

Table of Contents

Dedication	iii
Preface	xix

Chapter 1: Introduction to CATIA V5-6R2025

Introduction to CATIA V5-6R2025	1-2
CATIA V5 Workbenches	1-2
System Requirements	1-4
Getting Started with CATIA V5-6R2025	1-4
Important Terms and Definitions	1-6
Understanding the Functions of the Mouse Buttons in CATIA	1-11
Toolbars	1-13
Hot Keys	1-27
Color Scheme	1-28
Self-Evaluation Test	1-29
Review Questions	1-30

Chapter 2: Sketching, Dimensioning, and Creating Base Features and Drawings

The Sketcher Workbench	2-2
Starting a New File	2-2
Invoking the Sketcher Workbench	2-5
Invoking the Sketcher Workbench Using the Sketch Tool	2-5
Invoking the Sketcher Workbench Using the Positioned Sketch Tool	2-6
Setting the Sketcher Workbench	2-6
Modifying Units	2-6
Modifying the Grid Settings	2-7
Understanding Sketcher Terms	2-8
Specification Tree	2-8
Grid	2-10
Snap to Point	2-10
Construction/Standard Element	2-10
Select Toolbar	2-10
Inferencing Lines	2-12
Drawing Sketches Using 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	2-22
Drawing Arcs	2-24
Drawing Profiles	2-26
Drawing Display Tools	2-28
Fly Mode	2-29
Fit All In	2-29

Pan	2-29
Zoom In	2-29
Zoom Out	2-30
Zoom Area	2-30
Normal View	2-30
Create Multiview	2-31
Hide/Show Geometric Elements	2-31
Swap Visible Space	2-31
Applying Dimensional Constraints	2-31
Creating Base Features by Extrusion	2-36
Generating Drawing Views	2-38
Tutorial 1	2-38
Tutorial 2	2-44
Tutorial 3	2-50
Tutorial 4	2-55
Self-Evaluation Test	2-61
Review Questions	2-62
Exercise 1	2-63
Exercise 2	2-64
Exercise 3	2-64
Exercise 4	2-65

Chapter 3: Drawing Sketches in the Sketcher Workbench-II

Other Sketching Tools in the Sketcher Workbench	3-2
Drawing Conics	3-2
Drawing Splines	3-6
Connecting Two Elements by a Spline or an Arc	3-6
Drawing Elongated Holes	3-7
Drawing Cylindrical Elongated Holes	3-8
Drawing Keyhole Profiles	3-9
Drawing Polygons	3-9
Drawing Centered Rectangles	3-10
Drawing Centered Parallelograms	3-11
Editing and Modifying Sketches	3-11
Trimming Unwanted Sketched Elements	3-12
Extending Sketched Elements	3-13
Breaking Elements	3-13
Closing Elements	3-14
Trimming by Using the Quick Trim Tool	3-15
Filleting Sketched Elements	3-15
Creating a Tangent Arc	3-16
Chamfering Sketched Elements	3-17
Mirroring Sketched Elements	3-18
Mirroring Elements without Duplication	3-19
Translating Sketched Elements	3-19
Rotating Sketched Elements	3-20
Scaling Sketched Elements	3-21
Offsetting Sketched Elements	3-21

Modifying Sketched Elements	3-22
Deleting Sketched Elements	3-25
Tutorial 1	3-25
Tutorial 2	3-29
Tutorial 3	3-33
Self-Evaluation Test	3-37
Review Questions	3-37
Exercise 1	3-38
Exercise 2	3-39
Exercise 3	3-39
Exercise 4	3-40
Exercise 5	3-41

