Learning SOLIDWORKS 2022

Modeling, Assembly and Analysis

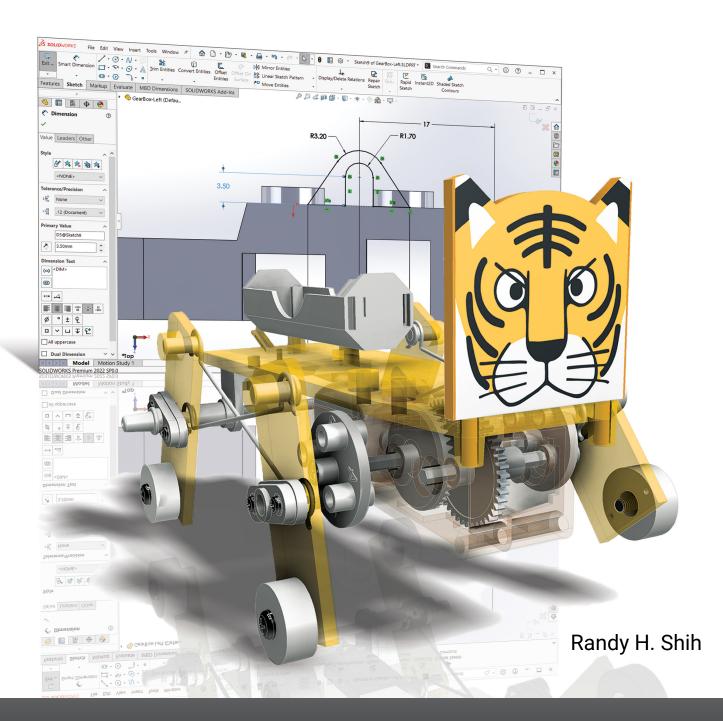












Table of Contents

Acknowledgments Table of Contents	i ii iii
Chapter 1 Introduction – Getting Started	
Introduction Development of Computer Geometric Modeling Feature-Based Parametric Modeling Getting Started with SOLIDWORKS Starting SOLIDWORKS SOLIDWORKS Screen Layout Menu Bar Pull-down Menus Heads-up View Toolbar Features Toolbar Sketch Toolbar Property Managers Graphics Area Reference Triad Origin Confirmation Corner Graphics Cursor or Crosshairs Message and Status Bar Using the SOLIDWORKS Command Manager Mouse Buttons [Esc] - Canceling Commands SOLIDWORKS Help System Leaving SOLIDWORKS Creating a CAD files folder	1-2 1-2 1-6 1-7 1-7 1-10 1-11 1-11 1-11 1-13 1-13 1-13 1-13
Chapter 2 Parametric Modeling Fundamentals	
Introduction The Tiger Head Design Starting SOLIDWORKS SOLIDWORKS Part Modeling Window Layout Step 1: Determine/Set up the Base Solid Feature Sketching Plane – It is an XY CRT, but an XYZ World	2-2 2-3 2-3 2-4 2-6 2-6

Creating Rough Sketches	2-8
Step 2: Creating a Rough Sketch	2-9
Graphics Cursors	2-9
Geometric Relation Symbols	2-10
Step 3: Apply/Modify Constraints and Dimensions	2-11
Viewing Functions – <i>Zoom</i> and <i>Pan</i>	2-16
Delete an Existing Geometry of the Sketch	2-17
Use the 3-Point Arc Command	2-17
Step 4: Complete the Base Solid Feature	2-19
Isometric View	2-20
Rotation of the 3D Model – Rotate View	2-20
Rotation and Panning –Arrow Keys	2-22
Dynamic Viewing - Quick Keys	2-23
Viewing Tools – Heads-up View Toolbar	2-25
View Orientation	2-26
Display Style	2-27
Orthographic vs. Perspective	2-27
Customizing the Heads-up View Toolbar	2-27
Step 5-1: Add an Extruded Feature	2-28
Step 5-2: Add a Cut Feature	2-32
Step 6: Add Additional Features	2-34
Add a Decal	2-36
Save the Model	2-39
Review Questions	2-40
Exercises	2-41
Ohautau 0	
Chapter 3 CSG Concepts and Model History Tree	
Introduction	3-2
Binary Tree	3-3
Model History Tree	3-4
The A6-Knee Part	3-5
Starting SOLIDWORKS	3-5
Modeling Strategy	3-6
The SOLIDWORKS Feature Manager	3-7
Base Feature	3-7
Units Setup	3-8
Create the Base Feature	3-9
Adding the Second Solid Feature	3-13
Renaming the Part Features	3-15
Adjust the Dimensions of the Base Feature	3-15
History-Based Part Modifications	3-18
Add a Placed Feature	3-19
Create an Offset Extruded Feature	3-22
Add another Hole Feature	3-25

