Development of Design Engineer in an Engineer..



Information Technology Centre

AUTODESK Authorized Training Center & Certification

We Create Bright Futures - HERE & NOW

Since: 1988

- 29 Years Prestigious Centre
- Trained >15000 Students in Autodesk Products

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- **AutoCAD**
- **AutoCAD Electrical**
- **Revit Architecture**
- **Inventor Professional**
- **3D Studio Max**
- Maya
- Multimedia
- CREO + ANSYS

→ Fusion 360

- → Revit Structure
- * AutoCAD MEP
- **♦ VFX**
- **Solid Works**

CAM

CNC **Programming** & Operat

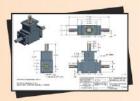
Why ITC?

- ૧) વ્યાજબી ફી.
- ર) અદ્યતન ટેક્નોલોજાથી સજ્જ તેમજ સર્ટીફાઈડ, કોમ્પ્યુટર નિષ્ણાંતો દ્વારા ઉદ્યોગીકરણને અનુરુપ ઉચ્ચ શિક્ષણ આપવાના હેતુથી ચાલતું સેન્ટર
- Designation / Softwareou Courseni Admission લેશે, તેનું Domain Knowledge તથા Softwareનો તે કામ માટેનો વપરાશ કરતાં શીખવવામાં આવશે.
- ૪) દરેક વિદ્યાર્થી પર પૂરતું ધ્યાન, રોજે રોજનું પુનરાવર્તન.
- પ) Attendence અને ભણવાના Syllabusનું રોજે રોજની Cardभा Entry.
- 9) સમજણ ન પડી હોય, તેવા Topic માટે Extra ભણાવવા માટેની વ્યવસ્થા.
- ૭) ભણવામાં Project તથા Industrial Trainingનો સમાવેશ.
- Job માટેના Mock Interviewની વ્યવસ્થા
- National and International Certificationলী বৈয়াহী
- ૧૦) સાચું, સારું, સંસ્કારવાળું ભણતર આપવા માટેનું વાતાવરણ ઉભું કરી, ભણતરની સાથે સંસ્કાર આપવાના પ્રયત્ન કરાય છે.

Benefits

- Autodesk Certification
- Autodesk Expert Program
- Autodesk Student Project
- Autodesk Portal
- Autodesk Student Expert Program
- Gain an internationally recognized credential that proves your skill level.
- Always get the latest productivity features and learn the best practices in the field.
- Develop the skills you need to make the most of your AutoDESK software.
- Enhance competitive edge and reputation.
- List your name in the AutoDESK Certified Professionals Database.

AutoCAD





Drafting

- Basic & Advanced 2D CAD Drafting
- 2D Isometric Drawing New File Tabs
- Import and export image and CAD drawings
- Working with ADC (AutoCAD Design Centre)
- Dimensioning, Printing and Plotting of drawing
- Working with multiple design environment
- Intelligent Command Line
 Section & Detail Views
- Working with Parametric Drawing
- Automatic Command Completion

Exploiting

- Creation & Editing of 3D Wire frames
- Surface & Solid Modeling
- 3D Views & Overview of Rendering
- Customization of line types & arrowhead
- Mesh & Mesh Editing
 Model Documentation
- Convert 2D Object to 3D Object

AutoLISP Programming

- Program Design & Logic Development techniques
- Data Types, Variables, Language features
- Looping, Control Structures, Expressions
- List Handling, String Handling & Entity Handling
- File Handling (Maintenance of file)
- Processing of Engineering data

Revit Architecture





- Overview of AutoCAD & Relevant Commands
- Adding Walls, Floor, Roof, Door, Windows etc.
- Adding Linear & Circular Staircase, Railing, Ramp etc.
- Building an Interior & Exterior Model
- Creating Section & Perspective Views
- Using Massing Tools
 Using Site Tools
- Creating Topographic Subregions
- Building the model, Adding view to a sheet
- Creating Building components
- Working with Design options Displaced Views
- Building Structure-Column Beam, Brace etc.
- Lighting & Camera Effects . Rendering the model
- Creating walk through animation

