

SOLIDWORKS® 2023 Advanced Techniques

Mastering Parts, Surfaces, Sheet Metal,
SimulationXpress, Top Down Assemblies,
Core & Cavity Molds



Paul Tran CSWE, CSWI

Solidworks Learning Guide

Tayseer Almattar

A red circular graphic with a gradient, appearing as a stylized arrow or a partial circle, located to the right of the author's name.

Solidworks Learning Guide:

Learn SOLIDWORKS 2020 Tayseer Almattar, 2019-12-02 Explore a practical and example driven approach to understanding SOLIDWORKS 2020 and achieving CSWA and CSWP certification Key Features Gain comprehensive insights into the core aspects of mechanical part modeling Get up to speed with generating assembly designs with both standard and advanced mates Focus on design practices for both 2D as well as 3D modeling and prepare to achieve CWSP and CWSA certification Book Description SOLIDWORKS is the leading choice for 3D engineering and product design applications across industries such as aviation automobiles and consumer product design This book takes a practical approach to getting you up and running with SOLIDWORKS 2020 You ll start with the basics exploring the software interface and working with drawing files The book then guides you through topics such as sketching building complex 3D models generating dynamic and static assemblies and generating 2D engineering drawings to equip you for mechanical design projects You ll also do practical exercises to get hands on with creating sketches 3D part models assemblies and drawings To reinforce your understanding of SOLIDWORKS the book is supplemented by downloadable files that will help you follow up with the concepts and exercises found in the book By the end of this book you ll have gained the skills you need to create professional 3D mechanical models using SOLIDWORKS and you ll be able to prepare effectively for the Certified SOLIDWORKS Associate CSWA and Certified SOLIDWORKS Professional CSWP exams What you will learn Understand the fundamentals of SOLIDWORKS and parametric modeling Create professional 2D sketches as bases for 3D models using simple and advanced modeling techniques Use SOLIDWORKS drawing tools to generate standard engineering drawings Evaluate mass properties and materials for designing parts and assemblies Understand the objectives and the formats of the CSWA and CSWP exams Discover expert tips and tricks to generate different part and assembly configurations for your mechanical designs Who this book is for This book is for aspiring engineers designers drafting technicians or anyone looking to get started with the latest version of SOLIDWORKS Anyone interested in becoming a Certified SOLIDWORKS Associate CSWA or Certified SOLIDWORKS Professional CSWP will also find this book useful **SOLIDWORKS 2021: A Power Guide for Beginners and**

Intermediate Users Sandeep Dogra, SOLIDWORKS 2021 A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor led courses as well as self paced learning It is intended to help engineers and designers interested in learning SOLIDWORKS for creating 3D mechanical design This textbook is a great help for new SOLIDWORKS users and a great teaching aid in classroom training This textbook consists of 14 chapters with a total of 798 pages covering the major environments of SOLIDWORKS such as Sketching environment Part modeling environment Assembly environment and Drawing environment This textbook teaches users to use SOLIDWORKS mechanical design software for creating parametric 3D solid components assemblies and 2D drawings This textbook also includes a chapter on creating multiple configurations of a design This textbook not only focuses on the usage of the tools and commands of SOLIDWORKS but also

on 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 Moreover every chapter ends with hands on test drives which allow users to experience the user friendly and technical capabilities of SOLIDWORKS

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

Beginner's Guide to SOLIDWORKS 2024 - Level I Alejandro Reyes, 2024-02 Designed to teach new users the basic concepts of SOLIDWORKS and good solid modeling techniques Uses a task oriented approach to learning SOLIDWORKS Focuses on the processes to complete the modeling of a part instead of individual commands Includes access to extensive video instruction Covers commands found on the CSWA exam and includes a practice test This book is intended to help new users learn the 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 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 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 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 learn Throughout this book the author introduces you to new commands that are required to pass the Certified SOLIDWORKS Associate exam as listed on the SOLIDWORKS website A dedicated chapter provides you with details about the exam as well as a practice test to help you prepare for the actual exam SOLIDWORKS is an easy to use 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 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 Includes Video Instruction Each copy of this book includes access to video instruction In these videos the author provides a clear presentation of tutorials found in the book The videos reinforce the steps described in the book by allowing you to watch the exact steps the author uses to complete the exercises while he provides additional details along the way Captioned versions of these videos are also available for customers who want or need video captions

