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## Solidworks Student Edition 2009

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Motion Simulation and Mechanism Design with SolidWorks Motion 2009 SDC Publications Engineering Graphics with SolidWorks 2014 and video instruction is written to assist 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 two parts:

Engineering Graphics and SolidWorks 3D CAD software. In Chapter 1 through Chapter 3, you 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. In Chapter 4 through Chapter 8, you apply engineering graphics fundamentals and learn the SolidWorks User Interface, Document and System properties, simple parts, simple and complex assemblies, design tables, configurations, multi-sheet, multi-view drawings, Bill of Materials, Revision tables, 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. Formulate the skills to create and modify solid features to model a FLASHLIGHT assembly. Chapter 9 provides a bonus section on the Certified Associate - Mechanical Design (CSWA)

program with sample exam questions and initial and final SolidWorks models. Passing the CSWA exam proves to employers that you have the necessary fundamental engineering graphics and SolidWorks competencies. Review individual features, commands, and tools for each project using the video instruction and SolidWorks Help. The chapter exercises analyze and examine usage competencies based on the project 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

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responsibilities go far beyond the creation of just a 3D model.

*student design kit : any academic 2009-2010 SDC Publications Engineering Analysis with SolidWorks Simulation 2012 goes beyond the standard software manual. Its unique approach concurrently introduces you to the SolidWorks Simulation 2012 software and the fundamentals of Finite Element Analysis (FEA) through hands-on exercises. A number of projects are presented using commonly used parts to illustrate the analysis features of SolidWorks Simulation. Each chapter is designed to build on the skills, experiences and understanding gained from the previous chapters. Topics covered:*

Linear static analysis of parts and assemblies  
Contact stress analysis  
Frequency (modal) analysis  
Buckling analysis  
Thermal analysis  
Drop test analysis  
Nonlinear analysis  
Dynamic analysis  
Random vibration analysis  
h and p adaptive solution methods  
Modeling techniques  
Implementation of FEA in the design process  
Management of FEA projects  
FEA terminology

### Motion Simulation and Mechanism Design with SOLIDWORKS Motion 2017 SDC Publications

Engineering Design with SolidWorks 2011 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 beginning 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: SimulationXpress, Sustainability / SustainabilityXpress and DFMXpress and Intelligent Modeling techniques. 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 Project 1 - 8 to achieve the design goals. 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 enclosed Multi-media CD. 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 authors developed the industry scenarios by combining their own industry experience with the knowledge of engineers, department managers, vendors and manufacturers. These professionals are directly involved with SolidWorks everyday. Their responsibilities go far beyond the creation of just a 3D model. The book is designed to compliment the SolidWorks Tutorials contained in SolidWorks 2011.

Penerbit Andi

OLIDWORKS 2015 in 5 Hours with video instruction introduces the new user to the basics of using SOLIDWORKS 3D CAD

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software in five easy lessons. This book is intended for the student or designer that needs to learn SOLIDWORKS quickly and effectively for senior capstone, machine design, kinematics, dynamics, and other engineering and technology projects that use SOLIDWORKS as a tool. Engineers in industry are expected to have SOLIDWORKS skills for their company's next project. Students need to learn SOLIDWORKS without taking a formal CAD course. Based on years of teaching SOLIDWORKS to engineering students, SOLIDWORKS 2015 in 5 Hours concentrates on the areas where the new user improves efficiency in the design modeling process. By learning the correct SOLIDWORKS skills and file management techniques, you gain the most knowledge in the shortest period of time. You develop a mini Stirling Engine and investigate the proper design intent and constraints. The mini Stirling Engine is based on the external combustion, closed cycle engine of Scottish inventor, Robert Stirling. In addition to 3D modeling, the engine can be used to teach and connect many engineering and physics principles. You begin with an overview of SolidWorks and the User Interface (UI), its menus, toolbars and commands. With a quick pace, you learn the essentials of 2D sketching, part and assembly creation,

