SOLIDWORKS SURFACE MODELING

Pre-Requisites: SOLIDWORKS Essentials, Advanced Part Modeling

Daily Schedule: 8:30 a.m. - 4:30 p.m.

Length: 2 Days

This class teaches users how to build free-form shapes using SOLIDWORKS mechanical design automation software.

Topics covered include: introduction to surfacing, solid-surface hybrid modeling, surface modeling, blends and patches, and master model techniques.

Introduction

- » About This Course
- » Using this Book
- » Windows® 7
- » Use of Color
- » Toolbars
- » Hide/Show Tree Items

Lesson 1: Understanding Surfaces

- » Solids and Surfaces
- » Working with Surface Bodies
- » Why Use Surfaces?
- » Continuity Explained
- » Workflow with Surfaces

Lesson 2: Introduction to Surfacing

- » Similarities Between Solid and Surface Modeling
- » Basic Surfacing

Lesson 3: Solid-Surface Hybrid Modeling

- » Hybrid Modeling
- » Using Surfaces to Modify Solids
- » Interchanging Between Solids and Surfaces
- » Performance Implications
- » Surfaces as Construction Geometry
- » Making Copies of Faces

Lesson 4: Repairing and Editing Imported Geometry

- » Importing Data
- » Repairing and Editing Imported Geometry

Lesson 5: Advanced Surface Modeling

- » Stages in the Process
- » Ruled Surfaces
- » Lofting Surfaces
- » Modeling the Lower Half
- » Conclusion
- » Design Changes

Lesson 6: Blends and Patches

- » Complex Blends
- » Smoothing Patches
- » Free-form Feature
- » Corner Blends

Lesson 7: Master Model Techniques

- » Introduction to Master Models
- » Surface Master Model Technique
- » Working with a Solid Master Model
- » SOLIDWORKS Explorer