

# CAD & CAM SYLLABUS

Contact: 9640648777

Duration: 1 Month

## **PTC** **PRO-Engineer (CREO)**



### **Sketcher:**

Sketcher Mode, Sketcher Environment, Drawing a Sketch Using the Sketcher Tools, Dimensioning the Sketch, Sketched Entities Constraint, Modifying Dimensions, Fillets, Reference coordinate system, Splines, Moving and Resizing, Importing 2D Drawing.

### **Modeling:**

General Interaction, Parametric Models, Basic Modeling, Using a Template, Cut Feature, Intent Manager, Manipulating Sketches, Rounds, Basic Modifications, Datum's, Holes. More Features, Sweeps and Blends, Resolve Features, Layers, Visualizations.

### **Assemblies:**

Bottom-up Assembly, Top-up Assembly Components, Redefining the Components of an Assembly, Reordering the Components, Replacing Components, Modifying the Components, Creating the Exploded state, Bill of Material (BOM), Editing Assemblies.

### **Advanced Modeling:**

Datum Points, Datum Curves, Relations, Sketcher, Variable Section Sweep, Standard Holes, User defined Features, Advanced Patterns, Family Tables, Advanced Rounds, Helical Sweep, Creating a Map key.

### **Detailing:**

Creating Drawing, Sections, Detailing, Tolerances, GD & T, Text, Formats, Assembly Drawings.

### **Surfaces:**

Blended Surfaces, Two parallel Curves, Several parallel curves, Non-parallel Curves, Curves in 2 Directions, Swept Blend, Working with Surfaces, Merge, Trim, Solidify, Offset, Mirror, Thicken, Advanced Surfaces, Rounds, Blend Control Points, Tangency Conditions, Extend Surface, Extension Distance, Wrap Feature.

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### **Sheet Metal:**

The User Interface, Introduction, Terms, Toolbar, Object Selection and Viewing, Methodology, Unattached Walls, Extrude, Revolve and Flat Walls, Blend and Offset Walls, Additional Walls, Extend and Merge Walls Bend and Unbend, Cut, Round, Chamfer and Hole, Punch and Notch, Bend Back, Form Features, Flat Pattern and Flatten, Connect, Deform Area, Bend Allowance, Setup and Parameters, Bend Order Tables, Projects.

### **Solid Works:**

- Solid works contents
- Introduction
- Sketching
- Parts and Features
- Assemblies
- Drawings and Detailing
- Sheet metal
- Import and Export
- Motion Studies

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### **CATIA:**

User Interface, Managing Files  
Visualizing Models, Specification Tree  
Managing Geometry

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### **Part Design:**

Introduction to part Design  
Basic Sketch Based Features  
Dress Up Features Patterns  
Additional Dress Up Features

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## Assembly Design:

Basic Assemblies,  
Assembly Overview,  
Assembly Workbench, Product Specification Tree,  
Component Reposition Methods,  
Creating Bottom-Up Assembly,  
Assembly Constraints

## Wireframe and Surface:

Basic Wireframe Geometry, Basic Surfaces  
Geometrical Sets

## Drafting:

Drafting Introduction, Geometry Creation  
Geometry Modification, Dress Ups  
View Creation, Secondary Views  
Editing Drawing, Dimensioning  
Annotations, Draft Tools  
Bordering Creation Ballons with Bill of Materials (BOM)  
Filtering Assembly Drawing Views  
Customizing Your Drawing Sheet  
Drafting Workshop  
Generative Sheet Metal Design  
Introduction, Parameters  
Walls, Bends, Features  
Stampings, Operations, Drawing, GD &T  
Project

## Sheet Metal Modeling

Wall commands, Bends, Views, Stampings/Cuttings, hopper commands, transformation commands

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## AutoCAD:

Using the AutoCAD Modules, 3D User Interface  
Viewing 3D Models, Views  
Modifying 3D Models, Surface Modeling  
Solid Modeling, solid editing  
Sectioning solids, meshing  
Revolving, extrusion, loft, sweep, shell, slice  
Helix, mass properties, press/pull  
Separate, planner surface, project work

## Hypermesh Syllabus:

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### Getting started with Hypermesh

Working with Fe-Models.  
Model viewing option using permanent menu.

### Working with geometry

Basic operations \ failures  
Advanced features for working with before meshing  
Note: Tips for considerations Edone before meshing

### Introduction to Meshing

Introduction to 2D – (Shell) elements  
Basic meshing operations & commands  
Meshing of surface using shell elements  
Properties of elements  
Meshing concepts & techniques  
Transitions – methods  
Advanced features & concepts in shell  
Meshing & features of other 2D – commands

### Introduction to 3D – elements

Types of elements  
Features of 3D – elements  
Types of elements  
Features of 3D – meshing commands  
Tetra mesh & other 3D commands

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## Introduction to modification

Advanced features using, using Tool – panel  
Commands in Tool – Panel

## Introduction to 1-D elements

Where they are used, when they are using  
Creation of 1D – elements & commands  
Related to 1D elements

## Introduction to Boundary conditions

Applying Boundary conditions creating systems  
Applying loads....Constraints etc

## Other important concepts Include

Extraction of Mid – surface, Quality checks  
Writing output checks for the different solves packages.  
Post – processing (Reviving the result)  
Element, Specification for the project  
Consideration before starting a project.