perform motion study, develop detailed part and assembly drawings and much more. View the provided videos for each section of the book to enhance your experience. SOLIDWORKS Interface 2D Sketching, Sketch Planes and Sketch tools 3D Features and Design Intent Creating an Assembly Fundamentals in Drawings Part 1 Fundamentals in Drawings Part 2 [Motion Simulation and Mechanism Design with SOLIDWORKS Motion 2020](#) SDC Publications Motion Simulation and Mechanism Design with SolidWorks Motion 2009 is written to help you become familiar with SolidWorks Motion, an add-on module of the SolidWorks software family. This book covers the basic concepts and frequently used commands required to advance readers from a novice to intermediate level in using SolidWorks Motion. SolidWorks Motion allows you to use solid models created in SolidWorks to simulate and visualize mechanism motion and performance. Using SolidWorks Motion early in the product development stage could prevent costly redesign due to design defects found in the physical testing phase. Therefore, using SolidWorks Motion contributes to a more cost effective, reliable, and efficient product design process. Basic concepts discussed in this book include model generation, such as creating assembly mates

for proper motion; carrying out simulation and animation; and visualizing simulation results, such as graphs and spreadsheet data. These concepts are introduced using simple, yet realistic examples. Verifying the results obtained from the computer simulation is extremely important. One of the unique features of this book is the incorporation of theoretical discussions for kinematic and dynamic analyses in conjunction with the simulation results obtained using SolidWorks Motion. Verifying the simulation results will increase your confidence in using the software and prevent you from being fooled by erroneous simulations.

**Commands Guide Tutorial for SolidWorks 2013** SDC Publications SolidWorks 2011 Tutorial with Multimedia CD is target towards a technical school, two year college, four year university or industry professional that is a beginner or intermediate CAD user. The text provides a student who is looking for a step-by-step project based approach to learning SolidWorks with an enclosed 1.5 hour Multi-media CD, SolidWorks model files, and preparation for the CSWA exam. The book is divided into two sections. Chapters 1 - 7 explore the SolidWorks User Interface and CommandManager, Document and System properties, simple

machine parts, simple and complex assemblies, design tables, configurations, multi-sheet, multiview drawings, BOMs, Revision tables using basic and advanced features along with Intelligent Modeling Techniques, SustainabilityXpress, SimulationXpress and DFMXpress. Chapters 8 - 11 prepare you for the new Certified SolidWorks Associate Exam (CSWA) that was released this year. The CSWA certification indicates a foundation in and apprentice knowledge of 3D CAD and engineering practices and principles. Follow the step-by-step instructions and develop multiple assemblies that combine over 100 extruded machined parts and 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 and configurations. Learn by doing, not just by reading! Desired outcomes and usage competencies are listed for each chapter. Know your objective up front. Follow the steps in each chapter to achieve your design goals. Work between multiple documents, features, commands, custom properties and document properties that represent how

engineers and designers utilize SolidWorks in industry.

*Motion Simulation and Mechanism Design with SOLIDWORKS Motion 2018* Springer-Verlag

*Drawing and Detailing with SolidWorks 2010* is written to educate and assist students, designers, engineers, and professionals in the drawing and detailing tools of SolidWorks.

Explore the learning process through a series of design situations, industry scenarios, projects, and objectives targeted towards the beginning to intermediate SolidWorks user.

Work through numerous activities to create multiple-view, multiple-sheet, detailed drawings, and assembly drawings. Develop Drawing templates, Sheet formats, and Custom Properties. Construct drawings that incorporate part configurations, assembly configurations, and design tables. Manipulate annotations in parts, drawings, assemblies, Revision tables, Bills of Materials and more. Apply your drawing and detailing knowledge to over thirty exercises. The exercises test your usage competency as well as explore additional topics with industry examples.

