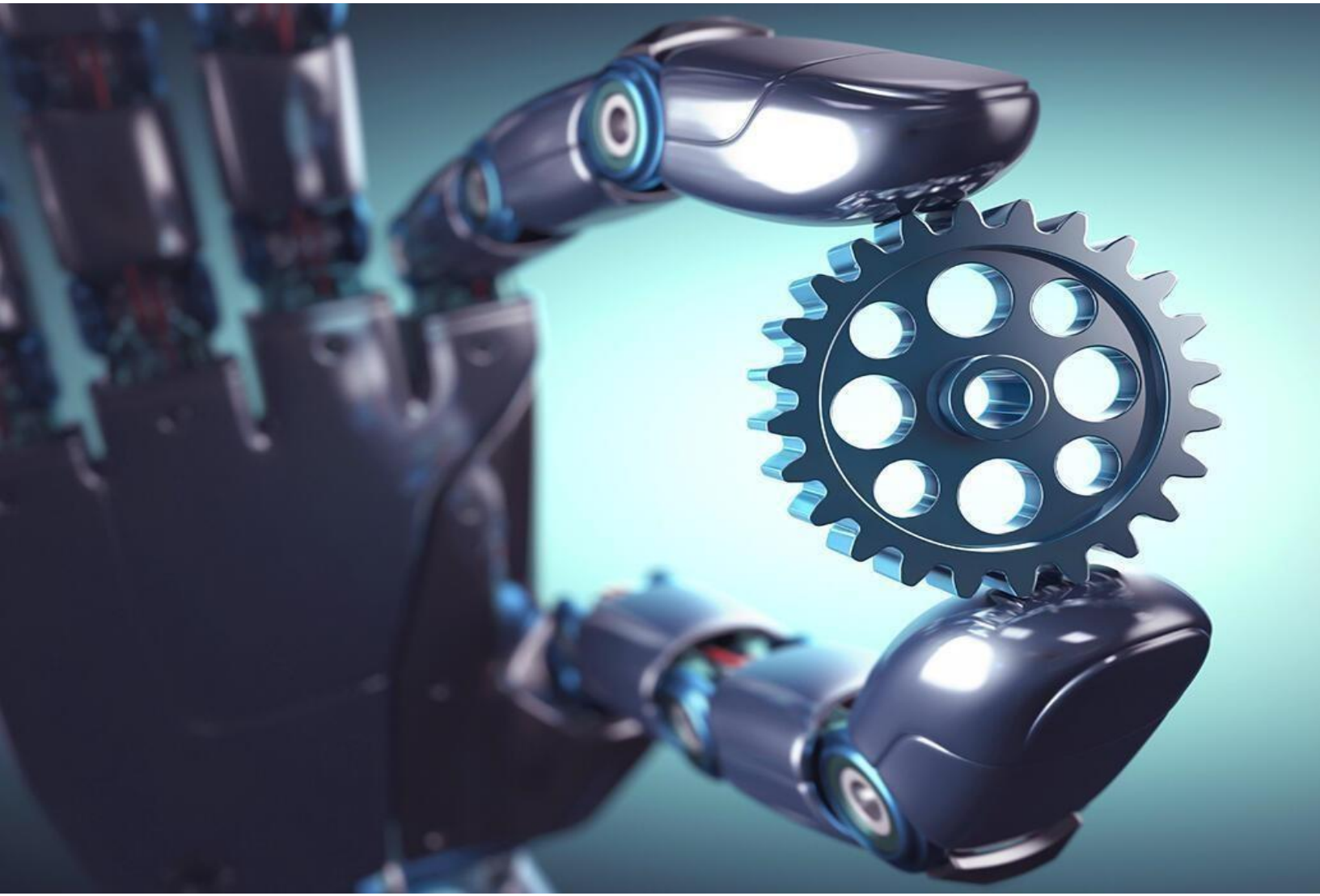
Maverick Software Technology Pvt Ltd



AUTOCAD & CATIA

Covers:

Program Highlight

AUTOCAD

CATIA

AutoCAD course contents: -

- Introduction to AutoCAD: -
- Navigation
- Different types of co-ordinate systems
- Setting
- Specifying Li
- E-Book - 1
- E-Book – II

Creating Drawings: -

- Lines
- Lines - Polar Tracking
- Editing Lines
- Selection Tools
- Circles
- Practice Drawing
- Rectangle
- Polygon
- Polyline
- Ellipses
- Splines

Drawings Properties: -

- Assigning object colors & line type
- Assigning line weight and Transparency
- Match Properties

