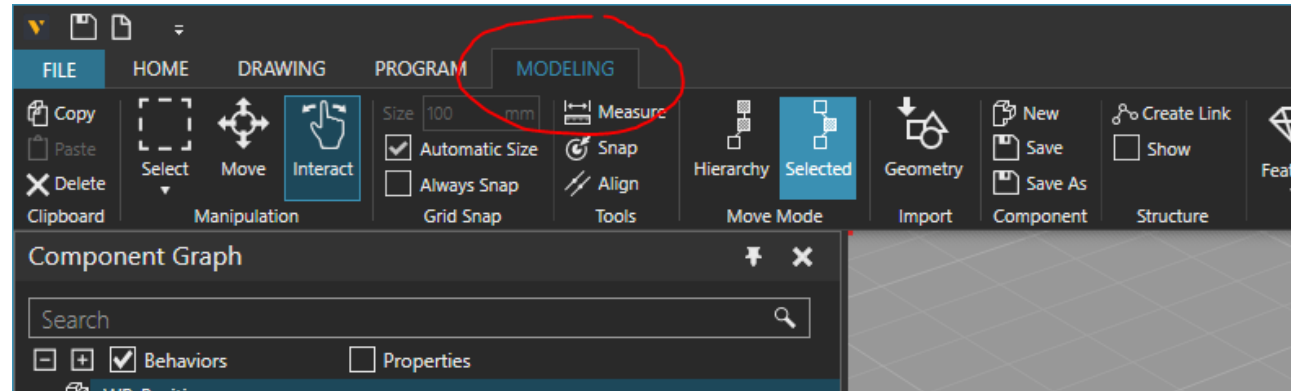


COMPONENT MODELING

Visual Components Essentials
with Modeling Pack 4.0



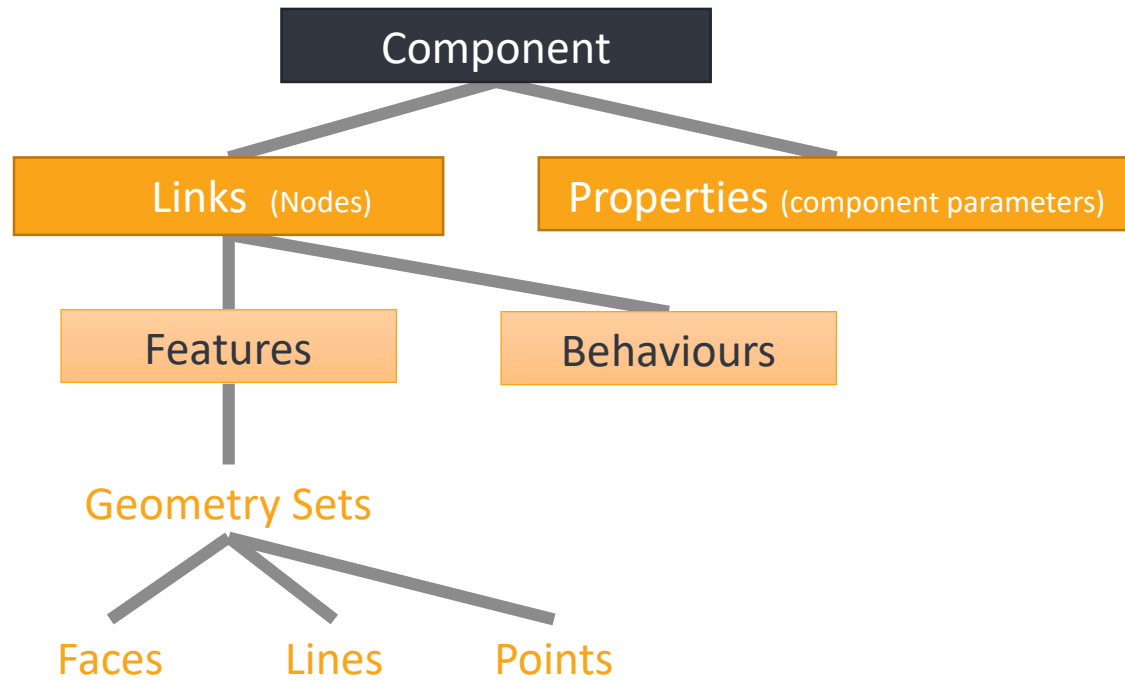
AGENDA



