

# Beginner's Guide to **SOLIDWORKS® 2024** Level I

Parts, Assemblies, Drawings, SOLIDWORKS Visualize,  
SimulationXpress and CSWA Preparation



Alejandro Reyes MSME, CSWE, CSWI

# Solidworks Guide

**Alejandro Reyes**

A red circular graphic with a gradient, appearing as a semi-circle or a stylized arrow pointing to the right, located on the right side of the light blue bar.

## **Solidworks Guide:**

*SOLIDWORKS 2024: A Power Guide for Beginners and Intermediate Users* Sandeep Dogra, SOLIDWORKS 2024 A Power Guide for Beginners and Intermediate Users textbook is designed for both instructor led courses and self paced learning It is intended to help engineers and designers interested in learning SOLIDWORKS for creating 3D mechanical designs This is a valuable resource for new SOLIDWORKS users and a great teaching tool for classroom training With 14 chapters and a total of 780 pages the content extensively covers key SOLIDWORKS environments such as Sketching Part Modeling Assembly and Drawing This textbook teaches users to use SOLIDWORKS mechanical design software for creating parametric 3D solid components assemblies and 2D drawings Additionally a dedicated chapter is included to guide users in creating multiple configurations of a design This textbook not only focuses on the usage of the tools and commands of SOLIDWORKS but also the concept of design Every chapter in this textbook contains tutorials that provide users with step by step instructions for creating mechanical designs and drawings with ease Additionally every chapter ends with practical hands on test drives that allow users to experience the user friendly and powerful technical capabilities of SOLIDWORKS

**Beginner's Guide to SolidWorks 2015 - Level I** Alejandro Reyes, 2015-01-14 This book is intended to help new users learn the basic concepts of SolidWorks and good solid modeling techniques in an easy to follow guide that includes video instruction It is a great starting point for those new to SolidWorks or as a teaching aid in classroom training to become familiar with the software s interface basic commands and strategies as users complete a series of models while learning different ways to accomplish a particular task At the end of this book you will have a fairly good understanding of the SolidWorks interface and the most commonly used commands for part modeling assembly and detailing after completing a series of components and their 2D drawings complete with Bill of Materials The book focuses on the processes to complete the modeling of a part instead of focusing on individual software commands or operations which are generally simple enough to learn The author strived hard to include the commands required in the Certified SolidWorks Associate test as listed on the SolidWorks website as well as several more SolidWorks is an easy to use CAD software that includes many time saving tools that will enable new and experienced users to complete design tasks faster than before Most commands covered in this book have advanced options which may not be covered in this book This is meant to be a starting point to help new users to learn the basic and most frequently used commands

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**Beginner's Guide to SOLIDWORKS 2024 - Level I** Alejandro Reyes,2024-02 Designed to teach new users the basic concepts of SOLIDWORKS and good solid modeling techniques Uses a task oriented approach to learning SOLIDWORKS Focuses on the processes to complete the modeling of a part instead of individual commands Includes access to extensive video instruction Covers commands found on the CSWA exam and includes a practice test This book is intended to help new users learn the basic concepts of SOLIDWORKS and good solid modeling techniques in an easy to follow guide that includes video instruction It is a great starting point for those new to SOLIDWORKS or as a teaching aid in classroom training to become familiar with the software s interface basic commands and strategies as users complete a series of models while learning different ways to accomplish a particular task At the end of this book you will have a fairly good understanding of the SOLIDWORKS interface and the most commonly used commands for part modeling assembly and detailing after completing a series of components and their 2D drawings complete with Bill of Materials The book focuses on the processes to complete the modeling of a part instead of focusing on individual software commands or operations which are generally simple enough to learn Throughout this book the author introduces you to new commands that are required to pass the Certified SOLIDWORKS Associate exam as listed on the SOLIDWORKS website A dedicated chapter provides you with details about the exam as well as a practice test to help you prepare for the actual exam SOLIDWORKS is an easy to use CAD software that includes many time saving tools that will enable new and experienced users to complete design tasks faster than before Most commands covered in this book have advanced options which may not be covered in this book This is meant to be a starting point to help new users to learn the basic and most frequently used commands Includes Video Instruction Each copy of this book includes access to video instruction In these videos the author provides a clear presentation of tutorials found in the book The videos reinforce the steps described in the book by allowing you to watch the exact steps the author uses to complete the exercises while he provides additional details along the way Captioned versions of these videos are also available for customers who want or need video captions

