

Table of Contents

Dedication	iii
Preface	xv

Chapter 1: Introduction to CATIA V5

Introduction to CATIA V5R18	1-2
CATIA V5 Workbenches	1-2
System Requirements	1-4
Getting Started with CATIA V5R18	1-4
Important Terms and Definitions	1-5
Understanding the Functions of the Mouse Buttons	1-12
Toolbars	1-13
Hot Keys	1-24
Color Scheme	1-25

Chapter 2: Drawing Sketches in the Sketcher Workbench-I

The Sketcher Workbench	2-2
Starting a New File	2-2
Invoking the Sketcher Workbench	2-4
Invoking the Sketcher Workbench Using the Sketch Button	2-5
Invoking the Sketcher Workbench Using the Positioned Sketch Button	2-6
Setting Up the Sketcher Workbench	2-6
Modifying Units	2-6
Modifying the Grid Settings	2-6
Understanding the Sketcher Terms	2-8
Specification Tree	2-8
Grid	2-9
Snap to Point	2-10
Construction/Standard Element	2-10
Select Toolbar	2-10
Inferencing Lines	2-12
Drawing Sketches Using the Sketcher Tools	2-12
Drawing Lines	2-12
Drawing Center Lines	2-16
Drawing Rectangles, Oriented Rectangles, and Parallelograms	2-16
Creating Points	2-18
Drawing Circles	2-19
Drawing Arcs	2-21
Drawing Profiles	2-23
Drawing Display Tools	2-25
Fit All In	2-26

Pan	2-26
Zoom In	2-26
Zoom Out	2-26
Zoom Area	2-26
Normal View	2-27
Splitting the Drawing Area into Multiple Viewports	2-27
Hiding and Showing Geometric Elements	2-27
Swapping Visible Space	2-27
Tutorial 1	2-28
Tutorial 2	2-32
Tutorial 3	2-35
Tutorial 4	2-40
Self-Evaluation Test	2-45
Review Questions	2-45
Exercise 1	2-46
Exercise 2	2-47

Chapter 3: Drawing Sketches in the Sketcher Workbench-II

Other Sketching Tools	3-2
Drawing Ellipses	3-2
Drawing Splines	3-3
Connecting Two Elements by a Spline or an Arc	3-4
Drawing Elongated Holes	3-5
Drawing Cylindrical Elongated Holes	3-6
Drawing Keyhole Profiles	3-6
Drawing Hexagons	3-7
Drawing Centered Rectangles	3-7
Drawing Centered Parallelograms	3-8
Drawing Conics	3-9
Editing and Modifying Sketches	3-11
Trimming Unwanted Sketched Elements	3-12
Extending Sketched Elements	3-13
Trimming by Using the Quick Trim Tool	3-13
Filleting Sketched Elements	3-14
Chamfering Sketched Elements	3-16
Mirroring Sketched Elements	3-17
Mirroring Elements Without Duplication	3-18
Translating Sketched Elements	3-18
Rotating Sketched Elements	3-19
Scaling Sketched Elements	3-19
Offsetting Sketched Elements	3-20
Modifying Sketched Elements	3-21
Deleting Sketched Elements	3-24
Tutorial 1	3-24

Tutorial 2	3-28
Tutorial 3	3-33
Self-Evaluation Test	3-36
Review Questions	3-37
Exercise 1	3-38
Exercise 2	3-38

Chapter 4: Constraining Sketches and Creating Base Features

Constraining Sketches	4-2
Concept of Iso-Constrained Sketches	4-2
Iso-Constraint	4-2
Under-Constraint	4-2
Over-Constrained	4-3
Inconsistent	4-3
Not Changed	4-3
Adding Geometrical Constraints	4-3
Adding Automatic Constraints	4-3
Applying Additional Constraints to the Sketch	4-4
Applying Dimensional Constraints	4-7
Applying Contact Constraints	4-12
Applying Fix Together Constraints	4-12
Applying Automatic Constraints	4-13
Editing Multiple Dimensions	4-14
Analyzing and Deleting Over-Defining Constraints	4-15
Exiting the Sketcher Workbench	4-16
Creating Base Features by Extruding	4-16
Creating a Thin Extruded Feature	4-17
Extruding the Sketch by Selecting the Profile Using the Profile Definition Dialog Box	4-18
Extruding the Sketch Along a Directional Reference	4-20
Creating Base Features by Revolving Sketches	4-21
Creating Thin Shaft Features	4-22
Dynamically Rotating the View of the Model	4-22
Rotating the View Using the Rotate Tool	4-23
Rotating the View Using the Compass	4-23
Modifying the View Orientation	4-24
Display Modes of the Model	4-25
Shading (SHD)	4-26
Shading with Edges	4-26
Shading with Edges without Smooth Edges	4-26
Shading with Edges and Hidden Edges	4-26
Shading with Material	4-26
Wireframe (NHR)	4-26
Customize View Parameters	4-26
Assigning Material to the Model	4-27
Tutorial 1	4-28

Tutorial 2	4-34
Self-Evaluation Test	4-40
Review Questions	4-40
Exercise 1	4-42
Exercise 2	4-43

