IronCAD

Educational Services

Provided by **magnacad**

IronCAD Self-Paced Training Media

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Our commitment to your education

IRONCAD features unparalleled ease of use with catalog-based design, efficient complex assembly creation, and pro-active positioning of components to give professionals an advantage against the world of software. With that said, rest assured your not left alone when it's time to learn IRONCAD in more detail. Magnacad's training and educational solutions are custom fitted to you time and budget. In the past we had provided fully structured formal classroom training, however we have abandoned this approach in lieu of "bite-sized" solutions as per customers feedback. We also realized that long intense training courses were wasting both time and money due to overburdening the human brain.
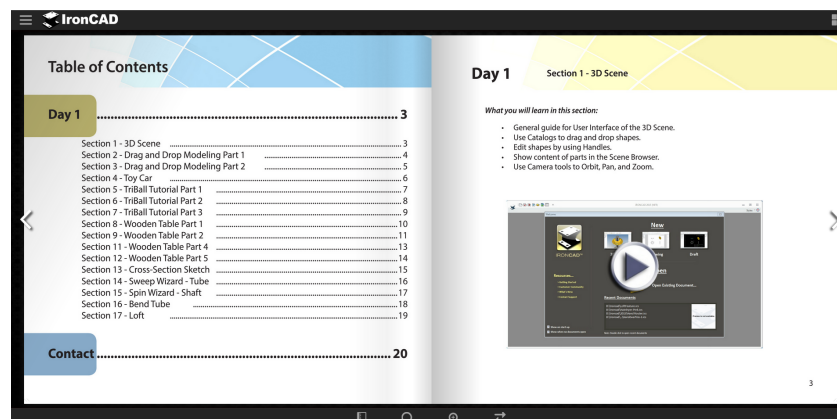
Visual Education Tools

The self-paced training program is a video training course whereby users can watch a video and then follow along using the software. The goal is to take users from a complete novice to a competent users in 4 days. The system comes pre-packaged for customers on a branded USB drive. This is a favorite to many users since the media can be referred to as required. The program comes complete with a fully printed hard copy "Getting Started" user guide.

First Day FREE!

As a primer, we offer the first day of training from this media to you for FREE! It is web-based and therefore can be accessed anytime or anywhere with an internet connection. Get a hard start on your productivity increase and skill enhancement.

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Day 1 Section 1 - 3D Scene

What you will learn in this section:
- General guide for User Interface of the 3D Scene.
- Use Catalogs to drag and drop shapes.
- Edit shapes by using Handles.
- Show content of parts in the Scene Browser.
- Use Camera tools to Orbit, Pan, and Zoom.

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IRONCAD™ Self-Paced Training Media   **$99 USD**

IronCAD

Educational Services
IronCAD Self Paced Training Media – 4 Day Syllabus

Section 1 - 3D Scene
General guide for User Interface of the 3D Scene.
Use Catalogs to drag and drop shapes.
Edit shapes by using Handles.
Show content of parts in the Scene Browser.
Use Camera tools to Orbit, Pan, and Zoom.

Section 2 - Drag and Drop Modeling Part 1
Create parts using Drag and Drop Modeling.
Explore General Options.
Use SmartSnap to shape parts accurately.

Section 3 - Drag and Drop Modeling Part 2
Explore Advanced Drag and Drop Modeling.
Learn how to Blend (Fillet) Edges.
Learn how to Chamfer Edges.

Section 4 - Toy Car
Use the Shell tool to shell out parts.
Use the TriBall to position parts.

Section 5 - TriBall Tutorial Part 1
Use Advanced TriBall options to position parts correctly.
Move, Rotate, Copy and Align parts using the TriBall.
Use The TriBall to Orientate Parts.

Section 6 - TriBall Tutorial Part 2
Explore more TriBall Orientation Options.
Learn how to use TriBall Mouse Shortcuts, Radial Patterns, and Mirror Features.
Learn how to create Linked Features.

