

# CATIA V5

## 100 V5 Foundation with Workshops (5 Days)

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### 100UI01\_1 User Interface

- 1: User Interface Unit Introduction
- 2: User Interface Overview
- 3: What Workbench?
- 4: Toolbars
- 5: Toolbar Customization
- 6: Menus
- 7: Options - General
- 8: Options - Display
- 9: User Interface Unit Summary

### 100UI01\_2 Managing Files

- 10: Managing Files Unit Introduction
- 11: File Types
- 12: File Operations
- 13: Managing Files Unit Summary

### 100UI01\_3 Visualizing Models

- 14: Visualizing Models Unit Introduction
- 15: Manipulating Views
- 16: Mouse
- 17: Named Views
- 18: Compass
- 19: Compass - Using
- 20: Display Modes
- 21: Preselection Navigator
- 22: Visualization

### 100UI01\_4 Specification Tree

- 23: Specification Tree Unit Introduction
- 24: Specification Tree Overview
- 25: Specification Tree - Using
- 26: Specification Tree - Options
- 27: Specification Tree Unit Summary

### 100UI01\_5 Managing Geometry

- 28: Managing Geometry Overview
- 29: Selecting Objects
- 30: Deleting Objects
- 31: Hiding Objects
- 32: Undo and Redo
- 33: Layer Overview
- 34: Managing Layers
- 35: Selection Sets
- 36: Properties
- 37: Graphic Properties
- 38: Managing Geometry Unit Summary
- 39: Mounting Block (UI #1)

### 101SK01\_1 Reference Features

- 40: Reference Features Unit Introduction
- 41: Reference Features Overview

- 42: Reference Features Uses
- 43: Creating Reference Points
- 44: Creating Reference Lines
- 45: Creating Reference Planes
- 46: Axis Systems
- 47: Creating Axis Systems
- 48: Reference Features Unit Summary
- 49: Reference Features (Basic)

### 101SK01\_2 Sketch Geometry Creation

- 50: Sketch Geometry Unit Introduction
- 51: Sketcher Overview
- 52: Creating Sketches
- 53: Sketch Tools Toolbar
- 54: Curve Creation Techniques
- 55: Options - Sketcher
- 56: Sketcher SmartPick
- 57: Creating Points
- 58: Creating Lines
- 59: Creating Circles
- 60: Creating Axes
- 61: Creating Profiles
- 62: Predefined Profile Creation
- 63: Editing Sketches
- 64: Sketch Geometry Unit Summary
- 65: Sketch Geometry 1
- 66: Sketch Profile (Sketcher #1)

### 101SK01\_3 Sketch Operations

- 67: Sketch Operations Unit Introduction
- 68: Sketch Operations
- 69: Corner, Chamfer, and Tangent Arc
- 70: Relimitations
- 71: Transformations
- 72: Sketch Operations Unit Summary
- 73: Sketch Operations 1
- 74: Sketch Operations 2
- 75: Triangular Sketch (Sketcher #2)

### 101SK02\_1 Sketch Constraints and Dimensions

- 76: Sketch Constraints and Dimensions Unit Introduction
- 77: Constraints Overview
- 78: Dimensional Constraints
- 79: Geometric Constraints
- 80: Auto Constraint
- 81: Animate Constraint
- 82: Removing Constraints
- 83: Dimension Editing Overview
- 84: Dimension Editing

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85: Sketch Constraints and Dimensions  
Unit Summary

86: Sketch Constraints 1

87: Sketch Constraints 2

88: Triangular Sketch2 (Sketcher #3)

### **101SK02\_2 Using Sketches Effectively (Unit)**

89: Using Sketches Effectively

Unit Introduction

90: 3D Geometry Overview

91: 3D Geometry

92: Editing Elements Offset From Edges

93: Sketch Curve Projection

94: Associative Sketch Techniques

95: Sketch Analysis Overview

96: Sketch Analysis

97: Solving Inconsistent Elements

98: Sketcher Best Practices

99: Using Sketches Effectively

Unit Summary

100: Lug Pattern Sketch (Sketcher #4)

101: Riser Sketch (Sketcher #5)

### **102PD01\_1 Introduction to Part Design (Unit)**

102: Solid Modeling Intentions

103: Basic Sketch-Based Features

104: Options - Part Design

105: Parametric Modeling

106: Bosses and Cores

107: Creating Pads

108: Creating Multiple Pads

109: Creating Pockets

110: Creating Multiple Pockets

111: Angle Lever (PD#1)

### **102PD01\_2 Basic Sketch Based Features (Unit)**

112: Basic Sketch-Based Features Unit  
Introduction

113: Creating Shafts

114: Creating Grooves

115: Basic and Threaded Holes

116: Creating Holes

117: Basic Sketch-Based Features

Unit Summary

118: Plastic Housing 1

119: Hex Nut (PD#2)