Chapter 5: Reference Elements and Sketch-Based Features

Importance of Sketching Planes	5-2
Reference Elements	5-3
Reference Planes	5-3
Creating Points	5-9
Creating Reference Lines	5-11
Other Sketch-Based Features	5-11
Creating Drafted Filleted Pad Features	5-11
Creating Multi-Pad Features	5-12
Other Feature Termination Options	5-13
Creating Pocket Features	5-14
Creating Drafted Filleted Pocket Features	5-16
Creating Multi-Pocket Features	5-16
Creating Groove Features	5-17
Extruding and Revolving Planar and Nonplanar Faces	5-18
Projecting 3D Elements	5-19
Tutorial 1	5-19
Tutorial 2	5-23
Tutorial 3	5-27
Self-Evaluation Test	5-33
Review Questions	5-33
Exercise 1	5-35
Exercise 2	5-35

Chapter 6: Creating Dress-Up and Hole Features

Advanced Modeling Tools	6-2
Creating Hole Features	6-2
Creating Fillets	6-9
Creating Chamfers	6-20
Adding a Draft to the Faces of the Model	6-22
Creating a Shell Feature	6-27
Tutorial 1	6-28
Tutorial 2	6-35
Self-Evaluation Test	6-41
Review Questions	6-41
Exercise 1	6-42
Exercise 2	6-44

Chapter 7: Editing Features

Editing Features of a Model	7-2
Editing Using the Definition Option	7-2
Editing by Double-clicking	7-3
Editing the Sketch of a Sketch-Based Feature	7-3
Redefining the Sketch Plane of Sketches	7-3
Managing Features and Sketches by Cut, Copy, and Paste Functionalities	7-4
Understanding the Concept of Update Diagnosis	7-5
Cut, Copy, and Paste Features and Sketches from One File to Another	7-6
Copying Features Using Drag and Drop	7-6
Copying and Pasting PartBodies	7-8
Deleting Unwanted Features	7-9
Deactivating Features	7-10
Activating the Deactivated Features	7-10
Defining Features in Work Object	7-11
Reordering Features	7-11
Understanding Parent Child Relationships	7-12
Measuring Elements	7-13
Measuring between Elements	7-13
Measuring Items	7-15
Measuring Inertia	7-15
Tutorial 1	7-16
Tutorial 2	7-21
Tutorial 3	7-26
Self-Evaluation Test	7-31
Review Questions	7-31
Exercise 1	7-32
Exercise 2	7-33

Chapter 8: Transformation Features and Advanced Modeling Tools-I

Transformation Features	8-2
Translating Bodies	8-2
Rotating Bodies	8-3
Creating Symmetry Features	8-5
Transforming the Axis System	8-5
Mirroring Features and Bodies	8-6
Creating Rectangular Patterns	8-8
Creating Circular Patterns	8-13
Creating User Patterns	8-16
Uniform Scaling of Model	8-17
Nonuniform Scaling of Model	8-17
Working with Additional Bodies	8-18
Inserting a New Body	8-19
Inserting Features in the New Body	8-19
Applying Boolean Operations to Bodies	8-20

Adding Stiffeners to the Model	8-25
Generating Solid Combine	8-27
Tutorial 1	8-28
Tutorial 2	8-34
Self-Evaluation Test	8-39
Review Questions	8-39
Exercise 1	8-40
Exercise 2	8-42

Chapter 9: Advanced Modeling Tools-II

Advanced Modeling Tools	9-2
Creating Rib Features	9-2
Creating Slot Features	9-8
Creating Multi-Sections Solid Feature	9-9
Creating Removed Multi-Sections Solid Features	9-17
Tutorial 1	9-18
Tutorial 2	9-24
Tutorial 3	9-27
Self-Evaluation Test	9-32
Review Questions	9-33
Exercise 1	9-34
Exercise 2	9-35

Chapter 10: Working with the Wireframe and Surface Design Workbench

Need of Surface Modeling	10-2
Wireframe and Surface Design Workbench	10-2
Starting the Wireframe and Surface Design Workbench	10-2
Creating Wireframe Elements	10-2
Creating Circles	10-2
Creating Splines	10-3
Creating a Helix	10-4
Creating Surfaces	10-5
Creating Extruded Surfaces	10-5
Creating Revolved Surfaces	10-6
Creating Spherical Surfaces	10-7
Creating Cylindrical Surfaces	10-8
Creating Offset Surfaces	10-8
Creating Sweep Surfaces	10-10
Creating Fill Surfaces	10-14
Creating Multi-Sections Surfaces	10-15
Creating Blended Surfaces	10-16
Operation on Shape Geometry	10-16
Joining Surfaces	10-17
Splitting Surfaces	10-17
Trimming Surfaces	10-19
Tutorial 1	10-20

Tutorial 2	10-27
Self-Evaluation Test	10-35
Review Questions	10-36
Exercise 1	10-37
Exercise 2	10-38