Section 7 - TriBall Tutorial Part 3
Explore Advanced TriBall Orientation Options using the Orientation Handles.
Exercise using the TriBall to align To Point, To Center Point, Parallel to Edge, and Perpendicular to Face.

Section 8 - Wooden Table Part 1
Exercise using Drag and Drop Modeling and the TriBall Positioning Tool.
Save Camera Views to view parts from specific angle.
Use SmartPaint to color parts.
Use Assemble to assemble individual parts into Assembly Models.

Section 9 - Wooden Table Part 2
Exercise creating TriBall Radial Patterns.
Drop Shapes as individual parts.

Section 10 - Wooden Table Part 3
Explore how to Name Parts.
Exercise duplicating a Pattern Option.
Edit SizeBoxes by using Math Functions.

Section 11 - Wooden Table Part 4
Exercise Linear Pattern Features with Linked Copies.
Exercise Repositioning the TriBall.
Combine multiple parts into an Assembly.

Section 12 - Wooden Table Part 5
Exercise dropping SmartPaint on Assemblies.
Exercise using the TriBall to Mirror Linked Copies.
Reorient TriBall to Global.

Section 13 - Cross-Section Sketch
Edit Cross Sections to change Dimensions of shapes.
View the Cross Section Display Modes.
Use Look At Tool to look directly at surfaces.
Edit 2D curves by dragging, or entering dimensions.
Delete unwanted curves with Trim.
Use the Offset command to create offset curves.

Section 14 - Sweep Wizard - Tube
Use the Sweep Wizard to sweep a cross section along a guide curve.
Use Polylines to quickly create curves.
Fillet corners of sketches.
Create 3D Curves with the 3D curve command.
Explore how to Sweep along 3D curves.
Troubleshoot a failed Sweep.
Use the TriBall to create an accurate 3D Guide Curve.

Section 15 - Spin Wizard - Shaft
Use Spin Wizard to Spin Sketches along an axis.
Edit Cross Sections of sketches.
Use Profile Handles to edit the spun sketch.
Handle Edit Distance from Center Point and from Point.

Section 16 - Bend Tube
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Use Profile Handles to edit the Dimensions of the Bend Tube.
Use the Shell Feature to shell out the Part.

Section 17 - Loft
Use the Loft Wizard to create lofted parts.
Edit the Profile Locator Curve to relocate the loft.
Edit Cross Sections of the loft sections.
Create a Loft feature Between Shapes.
Switch the Cross Section Directions.
Switch between Parasolid and ACIS Modeling Kernels
Associate loft feature with a face of another shape.

Section 1 - Stirling Engine 1
Create a Conceptual Layout of a Stirling engine.
Use Drag and Drop Modeling to create the basic parts of the engine.
Exercise using SizeBox Handle SmartSnap.

Section 2 - Stirling Engine 2
Use SmartSnap to snap to features of other parts.
Change Snap Increments when using the handles.
Exercise using the TriBall Copy/Link shap

Section 3 - Stirling Engine 3
Use Suppress to supress parts or shapes from being generated.
Use the Hide Selected tool to hide selected parts.
Edit the Part User Name, Part Number and Description

Section 4 - Stirling Engine 4
Use Forward and Backward End Conditions to Extend shapes to features of shapes.
Exercise using advanced options to orient the TriBall to position shapes.

Section 5 - Stirling Engine 5
Reverse the extrude direction using the Flip Extrude Direction tool.
Hide Unselected parts to only view selected parts.
Use the Show All command to view all parts.

Section 6 - Stirling Engine 6
Shift-snap parts to center upon drag and drop.
Use Edit Feature Options to edit existing part features.
Exercise using the TriBall to position shapes.

Section 7 - Stirling Engine 7
Edit Cross Section Camera Look At Options.
Edit Cross Section Display Modes.
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Toggle the Perspective Camera option.

Section 8 - Stirling Engine 8
Edit Surface Smoothness and its Default Setting.
Use Section Part/Assembly to view sections of a part/assembly.
Use Precise Mode on the Section to toggle between Precise and Graphics.

