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Autore	GALLETTI, Anna Imelde
Titolo	Considerazioni per una interpretazione dell'Eulisteia / Anna Imelde Galletti
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SolidWorks® 2010 Bible; About the Author; Credits; Acknowledgments; Contents at a Glance; Contents; Introduction; About This Book; How This Book Is Organized; Icons Used in This Book; Terminology; Contacting the Author; Part I: SolidWorks Basics; Chapter 1: Introducing SolidWorks; Installing SolidWorks for the First Time; Starting SolidWorks for the First Time; Identifying SolidWorks Documents; Understanding Feature-Based Modeling; Understanding History-Based Modeling; Sketching with Parametrics; Understanding Design Intent; Editing Design Intent; Working with Associativity
Tutorial: Creating a Part Template
Tutorial: Using Parametrics in Sketches; Summary; Chapter 2: Navigating the SolidWorks Interface; Identifying Elements of the SolidWorks Interface; Making the Interface Work for You; Getting to Know the Interface; Summary; Chapter 3: Working with Sketches; Opening a Sketch; Identifying Sketch Entities; Inferencing in Sketch; Exploring Sketch Settings; Using Sketch Blocks; Working with Reference Geometry; Tutorial: Learning to Use Sketch Relations; Tutorial: Using Blocks and Belts; Tutorial: Reference Geometry; Summary
Chapter 4: Creating Simple Parts, Assemblies, and Drawings
Discovering Design Intent; Creating a Simple Part; Tutorial: Creating a Simple 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

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