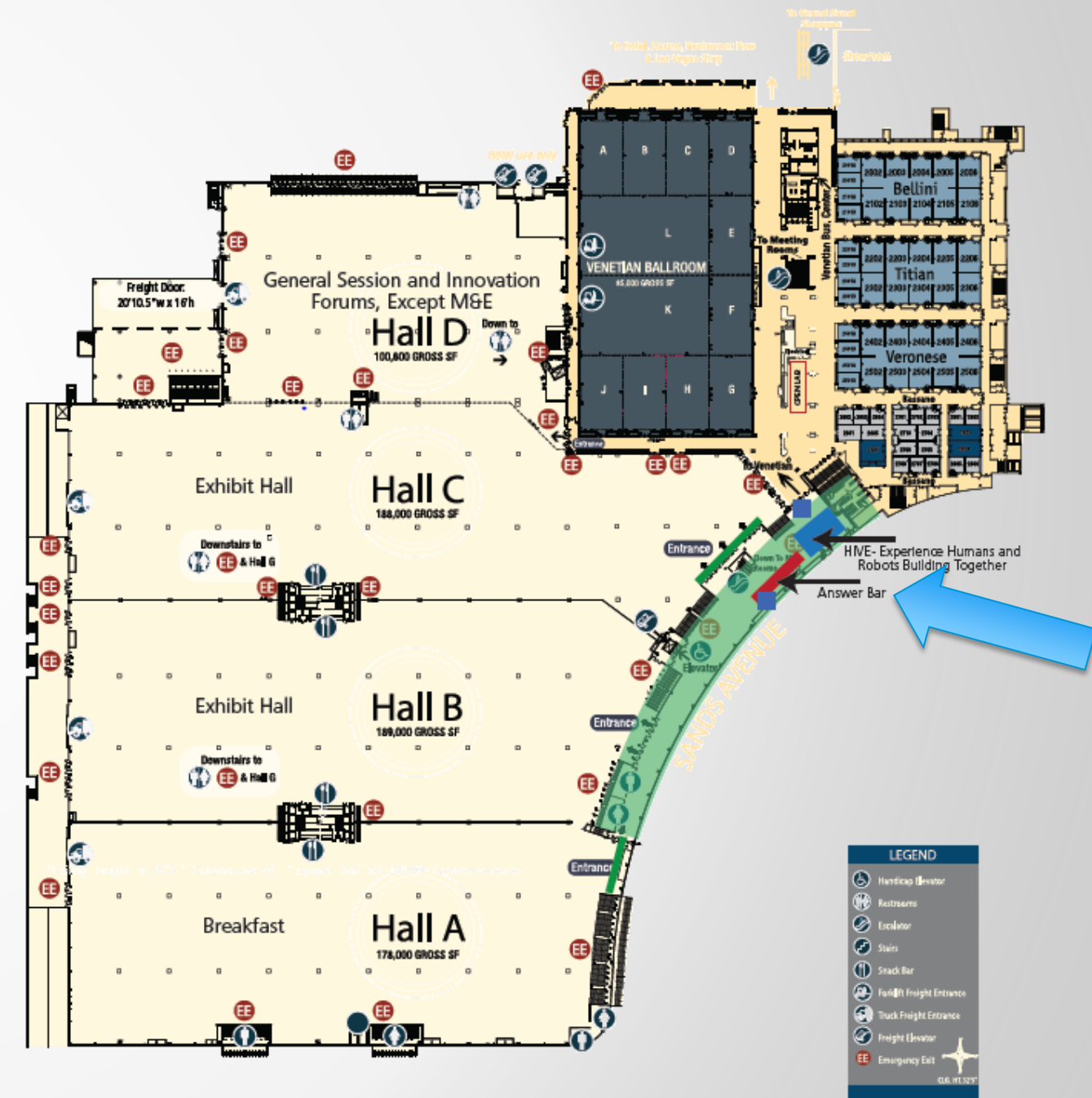
AU Answer Bar



AUTODESK UNIVERSITY 2015

Learn. Connect. Explore.

- Seek answers to all of your technical product questions by visiting the Answer Bar.
- Open daily 8am-6pm Tues-Wed and 8am-4pm Thurs
- Located just outside of Hall C on level 2.
- Staffed by Autodesk developers, QA, & support engineers ready to help you through your most challenging technical questions.



Voice of Customer

Be Heard and Win!

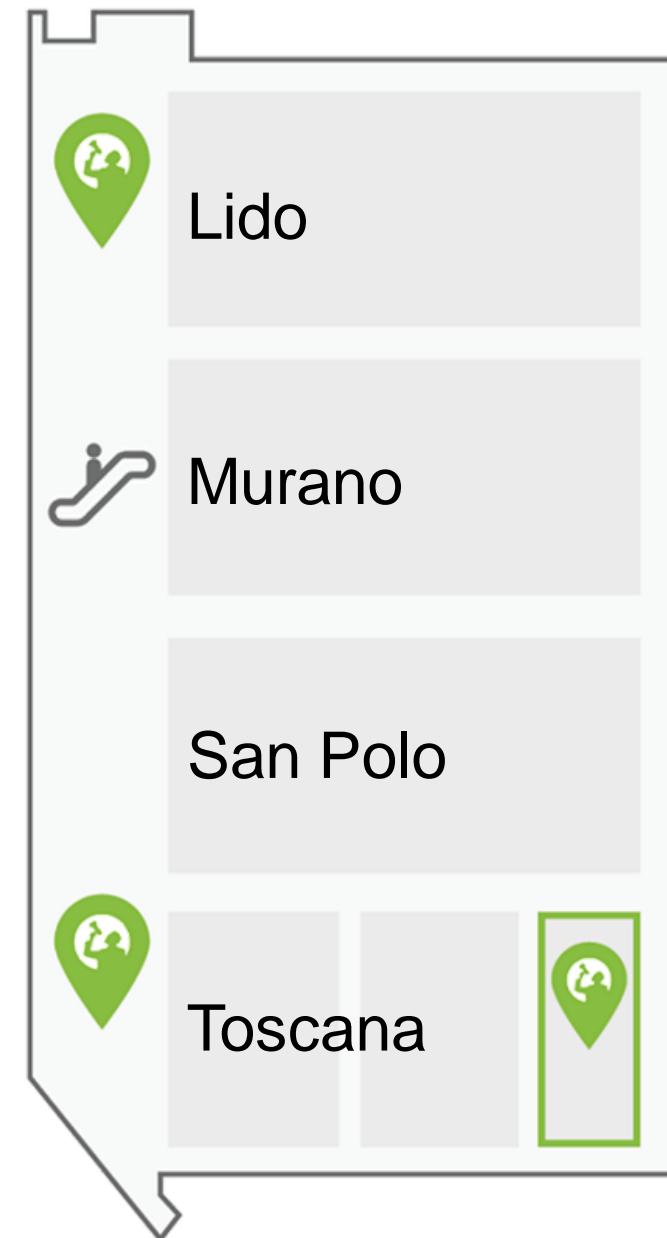
Help shape the future Autodesk experience...

9am – 6pm every day



...and maybe win a
GoPro camera!

Venetian Level 3



For more information visit autode.sk/AU2015VOC