Section 9 - Stirling Engine 9
Exercise editing cross sections and moving curves.
Explore Command Browser Tips.
Explore Cursor "Entity Feedback" options.

Section 10 - Stirling Engine 10
Use the IronPRO XT and other Add -ins from the Catalog Browser, or the Common Tab.
Use the Tools Catalog to access a variety of useful tools.
Create IronPRO XT Threaded holes.

Section 11 - Stirling Engine 11
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Exercise resizing shapes symmetrically.

Section 12 - Stirling Engine 12
Exercise using the Shell Feature, Editing Individual Face Thickness.
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Exercise creating Threaded holes using the IronPRO XT tools.

Section 13 - Stirling Engine 13
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Use S-Key "Floaty" menus to quickly access common tools.
Exercise using Two Tangent and One Point Circle tool to create circles.

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Section 19 - Stirling Engine 19
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Use IronPRO XT to create threaded and simple holes.
Use IronPRO XT to create countersunk holes.
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Section 20 - Stirling Engine 20
Create TriBall Radial Linked Copies.
Snap SizeBox handles from one part to another.
Exercise creating threaded holes and screws.

Section 21 - Stirling Engine 21
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Exercise using the Sweep Wizard to create parts from 3D and 2D curves.
Exercise mirroring parts using the TriBall.

Section 1 - 2D Drawing Part 1
Assemble created parts together using the Assemble tool.
Create Drawings of Parts and Assemblies.
Create and customize a Bill of Materials.
Use Item Bubbles to label parts in the drawings.

Section 2 - 2D Drawing Part 2
Create Drawings of Individual Parts.
Use the Center Mark command to create center marks on circles.
Use the Centerline command to create centerlines on Parts.
Use the Section command to create sectioned views of parts.

Section 3 - 2D Drawing Part 3
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Section 7 - 2D Drawing Part 7
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Explore how to Disassemble Assemblies.

Section 8 - 2D Drawing - Bill of Materials Part 1
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Explore options to edit the Bill of Materials.

Section 9 - 2D Drawing - Bill of Materials Part 2
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Section 10 - Assembly Instructions Drawing Part 1
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Section 11 - Assembly Instructions Drawing Part 2
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Explore how to create title and description boxes.
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Section 14 - Exploded View Part 1
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Use the TriBall to easily position parts in the exploded view.
Exercise using the TriBall to move multiple parts.

Section 15 - Exploded View Part 2
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Create explode line on the drawing by using the Sketch commands.
Use the Split command to split lines to trim away unwanted seg ments from the exploded lines.
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Section 1 - Catalogs Part 1
Create a new Catalog by using the New command under the Com mon ribbon.
Snap the Catalogs to the Top, Bottom or sides by dragging and dropping the Catalog tab.
Save custom parts and IntelliShapes into custom catalogs by drag ging and dropping.
Explore the differences between IntelliShapes and parts

Section 2 - Catalogs Part 2
Explore the behavior of anchors and its uses.
Explore options that change the anchors behaviour

Section 3 - Catalogs Part 3
Explore the uses of the anchor.
Drag and drop parts into catalog.
Edit the anchor to manipulate part behavior.

Section 4 - Catalogs Part 4
Replace parts in an assembly by dragging and dropping from the catalog.
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Add materials and colors to the catalog.

Section 5 - Catalogs Part 5
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Use IntelliShape properties to edit the behavior of the shapes.

Section 6 - Import Part 1
Import Parts into IronCAD using the Import Part command.
Explore using the control and alt key to edit the behavior of the parts.
Use the Add-in Applications command to add in applications.

Section 7 - Import Part 2
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Section 8 - Import Part 3
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Explore the Behavior of reference geometry.

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Section 10 - Animation Part 2
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Explore the Behavior between the Anchor and Amination effects.

Section 11 - Animation Part 3
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Exercise moving parts using the Animation Catalog.
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Section 12 - Render Part 1
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Create render views by using the Render Now command.
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Explore the options in the Scene Properties under the Rendering Command.
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Section 13 - Render Part 2
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Explore how to use Shaders from the SmartPaint option.
Create light using the Insert Light command.