*Beginner's Guide to SOLIDWORKS 2021 - Level I* Alejandro Reyes,2021-01-29 This book is intended to help new users learn the basic concepts of SOLIDWORKS and good solid modeling techniques in an easy to follow guide that includes video instruction It is a great starting point for those new to SOLIDWORKS or as a teaching aid in classroom

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**Beginner's Guide to SOLIDWORKS 2020 - Level II** Alejandro Reyes, 2020 Beginner's Guide to SOLIDWORKS 2020 Level II starts where Beginner's Guide Level I ends following the same easy to read style and companion video instruction but this time covering advanced topics and techniques The purpose of this book is to teach advanced techniques including sheet metal surfacing how to create components in the context of an assembly and reference other components Top down design propagate design changes with SOLIDWORKS parametric capabilities mold design welded structures and more while explaining the basic concepts of each trade to allow you to understand the how and why of each operation The author uses simple examples to allow you to better understand each command and environment as well as to make it easier to explain the purpose of each step maximizing the learning time by focusing on one task at a time This book is focused on the processes to complete the modeling of a part instead of focusing on individual software commands or operations which are generally simple enough to learn At the end of this book you will have acquired enough skills to be highly competitive when it comes to designing with SOLIDWORKS and while there are many less frequently used commands and options available that will not be covered in this book rest assured that those covered are most of the commands used every day by SOLIDWORKS designers The author strived hard to include many of the commands required in the Certified SOLIDWORKS Professional Advanced and Expert exams as listed on the SOLIDWORKS website

**Learn SOLIDWORKS 2020** Tayseer Almattar, 2019-12-02 Explore a practical and example driven approach to understanding SOLIDWORKS 2020 and achieving CSWA and CSWP certification Key Features Gain comprehensive insights into the core aspects of mechanical part modeling Get up to speed with generating assembly designs with both standard and advanced mates Focus on design practices for both 2D as well as 3D modeling and prepare to achieve CWSP and CWSA certification Book Description SOLIDWORKS is the leading choice for 3D engineering and product design applications across industries such as aviation automobiles and consumer product design This book takes

a practical approach to getting you up and running with SOLIDWORKS 2020 You'll start with the basics exploring the software interface and working with drawing files The book then guides you through topics such as sketching building complex 3D models generating dynamic and static assemblies and generating 2D engineering drawings to equip you for mechanical design projects You'll also do practical exercises to get hands on with creating sketches 3D part models assemblies and drawings To reinforce your understanding of SOLIDWORKS the book is supplemented by downloadable files that will help you follow up with the concepts and exercises found in the book By the end of this book you'll have gained the skills you need to create professional 3D mechanical models using SOLIDWORKS and you'll be able to prepare effectively for the Certified SOLIDWORKS Associate CSWA and Certified SOLIDWORKS Professional CSWP exams What you will learn Understand the fundamentals of SOLIDWORKS and parametric modeling Create professional 2D sketches as bases for 3D models using simple and advanced modeling techniques Use SOLIDWORKS drawing tools to generate standard engineering drawings Evaluate mass properties and materials for designing parts and assemblies Understand the objectives and the formats of the CSWA and CSWP exams Discover expert tips and tricks to generate different part and assembly configurations for your mechanical designs Who this book is for This book is for aspiring engineers designers drafting technicians or anyone looking to get started with the latest version of SOLIDWORKS Anyone interested in becoming a Certified SOLIDWORKS Associate CSWA or Certified SOLIDWORKS Professional CSWP will also find this book useful