Advanced exercises require the ability to create parts and assemblies. *Drawing and Detailing with SolidWorks 2010* is not a reference book for all drafting and drawing techniques. The book provides examples to: Start a SolidWorks 2009 session and to

understand the following interfaces: Menu bar toolbar, Menu bar menu, Drop-down menus, Context toolbars, Consolidated drop-down toolbars, System feedback icons, Confirmation Corner, Heads-up View toolbar, Document Properties and more. Apply Document Properties to reflect the ASME Y14 Engineering Drawing and related Drawing Practices. Import an AutoCAD file as a Sheet format. Insert SolidWorks System Properties and Custom Properties. Create new SolidWorks Document tabs. Create multi-sheet drawings from various part configurations and develop the following drawing views: Standard, Isometric, Auxiliary, Section, Broken Section, Detail, Half Section (Cut-away), Crop, Projected Back, with a Bill of Materials and a Revision Table and Revisions. Insert and edit: Dimensions, Feature Control Frames, Datums, Geometric Tolerancing, Surface Finishes, and Weld Symbols using DimXpert and manual techniques. Create, apply, and save Blocks and Parametric Notes in a drawing. Project 7 provides a bonus section on the Certified SolidWorks Associate CSWA program with sample exam questions and initial and final SolidWorks models.

**Official Certified SolidWorks Associate (CSWA) Examination Guide** SDC Publications

*Motion Simulation and Mechanism Design with SOLIDWORKS Motion 2016* is written

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to help you become familiar with SOLIDWORKS Motion, an add-on module of the SOLIDWORKS software family. This book covers the basic concepts and frequently used commands required to advance readers from a novice to intermediate level in using SOLIDWORKS Motion. SOLIDWORKS Motion allows you to use solid models created in SOLIDWORKS to simulate and visualize mechanism motion and performance. Using SOLIDWORKS Motion early in the product development stage could prevent costly redesign due to design defects found in the physical testing phase. Therefore, using SOLIDWORKS Motion contributes to a more cost effective, reliable, and efficient product design process. Basic concepts discussed in this book include model generation, such as creating assembly mates for proper motion; carrying out simulation and animation; and visualizing simulation results, such as graphs and spreadsheet data. These concepts are introduced using simple, yet realistic examples. Verifying the results obtained from the computer simulation is extremely important. One of the unique features of this book is the incorporation of theoretical discussions for

kinematic and dynamic analyses in conjunction with the simulation results obtained using SOLIDWORKS Motion. Verifying the simulation results will increase your confidence in using the software and prevent you from being fooled by erroneous simulations.

*Advanced Surface Modeling* John Wiley & Sons

The Commands Guide Tutorial for SolidWorks 2013 is a comprehensive reference book written to assist the beginner to intermediate user of SolidWorks 2013. SolidWorks is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SolidWorks 2013. This book covers the following: System and Document properties FeatureManagers PropertyManagers ConfigurationManagers RenderManagers 2D and 3D Sketch tools Sketch entities 3D Feature tools Motion Study Sheet Metal Motion Study Sustainability Sustainability Xpress

FlowXpress PhotoView 360 Pack and Go Intelligent Modeling techniques and more. Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SolidWorks 2013 software. If you are completely new to SolidWorks, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SolidWorks Tutorials. If you are familiar with an earlier release of SolidWorks, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter (18 total) provides detailed PropertyManager information on key topics with individual stand alone short tutorials to reinforce and demonstrate the functionality and ease of the SolidWorks tool or feature. All models for the 240 plus tutorials are located on the enclosed book CD with their solution (initial and final). Learn by doing, not just by reading! Formulate the skills to create, modify and edit sketches and solid features. Learn the

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techniques to reuse features, parts and assemblies through symmetry, patterns, copied components, design tables, configurations and more. The book is design to compliment the Online Tutorials and Online Help contained in SolidWorks 2013. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The authors developed the tutorials by combining their own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. These professionals are directly involved with SolidWorks everyday. Their responsibilities go far beyond the creation of just a 3D model.

