

SOLIDWORKS® 2023

Basic Tools

Getting Started with Parts,
Assemblies and Drawings



Paul Tran CSWE, CSWI

Visit the following websites to learn more about this book:



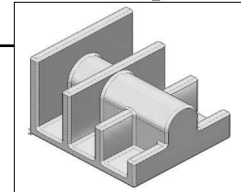
[amazon.com](https://www.amazon.com)

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[BARNES & NOBLE](https://www.barnesandnoble.com)

CHAPTER 3

Basic Solid Modeling — Extrude Options



Basic Solid Modeling Extrude Options

Upon successful completion of this lesson, you will be able to:

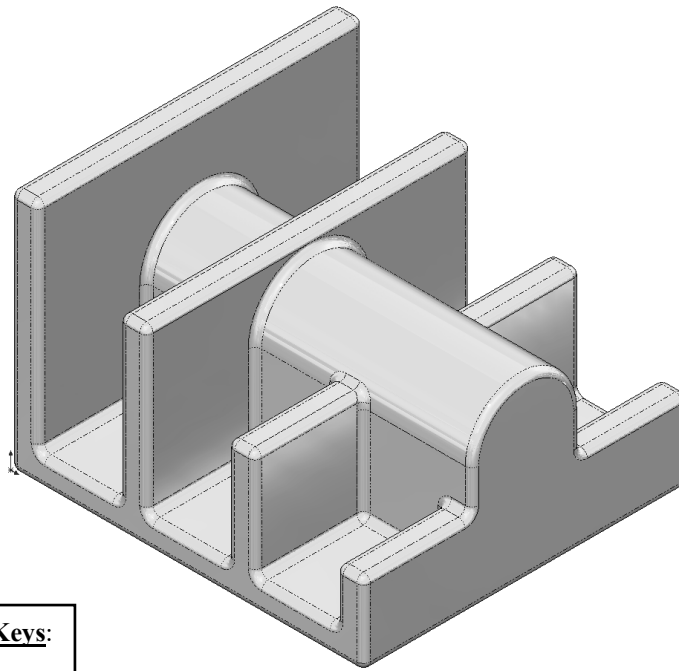
- * Sketch on planes and/or planar surfaces
- * Use the sketch tools to construct geometry
- * Add the geometric relations or constraints
- * Add/modify dimensions
- * Explore the different extrude options

The following 5 basic steps will be demonstrated throughout this exercise:

- * Select the sketch plane (or sketch face)
- * Activate Sketch toolbar
- * Sketch the profile using the sketch tools
- * Define the profile with dimensions or relations
- * Extrude the profile

Be sure to review the self-test questionnaires at the end of the lesson prior to moving to the next chapter.

Basic Solid Modeling Extrude Options



View Orientation Hot Keys:

Ctrl + 1 = Front View
Ctrl + 2 = Back View
Ctrl + 3 = Left View
Ctrl + 4 = Right View
Ctrl + 5 = Top View
Ctrl + 6 = Bottom View
Ctrl + 7 = Isometric View
Ctrl + 8 = Normal To Selection

Dimensioning Standards: **ANSI**

Units: **INCHES** – 3 Decimals

Tools Needed:



Insert Sketch



Line



Circle



Add Geometric Relations



Dimension



Sketch Fillet



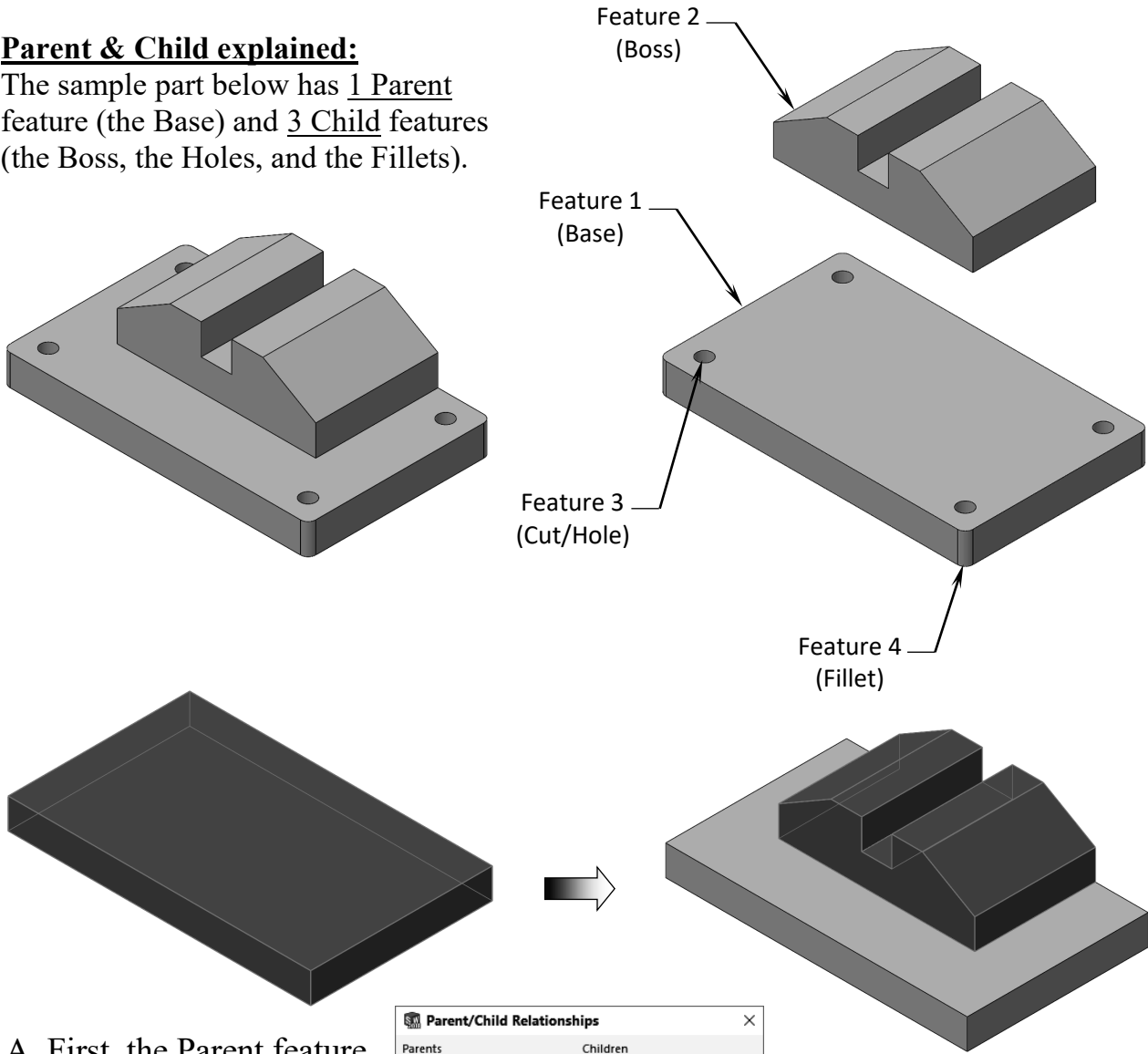
Trim Entities



Boss / Base Extrude

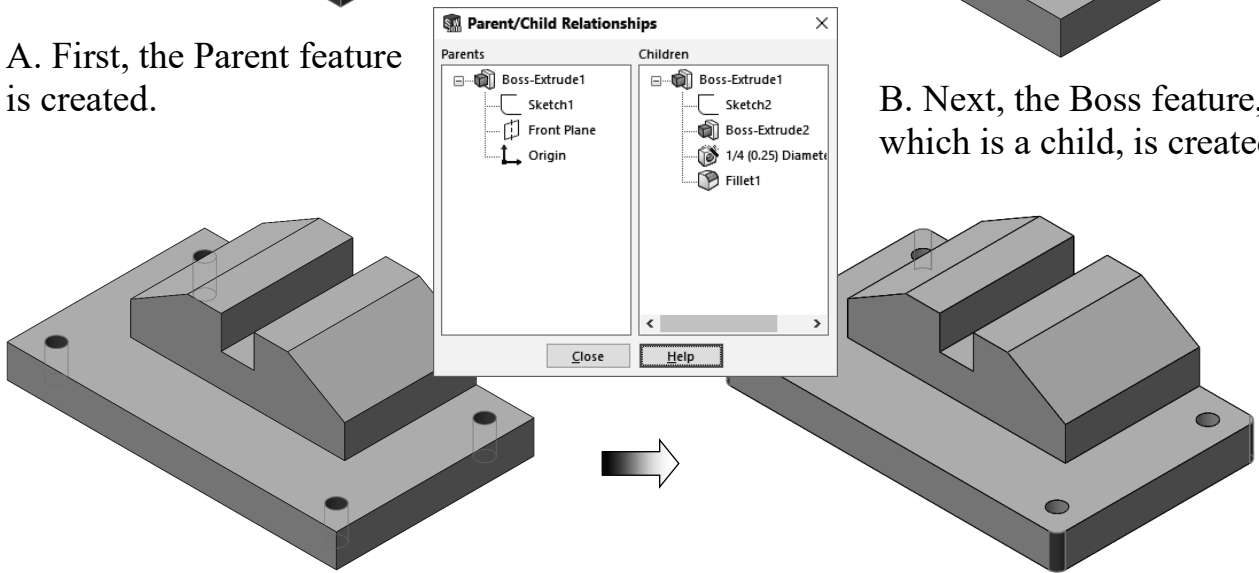
Parent & Child explained:

The sample part below has 1 Parent feature (the Base) and 3 Child features (the Boss, the Holes, and the Fillets).



A. First, the Parent feature is created.

B. Next, the Boss feature, which is a child, is created.

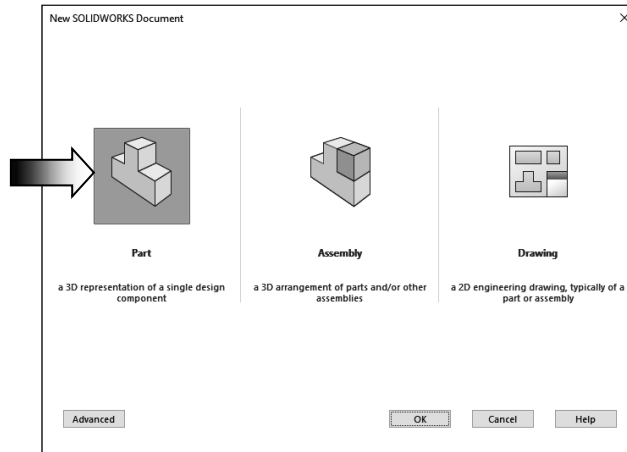


C. The features that remove material such as Extruded Cuts or Holes are created next.

D. Finally, the Fillets and Chamfers features are added last.

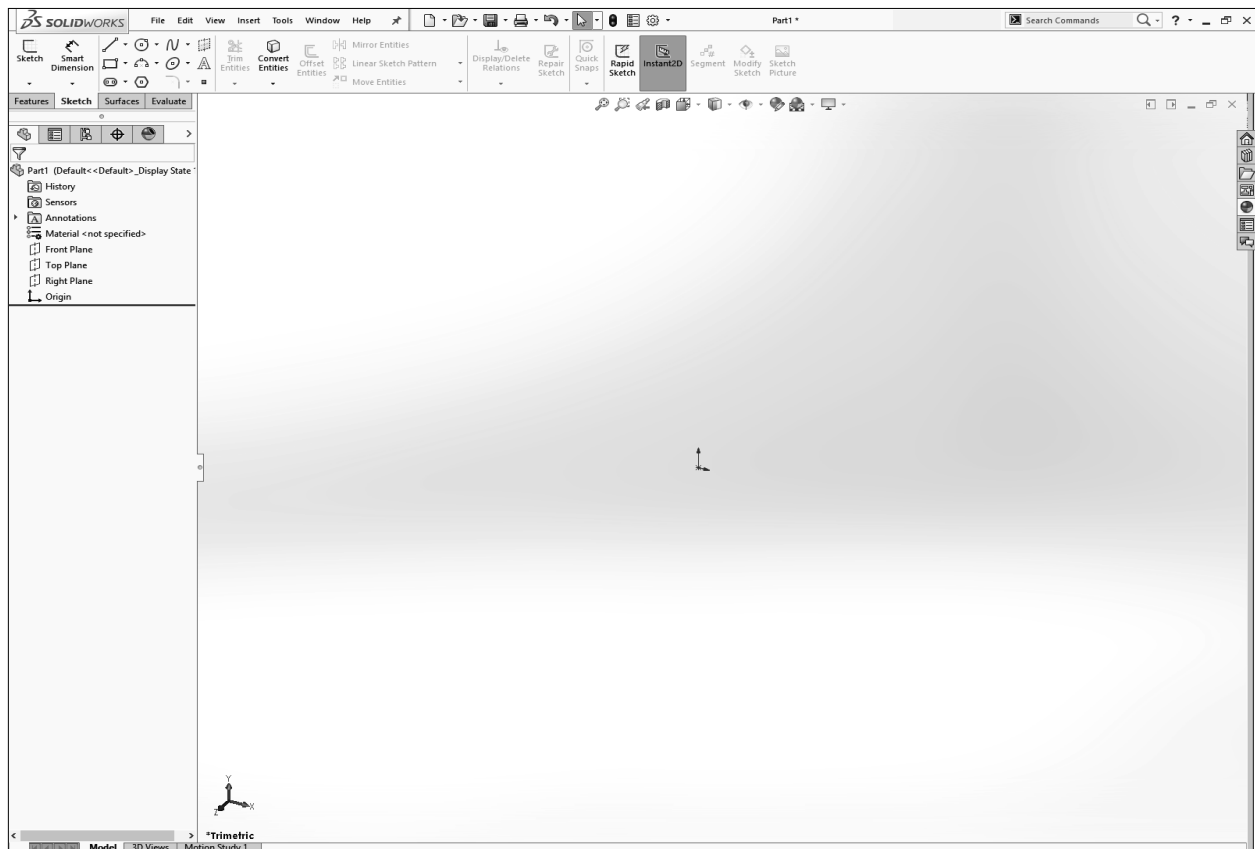
1. Starting a new Part:

From the **File** menu, select **New / Part**, or click the **New** icon.



Select the **Part** template from either the Templates or Tutorial folders.

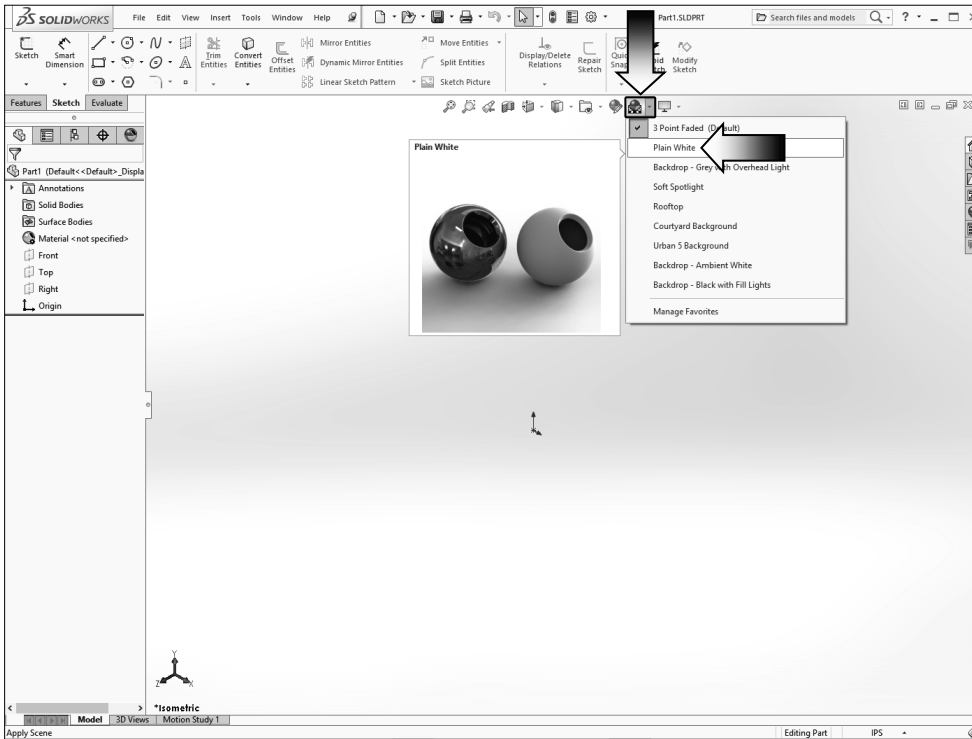
Click **OK**. A new part template is open.



2. Changing the Scene:

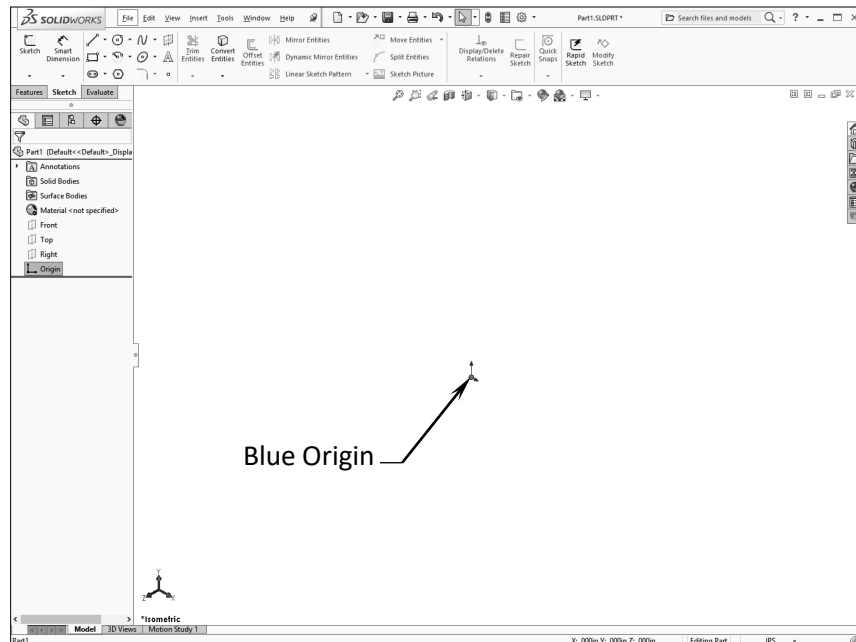
From the View (Heads-up) toolbar, click the **Apply Scene** button (arrow) and select the **Plain White** option (arrow).

By changing the scene color to **Plain White**, we can see the colors of the sketch entities and their dimensions a little better.



To show the Origin, click the **View, Hide /Show** drop-down menu and select **Origins**.