**Mastering SolidWorks** Matt Lombard, 2018-10-26 The complete SolidWorks reference tutorial for beginner to advanced techniques Mastering SolidWorks is the reference tutorial for all users Packed with step by step instructions video tutorials for over 40 chapters and coverage of little known techniques this book takes you from novice to power user with clear instruction that goes beyond the basics Fundamental techniques are detailed with real world examples for hands on learning and the companion website provides tutorial files for all exercises Even veteran users will find value in new techniques that make familiar tasks faster easier and more organized including advanced file management tools that simplify and streamline pre flight checks SolidWorks is the leading 3D CAD program and is an essential tool for engineers mechanical designers industrial designers and drafters around the world User friendly features such as drag and drop point and click and cut and paste tools belie the software's powerful capabilities that can help you create cleaner more precise more polished designs in a fraction of the time This book is the comprehensive reference every SolidWorks user needs with tutorials background and more for beginner to advanced techniques Get a grasp on fundamental SolidWorks 2D and 3D tasks using realistic examples with text based tutorials Delve into advanced functionality and capabilities not commonly covered by how to guides Incorporate improved search Pack and Go and other file management tools into your workflow Adopt best practices and exclusive techniques you won't find anywhere else Work through this book beginning to end as a complete SolidWorks course or dip in as needed to learn new techniques and time saving tricks on demand Organized for efficiency and designed for

practicality these tips will remain useful at any stage of expertise With exclusive coverage and informative detail Mastering SolidWorks is the tutorial reference for users at every level of expertise **Beginner's Guide to SOLIDWORKS 2017 - Level II** Alejandro Reyes,2017-02 Beginner s Guide to SOLIDWORKS 2017 Level II starts where Beginner s Guide Level I ends following the same easy to read style and companion video instruction but this time covering advanced topics and techniques The purpose of this book is to teach advanced techniques including sheet metal surfacing how to create components in the context of an assembly and reference other components Top down design propagate design changes with SOLIDWORKS parametric capabilities mold design welded structures and more while explaining the basic concepts of each trade to allow you to understand the how and why of each operation The author uses simple examples to allow you to better understand each command and environment as well as to make it easier to explain the purpose of each step maximizing the learning time by focusing on one task at a time This book is focused on the processes to complete the modeling of a part instead of focusing on individual software commands or operations which are generally simple enough to learn At the end of this book you will have acquired enough skills to be highly competitive when it comes to designing with SOLIDWORKS and while there are many less frequently used commands and options available that will not be covered in this book rest assured that those covered are most of the commands used every day by SOLIDWORKS designers The author strived hard to include many of the commands required in the Certified SOLIDWORKS Professional Advanced and Expert exams as listed on the SOLIDWORKS website **Beginner's Guide to SOLIDWORKS 2023 - Level I** Alejandro Reyes,2023-05-04 Designed to teach new users the basic concepts of SOLIDWORKS and good solid modeling techniques Uses a task oriented approach to learning SOLIDWORKS Focuses on the processes to complete the modeling of a part instead of individual commands Includes access to extensive video instruction Covers commands found on the CSWA exam and includes a practice test This edition features expanded content covering the CSWA exam This book is intended to help new users learn the basic concepts of SOLIDWORKS and good solid modeling techniques in an easy to follow guide that includes video instruction It is a great starting point for those new to SOLIDWORKS or as a teaching aid in classroom training to become familiar with the software s interface basic commands and strategies as users complete a series of models while learning different ways to accomplish a particular task At the end of this book you will have a fairly good understanding of the SOLIDWORKS interface and the most commonly used commands for part modeling assembly and detailing after completing a series of components and their 2D drawings complete with Bill of Materials The book focuses on the processes to complete the modeling of a part instead of focusing on individual software commands or operations which are generally simple enough to learn Throughout this book the author introduces you to new commands that are required to pass the Certified SOLIDWORKS Associate exam as listed on the SOLIDWORKS website A dedicated chapter provides you with details about the exam as well as a practice test to help you prepare for the actual exam SOLIDWORKS is an easy to use CAD software that includes many time saving tools that will