Section 14 - Sheet Metal Part 1
Create Sheet Metal by dragging and dropping from the SheetMtl Catalog.
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Create Chamfers and Fillets by dragging and dropping from the catalog.
Create Hems and Seams by dragging and dropping from the cata log onto edges.
Create Dimples by Dragging and Dropping from the catalog.
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Section 15 - Sheet Metal Part 2
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Section 16 - Sheet Metal Part 3
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Use Handles to change the length, width, angle and radius of the bend.
Explore the differences between In Bend and Out Bend.
Use Edit Bend Alignment to edit Bends.

Section 17 - Sheet Metal Part 4
Exercise creating Bends, Editing Cross -Sections.
Create and edit Bend Reliefs on Bends.
Exercise using the TriBall to mirror features.

Section 18 - Sheet Metal Part 5
Unfold and fold sheet metal by using the Unfold Command.
Use the Export option to save a drawing to multiple file types.

Advanced IronCAD Training Course with Josh

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Learn how to make the most of the power of IronCAD you have at
your fingertips. Easy to watch individual training segments.

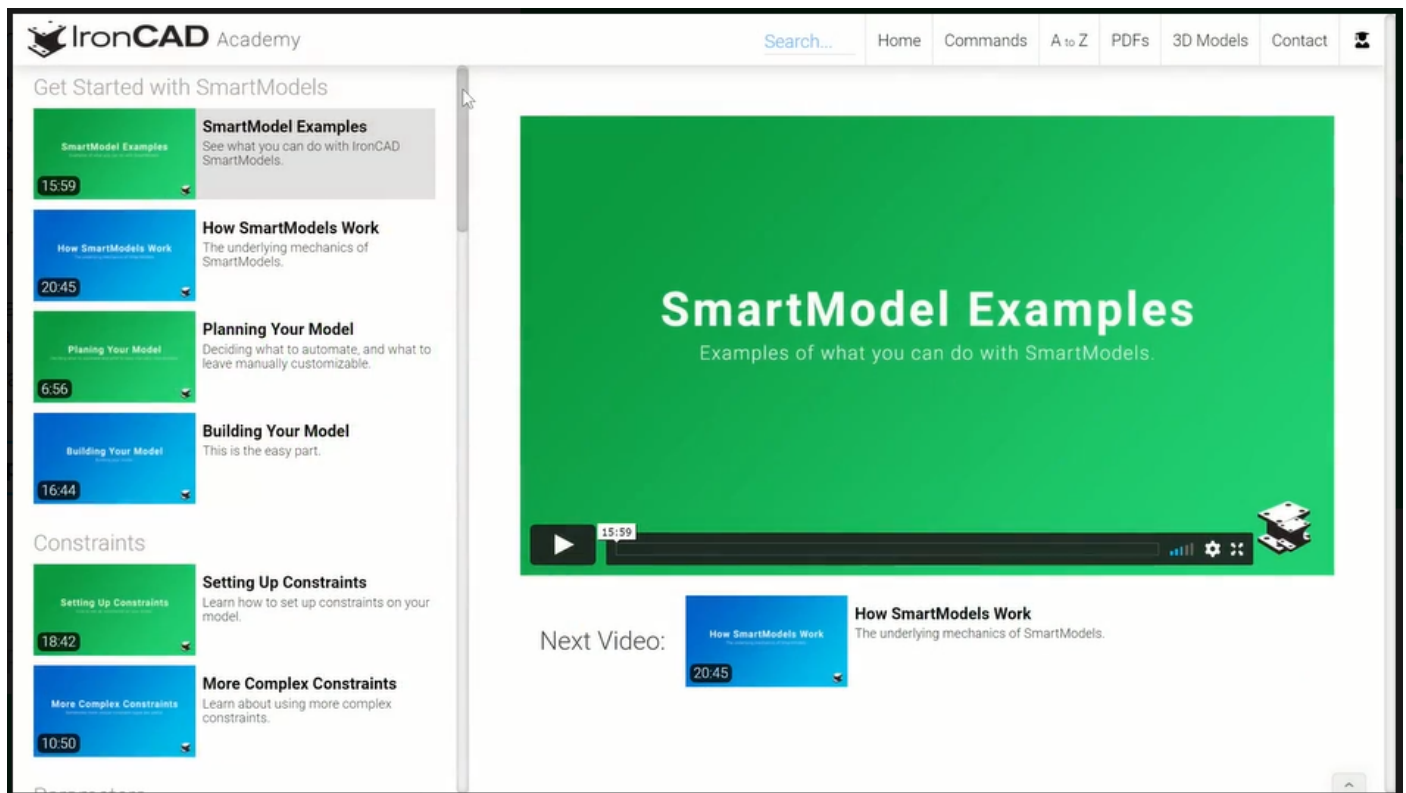Learn to make SmartModels with parameters.
Learn to create magnetic snapping catalogs.
Learn to add pricing information to use models for quoting and sales.
Learn to constrain parts together.
Learn the different types of parameters and how to apply them.
Learn design variations to toggle between different versions of the same model.

