**SLOG SOLUTIONS PRIVATE LIMITED**

**SKETCHER**

* Getting Started With Sketch
* Creating Centerlines
* Constructing Lines
* Constructing Ellipse
* Constructing a Circle
* Constructing an Arc
* Creating Slots
* Creating Polygon
* Creating a Parabola
* Creating a Spline
* Equation Driven Curve
* Point
* Creating Text
* Creating Construction Geometry
* Rapid Sketch

**EDITING SKETECHES**

* Sketch Fillet
* Sketch Chamfer
* Offsetting Entities
* Converting Entities
* Trim
* Extending Entities
* Mirror
* Moving Sketch Entities
* Moving Sketch Entities
* Copying The Sketch Entities
* Rotating Sketch Entities
* Scaling Sketch Entities
* Modify Sketch
* Close Sketch Of Model
* Sketch Picture
* Area Hatch / Fill
* Sketch Patterns
* Blocks
* Relations
* Automatic Relations
* Conflicts In Relations
* Dimensioning
* Exiting The Sketch
* 3d Sketching

**INTRODUCTION OF DESIGN CONCEPT AND PROCEDURE**

* Detailed Concept Of CAD
* Need & Importance Of CAD
* Overview About Actual Designing In Industries, Fundamentals Of Design And Its Implementation Methods
* All Characteristics Of Solidworks To User Friendly Atmosphere
* Superiority Of Solidworks With Its Use And Demand In Industries

**TAKING THE SOLIDWORKS V5 TOUR**

* Introduction To Solidworks.
* System Requirements
* Starting Solidworks In Windows
* The Workbench Concept
* Workbenches In Solidworks
* Adjusting The Solidworks Interface
* Creating And Managing Workspace
* Graphic User Interface Of Solidworks
* Menu And Toolbars
* Opening Files
* Creating New Files
* Keyboard Shortcuts
* Selecting/Moving Objects With Mouse
* Working With Planes
* Properties Toolbar
* Changing The Properties
* Changing The Interface From 3d Modeling To 2d Sketching And Vice-Versa
* Uses & Description About Feature Manager Design Tree
* Working With Respect To Ucs.
* Setting Up The Document Options

**TECHNOLOGY : SOLIDWORKS**

**DURATION: MODULE 1 (4 WEEKS)**

**MODULE 1 + 2 (6 WEEKS)**

**MODULE 1:**

* **INTRODUCTION**
* Concept of Design
* CAD/CAM/CAE
* History of Solidworks
* Modules in Solidworks
* Applications and Scope of Solidworks
* System requirement
* **SKETCHER**
* **Creating Sketches**
* **Editing Sketches**
* **PART MODELING**
* **Part Designing**
* **Reference Geometry**
* **Placed Features**
* **ASSEMBLY MODELING**
* **Assembly Mates**
* **Manipulation**
* **DRAWING VIEWS & DETAILING**
* **Layout**
* **Templates**
* **Detailing**
* **DATA CONVERSION**
* **Convert Files Into IGES, STEP, PDF, & DWG. Etc.**
* **Export & Import Files**

**PART MODELING**

* Terminologies Used In Part Modeling Environment
* Entering The Part Module
* Choosing The Sketch Plane
* Extruding Boss / Base Features
* Revolving Boss / Base Features
* Creating Sweep Features
* Creating Loft Features
* Creating Cut Features
* Selecting Geometrics In Solid Works

**REFERENCE GEOMETRY**

* Reference Planes
* Creating New Planes
* Creating Reference Axes
* Creating Reference Points
* Creating Reference Coordinate Systems
* Editing Reference Geometries
* Creating Curves

**PLACED FEATURES**

* Creating Simple Holes
* Creating Standard Holes Using The Hole Wizard
* Creating Fillets
* Creating Chamfers.
* Creating Shell Features
* Creating Rib Feathers
* Creating Draft Feature
* Creating Pattern

**-------------------------------------------------------ASSEMBLY MODELING**

* Types Of Assembly Design Approaches
* Working With Solid Works Assembly Bottom-Up Approach
* Positioning The Components In Assembly
* Assembly Mates

**DETAILING**

* Creating Dimensions
* Creating Model Dimension
* Creating Auto Dimension
* Dim-Xpert
* Creating Smart Dimension
* Creating Ordinate Dimension
* Creating Chamfer Dimension

**------------------------------------------------ DATA EXCHANGE**

* Converting Files For Transferring
* Converting Into IGES, STEP, PARASOLID Etc.
* Convert Into Jpeg, Mpeg, Tiff, Pdf Files
* Standard Mates
* Advanced Mates
* Mechanical Mates
* Smart Mates
* Mate Reference
* Replacing The Assembly Components
* Rotating A Component
* Moving Components
* Detecting Interference
* Assembly Pattern
* Assembly Mirror
* Creating Exploded View
* Physical Simulation
* Top Down Design
* Assembly Performance
* Configuration In Assembly
* Smart Components
* Smart Fasteners

**MODULE 2:**

**DRAWING VIEWS & DETAILING**

* Introduction Of Drawing
* Need & Importance Of Drawing
* Starting The Drawing Workbench
* Defining The Sheet & Sizes
* Adjusting Of Drawing Sheet According To Object/Assembly
* Types Of Projection
* Using Predefined Drawing Styles
* Scaling The Drafted View

**DRAWING VIEWS**

* Creating Drawing From Part Or Assembly
* Creating A New Drawing Document
* Generating Standard Views
* Derived Views
* Creating Broken Views
* Working With Assembly Specific View
* Drawing View Properties
* Manipulating Views

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