

SLOG SOLUTIONS PRIVATE LIMITED
TECHNOLOGY: CATIA
DURATION: MODULE 1 (4 WEEKS)
MODULE 1 + 2 (6 WEEKS)

MODULE 1:

➤ **INTRODUCTION**

- Introduction to CATIA
- CATIA Workbenches
- System Requirements
- Getting Started with CATIA
- Important Terms and Definitions
- Understanding the Functions of the Mouse Buttons
- Toolbars
- Hot Keys
- Color Scheme

DRAWING SKETCHES IN THE SKETCHER WORKBENCH-I

- The Sketcher Workbench
- Starting a New File
- Invoking the Sketcher Workbench
- Setting the Sketcher Workbench
- Understanding Sketcher Terms
- Drawing Sketches Using Sketcher Tools
- Drawing Display Tools

DRAWING SKETCHES IN THE SKETCHER WORKBENCH-II

- Other Sketching Tools in the Sketcher Workbench

- Editing and Modifying Sketches

CONSTRAINING SKETCHES AND CREATING BASE FEATURES

- Constraining Sketches Working With Polylines
- Concept of Constrained Sketches Creating Ellipses
- Applying Geometrical Constraints
- Analyzing and Deleting Over-Defined Constraints
- Exiting the Sketcher Workbench
- Creating Base Features by Extrusion
- Creating Base Features by Revolving Sketches
- Dynamically Rotating the View of the Model
- Modifying the View Orientation
- Display Modes of the Model
- Creating Sections Dynamically
- Assigning a Material to the Model

REFERENCE ELEMENTS AND SKETCH-BASED FEATURES

- Importance of Sketching Planes Reference Elements
- Other Sketch-Based Features

CREATING DRESS-UP AND HOLE FEATURES

- Advanced Modeling Tools

EDITING FEATURES

- Editing Features of a Model Changing Object's properties
- Measuring Elements

TRANSFORMATION FEATURES AND ADVANCED MODELING TOOLS-I

- Transformation Features
- Working with Additional Bodies
- Adding Stiffeners to a Model
- Generating Solid Combine

ADVANCED MODELING TOOLS-II

- Advanced Modeling Tools

WORKING WITH THE WIREFRAME AND SURFACE DESIGN WORKBENCH

- Need of Surface Modeling
- Wireframe and Surface Design Workbench
- Creating Wireframe Elements
- Creating Surfaces
- Operations on Shape Geometry

EDITING AND MODIFYING SURFACES

- Surface Operations
- Solidifying Surface Models

ASSEMBLY MODELING

- Assembly Modeling
- Creating Bottom-up Assemblies Using Layer Standards
- Creating Top-down Assemblies
- Editing Assemblies

MODULE 2: 6 week

WORKING WITH THE DRAFTING WORKBENCH-I

The Drafting Workbench

- Type of Views
- Generating Drawing Views
- Generating the Exploded View
- Working with Interactive Drafting in CATIA
- Editing and Modifying Drawing Views
- Modifying the Hatch Pattern of Section Views

WORKING WITH THE DRAFTING WORKBENCH-II

- Inserting Sheets in the Current File
- Inserting the Frame and the Title Block
- Adding Annotations to the Drawing Views
- Editing Annotations
- Generating the Bill of Material (BOM)
- Generating Balloons

WORKING WITH SHEET METAL COMPONENTS

- The Sheet metal Component
- Setting Sheet Metal Parameters
- Introduction to Sheet Metal Walls
- Creating Extrusions
- Creating Swept Walls
- Creating a Bend
- Creating Rolled Walls
- Folding and Unfolding Sheet Metal Parts
- Creating Flat Patterns of Sheet Metal Components
- Viewing a Sheet Metal Component in Multiple Windows
- Using Views Management
- Stamping

DMU KINEMATICS

- Introduction to DMU Kinematics
- Converting Assembly Constraints into Joints



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