Beginner's Guide to SOLIDWORKS 2021 - Level I Alejandro Reyes,2021-01-29 This book is intended to help new users learn the 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 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 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 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 learn Throughout this book the author introduces you to new commands that are required to pass the Certified SOLIDWORKS Associate exam as listed on the SOLIDWORKS website A dedicated chapter provides you with details about the exam as well as a practice test to help you prepare for the actual exam SOLIDWORKS is an easy to use 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 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 SOLIDWORKS 2023 - Level I Alejandro Reyes,2023-05-04 Designed to teach new users the basic concepts of SOLIDWORKS and good solid modeling techniques Uses a task oriented approach to learning SOLIDWORKS Focuses on the processes to complete the modeling of a part instead of individual commands Includes access to extensive video instruction Covers commands found on the CSWA exam and includes a practice test This edition features expanded content covering the CSWA

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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

Solidworks 2021 John Willis, Sandeep Dogra, CADArtifex, 2021-01-26 SOLIDWORKS 2021 A Power Guide for Beginners and Intermediate User textbook has been designed for instructor led courses as well as self paced learning It is intended to help engineers and

designers interested in learning SOLIDWORKS for creating 3D mechanical design This textbook is a great help for new SOLIDWORKS users and a great teaching aid in classroom training This textbook consists of 14 chapters with a total of 798 pages covering the major environments of SOLIDWORKS such as Sketching environment Part modeling environment Assembly environment and Drawing environment This textbook teaches users to use SOLIDWORKS mechanical design software for creating parametric 3D solid components assemblies and 2D drawings This textbook also includes a chapter on creating multiple configurations of a design This textbook not only focuses on the usage of the tools and commands of SOLIDWORKS but also on 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 Moreover every chapter ends with hands on test drives which allow users to experience the user friendly and technical capabilities of SOLIDWORKS Table of Contents Chapter 1 Introduction to SOLIDWORKS Chapter 2 Drawing Sketches with SOLIDWORKS Chapter 3 Editing and Modifying Sketches Chapter 4 Applying Geometric Relations and Dimensions Chapter 5 Creating First Base Feature of Solid Models Chapter 6 Creating Reference Geometries Chapter 7 Advanced Modeling I Chapter 8 Advanced Modeling II Chapter 9 Patterning and Mirroring Chapter 10 Advanced Modeling III Chapter 11 Working with 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 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 resources for faculty and students Additional student and faculty projects Technical support for the book by contacting info.cadartifex.com

Learning SOLIDWORKS 2025 Randy Shih, Teaches beginners how to use SOLIDWORKS with easy to understand tutorials Features a simple robot design used as a project throughout the book Covers modeling gear creation linkage analysis assemblies simulations and 3D animation Available with an optional robot kit Includes a chapter introducing you to 3D printing This book will teach you everything you need to know to start using SOLIDWORKS 2025 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 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 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 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 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 continues by examining the different mechanisms commonly used in walking robots You will

learn the basic types of planar four bar linkages commonly used in mechanical designs and how to use the GeoGebra Dynamic Geometry software to simulate and analyze 2D linkages Using the knowledge you gained about linkages and mechanisms you will learn how to modify your robot and change its behavior by modifying or 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 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 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 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 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

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Beginner's Guide to SOLIDWORKS 2018 - Level I Alejandro Reyes, 2017-10 This book is intended to help new users learn the 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 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 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 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 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 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 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 Includes Video Instruction Each copy of this book includes access to video instruction In these videos the author provides a visual presentation of tutorials found in the book The videos reinforce the steps described in the book by allowing you to watch the exact steps the author uses to complete the exercises

Commands Guide Tutorial for SolidWorks 2011 David C. Planchard, Marie P. Planchard, 2010 The Commands Guide Tutorial for SolidWorks 2011 is a comprehensive reference book written to assist the beginner to intermediate user of SolidWorks 2011 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 2011 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 2011 software If you are completely new to SolidWorks you should read Chapter 1 in detail and complete Tutorial 1 Tutorial 2 and Tutorial 3 in the SolidWorks Tutorials If you are familiar with an earlier release of SolidWorks you might still want to skim Chapter 1 to get acquainted with some of the new commands menus and features that you haven't used or you can simply jump to any section in any chapter Each chapter 18 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 240 plus tutorials are provided on the enclosed book CD with their solution initial and final Learn by doing not just reading Formulate the skills to create modify and edit sketches and solid features You will also 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 2011 The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs

Beginner's Guide to SolidWorks 2015 - Level I Alejandro Reyes, 2015-01-14 This book is intended to help new users learn the 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 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 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 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 learn The author strived hard to include the commands required in the Certified SolidWorks Associate test as listed on the SolidWorks website as well as several more SolidWorks is an easy to use 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 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 **Mastercam X2 with SolidWorks Training Guide Mill 2D** Matthew Manton, Duane Weidinger, 2007 **Solidworks 2020** John Willis, Sandeep Dogra, CADArtifex, 2020-01-20

SOLIDWORKS 2020 A Power Guide for Beginners and Intermediate User textbook is designed for instructor led courses as well as for self paced learning It is intended to help engineers and designers interested in learning SOLIDWORKS for creating 3D mechanical design This textbook is a great help for new SOLIDWORKS users and a great teaching aid in classroom training This textbook consists of 14 chapters total 800 pages covering the major environments of SOLIDWORKS such as Sketching environment Part modeling environment Assembly environment and Drawing environment This textbook teaches users to use SOLIDWORKS mechanical design software for creating parametric 3D solid components assemblies and 2D drawings This textbook also includes a chapter on creating multiple configurations of a design This textbook not only focuses on the usage of the tools and commands of SOLIDWORKS but also on 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 Moreover every chapter ends with hands on test drives which allow users to experience the user friendly and technical capabilities of SOLIDWORKS

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Main Features of the Textbook Comprehensive coverage of tools Step by step real 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 resources for faculty and students Additional student and faculty projects Technical support for the book by contacting info@cadartifex.com **Learning SOLIDWORKS 2024** Randy Shih, 2024-05-27 Teaches beginners how to use SOLIDWORKS with easy to understand tutorials Features a simple robot design used as a project throughout the book Covers modeling gear creation linkage analysis assemblies simulations and 3D animation Available with an optional robot kit Includes a chapter introducing you to 3D printing This book will teach you everything you need to know to start using SOLIDWORKS 2024 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 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 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 complex parts and multi view drawings Along the way you will learn the fundamentals of parametric modeling through the use of geometric

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Learning SOLIDWORKS 2022 Randy Shih, 2022-03

This book will teach you everything you need to know to start using SOLIDWORKS 2022 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 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 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 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 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 continues by examining the different mechanisms commonly used in walking robots You will learn the basic types of planar four bar linkages commonly used in mechanical designs and how to use the GeoGebra Dynamic Geometry software to simulate and analyze 2D linkages Using the knowledge you gained about linkages and mechanisms you will learn how to modify your robot and change its behavior by modifying or 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 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 types of 3D printing technologies commonly used filaments and the basic

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Learning SOLIDWORKS 2023 Randy Shih,2023 Teaches beginners how to use SOLIDWORKS with easy to understand tutorials Features a simple robot design used as a project throughout the book Covers modeling gear creation linkage analysis assemblies simulations and 3D animation Available with an optional robot kit Includes a chapter introducing you to 3D printing This book will teach you everything you need to know to start using SOLIDWORKS 2023 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 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 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 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 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 continues by examining the different mechanisms commonly used in walking robots You will learn the basic types of planar four bar linkages commonly used in mechanical designs and how to use the GeoGebra Dynamic Geometry software to simulate and analyze 2D linkages Using the knowledge you gained about linkages and mechanisms you will learn how to modify your robot and change its behavior by modifying or 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 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 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 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 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

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mechanisms you will learn how to modify your robot and change its behavior by modifying or 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 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 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 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 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 2021: A Step-By-Step Tutorial Guide for Beginners (Mixed Units) Sdcad Academy,2021-02 SOLIDWORKS 2021 A Step By Step Tutorial Guide for Beginners Mixed Units textbook is intended to help students designers engineers and professionals who are interested in learning SOLIDWORKS step by step for creating real world 3D mechanical designs It is a great starting point for new users of SOLIDWORKS and for those moving from other CAD software This textbook contains tutorials that provide users with step by step instructions for creating parametric 3D solid components assemblies and 2D drawings with ease Every tutorial in this textbook is created based on real world projects This textbook consists of 11 chapters a total of 428 pages covering major environments of SOLIDWORKS such as Part modeling environment Assembly environment and Drawing environment including configurations Every chapter ends with exercises that allow users to experience for themselves the user friendly and powerful capacities of SOLIDWORKS which help users to assess their knowledge

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