

Source: Collaboration CRM view

Background image

Background color

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Use contrast colors

Font size

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Event

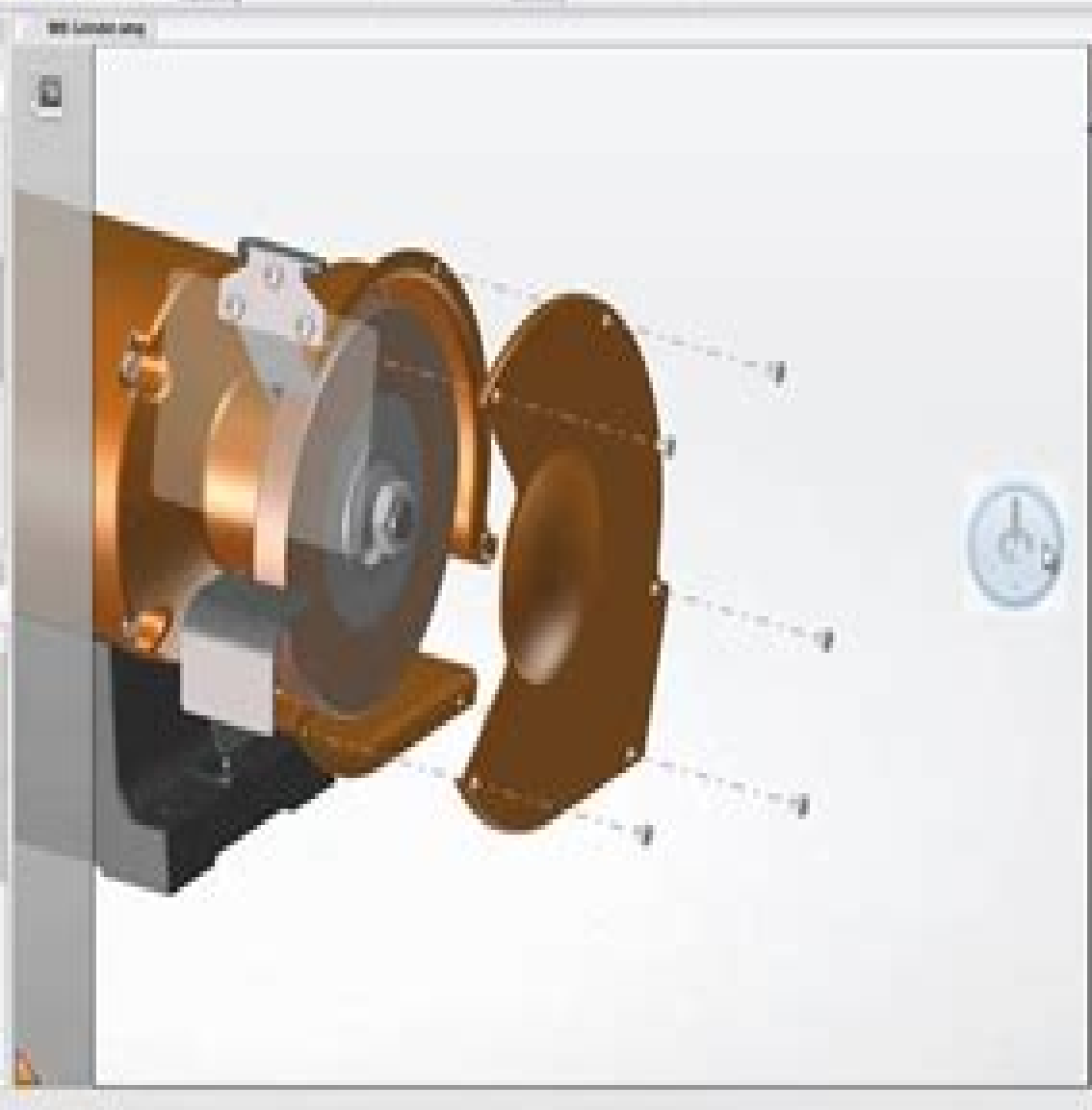
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# Solidworks Instruction Manual

