

LearnEngg

for Engineering Courses



Delivering DIGITAL INDIA needs of

B.E / B.Tech

Polytechnic

ITI

Skill Development

Using
3DMedium

Visual Rich Content
To Enable
Accelerated Learning and Upfront Skilling

DELIVERED

10 ITI Trades

16 Branches of Graduate Engineering & Polytechnic



214 ENGINEERING SUBJECTS

Customised for B.E / B.Tech / Diploma / ITI

60,000 VISUALS

3D based demonstrations with industrial and real life examples

**Each subject is developed as per 3DM
Frame work:**

- + Customised Content as per latest University/Technical Board Syllabus
 - + Non-linear Teaching and Self learning
 - + Provides text, sketch & Images, Visual demonstrations with audio
 - + Solved problems with visual explanations
 - + 4 to 5 Visuals per hour content
 - + 200 plus visuals for every engineering subjects
 - + Additional Web references

DATA COMMUNICATION AND COMPUTER NETWORK	DESIGN OF MACHINE ELEMENTS	MICROCONTROLLER & EMBEDDED SYSTEM
MECHANICAL MEASUREMENTS	AUTOMOBILE MECHANICS	AUTOMOBILE ENGINEERING - II
HYDRAULICS & FLUID POWER SYSTEMS	AUTOMOBILE CHASSIS & BODY ENGINEERING	INDUSTRIAL INSTRUMENTATION - I
JAVA PROGRAMMING - II	JAVA PROGRAMMING	ELECTRONIC DEVICES AND CIRCUITS
MANUFACTURING TECHNOLOGY - II	MANUFACTURING TECHNOLOGY	PROCESSES INSTRUMENTATION - II
MOTOR TRANSPORT ORGANIZATION	MOTOR TRANSPORT	AUTOMOBILE INSTRUMENTATION - II
MANUFACTURING TECHNOLOGY - I	MATHEMATICS	SURVEYING
PROTECTION AND SWITCHGEAR	HEAT TRANSFER	MASS TRANSFER
BIO-MEDICAL INSTRUMENTATION	DESIGN OF TRANSMISSION SYSTEMS	ENVIRONMENTAL ENGINEERING
ENVIRONMENTAL STUDIES AND POLLUTION CONTROL ENGINEERING	DIGITAL ELECTRONICS	ENVIRONMENTAL ENGINEERING - II
AC MACHINES - II	ELECTRICAL INSTRUMENTATION	GENERAL MECHANICAL ENGG
REACTION KINETICS & REACTOR DESIGN	ELECTRICAL MATERIAS - II	ENVIRONMENTAL ENGINEERING
ELECTRONIC CIRCUIT	PROCESSES CALCULATION	INDUSTRIAL INSTRUMENTATION - I
COMMUNICATIONS SYSTEMS	POWER ELECTRONICS	POWER ELECTRONICS
Mechanical Motive Vehicle	ENGINEERING GRAPHICS	FLUID MECHANICS
COMMUNICATIONS CALCULATION	COMPUTER PROCESS	INDUSTRIAL INSTRUMENTATION

EXPERIENCED

40,000

HOURS OF TECHNICAL e-CONTENT

BUILDING TECHNOLOGY INDUSTRIAL MANAGEMENT AND ENTREPRENEURSHIP

OBJECT ORIENTED PROGRAMMING

ORGANIC AND PHYSICAL CHEMISTRY

DATA STRUCTURES

- TURNER MACHINIST
ENERGY ENGINEERING
POWER ELECTRONICS
MACHINE DRAWING
ELECTRICAL ENGINEERING**

STRENGTH OF MATERIALS

- # **STRENGTH OF MATERIALS**

MANUFACTURING TECHNOLOGY - II
CIVIL ENGINEERING DRAWING - I
ADVANCED MANUFACTURING PROCESS
ENGINEERING MECHANICS
ENGINEERING DRAWING
COMPUTER HARDWARE & NETWORKING
ENGINEERING MATHEMATICS - I
NET PROGRAMMING
ENVIRONMENTAL ENGINEERING - I

