

## *Beginners Guide To Solidworks 2006*

Find your way around AutoCAD 2014 with this full-color, For Dummies guide! Put away that pencil and paper and start putting the power of AutoCAD 2014 to work in your CAD projects and designs. From setting up your drawing environment to using text, dimensions, hatching, and more, this guide walks you through AutoCAD basics and provides you with a solid understanding of the latest CAD tools and techniques. You'll also benefit from the full-color illustrations that mirror exactly what you'll see on your AutoCAD 2014 screen

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and highlight the importance of AutoCAD's Model view, which shows different line weights for printing in different colors. Covers the latest AutoCAD features and techniques, including creating a basic layout, navigating the AutoCAD 2014 interface, drawing and editing, working with dimensions, plotting, adding text, using blocks, and more Shows you how to make the best use of color in your AutoCAD designs, take advantage of the AutoCAD DesignCenter, and showcase your work to potential clients and customers Includes practical advice and guidance on real-world methods and tips used

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by architects, engineers, and other CAD professionals to create compelling 3D models and detailed technical drawings You'll quickly get up to speed on all AutoCAD has to offer with AutoCAD 2014 For Dummies in your toolbox.

New in Paperback! In much the way that the CD replaced the album, the poster has waned as a messaging vehicle. The poster has now become a postcard and e-mail blast, leaving many to long for the lost age when posters were not only major promotional vehicles, but also artwork worthy of framing. Some of the world's best designers just could not stand

idle while the poster fell by the wayside. They turned to the poster for personal expression and as an outlet from more restrictive mediums. This book showcases their breathtaking artwork, which has proven that the poster can still serve as a worthy communications tool. In doing so, they've brought the poster back to prominence. In this book, John Foster has compiled the world's finest new work at the height of this rebirth. There is currently no book on the market that can claim it features a "definitive" poster collection. ArchiCAD 19 – The Definitive Guide ensures

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that you are equipped with the knowledge and skills required to take up any construction project, empowering you to successfully create your own projects. You will create two complete projects right from scratch, including a residential and a healthcare building. The first is a small residential house that utilizes all the basic modeling and drafting tools in ArchiCAD. It will give you a firm grip on the fundamentals of ArchiCAD before we move on to take up the more advanced and complex project that follows. The second project is a multi-storey healthcare building, where you will explore

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the leading-edge tools of ArchiCAD, thereby gaining the skills needed to use them in your own projects. The book will also take you through the design of the buildings, the output of all drawings, and associated construction documents. Best practice tips are inserted at key points along the way. Between the 18th and 19th centuries, Britain experienced massive leaps in technological, scientific, and economical advancement

**Chemical Engineering Design  
A Guide with Best Practices for Designing  
Industrial System Engineering for Drones  
SOLIDWORKS 2019 Tutorial**

## **Autodesk Fusion 360: A Power Guide for Beginners and Intermediate Users (5th Edition)**

### **Via SolidWorks**

Engineering Design with SOLIDWORKS 2018 and video instruction is written to assist students, designers, engineers and professionals. The book provides a solid foundation in SOLIDWORKS by utilizing projects with step-by-step instructions for the beginner to intermediate SOLIDWORKS user featuring machined, plastic and sheet metal components. Desired outcomes and usage competencies are listed for each project. The book is divided into five sections with 11 projects. Project 1 - Project 6: Explore the SOLIDWORKS User

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Interface and CommandManager, Document and System properties, simple and complex parts and assemblies, proper design intent, design tables, configurations, multi-sheet, multi-view drawings, BOMs, and Revision tables using basic and advanced features. Additional techniques include the edit and reuse of features, parts, and assemblies through symmetry, patterns, configurations, SOLIDWORKS 3D ContentCentral and the SOLIDWORKS Toolbox. Project 7: Understand Top-Down assembly modeling and Sheet Metal parts. Develop components In-Context with InPlace Mates, along with the ability to import parts using the Top-Down assembly method. Convert a solid part into a Sheet Metal part and insert and apply various Sheet Metal features. Project 8 - Project 9:



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Recognize SOLIDWORKS Simulation and Intelligent Modeling techniques. Understand a general overview of SOLIDWORKS Simulation and the type of questions that are on the SOLIDWORKS Simulation Associate - Finite Element Analysis (CSWSA-FEA) exam. Apply design intent and intelligent modeling techniques in a sketch, feature, part, plane, assembly and drawing. Project 10: Comprehend the differences between additive and subtractive manufacturing. Understand 3D printer terminology along with a working knowledge of preparing, saving, and printing CAD models on a low cost printer. Project 11: Review the Certified Associate - Mechanical Design (CSWA) program. Understand the curriculum and categories of the CSWA exam and the required

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model knowledge needed to successfully take the exam. The author developed the industry scenarios by combining his own industry experience with the knowledge of engineers, department managers, vendors and manufacturers. These professionals are directly involved with SOLIDWORKS every day. Their responsibilities go far beyond the creation of just a 3D model.

