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SOLIDWORKS 2017 Learn by doing. The chapters in this book introduce you to surface design, mold design, and weldments in SOLIDWORKS 2017. The topics covered in this book are: Surface design • Creating Basic Page 35/130

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modeling, drafting, surface modeling, mold tools, weldments, DimXpert, and rendering.

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How do I learn SolidWorks?

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SOLIDWORKS 2017 Learn by doing introduces new users

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to mechanical design using SOLIDWORKS and how it can be used to create a variety of models. In fourteen tutorial based chapters, author quides you through all the necessary commands and options in SOLIDWORKS 2017, Page 44/130

from sketching to parametric modeling and finally ending with rendering. The commands are presented one step at a time using simple examples. The approach used in this book helps you to become a skilled SOLIDWORKS user.

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SOLIDWORKS 2017 Learn by doing begins with introduction basic modeling. The later chapters focus on additional modeling, topdown assemblies, sheet metal modeling, drafting, surface modeling, mold tools, Page 46/130

weldments, DimXpert, and rendering. Table of Contents 1. Getting Started 2. Modeling Basics 3. Assembly Basics 4. Creating Drawings 5. Sketching 6. Additional Modeling Tools 7. Sheet metal Modeling 8. Top-Down Page 47/130

Assembly 9. Dimensions and Annotations 10. Surface Design 11. Mold Tools 12. Weldments 13. DimXpert 14. Appearances and Rendering

This book will teach you everything you need to know Page 48/130

to start using SOLIDWORKS 2017 with easy to understand, step-by-step tutorials. This book features a simple robot design used as a project throughout the book. You will learn to model parts, Page 49/130

create assemblies, run simulations and even create animations of your robot design. No previous experience with Computer Aided Design (CAD) is needed since this book starts at an introductory level. The Page 50/130

author begins by getting you familiar with the SOLIDWORKS interface and its basic tools right away. You will start by learning to model simple robot parts and before long you will graduate to creating more Page 51/130

complex parts and multi-view drawings. Along the way you will learn the fundamentals of parametric modeling through the use of geometric constraints and relationships. You will also become familiar with many of Page 52/130

SOLIDWORKS's powerful tools and commands that enable you to easily construct complex features in your models. Also included is coverage of gears, gear trains and spur gear creation using SOLIDWORKS. This book Page 53/130

continues by examining the different mechanisms commonly used in walking robots. You will learn the basic types of planar fourbar linkages commonly used in mechanical designs and how to use the GeoGebra Page 54/130

Dynamic Geometry software to simulate and analyze 2D linkages. Using the knowledge you gained about linkages and mechanism, you will learn how to modify your robot and change its behavior by modifying or Page 55/130

creating new parts. In the second to last chapter of this book you learn how to combine all the robot parts into assemblies and then run motion analysis. You will finish off your project by creating 3D animations of Page 56/130

your robot in action. Finally, in the last chapter, the author introduces you to 3D printing. You will learn the general principles of 3D printing including a brief history of 3D printing, the Page 57/130

types of 3D printing technologies, commonly used filaments, and the basic procedure for printing a 3D model. Being able to turn your designs into physical objects will open up a whole new world of possibilities Page 58/130

to you. There are many books that show you how to perform individual tasks with SOLIDWORKS, but this book takes you through an entire project and shows you the complete engineering process. By the end of this Page 59/130

book you will have modeled and assembled nearly all the parts that make up the TAMIYA® Mechanical Tiger and can start building your own robot.

SOLIDWORKS 2017 Tutorial Page 60/130

with video instruction is written to assist students, designers, engineers and professionals who are new to SOLIDWORKS. The text provides a step-by-step project based learning approach. It also contains Page 61/130

information and examples on the five categories, to take and understand the Certified Associate - Mechanical Design (CSWA) exam. The book is divided into three sections. Chapters 1 - 6 explore the SOLIDWORKS User Page 62/130

Interface and CommandManager, Document and System properties, simple machine parts, simple and complex assemblies, proper design intent, design tables, configurations, equations, multi-sheet, Page 63/130

multi-view drawings, BOMs, and Revision tables using basic and advanced features. Chapters 7 - 10 prepare you for the Certified Associate - Mechanical Design (CSWA) exam. The certification indicates a foundation in Page 64/130

and apprentice knowledge of 3D CAD and engineering practices and principles. View Chapter 11 on Additive Manufacturing (3D printing) and its benefits and features. Understand the terms and technology used in Page 65/130

low cost 3D printers. Follow the step-by-step instructions and develop multiple assemblies that combine over 100 extruded machined parts and components. Formulate the skills to create, modify and Page 66/130

edit sketches and solid features. Learn the techniques to reuse features, parts and assemblies through symmetry, patterns, copied components, apply proper design intent, design tables and Page 67/130

configurations. Learn by doing, not just by reading. Desired outcomes and usage competencies are listed for each chapter. Know your objective up front. Follow the steps in each chapter to achieve your design goals.

