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## MECHANICAL DESIGNER-COURSE TRAINING

Design and Analysis with Simulation and Fabrication

FOR –Mechanical, Mechatronics, Robotics & Automation Department  
Mechanism with Trainings

NAME OF THE PROGRAMME	NAME OF THE PROGRAMME	DURATION
Certificate in CAD/CAM/CAE Skill Training	Certificate Programmer	420 hours

### COURSE CURRICULUM

#### CAD 2D & 3D

#### Chapter 1: INTRODUCTION TO AUTOCAD (Starting CAD)

1. CAD Screen Components
  - ✓ Drawing Area
  - ✓ Command Window
  - ✓ Navigation bar Status bar
2. Invoking Commands in CAD
  - ✓ Keyboard
  - ✓ Ribbon
  - ✓ Application Menu
  - ✓ Tool Palettes
  - ✓ Menu Bar

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- ✓ Toolbar
- ✓ Shortcut Menu
- 3. CAD Dialog Boxes
  - ✓ Starting a New Drawing
  - ✓ Open a Drawing
  - ✓ Start from Scratch
  - ✓ Use a Template
  - ✓ Use a Wizard
- 4. Saving Your Work
  - ✓ Save Drawing as Dialog box
  - ✓ Using the Drawing Recovery Manager to Recover
  - ✓ Files Closing a Drawing
- 5. Opening an Existing Drawing
  - ✓ Opening an Existing Drawing Using the Select File Dialog Box
  - ✓ Opening an Existing Drawing Using the Startup Dialog Box
  - ✓ Opening an Existing Drawing Using the Drag and Drop Method
  - ✓ Quitting CAD
- 6. Creating and Managing Workspaces
  - ✓ Creating a New Workspace Modifying the Workspace Settings
  - ✓ Autodesk Exchange
  - ✓ Home

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## Chapter 2: GETTING STARTED WITH CAD

1. Dynamic Input Mode
  - ✓ Enable Pointer Input
  - ✓ Enable Dimension Input where possible
  - ✓ Show command prompting and command input near the crosshairs Drafting Tooltip Appearance
2. Drawing Lines in CAD
  - ✓ The Close Option
  - ✓ The Undo Option
3. Invoking tools Using Dynamic INPUT/Command Prompt Coordinate Systems
  - ✓ Absolute Coordinate System
  - ✓ Relative Coordinate System
  - ✓ Relative Polar Coordinates
  - ✓ Direct Distance Entry
  - ✓ Erasing Objects
  - ✓ Cancelling and Undoing a Command
4. Object Selection Methods
  - ✓ Window Selection
  - ✓ Window Crossing Method

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- ✓ Drawing a Circle
- ✓ BASIC Display Commands
- 5. Setting Units Type and Precision
  - ✓ Specifying the Format
  - ✓ Specifying the Angle Format
  - ✓ SETTING the Limits OF A DRAWING

### Chapter 3: STARTING WITH ADVANCED SKETCHING

- ✓ Drawing Arcs
- ✓ Drawing Rectangles
- ✓ Drawing Ellipses
- ✓ Drawing Regular Polygon
- ✓ Drawing Polylines
- ✓ Placing Points
- ✓ Drawing Infinite Lines
- ✓ Writing a Single Line Text



### Chapter 4: WORKING WITH DRAWING AIDS

1. Introduction
  - ✓ Understanding the Concept and use of LAYERS
  - ✓ Advantages of Using Layers

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## 2. Working with Layers

- ✓ Creating New Layers
- ✓ Making a Layer Current
- ✓ Controlling the Display of Layers
- ✓ Deleting Layers

## 3. Object Properties

- ✓ Changing the Colour
- ✓ Changing the Line type
- ✓ Changing the Line weight
- ✓ Changing the Plot Style
- ✓ Properties Palette
- ✓ Quick Properties Palette

