



Postgraduate Diploma Mechanism Design

» Modality: online

» Duration: 6 months

» Certificate: TECH Technological University

» Dedication: 16h/week

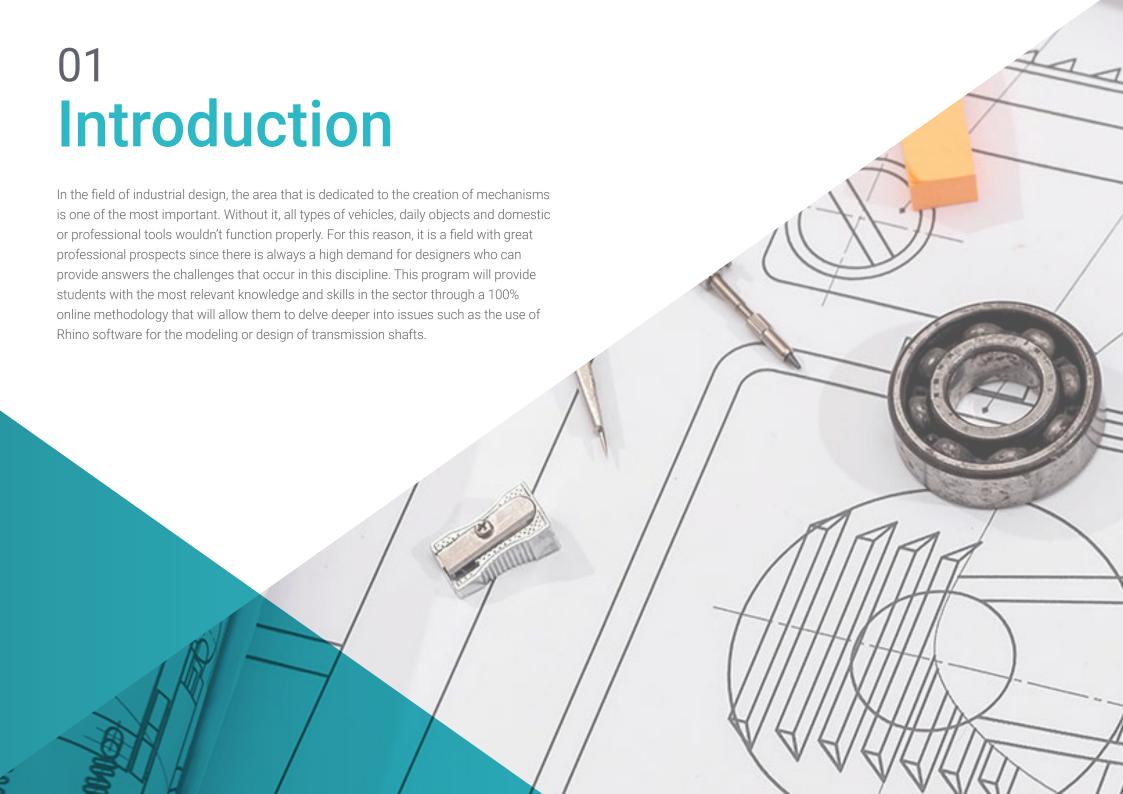
» Schedule: at your own pace

» Exams: online

We b site: www.techtitute.com/pk/design/postgraduate-diploma/postgraduate-diploma-mechanism-design

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tech 06 | Introduction

One of the most important areas of product design is mechanism design. It is a vital discipline for the functioning of all types of tools, vehicles and devices. Despite this, it is not widely recognized, so there is often a shortage of specialized professionals in the sector. For that reason, this field has great job opportunities that the designer can take advantage of if they are properly trained.

This Postgraduate Diploma in Mechanism Design has been carefully designed to provide the student with the most advanced knowledge in the field, so that they can become a great specialist ready to take on this important task in a large industrial company. In order to achieve this objective, this program will go in depth into issues such as fundamental layouts in the plane, fundamental geometrical elements, the design of flexible transmissions or the modeling of mechanisms with Rhino software.