	Table of Contents
Assign and Calculate the Associated Physical Properties Review Questions Exercises	3-27 3-30 3-31
Chapter 4 Parametric Constraints Fundamentals	
DIMENSIONS and RELATIONS Create a Simple Triangular Plate Design Fully Defined Geometry Starting SOLIDWORKS Create a User-Defined Part Template Start a New Model using the New Template Display/Hide Applied Geometric Relations Apply Geometric Relations/Dimensional Constraints Geometric Editing with Drag and Drop Create Fully Constrained Sketches Over-Defining and Driven Dimensions Delete the Fix Constraint Use the Fully Define Sketch Tool Add Additional Geometry Relations Settings Model the B3-Leg Part Create the 2D Sketch for the Base Feature Parametric Relations Use the Equations Command Complete the Base Feature Sketches vs. Profiles Redefine the Profile with Contour Selection Create an Extrusion with the Taper Angle Option A Profile Containing Multiple Closed Regions The Convert Entities Option Add a Feature using Existing Geometry Save the Model File Use the Measure Tools Create a Metric Part Template The Boot Part Review Questions	4-2 4-3 4-3 4-4 4-8 4-9 4-10 4-14 4-16 4-17 4-19 4-20 4-22 4-26 4-27 4-28 4-29 4-31 4-32 4-34 4-37 4-38 4-41 4-43 4-43 4-43 4-45 4-45 4-45 4-45 4-45
Exercises Chapter 5	4-54
Pictorials and Sketching Engineering Drawings, Pictorials and Sketching Isometric Sketching	5-2 5-7

Isometric Sketching Exercises Oblique Sketching Oblique Sketching Exercises Perspective Sketching SOLIDWORKS Orthographic vs. Perspective Display One-point Perspective	5-9 5-19 5-20 5-26 5-27 5-28
Two-point Perspective Perspective Sketching Exercises Review Questions Exercises	5-29 5-30 5-36 5-37
Chapter 6 Symmetrical Features and Part Drawings	
Drawings from Parts and Associative Functionality	6-2
The A12- Rear Axle Support Design	6-3
Starting SOLIDWORKS	6-3
Modeling Strategy	6-4
Create the Base Feature	6-5
Create a Symmetrical Cut Feature	6-8
Create a Revolved Feature	6-10
Create another Extruded Feature	6-15
Create a Cut Feature	6-18
Create a Mirrored Feature	6-20
Drawing Mode – 2D Paper Space The Drawing Shoot Propagation	6-21 6-22
The Drawing Sheet Properties Add a Base View	6-22 6-24
Add Centerlines	6-24 6-26
Display Feature Dimensions	6-26 6-29
Add Additional Dimensions – Reference Dimensions	6-31
Complete the Drawing Sheet	6-32
Associative Functionality – Modify Feature Dimensions	6-34
Review Questions	6-37
Exercises	6-38
Chapter 7 Datum Features in Designs	
Reference Features	7-2
The B2-Chassis Part	7-2
Modeling Strategy	7-3
Starting SOLIDWORKS	7-4
Create the Base Feature	7-5
Create the Second Extruded Feature	
Create a Tapered Extruded Feature	