Assembly Modeling with SolidWorks 2012 is written to assist the beginning SolidWorks user with a few months of design experience to the intermediate SolidWorks user who desires to enhance their skill sets in assembly modeling. The book provides a solid foundation in assembly modeling using competency-based projects. In step-by-step instructions, the

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book provides examples to: Start a SolidWorks session and to understand the following interfaces: Menu bar toolbar, Menu bar menu, Drop-down menus, Context toolbars, Consolidated drop-down toolbars, System feedback icons, Confirmation Corner, Heads-up View toolbar, CommandManager, and more. Set System Options and Document Properties as they apply to a part and assembly template. Create new SolidWorks folder locations: Document Templates, Reference Documents, and Design Library. Download components from 3D ContentCentral and rename and save components using SolidWorks Explorer. Apply the Bottom-up assembly approach with two levels of configurations using the Configure Component tool, the Configure Dimension tool,

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Design Tables, and the Add Configuration tool. Create new parts based on component features utilizing the Bottom-up assembly approach. Apply Standard Mates, SmartMates, and the Design Library Toolbox. Apply the Top-down assembly approach with two levels of configurations with In-Context components. Understand the following: Out-of-Context components, External References, InPlace Mates, redefining and replacing components and motion studies. Apply the Derived Feature Component Pattern tool, Linear Component Pattern tool, and the Mirror Component tool along with the Explode Line Sketch tool. Create a multi sheet, multi view assembly drawing. Knowledge of Custom Properties in a part/assembly and linked notes, with the ability to incorporate

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configurations of an Exploded view, Bill of Materials, Revision tables, and more. Address the Layout-based assembly approach and Global Variables and Equations to control relationships. Each chapter begins with the desired outcomes and usage competencies. Explore assembly modeling techniques through a series of design situations, industry scenarios, projects and objectives. Chapter 9 provides a bonus section on the Certified SolidWorks Associate CSWA program with sample exam questions and initial and final SolidWorks models. Passing the CSWA exam proves to employers that you have the necessary fundamental engineering graphics and SolidWorks competencies. The book compliments and enhances the SolidWorks Tutorials.

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Although over 150 SolidWorks tools and commands are utilized in *Assembly Modeling with SolidWorks 2012*, the book is not a reference guide. The book is a self-paced tutorial in a realistic design setting. Complex models expose you to large assembly modeling techniques. You focus on the design process while learning the commands relative to assemblies. To obtain the most from this text, you should be familiar with the SolidWorks User Interface or other parametric modeling software application. Your skill sets should include the ability to create simple parts, assemblies, and drawings and manipulate documents through the Windows operating system. The authors developed the industry scenarios by combining their own industry experience with the knowledge of

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engineers, department managers, vendors and manufacturers. These professionals are directly involved with SolidWorks everyday. They create assemblies with thousands of components and drawings with hundreds of sheets. Their responsibilities go far beyond the creation of just a 3D model. Whether it's your first venture into 3D technical drawing software or you're switching to SolidWorks from something else, you're probably excited about what this CAD program has to offer. Chances are, you figure it's going to take awhile to get the hang of it before you can begin cranking out those perfectly precise 3D designs. SolidWorks For Dummies, 2nd Edition, can help you dramatically shorten that get-acquainted period! SolidWorks For Dummies, 2nd Edition will help you

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get up and running quickly on the leading 3D technical drawing software. You'll see how to set up SolidWorks to create the type of drawings your industry requires and how to take full advantage of its legendary 3D features. You'll discover how to: Work with virtual prototypes Understand the user interface Use templates and sketch, assemble, and create drawings Automate the drawing process Review drawings and collaborate with other team members Define and edit sketches Create dimensions and annotations Print or plot your drawings Leverage existing designs Sample files on the bonus CD-ROM show you how to apply the latest version of SolidWorks and accomplish specific tasks. Even if you're brand-new to CAD software, SolidWorks For Dummies, 2nd Edition will have



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you feeling like a pro in no time. You'll find you've entered a whole new dimension. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Explore a complex mechanical system where electronics and mechanical engineers work together as a cross-functional team. Using a working example, this book is a practical "how to" guide to designing a drone system. As system design becomes more and more complicated, systematic, and organized, there is an increasingly large gap in how system design happens in the industry versus what is taught in academia. While the system design basics and fundamentals mostly remain the same, the process, flow, considerations, and tools applied in industry are far different than that in academia.