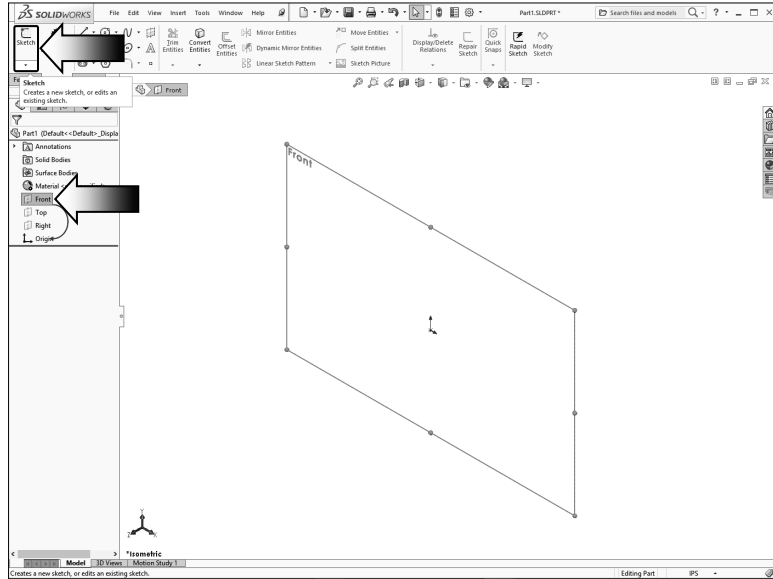
The Blue color Origin is the Zero position of the part and the Red Origin is the Zero position of the sketch.




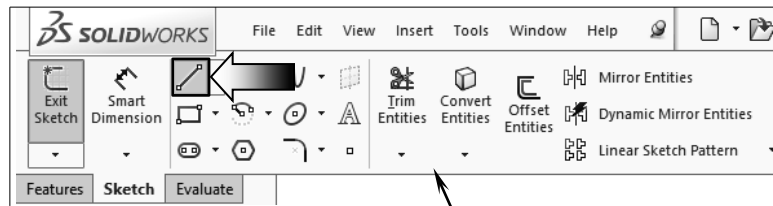
3. Starting a new Sketch:

Select the Front plane from the Feature-Manager tree and click the **Sketch** drop-down arrow and select the **Sketch** command to start a new sketch.

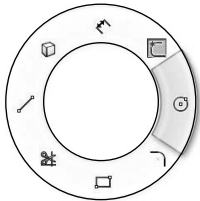
A sketch is usually created first, relations and dimensions are added after, and then it gets extruded into a 3D feature.



From the Command-Manager toolbar, select the **Line**  command.



CommandManager

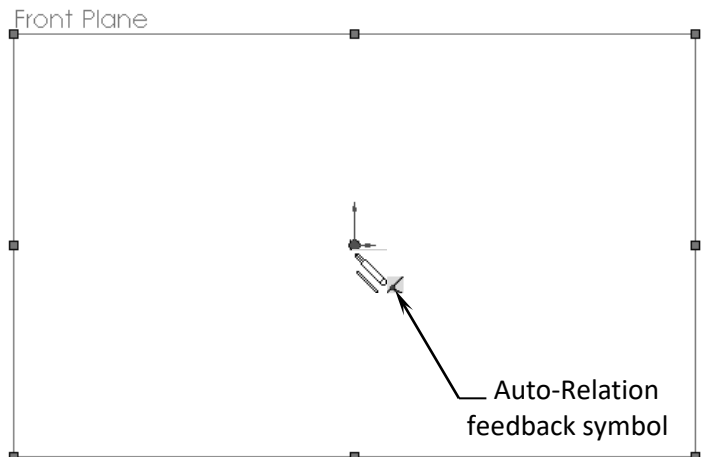


Mouse-Gesture

OPTIONAL:

Right-Drag to display the Mouse-Gesture wheel and select the Line command from it. (See the Introduction section, page XVIII for details on customizing the Mouse Gesture.)

Hover the mouse cursor over the Origin point; a yellow feedback symbol appears to indicate a relation (Coincident) is going to be added automatically to the 1st endpoint of the line. This endpoint will be locked at the zero position.



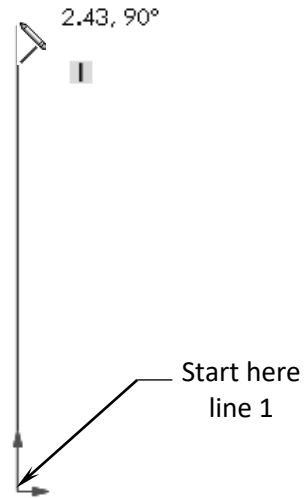
Note: There are 3 different ways to use the line tool: **Single Line**, **Multiple Lines** (connecting), and **Line-to-Arc** (transitioning from a line to a tangent arc).

The following steps are examples to demonstrate how to use all embedded functions of the Line command. We will delete the example and go back to the lesson on page 3-8.

- A. To sketch a single line, use the **click + hold + drag** method:

With the Line tool already selected, click on the Origin point to start the line (press and hold the mouse button), drag the cursor upward, look for the **vertical relation** symbol, and release the mouse button.

Only 1 line is drawn; the mouse cursor is disconnected from the line.

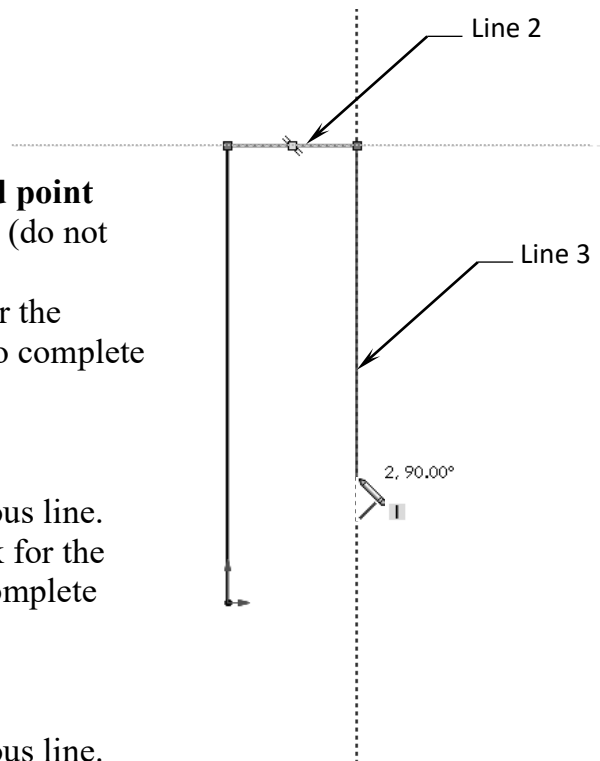


- B. To sketch multiple lines, use the **click + release + click** method.

Position the mouse cursor at the **top end point** of the first line and click to start the line (do not hold the mouse button this time). Move the cursor to the right and look for the **Horizontal relation** symbol and click to complete the line.

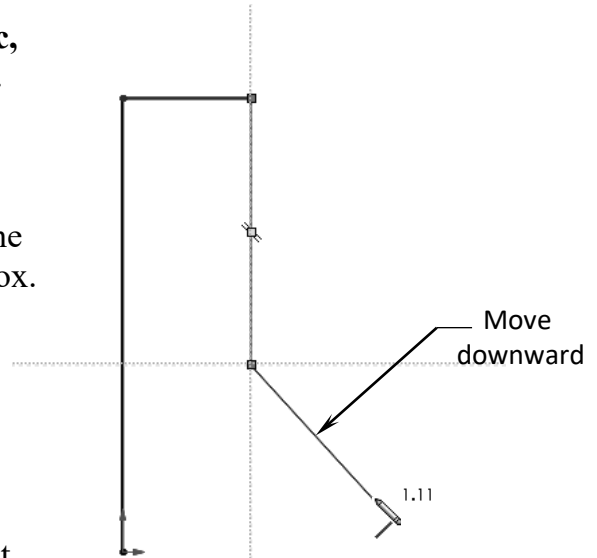
The next line is connecting to the previous line. Move the mouse cursor downward, look for the **vertical relation** symbol and click to complete the line.

The next line is connecting to the previous line.



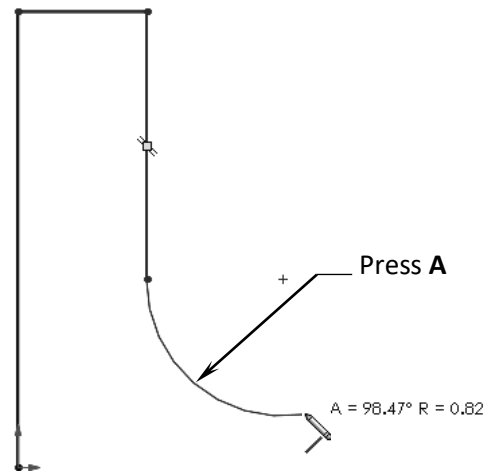
C. To change from a **Line** to a **Tangent Arc**, use the **click + release + press A** method.

Start a new line at the bottom of the 3rd line and move the mouse cursor outward approx. as shown.



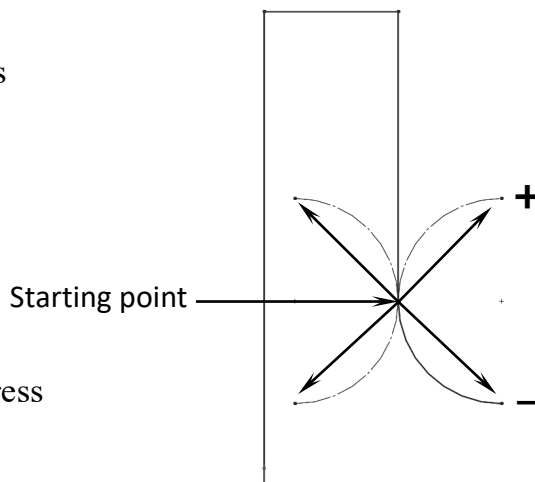
D. Press once on the **A** key and then move the cursor slightly to the left or to the right. The line is changed into a **Tangent Arc**.

Move the cursor back and forth, up and down to see how the Tangent Arc maintains its tangent relation with the line that it is connecting to.



Based on the starting point, the arc changes its direction from negative to positive when the cursor moves pass its zero point.

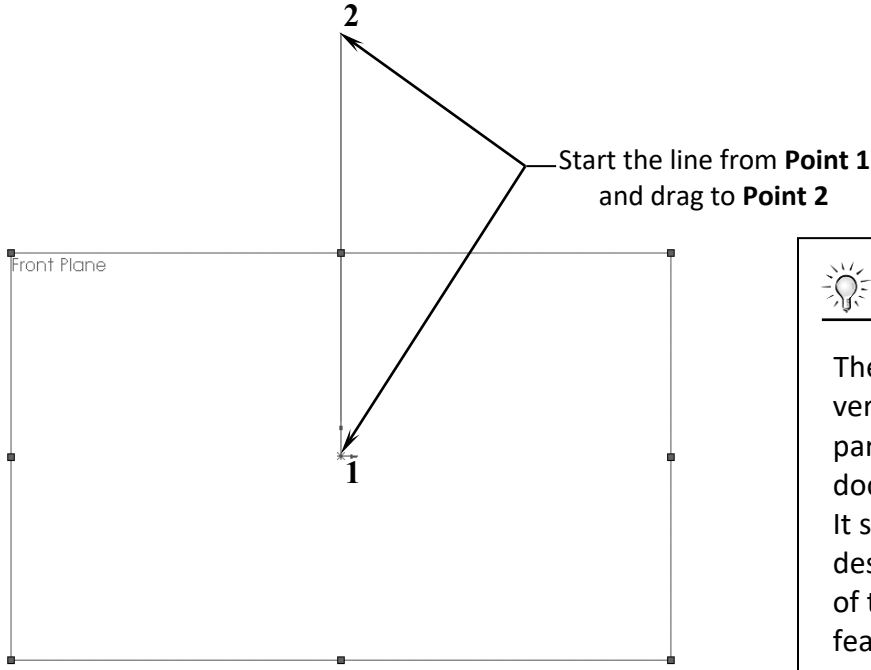
Move the mouse cursor towards the lower right side and click to complete the arc.



Delete all sketch entities before moving on to step number 4 (press Control+A then push Delete).

4. Using the Click + Hold + Drag technique:

Select the **Line** command. Click the Origin point and **hold** the mouse button to start the line at point 1, **drag upwards** to point 2, then release the mouse button.



The Base Sketch

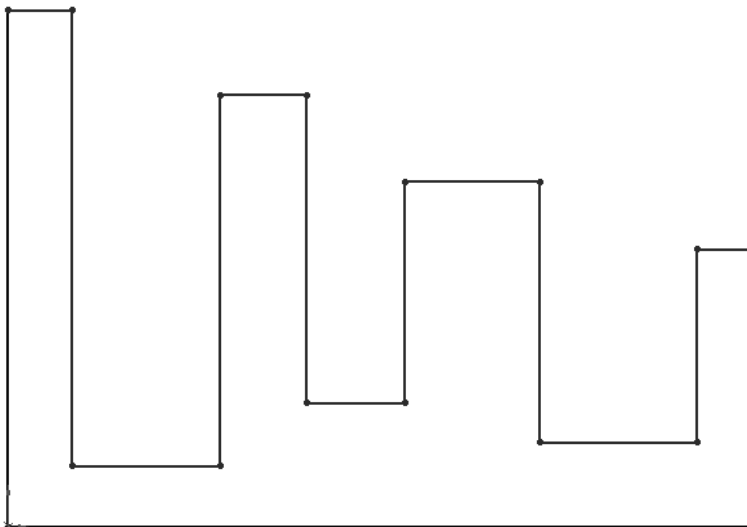
The Base Sketch is the very first sketch; it is the parent sketch of a part document.

It should primarily describe the basic shape of the part before other features can be added.



Continue adding other lines using the **Click-Hold-Drag** technique.

The relations like Horizontal and Vertical are added automatically to each sketch line. Other relations like Collinear and Equal are added manually.


The size and shape of the profile will be corrected in the next few steps.

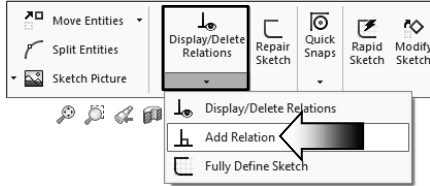


System Feedback

While sketching the lines, watch for the System Feedback Symbols such as  for Horizontal, and for  Vertical Auto Relations.


5. Adding Geometric Relations*:

Click **Add Relation**  under Display/Delete Relations - OR - select **Tools / Relations / Add**.



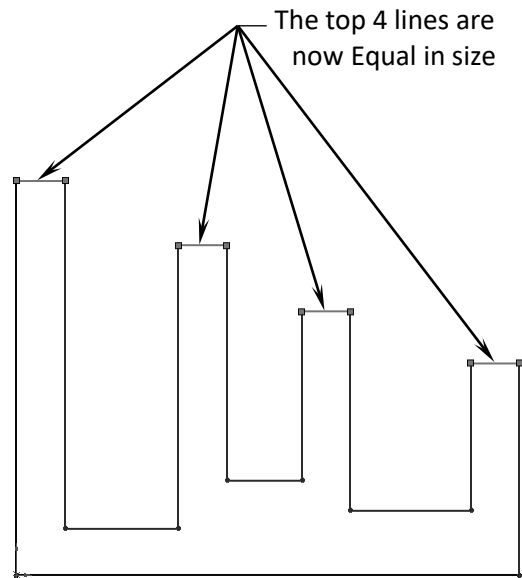
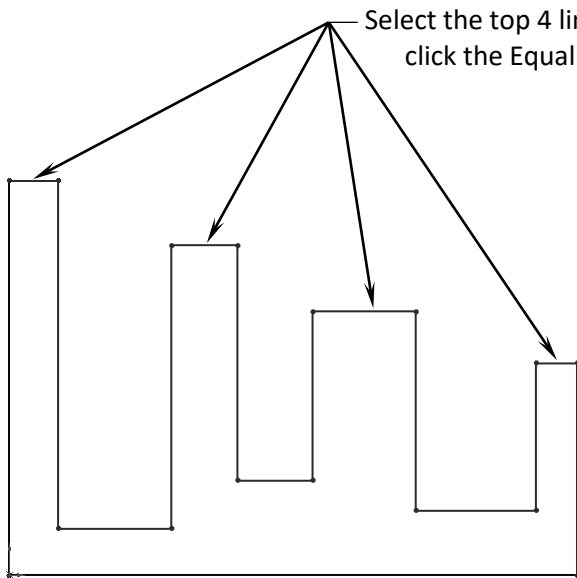
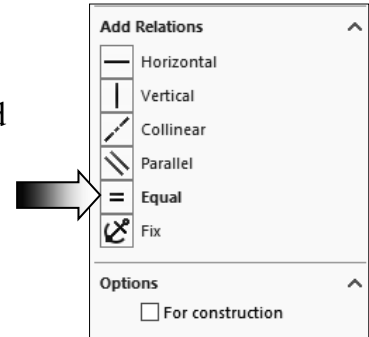
Select the **4 lines** shown below.

Click **Equal** from the Add Geometric Relation dialog box. This relation makes the length of the four selected lines equal.

 **Equal Relations**

Adding the EQUAL relations to these lines eliminates the need to dimension each line.

Geometric relations can be created manually or automatically. The next few steps in this chapter will demonstrate how geometric relations are added manually.



* Geometric relations are one of the most powerful features in SOLIDWORKS. They are used in the sketch level to control the behaviors of the sketch entities when they are moved or rotated and to keep the associations between one another.

(When applying geometric relations between entities, one of them should be a 2D entity and the other can either be a 2D sketch entity, a model edge, a plane, an axis, or a curve).

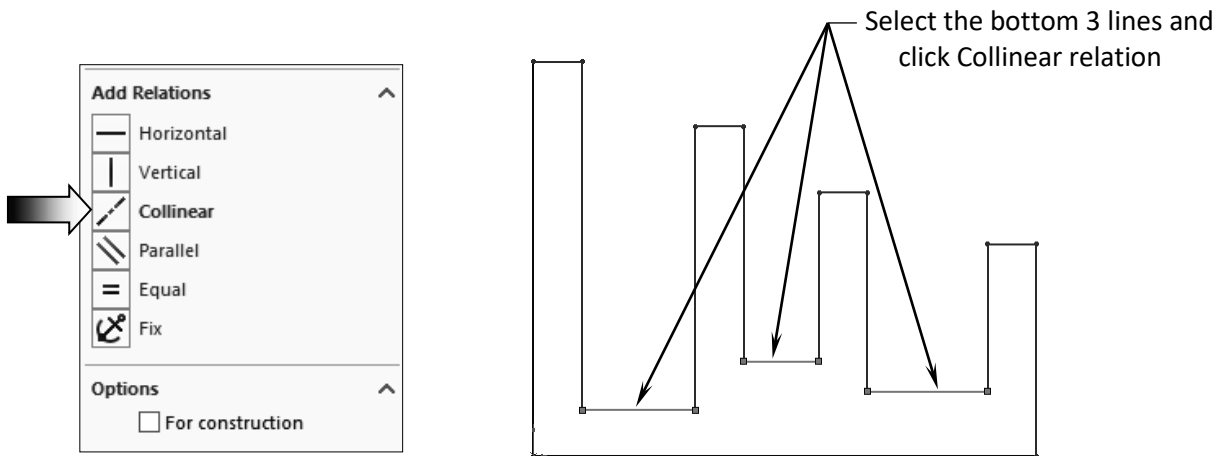
6. Adding a Collinear relation**:


Select the **Add Relation**  command again.