Revit Structure

Linking Revit Models

Coordination Monitor

Interference Checking

Sharing the Same

Revit Model

- Area analysis Area setting, area plan
- Autodesk 360 Online Rendering in Revit

NEW 3

AUTOCAD MEP

- Autocad MEP
 Getting Started
- Modeling an MEP System
- Detailing Construction Documents
- Analyzing Systems

AutoCAD Electrical





- Fundamentals of AutoCAD Electrical
- · Inserting, Trimming & Numbering Wires Ladders
- Inserting, Editing & Linking schematic Components
- PLC L/O Module & I/O Address Based tagging
- Creating Panel Layouts
- AutoCAD Electrical Templates & Circuit Server Drawing Sets.
- · Point to Point Diagraming & Connector Diagraming
- Pneumatic, Hydraulic & P & ID Diagrams.
- · Generating Reports-BOM Reports & BOM Tables.
- Migrating AutoCAD Data.
 Source & Destination Signals
- Add Connector & Wiring
- · Using the Editing Tools & Audit Report
- Using the Terminal Strip Editor

Inventor Professional





- Getting Acquainted with Autodesk Inventor
- Part Assembly, Presentation, Drawing & Sheet Metal files
- · Part Modeling
- · Creating Modifying and Dimensioning sketch
- Creating extruded and Revolved Features
- · Introduction to Placed Features
- · Hole, Fillet, Chamfer, Shell, Rib, Webs, Coil, Thread, Face Draft
- · Loft, Sweep & Split
- Creating Part Drawings
- Assembly Modeling Fundamentals
- Presentations Animating Presentations
- · Working with Parameters
- Creating Other graphics
- Introduction to FEA

Solid Works

- Sketching and Part Applications
- Part Modeling
- Assembly Modeling
- **Fundamentals**
- Presentation
- Drawing & Sheetmetal Files
- Stress Analysis
- Creation of AVI Files
 - Working with Parameters





- Electrical Systems
- Content Development

Fusion 360

- Solid Modeling
- Surface Modeling
- Collaboration, data & **Process Management**
- · Conceptual Design · Machining
- Mechanical Design Simulation
- Visualization & Rendering



AUTODESK

Academy



Corel Draw

- Put the power of Corel DRAW Graphics Suite.

Illustrator

- Create distinctive vector artwork for any project with Adobe Illustrator.

Photoshop

- Adobe Photoshop is a graphics editing program. It's a professional standard digital picture & photo editing software.

Flash

Adobe Flash is the tool to create animations for Website and presentations.

Dreamweaver - Adobe Dreamweaver is the industry-leading web design software, is an outstanding visual HTML editor and superb code editor.

Adobe Premier-Adobe Premiere is leading video editing software lets you edit faster with true native format support.

After Effects - Adobe After Effects software is the industry-leading solution for creating sophisticated motion graphics and cinematic visual effects. Transform moving images for delivery to theaters, living rooms, personal

computers, and mobile devices.

Combustion

- Combustion is typical software used for merging the final renders, and Special Effects.

3D Max

- 3D Studio max is used for creating stunning 2D & 3D models. It is useful for Architectural models and for interior designing.

Maya

- Maya is used for creating professional movie effects. It is used by professionals worldwide for creating 3D animations for gaming as well as movies.

Maya





- · Modeling: Character Modeling, NURBS Modeling, Digital Set Creation, Explore Anatomy
- Material and Texture: Shaders, Advanced Texturing, UVW Mapping, Texture Character
- · Photoshop: Creating tiled textures and other types of textures for use on your 3d Scene, Introduction to Adobe Photoshop, Creating textures for MAYA, Blending Textures
- * Lighting & Rendering: Illuminate Model Using 3d lighting design with advanced illumination features, Traditional Lighting Technique, sReal Time and CG Lights, Different types of Lights, Photometric Lights, Interior and Exterior Lighting.
- Dynamics : Particle Simulation, Fluid Simulation, Paint Effect.
- Character Design & Modeling : Exploring Anatomy Character Modeling, Human, Creature etc. Advanced Modeling Techniques
- Rigging And Animation: Creating Controls and Interface for the Animation Purpose, Character Rigging, K/FK, Skinning Character
- Animation: Animation, Character Animation, Non-Linear Animation, Facial Animation
- Maya Unlimited Features nCloth, Hair, Fur Mentalray And Advance Lighting, Cameras, Rendering Techniques As per 3Ds Max