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Designing Drone Systems takes you through the entire flow from system conception to design to production, bridging the knowledge gap between academia and the industry as you build your own drone systems.

The Fourth Industrial Revolution

Petrel 20 Years

Learn SOLIDWORKS 2020

A Guide to Building Information Modeling for Owners,  
Managers, Designers, Engineers and Contractors  
BIM Handbook

**This book is intended to help new users learn the basic concepts of SOLIDWORKS and good solid**

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**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.**

**Not only do modeling and simulation help provide a better understanding of how real-world systems function, they also enable us to predict system behavior before a system is actually built and analyze systems accurately under varying operating conditions. Modeling and Simulation of Systems Using MATLAB® and Simulink® provides comprehensive, state-of-the-art coverage of all the**

**important aspects of modeling and simulating both physical and conceptual systems. Various real-life examples show how simulation plays a key role in understanding real-world systems. The author also explains how to effectively use MATLAB and Simulink software to successfully apply the modeling and simulation techniques presented. After introducing the underlying philosophy of systems, the book offers step-by-step procedures for modeling different types of systems using modeling techniques, such as the graph-theoretic approach, interpretive structural modeling, and system dynamics modeling. It then explores how**

**simulation evolved from pre-computer days into the current science of today. The text also presents modern soft computing techniques, including artificial neural networks, fuzzy systems, and genetic algorithms, for modeling and simulating complex and nonlinear systems. The final chapter addresses discrete systems modeling. Preparing both undergraduate and graduate students for advanced modeling and simulation courses, this text helps them carry out effective simulation studies. In addition, graduate students should be able to comprehend and conduct simulation research after completing this book.**

**Imagine transforming a flat sheet of aluminum alloy into an attractive hood scoop. Or designing and making your own aluminum wheel tubs, floorpan and dashboard for your street machine. How about learning to design and build your own body panels, manifolds, brackets and fuel tanks? These are just a few of the many tips and techniques shared by master metal craftsman Ron Fournier. Author of HP's award-winning Metal Fabricator's Handbook, Fournier packs decades of experience designing and shaping sheet metal components for Indy cars, drag race cars, road racers, street rods and street machines into 144 pages. You'll find tips on: .**



**Setting up your own shop · Selecting and using basic hand tools · Proper use of English wheels, beaders, rollers, brakes and power hammers · Pattern design and proper sheet metal selection · Basic metal shaping techniques · The art of hammer forming · Proper riveting techniques · And finally, tips on restoring original sheet metal Whether you're restoring a '32 Ford, constructing a race car, building a show-winning street rod or street machine, or perhaps developing your skills for work in the metal industry, you'll find the information in this book invaluable, and a perfect addition to any home automotive library.**

**Chemical Engineering Design, Second Edition, deals with the application of chemical engineering principles to the design of chemical processes and equipment. Revised throughout, this edition has been specifically developed for the U.S. market. It provides the latest US codes and standards, including API, ASME and ISA design codes and ANSI standards. It contains new discussions of conceptual plant design, flowsheet development, and revamp design; extended coverage of capital cost estimation, process costing, and economics; and new chapters on equipment selection, reactor design, and solids handling processes. A rigorous**

**pedagogy assists learning, with detailed worked examples, end of chapter exercises, plus supporting data, and Excel spreadsheet calculations, plus over 150 Patent References for downloading from the companion website. Extensive instructor resources, including 1170 lecture slides and a fully worked solutions manual are available to adopting instructors. This text is designed for chemical and biochemical engineering students (senior undergraduate year, plus appropriate for capstone design courses where taken, plus graduates) and lecturers/tutors, and professionals in industry (chemical process, biochemical, pharmaceutical,**

petrochemical sectors). New to this edition: Revised organization into Part I: Process Design, and Part II: Plant Design. The broad themes of Part I are flowsheet development, economic analysis, safety and environmental impact and optimization. Part II contains chapters on equipment design and selection that can be used as supplements to a lecture course or as essential references for students or practicing engineers working on design projects. New discussion of conceptual plant design, flowsheet development and revamp design. Significantly increased coverage of capital cost estimation, process costing and economics New