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**SOLIDWORKS 2021: A Power Guide for Beginners and Intermediate Users** Sandeep Dogra, SOLIDWORKS 2021 A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor led courses as well as self paced learning It is intended to help engineers and designers interested in learning SOLIDWORKS for creating 3D mechanical design This textbook is a great help for new SOLIDWORKS users and a great teaching aid in classroom training This textbook consists of 14 chapters with a total of 798 pages covering the major environments of SOLIDWORKS such as Sketching environment Part modeling environment Assembly environment and Drawing environment This textbook teaches users to use SOLIDWORKS mechanical design software for creating parametric 3D solid components assemblies and 2D drawings This textbook also includes a chapter on creating multiple configurations of a design This textbook not only focuses on the usage of the tools and commands of SOLIDWORKS but also on the concept of design Every chapter in this textbook contains tutorials that provide users with step by step instructions for creating mechanical designs and drawings with ease Moreover every chapter ends with hands on test drives which allow users to experience the user friendly and technical capabilities of SOLIDWORKS

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**Solidworks 2020** John

Willis,Sandeep Dogra,CADArtifex,2020-01-20 SOLIDWORKS 2020 A Power Guide for Beginners and Intermediate User textbook is designed for instructor led courses as well as for self paced learning It is intended to help engineers and designers interested in learning SOLIDWORKS for creating 3D mechanical design This textbook is a great help for new SOLIDWORKS users and a great teaching aid in classroom training This textbook consists of 14 chapters total 800 pages covering the major environments of SOLIDWORKS such as Sketching environment Part modeling environment Assembly environment and Drawing environment This textbook teaches users to use SOLIDWORKS mechanical design software for creating parametric 3D solid components assemblies and 2D drawings This textbook also includes a chapter on creating multiple configurations of a design This textbook not only focuses on the usage of the tools and commands of SOLIDWORKS but also on the concept of design Every chapter in this textbook contains tutorials that provide users with step by step instructions for creating mechanical designs and drawings with ease Moreover every chapter ends with hands on test drives which allow users to experience the user friendly and technical capabilities of SOLIDWORKS Table of Contents Chapter 1 Introduction to SOLIDWORKS Chapter 2 Drawing Sketches with SOLIDWORKS Chapter 3 Editing and Modifying Sketches Chapter 4 Applying Geometric Relations and Dimensions Chapter 5 Creating First Base Feature of Solid Models Chapter 6 Creating Reference Geometries Chapter 7 Advanced Modeling I Chapter 8 Advanced Modeling II Chapter 9 Patterning and Mirroring Chapter 10 Advanced Modeling III Chapter 11 Working with Configurations Chapter 12 Working with Assemblies I Chapter 13 Working with Assemblies II Chapter 14 Working with Drawings Main Features of the Textbook Comprehensive coverage of tools Step by step real world tutorials with every chapter Hands on test drives to enhance the skills at the end of every chapter Additional notes and tips Customized content for faculty PowerPoint Presentations Free learning resources for faculty and students Additional student and faculty projects Technical support for the book by contacting [info.cadartifex.com](mailto:info.cadartifex.com)