C + 000 + P C P1	7.1
Create an Offset Reference Plane	7-1
Create a Revolved Feature	7-12
Create an Angled Reference Plane	7-1:
Create another Offset Reference Plane	7-10
Create an Extruded Feature with Reference Plane 3	7-18
Change the Appearance of the Solid Model	7-22
The Crank-Right Part	7-24
The A10-Crank Left Part	7-23
The <i>Motor</i> Part	7-30
The A1-Axle End Cap Part	7-33
The Hex Shaft Collar Part	7-34
The A8-Rod Pin Part	7-38
Review Questions	7-39
Exercises	7-40
Chapter 8 Gears and SOLIDWORKS Design Library	
Introduction to Gears	8-2
	8-4
Spur Gear Nomenclatures Basic Involute Tooth Profile	8-6
	0.7
Gear Ratio	8-7
SOLIDWORKS Gear Toolbox	8-9
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS	8-9 8-1
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library	8-9 8-1 8-1
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox	8-9 8-1 8-1 8-1
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox Create a 42 Teeth Spur Gear	8-9 8-1 8-1 8-1 8-1
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox Create a 42 Teeth Spur Gear Modify the Generated 42T Gear	8-9 8-1 8-1 8-1 8-1
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox Create a 42 Teeth Spur Gear Modify the Generated 42T Gear Create a Mirrored Feature	8-9 8-1 8-1 8-1 8-1 8-1
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox Create a 42 Teeth Spur Gear Modify the Generated 42T Gear Create a Mirrored Feature Import the Profile of the Pinion Gear	8-9 8-1 8-1 8-1 8-1 8-1 8-1
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox Create a 42 Teeth Spur Gear Modify the Generated 42T Gear Create a Mirrored Feature Import the Profile of the Pinion Gear Complete the G2-Spur Gear Part	8-9 8-1 8-1 8-1 8-1 8-1 8-1 8-2
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox Create a 42 Teeth Spur Gear Modify the Generated 42T Gear Create a Mirrored Feature Import the Profile of the Pinion Gear Complete the G2-Spur Gear Part Create the G3-Spur Gear Part	8-9 8-1 8-1 8-1 8-1 8-1 8-1 8-2 8-2
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox Create a 42 Teeth Spur Gear Modify the Generated 42T Gear Create a Mirrored Feature Import the Profile of the Pinion Gear Complete the G2-Spur Gear Part Create the G3-Spur Gear Part Create the G0-Pinion Part	8-9 8-1 8-1 8-1 8-1 8-1 8-1 8-2 8-2 8-3
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox Create a 42 Teeth Spur Gear Modify the Generated 42T Gear Create a Mirrored Feature Import the Profile of the Pinion Gear Complete the G2-Spur Gear Part Create the G3-Spur Gear Part Create the G0-Pinion Part Start a New Part File	8-9 8-1 8-1 8-1 8-1 8-1 8-2 8-2 8-3 8-3
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox Create a 42 Teeth Spur Gear Modify the Generated 42T Gear Create a Mirrored Feature Import the Profile of the Pinion Gear Complete the G2-Spur Gear Part Create the G3-Spur Gear Part Create the G0-Pinion Part Start a New Part File Export/Import the Generated Gear Profile	8-9 8-10 8-11 8-11 8-11 8-11 8-12 8-2 8-2 8-3 8-3
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox Create a 42 Teeth Spur Gear Modify the Generated 42T Gear Create a Mirrored Feature Import the Profile of the Pinion Gear Complete the G2-Spur Gear Part Create the G3-Spur Gear Part Create the G0-Pinion Part Start a New Part File Export/Import the Generated Gear Profile Create a Circular Pattern	8-9 8-16 8-16 8-17 8-17 8-16 8-19 8-26 8-27 8-3 8-3 8-3 8-3
SOLIDWORKS Gear Toolbox Starting SOLIDWORKS Open the SOLIDWORKS Design Library SOLIDWORKS Spur Gear Toolbox Create a 42 Teeth Spur Gear Modify the Generated 42T Gear Create a Mirrored Feature Import the Profile of the Pinion Gear Complete the G2-Spur Gear Part Create the G3-Spur Gear Part Create the G0-Pinion Part Start a New Part File Export/Import the Generated Gear Profile	8-9 8-10 8-11 8-11 8-11 8-11 8-12 8-2 8-2 8-3 8-3