Chapter 4: Constraining Sketches and Creating Features

Constraining Sketches	4-2
Concept of Constrained Sketches	4-2
Iso-Constrained	4-2
Under-Constrained	4-2
Over-Constrained	4-2
Inconsistent	4-3
Not Changed	4-3
Applying Constraints	4-3
Applying Geometrical Constraints Automatically	4-3
Applying Additional Constraints to the Sketch	4-4
Applying Contact Constraints	4-7
Applying Fix Together Constraints	4-7
Applying Auto Constraints	4-8
Animate Constraint	4-10
Editing Multiple Dimensions	4-10
Analyzing and Deleting Over-Defined Constraints	4-11
Analyzing Sketch using the Sketch Analysis Tool	4-11
Exiting the Sketcher Workbench	4-13
Creating Features by Extrusion	4-13
Creating a Thin Extruded Feature	4-14
Extruding a Sketch Using the Profile Definition Dialog Box	4-16
Extruding the Sketch along a Directional Reference	4-17
Creating Features by Revolving Sketches	4-18
Creating Thin Shaft Features	4-19
Dynamically Rotating View of a Model	4-20
Rotating the View Using the Rotate Tool	4-20
Rotating the View Using the Compass	4-21
Modifying the View Orientation	4-21
Display Modes of the Model	4-23
Shading (SHD)	4-23
Shading with Edges	4-23
Shading with Edges without Smooth Edges	4-23
Shading with Edges and Hidden Edges	4-23
Shading with Material	4-24

Wireframe (NHR)	4-24
Customize View Parameters	4-24
Creating Sections Dynamically	4-24
Maneuvering the Section Plane	4-25
Position of Section Planes	4-25
Assigning Material to a Model	4-26
Tutorial 1	4-28
Tutorial 2	4-34
Self-Evaluation Test	4-41
Review Questions	4-42
Exercise 1	4-43
Exercise 2	4-44
Exercise 3	4-45
Exercise 4	4-46

Chapter 5: Reference Elements and Sketch-Based Features

Importance of Sketching Planes	5-2
Reference Elements	5-3
Reference Planes	5-3
Creating New Planes	5-4
Creating Points	5-8
Creating Reference Lines	5-10
Other Sketch-Based Features	5-11
Creating Drafted Filleted Pad Features	5-11
Creating Multi-Pad Features	5-12
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 Non-planar Faces	5-17
Projecting 3D Elements	5-18
Tutorial 1	5-19
Tutorial 2	5-23
Tutorial 3	5-27
Tutorial 4	5-33
Tutorial 5	5-38
Self-Evaluation Test	5-41
Review Questions	5-42
Exercise 1	5-42
Exercise 2	5-43
Exercise 3	5-44
Exercise 4	5-45

Chapter 6: Creating Dress-Up and Hole Features

Advanced Modeling Tools	6-2
Creating Hole Features	6-2

Creating Fillet Feature	6-10
Creating Chamfers	6-20
Adding Draft to the Faces of the Model	6-22
Creating Shell Features	6-27
Adding Thickness	6-29
Removing Faces	6-30
Replacing Faces	6-32
Tutorial 1	6-32
Tutorial 2	6-39
Self-Evaluation Test	6-45
Review Questions	6-45
Exercise 1	6-46
Exercise 2	6-48
Exercise 3	6-49

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
Deleting Unwanted Features	7-4
Managing Features and Sketches by using the Cut, Copy, and Paste Functions	7-5
Understanding the Concept of Update Diagnosis	7-6
Cut, Copy, and Paste Features and Sketches	7-7
Copying Features Using Drag and Drop	7-7
Cut, Copy, and Paste the Features using Drag and Drop function	7-8
Copying and Pasting PartBodies	7-8
Deactivating Features	7-9
Activating Deactivated Features	7-10
Defining Features in Work Object	7-10
Reordering Features	7-10
Understanding the Parent-Child Relationships	7-12
Measuring Elements	7-12
Measuring between Elements	7-12
Measuring Items	7-14
Measuring Inertia	7-14
Tutorial 1	7-16
Tutorial 2	7-21
Tutorial 3	7-27
Self-Evaluation Test	7-31
Review Questions	7-32
Exercise 1	7-33
Exercise 2	7-34
Exercise 3	7-35