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**SOLIDWORKS 2020 Reference Guide** David Planchard, 2019-12 A comprehensive reference book for SOLIDWORKS 2020 Contains 260 plus standalone tutorials Starts with a basic overview of SOLIDWORKS 2020 and its new features Tutorials are written for each topic with new and intermediate users in mind Includes access to each tutorial's initial and final state Contains a chapter introducing you to 3D printing The SOLIDWORKS 2020 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2020 SOLIDWORKS is an immense software package and no one book can cover all topics for all users This book provides a centralized reference location to address many of the tools features and techniques of SOLIDWORKS 2020 This book covers the following System and Document properties FeatureManagers PropertyManagers ConfigurationManagers RenderManagers 2D and 3D Sketch tools Sketch entities 3D Feature tools Motion Study Sheet Metal Motion Study SOLIDWORKS Simulation PhotoView 360 Pack and Go 3D PDFs Intelligent Modeling techniques 3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2020 software If you are completely new to SOLIDWORKS you should read Chapter 1 in detail and complete Lesson 1 Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials If you are familiar with an earlier release of SOLIDWORKS you still might want to skim Chapter 1 to become acquainted with some of the commands menus and features that you have not used or you can simply jump to any section in any chapter Each chapter provides detailed PropertyManager information on key topics with individual stand alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature The book provides access to over 260 models their solutions and additional support materials Learn by doing not just by reading Formulate the skills to create modify and edit sketches and solid features Learn the techniques to reuse features parts and assemblies through symmetry patterns copied components design tables configurations and more The book is designed to complement the Online Tutorials and Online Help contained in SOLIDWORKS 2020 The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs The author developed the tutorials by combining his own industry experience with the knowledge of engineers department managers professors vendors and manufacturers He is directly involved with SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model

**SOLIDWORKS 2018 Reference Guide** David Planchard, 2018-01-29 The SOLIDWORKS 2018 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2018 SOLIDWORKS is an immense software package and no one book can cover all topics for all users This book provides a centralized reference location to address many of the tools features and techniques of SOLIDWORKS 2018 This book covers the following System and Document properties FeatureManagers PropertyManagers ConfigurationManagers RenderManagers 2D and 3D Sketch tools Sketch

entities 3D Feature tools Motion Study Sheet Metal Motion Study SOLIDWORKS Simulation PhotoView 360 Pack and Go 3D PDFs Intelligent Modeling techniques 3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2018 software If you are completely new to SOLIDWORKS you should read Chapter 1 in detail and complete Lesson 1 Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials If you are familiar with an earlier release of SOLIDWORKS you still might want to skim Chapter 1 to become acquainted with some of the commands menus and features that you have not used or you can simply jump to any section in any chapter Each chapter provides detailed PropertyManager information on key topics with individual stand alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature The book provides access to over 250 models their solutions and additional support materials Learn by doing not just by reading Formulate the skills to create modify and edit sketches and solid features Learn the techniques to reuse features parts and assemblies through symmetry patterns copied components design tables configurations and more The book is designed to complement the Online Tutorials and Online Help contained in SOLIDWORKS 2018 The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs The author developed the tutorials by combining his own industry experience with the knowledge of engineers department managers professors vendors and manufacturers He is directly involved with SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model

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**SolidWorks 2014 Reference Guide** David Planchard, 2014 The SolidWorks 2014 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SolidWorks 2014 SolidWorks is an immense software package and no one book can cover all topics for all users This book

provides a centralized reference location to address many of the tools features and techniques of SolidWorks 2014 Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SolidWorks 2014 software If you are completely new to SolidWorks you should read Chapter 1 in detail and complete Lesson 1 Lesson 2 and Lesson 3 in the SolidWorks Tutorials Videos are provided to introduce the new user to the basics of using SolidWorks 3D CAD software If you are familiar with an earlier release of SolidWorks you still might want to skim Chapter 1 to become acquainted with some of the commands menus and features that you have not used or you can simply jump to any section in any chapter Each chapter 18 total provides detailed PropertyManager information on key topics with individual standalone short tutorials to reinforce and demonstrate the functionality and ease of the SolidWorks tool or feature All models for the 240 plus tutorials are located on the enclosed book CD with their solution initial and final Learn by doing not just by reading Formulate the skills to create modify and edit sketches and solid features Learn the techniques to reuse features parts and assemblies through symmetry patterns copied components design tables configurations and more The book is designed to compliment the Online Tutorials and Online Help contained in SolidWorks 2014 The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs The author developed the tutorials by combining his own industry experience with the knowledge of engineers department managers professors vendors and manufacturers He is directly involved with SolidWorks every day and his responsibilities go far beyond the creation of just a 3D model

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## **Solidworks Guide Introduction**

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