SOLID EDGE FUNDAMENTAL TRAINING

Objectives

The objective of this course is to teach users the basic commands and tools necessary for professional 3D part design, assembly and drafting using Solid Edge. After completing this course users will be able to:

- ✓ Use Solid Edge for daily working process
- ✓ Understand the concept and techniques to design 3D model
- ✓ Create multiple designs using several of tools
- ✓ Understand how to work on assembly
- ✓ Understand how to work on draft (Drawing)

Pre-requisites

This guide is designed for new users of Solid Edge. It is recommended that you have a working knowledge of:

- Microsoft® Windows® 7, Microsoft® Windows® 8 or Microsoft® Windows® 10

TRAINING PROGRAMME DAY 1

Chapter 1: User Interface Basic

- Tour the Solid Edge user interface
- Changing model view direction using shortcut keys
- Finding commands in Solid Edge
- Customize your workspace

Chapter 2: Sketching

- 3D Sketching overview
- Sketch plane locking
- Drawing commands
- Sketch geometric relationships
- Dimensioning sketches
- Sketching instructional activities

Chapter 3: Constructing base features

- Part modeling: Tips for getting started
- Creating base features
- Creating subsequent features
- Coordinate systems
- Activities on 3D

Chapter 4: Moving and rotating faces

- Moving synchronous faces
- Selecting faces
- Activity Live Section

TRAINING PROGRAMME DAY 2

Chapter 5: Working with face relationships

- Workflow for relating faces
- Creating face relationships
- Detected face relationships
- Activity overview: Synchronous editing scenarios

Chapter 6: Constructing treatment features

- Rounding and blending
- Chamfer command
- Thickening and thinning parts
- Activity: Model an oil pan

Chapter 7: Constructing functional features

- Pattern features
- Rectangular Pattern command (3D features)
- Hole command (synchronous)
- Cutting, copying, and pasting model elements
- Mirror on the feature
- Activity: Functional features in consumer products

Chapter 8: Modeling synchronous and ordered features

- Modeling synchronous and ordered features
- Moving ordered features to synchronous
- Activity: Creating ordered features
- Activity: Creating both ordered and synchronous features in a model

Chapter 9: Modeling assemblies

- Placing parts in assemblies
- Understanding Assembly relationships
- The Assemble command
- Designing in the context of an assembly
- Activity: Positioning assembly parts using the connect relationship
- Activity: Positioning assembly parts using the angle relationship

Chapter 10: Creating detailed drawings

- Using the Drawing View Creation Wizard
- Creating different types of drawing views
- Drawing sheets, properties, and formatting
- Activity: Drawing view placement
- Dimensioning overview
- Annotations overview
- Parts lists of drawing
- Activities: Detailing a drawing