



SolidCAM

iMachining – The Revolution in CAM!



SolidCAM Training Courses

SolidWorks Based Courses

SolidWorks CAD for SolidCAM (1 day) – Pre-Requisite – N/A

- Sketching techniques – 2D to 3D (DXF import)
- Dimensioning
- 3D Modelling
- Introduction to configurations
- Generation of simple assemblies
- CAM Model Preparation
- SolidCAM Utilities

Milling Based Courses

SolidCAM 2.5D Mill + AFRM (3 days) – Pre-Requisite – SolidWorks CAD

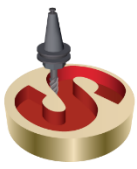
- SolidCAM Settings and Defaults
- Part Setup (Co-ords, Stock, Fixtures, etc)
- Tool Types and Tool Tables
- Introduction to Operation types (Profile, Pocket, Slot, Drill, etc.)
- Geometry definitions (3D Models, 2D drawings)
- Templates
- Rest material options
- Basics of Multi-Sided Machining
- Simulation types
- Feature Recognition (Hole, Pocket, Chamfer)

SolidCAM 3D Mill – HSR+HSM (2 days) – Pre-Requisite - 2.5D Milling

- Machining strategies for Roughing and Finishing – HSR+HSM
- Machining strategies for Roughing and Finishing – THSR+THSM
- Geometry definitions
- Boundary definitions
- Dedicated Rest material strategies
- Associativity - 3D model/toolpath
- Lead-in / lead-out & Linking strategies

SolidCAM 3D Mill – HSR+HSS (2 days) – Pre-Requisite - 2.5D Milling

- Machining strategies for Roughing – HSR
- Machining strategies for Roughing – THSR
- HSS Finishing Strategies
- Geometry definitions
- Boundary definitions
- Dedicated Rest material strategies
- Associativity - 3D model/toolpath
- Lead-in / lead-out & Linking strategies



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SolidCAM HSS Mill – (1 days) – Pre-Requisite - 2.5D Milling

- HSS Finishing Strategies
- HSS Multi Cut Strategies
- Geometry definitions
- Boundary definitions
- Associativity - 3D model/toolpath
- Lead-in / lead-out & Linking strategies
- Collision Control

SolidCAM iMachining 2D & 3D (1 day) – Pre Requisite - 2.5D Milling

- Basic i-machining functions and Programming
- Show effects of the Wizard level slider and the efficiency slider
- Program a part showing tips and tricks

SolidCAM iMachining Practical (1 day) – Pre Requisite - SolidCAM iMachining 2D & 3D

- Practical Machining of parts on the machine
- Prove out techniques

SolidCAM 4 Axis Simultaneous Machining (1 days) – Pre-Requisite – 2.5D Milling

- 4 Axis-Simultaneous strategies
- Tool axis control & tilt
- Collision control
- Rotary Machining
- Lead-in / lead-out & Linking strategies
- Definition of Machining limits
- Machine Simulation basics

SolidCAM 5 Axis Simultaneous Machining (1 days) – Pre-Requisite – 2.5D Milling & SolidCAM HSS

- SolidWorks Surfacing Tools
- 5 Axis-Simultaneous strategies
- Tool axis control & tilt
- Collision control
- SWARF Machining
- Multi Axis Drilling
- 3 to 5 Axis Machining
- Rotary Machining
- Multi Axis Constant Stepper
- Definition of Machining limits
- Machine Simulation basics



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Mill-Turn Based Courses

SolidCAM Mill-Turn (2 day) – Pre-Requisite – SolidWorks CAD

- Part Setup (Co-ords, Stock, Fixtures, etc)
- Tool Types, Tool Tables and Tool Mounting
- Introduction to Turning Operation types (Turning, Grooving, Drilling, Threading)
- Introduction to Milling Operation types (Profile, Pocket, Slot, Drill, etc.)
- C Axis Milling
- Geometry definitions (3D Models, 2D drawings)
- Sub spindle including transfer
- Templates
- Simulation types
- MCO's

SolidCAM Advanced Mill-Turn (1 day) – Pre Requisite – SolidCAM Mill-Turn

- Balanced Turning
- Simultaneous Turning – B Axis
- Channel Synchronisation
- MCO's – Multi Turret Specific

SolidCAM Turning (1 day) – Pre-Requisite – SolidWorks CAD or 2.5D Milling

- Part Setup (Co-ords, Stock, Fixtures, etc)
- Tool Types, Tool Tables and Tool Mounting
- Introduction to Operation types (Turning, Grooving, Drilling, Threading)
- Geometry definitions (3D Models, 2D drawings)
- Templates
- Simulation types

SolidCAM Milling (1 day) – Pre-Requisite – SolidCAM Mill-Turn

- Part Setup (Co-ords, Stock, Fixtures, etc)
- Tool Types and Tool Tables
- Additional Info to Operation types (Profile, Pocket, Slot, Drill, etc.)
- Rest material options
- Basics of Multi-Sided Machining
- Simulation types
- Feature Recognition (Hole, Pocket, Chamfer)