Select the **3 lines** shown below.

Click **Collinear** from the Add Geometric Relations dialog box.

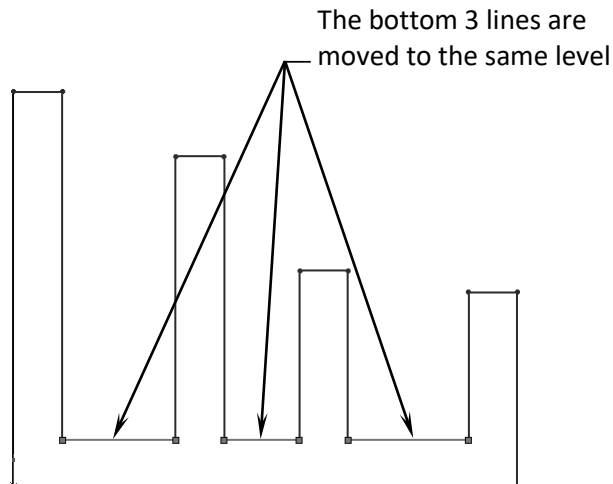
Click **OK** to accept the relation.





Collinear Relations

Adding a Collinear relation to these lines will force them to lie at the same straight line.
Only one dimension is needed to drive the height of all 3 lines.

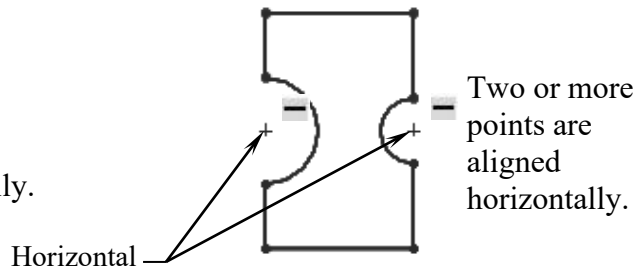
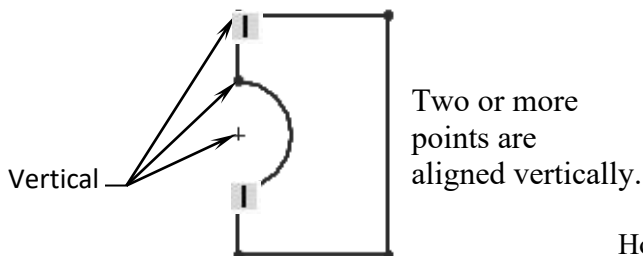
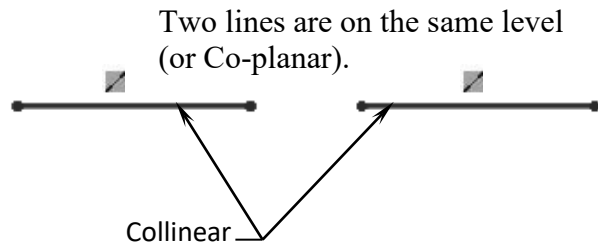
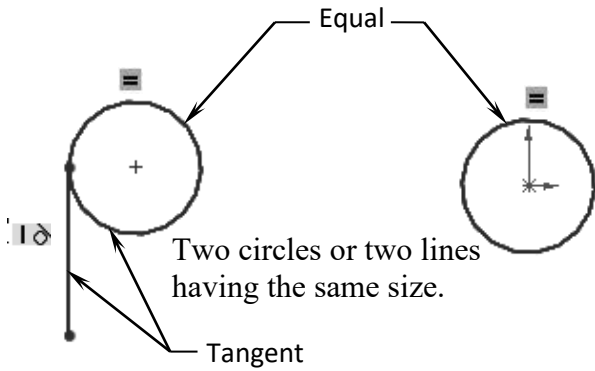
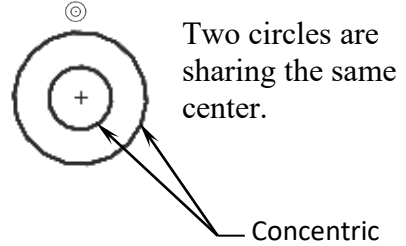
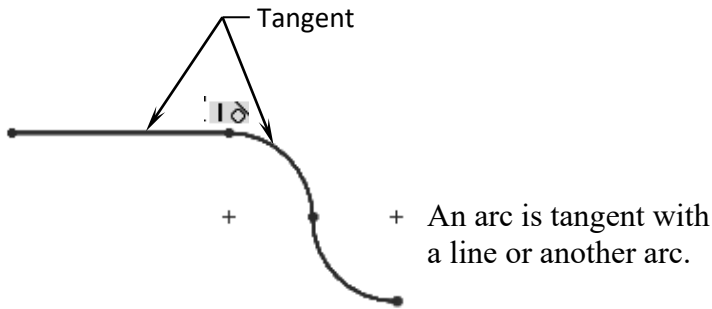
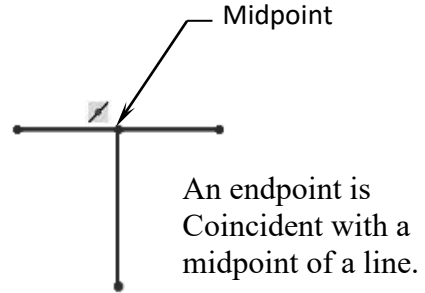
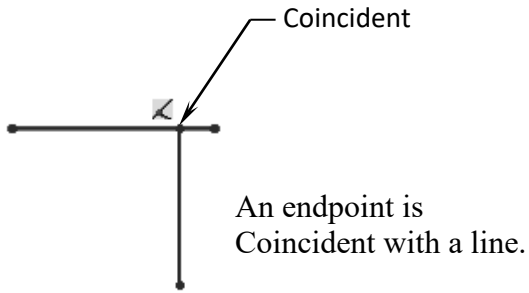


** Collinear relations can be used to constrain the geometry as follows:


Collinear between a line and another line(s) (2D and 2D).

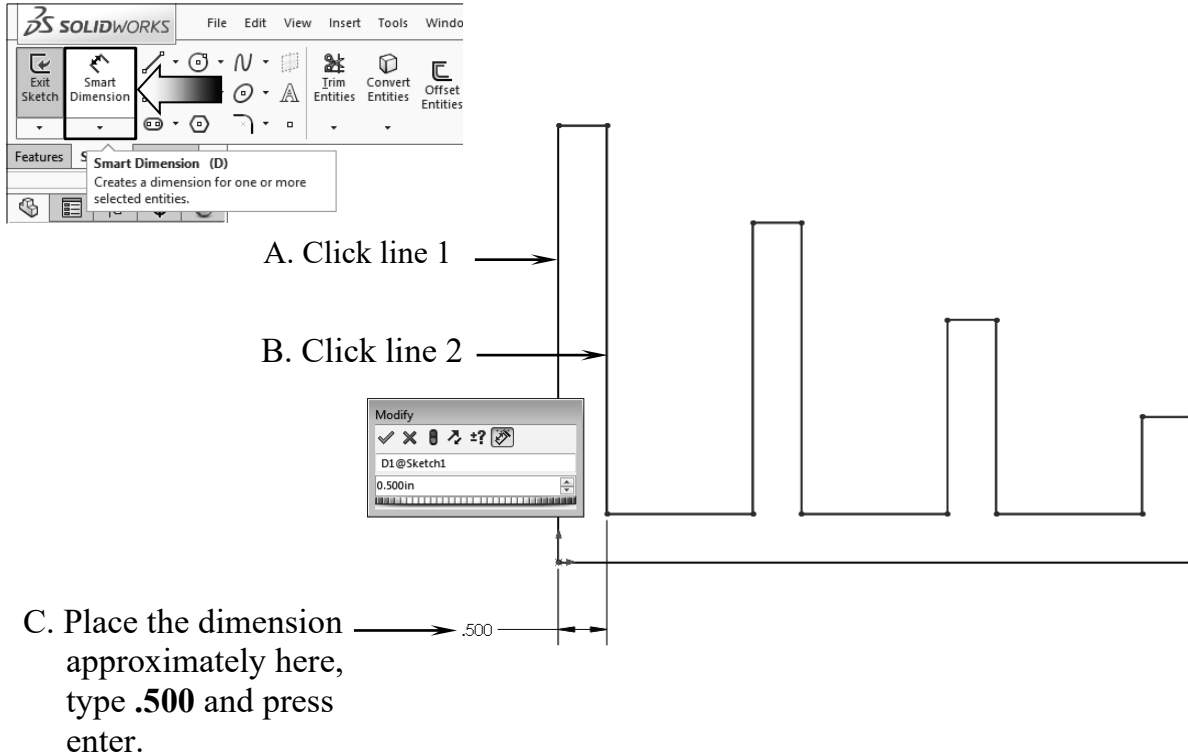
Collinear between a line(s) to a linear edge of a model (2D and 3D).

Geometric Relation Examples



7. Adding the horizontal dimensions:

Select  from the Sketch toolbar - OR – press the letter D on the keyboard, and Add the dimensions shown below (follow the 3 steps A, B and C).

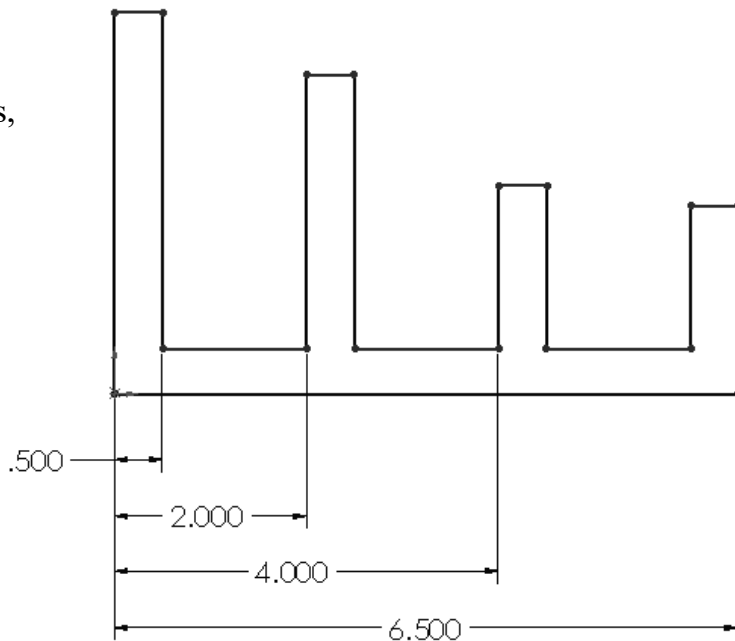


The Inch-Units is filled in automatically because it has been set previously to Inches, 3 decimal places.

Continue adding the horizontal dimensions as shown here.

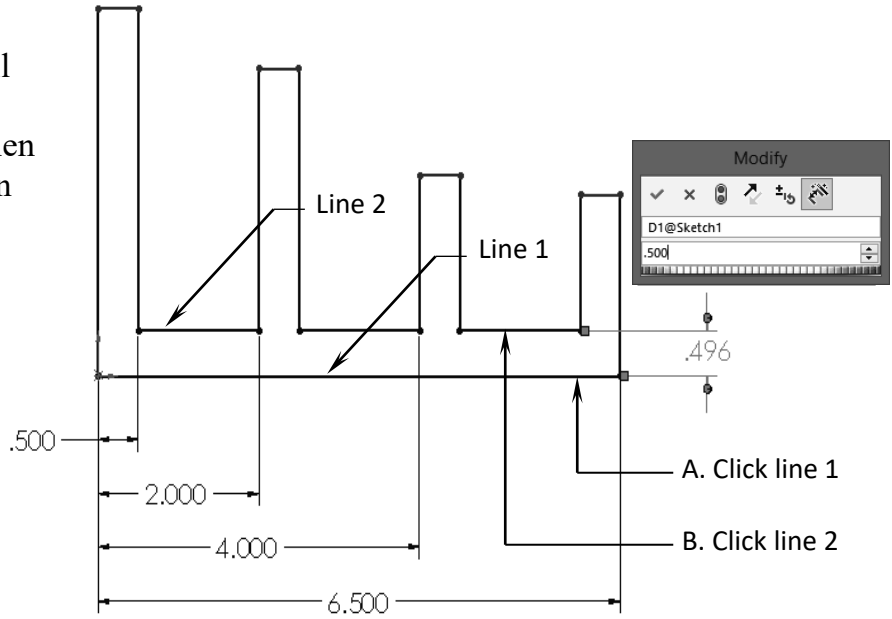
NOTE:

The color of the sketch lines changes from Blue to Black, to indicate that they have been constrained with dimensions.

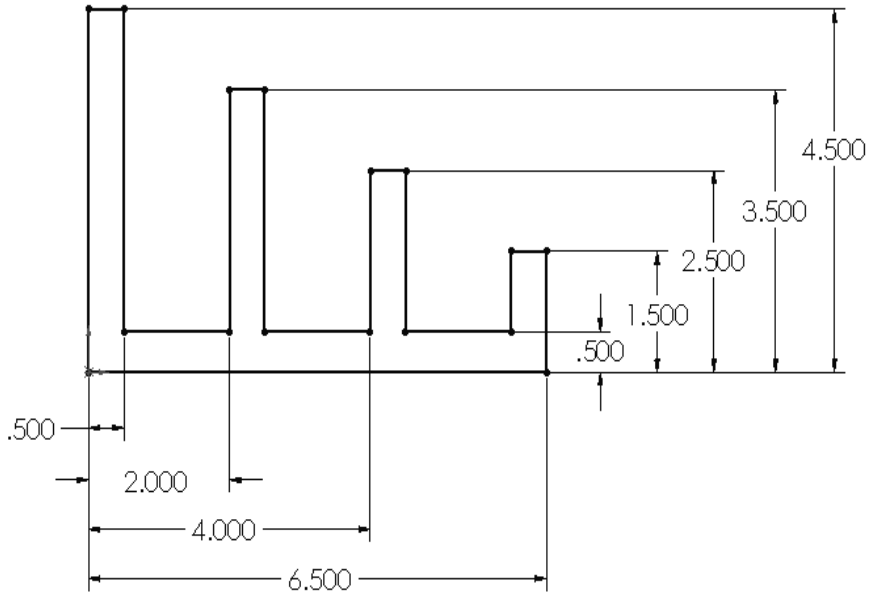


8. Adding the Vertical dimensions:

With the Smart-Dimension tool still selected, select line 1 and line 2, then place the dimension approximately as shown; change the value to **.500 in.**



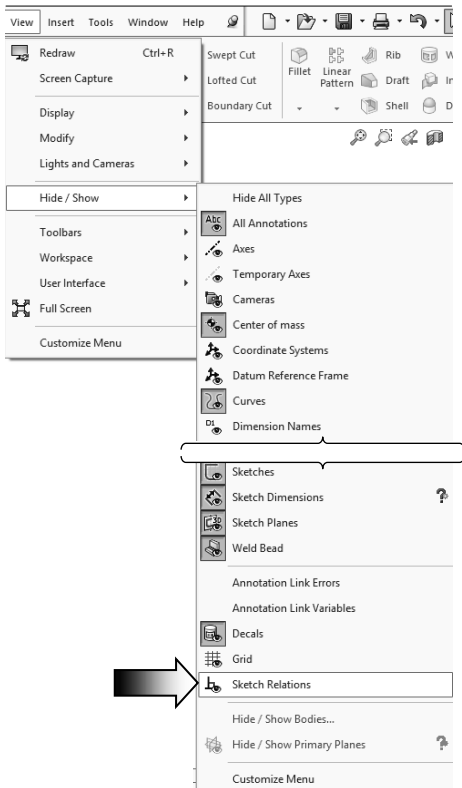
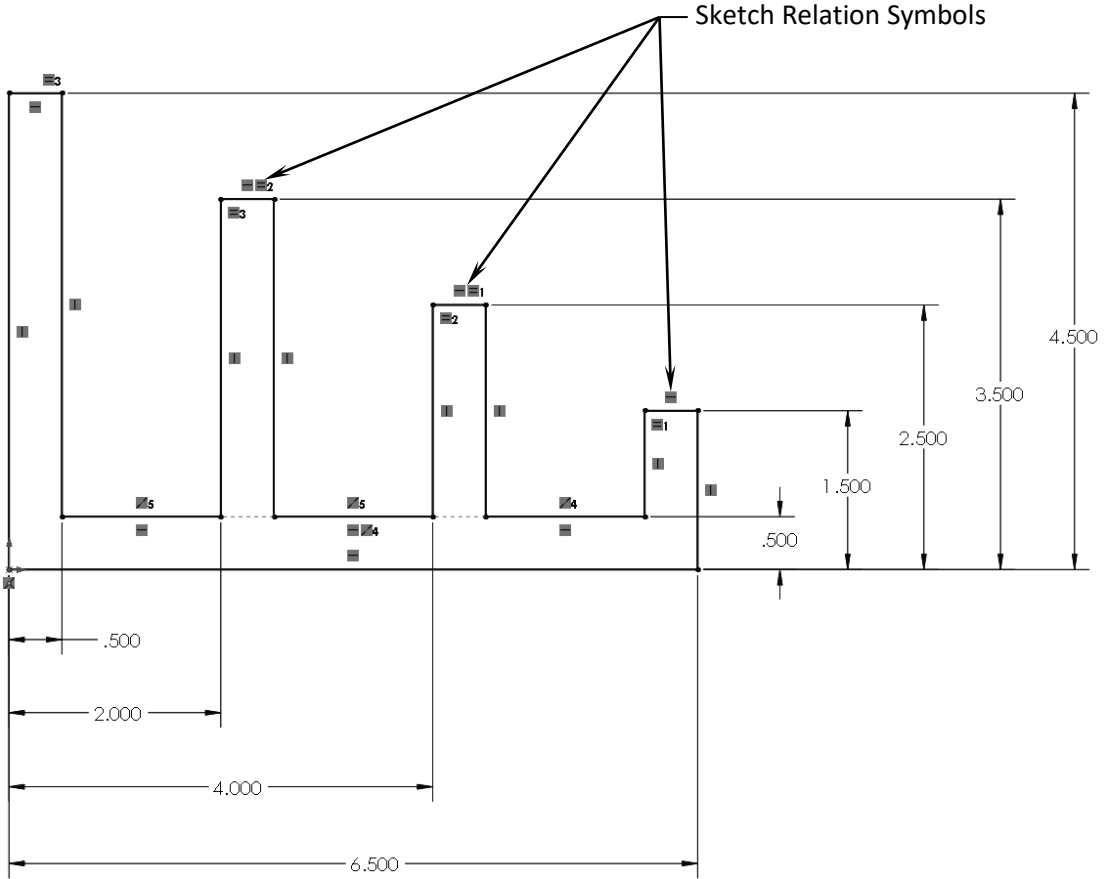
Continue adding other dimensions until the entire sketch turns into the Black color.