**Paul Tran**



## **Solidworks Instruction Manual:**

*Commands Guide Tutorial for SolidWorks 2012* David C. Planchard, Marie P. Planchard, 2011-12-18 The Commands Guide Tutorial for SolidWorks 2012 is a comprehensive reference book written to assist the beginner to intermediate user of SolidWorks 2012. SolidWorks is an immense software package and no one book can cover all topics for all users. The book provides a centralized reference location to address many of the tools, features, and techniques of SolidWorks 2012. This book covers the following: System and Document properties, FeatureManagers, PropertyManagers, ConfigurationManagers, RenderManagers, 2D and 3D Sketch tools, Sketch entities, 3D Feature tools, Motion Study, Sheet Metal, Motion Study, Sustainability, Sustainability Xpress, FlowXpress, PhotoView, 360 Pack and Go, Intelligent Modeling techniques, and more. Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SolidWorks 2012 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 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 chapter (18 total) provides detail, PropertyManager information on key topics with individual stand-alone short tutorials to reinforce and demonstrate the functionality and ease of the SolidWorks tool or feature. All models for the 240 plus tutorials are located on the enclosed book CD with their solution initial and final. Learn by doing, not just by reading. Formulate the skills to create, modify, and edit 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 compliment the Online Tutorials and Online Help contained in SolidWorks 2012. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The authors developed the tutorials by combining their own industry experience with the knowledge of engineers, department managers, professors, vendors, and manufacturers. These professionals are directly involved with SolidWorks everyday. Their responsibilities go far beyond the creation of just a 3D model.

**Commands Guide Tutorial for Solidworks 2010** David C. Planchard, Marie P. Planchard, 2010 The Commands Guide Tutorial for SolidWorks 2010 is a comprehensive reference book written to assist beginner to intermediate users of SolidWorks. SolidWorks is an immense software package and no one book can cover all topics for all users. The book provides a centralized reference location to address many of the System and Document properties, FeatureManagers, PropertyManagers, ConfigurationManagers, and RenderManagers, along with 2D and 3D Sketch tools, Sketch entities, 3D Feature tools, Motion Study, SustainabilityXpress, DFMXpress, SimulationXpress, Sheet Metal, PhotoView, 360, and more. Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SolidWorks 2010 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 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 chapter 17 total 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 feature All models for the 230 plus tutorials are located on the enclosed CD with their solution initial and final Learn by doing not just by reading Formulate the skills to create modify and edit 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 compliment the Online Tutorials and Online Help contained in SolidWorks 2010 The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs The authors developed the tutorials by combining their own industry experience with the knowledge of engineers department managers vendors and manufacturers These professionals are directly involved with SolidWorks everyday Their responsibilities go far beyond the creation of just a 3D model

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**The Complete Guide to Mold Making with SOLIDWORKS 2020** Paul Tran,2019-11 The Complete Guide to Mold Making with SOLIDWORKS 2020 is a quick paced book written to provide experienced SOLIDWORKS users with in depth knowledge of the mold tools provided by SOLIDWORKS Throughout this book you will learn the procedures necessary for using these tools to create and analyze effective mold designs Utilizing step by step instructions each chapter of this book will guide you through different tasks from designing or repairing a mold to developing complex parting lines from making a core in the part mode to advancing through more complex tasks in the assembly mode Throughout this book you will be introduced to using surfacing tools to repair models and prepare them for the mold making process Towards the end of this book you will learn how to work with SOLIDWORKS Plastics and Flow Simulation to simulate the way melted plastics flow during the injection molding process You will also learn to analyze the thick thin wall regions to predict defects on plastic parts and molds Learning how to analyze plastic parts for errors and correct them early in the design stage is a valuable skill which can save a significant amount of time throughout the span of the entire design process Every project in this book is based on real world products

Each of these projects have been broken down and developed into simple comprehensible steps Furthermore every mold design is explained very clearly in short chapters ranging from 15 to 25 pages Each step comes with the exact screen shot to help you understand the main concept of the design Learn the mold designs at your own pace as you progress from simple core and cavity creation to more complex mold design challenges This book will also teach you to use various surfacing tools such as Ruled Surface Planar Surface Knit Surface Filled Surface Extend Surface Trim Surface Lofted Surface Who This Book Is For This book is for users already familiar with SOLIDWORKS who want to expand their knowledge of mold design To get the most out of this mold design book it is strongly recommended that you have completed all the lessons in the SOLIDWORKS Advanced Techniques book or have comparable knowledge More CAD literate individuals who want to expand their knowledge of the different features that SOLIDWORKS 2020 has to offer will also find this book to be a great resource