## 4. Drafting Settings dialog box

- ✓ Setting Grid
- ✓ Setting Snap
- ✓ Snap Type

## 5. Drawing Straight Lines using the Ortho Mode

- ✓ Working with Object Snaps
- ✓ Auto Snap
- ✓ Endpoint
- ✓ Midpoint



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- ✓ Nearest
  - ✓ Centre
  - ✓ Tangent
  - ✓ Quadrant
  - ✓ Intersection
  - ✓ Apparent Intersection
  - ✓ Perpendicular
  - ✓ Node
  - ✓ Insertion
  - ✓ Snap to None
  - ✓ Parallel
  - ✓ Extension
  - ✓ From
  - ✓ Midpoint between 2 Points
  - ✓ Temporary Tracking Point
  - ✓ Combining Object Snap Modes
6. Running Object Snap Mode
- ✓ Overriding the Running Snap
  - ✓ Cycling through Snaps
7. Using Auto Tracking
- ✓ Object Snap Tracking



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- ✓ Polar Tracking
- ✓ Auto Track Settings

## 8. Function and Control Keys

### Chapter 5: EDITING SKETCHED OBJECTS-I

#### 1. Editing Sketches

- ✓ Moving the Sketched Objects
- ✓ Copying the Sketched Objects
- ✓ Creating Multiple Copies
- ✓ Creating a Single Copy
- ✓ Offsetting Sketched Objects
- ✓ Rotating Sketched Objects
- ✓ Scaling the Sketched Objects
- ✓ Filletting the Sketches
- ✓ Chamfering the Sketches
- ✓ Trimming the Sketched Objects
- ✓ Extending the Sketched Objects
- ✓ Stretching the Sketched Objects
- ✓ Lengthening the Sketched Objects

#### 2. Arraying the Sketched Objects

- ✓ Rectangular Array

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- ✓ Polar Array
  - ✓ Path Array
3. Mirroring the Sketched objects
- ✓ Text Mirroring

## Chapter 6: EDITING SKETCHED OBJECTS-II

1. Introduction to Grips
- ✓ Types of Grips
  - ✓ Editing a Polyline by Using Grips
  - ✓ Editing Grippled Objects
  - ✓ Changing the Properties Using the PROPERTIES Pale Matching the Properties of Sketched Objects Cycling Through Selection
2. Managing Contents Using the Design enter
- ✓ Autodesk Seek design content Link
  - ✓ Displaying Drawing Properties
  - ✓ Basic Display Options
  - ✓ Redrawing the Screen
  - ✓ Regenerating Drawings
3. Zooming Drawings
- ✓ Real-time Zooming
  - ✓ All Option

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- ✓ Centre Option
  - ✓ Extents Option
  - ✓ Dynamic Option
  - ✓ Previous Option
  - ✓ Window Option
  - ✓ Scale Option
  - ✓ Object Option
  - ✓ Zoom In and Out
4. Panning Drawings
- ✓ Panning in Real time



## Chapter 7: CREATING TEXT AND TABLES

1. Annotative Objects
  - ✓ Annotation Scale
  - ✓ Assigning Annotative Property and Annotation Scales
  - ✓ Customizing Annotation Scale
2. Multiple Annotation Scales
  - ✓ Assigning Multiple Annotation Scales Manually
  - ✓ Assigning Multiple Annotation Scales Automatically
  - ✓ Controlling the Display of Annotative objects

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### 3. Creating Text

- ✓ Writing Single Line Text
- ✓ Entering Special Characters
- ✓ Creating Multiline Text
- ✓ Text Window
- ✓ Text Editor Tab
- ✓ Editing Text
- ✓ Editing Text Using the DDEDIT Command
- ✓ Editing Text Using the Properties Palette
- ✓ Modifying the Scale of the Text

### 4. Inserting Table in the Drawing

- ✓ Table style Area
- ✓ Insert options Area
- ✓ Insertion behavior Area
- ✓ Column and row settings Area
- ✓ Set cell styles Area

### 5. Creating a New Table Style

- ✓ Starting table Area
- ✓ General Area
- ✓ Cell styles Area
- ✓ Setting a Table Style as Current