The Status of a Sketch:

The current status of a sketch is displayed in the lower right corner of the screen.

Fully Defined	=	Black	<input type="text" value="Fully Defined"/>
Under Defined	=	Blue	<input type="text" value="Under Defined"/>
Over Defined	=	Red	<input type="text" value="Over Defined"/>

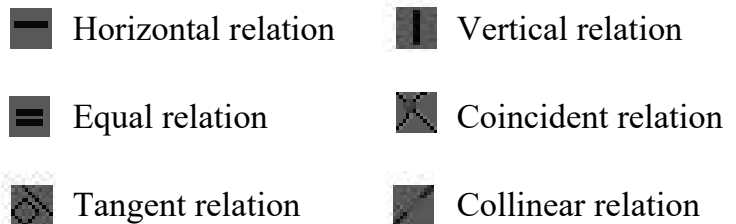


9. Hiding the Sketch Relation Symbols:

The Sketch Relation Symbols indicate which geometric relation a sketch entity has, but they get quite busy as shown.

To hide or show the Sketch Relation Symbols, go to the **View, Hide/Show** menus and click off the **Sketch Relations** option.

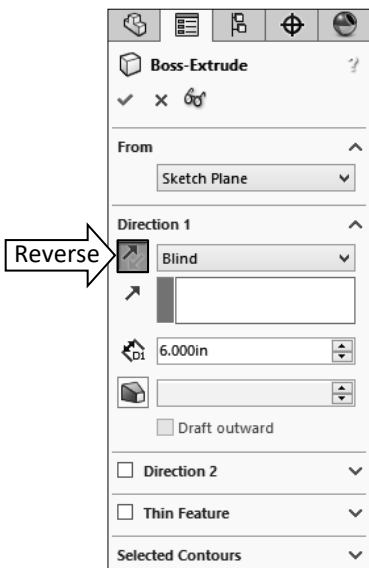
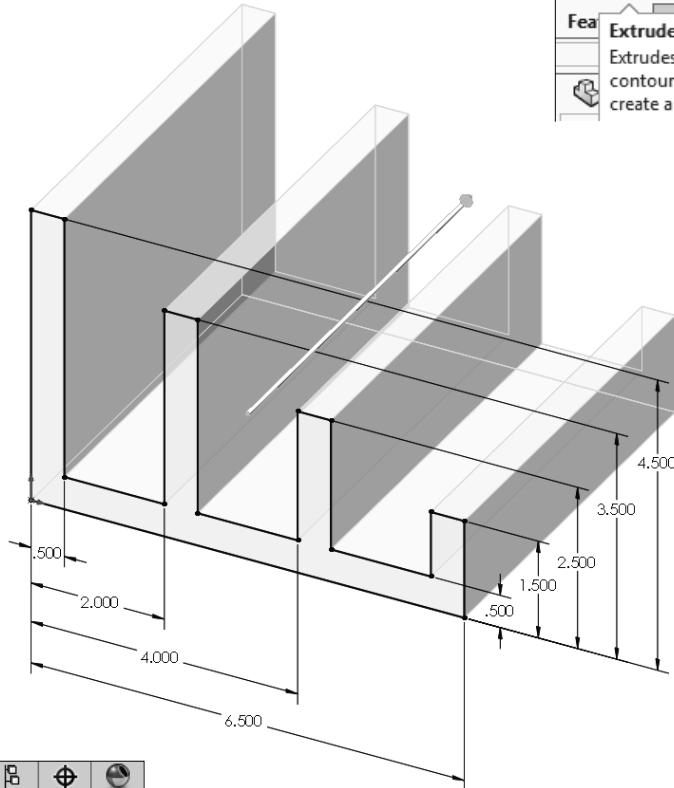
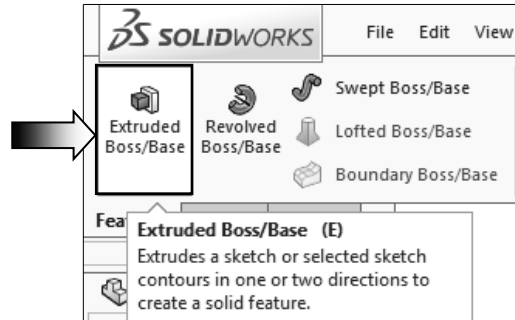
Sketch Relation Symbols at a Glance



10. Extruding the Base:

The **Extrude Boss/Base** command is used to define the characteristic of a 3D linear feature.

Switch to the **Features** tab and click  or select: **Insert / Boss-Base / Extrude**.



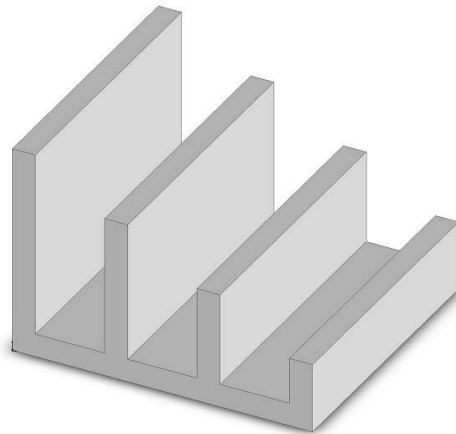
Select the following:

Direction: **Blind**.

Depth: **6.00 in**.


Enabled **Reverse** direction (arrow).


Click **OK**.



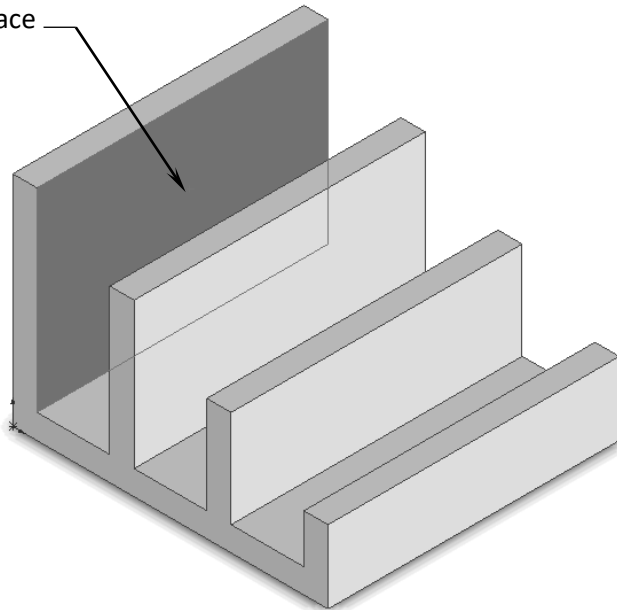
11. Sketching on a Planar Face:

Select the face as indicated.

Click  or select **Insert/Sketch** and press the shortcut key **Ctrl+7** to change to the Isometric view.

Select the **Circle** command  from the Sketch Tools toolbar.

Select the
Sketch Face



Planar Surfaces

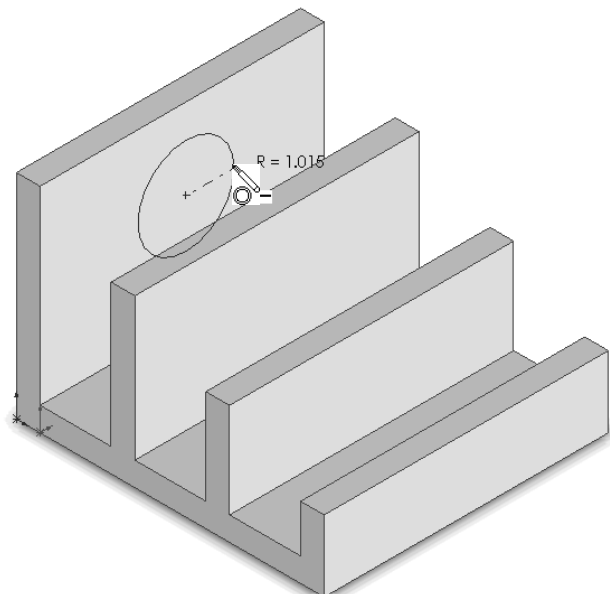
A planar surface of the model can also be used as a Sketch Plane.

The Sketch will then be extruded normal to the selected surface.


Position the mouse cursor near the center of the selected face, click and drag outward to make a circle.

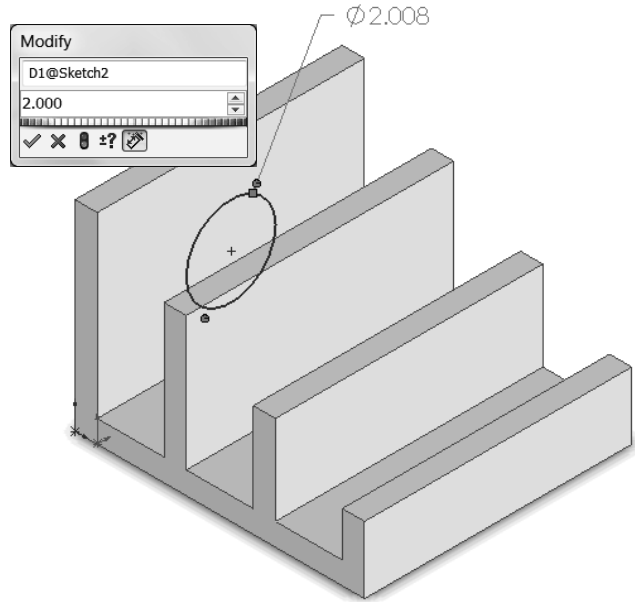
While sketching the circle, the system displays the radius value next to the mouse cursor.

Dimensions are added after the profile is created.




Select the **Smart Dimension**

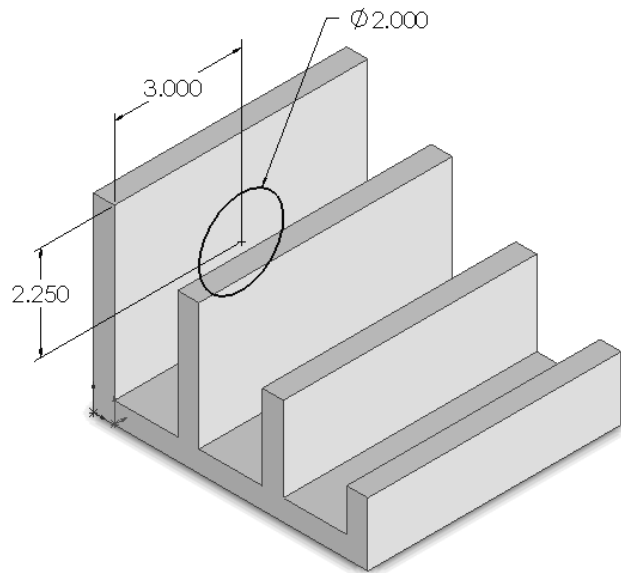
command  and add a diameter dimension to the circle. (Click on the edge of the circle and move the cursor outward at approximately 45 degrees, and click to place the dimension.)



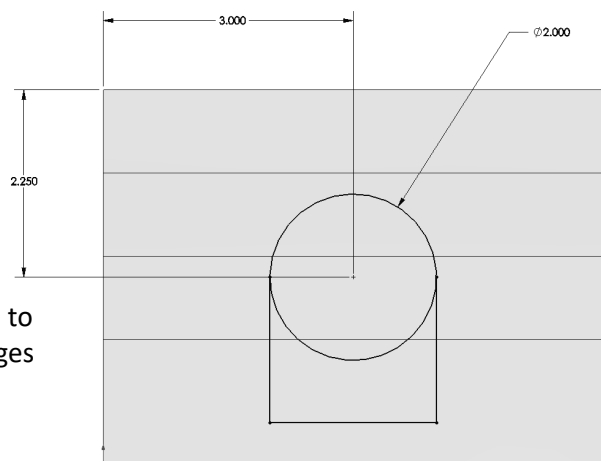
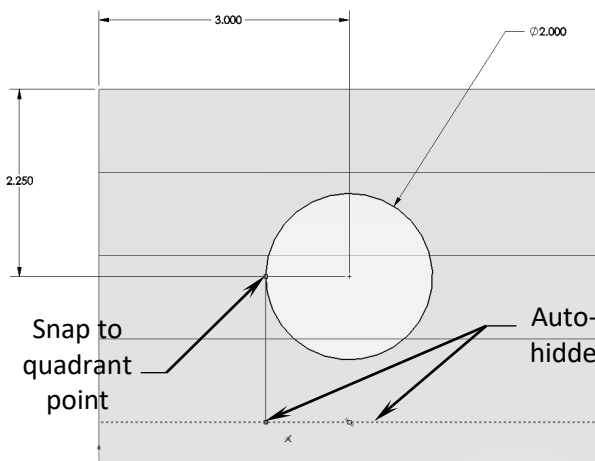
To add the location dimensions, click the edge of the circle and the edge of the model, place the dimension, then correct the value.

Continue adding the location dimensions as shown to fully define the sketch.

Select the **Line** command  and sketch the **3 lines** as shown below. Snap to the hidden edge of the model when it highlights.

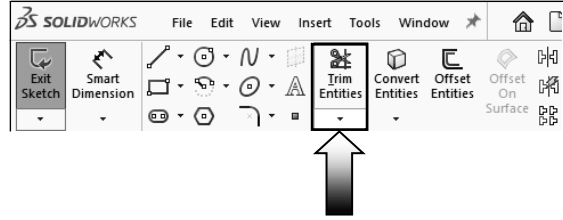


The color of the sketch should change to black at this point (Fully Defined).

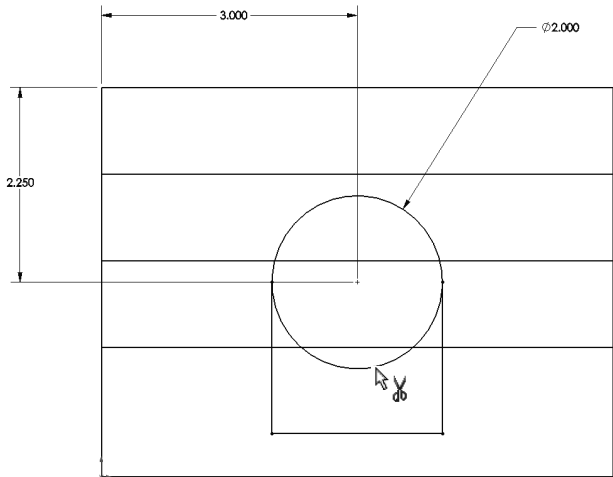
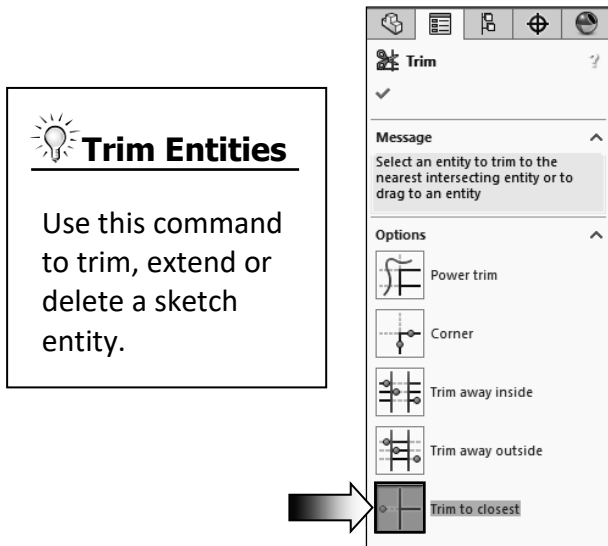


12. Using the Trim Entities command:

Select the **Trim Entities** command from the Sketch toolbar (arrow).



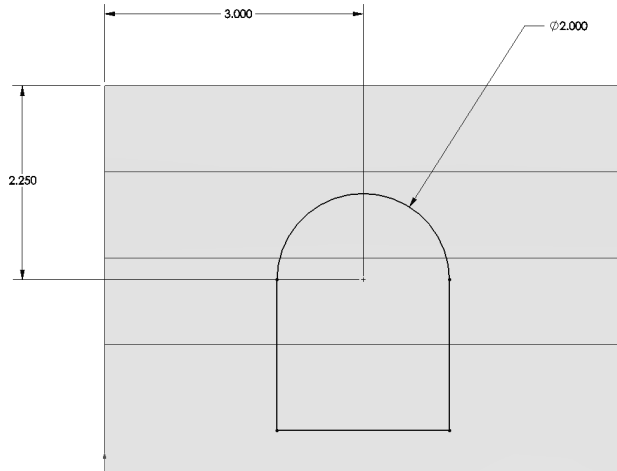
Click the **Trim to Closest** option (arrow). When the pointer is hovered over a sketch entity, this trim command will highlight the entity prior to trimming them to the next intersection.



(The image is shown in wireframe for example only; remain in shaded mode)


Hover the pointer over the lower portion of the circle; the portion that is going to be trimmed will highlight. Click the mouse button to trim.


The bottom portion of the circle is trimmed, leaving the sketch as one-continuous-closed-profile, suitable to extrude and make a 3D feature.



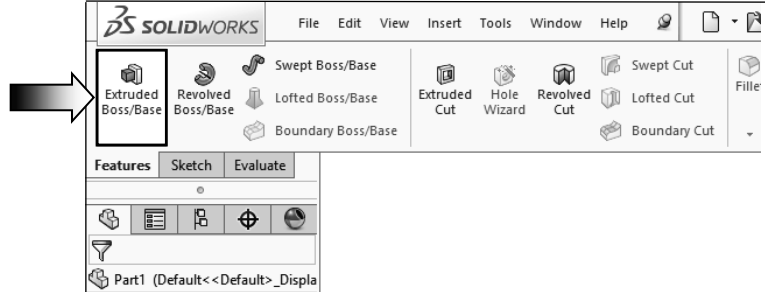
Next, we are going to look at some of the extrude options available in SOLIDWORKS.

13. Extruding a Boss:

Switch to the **Features** tab and click  or select:
Insert / Boss-Base / Extrude.

 **Extrude Options...**

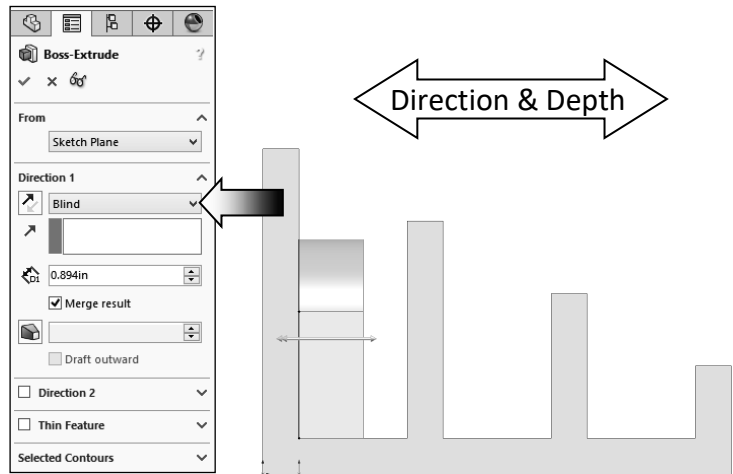
Explore each extrude option to see the different results. Press Undo to go back to the original state after each one.



