

# CADCAMGURU SOLUTIONS PVT. LTD.

## CATIA V5 SYLLABUS

Module	Session	Contents
<b>Introduction</b>	<b>1</b>	<b>CATIA as a CAD software :-</b> Concept of Parametric Modeling, Feature Based Modeling, User Interface, Mouse operations, File types and Management, drawing profiles. Major user industries of Catia. Why Catia is preferred?
<b>Sketcher</b>	<b>2</b>	<b>Sketcher:</b> Profile toolbar, operation (corner, chamfer, relimitations, transformations, project 3D element), constraints, types of constraints, workbench.
	<b>3</b>	<b>Sketcher:-</b> sketch tools, tools (Sketch sloving status, sketch analysis, output feature), visualization toolbar, user selection filter.
	<b>4</b>	<b>Modeling of Machined component,</b> Material Addition and Removal (Pad, Pocket, Shaft, Groove), Sketch and Positioned Sketch, Types of Fillets, Types of Chamfer, Types of Hole.
	<b>5</b>	<b>Modeling of Machined component - 2.</b> <b>Pattern (Rectangular, Circular, User ) , Thread/Tap, Datum Features (Plane, Axes, Points), Simple Draft.</b> Frequently used commands for Machined components in Catia / Creo

<b>Modelling of Machined Component (Part Modelling)</b>	<b>6</b>	<b>Advance Design features :-</b> Axis System, Types of draft, Shell, Stiffener, rib slot, <b>Multisection solid, Removed multisection solid</b> , Apply Material, Measure, Render.
	<b>7</b>	<b>Introduction To Multibody concept:-</b> Copy Paste, Paste special, Insert body, Boolean Operations (Add,remove,Intersect), <b>Transformation</b> (Translation, Mirror, Scaling, Affinity).
	<b>8</b>	<b>Multibody concept:- Standered example ,</b> Negative body concept (Boolean Operations)
	<b>9</b>	<b>Advance Features:-</b> Parameters, Formula, Relations, Design Table.
<b>Drafting</b>	<b>10</b>	<b>Introduction To Drafting &amp; Detailing Theory:-</b> (types Generative – Interactive), Initial Drafting setting, Sheet Background, Views (ortho, ISO), Dimensions (Types-Generate Dimension & Create Dimension).
	<b>11</b>	<b>Views:-</b> (Aux, Section, Details, Clipping, Broken), View properties, DATUMS & Tolerance
	<b>12</b>	<b>Annotations:-</b> GD & T, Symbols, Note, Leaders, Table, Symbols (Machining, Roughness, Welding, Custom), Dress-up Toolbar.

	13	<b>Surfacing Modeling based Plastic Component:-</b> Environment, Tool bars, Surface Creation (Extrude, Revolve, Sphere, Cylinder), Surface Modification, Surface Editing ( Trim, Split, Shape Fillet, Close Surface, Thickness).
	14	<b>Surfacing:-</b> Offset(All 3 types), Fill, Blend, Join, healing, Project-Combine.
	15	<b>Advanced Surfacing:-</b> Adaptive Sweep, Sweep(ALL), Multisection Surface.
<b>Wire-frame Modeling</b>	16	<b>Wire-frame Modeling:-</b> Point, Line, Planes, Curves, Circle-Conic, STANDARD EXAMPLES. Use of wire frame modeling,
<b>BIW Templates</b>	17	<b>BIW Templates:-</b> What is BIW, Junction, Diabolo, Hole, Mating Flange, Bead, Blend Corner.
<b>Assembly &amp; Mechanism</b>	18	<b>Introduction to Assembly:-</b> Types of assembly approach, Types of Constrains and DOF, placement of components in the Assembly, Manipulating Components, <b>BOTTOM UP Approach</b>
	19	<b>TOP DOWN Approach:-</b> Part, Product, Component, Space Analysis, Reuse Pattern, Save management.
	20	<b>Assembly Drafting:-</b> Scene( Exploded View), Bill of material, Ballon creation, Graph Tree Reordering.