SDC Publications

SolidWorks Bible is a comprehensive reference-tutorial that covers the basics, but then quickly ramps up to more advanced level topics. Every feature is thoroughly covered yet written in a way that makes learning this robust program seem non-threatening and uncomplicated. In a

market full of books for beginners this is the one book that goes into extensive detail, not just on "how" the software works, but in many cases "why" it works the way it does. The author is well known in the SolidWorks community and uses SolidWorks on a daily basis as his main design tool in his contracting and consulting work. Many topics covered in SolidWorks Bible are not found in any other publication or even documentation directly from SolidWorks. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

*Engineering Graphics with SolidWorks 2014 and Video Instruction* SDC Publications

Motion Simulation and Mechanism Design with SOLIDWORKS Motion 2019 is written to help you become familiar with SOLIDWORKS Motion, an add-on module of the SOLIDWORKS software family. This book covers the basic concepts and frequently used commands required to advance readers from a novice to intermediate level in using SOLIDWORKS Motion. SOLIDWORKS Motion allows you to use solid models created in

SOLIDWORKS to simulate and visualize mechanism motion and performance. Using SOLIDWORKS Motion early in the product development stage could prevent costly redesign due to design defects found in the physical testing phase. Therefore, using SOLIDWORKS Motion contributes to a more cost effective, reliable, and efficient product design process. Basic concepts discussed in this book include model generation, such as creating assembly mates for proper motion; carrying out simulation and animation; and visualizing simulation results, such as graphs and spreadsheet data. These concepts are introduced using simple, yet realistic examples. Verifying the results obtained from the computer simulation is extremely important. One of the unique features of this book is the incorporation of theoretical discussions for kinematic and dynamic analyses in conjunction with the simulation results obtained using SOLIDWORKS Motion. Verifying the simulation results will increase your confidence in using the software and prevent you from being fooled by erroneous simulations.

*Learning Solidworks 2009 Textbook With Student Design Kit 150-day Term*

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## *License* SDC Publications

Young engineers are often required to utilize commercial finite element software without having had a course on finite element theory. That can lead to computer-aided design errors. This book outlines the basic theory, with a minimum of mathematics, and how its phases are structured within a typical software. The importance of estimating a solution, or verifying the results, by other means is emphasized and illustrated. The book also demonstrates the common processes for utilizing the typical graphical icon interfaces in commercial codes. In particular, the book uses and covers the widely utilized SolidWorks solid modeling and simulation system to demonstrate applications in heat transfer, stress analysis, vibrations, buckling, and other fields. The book, with its detailed applications, will appeal to upper-level undergraduates as well as engineers new to industry.

Learning and Applying SolidWorks 2008-2009 Step-by-step SDC Publications  
Engineering Design and Graphics with

SolidWorks 2014 shows students how to use SolidWorks to create engineering drawings and designs. The book focuses on the creation of engineering drawings, including dimensions and tolerances and the use of standard parts and tools. Each chapter contains step-by-step sample problems that show students how to apply the concepts presented in the chapter. Effective pedagogy throughout the text helps students learn and retain concepts: Objectives: Each chapter begins with objectives and an introduction to the material. Summaries: Each chapter concludes with a summary and exercise problems. Numerous illustrations: The multitude of illustrations, accompanied by explanatory captions, present a visual approach to learning. Students see in the text what they see on the screen with the addition of explanatory text. Practical application: The text provides hundreds of exercise projects of varying difficulty (far more than any other computer graphics text). These exercises reinforce each chapter's content and help students learn by doing. Flexibility: With the hundreds of problems presented in the book, instructors can assign different problems within the same class and from year to year without repeating problems for students. Meets standards: The text teaches ANSI standards for dimensions and tolerances. This helps students understand how their designs are defined for production and the importance of proper tolerancing. Step-

by-step approach: In presenting the fundamentals of engineering drawing using SolidWorks, the text uses a step-by-step approach that allows students to work and learn at their own pace.

