

Surface Modeling in SOLIDWORKS

Length: 2 days

Prerequisite: SOLIDWORKS Essentials

Description: Surface Modeling teaches you how to build freeform shapes using SOLIDWORKS mechanical design automation software. Utilizing different surfacing tools, knitting surfaces, and creating solids from surfaces are also covered during this course.

Course Syllabus

Introduction

- About This Course
- Using this Book
- Windows &
- Using of Color
- Hide/Show Tree Items
- More SOLIDWORKS Training Resources

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
- Flattening Surfaces

Lesson 3: Solid-Surface Hybrid Modeling

- Hybrid Modeling
- Using Surfaces to Modify Solids
- Interchanging Between Solids and Surfaces
- Performance Implications
- Surfaces as Construction Geometry
- Alternative to Trim
- 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
- Boundary Surface
- Freeform Feature
- Corner Blends

Lesson 7: Master Model Techniques

- Introduction to Master Models
- Surface Master Model Technique
- Working with a Solid Master Model
- Specialized Features for Plastic Parts
- SOLIDWORKS Explorer





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