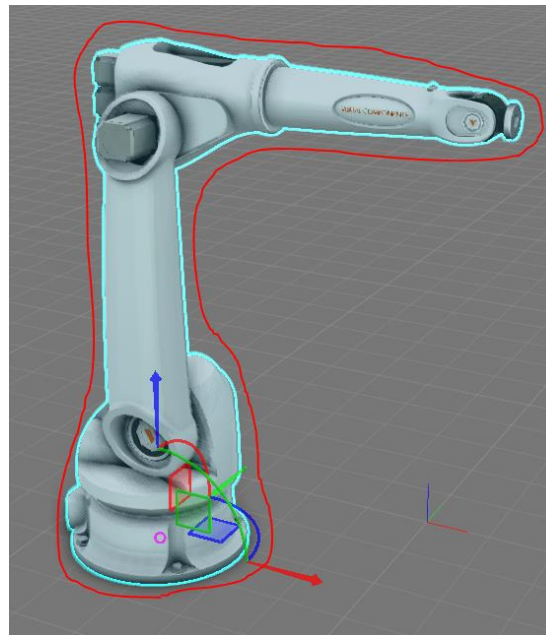
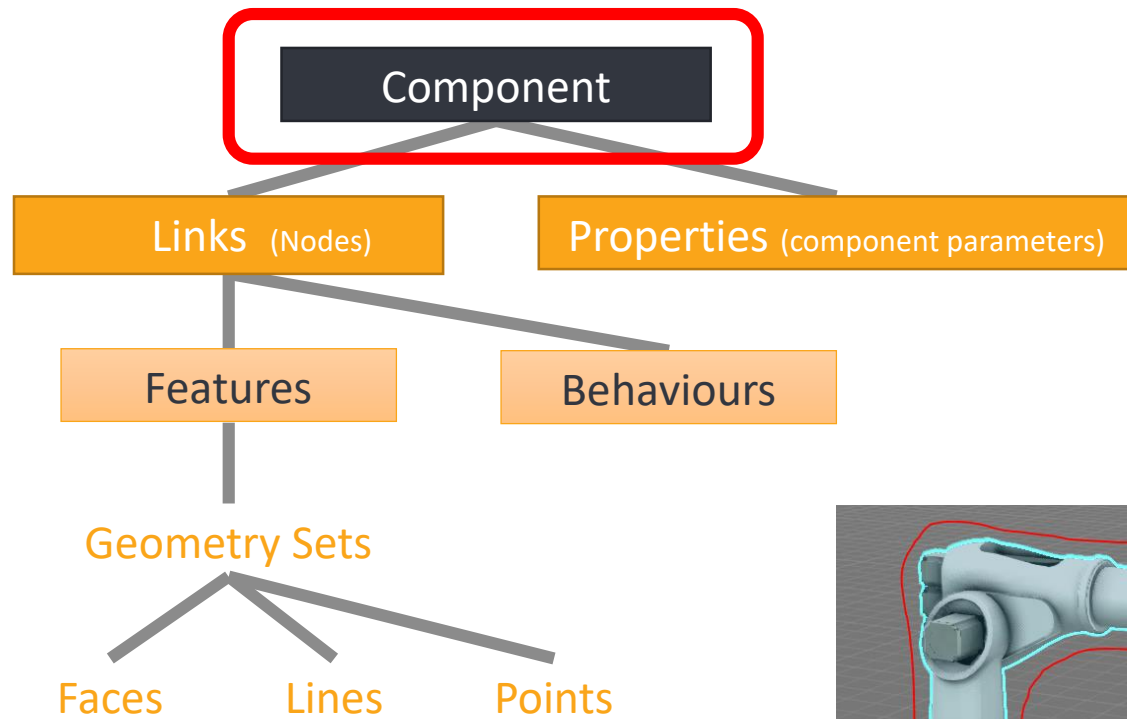
- Component structure
- Modeling tab overview
- Modeling some example components
- Modeling Physical behaviours