All of this is based on an online learning system that will allow the professional to combine work and studies, since it adapts to their personal circumstances. In addition, this degree will provide you with full access, 24 hours a day, to its contents, presented in a variety of multimedia materials that will make teaching a simple and effective process.

This **Postgraduate Diploma in Mechanism Design** contains the most complete and upto-date educational program on the market. The most important features include:

- Practical cases presented by experts in Industrial Design.
- The graphic, schematic, and eminently practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice.
- Practical exercises where self-assessment can be used to improve learning.
- Special emphasis on innovative methodologies.
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments.
- Content that is accessible from any fixed or portable device with an Internet connection.



The industrial sector offers great professional opportunities and when you complete this program you will be able to access them, having become a great expert in Mechanism Design"



This program offers the most advanced multimedia materials: theoretical and practical exercises, videos, master classes, etc., to learn the best mechanism design techniques"

You will deepen your knowledge in the use of Rhino software to perform large modeling applied to Mechanism Design.

The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive training programmed to train in real situations.

This program is designed around Problem Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

The online methodology at TECH will allow you to choose the moment and the place to study, given that it can be completely adapted to your personal and professional. circumstances.







tech 10 | Objectives

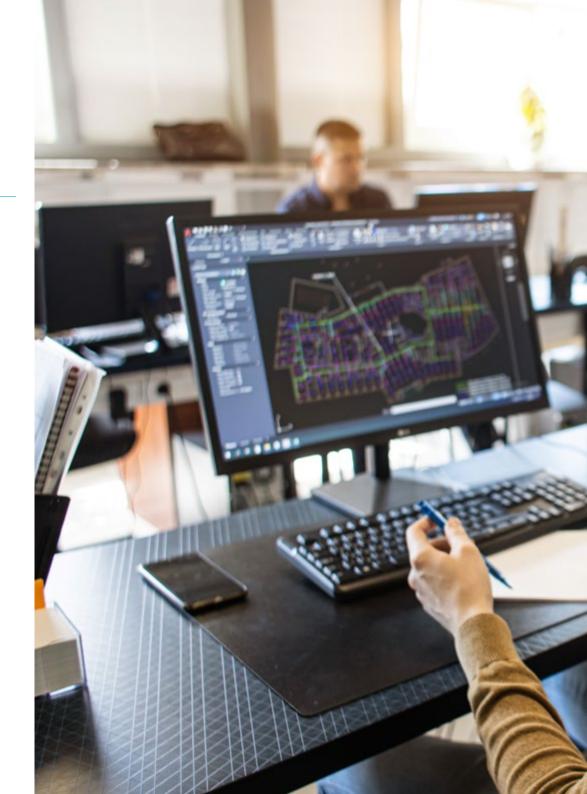