Modifying Tools: -

- Move and Rotate command
- Trim and Extend
- Copy and Mirror
- Fillet
- Chamfer
- Blend Curves
- Explode command
- Stretch and Scale
- Array - Rectangular array
- Array - Path array
- Array - Polar array
- Practice Drawing
- Offset Command
- Break and Join

- Measure and Divide tool
- Region tool
- Wipeout and Revision cloud

Hatch & Gradient: -

- Creating Basic hatches - Solid Fill
- Creating Pattern type Hatching
- Gradient & Boundary Tools

Layers & its properties: -

- Creating and assigning layers
- Working with Layer state manager
- Hiding and Unhiding objects
- Isolate, Isolate, Freeze and Thaw Layers
- Lock and Unlock layers
- Make current and match Layer tools
- Property filter and Group Filter

Applying Dimensions & Annotations: -

- Editing Dimension Properties
- Creating Dimension Style
- Adding Tolerances and Dual dimensioning
- Centerline and Cent remark
- Practice Drawing
- Practice Drawing
- Creating Multileader
- Creating Multileader style
- Creating Datum using Multileader
- Practice Exercise

Text & Table creations: -

- Single line Text
- Multi-line Text
- Creating Text style
- Creating Table Style
- Creating and Formatting Table

Orthographic & isometric drawings: -

- Creating Drawing with Front and Top View
- Creating Drawing with Front and Side View
- First angle Projection - Orthographic Drawings
- Third angle Projection - Orthographic Drawing

- Practice Exercises
- Practice Exercises
- Creating Isometric Drawing
- Creating Orthographic Drawing from Isometric Drawing
- Practice Exercises
- Practice Exercises

Blocks

- Blocks Palette
- Creating simple Blocks
- Block creation options
- Inserting Blocks
- Write Block
- Creating Dynamic Block from Simple Block

Parametric drawings Creation: -

- Infer constraints and Auto constraint
- Geometric Constraints - 01
- Geometric Constraints - 02
- Dimensional constraints

3D Modellings: -

- Primitive tool
- Visual Styles
- Extrude Tool
- Solid Union, Subtract and Intersect tools
- Revolve tool
- Sweep tool
- Loft tools
- Poly solid and Press pull tool
- Arrays in 3D
- 3D Mirror, Move, Align and Scale tool
- Interfere, Thicken & Slice
- Extract Edges, Faces & Shell Tool
- Section Plane creation
- Generating Orthographic views from 3D models
- Practice Exercises

Visualize Interface- 3D Modellings: -

- View port Configuration
- Co-ordinates
- Materials

- Lights
- Cameras
- Render setup and other tools

Layouts, Printing & Publishing: -

- View port Configuration
- Co-ordinates
- Materials
- Lights

- Cameras
- Render setup and other tools

Catia course Content

Introduction: -

- Introduction to CATIA-I
- Introduction to CATIA-II
- Introduction to CATIA-III
- Common introductory tools in CATIA-!
- Common introductory tools in CATIA-II
- Common introductory tools in CATIA-III
- Initial basic settings in CATIA

Sketcher Workbench: -

- CATIA Sketcher workbench introduction
- Basic profile tools to draw sketches1
- Basic profile tools to draw sketches2
- Basic constraint tools1
- Basic constraint tools2
- Predefined profiles tools1
- Predefined profiles tools2
- Predefined profiles tools3
- Drawing circle and arcs1
- Drawing circle and arcs2
- Using connect tool and drawing ellipse
- Drawing lines by line tool

- Drawing points
- Using constraint tool in detail1
- Using constraint tool in detail2
- Creating corner and chamfer operations
- Creating trim operations
- Using operation transformation tools1
- Using operation transformation tools2
- Using operation transformation tools3
- Analyzing sketch
- Extracting sketch profiles

Part Modelling Workbench

- Adding material by using pad tool 1
- Adding material by using pad tool 2
- Adding material by using pad tool 3
- Removing material by using pocket tool
- Adding revolved material by using shaft tool
- Removing material by groove tool
- Creating holes 1
- Creating holes 2
- Adding material along guide by rib tool 1
- Adding material along guide by rib tool 2
- Removing material along guide by slot tool
- Creating stiffening ribs
- Using solid combine tool
- Adding material by using multi-section tool 1
- Adding material by using multi-section tool 2
- Adding material by using multi-section tool 3
- Adding material by using multi-section tool 4
- Adding material by using multi-section tool 5
- Adding material by using multi-section tool 6
- Creating edge fillet 1
- Creating edge fillet 2
- Creating edge fillet 3
- Creating fillets by face to face and tri-tangent tool
- Creating chamfers
- Creating draft 1
- Creating draft 2
- Creating shell on object
- Using thickness tool
- Applying threading/tapping
- Using remove face and replace face tools
- Creating blend corner
- Editing the feature 1
- Editing the feature 2