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- ✓ Modifying a Table Style
- ✓ Modifying Tables
- ✓ Substituting Fonts
- ✓ Specifying an Alternate Default Font
- ✓ Creating Text Styles
- ✓ Determining Text Height
- ✓ Creating Annotative text

## Chapter 8: BASIC DIMENSIONING, GEOMETRIC DIMENSIONING, AND TOLERANCING

### 1. Need for Dimensioning

- ✓ Dimensioning in CAD
- ✓ Fundamental Dimensioning Terms
- ✓ Dimension Line
- ✓ Dimension Text
- ✓ Arrowheads
- ✓ Extension Lines
- ✓ Leader
- ✓ Centre Mark and Centrelines
- ✓ Alternate Units

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- ✓ Tolerances
  - ✓ Limits
  - ✓ Associative Dimensions
  - ✓ Definition Points
  - ✓ Annotative Dimensions
  - ✓ Selecting Dimensioning Commands
  - ✓ Using the Ribbon and the Toolbar
  - ✓ Using the Command Line
  - ✓ Dimensioning a Number of Objects Together
2. Creating Linear Dimensions
- ✓ DIMLINEAR Command Options
  - ✓ Creating Aligned Dimensions
  - ✓ Creating Arc Length Dimensions
  - ✓ Creating Rotated Dimensions
  - ✓ Creating Baseline Dimensions
  - ✓ Creating Continued Dimensions
  - ✓ Creating Angular Dimensions
  - ✓ Dimensioning the Angle between Two Nonparallel Lines
  - Dimensioning the Angle of an Arc
3. Angular Dimensioning of Circles
- ✓ Angular Dimensioning based on Three Points

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- ✓ Creating Diameter Dimensions
  - ✓ Creating Radius Dimensions
  - ✓ Creating Jogged Linear Dimensions
  - ✓ Creating Ordinate Dimensions
  - ✓ Maintaining Equal Spacing between
4. Dimensions Creating Inspection Dimensions
- ✓ Inspection Label
  - ✓ Dimension Value
5. Working with True Associative Dimensions
- ✓ Inspection Rate
  - ✓ Removing the Dimension Associatively
  - ✓ Converting a Dimension into a True Associative Dimension
  - ✓ Drawing Leaders
  - ✓ Multileader
  - ✓ Adding leaders to existing Multileader
  - ✓ Removing Leaders from Existing Multileader
6. Aligning Multileaders
- ✓ Distribute
  - ✓ Make leader segments Parallel
  - ✓ Specify Spacing
  - ✓ Use current spacing

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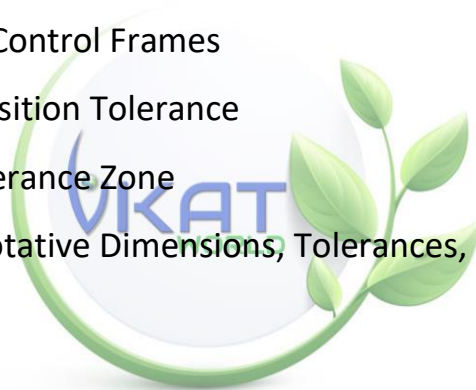
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## 7. Geometric Dimensioning and Tolerance

- ✓ Geometric Characteristics and Symbols
- ✓ Adding Geometric Tolerance
- ✓ Feature Control Frame
- ✓ Geometric Characteristics Symbol
- ✓ Tolerance Value and Tolerance Zone Descriptor
- ✓ Material Condition Modifier
- ✓ Datum

## 8. Complex Feature Control Frames

- ✓ Composite Position Tolerance
- ✓ Projected Tolerance Zone
- ✓ Creating Annotative Dimensions, Tolerances, Leaders, and Multileaders



## Chapter 9: EDITING DIMENSIONS

### 1. Editing Dimensions Using Editing Tools

- ✓ Editing Dimensions by Stretching
- ✓ Editing Dimensions by Trimming and Extending
- ✓ Flipping Dimension Arrow
- ✓ Modifying the Dimensions
- ✓ Editing the Dimension Text