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the mold tools provided by SOLIDWORKS Throughout this book you will learn the procedures necessary for using these tools to create and analyze effective mold designs Utilizing step by step instructions each chapter of this book will guide you through different tasks from designing or repairing a mold to developing complex parting lines from making a core in the part mode to advancing through more complex tasks in the assembly mode Throughout this book you will be introduced to using surfacing tools to repair models and prepare them for the mold making process Towards the end of this book you will learn how to work with SOLIDWORKS Plastics and Flow Simulation to simulate the way melted plastics flow during the injection molding process You will also learn to analyze the thick thin wall regions to predict defects on plastic parts and molds Learning how to analyze plastic parts for errors and correct them early in the design stage is a valuable skill which can save a significant amount of time throughout the span of the entire design process Every project in this book is based on real world products Each of these projects have been broken down and developed into simple comprehensible steps Furthermore every mold design is explained very clearly in short chapters ranging from 15 to 25 pages Each step comes with the exact screen shot to help you understand the main concept of the design Learn the mold designs at your own pace as you progress from simple core and cavity creation to more complex mold design challenges This book will also teach you to use various surfacing tools such as Ruled Surface Planar Surface Knit Surface Filled Surface Extend Surface Trim Surface Lofted Surface Who This Book Is For This book is for users already familiar with SOLIDWORKS who want to expand their knowledge of mold design To get the most out of this mold design book it is strongly recommended that you have completed all the lessons in the SOLIDWORKS Advanced Techniques book or have comparable knowledge More CAD literate individuals who want to expand their knowledge of the different features that SOLIDWORKS 2021 has to offer will also find this book to be a great resource

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**Engineering Graphics with SolidWorks 2013 and Video Instruction** David Planchard, Marie Planchard, 2013-02-18 Engineering Graphics with SolidWorks 2013 and Video Instruction DVD is written to assist technical school two year college four year university instructor student or industry professional that is a beginner or intermediate SolidWorks user The book combines the fundamentals of engineering graphics and dimensioning practices with a step by step project based approach to learning SolidWorks with the enclosed 1 5 hour Video Instruction DVD Learn by doing not just by reading The book is divided into two parts Engineering Graphics and SolidWorks 3D CAD software In Chapter 1 through Chapter 3 you explore the history of engineering graphics manual sketching techniques orthographic projection isometric projection multi view drawings dimensioning practices and the history of CAD leading to the development of SolidWorks In Chapter 4 through Chapter 8 you apply engineering graphics fundamentals and learn the SolidWorks User Interface Document and System properties simple parts simple and complex assemblies design tables configurations multi sheet multi view drawings Bill of Materials Revision tables basic and advanced features Follow the step by step instructions in over 70 activities to develop eight parts four sub assemblies three drawings and six document templates Formulate the skills to create and modify solid features to model a 3D FLASHLIGHT assembly Chapter 9 provides a bonus section on the Certified SolidWorks Associate

CSWA program with sample exam questions and initial and final SolidWorks models Passing the CSWA exam proves to employers that you have the necessary fundamental engineering graphics and SolidWorks competencies Review individual features commands and tools for each project with the book's 1.5 hour Video Instruction DVD and SolidWorks Help The chapter exercises analyze and examine usage competencies based on the project objectives The book is designed to complement the SolidWorks Tutorials located in the SolidWorks Help menu Each section explores the SolidWorks Online User's Guide to build your working knowledge of SolidWorks Desired outcomes and usage competencies are listed for each project Know your objectives up front Follow the step by step procedures to achieve your design goals Work between multiple documents features commands and properties that represent how engineers and designers utilize SolidWorks in industry The authors developed the industry scenarios by combining their own industry experience with the knowledge of engineers department managers vendors and manufacturers These professionals are directly involved with SolidWorks every day Their responsibilities go far beyond the creation of just a 3D model

