ENGINEERING & COMPUTER GRAPHICS WORKBOOK
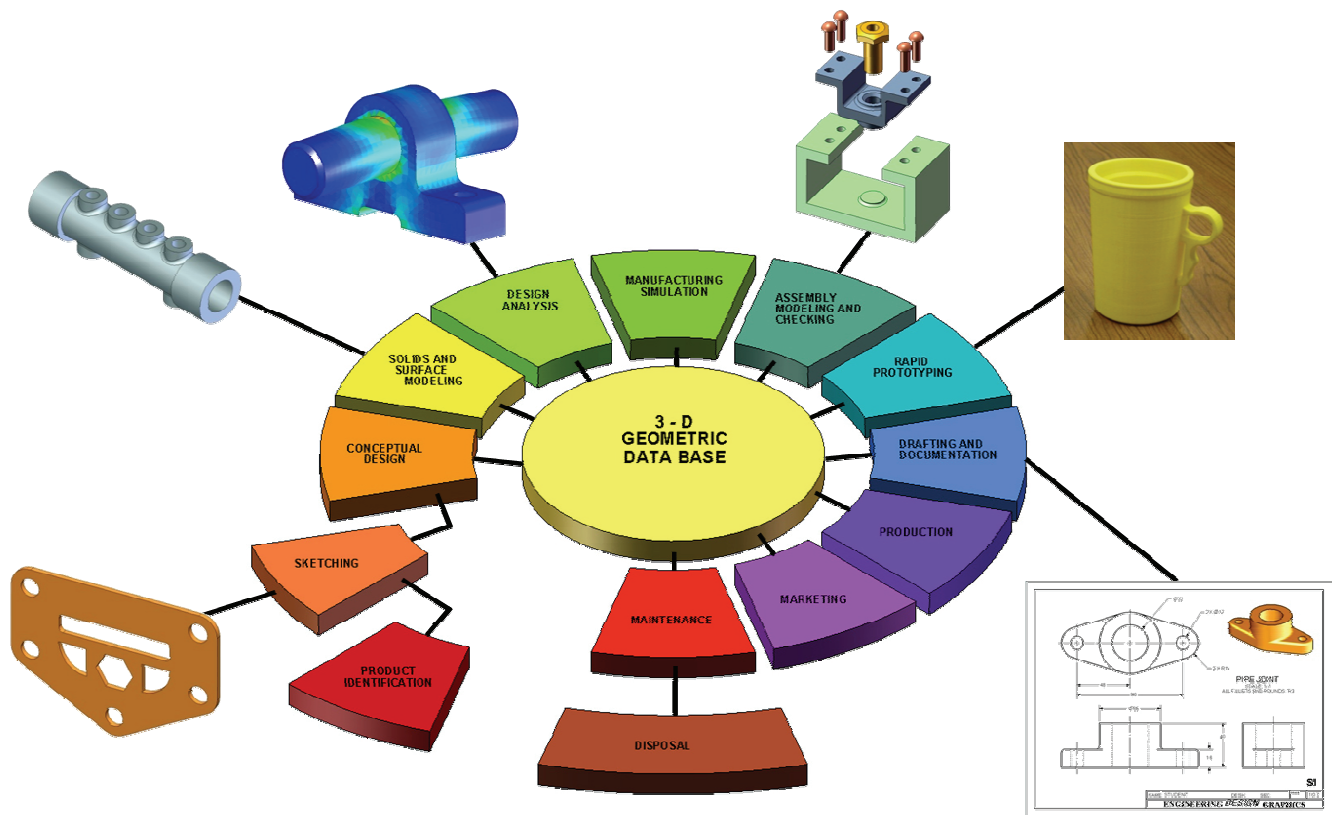
Using SolidWorks 2011

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4. Computer Graphics Lab 4: 3-D Solid Modeling of Parts II

Creating Advanced 3-D Features: Draft, Shell, Dome, Loft, Sweep; Advanced Extrusion and Revolution Operations; Building 3-D Solid Parts.

5. Computer Graphics Lab 5: Assembly Modeling and Mating

Building Multiple 3-D Parts; Color Shading of Parts in an Assembly; Starting a New Assembly File; Tiling the Screen Windows; Assembly Toolbar; Drag and Drop Parts into Assembly; Move and Rotate Component; Mate Parts with Different Mate Types; Print Assembly File.

6. Computer Graphics Lab 6: Analysis and Design Modification I

Measure Function; Mass Properties Function; Types of Mass Properties and Applicable Units; Print Mass Properties Report; Design Modification of a Solid Model; Setting Up a Design Table; Setting Parameters for the Design Table; Configuration Manager; Print Assembly File.

7. Computer Graphics Lab 7: Analysis and Design Modification II

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8. Computer Graphics Lab 8:   Kinematics Animation and Rapid Prototyping.................................8.1

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9. Computer Graphics Lab 9: Section Views in 3-D and 2-D.....................9-1

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10. Computer Graphics Lab 10: Generating and Dimensioning Three-View Drawings.....................10-1

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