SOLID EDGE

CADFLOW_

Quick Reference Guide

Rotate

To rotate the view about the center of the model:
Hold the MMB and drag
OR
RMB + Shift and drag

To rotate along an axis or centered on a point:
1. MMB on an empty space
2. Click on a geometric entity to be used as the axis or point of rotation

Pan

MMB + Shift and drag
OR
RMB + CTRL + Shift and drag

Zoom

MMB + CTRL and drag
OR
RMB + CTRL and drag

RMB + ALT and drag   = Zoom Window
RMB Single Click + ALT   = Fit Window
MMB Double Click   = Fit Window

MMB = Middle Mouse Button
RMB = Right Mouse Button

Synchronous Technology

F3 = Lock sketch plane

Live Rules

General

ESC = Cancel Command
RMB = Validate Command

Common to all environments

Command	Modifier	Key
Help	Shift+	F1
Help	None	F1
New	Ctrl+	N
Open	Ctrl+	O
Copy	Ctrl+	C
Cut	Ctrl+	X
Paste	Ctrl+	V
Paste Special	Ctrl+	F1
Previous View	Alt+	F5
Print	Ctrl+	P
Redo	Ctrl+	Y
Undo	Ctrl+	Z
Save	Ctrl+	S
Refresh View	None	F5

Draft

Command	Modifier	Key
Activate Part	Ctrl+Shift+	W
Automatically Reposition Target	None	F8
Goto Sheet	Ctrl+	G
Grid Snap Lock X	Alt+	X
Grid Snap Lock Y	Alt+	Y
Reposition Target	None	F12
Select All	Ctrl+	A
Snap to Grid On/Off	None	F9
Zoom	Ctrl+	F12
Zoom Tool	Alt+	Z

Part, Assembly & Sheet Metal

Command	Modifier	Key
Back View	Ctrl+	X
Bottom View	Ctrl+	B
Clipping On	Ctrl+	D
Decrease PMI Font	Ctrl+Shift+	
Dimetric View	Ctrl+	J
Fit	Ctrl+Shift+	Num 6
Front View	Ctrl+	F
Hide Previous Level	Ctrl+	Q
Increase PMI Font	Ctrl+Shift+	
ISO View	Ctrl+	I
Left View	Ctrl+	L
Previous View	Alt+	F5
Rename	None	F2
Right View	Ctrl+	R
Rotate	Ctrl+Shift+	Num 4
Rotate Positive X	Ctrl+	Num 6
Rotate Positive Y	Ctrl+	Num 4
Rotate Positive Z	Ctrl+	Num 8
Sketch View	Ctrl+	H
Top View	Ctrl+	T
Trimetric View	Ctrl+	M
Update All Links	Alt+	U
Update Relationships	Ctrl+	U
Zoom In	Ctrl+	Num +
Zoom Out	Ctrl+	Num −

Assembly specific

Command	Modifier	Key
Activate Part	Ctrl+Shift+	W
Current Configuration	Ctrl+Shift+	Num 8
Display Configurations	Ctrl+Shift+	Num 4
Perspective	Ctrl+Shift+	Num 8

[Solid Edge Guide](#)

Prof. Sham Tickoo

Solid Edge Guide:

