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Assembly; Tutorial: Making a Simple Drawing; Summary; Chapter 5: Using Visualization Techniques; Manipulating the View; Using the View Tools; Getting the Most from RealView; Using Display States; Using Edge Settings; Using Assembly Visualization; Tutorial: Applying Visualization Techniques; Tutorial: Using Assembly Visualization; Summary; Part II: Building Intelligence into Your Parts; Chapter 6: Getting More from Your Sketches; Editing Sketch Relations Copying and Moving Sketch Entities Using Sketch Pictures; Using Sketch Text; Using Colors and Line Styles with Sketches; Using Other Sketch Tools; Tutorial: Editing and Copying; Tutorial: Controlling Pictures, Text, Colors, and Styles; Tutorial: Using Metadata; Tutorial: Sketching Calculator; Summary; Chapter 7: Selecting Features; Identifying When to Use Which Tool; Creating Curve Features; Understanding Fillet Types; Selecting a Specialty Feature; Tutorial: Bracket Casting; Tutorial: Creating a Wire-Formed Part; Summary; Chapter 8: Patterning and Mirroring; Patterning in a Sketch Mirroring in a Sketch Exploring the Geometry Pattern Option; Patterning Bodies; Patterning Faces; Patterning Fillets; Understanding Pattern Types; Cosmetic Patterns; Mirroring in 3D; Tutorial: Creating a Circular Pattern; Tutorial: Mirroring Features; Tutorial: Applying a Cosmetic Pattern; Summary; Chapter 9: Using Equations; Understanding Equations; Using Link Values; Using Global Variables; Using Expressions; Tutorial: Using Equations; Summary; Chapter 10: Working with Part Configurations; Controlling Items with Configurations; Using Design Tables; What Can Be Driven by a Design Table? Creating a simple design table

Sommario/riassunto

The only guide you need to learn the leading 3D solid modeler program, SolidWorks. This in-depth guide goes into extensive detail, not just on "how" the software works, but in many cases "why" it works the way it does. SolidWorks is a powerful 3D solid modeling system that is popular with CAD users everywhere, but to become really proficient at the more involved functionality in SolidWorks one really needs specialized training or a comprehensive book like the SolidWorks Bible. Thoroughly covers SolidWork features using real-world examples. Author, Matt Lombard, i