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**chapters on equipment selection, reactor design and solids handling processes New sections on fermentation, adsorption, membrane separations, ion exchange and chromatography Increased coverage of batch processing, food, pharmaceutical and biological processes All equipment chapters in Part II revised and updated with current information Updated throughout for latest US codes and standards, including API, ASME and ISA design codes and ANSI standards Additional worked examples and homework problems The most complete and up to date coverage of equipment selection 108 realistic commercial design projects**

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**from diverse industries A rigorous pedagogy assists learning, with detailed worked examples, end of chapter exercises, plus supporting data and Excel spreadsheet calculations plus over 150 Patent References, for downloading from the companion website Extensive instructor resources: 1170 lecture slides plus fully worked solutions manual available to adopting instructors**

**ArchiCAD 19 – The Definitive Guide**

**SOLIDWORKS 2018 Quick Start with Video**

**Instruction**

**AutoCAD For Dummies**

**Handbook of Die Design**

## **Introducing 3ds Max 9**

## **Automating SOLIDWORKS 2021 Using Macros**

This book provides engineering professionals and students with a comprehensive introduction to the popular SolidWorks software. The author takes care to guide readers from beginning through increasingly advanced SolidWorks functionality, and shows how to apply the software to a multitude of widely divergent manufacturing processes. SOLIDWORKS 2018 Quick Start with video instruction introduces the new user to the basics of using SOLIDWORKS 3D CAD software in five easy lessons. This book is intended for the student or designer that needs to learn SOLIDWORKS quickly and effectively for senior capstone, machine design, kinematics, dynamics, and other engineering and technology

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projects that use SOLIDWORKS as a tool. Engineers in industry are expected to have SOLIDWORKS skills for their company's next project. Students need to learn SOLIDWORKS without taking a formal CAD course. Based on years of teaching SOLIDWORKS to engineering students, SOLIDWORKS 2018 in 5 Hours concentrates on the areas where the new user improves efficiency in the design modeling process. By learning the correct SOLIDWORKS skills and file management techniques, you gain the most knowledge in the shortest period of time. You develop a mini Stirling Engine and investigate the proper design intent and constraints. The mini Stirling Engine is based on the external combustion, closed cycle engine of Scottish inventor Robert Stirling. In addition to 3D modeling, the engine can be used to teach and connect many



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engineering and physics principles. You begin with an overview of SOLIDWORKS and the User Interface (UI), its menus, toolbars and commands. With a quick pace, you learn the essentials of 2D sketching, part and assembly creation, perform motion study, develop detailed part and assembly drawings and much more.

SOLIDWORKS 2019 Basic Tools is the first book in a three part series. It introduces new users to the SOLIDWORKS interface, SOLIDWORKS tools and basic modeling techniques. It provides you with a strong understanding of SOLIDWORKS and covers the creation of parts, assemblies and drawings. Every lesson and exercise in this book was created based on real world projects. Each of these projects has been broken down and developed into easy and comprehensible steps.

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Furthermore, at the end of every chapter there are self test questionnaires to ensure that you have gained sufficient knowledge from each section before moving on to more advanced lessons. This book takes the approach that in order to understand SOLIDWORKS, inside and out, you should create everything from the beginning and take it step by step. Take your idea from concept to production with this unique guide Whether it's called physical computing, ubiquitous computing, or the Internet of Things, it's a hot topic in technology: how to channel your inner Steve Jobs and successfully combine hardware, embedded software, web services, electronics, and cool design to create cutting-edge devices that are fun, interactive, and practical. If you'd like to create the next must-have product, this unique book is the

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perfect place to start. Both a creative and practical primer, it explores the platforms you can use to develop hardware or software, discusses design concepts that will make your products eye-catching and appealing, and shows you ways to scale up from a single prototype to mass production. Helps software engineers, web designers, product designers, and electronics engineers start designing products using the Internet of Things approach Explains how to combine sensors, servos, robotics, Arduino chips, and more with various networks or the Internet, to create interactive, cutting-edge devices Provides an overview of the necessary steps to take your idea from concept through production If you'd like to design for the future, Designing the Internet of Things is a great place to start. Poster Design for the Next Century