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- ✓ Updating Dimensions
- ✓ Editing Dimensions with Grips
- ✓ Editing Dimensions using the Properties Palette
- ✓ Properties Palette (Dimension)
- ✓ Properties Palette (Multileader)
- ✓ Model Space and Paper Space Dimensioning

## **Chapter 10: DIMENSION STYLES, MULTILEADER STYLES, AND SYSTEM VARIABLES**

### **1. Using Styles and Variables to Control Dimensions**

- ✓ Creating and Restoring Dimension Styles
- ✓ New Dimension Style dialog box
- ✓ Controlling the Dimension Text Format
- ✓ Fitting Dimension Text and Arrowheads
- ✓ Formatting Primary Dimension Units
- ✓ Formatting Alternate Dimension Units
- ✓ Formatting the Tolerances
- ✓ Creating and Restoring Multileader Styles
- ✓ Modify Multileader Style dialog box

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## Chapter 11: MODEL SPACE VIEWPORTS, PAPER SPACE VIEWPORTS, AND LAYOUTS

### 1. Model Space and Paper Space/Layouts Model Space Viewports (Tiled Viewports)

- ✓ Creating Tiled Viewports Making a Viewport Current Joining Two Adjacent Viewports
- ✓ Paper space viewports (Floating Viewports)
- ✓ Creating Floating Viewports
- ✓ Creating Rectangular Viewports
- ✓ Creating Polygonal Viewports
- ✓ Converting an Existing Closed Object into a Viewport Temporary Model Space
- ✓ Editing Viewports
- ✓ Controlling the Display of Objects in Viewports
- ✓ Locking the Display of Objects in Viewports
- ✓ Controlling the Display of Hidden Lines in Viewports Clipping Existing Viewports
- ✓ Maximizing Viewports Inserting Layouts
- ✓ Inserting a Layout Using the Wizard Defining Page Settings
- ✓ Controlling the Display of Annotative Objects in Viewports

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## Chapter 12: PLOTTING DRAWINGS

### 1. Plotting Drawings in CAD

- ✓ Plotting Drawings Using the Plot Dialog Box Page setup Area
- ✓ Printer/plotter Area Paper size Area Number of copies Area Plot area
- ✓ Plot offset (origin set to printable area) Area Plot scale Area
- ✓ Plot style table (pen assignments) Area Shaded viewport options Area
- ✓ Plot options Area Preview
- ✓ Adding Plotters
- ✓ The Plotter Manager Tool Using Plot Styles
- ✓ Adding a Plot Style

## Chapter 13: HATCHING DRAWINGS

### 1. Hatching

- ✓ Hatch Patterns Hatch Boundary
- ✓ Hatching Drawings Using the Hatch Tool Panels in the Hatch Creation Tab
- ✓ Boundaries Panel Pattern Panel Properties
- ✓ Panel Origin Panel Options Panel Match Properties
- ✓ Setting the Parameters for Gradient Pattern Creating Annotative Hatch

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- ✓ Hatching the Drawing Using the Tool Palettes Drag and Drop Method
- ✓ Select and Place Method
- ✓ Hatching Around Text, Dimensions, and Attributes

#### **Chapter 14: WORKING WITH BLOCKS**

- ✓ The Concept of Blocks Advantages of Using Blocks
- ✓ Drawing Objects for Blocks Converting Entities into a Block
- ✓ Inserting Blocks
- ✓ Creating and Inserting Annotative Blocks Block Editor
- ✓ Adding Blocks in Tool Palettes Drag and Drop Method
- ✓ Modifying Existing Blocks in the Tool Palettes
- ✓ Layers, Colours, Line types, and Line weights for Blocks Nesting of Blocks
- ✓ Creating Drawing Files using the Write Block Dialog
- ✓ Box Exploding Blocks Using the XPLODE Command Renaming Blocks
- ✓ Deleting Unused Blocks Editing Constraints to Blocks

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