vii

Starting SOLIDWORKS	9-4
Create the Base Feature	9-5
Create a Cut Feature	9-7
Create a Shell Feature	9-11
Create a Cut Feature	9-12
Create another Extruded Feature	9-14
Create another Cut Feature	9-16
Mirror the Last Feature	9-18
Create another Cut Feature	9-19
Complete the Model	9-20
A Thin-Wire Design: <i>Linkage Rod</i>	9-22
The Sweep Operation	9-22
Start a New Model	9-22
Complete the Swept Feature	9-27
Create a Mirrored Feature	9-28
The Gear Box Right Part	9-29
The Gear Box Left Part	9-34
Review Questions	9-38
Exercises	9-39
Chapter 10	
Planar Linkage Analysis using GeoGebra	
Introduction to Four-Bar Linkages	10-2
Introduction to Four-Bar Linkages Introduction to GeoGebra	10-2 10-5
Introduction to GeoGebra	10-5
Introduction to GeoGebra Hide the Display of Objects	10-5 10-14
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control	10-5 10-14 10-16
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option	10-5 10-14 10-16 10-19
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler	10-5 10-14 10-16 10-19 10-20
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option	10-5 10-14 10-16 10-19
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler	10-5 10-14 10-16 10-19 10-20
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises Chapter 11	10-5 10-14 10-16 10-19 10-20
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises	10-5 10-14 10-16 10-19 10-20
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises Chapter 11 Design Makes the Difference	10-5 10-14 10-16 10-19 10-20
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises Chapter 11 Design Makes the Difference Engineering Analysis – How does this work?	10-5 10-14 10-16 10-19 10-20 10-25
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises Chapter 11 Design Makes the Difference Engineering Analysis – How does this work? Identify the Six-bar Linkage of the Mechanical Tiger	10-5 10-14 10-16 10-19 10-20 10-25
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises Chapter 11 Design Makes the Difference Engineering Analysis – How does this work?	10-5 10-14 10-16 10-19 10-20 10-25
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises Chapter 11 Design Makes the Difference Engineering Analysis – How does this work? Identify the Six-bar Linkage of the Mechanical Tiger Starting GeoGebra	10-5 10-14 10-16 10-19 10-20 10-25 11-2 11-4 11-6
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises Chapter 11 Design Makes the Difference Engineering Analysis – How does this work? Identify the Six-bar Linkage of the Mechanical Tiger Starting GeoGebra Add a Slider Control Create the Second Four-bar Mechanism	10-5 10-14 10-16 10-19 10-20 10-25 11-2 11-4 11-6 11-14 11-16
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises Chapter 11 Design Makes the Difference Engineering Analysis – How does this work? Identify the Six-bar Linkage of the Mechanical Tiger Starting GeoGebra Add a Slider Control Create the Second Four-bar Mechanism Use the Animate Option	10-5 10-14 10-16 10-19 10-20 10-25 11-2 11-4 11-6 11-14 11-16 11-20
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises Chapter 11 Design Makes the Difference Engineering Analysis – How does this work? Identify the Six-bar Linkage of the Mechanical Tiger Starting GeoGebra Add a Slider Control Create the Second Four-bar Mechanism Use the Animate Option Tracking the Paths of the Feet	10-5 10-14 10-16 10-19 10-20 10-25 11-2 11-4 11-6 11-14 11-16 11-20 11-21
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises Chapter 11 Design Makes the Difference Engineering Analysis – How does this work? Identify the Six-bar Linkage of the Mechanical Tiger Starting GeoGebra Add a Slider Control Create the Second Four-bar Mechanism Use the Animate Option Tracking the Paths of the Feet Adjusting the Crank Length	10-5 10-14 10-16 10-19 10-20 10-25 11-2 11-4 11-16 11-14 11-16 11-20 11-21 11-23
Introduction to GeoGebra Hide the Display of Objects Add a Slider Control Use the Animate Option Tracking the Path of a Point on the Coupler Exercises Chapter 11 Design Makes the Difference Engineering Analysis – How does this work? Identify the Six-bar Linkage of the Mechanical Tiger Starting GeoGebra Add a Slider Control Create the Second Four-bar Mechanism Use the Animate Option Tracking the Paths of the Feet	10-5 10-14 10-16 10-19 10-20 10-25 11-2 11-4 11-6 11-14 11-16 11-20 11-21

Table of Contents

Chapter 12 Assembly Modeling and Basic Motion Analysis

Introduction	12-2
Assembly Modeling Methodology	12-3
The Mechanical Tiger Assembly	12-4
Additional Parts	12-4
Creating the Leg Subassembly	12-6
Starting SOLIDWORKS	12-6
Document Properties	12-7
Place the First Component	12-8
Place the Second Component	12-9
Degrees of Freedom and Assembly Relations	12-10
Assembly Mates	12-11
Apply the First Assembly Mate	12-12
Apply a Second Assembly Mate	12-14
Constrained Move	12-15
Place the Third Component	12-16
Apply a Coincident Mate	12-17
Apply another Aligned Mate	12-19
Edit Parts in the Assembly Mode	12-21
Assemble the <i>Boot</i> Part	12-25
Use the Design Library and Assemble Two Screws	12-27
Start the <i>Main Assembly</i>	12-29
Assemble the <i>Gear Box Right</i> Part	12-32
Assemble the <i>Motor</i> and the <i>Pinion Gear</i>	12-35
Assemble the <i>G1 Gear</i>	12-38
SOLIDWORKS Basic Motion Study	12-41
Assemble the <i>G2 Gear</i>	12-43
Assemble the <i>G3 Gear</i>	12-46
Assemble the Hex Shafts	12-48
Assemble the <i>Crank</i> Parts	12-51
Assemble the <i>Rear Shaft</i> and <i>Legs</i>	12-55
Assemble the Linkage-Rods	12-57
Complete the Assembly Model	12-62
Record an Animation Movie	12-63
Conclusion	12-64
Summary of Modeling Considerations	12-64
Review Questions	12-65
Exercises	12-66
Chapter 13 Introduction to 3D Printing	
_	12.2
What is 3D Printing? Development of 3D Printing Technologies	13-2 13-3
Development of AD Printing Technologies	1 1-1

X	Learning SOLIDWORK

Primary types of 3D Printing processes	13-6
Stereolithography	13-6
Fused Deposition Modeling & Fused Filament Fabrication	13-7
Laser Sintering / Laser Melting	13-8
Primary 3D Printing Materials for FDM and FFF	13-9
From 3D model to 3D printed Part	13-11
Starting SOLIDWORKS	13-12
Export the Design as an STL file	13-13
Using the 3D Printing software to create a 3D Print	13-18
Questions	13-26

Index