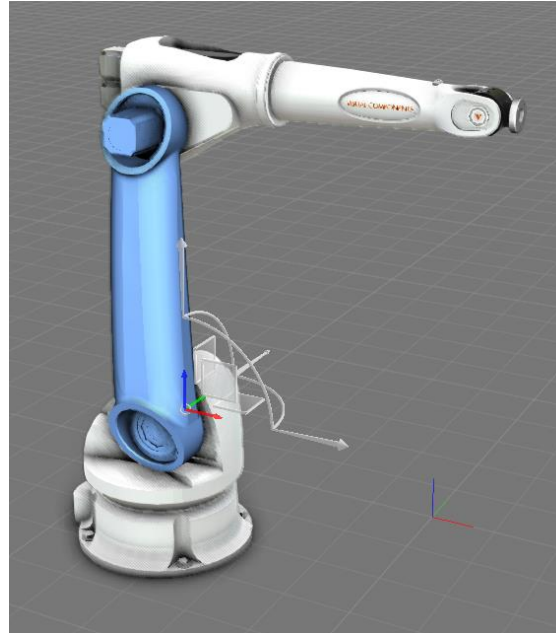
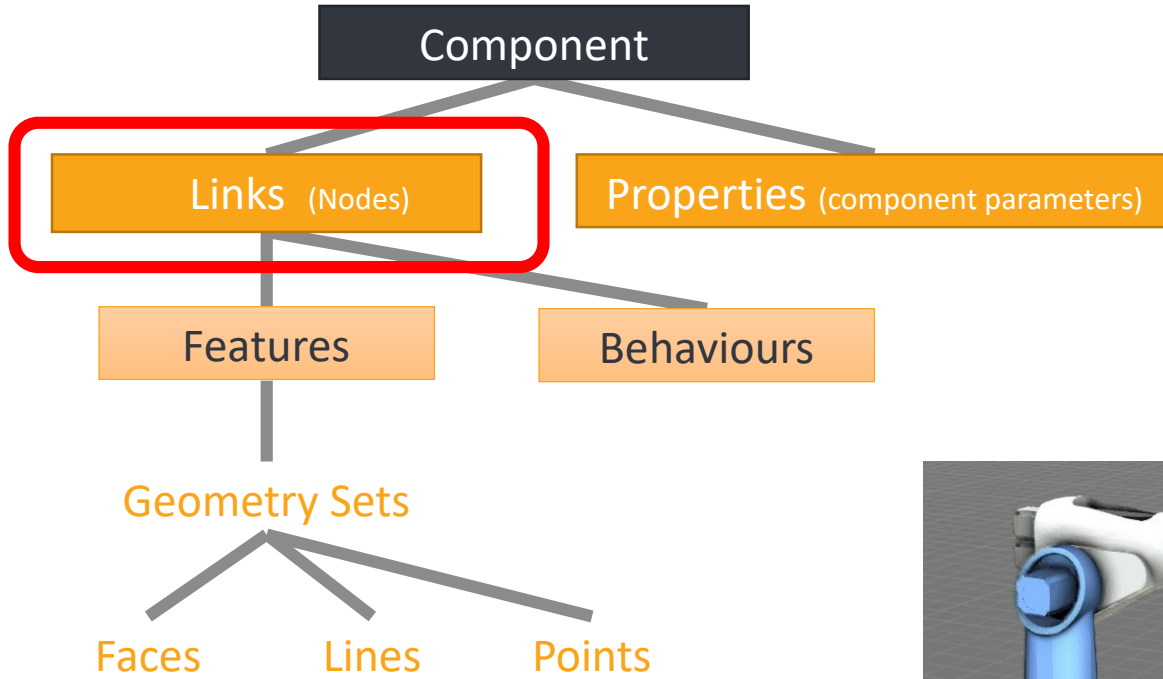
COMPONENT STRUCTURE