Chapter 11: Editing and Modifying Surfaces

Surface Operations	11-2
Creating Projection Curves	11-2
Creating Intersection Elements	11-3
Healing Geometries	11-6
Disassembling Elements	11-7
Untrimming a Surface or a Curve	11-8
Creating Boundary Curves	11-9
Extracting Geometry	11-11
Transformation Features	11-11
Extrapolating Surfaces and Curves	11-18
Splitting a Solid Body with a Surface	11-20
Solidifying Surface Models	11-21
Adding Thickness to a Surface	11-21
Creating a Solid Body from a Closed Surface Body	11-22
Sewing a Surface with a Solid Body	11-23
Tutorial 1	11-24
Tutorial 2	11-32
Self-Evaluation Test	11-39
Review Questions	11-39
Exercise 1	11-40

Chapter 12: Assembly Modeling

Assembly Modeling	12-2
Types of Assembly Design Approaches	12-2
Creating Bottom-Up Assemblies	12-4
Inserting Components in a Product File	12-4
Moving Individual Components	12-6
Applying Constraints	12-13
Creating Top-Down Assemblies	12-23
Creating Base Part in the Top-Down Assembly	12-23
Creating Subsequent Components in the Top-Down Assembly	12-24
Creating Subassemblies in the Top-Down Assembly	12-25
Editing Assemblies	12-26
Deleting Components	12-26
Replacing Components	12-27
Editing Components inside an Assembly	12-28
Editing Subassemblies inside an Assembly	12-28
Editing Assembly Constraints	12-29

Simplifying the Assembly	12-30
Interference Detection	12-32
Sectioning an Assembly	12-32
Exploding an Assembly	12-34
Tutorial 1	12-37
Tutorial 2	12-50
Self-Evaluation Test	12-58
Review Questions	12-59
Exercise 1	12-60

Chapter 13: Working with the Drafting Workbench-I

The Drafting Workbench	13-2
Starting a New File in the Drafting Workbench	13-2
Type of Views	13-5
Generating Drawing Views	13-6
Automatically Generating Views	13-6
Generating Individual Drawing Views	13-11
Generating the Exploded View	13-25
Working with Interactive Drafting in CATIA V5	13-27
Editing and Modifying Drawing Views	13-27
Changing the Scale of Drawing Views	13-27
Modifying the Project Plane of the Parent View	13-28
Deleting Drawing Views	13-28
Rotating Drawing Views	13-28
Hiding Drawing Views	13-28
Modifying the Hatch Pattern of Section Views	13-28
Tutorial 1	13-29
Tutorial 2	13-36
Self-Evaluation Test	13-43
Review Questions	13-44
Exercise 1	13-45

Chapter 14: Working with the Drafting Workbench-II

Inserting Sheets in the Current File	14-2
Inserting the Frame and the Title Block	14-3
Automatic Insertion of the Frame and the Title Block	14-3
Creating the Frame and the Title Block Manually	14-5
Adding Annotations to Drawing Views	14-7
Generating Dimensions	14-7
Creating Reference Dimensions	14-10
Adding Datum Features	14-12
Adding Geometric Tolerance to the Drawing Views	14-13
Adding Surface Finish Symbols	14-14
Adding Welding Symbols	14-15
Applying Weld	14-17
Editing Annotations	14-18

Generating the Bill of Material (BOM)	14-18
Generating Balloons	14-20
Tutorial 1	14-20
Tutorial 2	14-28
Self-Evaluation Test	14-32
Review Questions	14-33
Exercise 1	14-34

Chapter 15: Working with Sheet Metal Components

The Sheet Metal Components	15-2
Starting a New File in Generative Sheetmetal Workbench	15-2
Setting Sheet Metal Parameters	15-3
Parameters Tab	15-3
Bend Extremities Tab	15-4
Bend Allowance Tab	15-6
Introduction to SheetMetal Walls	15-7
Creating the Base Wall	15-7
Creating the Wall On Edge	15-8
Creating Extrusions	15-13
Creating Swept Walls	15-15
Creating Flanges on the Sheet Metal Component	15-15
Creating Hems on the Sheet Metal Component	15-18
Creating a Tear Drop on the Sheet Metal Component	15-19
Creating a User Flange on the Sheet Metal Component	15-20
Creating a Bend	15-21
Creating a Conical Bend	15-22
Bend From Flat	15-23
Folding and Unfolding the Sheet Metal Parts	15-25
Unfolding the Sheet Metal Parts	15-26
Folding the Unfolded Parts	15-27
Mapping the Geometry	15-28
Creating Flat Patterns of Sheet Metal Components	15-29
Viewing a Sheet Metal Component in Multiple Windows	15-30
Using Views Management	15-30
Stamping	15-31
Creating a Surface Stamp	15-31
Creating a Bead Stamp	15-34
Creating a Curve Stamp	15-35
Creating a Flanged Cut Out Stamp	15-37
Creating a Louver Stamp	15-38
Creating a Bridge Feature	15-39
Creating Flanged Hole	15-41
Creating a Circular Stamp	15-42
Creating a Stiffening Rib	15-43
Creating a Dowel	15-44
Tutorial 1	15-45

Tutorial 2	15-51
Tutorial 3	15-56
Tutorial 4	15-61
Self- Evaluation Test	15-66
Review Questions	15-67
Exercise 1	15-68
Index	1