3D Studio Max



- Introduction 2d and 3d animation
- * Transforms
- Geometries : Use of geometries, Shape Splines
- * Use of geometries: AEC, Door, Windows, Railing.
- * Use of shape tool: line, circle, Rectangle, Donut, Text, helix, star. Arc
- * Modifiers:
 - a) Parametric modifiers bend, taper, twist, skew Noise.
 - b) Different modifiers noise, squeeze, skew, wave etc.
 - c) Object space modifiers lathe, extrude, Twist & Tapper, Skew, Noise, Wave
- * Surface modeling: Poly Editing, Patch Editing, Use of loft
- Space wraps and particle systems: spray, snow, Parry, could etc.
- Material Editor : Arc & Design Materials, Architect Materials, Material Editor and Maps, Creating bitmaps for the material and applying methods
- · Compound object: Shape merge, Connect, Morph, Boolean
- * Using lights in max: Omni, Spot, Target Direct, Sky Lights, Sunlight
- * Animation concepts and methods: Walk through, Render Setup

Elementry CREO

- · Sketcher
- · Part Modeling
- · Surface Modeling
- · 3D Drawing view (Annotation)
- · Assembly Modeling
- 2D / 3D Drawing View
- Formats







INCLUDE CREO TOPICS

Advance CREO

- Sketcher
- Mechanism Design
- Animation
- Sheet Metal Design
- Templates
- Mark up / Weldment



Elementry ANSYS

- What is FEA?
- ANSYS Basics
- ANSYS Workbench
- The GUI
- The database and files
- **Exiting ANSYS**
- Introduction of ANSYS
- Basics of Meshing with ANSYS
- Nodes & Element types a) Structural Analysis, b) Thermal Analysis
- Linear Static Analysis
- · On-Linear Static Analysis

About ANSYS

Starting ANSYS

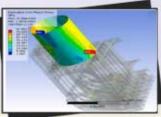
Environment

Saving Files

File Types

Graphics and picking

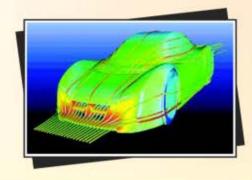




Advanced ANSYS

INCLUD ELEMENTRY TOPICS

- Model Analysis
- Buckling Analysis
- Dynamic Analysis
 - a). Harmonic Analysis,
 - b). Transient Analysis
- FEM Case Studies
- Industry problems
- Fluid Dynamics
 - a). Fluent
 - b). CFX
 - c). CFD



Advanced Diploma in CAD & CAM

1 Year

Diploma CAD

 AutoCAD 2015 Revit Architecture OR Inventor Professional OR CREO

POWER SHAPE

- Introduction
- Wireframe Modeling
- Workplanes
- Solid Modeling
- Surface modeling
- Surface Editing
- Direct Solid Modeling
- Fixing a Solid
- Surfaces for manufacture
- · Shading & Model analysis
- Modeling exercises

- · CNC Milling
- · CNC Lathe

- · DELCAM (POWER MILL)

POWER MILL

- · Getting Started

- Leads and Links

- · Component Thickness
- Macros & User Menus

- CNC Software Courses:
- DELCAM (POWER SHAPE)
- DELCAM (FEATURE CAM)

- Area Clearance Strategies

- Collision Checking
- Curves Editor
- NC Programs
- Specialist Finishing

Diploma in CAM

- · CNC Courses :

- · Machining Set Up in detail
- Finish Machining Strategies
- Levels and Sets





- - Boundaries
 - Editing Toolpaths Patterns
 - 2D Machining
 - · Setup Sheets
 - · Stock Models

FEATURE CAM

- Introduction to FeatureCAM Turning
- FeatureCAM Basic Turn
- How Features are created
- From Dimensions From Curves
- Automatic Feature Recognition
- Interactive Feature Recognition
- CAM Software Strategies
- · Built in Itelligence

Our Affiliations













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