A Using the Blind option:

When extruding with the Blind option, the following conditions are required:

- * Direction
- * Depth dimension

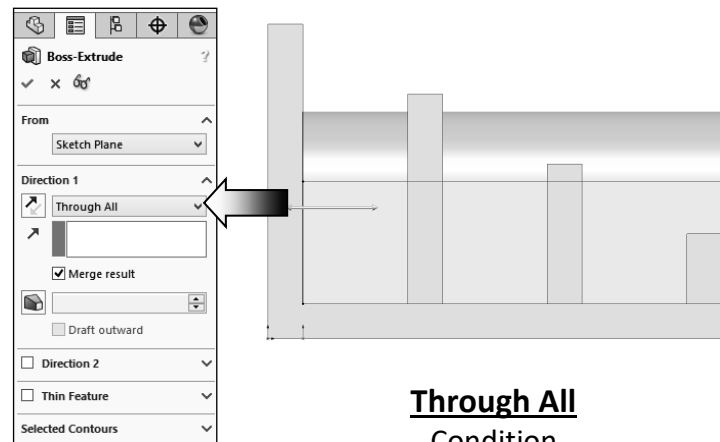


Drag the direction arrow on the preview graphics to define the direction, and then enter a dimension for the extrude depth.

Blind
Condition

B Using the Through All option:

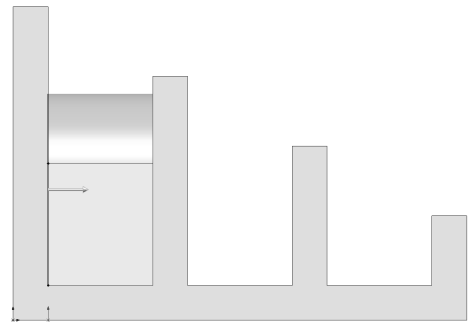
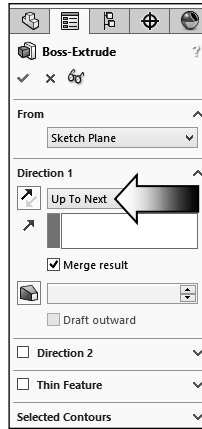
When the Through All option is selected, the system automatically extrudes the sketch to the length of the part, normal to the sketch plane.



Through All
Condition

C Using the Up To Next option:

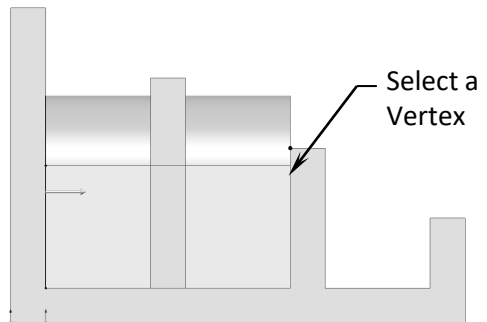
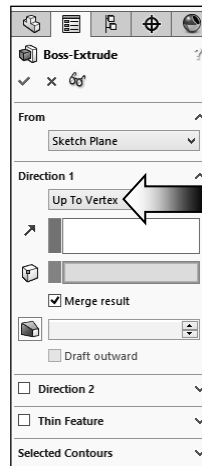
With the Up To Next option selected, the system extrudes the sketch to the very next group of surface(s), and blends it to match the geometry of the surface(s).



Up To Next Condition

D Using the Up To Vertex option:

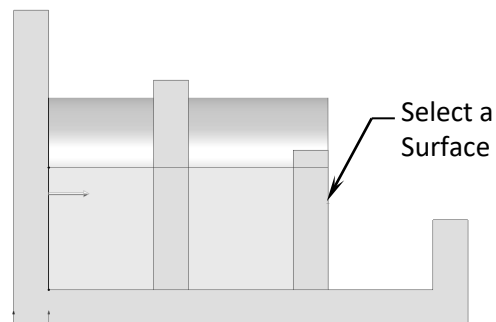
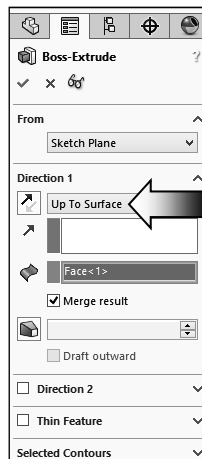
This option extrudes the sketch from its plane to a vertex, specified by the user, to define its depth.



Up To Vertex Condition

E Using the Up To Surface option:

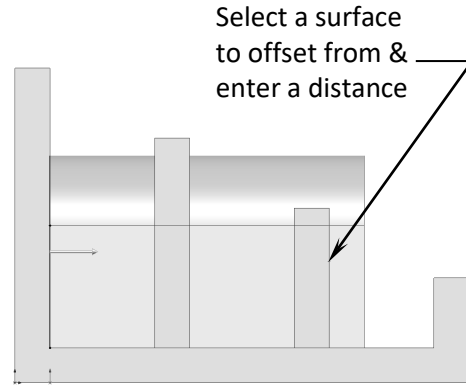
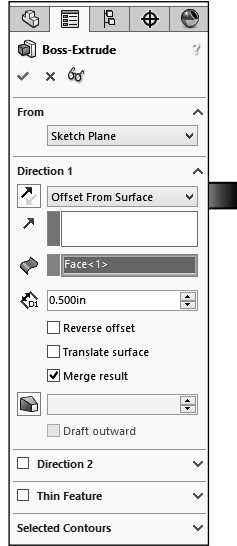
This option extrudes the sketch from its plane to a single surface to define its depth.



Up To Surface Condition

F Using the Offset From Surface option:

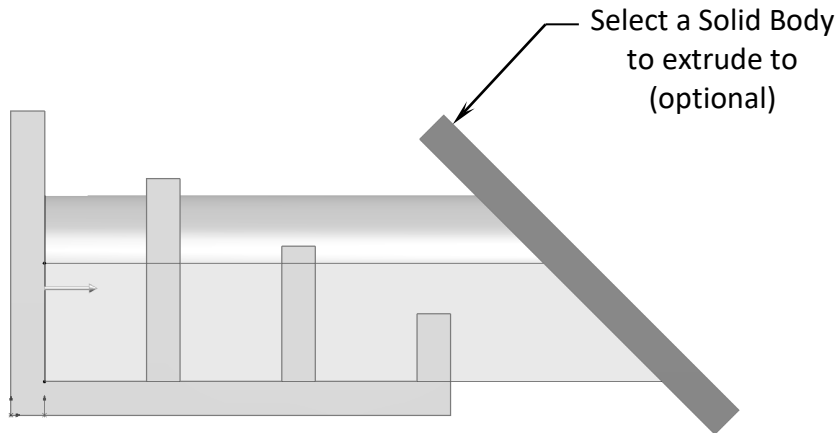
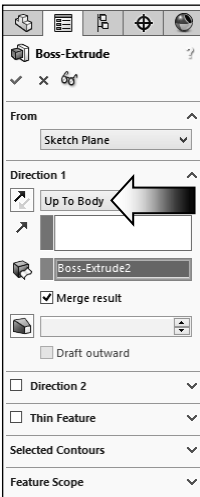
This option extrudes the sketch from its plane to a selected face, and then offsets at a distance specified by the user.



Offset From Surface
Condition

G Using the Up To Body option (optional):

This option extrudes the sketch from its sketch plane and blends to a selected body.



Up To Body
Condition

The Up To Body option can also be used in assemblies or multi-body parts.

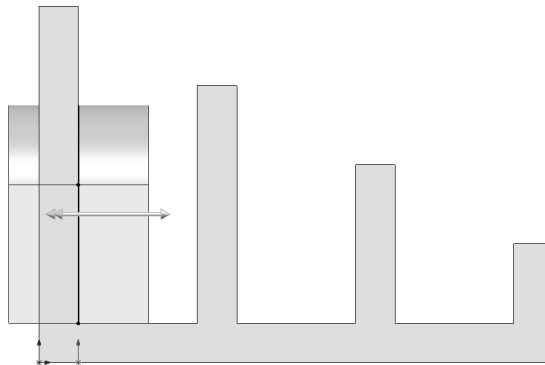
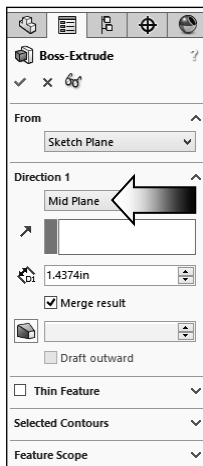
The Up To Body option works with either a solid body or a surface body.

It is also useful when making extrusions in an assembly to extend a sketch to an uneven surface.

H Using the Mid Plane option:

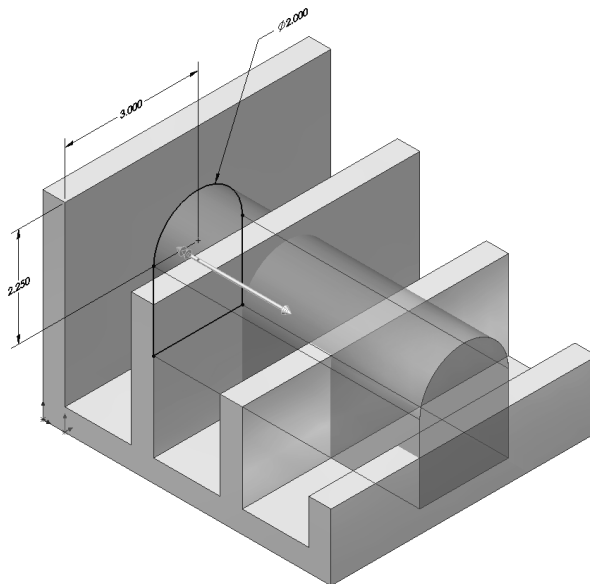
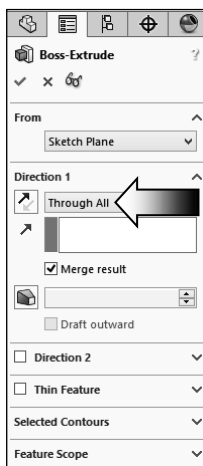
This option extrudes the sketch from its plane equally in both directions.

Enter the Total Depth dimension when using the Mid-Plane option.



Mid Plane
Condition

After you are done with exploring all the extrude options, change the Direction 1 to **Through All**.

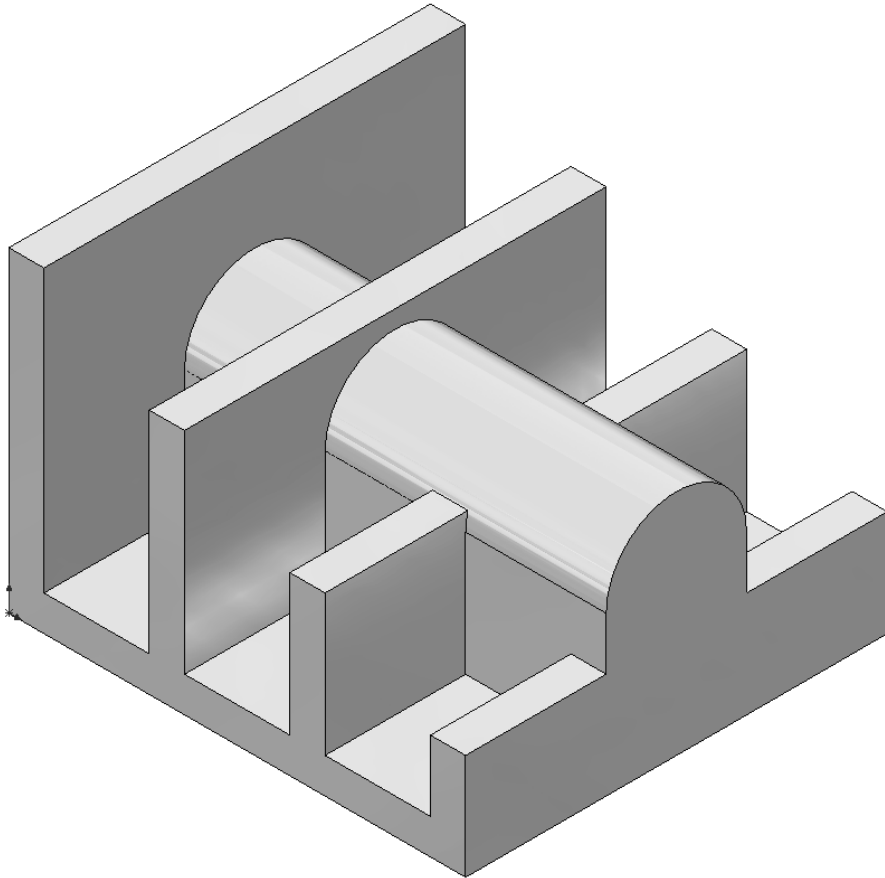


Click **OK**.

The system extrudes the sketch to the outermost surface as the result of the Through All end condition.

The overlapped material between the first and the second extruded features is removed automatically.

If the Merge Result checkbox is cleared, all interferences will be kept and the model became a multibody part.

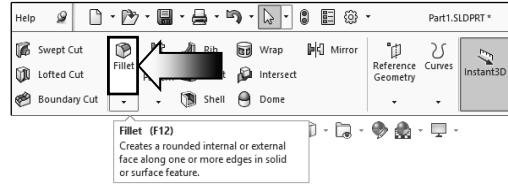


Extrude summary:

- * *The Extrude Boss/Base command is used to add thickness to a sketch and to define the characteristic of a 3D feature.*
- * *A sketch can be extruded in both directions at the same time, from its sketch plane.*
- * *A sketch can also be extruded as a solid or a thin feature.*

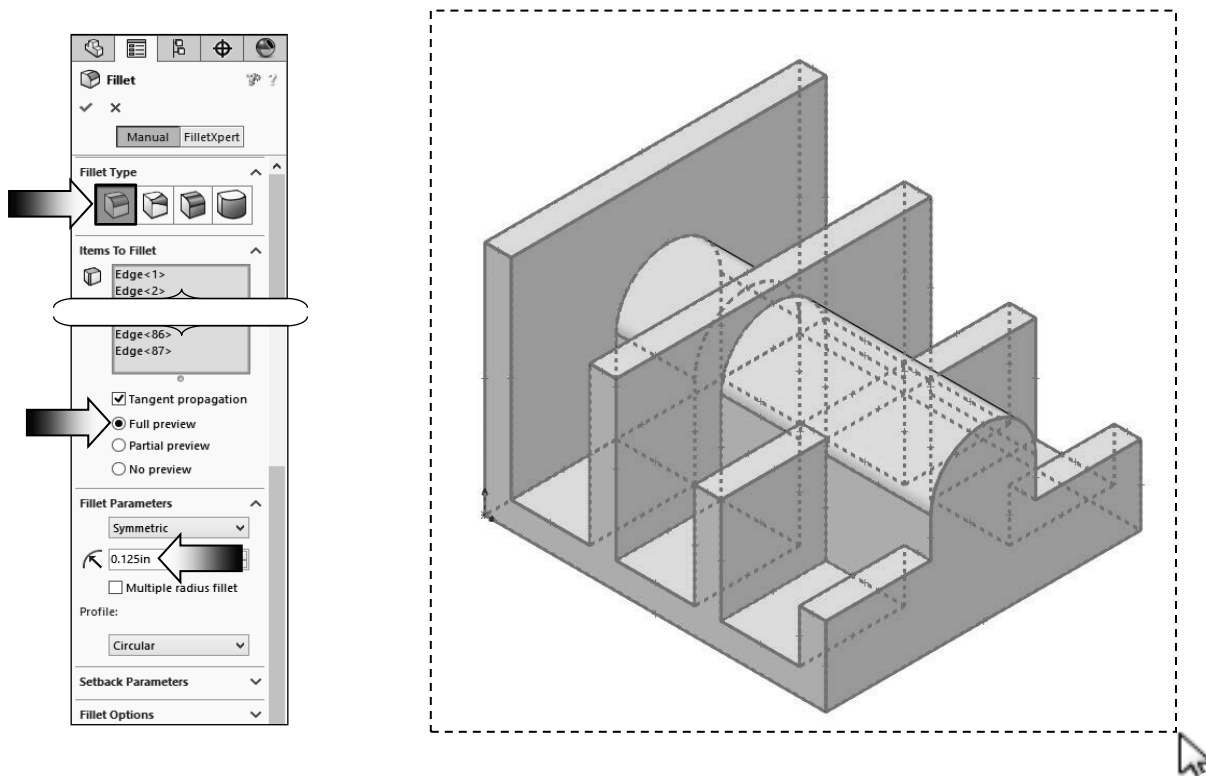
14. Adding the model fillets:

Fillet/Round creates a rounded internal or external face on the part. You can fillet all edges of a face, select groups of faces, edges, or edge loops.



The **radius** value stays in effect until you change it. Therefore, you can select any number of edges or faces in the same operation.

Click  or select **Insert / Features / Fillet/Round**.



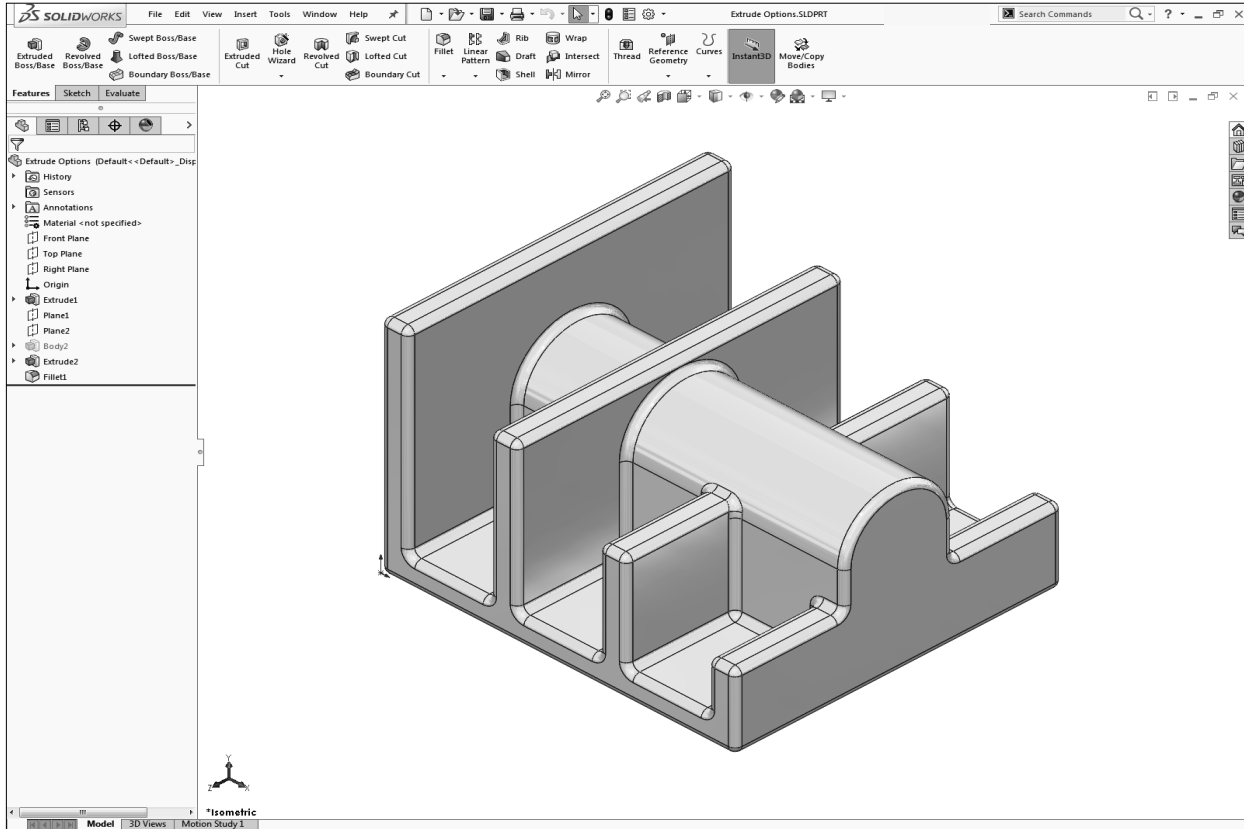
Select the **Constant Size Fillet** button (arrow).