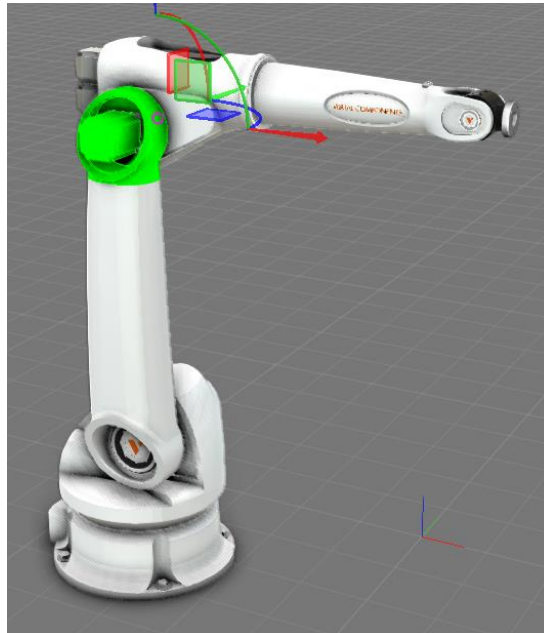
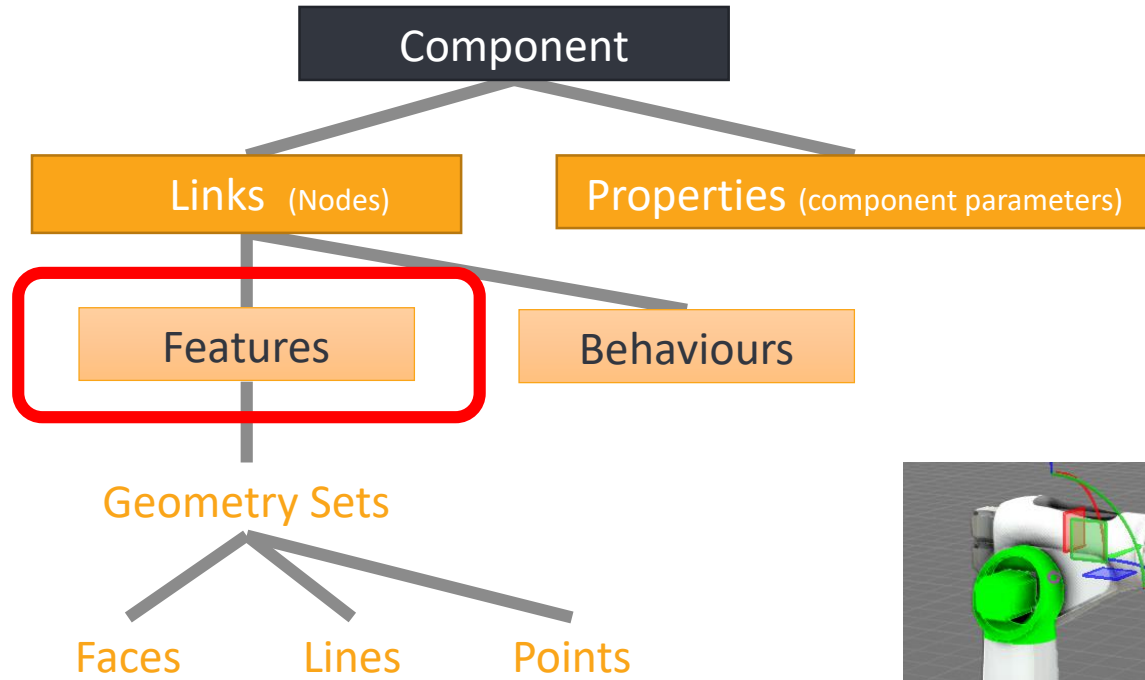
COMPONENT STRUCTURE