Solid Edge 2024 for Designers, 21st Edition Prof. Sham Tickoo,2024-08-02 Solid Edge 2024 for Designers book introduces the readers to Solid Edge 2024 one of the world s leading parametric solid modeling packages Consisting of 15 chapters the book covers the Part Assembly Drafting and Sheet Metal environments of Solid Edge 2024 Both synchronous and ordered environments are discussed throughout this book Also 3D sketching is discussed in both synchronous and ordered environments 3D sketching combines the speed and flexibility of modeling with precise control on dimension driven designs thereby providing tremendous productivity gains over traditional methods The author emphasizes on the solid modeling and editing techniques that enhance the productivity and efficiency of the users In addition chapters have tutorials and exercises that are based on the tools discussed in the chapter to help users initially learn the tools and concepts and then understand their practical usage and working Salient Features Comprehensive coverage of Solid Edge 2024 concepts and techniques Detailed explanation of all commands and tools Tutorial approach to explain concepts Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process Additional information throughout the book in the form of notes and tips Real world mechanical engineering designs as tutorials exercises and projects Self Evaluation Tests and Review Questions for tests Part files used in tutorials exercises and illustrations Instructor Guide with solution to all review questions and exercises Additional learning resources at https allaboutcadcam blogspot com and youtube com cadcimtech Table of Contents Chapter 1 Introduction to Solid Edge 2024 Chapter 2 Sketching Dimensioning and Creating Base Features and Drawings Chapter 3 Adding Relationships and Dimensions to Sketches Chapter 4 Editing Extruding and Revolving the Sketches Chapter 5 Working with Additional Reference Geometries Chapter 6 Advanced Modeling Tools I Chapter 7 Editing Features Chapter 8 Advanced Modeling Tools II Chapter 9 Advanced Modeling Tools III Chapter 10 Assembly Modeling I Chapter 11 Assembly Modeling II Chapter 12 Generating Editing and Dimensioning Drawing Views Chapter 13 Surface Modeling Chapter 14 Sheet Metal Design Chapter 15 Introduction to Convergent Modeling Student Projects Index *Getting Started with SOLID EDGE* Electronic Data Systems Corporation,2001 *Solid Edge ST10 for Designers* Prof. Sham Tickoo,2017-12-30 Solid Edge ST10 for Designers book introduces the readers to Solid Edge ST10 one of the world s leading parametric solid modeling packages This book consists of 15 chapters structured in a pedagogical sequence covering the Part Assembly Drafting and Sheet Metal environments of Solid Edge ST10 Both Synchronous and Ordered environments are discussed throughout this book In this textbook 3D Sketching is also discussed in both Synchronous and Ordered environments 3D Sketching combines the speed and flexibility of modeling with precise control on dimension driven designs thereby providing tremendous productivity gains over traditional methods Additionally in this textbook the author emphasizes solid modeling and editing techniques that enhance the productivity and efficiency of the users Every chapter begins with a tools section that provides brief information

of the Solid Edge tools Also chapters are provided with tutorials and exercises that are created using the commands discussed in the chapter This approach allows the users to use this book initially as a learning tool and then as a reference material Also in this release one new chapter has been added to enable the readers to understand the concepts of Convergent Modeling *Solid Edge Assembly* Electronic Data Systems Corporation,2003 Solid Edge 2023 for Designers, 20th Edition Prof. Sham Tickoo,2023-05-29 Solid Edge 2023 for Designers book introduces the readers to Solid Edge 2023 one of the world s leading parametric solid modeling packages Consisting of 15 chapters the book covers the Part Assembly Drafting and Sheet Metal environments of Solid Edge 2023 Both synchronous and ordered environments are discussed throughout this book Also 3D sketching is discussed in both synchronous and ordered environments 3D sketching combines the speed and flexibility of modeling with precise control on dimension driven designs thereby providing tremendous productivity gains over traditional methods The author emphasizes on the solid modeling and editing techniques that enhance the productivity and efficiency of the users In addition chapters have tutorials and exercises that are based on the tools discussed in the chapter to help users initially learn the tools and concepts and then understand their practical usage and working Salient Features Comprehensive coverage of Solid Edge 2023 concepts and techniques Detailed explanation of all commands and tools Tutorial approach to explain concepts Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process Additional information throughout the book in the form of notes and tips Real world mechanical engineering designs as tutorials exercises and projects Self Evaluation Tests and Review Questions for tests Table of Contents Chapter 1 Introduction to Solid Edge 2023 Chapter 2 Sketching Dimensioning and Creating Base Features and Drawings Chapter 3 Adding Relationships and Dimensions to Sketches Chapter 4 Editing Extruding and Revolving the Sketches Chapter 5 Working with Additional Reference Geometries Chapter 6 Advanced Modeling Tools I Chapter 7 Editing Features Chapter 8 Advanced Modeling Tools II Chapter 9 Advanced Modeling Tools III Chapter 10 Assembly Modeling I Chapter 11 Assembly Modeling II Chapter 12 Generating Editing and Dimensioning Drawing Views Chapter 13 Surface Modeling Chapter 14 Sheet Metal Design Chapter 15 Introduction to Convergent Modeling Student Projects Index **Solid Edge 2019 for Designers, 16th Edition** Prof. Sham Tickoo,2019 Solid Edge 2019 for Designers book introduces the readers to Solid Edge 2019 one of the world s leading parametric solid modeling packages This book consists of 15 chapters structured in a pedagogical sequence covering the Part Assembly Drafting and Sheet Metal environments of Solid Edge 2019 Both Synchronous and Ordered environments are discussed throughout this book In this book 3D Sketching is also discussed in both Synchronous and Ordered environments 3D Sketching combines the speed and flexibility of modeling with precise control on dimension driven designs thereby providing tremendous productivity gains over traditional methods Additionally in this book the author emphasizes on the solid modeling and editing techniques that enhance the productivity and efficiency of the users Also chapters are provided with tutorials

