

BricsCAD - Mechanical course Curriculum	Hrs.
<ul style="list-style-type: none"> ▪ Start Screens <ul style="list-style-type: none"> ▪ USER INTERFACE <ul style="list-style-type: none"> • Starting a New Drawing/Opening an existing drawing • Setting up a drawing starting from scratch • Setting up a drawing using a Wizard • Using and creating a template file • Opening an existing drawing • Prompt Menu • Controlling the Prompt Menu • Screen layout • Pull-down menus • Screen icons Command line • status bar • Dialogue boxes ▪ Working in 2D <ul style="list-style-type: none"> ▪ Drawing Commands <ul style="list-style-type: none"> • Lines, Ray, Construction Line • Multiline and polylines • Rectangles • Arc, Circle and Ellipse • Additional Command Options • Polygon, Spline • Co-ordinate input methods (directive, absolute, relative and polar) • Hatching • Text (multi-line & single line) and Formatting Text Styles • The Quad • Drawing with the Quad • Displaying Properties with the Quad • Editing with the Quad • View Commands ▪ Modify Commands <ul style="list-style-type: none"> • Erase,Trim,Move,Copy,Mirror,Offset,Fillet and Chamfer • Array,Extend,Stretch,Rotate,Break,Scale and Explode • Dimension Command ▪ Drawing Settings and Aids <ul style="list-style-type: none"> • Layers • Load Linetypes • Match properties • World UCS and User-defined UCS • Drawing limits and units 	<p>10</p>

<ul style="list-style-type: none"> • Blocks • Attributes 	
<ul style="list-style-type: none"> ▪ Practical 	8
<ul style="list-style-type: none"> ▪ OPTIONS, SETTINGS <ul style="list-style-type: none"> • Touring the Settings Dialog Box • Opening and Closing Nodes • Accessing and Understanding Values • Using Real-time Search • Exporting Settings ▪ PALETTES <ul style="list-style-type: none"> • Properties Panels <ul style="list-style-type: none"> <i>Accessing and Moving BricsCAD Panels</i> • Layers Panels • Sheet Sets • Mechanical Browser vs Parametrics Manager • Parts Library • Content Browser Panel • Structure Panel ▪ STATUS BAR & UI <ul style="list-style-type: none"> • Status Bars • Working Sets • Tips Widget • View Cubes • Selection Sets • Drawing Explorer • Unified Interface • Chapoo vs 360 • Using Chapoo 	2
<ul style="list-style-type: none"> ▪ Practical 	2
<ul style="list-style-type: none"> ▪ Customizing BricsCAD <ul style="list-style-type: none"> <i>Customization Capabilities</i> <ul style="list-style-type: none"> • System Variables and Preferences • File Paths • Understanding BricsCAD's Customization Tree <ul style="list-style-type: none"> • How BricsCAD Customizes Menus • Tutorial: How to Add a Command to a Menu • Creating A New Menu Item in BricsCAD • About BricsCAD's Macro Metacharacters • About BricsCAD's Menu Design Conventions • Customizing Context Menus • Customizing Toolbars • Customizing Ribbon Tabs and Panels 	10

<ul style="list-style-type: none"> • Customizing Keyboard Shortcuts • Customizing Mouse Buttons & Double-clicks • Double-Click Actions • Customizing Tablet Buttons and Menus • Customizing Quick Properties • Customizing Workspaces and Quad • Quad • Customizing Aliases and Shell Commands • Shell Commands • Customizing Tools Palettes ▪ OTHER AREAS OF CUSTOMIZATION <ul style="list-style-type: none"> • eTransmit • Plot Styles • Plotter Manager 	
<ul style="list-style-type: none"> ▪ Practical 	8
<ul style="list-style-type: none"> ▪ Working in 3D <ul style="list-style-type: none"> ▪ BRICSCAD DIRECT MODELING <ul style="list-style-type: none"> • Working with Direct Modeling • Accessing Direct Modeling Commands • Direct Modeling Tutorial ▪ WORKSPACES, 3D VIEWING, QUAD CURSOR, & 3D MOUSE <ul style="list-style-type: none"> • Accessing the Workspace Commands • View Rotation & UCS Face Commands • Accessing the 3D Viewing Commands • BricsCAD's Lookfrom • Accessing Look From Commands • Visual Styles and Rendering • Accessing Visual Styles Commands • Working with the QuaD Cursor • BricsCAD Command Prefixes • Accessing the Quad Command • Tips Bar ▪ 3D GEOMETRIC & 3D DIMENSIONAL CONSTRAINTS <ul style="list-style-type: none"> • Working with 3D Constraints • Accessing 3D Constraint Commands ▪ 3D DESIGN INTENT <ul style="list-style-type: none"> • Working with Design Intent • Accessing Design Intent Commands ▪ MECHANICAL BROWSER & HARDWARE LIBRARY <ul style="list-style-type: none"> • Working with the Mechanical Browser • Working with the Hardware Library 	15

<ul style="list-style-type: none"> • Tool Palettes • Accessing the Mechanical Browser ▪ MODELING AND DEFORMING 3D SURFACES <ul style="list-style-type: none"> • Accessing Surfacing Commands ▪ 3D ASSEMBLY MODELING <ul style="list-style-type: none"> • Accessing Assembly Commands • Working with Assemblies ▪ 3D KINEMATIC ANALYSIS <ul style="list-style-type: none"> • Doing Movement Analysis ▪ 3D SECTIONS <ul style="list-style-type: none"> • Working with Sections • Accessing the Commands ▪ DRAWING VIEWS <ul style="list-style-type: none"> • Generating Drawings from Models • Sections from Drawings • Details from Drawings • Section and Detail Styles • Accessing Generative Drawing Commands ▪ BILLS OF MATERIALIAL <ul style="list-style-type: none"> • How bmBOM Works • Accessing the BOM Command ▪ 3D COMPARE ▪ 3D SHEET METAL DESIGN <ul style="list-style-type: none"> • The Color of Sheet Metal • How Sheet Metal Design Works • Adding Form Features • Exporting Sheet Metal Parts • From 3D Solid to Sheet Metal • Accessing Sheet Metal Commands ▪ BRICSCAD COMMUNICATOR <ul style="list-style-type: none"> • Import Formats Supported • Export Formats Supported • Accessing Import and Export Commands • Import-Export without Communicator ▪ KEYBOARD SHORTCUTS FOR THE DRAWING AREA ▪ KEYBOARD SHORTCUTS FOR COMMAND BAR & TEXT WINDOW 	
<p>Practical</p>	<p>15</p>