Either "drag-select" to highlight all edges of the model, or press the shortcut key **Control+A** (select all).

Enter **.125 in.** for radius size.

Enable the **Full Preview** checkbox.

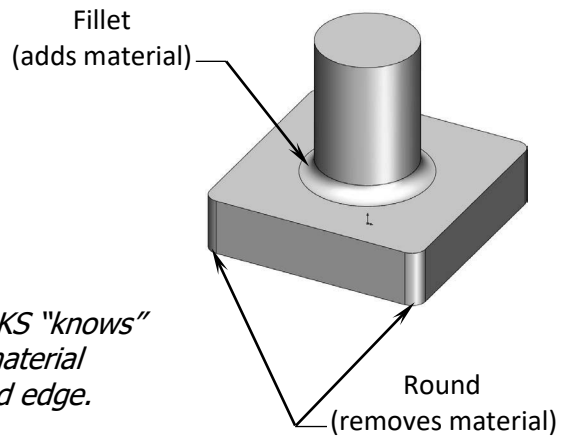
Click **OK**.



In the Training Files folder, in the Built Parts folder, you will also find copies of the parts, assemblies, and drawings that were created for cross referencing or reviewing purposes.

*** Fillets and Rounds:**

Using the same Fillet command, SOLIDWORKS "knows" whether to add material (Fillet) or remove material (Round) to the faces adjacent to the selected edge.



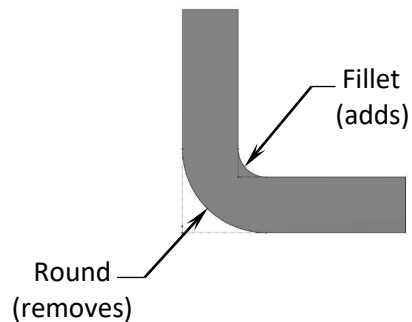
15. Saving your work:

Select **File / Save As**.

Change the file type to **Part file (.sldprt)**.

Enter **Extrude Options** for the name of the file.

Click **Save**.



Questions for Review

1. To open a new sketch, first you must select a plane from the FeatureManager tree.
 - a. True
 - b. False
2. Geometric relations can be used only in the assembly level, not in the part level.
 - a. True
 - b. False
3. The current status of a sketch is displayed in the lower right area of the screen as Under defined, Fully defined, or Over defined.
 - a. True
 - b. False
4. Once a feature is extruded, its extrude direction cannot be changed.
 - a. True
 - b. False
5. A planar face can also be used as a sketch plane.
 - a. True
 - b. False
6. The Equal relation only works for Lines, not Circles or Arcs.
 - a. True
 - b. False
7. After a dimension is created, its value cannot be changed.
 - a. True
 - b. False
8. When the UP TO SURFACE option is selected, you must choose a surface as the end-condition to extrude up to.
 - a. True
 - b. False
9. UP TO VERTEX is not a valid Extrude option.
 - a. True
 - b. False

1. TRUE 2. FALSE
3. TRUE 4. FALSE
5. TRUE 6. FALSE
7. FALSE 8. TRUE
9. FALSE

Using the Search Commands:

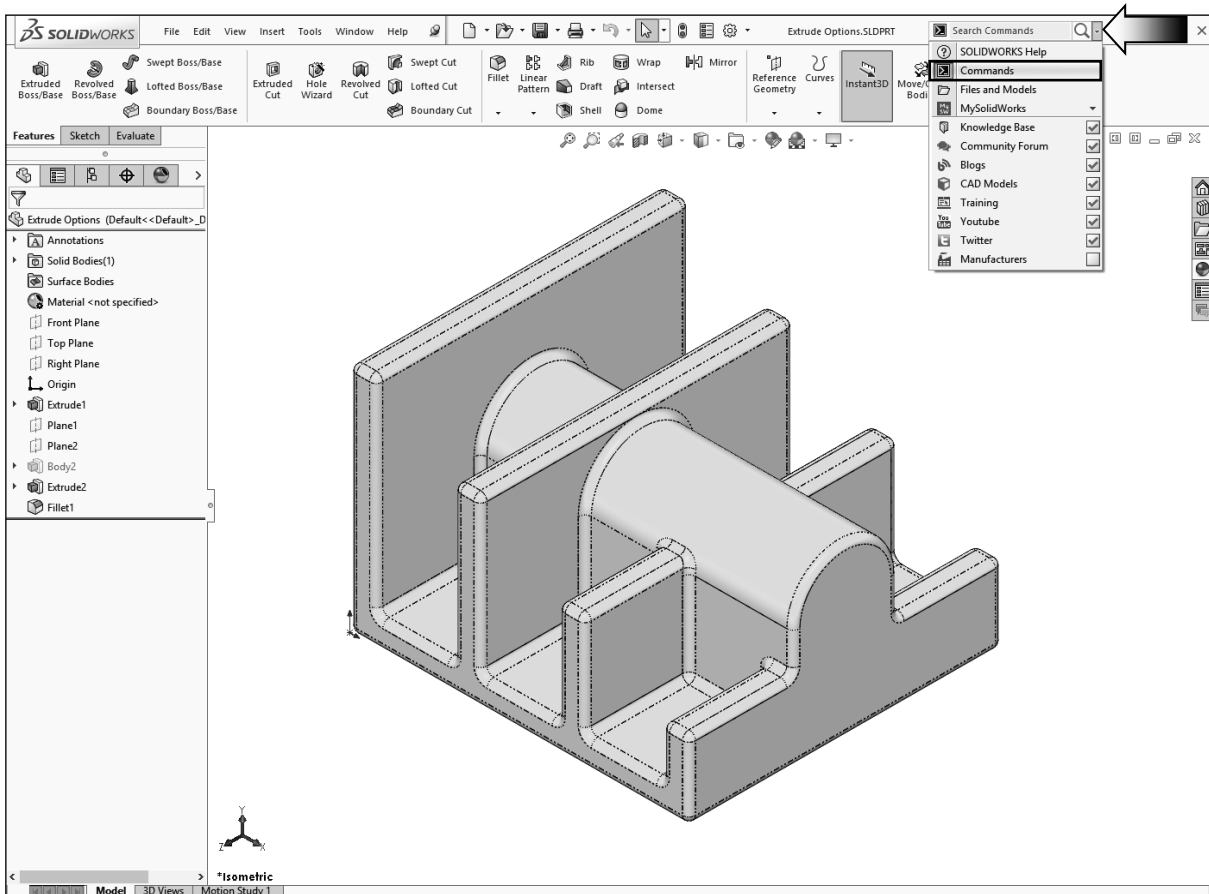
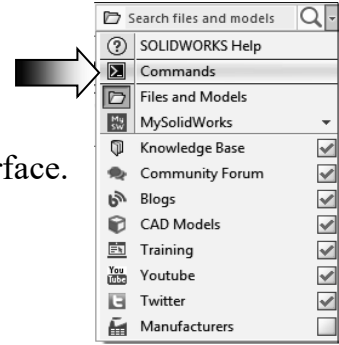
The Search Commands lets you find and run commands from SOLIDWORKS Search or locate commands in the user interface.

These features make it easy to find and run any SOLIDWORKS command:

The results are filtered as you type and typically find the command you need within a few keystrokes.

When you run a command from the results list for a query, Search Commands remembers that command and places it at the top of the results list when you type the same query again.

Search shortcuts let you assign simple and familiar keystroke sequences to commands you use more regularly.




Click the drop-down arrow to see the search options (arrow).

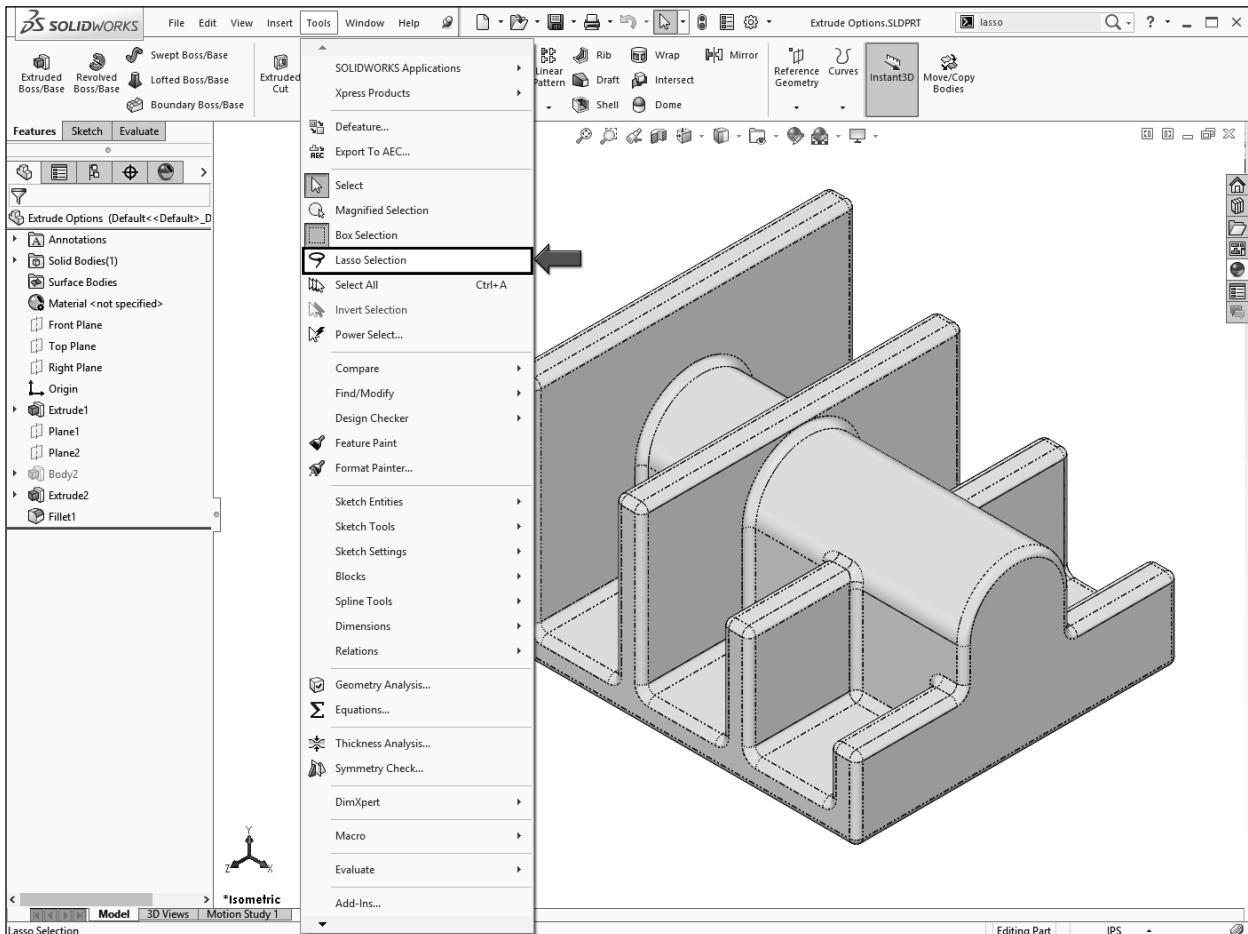
1. Search Commands in Features Mode:

The example below shows how you might use Search Commands to find and run the **Lasso Selection** command in the Feature Mode.

With the part still open, start typing the command **Lasso Selection** in Search Commands. As soon as you type the first few letters of the word Lasso, the results list displays only those commands that include the character sequence "lasso," and **Lasso Selection** appears near the top of the results list.



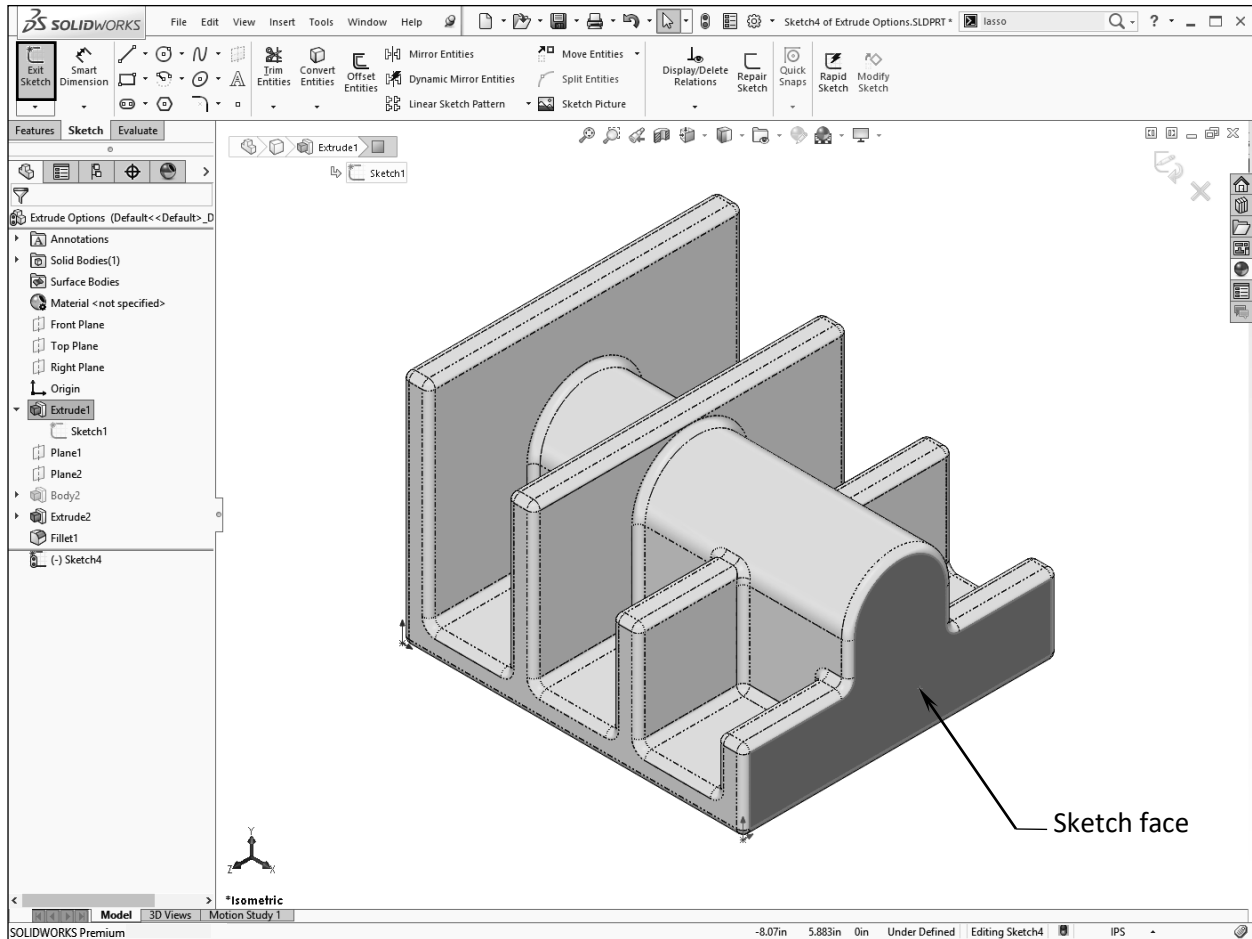
Click **Show Command Location** ; a **red arrow** indicates the command in the user interface (do not move the mouse while the system is searching).



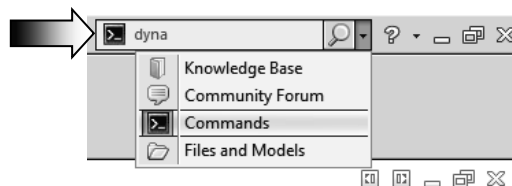
2. Search Commands in Sketch Mode:


The example below shows how you might use Search Commands to find and run the **Dynamic Mirror** command in the Sketch Mode.