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Work between multiple documents, features, commands, custom properties and document properties that represent how engineers and designers utilize SOLIDWORKS in industry.

Engineering Design with SOLIDWORKS 2017 and video instruction is written to assist students, designers, engineers and professionals. The book provides a solid foundation in SOLIDWORKS by utilizing projects with step-Page 70/130

by-step instructions for the beginner to intermediate SOLIDWORKS user. Explore the user interface, CommandManager, menus, toolbars and modeling techniques to create parts, assemblies and drawings in Page 71/130

an engineering environment. Follow the step-by-step instructions and develop multiple parts and assemblies that combine machined, plastic and sheet metal components. Formulate the skills to create, modify Page 72/130

and edit sketches and solid features. Learn the techniques to reuse features, parts and assemblies through symmetry, patterns, copied components, Design Tables, Bills of Materials, Custom Properties Page 73/130

and Configurations. Address various SOLIDWORKS analysis tools and Intelligent Modeling techniques along with Additive Manufacturing (3D printing). Learn by doing not just by reading. Desired outcomes and usage Page 74/130

competencies are listed for each project. Know your objective up front. Follow the steps in Projects 1 - 9 to achieve the design goals. Review Project 10 on Additive Manufacturing (3D) printing) and its benefits Page 75/130

and features. Understand the terms and technology used in low cost 3D printers. Work between multiple documents, features, commands and custom properties that represent how engineers and designers utilize SOLIDWORKS Page 76/130

in industry. Review individual features, commands and tools with the video instruction. The projects contain exercises. The exercises analyze and examine usage competencies. Collaborate with leading Page 77/130

industry suppliers such as SMC Corporation of America, Boston Gear and 80/20 Inc. Collaborative information translates into numerous formats such as paper drawings, electronic files, rendered images and Page 78/130

animations. On-line intelligent catalogs quide designers to the product that meets both their geometric requirements and performance functionality. The author developed the industry scenarios by Page 79/130

combining his own industry experience with the knowledge of engineers, department managers, vendors and manufacturers. He is directly involved with SOLIDWORKS every day. His responsibilities go far Page 80/130

beyond the creation of just a 3D model. The book is designed to complement the SOLIDWORKS Tutorials contained in SOLIDWORKS 2017.

The SOLIDWORKS 2017
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Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2017. SOLIDWORKS is an immense software package, and no one book can cover all topics Page 82/130

for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SOLIDWORKS 2017. This book covers the following: System and Document propertiesFeatu Page 83/130

reManagersPropertyManagersCo nfigurationManagersRenderMan agers2D and 3D Sketch toolsSketch entities3D Feature toolsMotion StudySheet MetalMotion StudySOLIDWORKS SimulationPhotoView 360Pack Page 84/130

and Go3D PDFsIntelligent Modeling techniques3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2017 Page 85/130

software. If you are completely new to SOLIDWORKS, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials. If you are familiar with an earlier Page 86/130

release of SOLIDWORKS, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each Page 87/130

chapter provides detailed PropertyManager information on key topics with individual stand-alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or Page 88/130

feature. The book provides access to over 250 models, their solutions and additional support materials. Learn by doing, not just by reading. Formulate the skills to create, modify and edit Page 89/130

sketches and solid features. Learn the techniques to reuse features, parts and assemblies through symmetry, patterns, copied components, design tables, configurations and more. The book is designed to Page 90/130

compliment the Online Tutorials and Online Help contained in SolidWorks 2017. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. Page 91/130

The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with Page 92/130

SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model.

SOLIDWORKS 2018 Learn by doing introduces new users to mechanical design using Page 93/130

SOLIDWORKS and how it can be used to create a variety of models. In fourteen tutorial based chapters, author quides you through all the necessary commands and options in SOLIDWORKS 2018, from sketching to parametric Page 94/130

modeling and finally ending with rendering. The commands are presented one step at a time using simple examples. The approach used in this book helps you to become a skilled SOLIDWORKS user. SOLIDWORKS 2018 Learn by Page 95/130

doing begins with introduction basic modeling. The later chapters focus on additional modeling, topdown assemblies, sheet metal modeling, drafting, surface modeling, mold tools, weldments, DimXpert, and Page 96/130

rendering. Table of Contents 1. Getting Started 2. Modeling Basics 3. Assembly Basics 4. Creating Drawings 5. Sketching 6. Additional Modeling Tools 7. Sheet metal Modeling 8. Top-Down Assembly 9. Dimensions and Page 97/130

Annotations 10. Surface Design 11. Mold Tools 12. Weldments 13. DimXpert 14. Appearances and Rendering If you are an educator, you can request an evaluation copy by sending us an email to online.books999@gmail.com Page 98/130