Chapter 8: Transformation Features and Advanced Modeling Tools-I

Transformation Features	8-2
Translating the Bodies	8-2
Rotating the Bodies	8-4
Creating the Symmetry Features	8-5
Transforming the Axis System	8-5
Mirroring the Features and Bodies	8-6
Creating Rectangular Patterns	8-8
Creating Circular Patterns	8-13
Creating User Patterns	8-16
Uniform Scaling of Models	8-17
Non-uniform Scaling of Models	8-18
Working with Additional Bodies	8-19
Inserting a New Body	8-19
Inserting Features in the New Body	8-19
Applying Boolean Operations to Bodies	8-20
Adding Stiffeners to a Model	8-25
Generating Solid Combine	8-27
Tutorial 1	8-28
Tutorial 2	8-35
Tutorial 3	8-39
Self-Evaluation Test	8-45
Review Questions	8-46
Exercise 1	8-47
Exercise 2	8-48
Exercise 3	8-49

Chapter 9: Advanced Modeling Tools-II

Advanced Modeling Tools	9-2
Creating Rib Features	9-2
Creating Slot Features	9-7
Creating Multi-Sections Solid Features	9-8
Creating the Multi-Section Solid Cut Feature	9-16
Tutorial 1	9-17
Tutorial 2	9-22
Tutorial 3	9-28
Tutorial 4	9-33
Self-Evaluation Test	9-36
Review Questions	9-36
Exercise 1	9-37
Exercise 2	9-39

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	10-7
Creating Extruded Surfaces	10-7
Creating Revolved Surfaces	10-8
Creating Spherical Surfaces	10-9
Creating Cylindrical Surfaces	10-9
Creating Offset Surfaces	10-10
Creating Sweep Surfaces	10-11
Creating Fill Surfaces	10-24
Creating Multi-Section Surfaces	10-27
Creating Blended Surfaces	10-28
Operations on Shape Geometry	10-29
Joining Surfaces	10-29
Splitting Surfaces	10-30
Trimming Surfaces	10-31
Tutorial 1	10-32
Tutorial 2	10-39
Self-Evaluation Test	10-49
Review Questions	10-49
Exercise 1	10-50
Exercise 2	10-51

Chapter 11: Editing and Modifying Surfaces

Surface Operations	11-2
Creating Projection Curves	11-2
Creating Intersection Elements	11-3
Healing Geometries	11-5
Disassembling Elements	11-8
Untrimming a Surface or a Curve	11-8
Creating Boundary Curves	11-9
Extracting Geometry	11-11
Transformation	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	11-22
Creating a Solid Body from a Closed Surface Body	11-22
Sewing a Surface to a Solid Body	11-23
Tutorial 1	11-25
Tutorial 2	11-33
Self-Evaluation Test	11-40
Review Questions	11-40
Exercise 1	11-41

Chapter 12: Assembly Modeling

Assembly Modeling	12-2
Types of Assembly Design Approaches	12-2
Creating Bottom-up Assemblies	12-3
Inserting Components in a Product File	12-4
Moving Individual Components	12-6
Applying Constraints	12-11
Creating Top-down Assemblies	12-21
Creating Base Part in the Top-Down Assembly	12-21
Creating Subsequent Components in the Top-Down Assembly	12-22
Creating Subassemblies in the Top-Down Assembly	12-23
Editing Assemblies	12-24
Deleting Components	12-24
Replacing Components	12-25
Editing Components Inside an Assembly	12-26
Editing Subassemblies Inside an Assembly	12-26
Editing Assembly Constraints	12-27
Simplifying the Assembly	12-28
Interference Detection	12-29
Sectioning an Assembly	12-31
Exploding an Assembly	12-32
Creating Scenes of an Assembly	12-34
Tutorial 1	12-35
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
Types of Views	13-4
Generating Drawing Views	13-6
Generating Views Automatically	13-6
Generating Individual Drawing Views	13-10
Generating an Exploded View	13-24
Working with Interactive Drafting in CATIA V5	13-25
Editing and Modifying Drawing Views	13-25
Changing the Scale of Drawing Views	13-26
Modifying the Project Plane of the Parent View	13-26
Deleting Drawing Views	13-26
Rotating Drawing Views	13-26
Hiding Drawing Views	13-26
Modifying the Hatch Pattern of Section Views	13-26
Tutorial 1	13-27
Tutorial 2	13-34
Self-Evaluation Test	13-44

