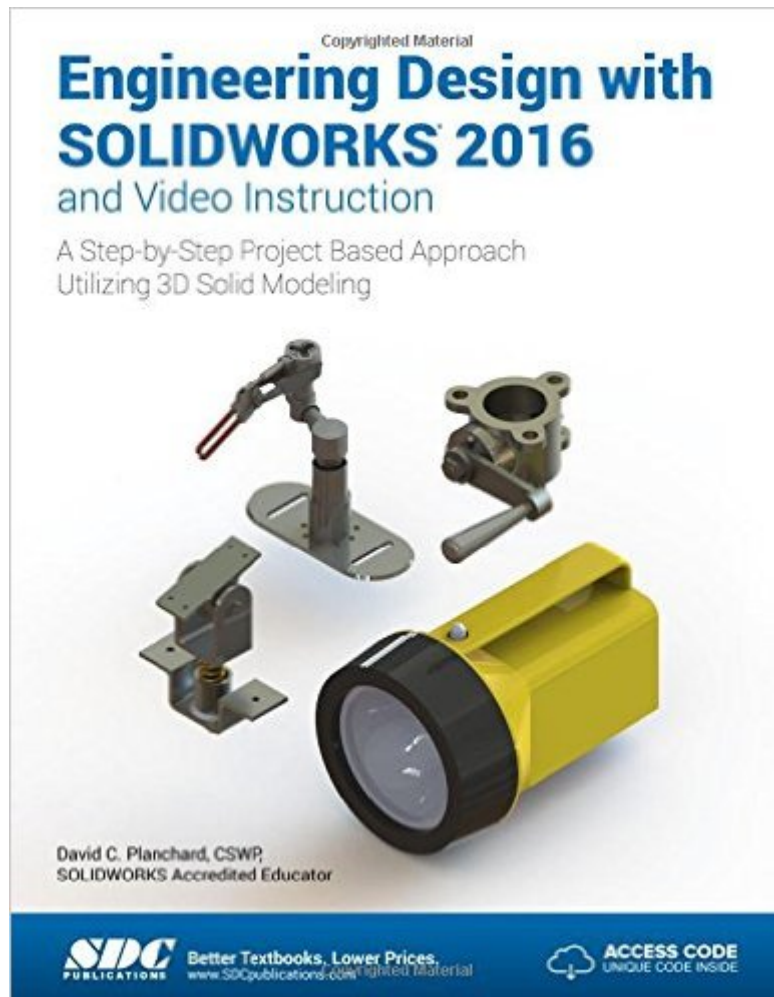


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Engineering Design With SOLIDWORKS 2016 And Video Instruction



Synopsis

Engineering Design with SOLIDWORKS 2016 and video instruction is written to assist students, designers, engineers and professionals. The book provides a solid foundation in SOLIDWORKS by utilizing projects with step-by-step instructions for the beginner to intermediate SOLIDWORKS user. Explore the user interface, CommandManager, menus, toolbars and modeling techniques to create parts, assemblies and drawings in an engineering environment. Follow the step-by-step instructions and develop multiple parts and assemblies that combine machined, plastic and sheet metal components. 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, Bills of Materials, Custom Properties and Configurations. Address various SOLIDWORKS analysis tools and Intelligent Modeling techniques along with Additive Manufacturing (3D printing). Learn by doing not just by reading. Desired outcomes and usage competencies are listed for each project. Know your objective up front. Follow the steps in Projects 1 - 9 to achieve the design goals. Review Project 10 on Additive Manufacturing (3D printing) and its benefits and features. Understand the terms and technology used in low cost 3D printers. Work between multiple documents, features, commands and custom properties that represent how engineers and designers utilize SOLIDWORKS in industry. Review individual features, commands and tools with the Video Instruction. The projects contain exercises. The exercises analyze and examine usage competencies. Collaborate with leading industry suppliers such as SMC Corporation of America, Boston Gear and 80/20 Inc. Collaborative information translates into numerous formats such as paper drawings, electronic files, rendered images and animations. On-line intelligent catalogs guide designers to the product that meets both their geometric requirements and performance functionality. The author developed the industry scenarios by combining his 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. The book is designed to compliment the SOLIDWORKS Tutorials contained in SOLIDWORKS 2016. Table of Contents Introduction 1. Overview of SOLIDWORKS and the User Interface 2. Fundamentals of Part Modeling 3. Fundamentals of Assembly Modeling 4. Fundamentals of Drawing 5. Extrude and Revolve Features 6. Swept, Lofted and Additional Features 7. Top Down Assembly Modeling and Sheet Metal Parts 8. SOLIDWORKS Simulation 9. Intelligent Modeling Techniques 10. Additive Manufacturing - 3D Printing Appendix Glossary Index

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The perfect book. The perfect way to teach a subject. First the book tells you what they are going to teach you, then you practice the various exercises and after you are finished with the "hands-on" experience then you review what you were taught.

Very good book for beginners.

This book is neither engineering and nor SolidWorks. It puts you at a position where you cannot learn SolidWorks as well as Engineering

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