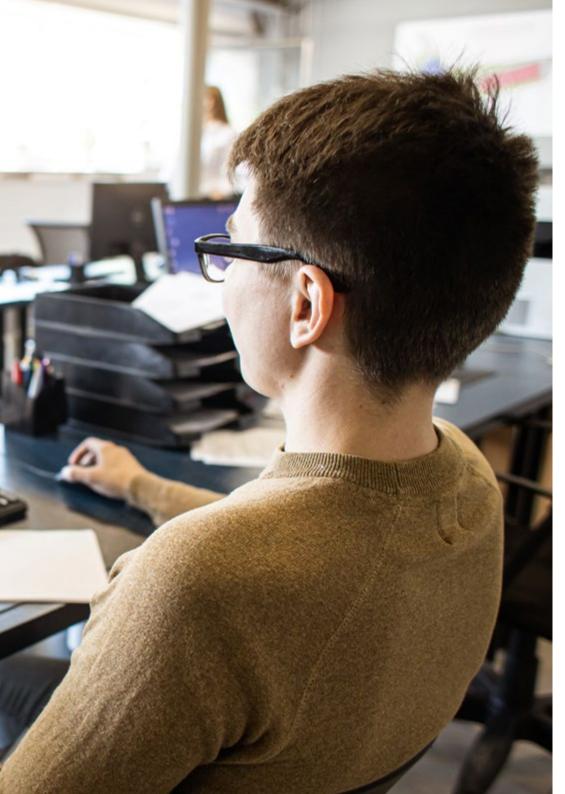
General Objectives

- Learn to plan, develop and present artistic productions appropriately, using effective production strategies and with their own creative contributions
- Acquire theoretical and practical methodological knowledge necessary for the realization of technical projects
- Analyze and evaluate the materials used in engineering based on their properties
- Deepen knowledge in the innovation and technology transfer processes for the development of new products and processes and the establishment of a new state of the art
- Master Rhino Software in order to do mechanism modeling



All your professional goals will be within your reach when you complete this Postgraduate Diploma"







Specific Objectives

Module 1. Technical Representation Systems

- Use knowledge of representation systems as a tool in the search for solutions to deign problems
- Develop conception and spatial vision, obtaining new tools that encourage the promotion and generation of ideas
- Learn to represent objects in the dihedral, axonometric and conical systems as a means of conveying an idea of how to create them

Module 2. Design of Mechanical Elements

- Master all the aspects of design in mechanical engineering
- Develop patents, utility models and industrial design
- Evaluate the different fail theories for their application in each element of the machines
- Design, analyze and evaluate the components of the machines which are using the most modern design tools
- Evaluate the different alternatives for the design of machine elements

Module 3. Technical Modeling in Rhino

- Have a broad understanding of how the NURBS modeling software works
- Work with precision modeling systems
- Work with an organization in the scenes

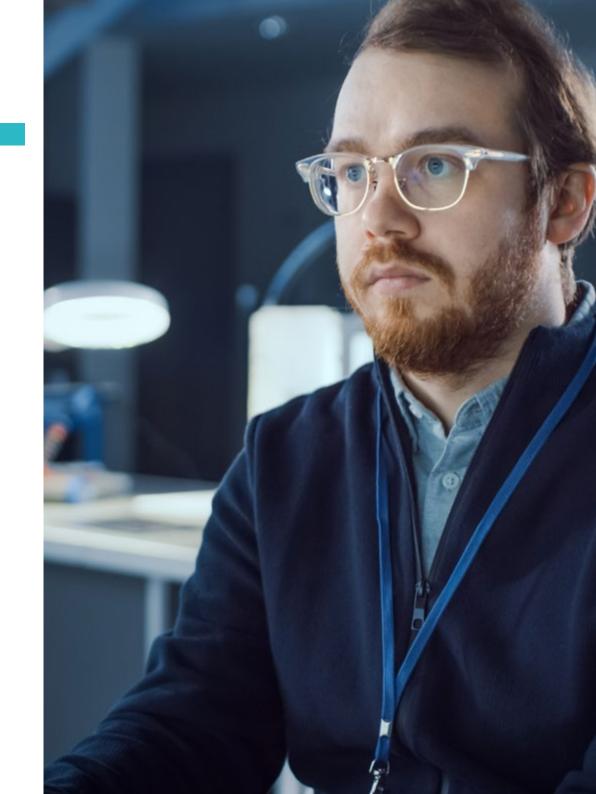




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Module 1. Technical Representation Systems

