

Inventor 3D

Capitolul 1: Notiuni de baza

Interfata cu utilizatorul
Manipularea vederilor
Proiectarea pieselor parametrice

Capitolul 2: Tehnici elementare de schitare

Crearea schitelor 2D
Constrangeri geometrice
Cotarea schitelor

Capitolul 3: Proiectarea formelor elementare

Crearea schitelor elementare
Crearea schitelor de nivel mediu
Editarea componentelor parametrice
Editarea 3D utilizand puncte de control
Crearea corpurilor de parcurs

Capitolul 4: Proiectarea formelor complexe

Crearea tesiturilor si a razelor de racordare
Crearea gaurilor si filetelor
Crearea obiectelor oglindite si a sabloanelor
Crearea pieselor cu pereti subitiri

Capitolul 5: Asamblarea

Proiectarea ansamblelor
Utilizarea fisierelor din proiect in ansamble

Capitolul 6: Crearea, plasarea si constrangerea componentelor

Constrangerea componentelor
Plasarea componentelor standardizate
Crearea componentelor in ansamblu

Capitolul 7: Interactiunea in ansamblu

Identificarea componentelor in ansamblu
Unelte de analiza si dinamica
Prezentarea ansamblului

Capitolul 8: Crearea elementara a vederilor

Mediul de creare a deseneelor
Vederi de baza si vederi proiectare
Sectioni
Detalii
Decuparea vederilor
Organizarea vederilor

Capitolul 9: Cotare, adnotare si tabele

Tehnici pentru cotare automata
Tehnici pentru cotare manuala
Adnotarea gaurilor si a filetelor
Crearea axelor, simbolurilor si a liniilor de indicatie
Tabele de revizie

Capitolul 10: Adnotarea desenelor de ansamblu

Liste de materiale
Crearea listelor de componente
Crearea baloanelor

Capitolul 11: Standarde de desenare

Setarea standardelor de deseneare
Resurse de desenare



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Programa cursuri Inventor modulul Sheet Metal



Capitolul 1: Sheet Metal Overview

- Introduction to Sheet Metal
- Sheet Metal Design Methods
- Sheet Metal Rules

Capitolul 5: Using Flat Patterns

- Flat Pattern Creation and Cleanup
- DXF/DWG Export

Capitolul 2: The Sheet Metal Environment

- Faces
- Flanges
- Contour Flanges
- Hems

Capitolul 6: Documenting Sheet Metal Designs

- Creating Sheet Metal Drawings
- Sheet Metal Documentation
- Notating Bends and Punches
- Cosmetic Centerlines and Bend Order

Capitolul 3: Sheet Metal Operations

- Cutting
- Sheet Metal Punching
- Corner Seams
- Folding
- Bending
- Creating Holes
- Creating Corner Rounds and Corner Chamfers
- Work Features
- Pattern Features
- Mirror Features
- Lofted Flanges, Rips and Roll Features

Capitolul 4: Sheet Metal Design Techniques

- Sheet Metal Design Approaches
- Using Skeletal Models
- Using Legacy DXF/DWG Flat Layout Geometry
- Using Legacy 3D Geometry
- Complex Sheet Metal Creation Techniques
- Punch Library Setup



HEXAGON
MANUFACTURING INTELLIGENCE



HEXAGON
MANUFACTURING INTELLIGENCE

ALPHACAM

EDGE CAM



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Programa cursuri Inventor Tooling



Capitolul 1: Begin Creating Plastic Injection Molds

- Plastic Injected Part Design
- Create a Mold Assembly
- Adjust and Pattern a Placed Part

