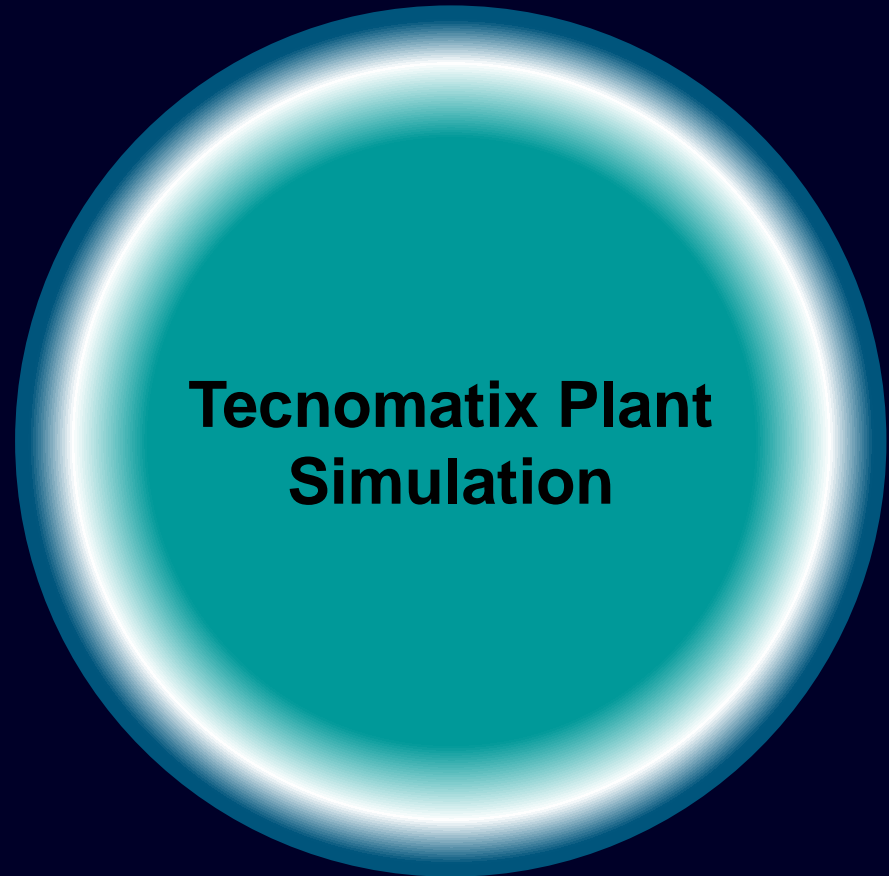


Xcelerator Academy Learning Maps

Your learning: At a Glance



Use our interactive learning maps as a guide to navigate through your content based upon your role then click on the icons throughout to learn more about your delivery options.



Select a role below



LEARN BASIC SIMULATION ENGINEER

End user

Learn about creating Plant Simulation object flow simulations to validate the assembly process of a product.

LEARN ADVANCED SIMULATION ENGINEER

End user

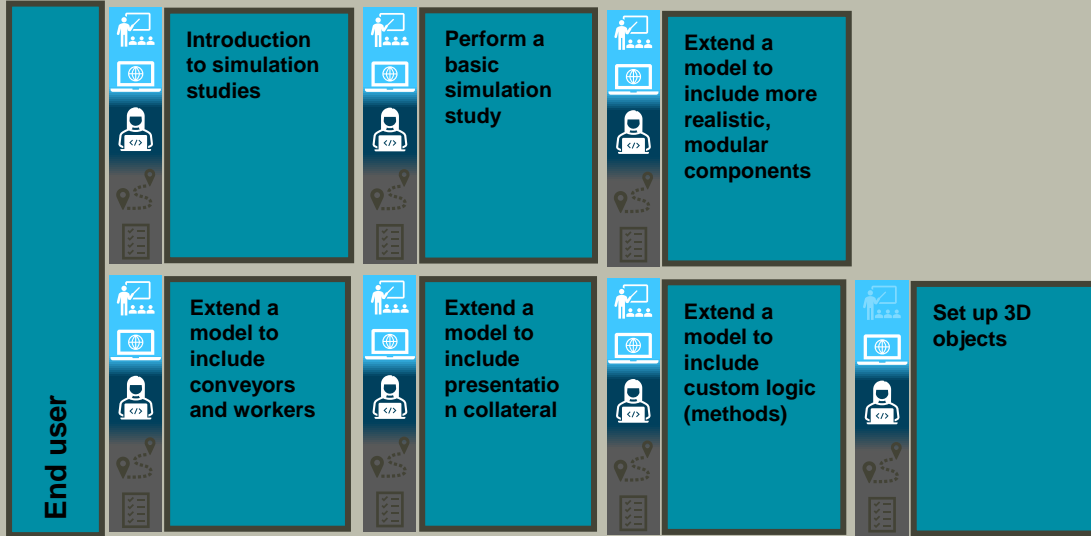
Learn advanced topics for creating more sophisticated Plant Simulation object flow simulations.