### **102PD02\_1 Dress Up Features (Unit)**

120: Dress-Up Features Unit Introduction

121: Draft Overview

122: Creating Drafts

123: Fillets and Chamfers

124: Fillet Creation

125: Creating Chamfers

126: Drafted Filleted Pads and Pockets

127: Triangular Bracket (PD#3a)

128: Side Tool Head (PD#3b)

### **102PD02\_2 Patterns (Unit)**

129: Patterns Unit Introduction

130: Patterns Overview

131: Creating Rectangular Patterns

132: Creating Circular Patterns

133: Creating User-Defined Patterns

134: Mirroring Geometry

135: Editing Patterns

136: Patterns Unit Summary

137: Patterns

138: C-Bracket (PD#4)

### **102PD03\_1 Additional Dress Up Features (Unit)**

139: Dress-Up Features Unit Introduction

140: Creating Shells

141: Creating Thickness

142: Threads and Taps

143: Thread Creation and Analysis

144: Dress-Up Features Unit Summary

145: Mouse Base

146: Connector (PD#5)

147: Fitting (PD#6)

148: Fixture (PD#7)

### **103ASM01\_1 Basic Assemblies (Unit)**

149: Basic Assemblies Unit Introduction

150: Assembly Overview

151: Assembly Structure

152: Assembly Terminology

153: Assembly Workbench and Toolbars

154: Product Specification Tree

155: Save Management

156: Adding and Removing Components

157: Component Reposition Methods

158: Component Manipulation

159: Snap and Smart Move

160: Creating a Bottom-Up Assembly

161: Design in Context

162: Creating a Top-Down Assembly

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- 163: Basic Assemblies Unit Summary
- 164: Top Down Assemblies
- 165: Connector Assembly Structure (A#1)

### 103ASM01\_2 Assembly Constraints (Unit)

- 166: Assembly Constraints Unit Introduction
- 167: Assembly Constraints Overview
- 168: Creating Constraints
- 169: Modifying Constraints
- 170: Change Constraint
- 171: Assembly Constraints Unit

#### Summary

- 172: Assembly Constraints
- 173: Connector Assembly Structure (A#2)
- 174: Disk Drive Assembly (A#3)

### 104SUR01\_1 Basic Wireframe Geometry (Unit)

- 175: Basic Wireframe Geometry Unit Introduction
- 176: Wireframe Geometry Overview
- 177: Work on Support
- 178: Point Creation Repetition
- 179: Object Repetition
- 180: Extremums Overview
- 181: Extremum and Polar

#### Extremum Creation

- 182: Planes Between
- 183: Wireframe Circle Creation
- 184: Wireframe Corner Creation
- 185: Basic Wireframe Geometry

#### Unit Summary

- 186: Basic Wireframe Geometry 1
- 187: Basic Wireframe Geometry 2

### 104SUR01\_2 Basic Surfaces (Unit)

- 188: Basic Surfaces Unit Introduction (ILT)
- 189: Surfaces Overview (ILT)
- 190: Basic Surfaces
- 191: Extruded Surfaces
- 192: Revolution Surfaces
- 193: Spherical Surfaces
- 194: Cylindrical Surfaces
- 195: Offsetting Surfaces
- 196: Variable Offset Surfaces
- 197: Rough Offset (Advanced Offset)
- 198: Mid Surface Creation
- 199: Filled Surfaces (ILT)

- 200: Filled Surfaces
- 201: Basic Surfaces Unit Summary (ILT)
- 202: Basic Surface Creation (WSD #2)

### 104SUR01\_3 Geometrical Sets (Unit)

- 203: Working With Geometrical Sets
- 204: Geometrical Sets
- 205: Inserting a Geometrical Set
- 206: Working With Groups
- 207: Creating Groups
- 208: Duplicate Geometrical Set
- 209: Bottle Reorganization
- 210: Cell Phone #2 (WSD #3)

### 104SUR01\_3 Automotive Workshops (Unit)

- 1: Foundation Workshop Introduction
- 2: Tool Post Body Workshop
- 3: Wedge Workshop
- 4: Bolt Workshop
- 5: Adjusting Screw Workshop
- 6: Adjusting Nut Workshop
- 7: Tool Post Screw Workshop
- 8: Set Screw Workshop
- 9: .500 Nut Workshop
- 10: 1/2 SAE Washer Workshop
- 11: 5/16 Washer Workshop
- 12: Tool Post Assembly Development Workshop

### 104SUR01\_3 Aerospace Workshops (Unit)

- 13: Landing Gear Workshop #1
- 14: Landing Gear Workshop #2