- 1.1. Introduction to Flat Geometry
 - 1.1.1. The Fundamental Material and Its Use
 - 1.1.2. Fundamental Tracings in the Plane
 - 1.1.3. Polygons. Metric Ratios
 - 1.1.4. Standardization, Lines, Writing and Formats
 - 1.1.5. Standardized Dimensioning
 - 1.1.6. Scales
 - 1.1.7. Technical Representation Systems
 - 1.1.7.1. Types of Projection
 - 1.1.7.1.1. Conical Projection
 - 1.1.7.1.2. Orthogonal Cylindrical Projection
 - 1.1.7.1.3. Oblique Cylindrical Projection
 - 1.1.7.2. Classes of Representation Systems
 - 1.1.7.2.1. Measuring Systems
 - 1.1.7.2.2. Perspective Systems
- 1.2. Fundamental Tracings in the Drawing
 - 1.2.1. Fundamental Geometrical Elements
 - 1.2.2. Perpendicularity
 - 1.2.3. Parallelism
 - 1.2.4. Operations With Segments
 - 1.2.5. Angles
 - 1.2.6. Circumferences
 - 1.2.7. Geometric Places
- 1.3. Geometric Transformations
 - 1.3.1. Isometric
 - 1.3.1.1. Equality
 - 1.3.1.2. Translation
 - 1.3.1.3. Symmetry
 - 1.3.1.4. Turn



Structure and Content | 15 tech

1.3.2.	Isomorphic
	1.3.2.1. Homothecary
	1.3.2.2. Similarities
1.3.3.	Anamorphic
	1.3.3.1. Equivalents
	1.3.3.2. Investments
1.3.4.	Projective
	1.3.4.1. Homology
	1.3.4.2. Affine Homology or Affinity
Polygor	ns
1.4.1.	Polygon Lines
	1.4.1.1. Definition and Types
1.4.2.	Triangles
	1.4.2.1. Elements and Classification
	1.4.2.2. Construction of Triangles
	1.4.2.3. Notable Lines and Points
1.4.3.	Quadrilaterals
	1.4.3.1. Elements and Classification
	1.4.3.2. Parallelograms
1.4.4.	Regular Polygons
	1.4.4.1. Definition
	1.4.4.2. Construction
1.4.5.	Perimeters and Areas
	1.4.5.1. Definition. Measuring Areas
	1.4.5.2. Surface Units
1.4.6.	Polygon Areas
	1.4.6.1. Quadrilateral Areas
	1.4.6.2. Triangle Areas
	1.4.6.3. Regular Polygon Areas

1.4.6.4. Irregular Areas

1.4.

1.5.	Tangents and Links. Technical and Conic Curves			
	1.5.1.	Tangents, Links and Polarity		
		1.5.1.1. Tangents		
		1.5.1.1.1 Tangency Theorems		
		1.5.1.1.2. Drawings of Tangent Lines		
		1.5.1.1.3. Straight and Curved Links		
		1.5.1.2. Polarity at the Circumference		
		1.5.1.2.1. Drawings of Tangent Lines		
	1.5.2.	Technical Curves		
		1.5.2.1. Ovals		
		1.5.2.2. Ovoids		
		1.5.2.3. Spirals		
	1.5.3.	Conical Curves		
		1.5.3.1. Ellipse		
		1.5.3.2. Parabola		
		1.5.3.3. Hyperbola		
1.6.	Dihedra	Dihedral System		
	1.6.1.	General aspects		
		1.6.1.1. Point and Line		
		1.6.1.2. The Plane. Intersections		
		1.6.1.3. Parallelism, Perpendicularity and Distances		
		1.6.1.4. Plane Changes		
		1.6.1.5. Turns		
		1.6.1.6. Reductions		
		1.6.1.7. Angles		
	1.6.2.	Curves and Surfaces		
		1.6.2.1. Curves		
		1.6.2.2. Surfaces		
		1.6.2.3. Polyhedra		
		1.6.2.4. Pyramids		