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3D for Beginners

Mastering SolidWorks

New Masters of Poster Design

Principles, Practice and Economics of Plant and Process Design

Engineering Design with SOLIDWORKS 2018 and Video  
Instruction

***A comprehensive guide to SolidWorks 2007 provides information on such topics as customizing the user interface, building intelligence into parts, working with patterns and equations, and writing Visual Basic macros.***

***Beginner's Guide to SOLIDWORKS 2020 -***

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*Level II starts where Beginner's Guide - Level I ends, following the same easy to read style and companion videoinstruction, 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*

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*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*

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*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. SOLIDWORKS 2019 Tutorial is written to*

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*assist students, designers, engineers and professionals who are new to SOLIDWORKS. The text provides a step-by-step, project based learning approach. It also contains information and examples on the five categories in the CSWA exam. The book is divided into four sections. Chapters 1 - 5 explore the SOLIDWORKS User Interface and CommandManager, Document and System properties, simple and complex parts and assemblies, proper design intent, design tables, configurations, multi-sheet, multi-view drawings, BOMs, and Revision tables*



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*using basic and advanced features. In chapter 6 you will create the final robot assembly. The physical components and corresponding Science, Technology, Engineering and Math (STEM) curriculum are available from Gears Educational Systems. All assemblies and components for the final robot assembly are provided. Chapters 7 - 10 prepare you for the Certified Associate - Mechanical Design (CSWA) exam. The certification indicates a foundation in and apprentice knowledge of 3D CAD and engineering practices and*

*principles. Chapter 11 covers the benefits of additive manufacturing (3D printing), how it differs from subtractive manufacturing, and its features. You will also learn the terms and technology used in low cost 3D printers. Follow the step-by-step instructions and develop multiple assemblies that combine over 100 extruded machined parts and components. Formulate the skills to create, modify and edit sketches and solid features. Learn the techniques to reuse features, parts and assemblies through symmetry, patterns,*

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*copied components, apply proper design intent, design tables and configurations. Learn by doing, not just by reading. Desired outcomes and usage competencies are listed for each chapter. Know your objective up front. Follow the steps in each chapter to achieve your design goals. Work between multiple documents, features, commands, custom properties and document properties that represent how engineers and designers utilize SOLIDWORKS in industry.*

*Young engineers are often required to*

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*utilize commercial finite element software without having had a course on finite element theory. That can lead to computer-aided design errors. This book outlines the basic theory, with a minimum of mathematics, and how its phases are structured within a typical software. The importance of estimating a solution, or verifying the results, by other means is emphasized and illustrated. The book also demonstrates the common processes for utilizing the typical graphical icon interfaces in commercial codes. in*

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*particular, the book uses and covers the widely utilized SolidWorks solid modeling and simulation system to demonstrate applications in heat transfer, stress analysis, vibrations, buckling, and other fields. The book, with its detailed applications, will appeal to upper-level undergraduates as well as engineers new to industry.*

*A Guide to Building Information Modeling for Owners, Designers, Engineers, Contractors, and Facility Managers*

*AutoCAD 2022: A Power Guide for Beginners*

*and Intermediate Users*

*Designing the Internet of Things*

*The Engineering of Sport*

*A hands-on guide to becoming an  
accomplished SOLIDWORKS Associate and  
Professional*

*Foundations of 3D Graphics Programming*

The Petrel E&P software platform started 20 years ago when Technoguide, a Norwegian startup based in Oslo, released the first version of Petrel 1.0 in December 1998. The Petrel

platform has become an industry standard and has revolutionized the way we work in all domains. Today, the active global community of users continue to push the boundaries of subsurface understanding using the Petrel platform. In creating this special anniversary book, we want to take a moment to reflect on that history and to celebrate the many achievements we have made together with you—our customers and partners.

"The BIM Handbook is an extensively researched and meticulously written book, showing evidence of years of work rather than something that has been quickly put together in the course of a few months. It brings together most of the current information about BIM, its history, as well as its potential future in one convenient place, and can serve as a handy reference book on BIM for anyone who is involved in the design, construction, and operation of



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buildings and needs to know about the technologies that support it. The need for such a book is indisputable, and it is terrific that Chuck Eastman and his team were able to step up to the plate and make it happen. Thanks to their efforts, anyone in the AEC industry looking for a deeper understanding of BIM now knows exactly where to look for it." —AECbytes book review, August 28, 2008 ([www.aecbytes.com/review/2008/BIMHandbook.html](http://www.aecbytes.com/review/2008/BIMHandbook.html)) DISCOVER BIM: A BETTER