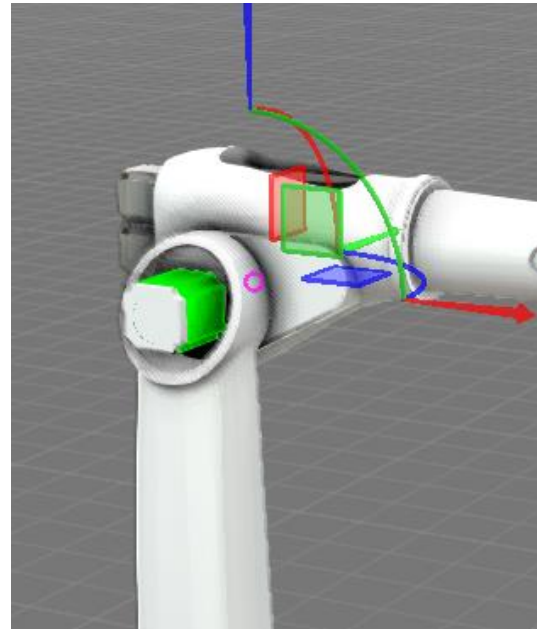
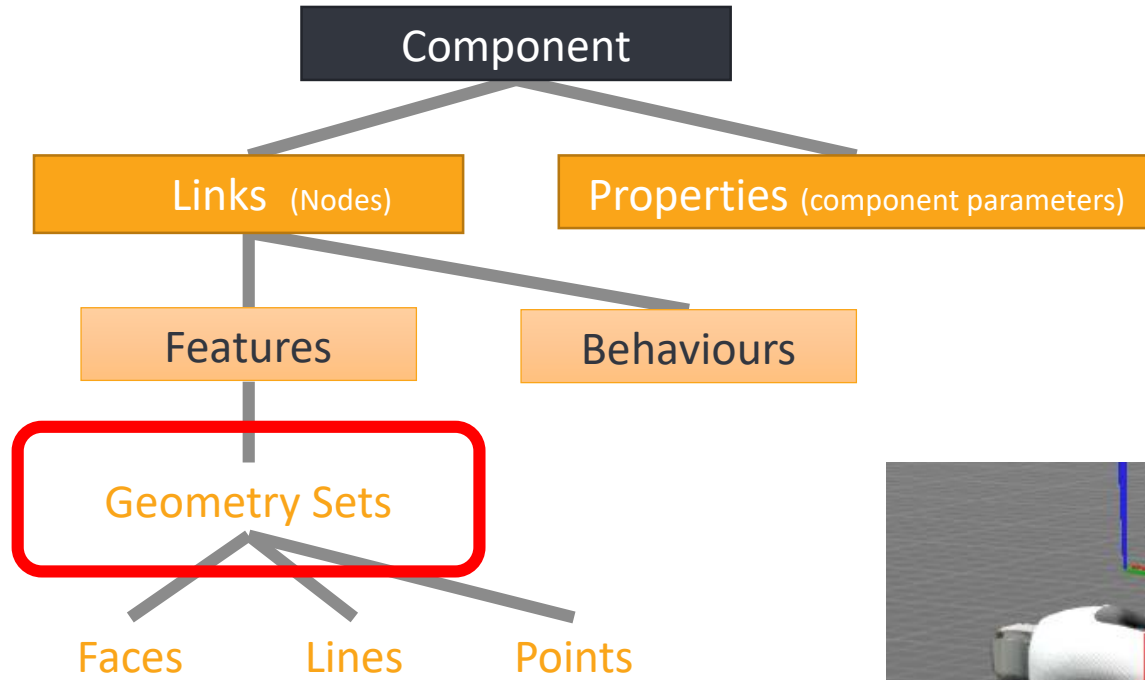
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