## **SolidWorks 2011 Tutorial** SDC Publications

A fan of the SolidWorks Bible, but want more detail on assemblies? Here you go. SolidWorks fans have long sought more detail on SolidWorks topics, and now you have it. We took our popular SolidWorks Bible, divided it into two books (SolidWorks 2011 Assemblies Bible and SolidWorks 2011 Parts Bible) and packed each new book with a host of items from your wish lists, such as more extensive coverage of the basics, additional tutorials, and expanded coverage of topics largely ignored by other books. This SolidWorks 2011 Assemblies Bible shows you how to organize parts data to create assemblies or subassemblies using the latest version of the 3D solid modeling program, SolidWorks. Thoroughly describes best practices and beginning-to-advanced techniques using both video and text Explains and

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thoroughly covers every assembly function and is written in a way that enables the reader to make better decisions while using the software. Written by well-known and well-respected SolidWorks guru Matt Lombard, it can stand alone or also with the SolidWorks 2011 Parts Bible for a complete SolidWorks reference set. Keep both the SolidWorks 2011 Assemblies Bible and the SolidWorks 2011 Parts Bible on your desk, and you'll have the best resource set out there on SolidWorks.

SDC Publications

Written with the intention that users can learn Inventor on their own with little or no outside help, this unique reference provides step-by-step instructions along with numerous illustrations.

Easy to Use SolidWorks 2009 SDC Publications

*Automating SOLIDWORKS 2015 Using Macros* is designed as a tutorial to help beginner to intermediate programmers develop macros for SOLIDWORKS and SOLIDWORKS Workgroup or Enterprise PDM. The focus of this book is primarily on the Visual Studio Tools

for Applications (VSTA) macro interface. It covers many of the major API functions through practical use cases. It teaches many Visual Basic.NET fundamentals as well as SOLIDWORKS, SOLIDWORKS Workgroup or Enterprise PDM and Excel API functions. The Author has also added a chapter dedicated to some of his favorite source code for you to use as the basis for typical automation procedures. What you'll learn: Record macros, Control Custom Properties, Create parts and features, Build assemblies, Batch create drawings, Extract information from PDM, Create many other time saving utilities.

*Automating SOLIDWORKS 2015 Using Macros* Engineering Design with SolidWorks 2011

The SolidWorks 2014 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SolidWorks 2014. SolidWorks is an immense software package, and no one book can cover all topics for all users. This book

provides a centralized reference location to address many of the tools, features and techniques of SolidWorks 2014. Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SolidWorks 2014 software. If you are completely new to SolidWorks, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SolidWorks Tutorials. Videos are provided to introduce the new user to the basics of using SolidWorks 3D CAD software. If you are familiar with an earlier release of SolidWorks, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter (18 total) provides detailed PropertyManager information on key topics with individual standalone short tutorials to reinforce and demonstrate the functionality and ease of the SolidWorks tool or feature. All models for the 240 plus tutorials are located on the enclosed book CD with



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their solution (initial and final). Learn by doing, not just by reading! 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, configurations and more. The book is designed to compliment the Online Tutorials and Online Help contained in SolidWorks 2014. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SolidWorks every day and his responsibilities go far beyond the creation of just a 3D model.

**SOLIDWORKS 2015 in 5 Hours with Video Instruction** John Wiley & Sons Engineering Graphics with SolidWorks 2013 and Video Instruction DVD is written to assist 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 the enclosed 1.5 hour Video Instruction DVD. Learn by doing, not just by reading. The book is divided into two parts: Engineering Graphics and SolidWorks 3D CAD software. In Chapter 1 through Chapter 3, you explore the history of engineering graphics, manual sketching techniques, orthographic projection, isometric projection, multi-view drawings, dimensioning practices and the history of CAD leading to the development of SolidWorks. In Chapter 4 through Chapter 8, you apply engineering graphics fundamentals and learn the SolidWorks User Interface, Document and System properties, simple parts, simple and complex assemblies, design tables, configurations, multi-sheet, multi-view drawings, Bill of Materials, Revision tables, basic and advanced features. Follow the step-by-step instructions in over 70 activities to develop eight parts, four sub-assemblies, three drawings, and six document templates. Formulate the skills