## ◆ Ansys Syllabus: ◆

Duration: 1 Month

### FEA and ANSYS

What is FEA?  
About ANSYS  
ANSYS Basics

### Starting ANSYS

ANSYS Workbench Environment  
The GUI  
Graphics and Picking  
The Database and Files  
Saving Files  
Exiting ANSYS  
File Types



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## General Analysis Procedure

Overview  
Preliminary Decisions  
Preprocessing  
Solution  
Post processing

## Introduction to ANSYS Modeling

Direct Generation vs. Solid Modeling  
Direct Generation  
Creating nodes and elements  
Filling between nodes  
Setting Element Attributes  
Solid Modeling  
Bottom up  
Using key points  
Using lines, splines & arcs  
Using areas and volumes (arbitrary)  
Top Down

## From Primitives

Creating rectangle, circle, polygon, block, cylinder, prism, sphere, cone and torus.  
Concepts of hard points, line fillets and area fillets.  
Modeling with Boolean operations  
Intersect, Add, Subtract, Overlap, Glue, Divide

## Introduction to Coordinate Systems

Types of coordinate Systems  
Global & Local  
Active coordinate system

## Introduction to Working Planes

Creating a new working plane  
Moving and rotating the working plane

## Modify / Transformation commands

Copy, Reflect,  
Move/ Modify, Scale

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## Model Creation by Extrusion

Sweeping key points along a trajectory to create lines

Revolving key points about an axis to create arcs or full circles, normal to the axis

Sweeping lines or splines along a trajectory to get areas

Revolving lines, splines or arcs about an axis to create cylindrical areas.

Giving depth to an area to create a volume, normal to the area

Creating a volume with tapered faces

Sweeping an area along a trajectory to create a volume

Revolving an area about an axis to create a cylindrical volume

Extending Lines

Modifying an existing line by extending that line to a desired length

Creating a new line on the basis of an existing line, where the existing line will not be modified.

Meshing

## Introduction to elements

One Dimensional Elements

Two Dimensional Elements

Two and Half Dimensional Elements

Three Dimensional Elements

Quadrilateral Elements

Triangular Elements

Brick Elements

Tetrahedral Elements

Shell Elements

## Introduction to Meshing

Mapped and free meshing

How to control mesh size?

How to use Mesh Tool?

Concatenation and its significance

Clearing mesh and re-meshing

Some useful meshing techniques



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## Numbering Controls

Merging Coincident Points

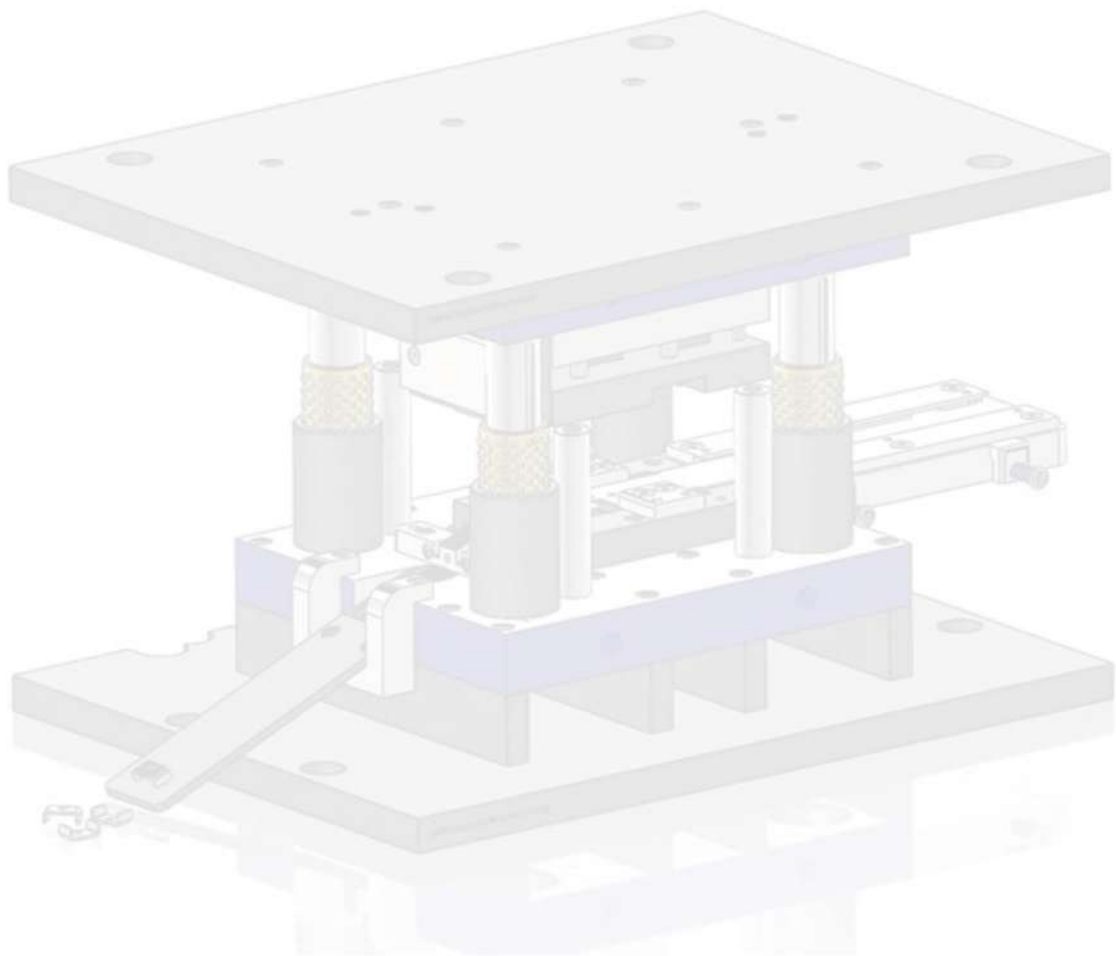
Compressing Item Numbers

Setting Start Number & viewing Start Number Status

Adding Number Offset

What is coupling and how to create coupled sets of nodes Static Structural Analysis

Modal Analysis Thermal Analysis...



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