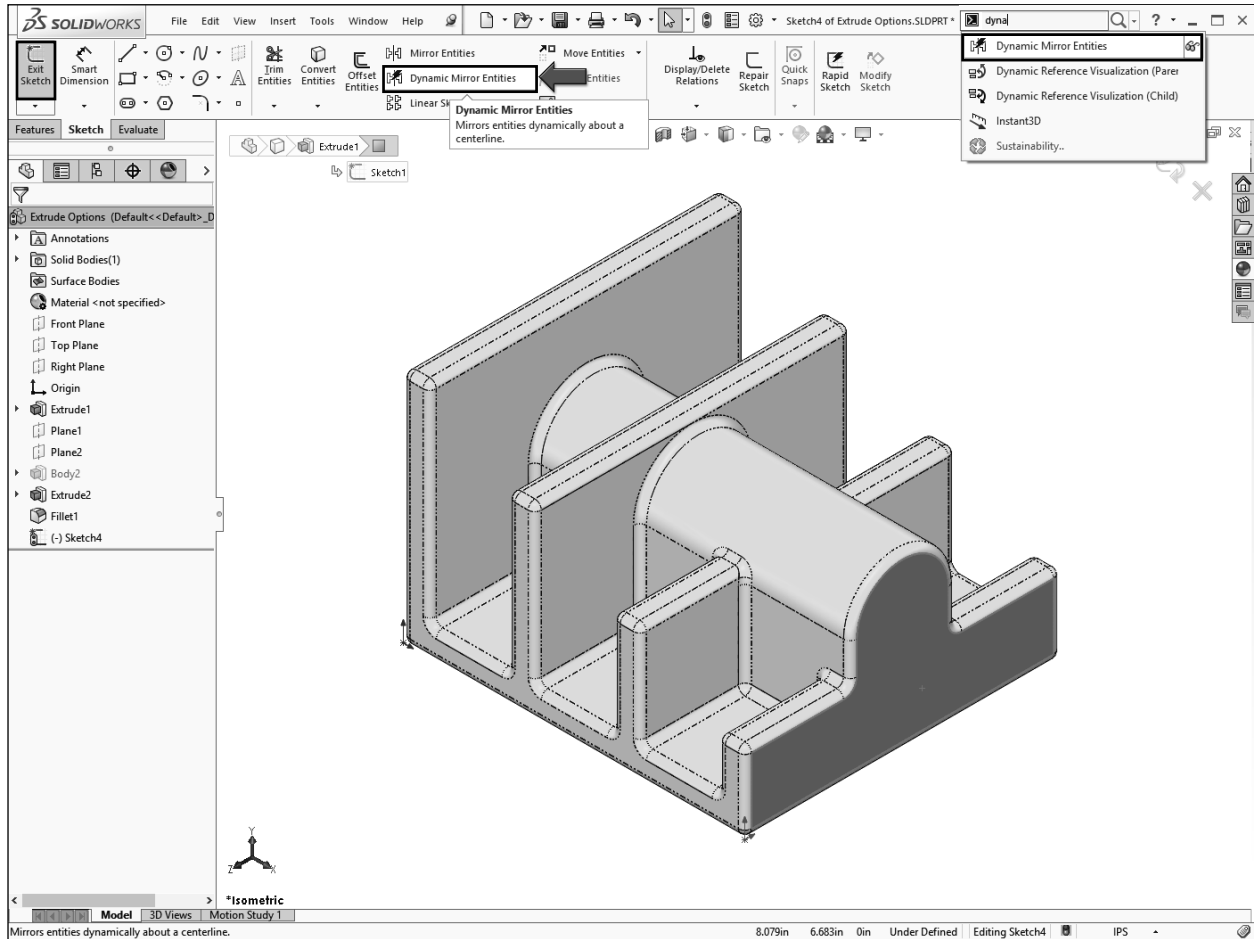
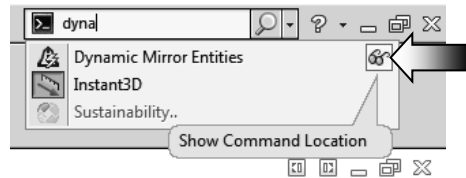
Using the same part, open a **new sketch** on the side face of the model as noted.



Start typing the command **Dynamic Mirror** in Search Commands. As soon as you type the first few letters of the word Dynamic, the results list displays only those commands that include the character sequence "**dyna**," and **Dynamic command** appears near the top of the results list.



Click **Show Command Location** ; a red arrow indicates the command in the user interface (You will cancel the search operation if the mouse is moved during this time).



Additionally, a Search Shortcut can be assigned to any command to help find it more quickly (see *Customize Keyboard* in the SOLIDWORKS Help for more info):

1. Click **Tools / Customize**, and select the **Keyboard** tab.
2. Navigate to the command to which you want to assign a search shortcut.
3. In the Search Shortcut column for the command, type the shortcut letter you want to use, and then click OK.

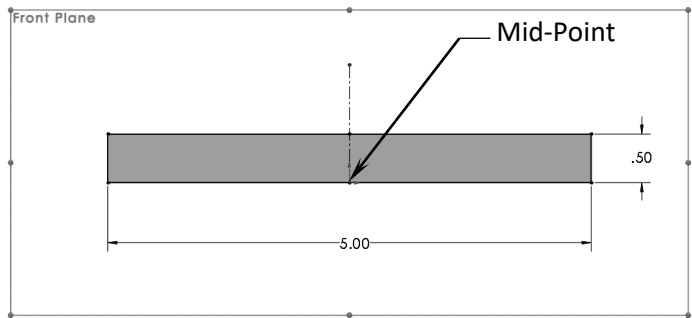
Save and close all documents.

Exercise 1: Extrude Boss & Hole Wizard

NOTE: The exercise gives you the opportunity to apply what you have learned from the lesson. There will be enough instruction provided for you to create the model but some of the steps may require you to plan ahead of time on how you should constrain the geometry such as: use only geometric relations, or use only dimensions, or use both.

1. Select the **Front plane** and open a new sketch.

Sketch a **Rectangle** and add the dimensions and relations needed to fully define the sketch.

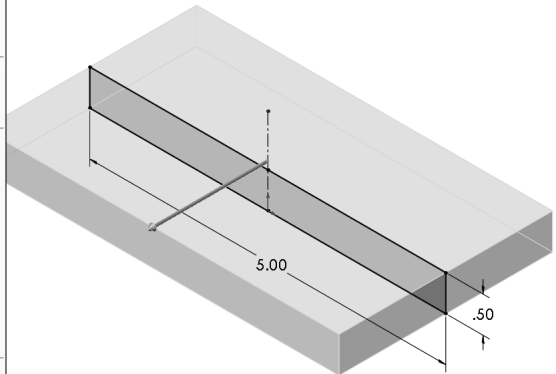
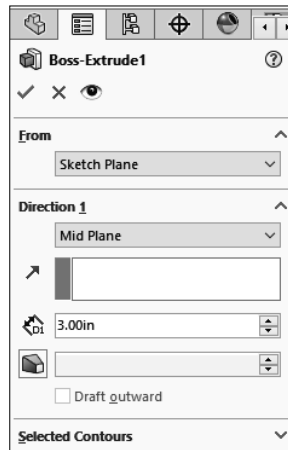


2. Change to the **Features** tab and click **Extruded Boss Base**.

Select **Mid-plane** for Direction 1.

Enter **3.00in** for Depth.

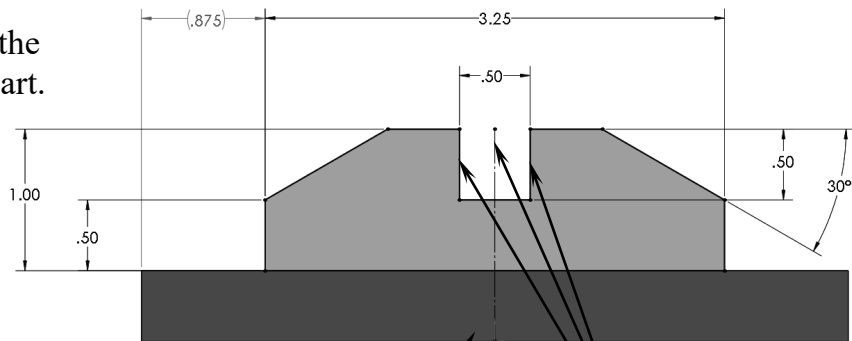
Click **OK**.



3. Open a new sketch on the face in the back of the part.

Sketch the profile shown.

Add the dimensions and relations as indicated to fully define the sketch.



Sketch on the face in the back

Symmetric relation between 3 lines

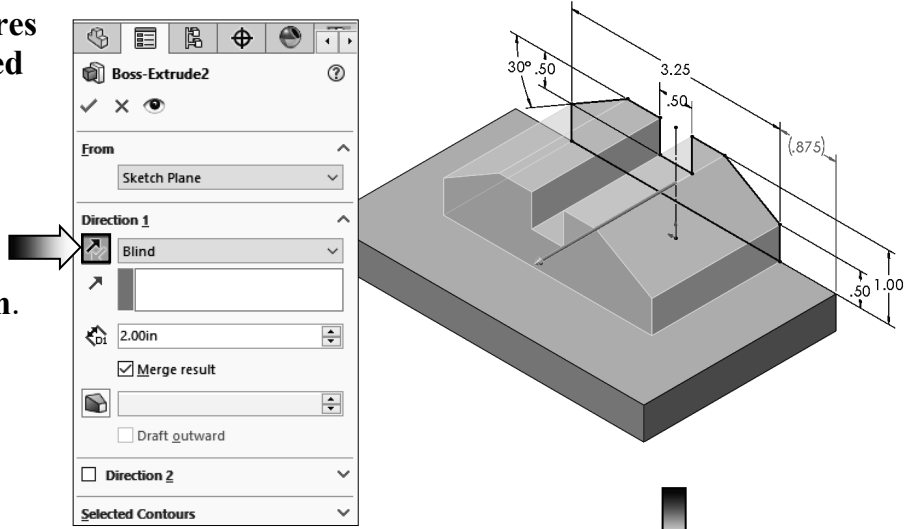
4. Change to the Features tab and press Extruded Boss Base.

For Direction 1, select the **Blind** option.

For Depth, enter **2.00in**.

Click **Reverse** (arrow) to extrude towards the front.

Click **OK**.

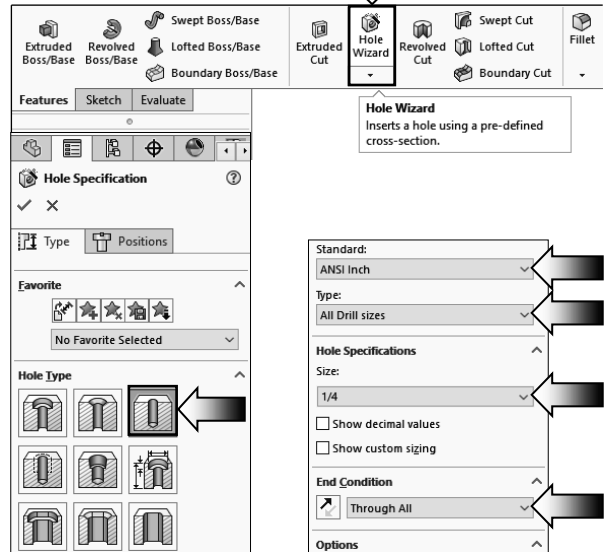


5. Adding the Holes:

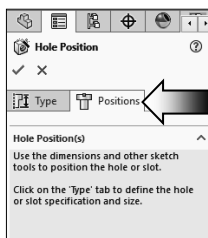
Click the **Hole Wizard** command on the Features tab.

Set/select the following:

- * Hole Type: **Hole**
- * Standard: **ANSI Inch**
- * Type: **All Drill Sizes**
- * Size: **1/4**
- * End Condition: **Through All**

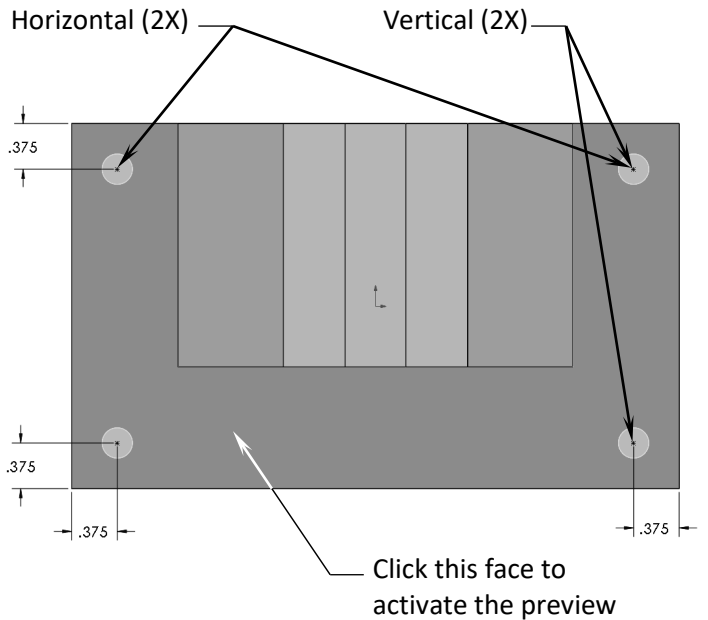


Click the **Position** tab (arrow).

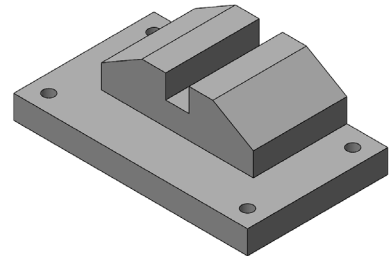


Select the face as indicated to activate the preview graphics.

Place 4 holes and add the dimensions/relations as noted to fully define the sketch.

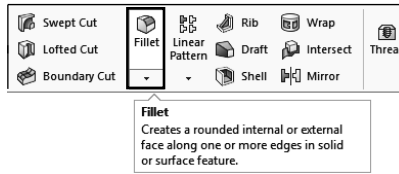


Click **OK** to accept and exit the Hole Wizard command.



6. Adding Fillets:

Click the **Fillet** command on the Features tab.



The **Constant Size** (arrow) option should be selected by default.

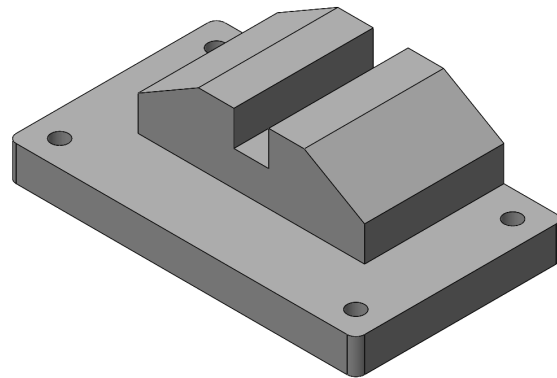
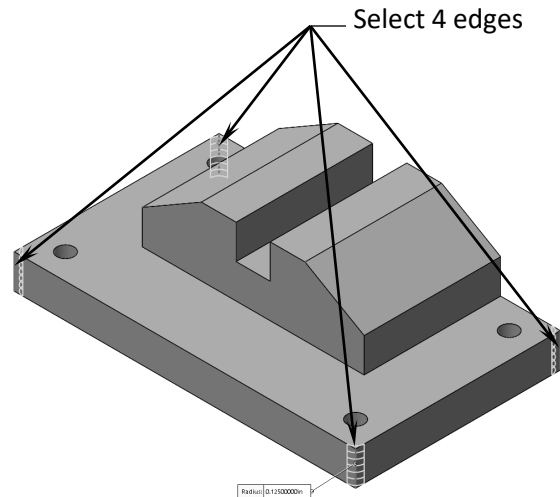
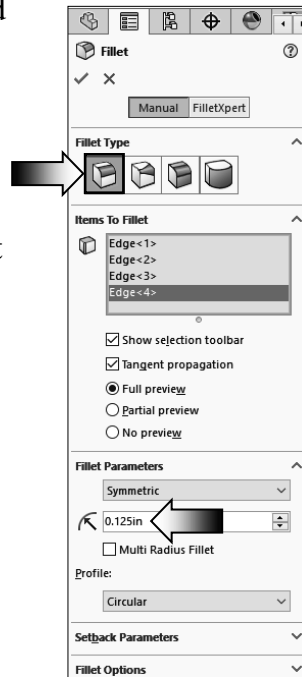
For Radius size, enter **.125in.**

For Items to Fillet, select the **4 vertical edges** as indicated.

Enable the **Full Preview** if needed.

Click **OK**.

The fillets are added to the selected edges.



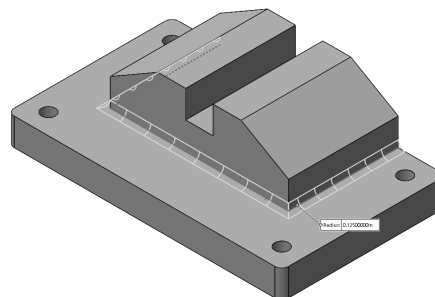
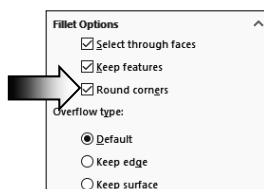
7. Saving your work:

Select **File, Save As.**

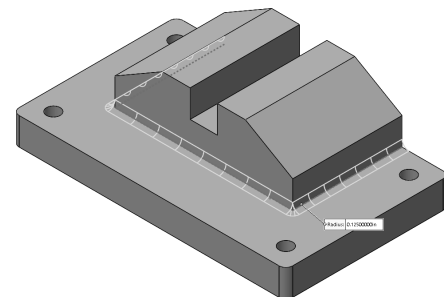
Enter **Extrudes_Exe2** for the file name.

Click **Save.**

(Try out the option **Round Corners**).



Without Round Corners

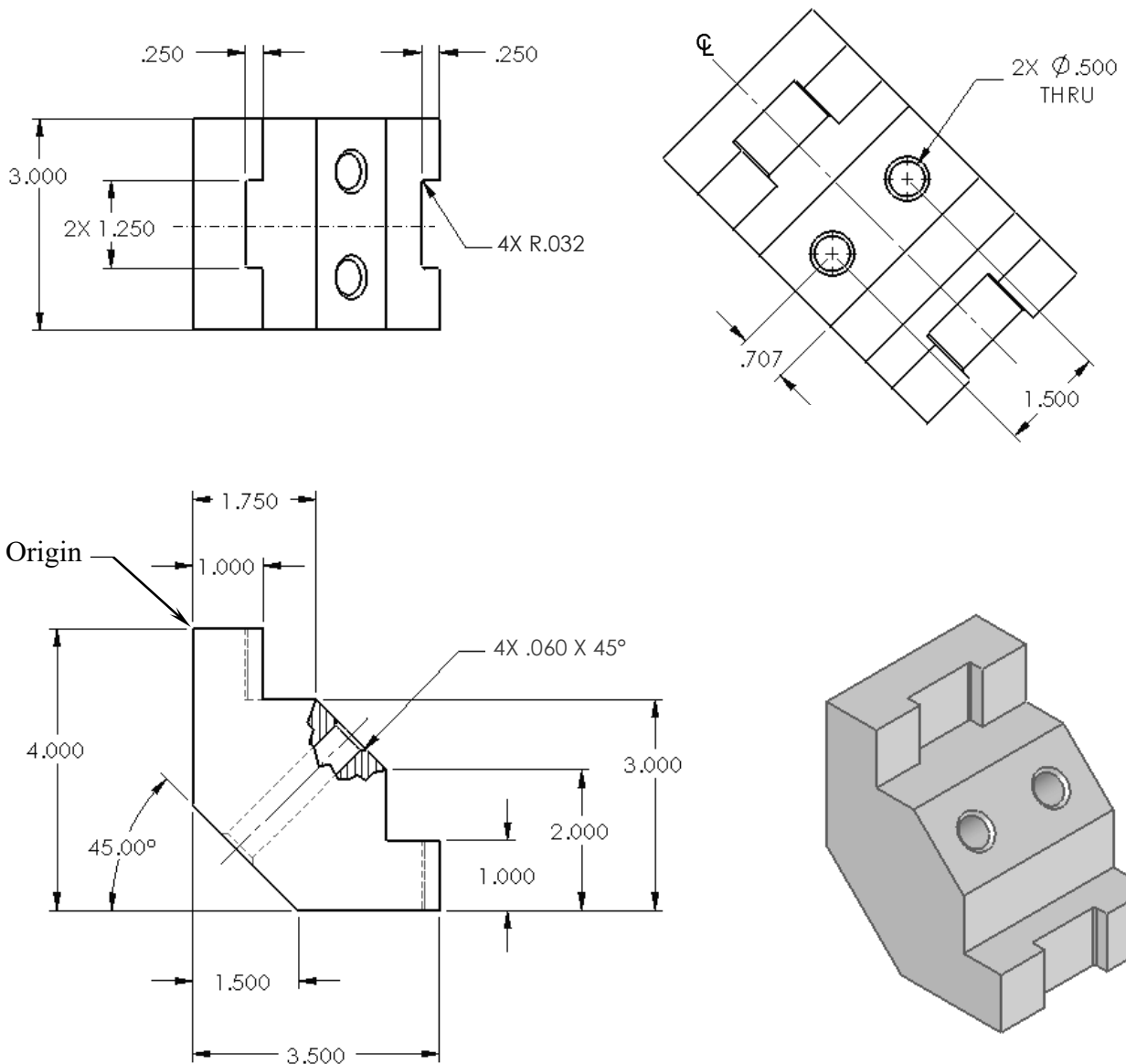


With Round Corners

Exercise 2: Extrude Boss & Extrude Cut

NOTE: In an exercise, there will be less step-by-step instruction than those in the lessons which will give you a chance to apply what you have learned in the previous lesson and create the model on your own.

