

Introduction to SolidWorks® Basics & User interface

- SolidWorks® Basics and Basic terminology
- Introduction to User Interface

Introduction to Sketching and Understanding Geometric Relations

- Introduction to Sketching Interface.
- Using Sketch Tools
- Basic Sketching, Understanding of Dimensions, Relations, Origin and Plane.

Sketching and Basic part modeling

- Advance 2D Sketching.
- Extrude Boss and Cuts along with the Understanding of different end conditions.
- Contour selection and Understanding Intent
- Creating Sketch on Part and Convert Entities
- Creating Reference Planes and Axis

Creating Swept boss/cuts, Lofted boss/cuts, Boundary boss/cuts, Revolve boss/cuts, Mirror

- Creating Revolve boss/cuts, and its Implementation
- Creating Lofted boss/cuts, Guides curves and its Implementation
- Creating Swept boss/cuts, and its Use
- Boundary boss/cuts
- Mirror tool.
- Feature Manager Design Tree

Applied features

- Fillets, Using Fillet Experts, Chamfer
- Hole wizard, Positioning
- Shelling and Ribs
- Using Shelling and Ribs
- Draft

Creating Patterns, Draft Analysis, Mass Properties, Editing material

- Patterning and its Various Techniques
- Draft Analysis
- Mass Properties, File properties, Using Evaluation
- Editing and Assigning Material, Rebuild, Sensors

Editing and creating different Configurations of a Part.

- Editing - Repairs
- Editing - Design Changes
- Creating Configuration of Parts

Bottom up Assembly Modeling, Using Assemblies

- Bottom up Assembly, Creating a new assembly, Mate types and Alignment, FMD Tree, pack and go.
- Using Assemblies, Mass Property Calculation, Interference Detection, Explode Views, Hiding and Unhiding Assemblies
- Animating Explodes Views, Animation Controller, Bill of Material

Using drawings, Using and Creating Different Views, Tolerance and Datum Symbols, Design Table and Bill of Material

- Using and Understanding Drawings
- Creating Drawing Views
- Using Different Views
- Creating Drawing
- Using Annotations and Symbols
- Inserting Bill of Material and Tables

Software Customization, Creating Templates, Changing the Default Options, Import/Export of Files, Files Format and Usage

- Software Customization and Changing the Default Options
- Creating templates (part, drawing, assembly)
- File Format and Usage, Import/Export, Unit customization
- Tips and Tricks Session