WAY TO BUILD BETTER BUILDINGS Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Second Edition

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provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Completely updated material covering the current practice and technology in this fast-moving field Expanded coverage of lean construction and its use of BIM, with special focus on

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Integrated Project Delivery throughout the book New insight on the ways BIM facilitates sustainable building New information on interoperability schemas and collaboration tools Six new case studies Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Second Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full

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advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

Get a realistic guide to producing construction documents that clearly communicate the interior space of new construction, remodeling, or installation projects with Construction Drawings and Details for Interiors. This highly visual book: includes such

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details as furniture, finishes, lighting, and others. features authors? drawings as well as those from practicing professionals. covers drafting fundamentals and conventions; drawing types, plans, and schedules; and computer-aided design. addresses graphic language as a communication tool. details the process of creating construction documents, the use of computers, and various reproduction systems and standards. includes

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examples of both residential and commercial interiors. is an essential reference for NCIDQ examination. Order your copy today.

Science and technology has been used more and more in the last few decades to gain advantage over competitors. Quite often, however, the actual science involved is not published because a suitable journal cannot be found. The Engineering of Sport brings together work from a very diverse range

of subjects including Engineering, Physics, Materials and Biomechanics. The Engineering of Sport represent work which was represented at the 1st International Conference on the Engineering of Sport held in Sheffield, UK in July 1996. Many sports were represented and the material covered split into nine topics covering aerodynamics, biomechanics, design, dynamics, instrumentation, materials, mechanics, modelling, motion analysis,



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and vibrations. It should be of interest to specialists in all areas of sports research.

SOLIDWORKS 2019 Basic Tools

Using JOGL and Java3D

SOLIDWORKS 2018 Reference Guide

How to Form and Shape Sheet Metal for Competition, Custom and Restoration Use

Apostille Handbook : a handbook on the practical operation of the Apostille Convention

SolidWorks For Dummies

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SOLIDWORKS 2018 Tutorial with video instruction is written to assist students, designers, engineers and professionals who are new to SOLIDWORKS. The text provides a step-by-step, project based learning approach. It also contains information and examples on the five categories, to take and understand the Certified Associate - Mechanical Design (CSWA) exam. The book is divided into four sections. Chapters 1 - 5 explore the SOLIDWORKS User Interface and CommandManager, Document and System properties, simple and complex parts and assemblies, proper design intent, design tables,

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configurations, multi-sheet, multi-view drawings, BOMs, and Revision tables using basic and advanced features. In chapter 6 you will create the final robot assembly. The physical components and corresponding Science, Technology, Engineering and Math (STEM) curriculum are available from Gears Educational Systems. All assemblies and components for the final robot assembly are provided. Chapters 7 - 10 prepare you for the Certified Associate - Mechanical Design (CSWA) exam. The certification indicates a foundation in and apprentice knowledge of 3D CAD and engineering

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practices and principles. Chapter 11 covers the benefits of additive manufacturing (3D printing), how it differs from subtractive manufacturing, and its features. You will also learn the terms and technology used in low cost 3D printers. Follow the step-by-step instructions and develop multiple assemblies that combine over 100 extruded machined parts and components. 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, apply proper design intent, design tables and

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configurations. Learn by doing, not just by reading. Desired outcomes and usage competencies are listed for each chapter. Know your objective up front. Follow the steps in each chapter to achieve your design goals. Work between multiple documents, features, commands, custom properties and document properties that represent how engineers and designers utilize SOLIDWORKS in industry. Engineers working with SOLIDWORKS are often faced with tedious, repetitive work that can consume a lot of time, but it doesn't have to be this way. One of the most exciting aspects of

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SOLIDWORKS is its robust programming interface or API. The SOLIDWORKS API allows you to write code that can perform almost any series of actions for you. SOLIDWORKS was built from the ground up to automate, and in this book, you will learn how to take advantage of these powerful tools to speed up your work. Automating SOLIDWORKS 2019 Using Macros is designed as a tutorial to help beginner to intermediate programmers develop macros for SOLIDWORKS. Experience with programming isn't required. The book starts with a new chapter on the fundamentals of Visual Basic.NET and the

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SOLIDWORKS API to make the learning process easier for beginners. The rest of the book introduces you to developing macros using the SOLIDWORKS API. The book concludes with a chapter dedicated to some of the author's favorite source code for you to use as the basis for typical automation procedures. The focus of this book is primarily on the Visual Studio Tools for Applications (VSTA) macro interface. It covers many of the major API functions through practical use cases. It will teach you the fundamentals of Visual Basic.NET as well as SOLIDWORKS, SOLIDWORKS PDM Professional, SOLIDWORKS

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Document Manager and Excel API functions. Author Mike Spens has been professionally developing macros for SOLIDWORKS for more than a decade. He has helped numerous companies develop their own programs and streamline their workflows. If you want to learn how to develop your own macros for SOLIDWORKS, following best practices and using well written code, then this is the perfect book for you.

