



SURFCAM ADVANCED CLASS

GENERAL

This course is designed for existing users of SURFCAM proceeding to learn simultaneous 3-Axis X, Y, Z milling.

DETAILS

This course is designed for SURFCAM users who have pre-existing experience using SURFCAM. Students are expected to be able to create and machine geometry using the SURFCAM 2-Axis system. Students will learn to create and modify 3D Spline/Surface geometry and produce 3D toolpaths. Some of the topics covered are:

- 3D Spline and Surface Creation
- Surface Editing
- 3D Data Import
- Coordinate Systems
- 3-Axis Machining of surfaces/Roughing & Finishing techniques including but not limited to:
 - Z Level Roughing
 - Multi-Step Roughing
 - High Speed Roughing
 - Parallel Finishing
 - Isoline/Flowline Finishing
 - Steep/Shallow Finishing
 - Flat Surface Finishing
 - Radial/Spiral Finishing
 - Corner Finishing
 - Rest Finishing
- Advanced Toolpath Simulation
- Application Examples

PREREQUISITES

- Knowledge in basic Windows PC Operation
- SURFCAM 2.5D/SURFCAM STANDARD Class.

RECOMMENDATIONS

It is helpful if the student attending the class has some previous knowledge/exposure to simultaneous 3 axis geometry intended to be used in future projects.