MOBILE COMPUTING FLUID MECHANICS

- SURVEYING - I AUTOMOBILE ELECTRICAL SYSTEMS
 - BASIC PHYSICS
 - ENGINEERING PHYSICS
 - SURVEYING - I
 - HYDRAULICS
 - OOP THROUGH C++
 - WORKSHOP TECHNOLOGY - I
 - QUANTITY SURVEYING
 - BASIC CHEMISTRY
 - CONSTRUCTION PRACTICE
 - THERMAL ENGINEERING - II

SURVEYING - II

- ## **ENGINEERING MATHEMATICS**

BUILDING SERVICES AND ENTREPRENEURSHIP DEVELOPMENT	MANUFACTURING TECHNOLOGY - I	MANUFACTURING TECHNOLOGY - II	MOBILE COMPUTING	FLUID MECHANICS	AUTOMOBILE SERVICING & MAINTENANCE
					CIVIL ENGINEERING DRAWING - II
					SURVEYING - I AUTOMOBILE ELECTRICAL SYSTEMS
					BASIC PHYSICS
					ENGINEERING PHYSICS
					SURVEYING - I
					HYDRAULICS
					OOP THROUGH C++
					WORKSHOP TECHNOLOGY - I
					QUANTITY SURVEYING
					BASIC CHEMISTRY
					CONSTRUCTION PRACTICE
					THERMAL ENGINEERING - II
					SURVEYING - II
					ENGINEERING MATHEMATICS - II

COMPUTER NETWORKS	SOFTWARE ENGINEERING	ENGINEERING MECHANICS
	STEEL MAKING	
	FOUNDRY TECHNOLOGY	
	R.C. STRUCTURES	
	MATERIALS TESTING	
	MECHANICAL METALLURGY	
	INORGANIC CHEMISTRY	
	METAL CASTING TECHNOLOGY	
	CORROSION ENGINEERING	
	MATERIALS TECHNOLOGY	
	SPECIAL PURPOSE VEHICLES	
	ENGINEERING MATERIALS	
HEAT TREATMENT TECHNOLOGY		MATHEMATICS - I
PHYSICAL METALLURGY		BASIC ELECTRONICS
MANUFACTURING PROCESS - I		COMPUTER ORGANIZATION AND ARCHITECTURE
THEORY OF STRUCTURES		ADVANCE ENGINEERING MATERIALS & CORROSION
ENGINEERING THERMODYNAMICS		METALLURGY
INDUSTRIAL AUTOMATION		MICROPROCESSORS AND MICROCONTROLLERS
COMPUTER PROGRAMMING		
POWER ENGINEERING		DIGITAL ELECTRONICS AND MICRO CONTROLLED
ENGINEERING GRAPHICS		SYSTEMS
WELDING TECHNOLOGY		
CIRCUIT THEORY		
AUTOMOBILE ENGINEERING		
ELECTRICAL MACHINES - I		
PRODUCTION DRAWING		
ELECTRICAL MACHINES - II		
NON - FERROUS EXTRACTIVE METALLURGY		
ADVANCED COMMUNICATION SYSTEMS		
ELCTRICAL AND ELECTRONIC INSTRUMENT		
MECHANICS OF SOLIDS		
CHEMICAL ENGINEERING THERMODYNAMICS		