Autodesk Fusion 360: A Power Guide for Beginners and Intermediate Users (5th Edition) textbook has been designed for instructor-led



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courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Fusion 360, to create 3D mechanical designs. This textbook is a great help for new Fusion 360 users and a great teaching aid for classroom training. This textbook consists of 14 chapters, a total of 760 pages covering major workspaces of Fusion 360 such as DESIGN, ANIMATION, and DRAWING. The textbook teaches you to use Fusion 360 mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings. This edition of

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textbook has been developed using Autodesk Fusion 360 software version: 2.0.11415. This textbook not only focuses on the usages of the tools/commands of Fusion 360 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 that allow users to experience for themselves the user friendly and powerful capacities of Fusion 360. Table of Contents: Chapter 1. Introducing Fusion 360 Chapter 2. Drawing Sketches with Autodesk

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Fusion 360 Chapter 3. Editing and Modifying Sketches Chapter 4. Applying Constraints and Dimensions Chapter 5. Creating Base Feature of Solid Models Chapter 6. Creating Construction Geometries Chapter 7. Advanced Modeling - I Chapter 8. Advanced Modeling - II Chapter 9. Patterning and Mirroring Chapter 10. Editing and Modifying 3D Models Chapter 11. Working with Assemblies - I Chapter 12. Working with Assemblies - II Chapter 13. Creating Animation of a Design Chapter 14. Working with Drawings Discover BIM: A better way to build better buildings Building Information Modeling (BIM)

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offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format.

BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team.

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Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third

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Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

Beginner's Guide to SOLIDWORKS 2020 - Level II

Automating SOLIDWORKS 2019 Using Macros

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AutoCAD 2014 For Dummies

Modeling and Simulation of Systems Using

MATLAB and Simulink

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## SolidWorks 2007 Bible

Engineers working with SOLIDWORKS are often faced with tedious, repetitive work that can consume a lot of time, but it doesn't have to be this way. One of the most exciting aspects of SOLIDWORKS is its robust programming interface or API. The SOLIDWORKS API allows you to write code that can perform almost any series of actions for you. SOLIDWORKS was built from the ground up to automate, and in this book, you will learn how to take advantage of these powerful tools to speed up your work. Automating SOLIDWORKS 2021 Using Macros is designed as a tutorial to help

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beginner to intermediate programmers develop macros for SOLIDWORKS. Experience with programming isn't required. The book starts with a new chapter on the fundamentals of Visual Basic.NET and the SOLIDWORKS API to make the learning process easier for beginners. The rest of the book introduces you to developing macros using the SOLIDWORKS API. The book concludes with a chapter dedicated to some of the author's favorite source code for you to use as the basis for typical automation procedures. The focus of this book is primarily on the Visual Studio Tools for Applications (VSTA) macro



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interface. It covers many of the major API functions through practical use cases. It will teach you the fundamentals of Visual Basic.NET as well as SOLIDWORKS, SOLIDWORKS PDM Professional, SOLIDWORKS Document Manager and Excel API functions. Author Mike Spens has been professionally developing macros for SOLIDWORKS for more than a decade. He has helped numerous companies develop their own programs and streamline their workflows. If you want to learn how to develop your own macros for SOLIDWORKS, following best practices and using well written code, then this is the perfect book for you.