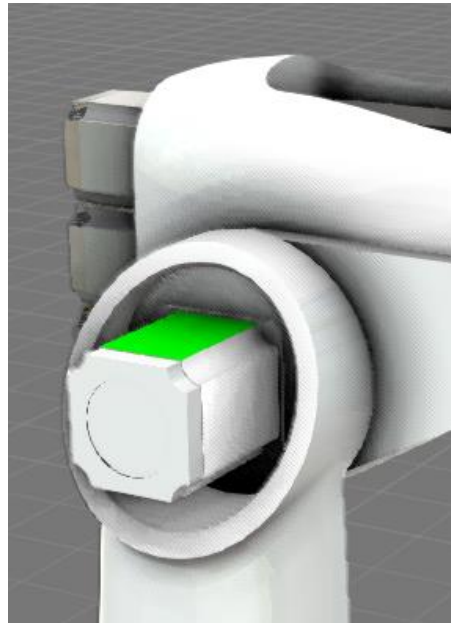
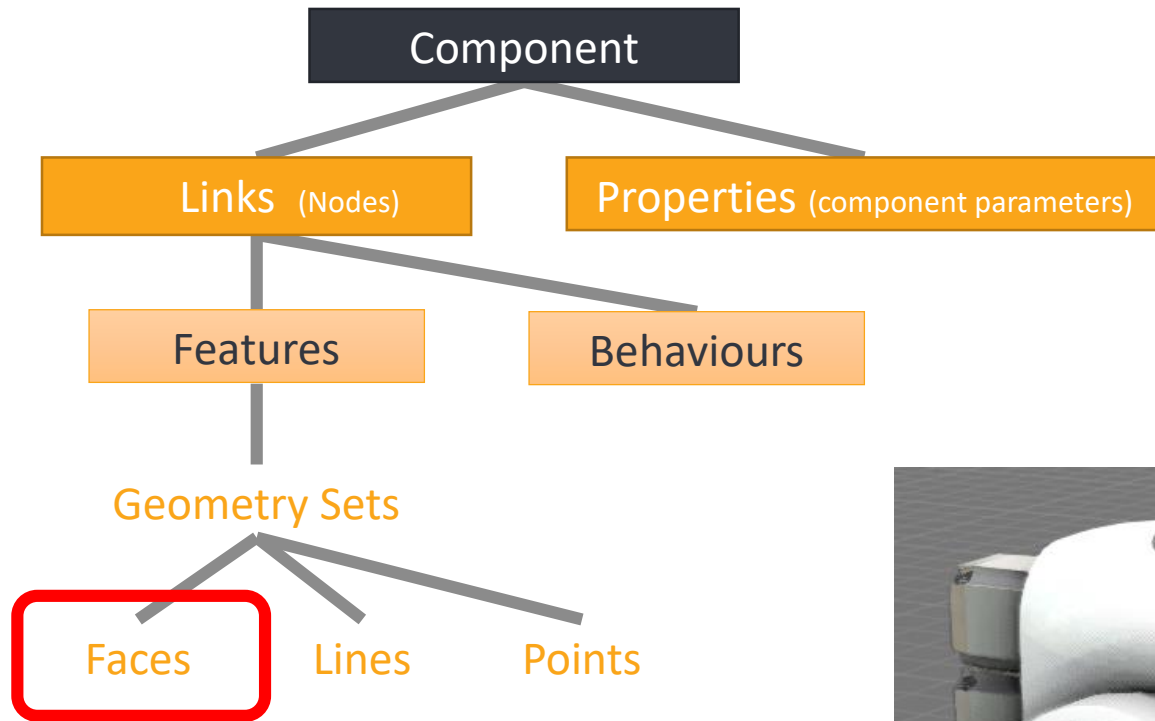
COMPONENT STRUCTURE



