

We Changed ur thinking, it Changed ur Life...



ArtCAM

Training Details

Course Code	: HCCC15
Course Name	: ArtCAM
Duration	: 2 months
Eligibility	: Diploma / BE / ME (MECH) / ITI / +2 / Equivalent

Syllabus:

The ArtCAM interface

- Understanding the framework
- Understanding the Start panel
- Understanding the Project panel
- Understanding the Tool Settings panel
- Understanding the Tool paths panel
- Understanding the Assistant panel
- Understanding the Layers panel
- Understanding the design windows
- Using 2D View windows

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- Using the 3D View Window
- Information about ArtCAM

Creating models

- Creating a new model
- Creating a new model from a file
- Creating a new model using pixels
- Creating a model using the Face Wizard
- Opening a model
- Opening recent models
- Setting the model resolution
- Saving a model
- Closing a model

Creating projects

- Creating a new project
- Creating a new project from a file
- Opening a project
- Opening recent projects
- Saving a project
- Closing a project

The 2D design process

- Using bitmap layers
- Importing bitmap artwork

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- Choosing the active layer
- Creating a new layer
- Renaming a layer
- Viewing a layer
- Creating and editing bitmap artwork
- Reducing colours
- Colour linking
- Selecting the primary and secondary colours
- Using the Paint tools
- Using the Draw tool
- Using the Flood Fill tools
- Converting bitmap artwork into vector artwork
- Using vector layers
- Importing vector artwork
- Creating a new layer
- Selecting vector artwork
- Choosing the active layer
- Renaming a layer
- Assigning a colour to a layer
- Locking a layer
- Snapping on a layer
- Viewing a layer

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- Setting the stacking order
- Creating artwork on a vector layer
- Creating preset vector shapes
- Creating free-form vector shapes
- Converting vector artwork into bitmap artwork
- Editing vector artwork
- Selecting nodes and control points
- Converting spans
- Moving nodes
- Inserting nodes
- Smoothing nodes
- Aligning nodes

The 3D Design Process

- Using relief layers
- Choosing the active layer
- Creating a new layer
- Setting the combine mode
- Renaming a layer
- Creating a bitmap layer from a relief layer
- Viewing a layer
- Previewing a relief layer's content
- Transferring relief layers between stacks

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- Creating a relief layer from bitmap artwork
- Using the Shape Editor
- Creating simple shapes using bitmap colors
- Creating simple shapes using closed vectors
- Calculating a relief
- Replacing the relief
- Adding to the relief
- Subtracting from the relief
- Merging with the relief
- Creating complex shapes using vectors
- Creating an extruded shape
- Creating a spun shape
- Creating a turned shape
- Creating a two-rail sweep
- Creating a two-rail ring sweep
- Creating an Embossed Relief
- Importing a triangle or surface model
- Sculpting a relief
- Importing from the Component Library

Creating Toolpaths

- Using the Tool Database
- Saving toolpaths

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Simulating toolpaths

- Resetting a simulation
- Deleting a simulation
- Saving a toolpath simulation
- Loading a toolpath simulation from a relief
- Creating a relief layer from a simulation
- Shading a toolpath simulation
- Toggling the simulation display

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