

SOLIDWORKS New User Bundle











Length: 8 days (4 days – SOLIDWORKS Essentials & 4 days – SOLIDWORKS Advanced)

Prerequisites: Mechanical Design Experience & familiarity with Windows Operating Systems. It is helpful to complete the online tutorials found in the help menu of SOLIDWORKS prior to attending class.














Description: Students attend the 4 day SOLIDWORKS Essentials class to get started with SOLIDWORKS fundamentals. We recommend that students then use SOLIDWORKS for 418 weeks before beginning the Advanced Course. Students then attend the 4 day SOLIDWORKS Advanced Course to expand on their basic knowledge of the tools.

TOPICS COVERED IN THIS COURSE :

SOLIDWORKS Essentials Highlights

-  Introduction to Sketching
 - Basic Part Modeling
-  Symmetry and Draft
-  Patterning
-  Revolved Features
 - Shelling and Ribs
-  Editing: Repairs
-  Editing: Design Changes
-  Configurations
-  Using Drawings
-  Bottom-Up Assembly Modeling
-  Using Assemblies

SOLIDWORKS Advanced Highlights

-  Multibody Design Techniques
 - Saving Solid Bodies
-  Sketching with Splines
-  Sweeps
-  Working with Curves
 - Advanced Sweeping
-  Boundary Feature and Lofting
-  Other Advanced Tools
-  Advanced Mate Techniques
-  Top-Down Assembly Modeling
-  Assembly Features, Smart Fasteners, Smart Components
-  Assembly Editing
-  Using Configuration with Assemblies
-  Display States and Appearances
 - Layout-based Assembly Design
-  Large Assemblies