COMPONENT STRUCTURE



COMPONENT STRUCTURE



EXAMPLE COMPONENTS

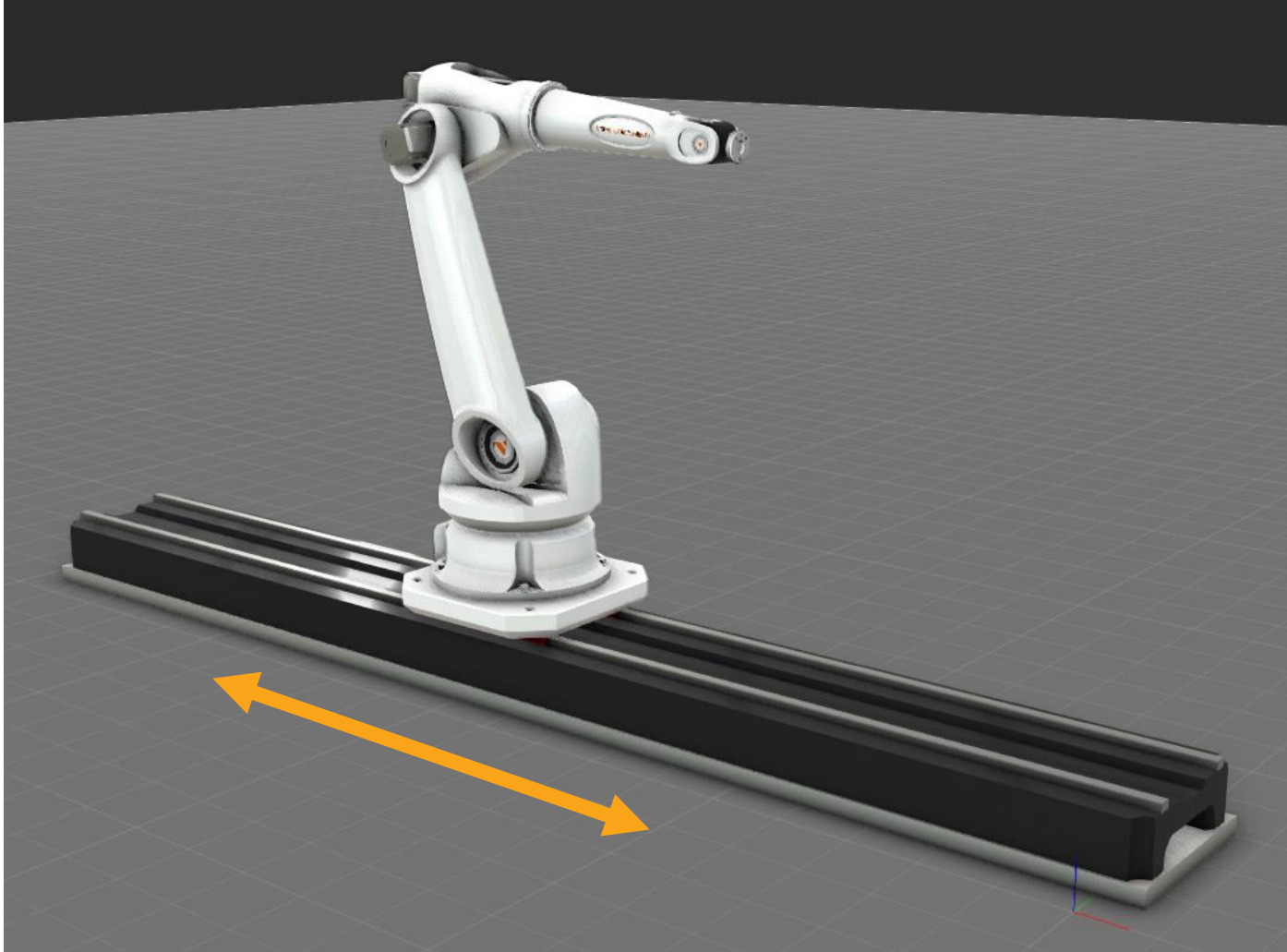
- Workpiece Positioner
- Robot Positioner
- Gripper
- Conveyor



