

DesignPoint's SolidWorks training program focuses on the unique training needs of each customer offering convenient locations, manageable courses and knowledgeable instructors.

DesignPoint is a SolidWorks authorized training, testing & support center. Whether it's our offices, a local facility or at your site, DesignPoint's training classes are complete turnkey solutions. We provide all computers and training materials allowing the student to focus on learning.

We offer our courses in small, digestible segments. Classes are never more than three consecutive days, maximizing productivity while minimizing time away from the office.

All of our trainers are certified by SolidWorks for instruction and technical support and all have passed the Certified SolidWorks Professional (CSWP) exam. In addition, they are all certified examiners for the CSWP program.

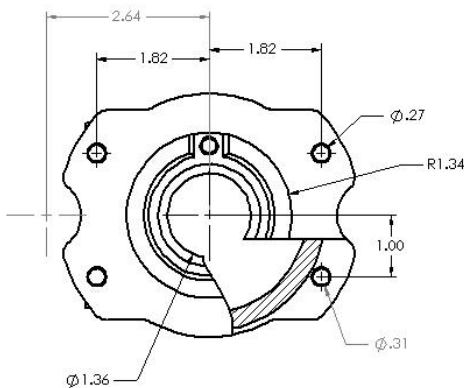
## SolidWorks Fundamentals Part 2

The DesignPoint SolidWorks Fundamentals course is a total of 5 days. It is offered in one 3-day segment and one 2-day segment for the scheduling convenience of our customers. Individual segments cannot be purchased separately.

The goal of this course is to teach you how to create engineering drawings of parts and assemblies using SolidWorks mechanical design automation software.

Detailing in SolidWorks is such a robust and feature rich application that it is impractical to cover every minute detail and aspect of the software and still have the course be a reasonable length. Therefore, the focus of this course is on the fundamental skills and concepts central to successfully making engineering drawings. You should view the training course manual as a supplement to, not a replacement for, the system documentation and on-line help. Once you have developed a good foundation in basic skills, you can refer to the on-line help for information on less frequently used command options.

**Prerequisites:** Mechanical design experience and completion of the SolidWorks Fundamentals Part 1 course.



### Course Outline - 2 Days

#### Drawing Sheets and Views

- Sketching in Drawing Views
- View Settings
- Centermarks and Centerlines
- Model Edges in the View

#### Dimensions

- Dimensions
- Moving and Deleting Dimensions
- Dimension Properties

#### Annotations

- Adding Annotations
- Annotation Types
- Blocks

#### Sheet Formats and Templates

- Drawing Templates
- Properties in the Template
- User Defined Properties
- Customizing a Sheet Format
- Using a Sheet Format

#### Assembly Drawing Views

- Creating Views of Assemblies

#### Bill of Materials and Tables

- Creating and Managing a Bill of Materials
- The Bill of Materials
- Table Functions
- Adding a BOM
- Modifying the BOM
- Tabulated Bill of Materials
- Design Tables in the Drawing

#### Performance and Display Issues

- Large Assembly Mode
- Lightweight Drawings
- Detached Drawings
- Display Issues in Drawing Views

#### Drawing References and Comparison

- Reusing a Drawing File
- Changing Drawing References
- Using DrawCompare
- Design Checker

### TRAINING CENTERS:

**DESIGNPOINT SOLUTIONS**  
136 CENTRAL AVENUE  
CLARK, NJ 07066  
732.669.0055

**DESIGNPOINT SOLUTIONS**  
1851 CHARTER LANE  
LANCASTER, PA 17601  
717.397.9707

**SOLIDWORKS REGIONAL OFFICE**  
300 WEST STATE STREET  
3RD FLOOR  
MEDIA, PA 19063  
610.355.0551

### AVAILABLE COURSES:

#### SOLIDWORKS

- FUNDAMENTALS PART 1
- FUNDAMENTALS PART 2
- ADVANCED ASSEMBLY MODELING
- ADVANCED PART MODELING
- ADVANCED SURFACE MODELING
- MOLD DESIGN USING SOLIDWORKS
- SHEET METAL
- WELDMENTS
- FILE MANAGEMENT
- ROUTING
- API FUNDAMENTALS

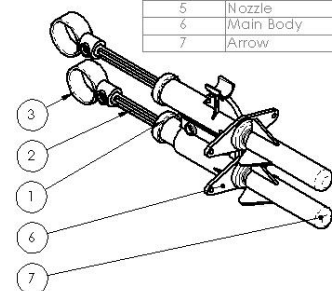
#### PDMWORKS WORKGROUP

#### PDMWORKS ENTERPRISE

#### COSMOSWORKS DESIGNER

#### COSMOSWORKS PROFESSIONAL

ITEM NO.	DESCRIPTION	QTY.
1	End Cap	2
2	Plunger	2
3	Pull Ring	2
4	Finger Grip	1
5	Nozzle	2
6	Main Body	1
7	Arrow	2



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# TRAINING

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## Lesson 1:

### Introduction to Surfacing

- What is solid?
  - Behind the Scenes
- Working with Surface Bodies
- Checking for a Closed Surface
- Parameterization
- Surface Types
- Feature History in an IGES File?
- Why use Surfaces?
  - When not to use Surfaces
  - Mixing Metaphors: Hybrid Modeling
- Workflow with Surfaces
- Working with Images
- Layout Sketch
- Identify Symmetry and Edges
- Identify Functional Faces
- Check your Models Frequently
- Folders in the FeatureManager
- Clean-up

## Lesson 2:

### Solid-Surface Hybrid Modeling

- Hybrid Modeling
- Using Surfaces to Modify Solids
- Interchanging between Solids and Surfaces
- Surfaces as Construction Geometry
  - Stages in the Process
- Repairing and Editing Imported Geometry
- Editing Imported Parts

## Lesson 3:

### Surface Modeling

- Stages in the Process
- Using Sketch Picture to Capture Design Intent

- Lofting Surfaces
- Modeling the Lower Half
- Filling in Gaps
  - Preparation for Using Filled Surface
  - Creating a Knit Surface
- Design Changes
  - Dynamic Feature Editing
  - Replacing a Face

## Lesson 4:

### Blends and Patches

- Complex Blends
  - Stages in the Process
  - Fill Surface Edge Selection
- Smoothing Patches
  - Three Alternative Approaches
  - Analysis Techniques
- Freeform Feature
  - Using the Triad
  - Undoing Changes
  - Boundary Conditions

## Lesson 5:

### Master Model Techniques

- Introduction to Master Models
  - Push and Pull type Operations
  - Workaround for Split Feature
  - Summary of Recommendations
- Surface Master Technique
- Working with a Solid Master Model
  - Splitting the Part
  - Modeling the Keypad
  - Reveal
  - Draft Analysis
  - Fastening Features

