



Find out how to prepare flexible model and how to push flat geometry to bend in Pro/E!



Take this rubber part as example which is flat in its original state. However in assembly it should be bended to fit while mounting with another components.

Such an effect can be obtained by creating special model or Family Table variant. Both of those solutions introduce extra model which in this particular example should be avoided.



This time we gonna take advantage of special capabilities Pro/E has to offer to make "bended model". Such functions can be found in Insert > Advanced menu as "Flatten Quilt" and "Bend Solid".

The very first step in this example is to prepare a surface with an equal shape the final model has to represents. The the point in the middle of the edge must be created.



When the "auxiliary" surface is ready (yellow colour) it must be flattened by

**Insert > Advanced > Flatten Quilt - indicate Surface, then Point!**



Now, the solid geometry can be bended:

**Insert > Advanced > Bend Solid > switch to "Bend Solid"  
Indicate Solid Geometry and flatten Quilt!**