GET CERTIFIED

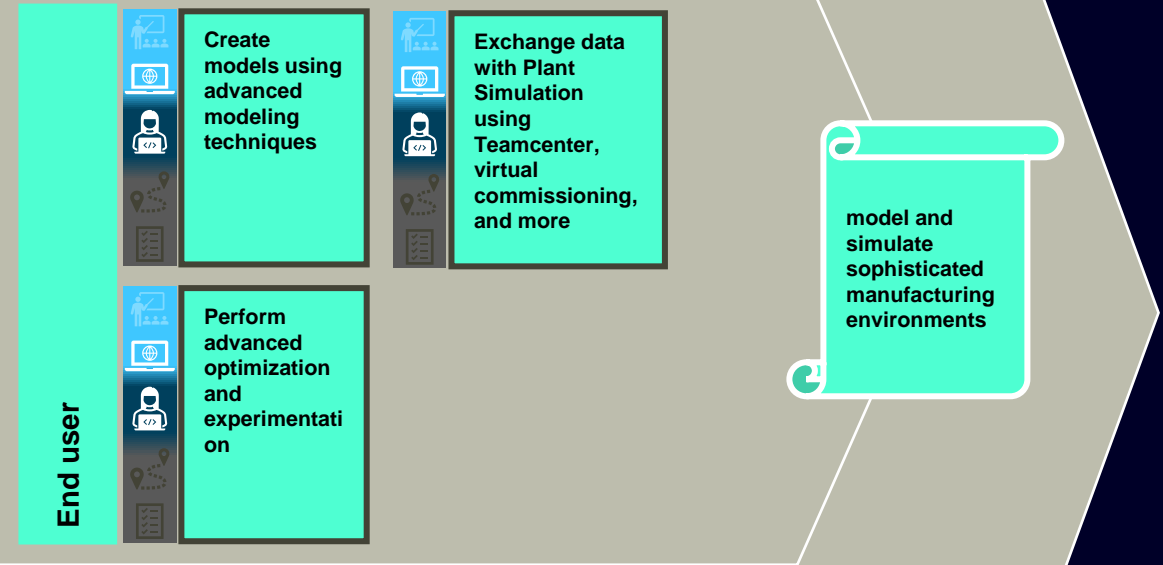
Plant Simulation Associate Certification

Choose your learning and take your exam to complete the Plant Simulation Associate **certification**.

LEARN BASIC SIMULATION ENGINEER



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Plant Simulation Associate Certification

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Learning Journey



Standalone Certification Exam

Optional

**Virtual lab environment included in offer

Add-on vLab hours available for purchase

**Virtual lab environment included in offer



Complete Course List: Tecnomatix Plant Simulation Associate Certification



<p>4 Chapters</p> <p>LEARNING PATH</p> <p>Introduction to simulation studies</p> <p>In this learning path, you identify the three phases to performing a simulation study. They provide the framework that is critical to using Plant Simulation.</p> <p>Preview Chapter: How to use Plant Simulation effectively</p>	<p>6 Chapters</p> <p>LEARNING PATH</p> <p>Perform a basic simulation study</p> <p>In this learning path, you apply the phases of a simulation study to make a wooden table. Other paths build add to this model to solve more complex problems.</p> <p>Preview Chapter: Describe system analysis techniques used in Plant Simulation</p>	<p>5 Chapters</p> <p>LEARNING PATH</p> <p>Extend a model to include more realistic, modular components</p> <p>In this learning path, you extend the wooden table example by creating a hierarchical model with buffers, failure profiles, and realistic processing times.</p> <p>Preview Chapter: Add hierarchy and interfaces to the simulation</p>	<p>4 Chapters</p> <p>LEARNING PATH</p> <p>Extend a model to include conveyors and workers</p> <p>In this learning path, you extend the wooden table example by creating components to convey parts for assembly and use workers.</p> <p>Preview Chapter: Create length-oriented (extrusion) objects</p>	<p>3 Chapters</p> <p>LEARNING PATH</p> <p>Extend a model to include presentation collateral</p> <p>In this learning path, you extend the wooden table example by creating the collateral needed to present your recommendations.</p> <p>Preview Chapter: Create a CompShip element</p>	<p>6 Chapters</p> <p>LEARNING PATH</p> <p>Extend a model to include custom logic (methods)</p> <p>In this learning path, you extend the wooden table example to include methods to collect statistics, modify attributes, and read/write files.</p> <p>Preview Chapter: Insert custom logic</p>	<p>6 Chapters</p> <p>LEARNING PATH</p> <p>Set up 3D objects</p> <p>In this learning path, you create and use cameras, create and import 3D graphics, and create a custom library of objects.</p> <p>Preview Chapter: Configure camera settings</p>
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Overview of Plant Simulation

Get started with Plant Simulation

Explore the Plant Simulation graphical user interface

Define a target, analyze a simple system, and acquire data

Create a simple model

Validate the throughput of a simple model

Prepare to create a new model from the previous model

Create a more detailed model to produce a better result

Implement basic objects to analyze results

Create a hierarchical model

Identify inherited objects and attributes

Navigate and change 3D viewer visualization

Simulate machine processing time and failures with distributions

Material flow objects with a capacity greater than one

Model length-oriented objects

Setup time, assembly, and dismantle objects

Create user-defined attributes and data tables

Use basic workers and work shifts

Create experiments and custom reports

Gather time, cost, and power consumption statistics

Add textured plates, point clouds, and backgrounds

Insert custom logic

Use the Method Debugger and anonymous identifiers

Run a method during a simulation

Set attribute values with methods

Access data in tables, lists, and global variables

Use distribution functions, use operators, and convert data

Create conditional methods and access the contents of an object

Model transport systems and setup time

Collect statistics with methods

Save and load data into a Plant Simulation table

Setup and use cameras

Import and create a library of 3D objects

Create MU animation and animatable objects

Customize 3D objects with methods

Use advanced worker techniques

