

14th May 2024

**The Principal / Dean of School / Head of Department**

Dear Sir/ Madam,

**RE: INTRODUCING SKYTOP CONSTRUCT TRAINING TECHNOLOGY AT YOUR INSTITUTION**

The importance of project-based training and learning, industry collaborations, and the development of skills for successful careers in technical fields such as engineering, product design and manufacturing can not be overemphasized.

Driven by this desire, training institutions all over the world are constantly seeking technologies that respond to the demands of a knowledge-based economy. This is why our latest revolutionary technology- SkyTOP Construct- comes in handy.

The AI-driven technology not only enhances the acquisition of relevant skills and knowledge by your students; it also generates revenue for your institution while also enhancing peer-to-peer engagements worldwide. The project-based training platform also automates the dissemination and sharing of knowledge and skills in learning institutions and the industry across the globe

This means your institution's programmes will not only be seamlessly linked with other local and international institutions offering similar programmes but also with the relevant sectors which seek to benefit from the programmes that you offer at your institution.

Further, your tutors and trainers will no longer need to recycle training material for use by students in your institution every year; instead, they will only be required to upload their training material on the Platform. The target audience in your institution and outside of your institution will then access and benefit from the uploaded content at any time from anywhere in the world. This means your instructors and trainers will have adequate time to focus on improving and building new training material which matches the ever-changing industry needs.

The uniqueness of SkyTOP Construct is that it has parametric capabilities. This capability ensures training material such as demo videos, images and instructions that a trainer publishes on the Platform is interrelated which provides trainees a holistic knowledge of the subject matter.

Trainers and lecturers in your institution only need to publish their course material on the Platform by following the instructions provided in the downloadable user guide which they can access on our website: [www.demoscad.net](http://www.demoscad.net). There is no limit on the number of projects that you can publish on the Platform.

We are set to launch the Platform worldwide on 5th July 2024. To benefit from the Platform, you only need to register your institution and publish your project material on the Platform before the launch date. The Platform is cloud-based and is available worldwide from your computer or smartphone.

Should you require more information about the technology, please contact us via the above contact details or send an email to: [support@demoscad.net](mailto:support@demoscad.net). Our support team is on standby to help you.

Looking forward.

Thank you.

Sincerely,

Brian Lokorito

**HEAD: USER EXPERIENCE AND SUPPORT**

## HOW TO UPLOAD AND PUBLISH YOUR PROJECT ON THE SKYTOP CONSTRUCT PLATFORM

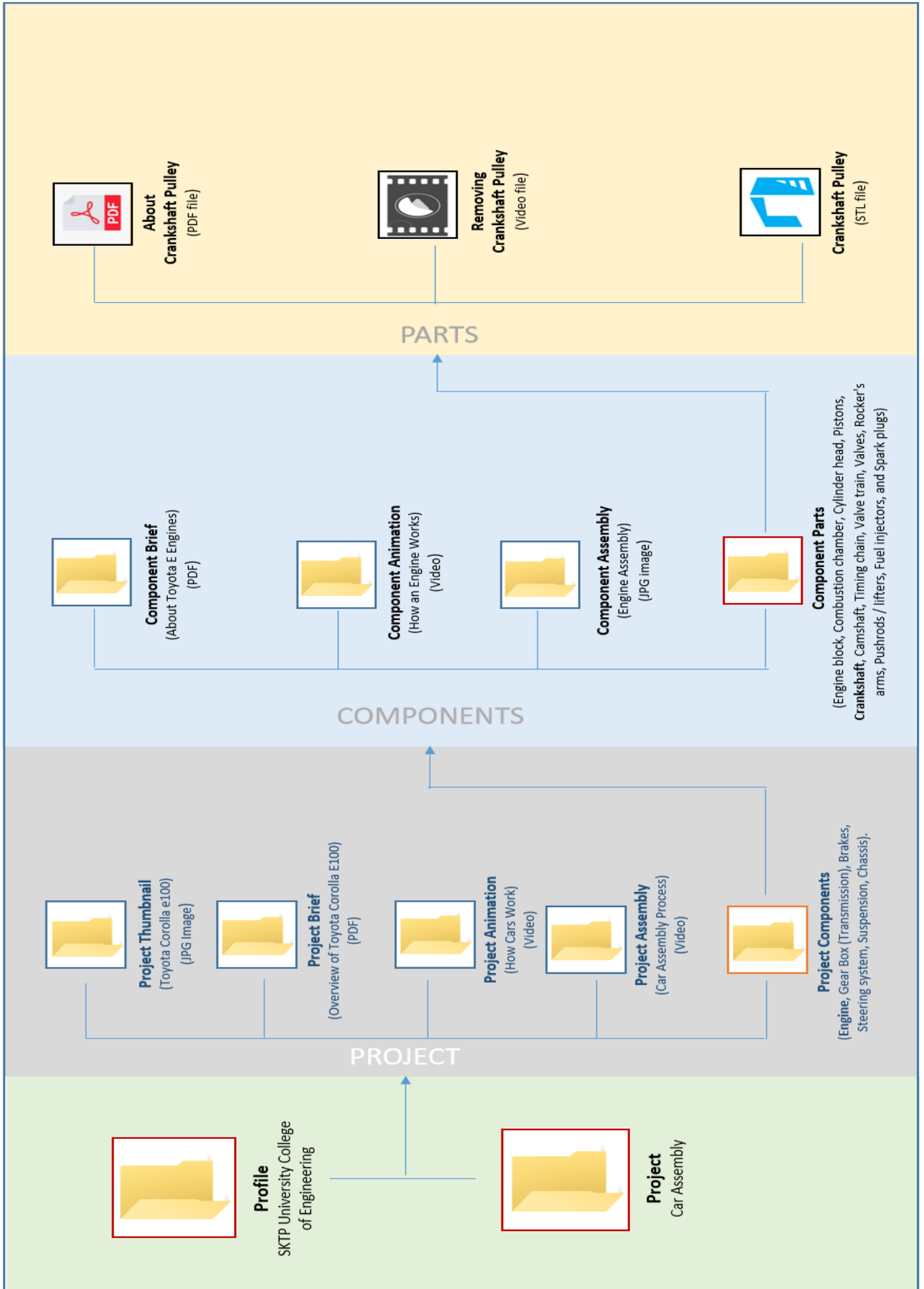
This is how you organize your work before you publish it on the SkyTOP Construct Platform:

1. Create a Folder and name it '**My Profile**'. This is where you put credible details about yourself- just like that resume you send for a job application. *(If you want the target audience to believe in the content that you upload, they must first believe in your credibility and your qualifications. Where possible, upload your relevant certificates as guided in the demo-- project).*
2. Plan well the **Project Material** that you wish to publish. Decide on the objective of the project and the benefit it will bring to the target audience. For example, if you train in automotive engineering, you may elect to publish a project about the assembly and disassembly of a car starter motor.
3. Create a folder and name it '**Project**'. This will be the main folder of your Project. It is where all your project material (such as videos, images and instruction material) will be contained.
4. Inside the project folder which you have just created, create another folder and name it '**Project Thumbnail**'.
5. Look for a relevant image that best describes your project and put it in the Project Thumbnail folder which you have just created.
6. Create another folder and name it '**Project Brief**'. This is where you put documents that describe your project. The information must be in a PDF format.
7. Create yet another folder and name it '**Project Animation**'. This is where you will put an animation video of your Project. The video should not be more than 50 MB in memory size and should preferably have an aspect ratio of 4:3. Should you not have a video, you may use an image of the project instead. The image should also not exceed 50MB in memory size and should have an aspect ratio of 4:3. *(For example, an architect can put a rendered animation of a house or a rendered image of the house).*
8. Create another folder and name it '**Project Assembly**'. This is where you put material which show how the various parts of the project are assembled. *(For example, a vehicle manufacturer can put a video demonstrating how a vehicle is assembled. An architect can put drawing plans of a house including layout plans, elevation drawings, sectional drawings, etc.).*
9. Determine how many '**Components**' your Project should have. Bear in mind that a '**Component**' is a part that also contains other '**Parts**'. Then create a folder and name the folder '**Project Components**'. This is where you will put all the components of your project.
10. Inside the Project Component folder, create a folder for each of the components that form the project.
11. In each of the '**Project Component**' folders, create and put the following folders;
  - '**Component Brief**' folder (where you put a description of the Component (in pdf format)),
  - '**Component Animation**' folder (where you may put a video or image of the component),
  - '**Component Assembly**' folder (where you put video or image showing how the component is assembled, disassembled, or serviced, and
  - '**Component Parts**' folder (where you put the parts that form the component)
12. Inside each of the '**Component Parts**' folders, put files containing the following:
  - **Part Brief:** A description of the Part (in pdf format),
  - **Part Video/ Image:** A video or image showing how the part can be removed from the component or installed or fixed on the component,
  - **Part STL file:** An STL file of the part for 3D printing (where applicable).

## SAMPLE PROJECT

### **Project: Car Engine Assembly**

1. In **'My Profile'** folder:
  - About SKTP University College of Engineering (PDF file)  
*(The name and profile of the institution and the names and images of the persons are fictional and are used for demonstration purposes only)*
2. In **'My Project'** folder
  - Overview of Toyota Corolla E 100 (PDF file)
3. In **'Project Animation'** folder
  - Toyota Corolla E100. *(An animation video by Carinfo3D YouTube channel)*
4. In **'Project Assembly'** folder
  - Toyota Car Assembly file. *(An animation video by Toyota Motor Corporation).*
5. In **'Project Thumbnail'** folder
  - Toyota Corolla E100 image (JPG file)
6. In **'Project Components'** folder
  - 6 Components: **Engine**, Gear Box (Transmission), Brakes, Steering system, Suspension, Chassis.
7. In **'Component Brief'** folder
  - About Toyota 'E' Engines (PDF file)  
*(The rest of the components have been excluded in this demonstration).*
8. In **'Component Animation'** folder
  - How a Car Engine Works. *(This is an animation video)*
9. In **'Component Assembly'** folder
  - Engine Assembly (A study miniature model by DIY Garage).
10. In **'Component Parts'** folder
  - 13 Parts: Engine block (cylinder block), Combustion chamber, Cylinder head, Pistons, **Crankshaft**, Camshaft, Timing chain, Valve train, Valves, Rocker's arms, Pushrods/lifters, Fuel injectors, and Spark plugs.
11. In **'Crankshaft Pulley'** folder
  - About Crankshaft Pulley (PDF file)
  - Removing the Crankshaft Pulley (Video)
  - Crankshaft Pulley STL file.  
*(The rest of the parts have been excluded in this demonstration).*
12. In **'Cylinder Head Gasket'** folder
  - About Cylinder head gasket (PDF file)
  - Removing Cylinder head gasket (Video)  
*(The rest of the parts have been excluded in this demonstration).*



This image provides a guide on how your project should be organized before commencing the process of uploading it on the SkyTOP Construct Platform.