to create and modify solid features to model a 3D FLASHLIGHT assembly. Chapter 9 provides a bonus section on the Certified SolidWorks Associate CSWA program with sample exam questions and initial and final SolidWorks models. Passing the CSWA exam proves to employers that you have the necessary fundamental engineering graphics and SolidWorks competencies. Review individual features, commands, and tools for each project with the book's 1.5 hour Video Instruction DVD and SolidWorks Help. The chapter exercises analyze and examine usage competencies based on the project objectives. The book is designed to complement the SolidWorks Tutorials located in the SolidWorks Help menu. Each section explores the SolidWorks Online User's Guide to build your working knowledge of SolidWorks. 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 authors developed the industry scenarios by combining their own

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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.

*SolidWorks 2011 Assemblies Bible* SDC Publications

The Official Guide to Certified SolidWorks Associate Exams: CSWA, CSDA, CSWSA-FEA is written to assist the SolidWorks user to pass the associate level exams. Information is provided to aid a person to pass the Certified SolidWorks Associate (CSWA), Certified Sustainable Design Associate (CSDA) and the Certified SolidWorks Simulation Associate Finite Element Analysis (CSWSA FEA) exams. There are three goals for this book. The primary goal is not only to help you pass the CSWA, CSDA and CSWSA-FEA exams, but also to ensure that you understand and comprehend the concepts and implementation details of the three certification processes. The second goal is to provide the most comprehensive coverage of CSWA, CSDA and CSWSA-FEA exam related topics available, without too much coverage of topics not on the exam. The third and ultimate goal is to get you from where you are today to the point that you can confidently pass the CSWA, CSDA and the CSWSA-FEA exam. The Certified SolidWorks Associate (CSWA)

certification indicates a foundation in and apprentice knowledge of 3D CAD design and engineering practices and principles. Passing this exam provides students the chance to prove their knowledge and expertise and to be part of a worldwide industry certification standard. The Certified Sustainable Design Associate (CSDA) certification indicates a foundation in and apprentice knowledge of demonstrating an understanding in the principles of environmental assessment and sustainable design. The Certified SolidWorks Simulation Associate Finite Element Analysis (CSWSA-FEA) certification indicates a foundation in and apprentice knowledge of demonstrating an understanding in the principles of stress analysis, and finite element analysis. SolidWorks 2012 or higher is required to take the exam.

[A Workbook for SolidWorks](#)

[2001/2001Plus](#) SDC Publications

Motion Simulation and Mechanism Design with SOLIDWORKS Motion 2020 is written to help you become familiar with SOLIDWORKS Motion, an add-on module of the SOLIDWORKS software family. This book covers the basic concepts and frequently used commands required to advance readers from a novice to intermediate level in using SOLIDWORKS Motion.

SOLIDWORKS Motion allows you to use solid models created in SOLIDWORKS to simulate and visualize mechanism motion and performance. Using SOLIDWORKS Motion early in the product development stage could prevent costly redesign due to design defects found in the physical testing phase. Therefore, using SOLIDWORKS Motion contributes to a more cost effective, reliable, and efficient product design process. Basic concepts discussed in this book include model generation, such as creating assembly mates for proper motion; carrying out simulation and animation; and visualizing simulation results, such as graphs and spreadsheet data. These concepts are introduced using simple, yet realistic examples. Verifying the results obtained from the computer simulation is extremely important. One of the unique features of this book is the incorporation of theoretical discussions for kinematic and dynamic analyses in conjunction with the simulation results obtained using SOLIDWORKS Motion. Verifying the simulation results will

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increase your confidence in using the software and prevent you from being fooled by erroneous simulations. This book covers the following functionality of SOLIDWORKS Motion 2020 • Model generation • Creating assembly mates • Performing simulations • Creating animations • Visualizing simulation results