ENGINEERING MECHANICS

- COMMUNICATION ENGINEERING
ELECTRICIAN COMPUTER HARDWARE
CONSTRUCTION MATERIALS
IN
GEO TECHNICAL ENGINEERING

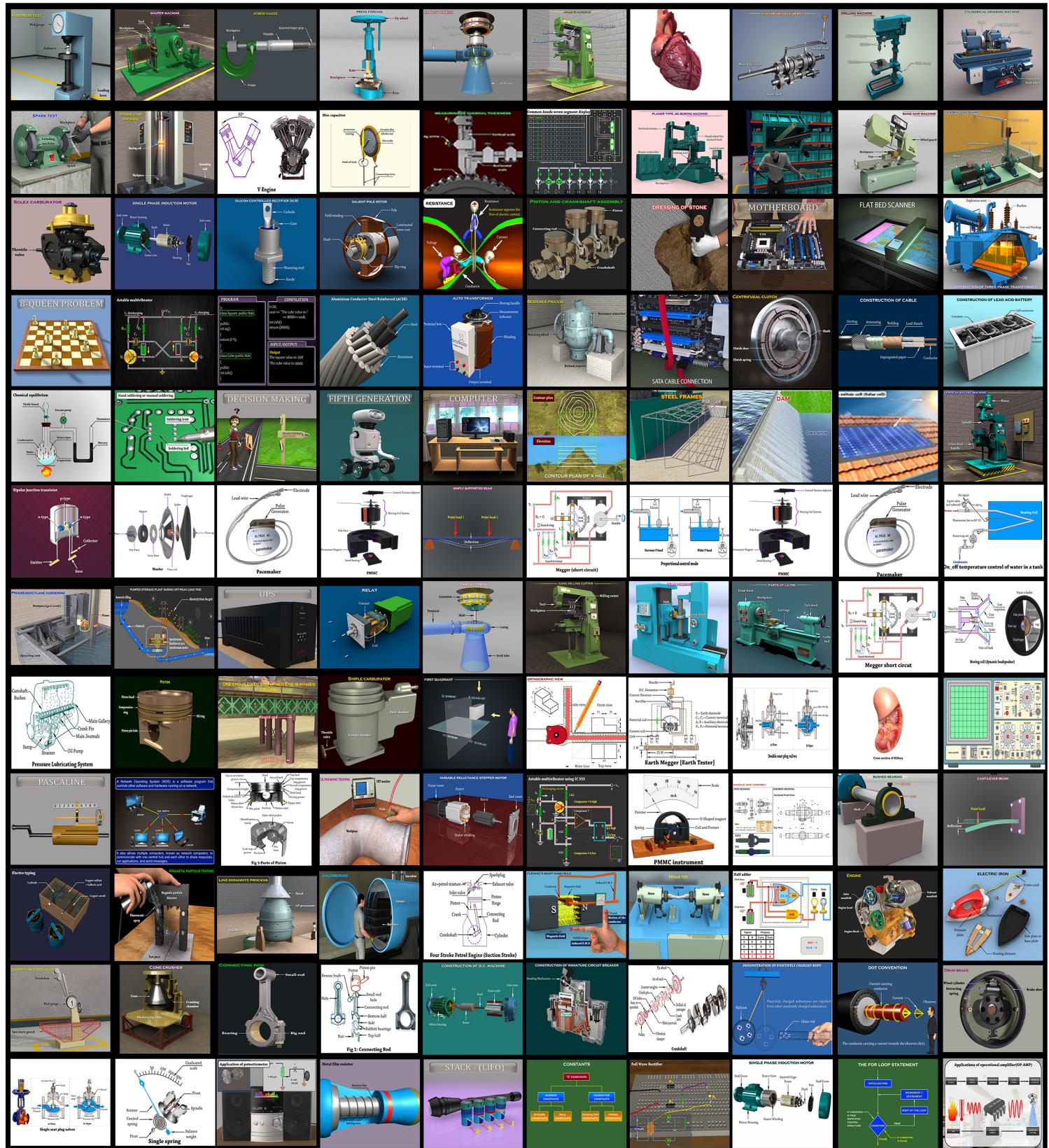
PROCESS CONTROL

- HISTORY OF ARCHITECTURE - I
SPECIFICATIONS AND ESTIMATIONS
DRAUGHTSMAN CIVIL
CHEMICAL PROCESS CALCULATIONS
DIGITAL ELECTRONICS