SOLIDWORKS 2020 Learn by doing introduces new users to mechanical design using SOLIDWORKS and how it can be used to create a variety of models. In fourteen tutorial based chapters, the author Page 99/130

guides you through all the necessary commands and options in SOLIDWORKS 2019, from sketching to parametric modeling and finally ending with rendering. The commands are presented one step at a time using simple examples. Page 100/130

The approach used in this book helps you to become a skilled SOLIDWORKS user.SOLIDWORKS 2020 Learn by doing begins with introduction to basic modeling. The later chapters focus on additional Page 101/130

modeling, top-down assemblies, sheet metal modeling, drafting, surface modeling, mold tools, weldments, Model-based dimensioning, Appearances, and SimulationXpress. Table of Contents 1. Getting Page 102/130

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SOLIDWORKS 2017: A Power Guide for Beginners and Page 104/130

Intermediate User textbook is designed for instructorled courses as well as for self-paced learning. It is intended to help engineers and designers interested in learning SOLIDWORKS for creating 3D mechanical Page 105/130

design. Taken together, this textbook can be a great starting point for new SOLIDWORKS users and a great teaching aid in classroom training. This textbook consists of 14 chapters, total 768 pages covering Page 106/130

major environments of SOLIDWORKS: Sketching environment, Part modeling environment, Assembly environment, and Drawing environment, which teach you how to use the SOLIDWORKS mechanical design software Page 107/130

to build parametric models and assemblies, and how to make drawings of those parts and assemblies. Moreover, this textbook includes the topic of Configurations. This textbook not only focuses on the usages of the Page 108/130

tools/commands of SOLIDWORKS but also on the concept of design. Every chapter of this textbook contains tutorials which instruct users how things can be done in SOLIDWORKS step by step. Moreover, every chapter ends Page 109/130

with hands-on test drives which allow users to experience themselves the ease-of-use and powerful capabilities of SOLIDWORKS. Table of Contents: Chapter 1. Introduction to SOLIDWORKS Chapter 2. Page 110/130

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Configurations Chapter 12. Working with Assemblies - I Chapter 13. Working with Assemblies - II Chapter 14. Working with Drawings Main Features of the Textbook Comprehensive coverage of tools Step-by-step real-Page 113/130

world tutorials with every chapter Hands-on test drives to enhance the skills at the end of every chapter Additional notes and tips Customized content for faculty (PowerPoint Presentations) Free learning Page 114/130

resources for faculty and students Additional student and faculty projects Technical support for the book: info@cadartifex.com

This book is intended to help new users learn the Page 115/130

basic concepts of SOLIDWORKS and good solid modeling techniques in an easy to follow guide that includes video instruction. It is a great starting point for those new to SOLIDWORKS or as a teaching aid in Page 116/130

classroom training to become familiar with the software's interface, basic commands and strategies as users complete a series of models while learning different ways to accomplish a particular task. At the end Page 117/130

of this book, you will have a fairly good understanding of the SOLIDWORKS interface and the most commonly used commands for part modeling, assembly and detailing after completing a series of components and their 2D Page 118/130

drawings complete with Bill of Materials. The book focuses on the processes to complete the modeling of a part, instead of focusing on individual software commands or operations, which are generally simple enough to Page 119/130

learn. The author strived hard to include the commands required in the Certified SOLIDWORKS Associate and Certified SOLIDWORKS Professional Exams as listed on the SOLIDWORKS website. SOLIDWORKS is an easy to use Page 120/130

CAD software that includes many time saving tools that will enable new and experienced users to complete design tasks faster than before. Most commands covered in this book have advanced options, which may Page 121/130

not be covered in this book. This is meant to be a starting point to help new users to learn the basic and most frequently used commands.

Beginner's Guide to Page 122/130

SOLIDWORKS 2017 - Level II starts where Beginner's Guide - Level I ends, following the same easy to read style and companion video instruction, but this time covering advanced topics and techniques. The Page 123/130

purpose of this book is to teach advanced techniques including sheet metal, surfacing, how to create components in the context of an assembly and reference other components (Top-down design), propagate design Page 124/130

changes with SOLIDWORKS' parametric capabilities, mold design, welded structures and more while explaining the basic concepts of each trade to allow you to understand the how and why of each Page 125/130

operation. The author uses simple examples to allow you to better understand each command and environment, as well as to make it easier to explain the purpose of each step, maximizing the learning time by focusing on Page 126/130

one task at a time. This book is focused on the processes to complete the modeling of a part, instead of focusing on individual software commands or operations, which are generally simple enough to Page 127/130

learn. At the end of this book, you will have acquired enough skills to be highly competitive when it comes to designing with SOLIDWORKS, and while there are many less frequently used commands and options Page 128/130

available that will not be covered in this book, rest assured that those covered are most of the commands used every day by SOLIDWORKS designers. The author strived hard to include many of the commands required in Page 129/130

the Certified SOLIDWORKS Professional Advanced and Expert exams as listed on the SOLIDWORKS website.

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