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parametric solid modeling packages Consisting of 15 chapters the book covers the Part Assembly Drafting and Sheet Metal environments of Solid Edge 2020 Both synchronous and ordered environments are discussed throughout this book Also 3D sketching is discussed in both synchronous and ordered environments 3D sketching combines the speed and flexibility of modeling with precise control on dimension driven designs thereby providing tremendous productivity gains over traditional methods The author emphasizes on solid modeling and editing techniques that enhance the productivity and efficiency of the users In addition chapters have tutorials and exercises that are based on the tools discussed in the chapter to help users initially learn the tools and concepts and then understand their practical usage and working Salient Features Comprehensive coverage of Solid Edge 2020 concepts and techniques A detailed explanation of all commands and tools Tutorial approach to explain concepts Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process Additional information throughout the book in the form of notes and tips Real world mechanical engineering designs as tutorials exercises and projects Self Evaluation Tests and Review Questions for tests Table of Contents Chapter 1 Introduction to Solid Edge 2020 Chapter 2 Drawing Sketches Chapter 3 Adding Relationships and Dimensions to Sketches Chapter 4 Editing Extruding and Revolving the Sketches Chapter 5 Working with Additional Reference Geometries Chapter 6 Advanced Modeling Tools I Chapter 7 Editing Features Chapter 8 Advanced Modeling Tools II Chapter 9 Advanced Modeling Tools III Chapter 10 Assembly Modeling I Chapter 11 Assembly Modeling II Chapter 12 Generating Editing and Dimensioning Drawing Views Chapter 13 Surface Modeling Chapter 14 Sheet Metal Design Chapter 15 Introduction to Convergent Modeling Student Projects Index **Autodesk Maya 2020: A Comprehensive Guide, 12th Edition** Prof. Sham Tickoo,2020-04-08 Autodesk Maya 2020 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects The intuitive user interface and workflow tools of Maya 2020 have made the job of design visualization specialists a lot easier Autodesk Maya 2020 A Comprehensive Guide covers all features of Autodesk Maya 2020 software in a simple lucid and comprehensive manner It will unleash your creativity thus helping you create realistic 3D models animation and visual effects In this edition new tools and enhancements in modeling animation rigging as well as performance improvements in bifrost are covered Additionally the newly introduced Mash module which is used for creating motion graphics is also covered in the book Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2020 The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2020 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is