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SolidWorks For Dummies John Wiley & Sons  
OpenGL, which has been bound in C, is a seasoned graphics library for scientists and engineers. As we know, Java is a rapidly growing language becoming the de facto standard of Computer Science learning and application development platform as many undergraduate computer science programs are adopting Java in place of C/C++. Released by Sun Microsystems in June 2003, the recent OpenGL binding with Java, JOGL, provides students, scientists, and engineers a new venue of graphics learning, research, and applications. Overview This book aims to be a

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shortcut to graphics theory and programming in JOGL. Specifically, it covers OpenGL programming in Java, using JOGL, along with concise computer graphics theories. It covers all graphics basics and several advanced topics without including some implementation details that are not necessary in graphics applications. It also covers some basic concepts in Java programming for C/C++ programmers. It is designed as a textbook for students who know programming basics already. It is an excellent shortcut to learn 3D graphics for scientists and engineers who understand Java programming. It is also a

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good reference for C/C++ graphics vi Preface programmers to learn Java and JOGL. This book is a companion to Guide to Graphics Software Tools (Springer-Verlag, New York, ISBN 0-387-95049-4), which covers a smaller graphics area with similar examples in C but has a comprehensive list of graphics software tools. Organization and Features This book concisely introduces graphics theory and programming in Java with JOGL.

Simple steps for creating AutoCAD drawings AutoCAD is the ubiquitous tool used by engineers, architects, designers, and urban planners to put their ideas on paper. It

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takes some AutoCAD know-how to go from a brilliant idea to a drawing that properly explains how brilliant your idea is. AutoCAD For Dummies helps you de-mystify the handy software and put the tools in AutoCAD to use. Written by an experienced AutoCAD engineer and mechanical design instructor, it assumes no previous computer-aided drafting experience as it walks you through the basics of starting projects and drawing straight lines all the way up through 3D modeling. Conquer the first steps in creating an AutoCAD project Tackle drawing basics including straight lines and curves Add

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advanced skills including 3D drawing and modeling Set up a project and move into 3D It's true that AutoCAD is tough, but with the friendly instruction in this hands-on guide, you'll find everything you need to start creating marvelous models—without losing your cool.

Assembly Modeling with SolidWorks 2012

Construction Drawings and Details for Interiors

Finite Element Analysis Concepts

Sheet Metal Handbook

Basic Skills

Inside SolidWorks

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AutoCAD 2022: A Power Guide for Beginners and Intermediate Users textbook is designed for instructor-led courses as well as for self-paced learning. It is intended to help engineers, designers, and CAD operators interested in learning AutoCAD for creating 2D engineering drawings as well as 3D Models. This textbook is a great help for new AutoCAD users and a great teaching aid for classroom training. This textbook consists of 13 chapters, and a total of 546 pages covering major workspaces of AutoCAD such as Drafting & Annotation and 3D Modeling. This textbook teaches you to use AutoCAD software

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for creating, editing, plotting, and managing real world 2D engineering drawings and 3D Models. This textbook not only focuses on the usage of the tools/commands of AutoCAD but also on the concept of design. Every chapter of this textbook contains tutorials that provide users with step-by-step instructions on how to create mechanical designs and drawings with ease. Moreover, every chapter ends with hands-on test drives which allow users to experience themselves the user friendly and powerful capabilities of AutoCAD. About the Book: Written by three distinguished authors with ample academic and teaching



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experience, this textbook, meant for diploma and degree students of Mechanical Engineering as well as those preparing for AMIE examination, incorporates the latest st

This classic handbook provides the major formulas, calculations, cost estimating techniques, and safety procedures needed for specific die operations and performance evaluations. Dies are the most commonly used manufacturing methodology for the production of complex, high-precision parts Filled with charts, step-by-step guidelines, design details, formulas and calculations, and diagrams Updated to reflect

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the latest developments in the field, including new hardware components, custom-made automated systems, rotary bending techniques, new tool coating processes, and more

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

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following: System and Document propertiesFeatureManagersPropertyManagersConfigurationManagersRenderManagers2D and 3D Sketch toolsSketch entities3D Feature toolsMotion StudySheet MetalMotion StudySOLIDWORKS SimulationPhotoView 360Pack and Go3D PDFsIntelligent Modeling techniques3D 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

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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.

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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

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manufacturers. He is directly involved with SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model. SOLIDWORKS 2018 Tutorial with Video Instruction Lesson with Questions ...

### Machine Drawing

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

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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

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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.

Video game and feature-film artists have used 3ds Max to



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create Halo 2, King Kong, Myst V, and more. Now you can harness this popular animation software with the clear, step-by-step instructions in this easy-to-follow guide. This book breaks down the complexities of 3D modeling, texturing, animating, and visual effects. Clear-cut explanations, tutorials, and hands-on projects help build your skills and a special color insert includes real-world examples from talented 3ds Max beginners. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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

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and advanced matesFocus on design practices for both 2D as well as 3D modeling and prepare to achieve CWSP and CWSA certificationBook 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

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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

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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.