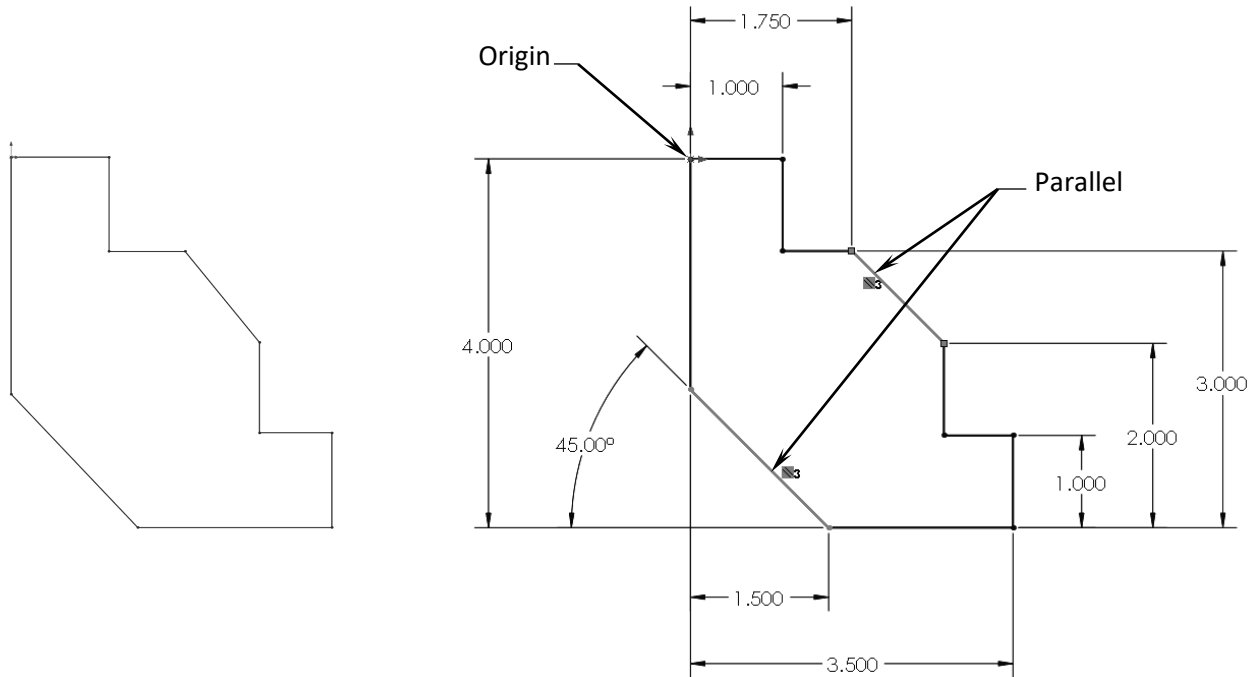
1. Dimensions are in inches, 3 decimal places.
2. Use Mid-Plane end condition for the Base feature.
3. The part is symmetrical about the Front plane.
4. Use the instructions on the following pages if needed.



1. Starting with the base sketch:

Select the Front plane and open a **new sketch**.

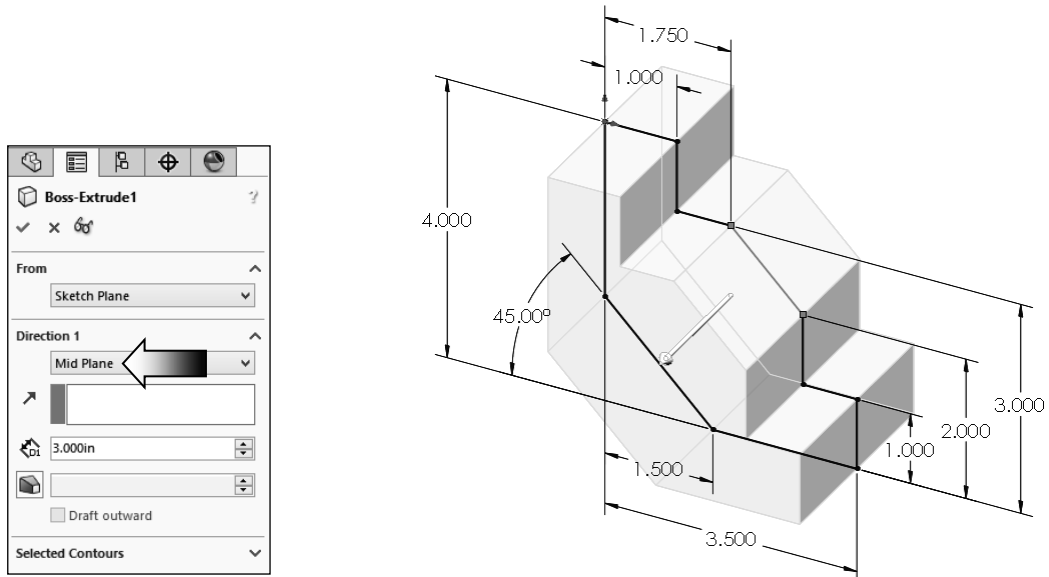
Starting at the top left corner, using the **line** command, sketch the profile below.



Add the dimensions shown.

Add the Parallel relation to fully define the sketch.

Extrude Boss/Base with **Mid Plane** and **3.000"** in depth.

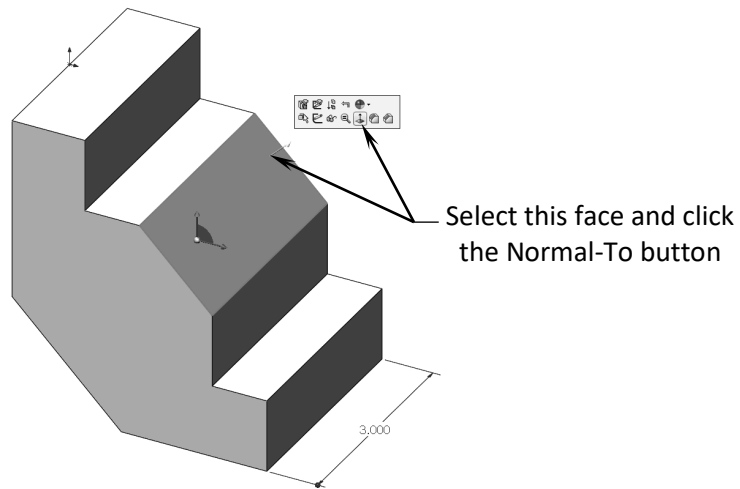


2. Adding the through holes:

Select the face as indicated and click the Normal-To button.

This command rotates the part normal to the screen.

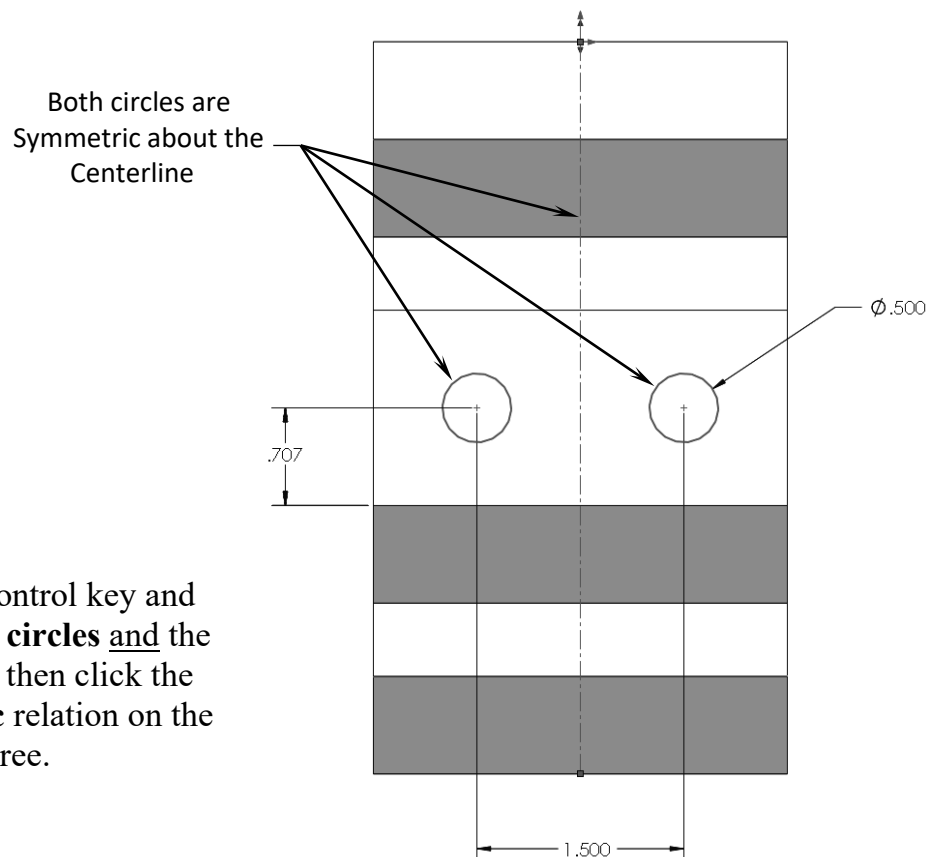
The hotkey for this command is **Ctrl+8**.



Open a **new sketch** and draw a **centerline** that starts from the origin point.

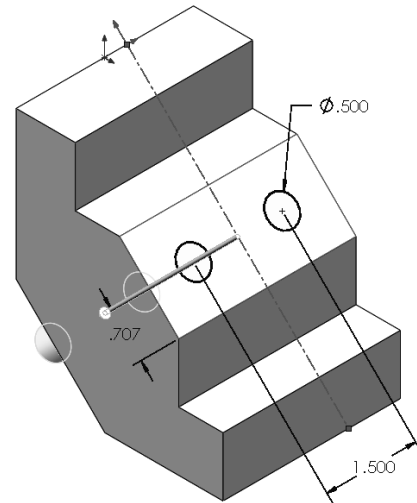
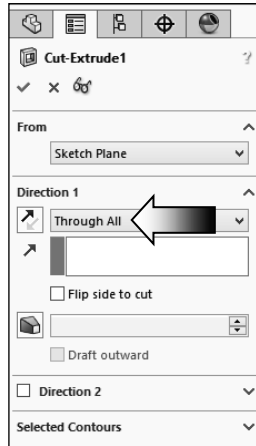
Sketch **2 circles** on either side of the centerline.

Add the diameter and location dimensions shown. Push Escape when done.



Hold the Control key and select **both circles** and the **centerline**, then click the **Symmetric** relation on the properties tree.

Create an extruded cut using the **Through-All** end condition.



3. Adding the upper cut:

Select the upper face and click the Sketch button to open a **new sketch**.

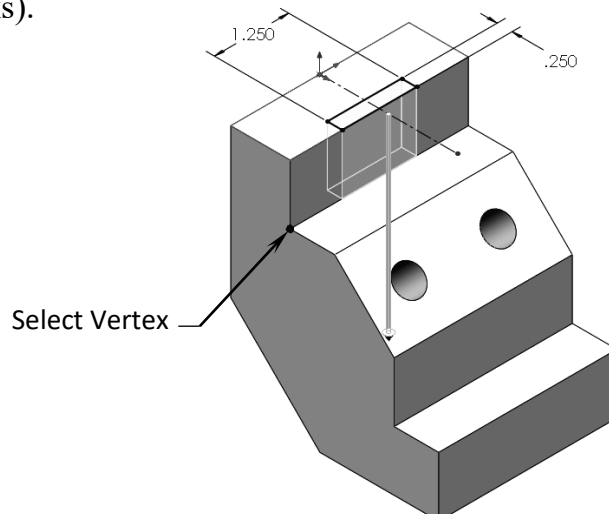
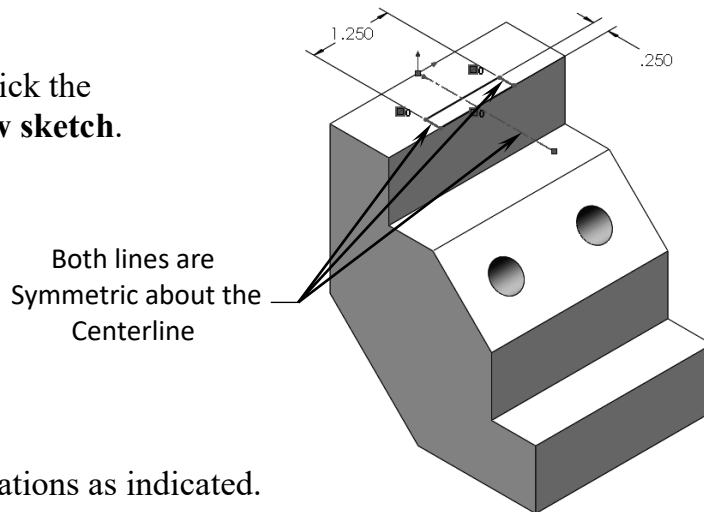
Sketch a **centerline** that starts at the Origin.

Sketch a **rectangle** as shown.

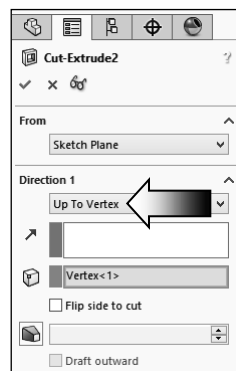
Add the dimensions and relations as indicated.

Create an **extruded cut** using the **Up-To-Vertex** condition (up-to-surface also works).

Select the **Vertex** indicated.



Click **OK**.



4. Adding the lower cut:

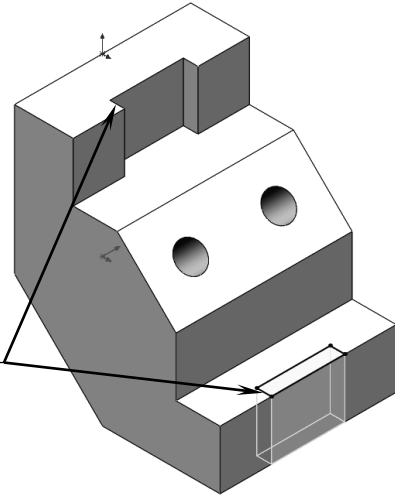
Select the lower face of the part and open a **new sketch**.

Sketch a **rectangle** on this face.

Add a **Collinear** and an **Equal** relation to the **lines** and the **edges** as noted.

Extrude a cut using the **Through All** condition.

The line is Collinear and Equal with the edge on both sides



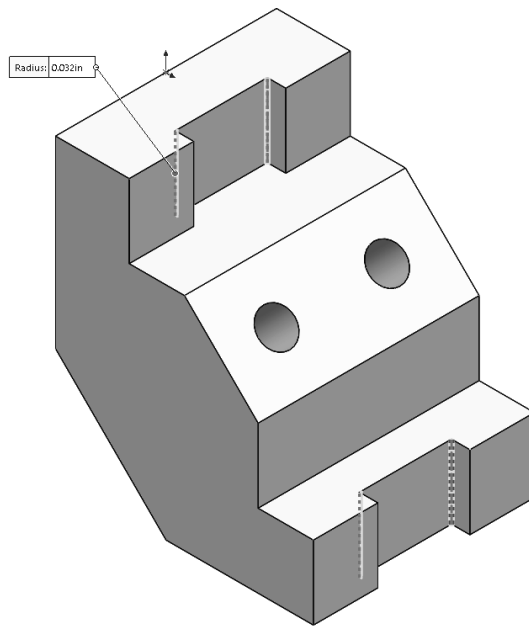
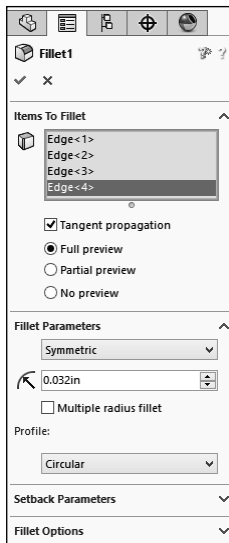
5. Adding fillets:

Select the **Fillet** command from the Features toolbar.

Enter **.032in.** for radius size.

Select the **4 vertical edges** on the inside of the 2 cuts.

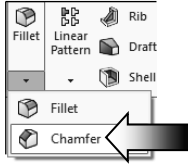
Keep all other options at their default settings.



Click **OK**.

6. Adding chamfers:

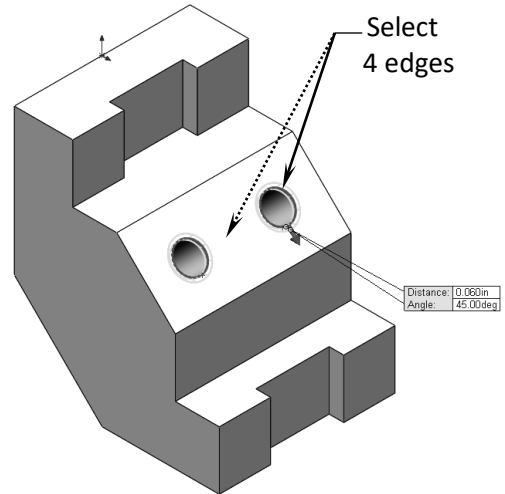
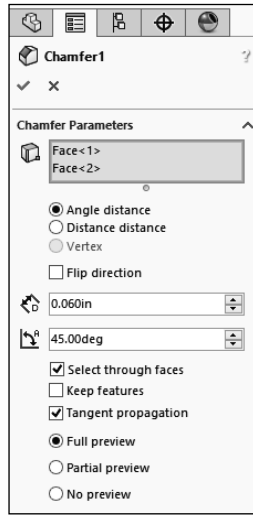
Click **Chamfer** under the Fillet drop-down.



Enter **.060** for depth.

Select the **4 circular edges** of the 2 holes (both front and back).

Click **OK**.



7. Saving your work:

Click **File / Save As**.

Enter **Extrudes_Exe2** for the file name.

Select a location to save the file.

Click **Save**.