1.6.2.5. Pryzm

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1.6.2.6. Cone

		1.6.2.7. Cylinder
		1.6.2.8. Revolution Surfaces
		1.6.2.9. Intersection of Surfaces
	1.6.3.	Shade
		1.6.3.1. General aspects
1.7.	System Boundary	
	1.7.1.	Point, Line and Plane
	1.7.2.	Intersections and Reductions
		1.7.2.1. Reductions
		1.7.2.2. Applications
	1.7.3.	Parallelism, Perpendicularity, Distance and Angles
		1.7.3.1. Perpendicularity
		1.7.3.2. Distances
		1.7.3.3. Angles
	1.7.4.	Line, Surfaces and Terrains
		1.7.4.1. Terrains
	1.7.5.	Applications
1.8.	Axonor	metric System
	1.8.1.	Orthogonal Axonometry: Point, Line and Plane
	1.8.2.	Orthogonal Axonometry: Intersections, Reductions and Perpendicularity
		1.8.2.1. Reductions
		1.8.2.2. Perpendicularity
		1.8.2.3. Flat Shapes
	1.8.3.	Orthogonal Axonometry: Body Perspective
		1.8.3.1. Representation of Bodies

	1.8.4.	Oblique Axonometry: Abatisms, Perpendicularity				
		1.8.4.1. Frontal Perspective				
		1.8.4.2. Reduction and Perpendicularity				
		1.8.4.3. Flat Figures				
	1.8.5.	Oblique Axonometry: Body Perspective				
		1.8.5.1. Shade				
1.9.	Conical System					
	1.9.1.	Conical or Central Projection				
		1.9.1.1. Intersections				
		1.9.1.2. Parallelisms				
		1.9.1.3. Reductions				
		1.9.1.4. Perpendicularity				
		1.9.1.5. Angles				
	1.9.2.	Lineal Perspective				
		1.9.2.1. Auxiliary Constructions				
	1.9.3.	Lines and Surfaces Perspective				
		1.9.3.1. Practical Perspective				
	1.9.4.	Perspective Methods				
		1.9.4.1. Tilted Frame				
	1.9.5.	Prospective Restitutions				
		1.9.5.1. Reflexes				
		1.9.5.2. Shade				
1.10.	The Ske	The Sketch				
	1.10.1.	Objectives of the Sketch				
	1.10.2.	Proportion				
	1.10.3.	Skectch Process				
	1.10.4.	Point of View				
	1.10.5.	Labeling and Graphic Symbols				
	1.10.6.	Measurement				

Module 2. Design of Mechanical Elements

- 2.1. Fail Theories
 - 2.1.1. Static Fail Theories
 - 2.1.2. Dynamic Fail Theories
 - 2.1.3. Fatigue
- 2.2. Tribology and Lubrication
 - 2.2.1. Friction
 - 2.2.2. Wear and Tear
 - 2.2.3. Lubricants
- 2.3. Design of Transmission Trees
 - 2.3.1. Trees and Axis
 - 2.3.2. Keyways and Splined Shafts
 - 2.3.3. Flywheels
- 2.4. Design of Rigid Transmissions
 - 2.4.1. Levers
 - 2.4.2. Spur Gears
 - 2.4.3. Bevel Gears
 - 2.4.4. Helical Gears
 - 2.4.5. Worm Screws
- 2.5. Design of Flexible Transmissions
 - 2.5.1. Chain Transmissions
 - 2.5.2. Belt Drives
- 2.6. Design of Bearings
 - 2.6.1. Friction Bearings
 - 2.6.2. Ball Bearings
- 2.7. Design of Brakes, Clutches and Couplings
 - 2.7.1. Brakes
 - 2.7.2. Clutches
 - 2.7.3. Couplings

- 2.8. Mechanical Spring Design
- 2.9. Design of Non-Permanent Joints
 - 2.9.1. Bolted Joints
 - 2.9.2. Riveted Joints
- 2.10. Design of Permanent Joints
 - 2.10.1. Soldered Joints
 - 2.10.2. Adhesive Joints

