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Plan your study to suit your convenience and schedule.

Design Course For Mechanical Engineering

Email Contact: info@educba.com



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Course Overview

This software is most commonly used in many mechanical industries for creating, modifying and analysis of mechanical components.

Complex designees can also be easily arranged using these applications for better user understanding.

Mechanical Engineering Skills

We learn the following skills:

You will be able to understand, draw hand free drawing and design the product and component drawings using software such as Auto Cad, ProE and Solid Works which is the important skill for mechanical engineers to get a job as designing engineers with a strong foundation from beginning to the project delivery as per client requirements standards.

Course Features



Course Duration- 30 + Hours



Number of Courses



Verifiable Certificates



Lifetime Access



Technical Excellence

About Mechanical Engineering

There are many engineers applying for the same job and facing interview and getting jobs, to make yourself special out of all your skill sets matters to the interviewers so this course is one such program which offers engineers to gain professional skills of 2D, 3D Designing and analysis of product manufacturing using multiple software like AutoCAD, ProE and SolidWorks. For more information review the Design Course for Mechanical Engineering curriculum and other details.

Mechanical Engineering Course

This is a Bundle Course that includes complete in-depth Mechanical Engineering Learning Courses combined into one Complete Course.

This Bundle perfectly meets the requisite of the industry and gives you a better chance of being hired as a Mechanical Engineering professional.

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AutoCAD:01 – 2D Essentials Course

Section 1. Introduction

- Installation

Section 2. System Requirements

- System Requirements

Section 3. User Interface

- User Interface
- Model and Layouts

Section 4. Drawing Units and Navigation

- Drawing Units
- Navigation

Section 5. Command

- Command Line
- Command Rectangle
- Command Polygon

Section 6. Co-Ordinates

- Cancel Erase and Redo
- Co-Ordinates
- Co-Ordinates Lines in Angle
- Circle
- How to Draw Arcs
- Fillet
- Chamfer
- Editing Selection
- Aspects of Selection

Section 7. Rotate and Scale Command

- Rotate Command
- Rotate and Object
- Scale Object

Section 8. Trim and Extend

- Trim and Extend
- Creating Windows by Using Trim Command

Section 9. Lengthen and Stretch

- Lengthen and Stretch Command

Section 10. Offset and Mirror

- Offset and Mirror
- Mirror Objects

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AutoCAD:01 – 2D Essentials Course

Section 11. Curves

- Edit with Grips
- Curves
- Ellipse

Section 12. Tracking Mode and Object Snap

- Ortho Tracking Mode
- Polar Tracking Mode
- Object Snap

Section 13. Array-Rectangular

- Array-Rectangular
- Adding Rectangular Array
- Array-Polar

Section 14. Dimensioning

- Dimensioning
- Modify Dimension Style Standard
- Linear Dimension
- Ordinate Option
- Jogged Option

Section 15. Text and Layer

- Learn About Text
- Working on Layers
- Working Examples Using Layers
- Shortcuts of Switching On and off the Layers
- Make Current
- Match Properties

Section 16. Divide and Blocks

- Divide
- How to Create Blocks

Section 17. Explode

- Explode

Section 18. Hatch

- What is Hatch
- Hatch Pattern Types
- Different Patterns
- Edit Hatch and Settings
- Gradient Hatch

Section 19. Blocks and Plot

- Blocks

Section 1. Introduction

- Plane and UCS
- Working Plane and Changing UCS
- 3D Orbits and Views
- Navigation
- Vpoint and Viewports
- Solids

Section 2. 2D Drafting

- Introduction and History of Autocad
- Toggle Keys and Command Prompt
- Line
- Circle Polygon Ellips Arc
- Array And Move
- Copy and Mirror
- What is Block
- Block Editor
- Division and PdMode
- Measure
- What is Measure
- Scale

Section 1. Introduction

- Introduction to Auto CAD- 2D
Advanced

Section 2.XREF

- XREF File
- Architecture Plan

Section 3. Layouts

- Layouts
- Viewport in AutoCad
- Annotative Objects and Styles

Section 4. Annotation Text and Constraints

- Annotation Text
- Annotation Dimension
- Constraints
- Constraints Geometric
- Dimensional Constraints
- Working with Data

