

PROGRAM UPDATES/CHANGES

Thursday, October 20

2:15 - 3:15 ROOM G - *DESCRIPTION CHANGE:*

How to plan for and implement PDM: PDM is coming your way, so the question is what do you do to prepare for success? Now you can get a "behind the scenes" look at the steps our Professional Services Team takes during a PDM implementation. Discover the key things to do, and what not to do in preparation. Keith will also review and discuss the process of migrating WorkGroup files into PDM.

3:45 - 4:45 ROOM D - *DESCRIPTION CHANGE:*

Dualing Designs: We'll take a look at two different approaches to designing the same part. Differing design techniques can have an effect on how easy your part is to build and modify, and we'll analyze which technique might be better suited for various applications. Then, we'll see how each of these approaches is effected when a design change is required.

Friday, October 21

9:00 - 10:00 ROOM G - *SESSION CANCELLED:*

"Game of Analysis: How Video Gaming Technologies used analysis to set themselves apart"

9:00 - 10:00 ROOM D - *DESCRIPTION CHANGE:*

Sweeps and Lofts: We'll take a look at the techniques required to make your designs curvier and more organic through the use of sweeps and lofts.