ELECTRONIC CIRCUIT - I

- MICROPROCESSORS**
AUDIO & VIDEO SYSTEMS
****MICRO CONTROLLERS****
STEEL STRUCTURES
GENERAL MECHANICAL ENGG.
CHEMICAL PROCESS DRAWING
COMMUNICATION ENGINEERING
STRUCTURAL DESIGN
BUILDING MATERIALS
TRANSPORTATION ENGINEERING - I
HEMISTRY
ENGINEERING - II
FITTER
ENGINEERING
STRUCTURAL DESIGN
BUILDING MATERIALS
TRANSPORTATION ENGINEERING

Each Engineering Subject (of 50 hours) explained by 5 hours of visual demonstrations



“Enhances the learner knowledge through visual-rich-content, unique digital fly-throughs and cut-away sections”

Visual Based Knowledge System for Technical Education

(3DM ClassRoom)

LearnEngg.com delivers “Visual Based Knowledge System” (3DM ClassRoom) which addresses the Industry readiness of the students and their understanding of engineering concepts. 3DM enhances pass percentage and employability. Our technology enabled solution is the BEST at least-cost for capacity building of vital resources and to thin-down the RURAL-URBAN divide through bridging the gap between industry and Institute.

3DM ClassRoom specifically developed for graduate Engineering, Polytechnic, ITI and Skill development.

The 3DM™ ClassRoom objective is to create conducive and effective learning / training environments and accentuate the visual expression and thinking of Students, by integrating three-dimensional visual thinking into existing critical thinking studies across disciplines at all levels - thro real-life applications and industry practices, virtually bringing into the classroom.

The customization will be done using our content and 2D/3D demonstrations available with us as “Large Engineering Content Data Base” developed in last 5 years by a team of more than 200 employees and over 75 Professors and Industry consultants. These developments being done from 2009 and achieved a creditable content quality.

3DM ClassRoom implementation in Technical Universities and Institutes to bring-in standardization of highorder in education by imbibing the knowledge and expertise of eminent professors and Industry experts.

3DM facilitates filling the gap between the growing demand for, and the scarce supply of, skilled personnel across sectors by featuring the latest ICT based technology into the curriculum of specific skill development.

3DM ClassRoom Features:

- * As per respective University/Directorate Curriculum (not a generic content)
- * Modularly structured to revise as per respective university regulation (syllabus revision)
- * 200 to 300 2D and 3D demonstration for every subject (of 45 hrs)
- * Have included input from Industry sector for better understanding of Engineering fundamental
- * Not a copy of any E-Book as well the demonstrations are developed to address specific requirement content under study
- * Content as it happens in a class room
- * Class room content to students for easy learning and for better scoring in exams thru online
- * Can provide visual demonstration to refresh entire syllabus of a subject in 180 minutes
- * These subjects are presented through theoretical portion, derivations, problem description (including worked out example and assignment problems as exercises) supported with real-world industry applications for each of engineering concepts. Such arrangement facilitates effective interaction and engagement between the teacher and the students, making the classroom more lively and interesting, leading to improved attendance and FUN Learning by the students.
- * These contents are presented in a unique way so that content taught in a class room can be used as self-learning material by the students. Hence the dual objective of teaching-learning process is met at ease with the same content
- * The product is so designed for clear visibility, eg. Fonts of the content, size of the video, in the classroom having 70 students while projecting through a standard LCD projector. The product template has Zooming features by which text / image-size could be altered to cover more students if need be
- * Industry related real-life animations are aptly embedded into the content along with 2D Texts, Pictures, exercises / problems conforming to the prescribed curricula and therefore there is no need for the faculty to browse on the net to demonstrate industry related visuals
- * 3DM ClassRoom has been delivered and installed with various universities – both state-level and national and other colleges and Institutes affiliated to various Universities across the country
- * Have Customized content for 11 Technical universities across 7 states



No. 61, Developed plot estate,
Perungudi, Chennai - 600096, Tamil Nadu.
Ph. - no - 1800 102 6488 (Toll Free)
email: support@learnengg.com