Capitolul 2: Designing the Mold Core and Cavity

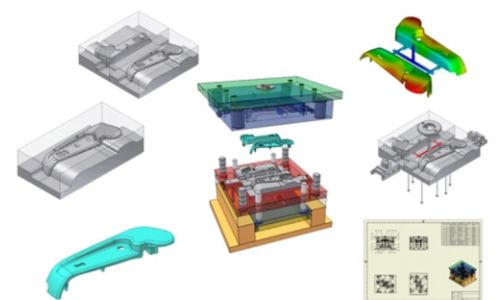
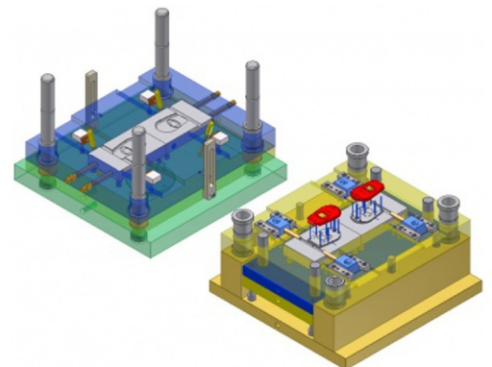
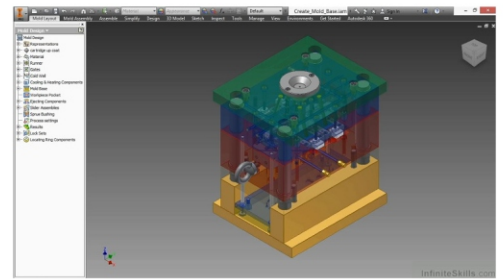
- Gate Position, Material Shrinkage and Workpiece Definition
- Analysis for Optimization
- Part Design
- Core/Cavity and Inserts

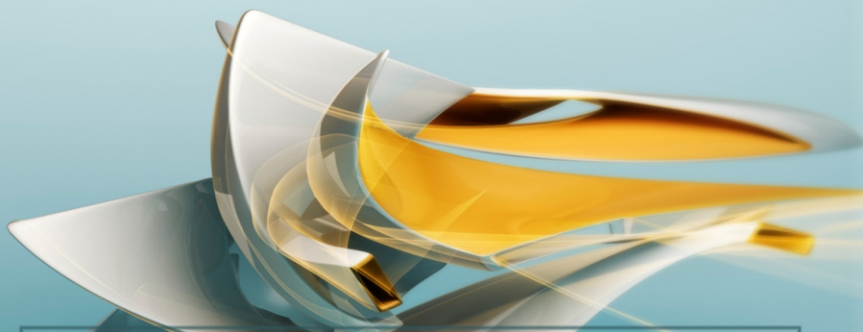
Capitolul 3: Mold Layout and Assembly Design

- Creating Runners, Gates and Cold Wells
- Creating the Mold Base
- Ejecting the Part
- Sprue Bushings and Locating Rings
- Cooling System
- Lock Sets
- Combining Mold Components

Capitolul 4: Verify and Communicate the Mold Design

- Customizing Views
- Finding Files
- Renaming and Moving Files
- Reusing Designs
- Using Vault Files Outside of the Vault Environment
- Managing Properties
- Replacing Files





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Programa cursuri Inventor modulul Simulation

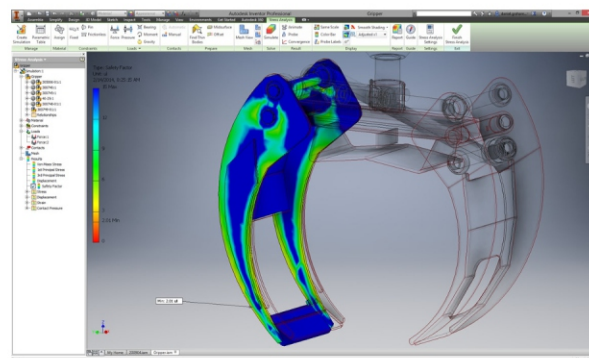


Capitolul 1: Introduction to Engineering Analysis

Stress Analysis Overview
Dynamic Simulation Overview

Capitolul 2: Stress Analysis

Preparing and Running a Simulation
Viewing Reports
Analyzing Assemblies
Performing a Parametric Design Study
Mesh Control and Convergence
Performing a Modal Analysis



Capitolul 3: Dynamic Simulation

Creating Joints
Defining Loads and Joint Properties
Running Simulations and Analyzing Results
Building Nonredundant Models
Sharing Dynamic Simulation Results with Stress

