CREO

CURRICULUM

1 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 OfCreo (Pro/E) To User Friendly Atmosphere
- Superiority ofCreo (Pro/E) With Its Use And Demand In Industries

2 INTERFACE WITH GUI

- Menu Manager
- View Toolbar
- Controlling The View
- Model Display
- Datum Display Toolbar
- Working With Document
- File Tools

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- System Colors
- Selecting The Entities
- Working With Mouse Button
- Selecting The Working Directory For Saving The Document
- Model Tree
- Pro-E Help Option
- Document In Session
- Set The Parameter Geometry

3 SKETCHER

- Sketcher Diagnostics Tools
- Creating the Vector Shapes
- Working with Grids
- Snap Mode
- Creating The Coordinate
- Creating Spline And Its Geometry Control
- Display Dimension
- Work With Weak And Strong Dimension
- Edit Definition
- Creating Axis For Reference
- Work With Geometrical And Dimensional Constraint
- Insert Design From Palette
- Creating Text

- Import Data From Dxf. File
- Deleting and Trimming The Sketch Entities
- Analyze the Sketch For Opening Edges
- Modifying the Design

4 BASE FEATUES OF PART DESIGNING

- Creating Solid Geometry
- Selecting The Part Environment
- Selecting Datum Planes (Top, Front, Right)
- Creation Of Sketch For Solid Modeling
- Converting An Area Into Volume Using Extrude Features
- Define The Limits Of Extrusion And Its Controls
- Remove The Cavity From The Solid Part
- Creating Revolute Design
- Cut Out Part By Revolute
- Sweep Feature
- Protrusion
- Thin Protrusion
- Cut Sweep
- Surfaces
- Blend Features
- Parallel Blend
- Rotational Blend
- Blend Surfaces

- Create Solid Profile Using Swept Blend Features
- Creating Spring By Helical Sweep
- Boundary Blend
- Creating Axis And Points
- Generate New Datum Planes
- Creating Datum Curves

5 EDITING FEATURES OF PART DESIGNING

- Mirroring Features
- Moving Features
- Suppressing Features
- Copying Features
- Deleting Features
- Patterning Features Creating Construction Geometry
- Rapid Sketch
- Continued..

6 CREATING SHEET-METAL SECONDARY WALL FEATURES

- Understanding Secondary Walls
- Creating Secondary Flat Walls
- Using Flange Walls
- Using Extruded Walls
- Wall Dashboard Options
- Understanding Relief

7 MODIFYING SHEET-METAL MODELS

- Bends
- Bend Options
- Unbend Features
- Bend Back Features
- Flat Pattern
- Sheet-Metal Cuts
- Die Form Features
- Punch Form Features
- Rip

8 SHEET-METAL BENDS AND SETTING UP THE SHEET-METAL ENVIRONMENT

- Order of Bend Features
- Fixed Geometry
- IFlat States

9 SURFACE DESIGNING SURFACE MODELING OVERVIEW

- Introduction to Surfacing
- Surface Modeling Uses
- Surface Modeling Paradigms
- Freeform Overview
- Blending Surface Modeling Paradigms
- Surfacing Terms

10 ADVANCED SELECTION

- Advanced Chain Selection
- Advanced Surface Selectionms
- Surfacing Terms

11 BASIC Surfacing Tools

- Creating Surface Extrude Features
- Creating Surface Revolve Features
- Creating Fill Surfaces
- Creating Sweep Surfaces with Open Trajectories
- Creating Parallel Blend Surfaces
- Creating General Blend Surfaces

12 HELICAL Sweeps

- Understanding Helical Sweeps Theory
- Utilizing Helical Sweeps for Surfaces

12 CREATING AND EDITING SOLIDS USING QUILTS

- Thickening Surface Quilts
- Solidifying Quilts to Add Material
- Solidifying Quilts to Remove Material
- Solidifying Quilts to Replace Material
- Offsetting Surfaces using the Replace Option

www.softcrayons.com
info@softcrayons.com
(+91) 854 501 2345
693, Sector 14-A, Vasundhara,
Ghaziabad (U.P.), 201012
@softcrayons