

5/8/2020

Dassault SOLIDWORKS

Syllabus

 CoderMask[®]

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Phase I – SOLIDWORKS interface and Sketch

Getting familiar with SOLIDWORKS

- Defining SolidWorks
- File Formats
- SolidWorks first time setting
- New Part
- Part Manipulation
- Working Units
- Saving Files.

Interface and Navigation

- Menu Bar
- Command manager
- Feature Manager Design tree
- Property Manager
- Head Up View Toolbar
- Graphic Area
- Task Panel
- SolidWorks Search

Sketching and its Rules

- Sketch Planes Selection
- 2D geometries (line, rectangle, circle, slot, arc, Polygon, spline, ellipse)
- Sketch Modifying options
- Sketch Patterns (Linear & Circular)
- Under Defined Vs Fully Defined Sketch
- Apply Geometrical constraints and Dimensional constraints

Phase II – 3D modeling and modification

Using Basic Features – 1st 3D Object

- Extrude boss/cut, Revolve boss/cut
- Convert entities, Mirror, Fillet and Chamfer
- 3D patterns, Re-edit 3D feature
- Modifying Sketch of 3D object
- Delete 3D feature

Using Advance Features – Complex 3D Objects

- Creating New Planes
- Sweep boss/cut
- Loft boss/cut

- Hole wizard and Threading
- Rib, Shell, Draft Wrap, intersect
- 3D references, curves
- Suppressed and Unsuppressed Feature
- Feature reordering

Assigning Materials and Mass properties

- Assigning Material, Viewing Mass properties, creating a new Materials

Phase III – Assembly, Drafting and Rendering

Assembling Different parts

- Creating a New Assembly, inserting components
- Applying Standard mates, Advance Mates
- Reference geometries, component pattern, Edit component
- Add Appearances

2D Drafting in SOLIDWORKS

- Creating a new Drawing Files
- Generating different views
- Generating Sections
- Drawing Scale and Sheet Format
- Dimensioning and Annotation
- Table and Bill of Material (BOM)
- saving as AutoCAD DWG format
- Exporting a Drawing as a PDF or an Image, Other settings

Rendering an Image

- Applying Textures, Edit Background
- Perspective Mode
- Preview Window, Final render
- Saving render image

Phase IV – Other types of 3D modeling

Sheet-metal Design

- Creating a new Drawing Files
- Generating different views
- Generating Sections
- Drawing Scale and Sheet Format
- Dimensioning and Annotation
- Table and Bill of Material (BOM)

- saving as AutoCAD DWG format
- Exporting a Drawing as a PDF or an Image, Other settings

Surface Design

- Extrude surface, Revolved surface, Swept and Loft surface
- Boundary surface, filled surface, planar surface
- Surface offset, surface flatten
- extend surface
- Trim and Un-trim surface
- Knit, Thicken

Phase V

- Project Submission
- Certification

