Getting Started with Onshape Second Edition



Elise Moss, Authorized Onshape Partner



Visit the following websites to learn more about this book:



Contents

Getting Started	1
Explanation of how Onshape Works	1
Setting Up an Account	2
Navigating Documents and Workspaces	5
Sharing a Document	
Project One: Signet Ring	
Create a New Workspace	
Create a Sweep	29
Project Edges in a Sketch	
Add Fillets	
Assign Material and Change Appearance	47
Branching	
Add Embossed Text	52
Insert an AutoCAD Drawing into a Sketch	56
Compare Versions	62
Export to Stl	63
Extra: Angled Plate	65
Extra: Additional Projects	
Project Two: Scooter	
Part One: The Deck	
Part Two: The Brake	
Part Three: The Wheel	
Part Four: The Clamp	
Part Five: The Fork	
Part Six: Handlebars	
Part Seven: Hand Grip	190
Assemblies	201
Assembly 1: Handle Grip Assembly	201
Assembly 2: Handle Bar and Grip Assembly	205
Assembly 3: Scooter Assembly	
Assembly 4: Copy and Paste Public Documents	221
Assembly 5: Import SOLIDWORKS Parts	226
Drawings	
Create a Template from a DWT file	

	Create a Template from Scratch	239
	Scaling Views	242
	Place Drawing Views	244
	Adding Linear Dimensions	250
	Adding a Sheet	254
	Dimensioning Holes	256
	Adding Center Marks and Centerlines	262
	Creating a Section View	264
	Creating an Auxiliary View	269
	Creating a Detail View	274
	Export to PDF	276
	Assembly Drawing	278
0	nshape's App Store	281
	Adding Clara.io Visualizer to a Document	282
	Adding Kiri:Moto to a Document	288
	Using SimScale	293
	Using OnshapeBOM	307
Pr	oject Three: Stop Base	309
	The Stop Base	309
	Adding SolidParts to a Document	319
	Stop Base Assembly	324
	Creating a Named View	327
	Stop Base Assembly Rendering with Maxwell Studio	329
Pr	oject Four: Pulley	331
	The Pulley	331
	The Pulley Bracket	337
	The Pulley Wheel	346
	The Pulley Shaft	351
	The Pulley Pin	354
	The Pulley Assembly	357
	Pulley Animation Using SimLab	363