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SolidWorks Essential Training

Section 1. Mouse & Format

- Mouse, Format

Section 2. Introduction

- Introduction to SolidWorks

Section 3. Extrude

- Extrude
- Extruded Cut

Section 4. Revolved bossbase and Revolved cut

- Revolved Base
- Revolved Cut

Section 5. Swept bossbase

- Making Rectangle Sweep Pattern
- Making Circular Sweep Pattern
- Using Line and Spline Profiles

Section 6. Loft

- Loft Basics
- Making through Sketches
- Advanced Loft

Section 7. Fillet

- Fillet Basics
- Applying fillet on the edges of square blocks and circular objects
- Face, Full Round, Filletxpert Fillet
- Chamfer
- Rib
- Shell
- Draft
- Draftxpert
- Hole wizard

Section 8. Linear Pattern

- Linear Pattern

Section 9. Circular Pattern

- Circular Pattern

Section 10. Mirror

- Mirror

Section 11. Threads and Views

- Threads and Views

Section 12. Appearance Part

- Appearance

Section 13. Simulation Xpress Analysis

- Simulation Xpress Analysis

Section 14. Making parts and Assembly

- Making parts and Assembly

Section 15. Explode

- Explode

Section 16. Drawing Dimensioning

- Drawing Dimensioning

Section 17. Drawing Annotations

- Drawing Annotations

Section 18. Telescope

- Telescope

Section 19. Templates and Design

- Templates
- Design Table

Section 20. Animation and Gear Mate

- Animation
- Gear Mate
- Ball bearing assembly

Section 1. Engineering Feature

- Engineering Feature

Section 2. 3D Model For Engineering Feature

- 3D Model For Engineering

Section 3. Introduction To Part Module

- Intro To Part Design

Section 4. Additional 2D Sketches

- 2D Sketches Examples

Section 5. Basics Of Proe

- Important Terms And Definitions
- Proe Screen
- What Is Pro/Engineer

Section 6. Sketch Example

- Sketch Example Using Discussed Tools
- Sketch Example

Section 7. Sketcher Constraints

- Explanation Of Constraints
- Profiles
- Dimensional Constraints And Geometrical Constraints
- Geometrical Constraints
- Using The Dimensions
- Introducing Sketcher Constraints

Section 8. Proe Sketcher Toolbar

- Using Scope Modifier of the Service Contract
- Creating Member Repository
- Creating Multiple Session Active at a Time



Frequently Asked Questions

Can we start this Design Course for Mechanical Engineering in the final year of graduation?

Yes, as you are a student you can start your course in the final year. But make your time flexible for both Design Course for Mechanical Engineering and college to avoid overlap. And continues practice of software also plays as key to be spontaneous to give answers at the time of interview regarding interview questions of application and its working shortcuts and procedure.

Can I skip any of the topics as I already know about it?

No, as per course you may even know some new things which you're not familiar with. So it's not recommended to skip any of the session of the Design Course for Mechanical Engineering whereas this can also help as a recap for you indeed to have a quick glance on all the details of the application.

Is the 3D portion of the Design Course for Mechanical Engineering is important?

Yes, as the future of designing is going to change from 2D to 3D so and all the application in this Design Course for Mechanical Engineering also going to contain 3D details of the process flow, process settings, and practices. So it's important to know and check the 3D session of the course. Not only as a part, of course, it's also important to crack job and work on 3D designing environments at work.



Customer Reviews

“

Definitely this course helped me a lot to learn the Pro-E software as a beginner. This short course let me explore the basic features of 2D and 3D designing. Also in between there were examples in sketch as well as part design which i tried myself. Overall awesome experience of taking this course.

SWAPNIL PRABHAKAR MORE

”

This was a very interesting , practical, concise, and hands on training. I can recommend it to anyone who want to learn the basics of Autocad in a very quick and timely way. The instructor is very clear in his presentation and he uses video where you can practically see what he is doing and how to go about the processes o Autocad basics.

Otis K. Moore



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For Queries please contact:

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