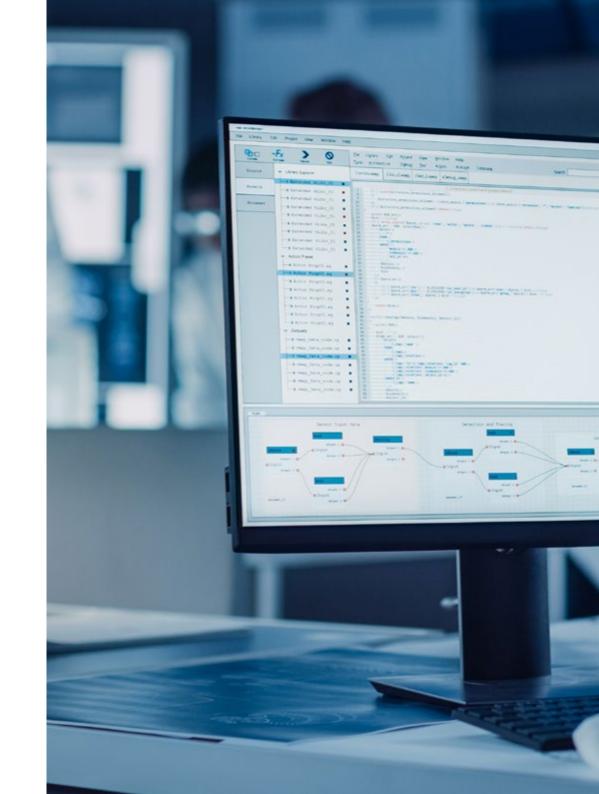
Module 3. Technical Modeling in Rhino

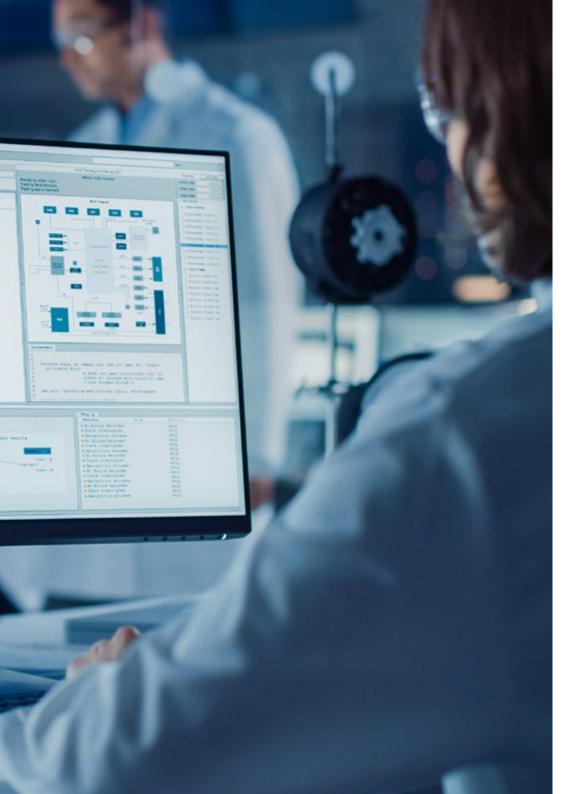
- 3.1. Rhino Modeling
 - 3.1.1. Rhino Interface
 - 3.1.2. Types of Objects
 - 3.1.3. Navigating the Model
- 3.2. Fundamental Notions
 - 3.2.1. Editing with Gumball
 - 3.2.2. Viewports
 - 3.2.3. Modeling Support
- 3.3. Precision Modeling
 - 3.3.1. Input by Coordinates
 - 3.3.2. Distance and Angle Restriction Input
 - 3.3.3. Object Restriction
- 3.4. Command Analysis
 - 3.4.1. Additional Modeling Support
 - 3.4.2. SmartTrack
 - 3.4.3. Construction Planes
- 3.5. Lines and Polylines
 - 3.5.1. Circles
 - 3.5.2. Free-Form Lines
 - 3.5.3. Helix and Spiral

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3.6.	Geometry	Editing
0.0.	Geometry	Luitiiiq