provided throughout the book in the form of tips and notes Self Evaluation test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lighting Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair Chapter 16 Bifrost Chapter 17 Bullet Physics and Motion Graphics Index **Solid Edge Fundamentals** ,2003 **Premetered Coating Methods** Peter M. Schweizer,2022-09-23 This book compares premetered methods to self metered processes and addresses general properties of premetered methods It presents specific properties of slot slide and curtain coating The book is divided in three parts Part I compares premetered methods to self metered processes It explains the term premetered which is an expression of the law of mass conservation and discusses the physical fluid properties that are relevant for premetered processes Furthermore it presents in detail the various basic flow fields that make up premetered coating methods Lastly it introduces the concepts of wall shear stress residence time and hydrodynamic assist to dynamic wetting Part II addresses general properties of premetered methods such as the fluid conditioning and delivery systems the nominal film thickness and the film thickness uniformity both in machine and cross web directions die design It lists the attractive features of simultaneous multilayer applications including an explanation of how mixing of adjacent layers can be prevented This section concludes by revisiting examples of economic considerations Part III presents specific properties of slot slide and curtain coating It examines various topics such as coating equipment and coating configurations coating modes details of the various flow fields operating window and process limitations and process optimization *Solid Edge 2021 for Designers, 18th Edition* Prof. Sham Tickoo,2021-02-12 Solid Edge 2021 for Designers book introduces the readers to Solid Edge 2021 one of the world s leading parametric solid modeling packages Consisting of 15 chapters the book covers the Part Assembly Drafting and Sheet Metal environments of Solid Edge 2021 Both synchronous and ordered environments are discussed throughout this book Also 3D sketching is discussed in both synchronous and ordered environments 3D sketching combines the speed and flexibility of modeling with precise control on dimension driven designs thereby providing tremendous productivity gains over traditional methods The author emphasizes on the solid modeling and editing techniques that enhance the productivity and efficiency of the users In addition chapters have tutorials and exercises that are based on the tools discussed in the chapter to help users initially learn the tools and concepts and then understand their practical usage and working Salient Features Comprehensive coverage of Solid Edge 2021 concepts and techniques Detailed explanation of all commands and tools Tutorial approach to explain concepts Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process Additional information throughout the book in the form of notes and tips Real world mechanical engineering designs as tutorials

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Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair and XGen Chapter 16 Bifrost Chapter 17 Bullet Physics and Motion Graphics Index   **Manual on Uniform Traffic Control Devices** Department of Transportation,Federal Highway Administration,2003-11-25   **Autodesk Maya 2019: A Comprehensive Guide, 11th Edition** Prof. Sham Tickoo,2018 Autodesk Maya 2019 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects A wide range of 3D visual effects computer graphics and character animation tools make it an ideal platform for 3D artists The intuitive user interface and workflow tools of Maya 2019 have made the job of design visualization specialists a lot easier Autodesk Maya 2019 A Comprehensive Guide book covers all features of Autodesk Maya 2019 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2019 for 3D and visual effect artists and designers This Autodesk Maya 2019 book will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation and visual effects It caters to the needs of both the novice and advanced users of Maya 2019 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2019 The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2019 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book in the form of tips and notes Self Evaluation test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lighting Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair Chapter 16 Bifrost Chapter 17 Bullet Physics Index

Autodesk Maya 2022: A Comprehensive Guide, 13th Edition Prof. Sham Tickoo,2021-07-28 Autodesk Maya 2022 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects The intuitive user interface and workflow tools of Maya 2022 have made the job of design visualization specialists a lot easier Autodesk Maya 2022 A Comprehensive Guide book covers all features of Autodesk Maya 2022 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2022 for 3D and visual effects artists and designers It caters to

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Solid Edge Guide Book Review: Unveiling the Magic of Language

In an electronic era where connections and knowledge reign supreme, the enchanting power of language has become more apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is really remarkable. This extraordinary book, aptly titled "**Solid Edge Guide**," written by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound effect on our existence. Throughout this critique, we will delve in to the book is central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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