

SOLIDWORKS (CAD) COURSE

Venue: NCRA, NUST College of E&ME

Min No of participants per batch: 15 Students

Fee per participants: PKR 15,000 *

***[5% discount for group of 5 from one organization, 10% discount for group of 10 from one organization]**

Days	Module	Topics Covered
Day 1	SolidWorks Basics and the User Interface	<ul style="list-style-type: none"> • Design Intent • File References • Opening Files • The SolidWorks User Interface • Using the Command Manager
	Introduction to Sketching	<ul style="list-style-type: none"> • 2D Sketching • Sketch Entities • Rules That Govern Sketches • Sketch Relations • Dimensions Extrude • Sketching Guidelines
Day 2	Basic Part Modeling	<ul style="list-style-type: none"> • Basic Modeling • Terminology • Details of the Part • Boss Feature • Sketching on a Planar • Face Cut • Feature View • Selector Using the Hole Wizard • Filletting • Editing Tools • Detailing Basics • Drawing Views • Center Marks • Dimensioning
	Symmetry and Draft	<ul style="list-style-type: none"> • Boss Feature with Draft • Symmetry in the Sketch • Sketching Inside the Model • View Options • Using Model Edges in a Sketch • Creating Trimmed Sketch Geometry

Day 3	Patterning	<ul style="list-style-type: none"> • Why Use Patterns? • Linear Pattern • Circular Patterns • Reference Geometry • Planes • Mirror Patterns • Using Pattern Seed Only • Sketch Driven Patterns
	Revolved Features	<ul style="list-style-type: none"> • Revolved Features • Building the Rim • Building the Spoke • Edit Material • Mass Properties • File Properties • SolidWorks Simulation Xpress
Day 4	Shelling and Ribs	<ul style="list-style-type: none"> • Shelling and Ribs • Analyzing and Adding Draft • Other Options for Draft • Shelling • Ribs • Full Round Fillets • Thin Features
	Editing (Repairs)	<ul style="list-style-type: none"> • Part Editing • Sketch Issues • Freezing Features • Fillet expert
	Editing (Design changes)	<ul style="list-style-type: none"> • Part Editing • Design Changes • Information from a Model • Rebuilding Tools • Replace Sketch Entity • Sketch Contours
Day 5	Configurations	<ul style="list-style-type: none"> • Using Configurations • Other Methods to Create Configurations • Using Global Variables and Equations • Creating Equalities • Global Variables • Defining the Overall Width • Equations • Creating a Minimum Edge Distance • Modeling Strategies for Configurations • Editing Parts that Have Configurations • Design Library in the Advanced Course

	Using Drawings	<ul style="list-style-type: none"> • More About Making Drawings • Section View • Model Views • Broken View • Detail Views • Drawing Sheets and Sheet Formats • Projected Views • Annotations
Day 6	Bottom-Up Assembly Modeling	<ul style="list-style-type: none"> • Creating a New Assembly • Position of the First Component • Feature Manager Design Tree and Symbols • Adding Components Mating Components • Using Part Configurations in assemblies • Sub-assemblies • Smart Mates • Inserting Sub-assemblies • Pack and Go
	Using Assemblies	<ul style="list-style-type: none"> • Using Assemblies • Analyzing the Assembly • Checking for Clearances • Changing the Values of Dimensions • Exploded Assemblies • Explode Line Sketch • Bill of Materials • Assembly Drawings

Point of Contact:

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