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 the Drawing Views	14-7
Generating Dimensions	14-7
Adding Reference Dimensions	14-10
Adding Datum Features	14-12
Adding Geometric Tolerance to the Drawing Views	14-13
Adding Surface Texture Symbols	14-15
Adding Welding Symbols	14-16
Applying Weld	14-18
Editing Annotations	14-19
Generating the Bill of Material (BOM)	14-19
Generating Balloons	14-20
Tutorial 1	14-21
Tutorial 2	14-30
Self-Evaluation Test	14-34
Review Questions	14-35
Exercise 1	14-36

Chapter 15: Working with Sheet Metal Components

The Sheet metal Component	15-2
Starting a New File in Generative Sheet Metal Workbench	15-2
Setting Sheet Metal Parameters	15-3
Parameters Tab	15-3
Bend Extremities Tab	15-4
Bend Allowance Tab	15-5
Introduction to Sheet Metal Walls	15-6
Creating the Base Wall	15-6
Creating a Wall On Edge	15-7
Creating Extrusions	15-12
Creating Swept Walls	15-13
Creating Flanges on the Sheet Metal Component	15-14
Creating Hems on the Sheet Metal Component	15-16
Creating a Tear Drop on the Sheet Metal Component	15-16
Creating a User Flange on the Sheet Metal Component	15-17
Creating a Bend	15-18
Creating a Conical Bend	15-19
Bend From Flat	15-20
Creating Rolled Walls	15-23
Creating a Hopper Wall	15-23
Creating a Rolled Wall	15-25
Folding and Unfolding Sheet Metal Parts	15-25

Unfolding Sheet Metal Parts	15-26
Folding 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	15-36
Creating a Louver Stamp	15-37
Creating a Bridge Stamp	15-38
Creating a Flanged Hole Stamp	15-40
Creating a Circular Stamp	15-43
Creating a Stiffening Rib Stamp	15-44
Creating a Dowel Stamp	15-44
Tutorial 1	15-45
Tutorial 2	15-52
Tutorial 3	15-56
Tutorial 4	15-60
Self-Evaluation Test	15-66
Review Questions	15-66
Exercise 1	15-68

Chapter 16: DMU Kinematics

Introduction to DMU Kinematics	16-2
Designing a Mechanism	16-2
Creating the Revolute Joint	16-3
Creating the Prismatic Joint	16-7
Creating the Cylindrical Joint	16-9
Creating the Screw Joint	16-10
Creating the Rigid Joint	16-11
Creating the Spherical Joint	16-12
Creating the Planar Joint	16-14
Creating the Point Curve Joint	16-15
Creating the Slide Curve Joint	16-16
Creating the Roll Curve Joint	16-18
Creating the Point Surface Joint	16-19
Creating the Universal Joint	16-20
Creating the CV Joint	16-21
Creating the Gear Joint	16-22
Creating the Rack Joint	16-24
Creating the Cable Joint	16-25
Converting Assembly Constraints into Joints	16-26
Tutorial 1	16-28
Tutorial 2	16-33
Tutorial 3	16-40

Tutorial 4	16-48
Tutorial 5	16-56
Self-Evaluation Test	16-63
Review Questions	16-64
Exercise 1	16-65
Exercise 2	16-65