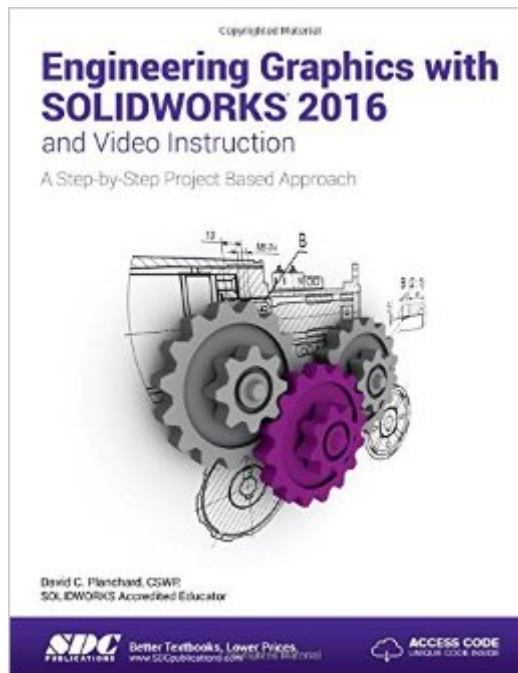


The book was found

Engineering Graphics With SOLIDWORKS 2016 And Video Instruction



Synopsis

Engineering Graphics with SOLIDWORKS 2016 and video instruction is written to assist the technical school, two year college, four year university instructor/student or industry professional that is a beginner or intermediate SOLIDWORKS user. The book combines the fundamentals of engineering graphics and dimensioning practices with a step-by-step project based approach to learning SOLIDWORKS with video instructions. Learn by doing, not just by reading. The book is divided into four sections: Chapters 1 - 3 explore the history of engineering graphics, manual sketching techniques, orthographic projection, Third vs. First angle projection, multi-view drawings, dimensioning practices (ASME Y14.5-2009 standard), line type, fit type, tolerance, fasteners in general, general thread notes and the history of CAD leading to the development of SOLIDWORKS. Chapters 4 - 9 explore the SOLIDWORKS User Interface and CommandManager, Document and System properties, simple machine parts, simple and complex assemblies, proper design intent, design tables, configurations, multi-sheet, multi-view drawings, BOMs, and Revision tables using basic and advanced features. Follow the step-by-step instructions in over 80 activities to develop eight parts, four sub-assemblies, three drawings and six document templates. Chapter 10 provides a section on the Certified Associate - Mechanical Design (CSWA) program with sample exam questions and initial and final SOLIDWORKS models. Chapter 11 provides a section on Additive Manufacturing (3D printing) and its benefits and features. Understand the terms and technology used in low cost 3D printers. Review individual features, commands, and tools using the video instruction and SOLIDWORKS Help. The chapter exercises analyze and examine usage competencies based on the chapter objectives. The book is designed to complement the SOLIDWORKS Tutorials located in the SOLIDWORKS Help menu. Desired outcomes and usage competencies are listed for each project. Know your objectives up front. Follow the step-by step procedures to achieve your design goals. Work between multiple documents, features, commands, and properties that represent how engineers and designers utilize SOLIDWORKS in industry. 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.

Table of Contents

Introduction

1. History of Engineering Graphics
2. Isometric Projection and Multi View Drawings
3. Dimensioning Practices, Scales, Tolerancing and Fasteners
4. Overview of SOLIDWORKS and the User Interface
5. Introduction to SOLIDWORKS Part Modeling
6. Revolved Boss/Base Features
7. Swept, Lofted, Rib, Mirror and Additional Features
8. Assembly Modeling - Bottom up method
9. Fundamentals of Drawing
10. Introduction to the

Book Information

Perfect Paperback: 548 pages

Publisher: SDC Publications; Pap/Psc edition (January 20, 2016)

Language: English

ISBN-10: 1585039977

ISBN-13: 978-1585039975

Product Dimensions: 1 x 9 x 11 inches

Shipping Weight: 12.2 ounces (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #258,031 in Books (See Top 100 in Books) #27 inÂ Books > Computers & Technology > Graphics & Design > CAD > Solidworks #267 inÂ Books > Computers & Technology > Graphics & Design > Computer Modelling #392 inÂ Books > Arts & Photography > Architecture > Drafting & Presentation

Customer Reviews

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.

great seller. AAAA+++

School book, what can I say....

[Download to continue reading...](#)

Engineering Graphics with SOLIDWORKS 2016 and Video Instruction SOLIDWORKS 2016 in 5 Hours with Video Instruction SOLIDWORKS 2016 and Engineering Graphics: An Integrated Approach Engineering & Computer Graphics Workbook Using SOLIDWORKS 2016 Certified SOLIDWORKS Expert Preparation Materials SOLIDWORKS 2016 Engineering Analysis with SOLIDWORKS Simulation 2016 Thermal Analysis with SOLIDWORKS Simulation 2016 and Flow Simulation 2016 Video Marketing Profits: How to Make a Living Selling Affiliate Products & Playing Video Games Online (2 in 1 bundle) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) SOLIDWORKS

2016 Learn by doing: Part, Assembly, Drawings, Sheet metal, Surface Design, Mold Tools, Weldments, DimXpert, and Rendering Motion Simulation and Mechanism Design with SOLIDWORKS Motion 2016 SOLIDWORKS 2016: A Power Guide for Beginners and Intermediate Users Parametric Modeling with SOLIDWORKS 2016 SOLIDWORKS 2016 Basic Tools SOLIDWORKS 2016 Advanced Techniques SOLIDWORKS 2016 Intermediate Skills Introduction to Finite Element Analysis Using SOLIDWORKS Simulation 2016 Analysis of Machine Elements Using SOLIDWORKS Simulation 2016 Beginner's Guide to SOLIDWORKS 2016 - Level II An Introduction to SOLIDWORKS Flow Simulation 2016

[Dmca](#)