Virtual Training

Our commitment to your education

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Because of its effectiveness, ease of use, and cost-effectiveness, our IronCAD™ Virtual Training solutions are implemented by many small to large companies.

Today, companies depend on highly skilled employees. Magnacad's virtual classrooms adds a new alternative to education by eliminating all the wasteful costs traditionally associated with sending staff to off-site training providers. Participants experience a new level of engagement in a visually appealing and interactive on-line environment. Because students can study live with an on-line instructor, or when it fits their schedule, the result is a more confident and highly skilled workforce.

Rich Interactive Experience.

Virtual classrooms are powered by state-of-the-art web conferencing solutions that provide a rich set of educational engagement tools for enhanced student comprehension.

Focused Learning.

Our virtual classrooms offer the easiest way to on-line training possible. Students learn within a few minutes of their first session how to navigate the controls. Students can focus on learning and not the burden of traveling, forgetting materials, being late and missing lectures.

Benefits.

- Increased productivity
- Higher training effectiveness
- Reduced cost per employee
- Higher attendee satisfaction
- Instructor led or self paced
- Reduced or zero travel time
- Consistent content

Cost.

$95.00 per Slot per Student (1-hour)

Schedule a Session.

Simply email us at support@magnacad.com or call (631) 974.0677 to schedule a date and time.
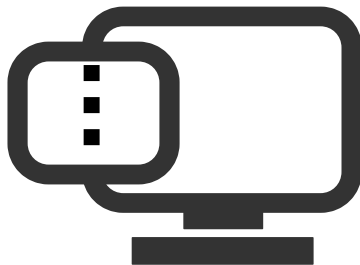
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Night Owl - Virtual Traininig

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Our commitment to your education

Today, companies and self-employed engineers depend on highly skilled technologial prowess. Magnacad's Night Owl program adds a unique alternative to education by eliminating all the wasteful costs traditionally associated with attending off-site training providers. Participants experience a new level of engagement in a visually appealing and interactive on-line environment. Because students can study live with an on-line instructor, or when it fits their schedule, the result is a more confident and highly skilled workforce.

Magnacad has instituted the "Night Owl Training Program" specifically designed for our IronCAD clientele who are either new or seasoned users. These Night Owl sessions are evening-based training classes.

Time Slots.

The courses are structured into evening courses and slots are available Monday thru Thursday starting at 6:30pmEST. Night Owl Sessions are divided into 1-hour slots and customer can attend up to 3 slots a night maximum.

Cost.

$95.00 per Slot (1-hour)
$250.00 Full Night (3-hours)

All night owl training is FREE to currently unemployed engineering professionals and US military vets both active and retired.

Schedule a Session.

Simply email us at support@magnacad.com or call (631) 974.0677 to schedule a date and time.

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