



FUNDAMENTAL OF DIGITAL MANUFACTURING (Rapid Prototype, Scanning, Modelling)

Model Curriculum: NM-5.5-AU-03303-2024-VI-IASC

Version: 1.0

NSQF Level: 5.5

Instrumentation, Automation, Surveillance & Communication Sector Skill Council <u>email: ceo@iascsectorskillcouncil.in</u>



Training Parameters

Course	FUNDAMENTAL OF DIGITAL MANUFACTURING (Rapid Prototyping, Scanning & modelling)
Duration	30 Hours
Occupation	Manufacturing
Country	India
Minimum Educational Qualification & Experience	10 th + 3-year Engg. Diploma* with 3 Year Relevant Industry Experience Or 3rd year of UG (B.E/B.Tech) in relevant field* INSTRUMENTATION/ EEE / ECE/ MECHANICAL / Electrical/ Mechatronics
Pre-Requisite License or Training	NA
Minimum Job Entry Age	18 Years
Minimum Duration of the Course	30 Hours, 0 Minutes
Maximum Duration of the Course	30 Hours, 0 Minutes



Module Details

Module 1: Computer-Aided Design (06 Hours)

Terminal Outcomes:

• Develop expertise in design software for designing, simulating, and optimizing metal additive manufacturing components, ensuring practical and theoretical proficiency.

Duration: 02.5	Duration: 03.5
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
 Introduction of Product Life Cycle Management & Computer Aided Design (CAD) and 2D Sketching on NX-11. Exploring different modelling tools & features to make 3D Model. Learn about the properties of various metals and alloys used in additive manufacturing and how to select appropriate materials in Design Software. Master advanced modeling techniques in Design Software, such as creating complex geometries and intricate internal structures suitable for additive manufacturing. Learn how Design Software integrates with different metal additive manufacturing processes, including data preparation and export for various 3D printing technologies. 	 Efficiently navigate and utilize the Design Software interface, customizing toolbars and settings for a streamlined workflow. Develop proficiency in creating both basic and complex geometries, applying features like extrude, revolve, and sweep. The candidate will have insights of using advance features for designing 3D models in CAD Software Apply DfAM principles in practical design projects, including optimizing part orientation and minimizing the need for support structures. Prepare and export CAD models from Design Software for metal additive manufacturing, ensuring proper file formats and settings. Work collaboratively on design projects, sharing and integrating feedback to refine and improve CAD models. Conducted design reviews and iterated on CAD models.

Classroom Aids

Whiteboard/blackboard marker/chalk, duster, computer, or Laptop attached to LCD projector

Tools, Equipment, and Other Requirements

Laptop, whiteboard marker, projector, CAD Software



Module 2: Reverse Engineering & 3D printing (14 hours)

Terminal Outcomes:

• Acquire comprehensive skills in reverse engineering using 3D scanners to create accurate, manufacturable CAD models for additive manufacturing and understanding various 3D Printing technologies.

Duration: 05.5	Duration: 08.5
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
 Understand the fundamental principles and methodologies of reverse engineering and its applications in metal additive manufacturing. Comprehend the technology behind 3D scanners, including different types of scanners, their working mechanisms, and their suitability for various reverse engineering tasks. Learn the processes involved in converting 3D scan data into usable CAD models, including point cloud processing, mesh generation, and integration into CAD software for further design and analysis. Acquire insight on various technologies used in 3D printing and will get a better understanding of terminologies used. Understand the principles of FDM, POLYJET & SLA technology of 3D Printing. Understand the parameters required to strategize the part for 3D printing. 	 Gain hands-on experience in setting up and operating 3D scanners, including calibration, scanning techniques, and capturing accurate data of metal parts. Acquire and clean 3D scan data, removing noise and errors to create a high-quality digital representation of the scanned object. Develop skills in creating and editing 3D models from scan data, including converting point clouds to meshes, refining surface details, and preparing models for additive manufacturing. Apply reverse engineering techniques to real-world metal additive manufacturing projects, from scanning existing parts to producing optimized and manufacturable designs. Understand the 3D printing machine interface and its structure. Understand the 3D printing strategy-making software and its optimization for FDM technology Understand the 3D printing strategy-making software and its optimization for SLA technology Demonstrate the basic maintenance and material handling for FDM, Polyjet & SLA technology

Classroom Aids

Whiteboard/blackboard marker/chalk, duster, computer, or Laptop attached to LCD projector

Tools, Equipment, and Other Requirements

Laptop, whiteboard marker, projector, 3D scanner, 3D Printers, and their strategy-making software.



Module 3: Computer Controlled Cutting (04 hours)

Terminal Outcomes:

• Develop comprehensive expertise in the theory and practical application of controlled cutting for prototyping & fabrication.

Duration: 01.5	Duration: 02.5
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
 Understand the laser cutting operation and machine layout. Acquire insight on various parameter settings and also understand the tool path generation process. 	 Demonstrate the laser cutting operation. Apply laser cutting software tools and features. Perform on RD works software for laser cutting parameters optimization for tool path generation. Perform the laser cutting operation smoothly.

Classroom Aids

White board/ black board marker/chalk, duster, computer, or Laptop attached to LCD projector

Tools, Equipment and Other Requirements

Laptop, white board marker, projector, Laser Cutting Machine, measuring tools, Tools



Module 4: Embedded System & IOT (06 hours)

Terminal Outcomes:

• Develop proficiency in the internal working of the Micro-controllers, Development Boards and its Peripherals. Coding for the Peripherals STEP-BY-STEP and Developing embedded hardware and software completely from scratch.

Duration: 02.5	Duration: 03.5
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
 Understand the basics of embedded system and its significance Acquire the insight on the applications of Raspberry Pi & Arduino. Acquire the capabilities of effectively understand the different programming language and serial communication. 	 Demonstrate the pin configuration of microcontroller and microprocessor. Practice surface preparation methods such as cleaning, degreasing, and masking before sandblasting to ensure optimal adhesion and finish quality. Set up communication and usage of input & output device. Hands-on exercises on python and Arduino to develop a mini project. Execute to make simple IOT device using Arduino

Classroom Aids

Whiteboard/blackboard marker/chalk, duster, computer, or Laptop attached to LCD projector

Tools, Equipment, and Other Requirements

Laptop, whiteboard marker, projector, sand blasting machine, Inert gas muffle furnace, Inert gas or nitrogen gas, safety equipment & tools