WORKPIECE POSITIONER



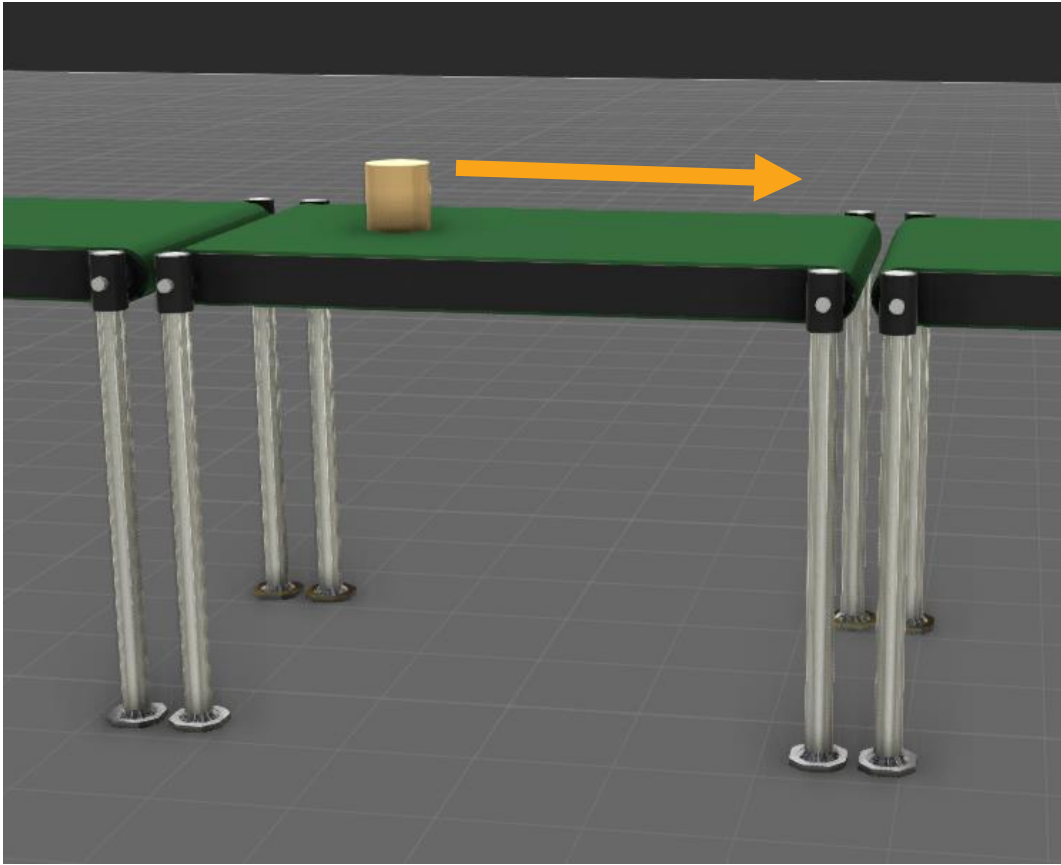
ROBOT POSITIONER



GRIPPER

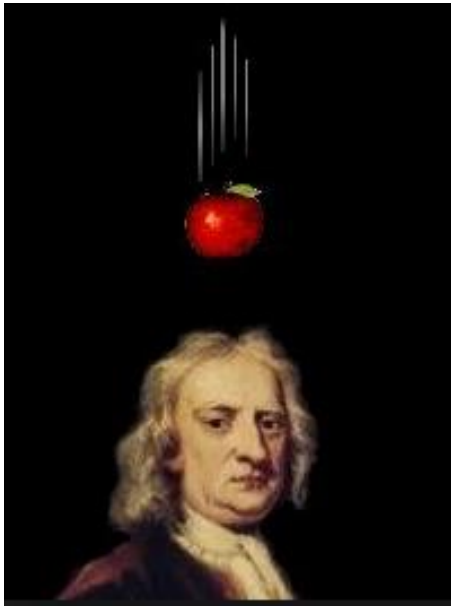


CONVEYOR



PHYSICS

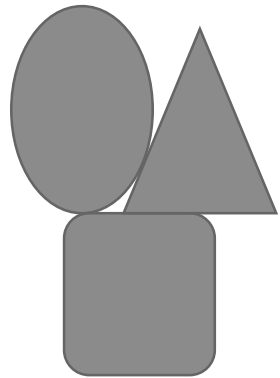
- PhysX engine
- Physics behaviours
- Geometry Features as Physical Colliders



PHYSICS

■ Geometry Features as Physical Colliders

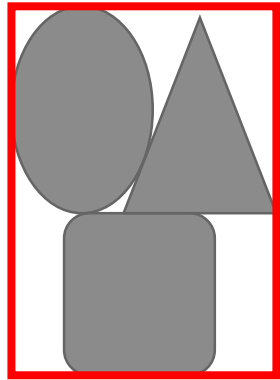
- None
- Box
- Boxes
- Precise



PHYSICS

■ Geometry Features as Physical Colliders

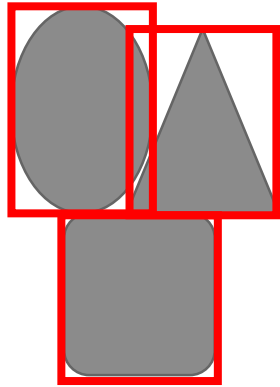
- None
- **Box**
- Boxes
- Precise



PHYSICS

■ Geometry Features as Physical Colliders

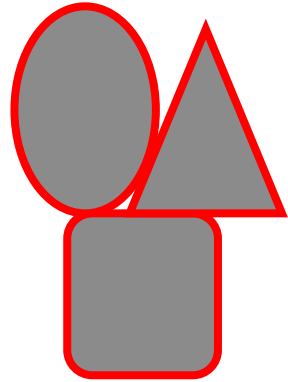
- None
- Box
- **Boxes**
- Precise



PHYSICS

■ Geometry Features as Physical Colliders

- None
- Box
- Boxes
- **Precise**



PHYSICS

■ Geometry Features as Physical Colliders

- None
- Box
- Boxes
- **Precise**