- Measuring tools
- Creating transformation by using translate/rotate tools
- Creating transformation by using symmetry/axis-axis tools
- Creating transformation by using mirror/scale tools
- Creating rectangular pattern of features
- Creating circular/user pattern of features
- Example 1
- Example 2
- Example 3
- Example 4
- Example 5
- Example 6
- Example 7
- Example 8
- Example 9

Surfacing (GSD) Workbench

- Introduction to generative shape design i.e surfacing
- Using wireframe tool point
- Using wireframe tool line
- Using wireframe tool plane
- Using wireframe tool project combine
- Using wireframe tool intersection and curve offset
- Using wireframe tool circle and conic
- Using wireframe tool curves
- Using surface creation tool extrude and revolve
- Creating offset surface
- Creating surface by using sweep tool
- Creating fill surface
- Creating multi-section surface
- Adding surface by blend tool
- Using surface operation join, heal, dissemble tools
- Using split and trim surface operations
- Using boundary and extract tool
- Creating surface fillets
- Creating surface chamfer and extrapolate
- Surface - Example 1
- Using body in white tools 1
- Using body in white tools 2
- Creating geometrical set
- Using tools toolbar in surface

- Applying material to surface
- Example 2
- Example 3
- Example 4

Sheetmetal Workbench: -

- Introduction to Sheetmetal designs
- Setting sheet parameter
- Creating Sheetmetal wall
- Creating wall on edge
- Creating Sheetmetal extrusion
- Creating flange
- Creating different types of flanges
- Applying bends
- Applying bend from flat
- Using bending fold and unfold tools
- Using curve mapping tool
- Creating rolled walls Hopper
- Creating rolled walls free from surface
- Using fold and unfold for view purpose
- Using cutting tool
- Creating surface stamp
- Creating bead
- Creating curve stamp
- Crating flanged cutout
- Creating louver
- Creating bridge
- Creating flanged hole
- Creating circular stamp
- Adding stiffening rib
- Creating dowel
- Example 1
- Example 2

Assembly Workbench: -

- Introduction to assembly design
- Inserting component in assembly
- Manipulating component
- Using snap tool for manipulation
- Creating coincidence constraint
- Creating offset constraint
- Creating fix and quick constraint
- Using reuse pattern tool
- Analyzing degree of freedom

- Creating multi-instantiation
- Creating assembly by top-down assembly approach
- Generating exploder view
- Adding part in assembly environment
- Replacing part, reordering components in specification tree
- Generating numbering and bill of material
- Creating scene
- Splitting assembly
- Creating assembly feature hole, pocket
- Creating assembly feature symmetry
- Assembly clash analysis
- Creating assembly sectioning
- Example 1
- Example 2

Drafting Workbench: -

- Introduction to drafting
- Creating views by view creation wizard
- Creating view by advance front view
- Adding projection view
- Adding auxiliary view
- Creating isometric view
- Creating offset/aligned section view
- Creating offset/aligned cut section view
- Creating detail view
- Creating clipping view
- Creating broken view
- Creating breakout view
- Adding 3D clipping
- Adding new sheet
- Generating dimension by auto dimension tool
- Generating chained dimensions
- Generating manual dimensions
- Generating hole/point table
- Editing dimensions
- Generating GD&T frame
- Using generation tools
- Generating bill of material
- Example 1
- Example 2
- Example 3
- Example 4

Weld Design

- Classification of Welds
- Welds definition inputs
- How to Create a Fillet Weld
- How to Create a Square Butt Weld
- How to Create a V Butt Weld
- How to Create Bevel Butt Weld
- How to Create a V Butt Weld with Broad Root Face
- How to Create a Bevel Butt Weld with Broad Root Face
- How to Create a J Butt Weld
- User Weld
- How to Create a User Weld
- Symmetric Welds
- Weld Creation Mode
- How to Use 'Without Preparation Mode
- Options in the Weld Creation Dialog Box

Weld Reports and Drawings

- Weld Report Generation
- Drawing Generation
- 3D to 2D Weld Annotations
- Inserting Weld Reports in Drawings

THANKS & REGARDS

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