SOLIDWORKS

FOR BEGINNERS

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Solidworks Learning Guide

Randy Shih

Solidworks Learning Guide:

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   **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 **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 Table of Contents 1 Introduction Getting Started 2 Parametric Modeling Fundamentals 3 CSG Concepts and Model History Tree 4 Parametric Constraints Fundamentals 5 Pictorials and Sketching 6 Symmetrical Features and Part Drawings 7 Datum Features in Designs 8 Gears and SOLIDWORKS Design Library 9 Advanced 3D Construction Tools 10 Planar Linkage Analysis using GeoGebra 11 Design Makes the Difference 12 Assembly Modeling and Basic Motion Analysis 13 Introduction to 3D Printing Index **Learning SOLIDWORKS 2021** Shih, Randy,2021 This book will teach you everything you need to know to start using SOLIDWORKS 2021 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   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 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   **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

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   **Learning SOLIDWORKS 2020** Randy Shih,2020-02 This book will teach you everything you need to know to start using SOLIDWORKS 2020 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

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and Handle Holders Chapter 7 Creating Muffler and Swing Arm Chapter 8 Creating Shock Absorber and Engine Parts Chapter 9 Creating Mudguards Fuel Tank Headlight Mask and Seat Cover Chapter 10 Weldment Structural Frames Chapter 11 Creating Motor Cycle Assembly Chapter 12 Generating Drawing Views Index Free Teaching and Learning Resources CADCIM Technologies provides the following free teaching and learning resources with this textbook Technical support by contacting techsupport cadcim com Part files used in exercises and illustrations Instructor Guide with solution to all review questions and instructions to create the models for exercises Additional learning resources at allaboutcadcam blogspot com and youtube com cadcimtech   **Learning SOLIDWORKS 2016** Randy Shih,2015-12 This book will teach you everything you need to know to start using SOLIDWORKS 2016 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 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 mechanism you will learn how to modify your robot and change its behavior by modifying or creating new parts In the final 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 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   **Learning SOLIDWORKS 2018** Randy Shih,2018 This book will teach you everything you need to know to start using SOLIDWORKS 2018 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 **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 **Learning SolidWorks 2013** Randy H. Shih,2012-11-30 This book will teach you

everything you need to know to start using SolidWorks 2013 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 Drafting 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 mechanism you will learn how to modify your robot and change its behavior by modifying or creating new parts In the final 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 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   **Learning SOLIDWORKS 2017** Randy Shih,2017-03 This book will teach you everything you need to know 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 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 mechanism 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

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Table of Contents Solidworks Learning Guide

1. Understanding the eBook Solidworks Learning Guide
    - The Rise of Digital Reading Solidworks Learning Guide
    - Advantages of eBooks Over Traditional Books
2. Identifying Solidworks Learning Guide
    - Exploring Different Genres
    - Considering Fiction vs. Non-Fiction
    - Determining Your Reading Goals
3. Choosing the Right eBook Platform
    - Popular eBook Platforms
    - Features to Look for in an Solidworks Learning Guide
    - User-Friendly Interface
4. Exploring eBook Recommendations from Solidworks Learning Guide
    - Personalized Recommendations
    - Solidworks Learning Guide User Reviews and Ratings

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