- 3.6.1. Fillet and Chamfer
- 3.6.2. Mixture of Curves
- 3.6.3. Loft
- 3.7. Transformations I
 - 3.7.1. Move Rotate Scale
 - 3.7.2. Join Prune Extend
 - 3.7.3. Separate Offset Formations
- 3.8. Creating Shapes
 - 3.8.1. Deformable Shapes
 - 3.8.2. Modeling With Solids
 - 3.8.3. Transformation of Solids
- 3.9. Creating Surfaces
 - 3.9.1. Simple Surfaces
 - 3.9.2. Extrusion, Lofting and Surface Finishing
 - 3.9.3. Surface Sweeping
- 3.10. Organisation
 - 3.10.1. Layers
 - 3.10.2. Groups
 - 3.10.3. Blocks







This program offers the most complete contents in Mechanism Design, presented through the most advanced multimedia resources"





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At TECH we use the Case Method

Our program offers a revolutionary method of skills and knowledge development. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.



At TECH, you will experience a way of learning that is shaking the foundations of traditional universities around the world"



We are the first online university to combine Harvard Business School case studies with a 100% online learning system based on repetition.



The student will learn, through collaborative activities and real cases, how to solve complex situations in real business environments.

A learning method that is different and innovative

This intensive Design program at TECH Technological University will prepare you to face all the challenges in this area, both nationally and internationally. We are committed to promoting your personal and professional growth, the best way to strive for success, that is why at TECH you will use Harvard case studies, with which we have a strategic agreement that allows us to provide our students with material from the best university the world.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career"

The case method is the most widely used learning system by the best faculties in the world. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.



Relearning Methodology

Our university is the first in the world to combine the Harvard University case studies method with a 100% online learning system based on repetition, combining 8 different didactic elements in each lesson.

We enhance Harvard case studies with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only university in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



Methodology | 25 tech

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically. With this methodology we have trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, markets, and financial instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



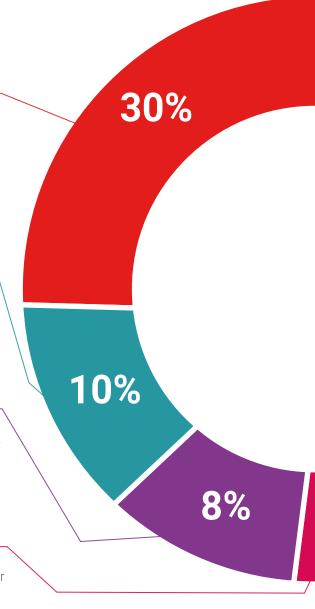
Practising Skills and Abilities

They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.

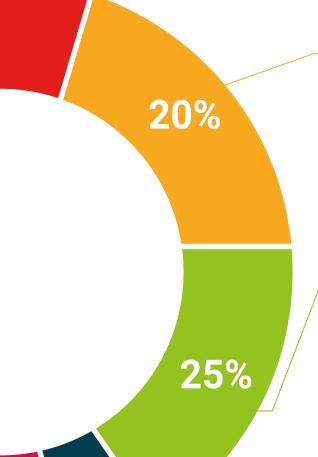


Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.



Methodology | 27 tech



4%

3%

Case Studies

They will complete a selection of the best case studies in the field used at Harvard. Cases that are presented, analyzed, and supervised by the best senior management specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.



This exclusive multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".





We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises: so that they can see how they are achieving your goals.





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This **Postgraduate Diploma in Mechanism Design** contains the most complete and upto-date program on the market.

After passing the assessments, the student will receive their corresponding **Postgraduate Diploma** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: Postgraduate Diploma in Mechanism Design
Official Number of hours: 450 h.



POSTGRADUATE DIPLOMA

in

Mechanism Design

This is a qualification awarded by this University, equivalent to 450 h, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country.

ue TECH Code: AFWORD23S techtitute.com/certifi

^{*}Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

health confidence people

education information tutors
guarantee accreditation teaching
institutions technology learning



Postgraduate Diploma Mechanism Design

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