**SOLIDWORKS 2020 Reference Guide** David Planchard, 2019-12 A comprehensive reference book for SOLIDWORKS 2020 Contains 260 plus standalone tutorials Starts with a basic overview of SOLIDWORKS 2020 and its new features Tutorials are written for each topic with new and intermediate users in mind Includes access to each tutorial's initial and final state Contains a chapter introducing you to 3D printing The SOLIDWORKS 2020 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2020 SOLIDWORKS is an immense software package and no one book can cover all topics for all users This book provides a centralized reference location to address many of the tools features and techniques of SOLIDWORKS 2020 This book covers the following System and Document properties FeatureManagers PropertyManagers ConfigurationManagers RenderManagers 2D and 3D Sketch tools Sketch entities 3D Feature tools Motion Study Sheet Metal Motion Study SOLIDWORKS Simulation PhotoView 360 Pack and Go 3D PDFs Intelligent Modeling techniques 3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2020 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 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 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 feature The book provides access to over 260 models their solutions and additional support materials Learn by doing not just by reading Formulate the skills to create modify and edit 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 complement the Online Tutorials and Online Help contained in

SOLIDWORKS 2020 The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs 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 SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model

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Tutorials If you are familiar with an earlier 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 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 feature The book provides access to over 240 models their solutions and additional support materials Learn by doing not just by reading Formulate the skills to create modify and edit 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 compliment the Online Tutorials and Online Help contained in SolidWorks 2015 The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs 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 SolidWorks every day and his responsibilities go far beyond the creation of just a 3D model

**SOLIDWORKS 2024: A Power Guide for Beginners and Intermediate Users** Sandeep Dogra, SOLIDWORKS 2024 A Power Guide for Beginners and Intermediate Users textbook is designed for both instructor led courses and self paced learning It is intended to help engineers and designers interested in learning SOLIDWORKS for creating 3D mechanical designs This is a valuable resource for new SOLIDWORKS users and a great teaching tool for classroom training With 14 chapters and a total of 780 pages the content extensively covers key SOLIDWORKS environments such as Sketching Part Modeling Assembly and Drawing This textbook teaches users to use SOLIDWORKS mechanical design software for creating parametric 3D solid components assemblies and 2D drawings Additionally a dedicated chapter is included to guide users in creating multiple configurations of a design This textbook not only focuses on the usage of the tools and commands of SOLIDWORKS but also the concept of design Every chapter in this textbook contains tutorials that provide users with step by step instructions for creating mechanical designs and drawings with ease Additionally every chapter ends with practical hands on test drives that allow users to experience the user friendly and powerful technical capabilities of SOLIDWORKS

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should create everything from the beginning and take it step by step      **SOLIDWORKS 2025 Advanced Techniques** Paul Tran, The perfect follow up to SOLIDWORKS Intermediate Skills Uses a step by step tutorial approach with real world projects Comprehensive coverage of advanced SOLIDWORKS tools and techniques Covers parts surfaces SimulationXpress sheet metal top down assemblies and core and cavity molds Features a quick reference guide and a Certified SOLIDWORKS Professional practice exam SOLIDWORKS 2025 Advanced Techniques picks up where SOLIDWORKS 2025 Intermediate Skills leaves off Its aim is to take you from an intermediate user with a basic understanding of SOLIDWORKS and modeling techniques to an advanced user capable of creating complex models and able to use the advanced tools provided by SOLIDWORKS The text covers parts surfaces SimulationXpress sheet metal top down assemblies and core and cavity molds Every lesson and exercise in this book was created based on real world projects Each of these projects has been broken down and developed into easy and comprehensible steps Furthermore at the end of every chapter there are self test questionnaires to ensure that you have gained sufficient knowledge from each section before moving on to more advanced lessons This book takes the approach that in order to understand SOLIDWORKS inside and out you should create everything from the beginning and take it step by step Who this book is for This book is for the intermediate to advanced user who has already completed the SOLIDWORKS Basic Tools book and may have also completed the SOLIDWORKS Intermediate Skills book People who are very familiar with SOLIDWORKS and its add ins will also find this book to be a valuable resource

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