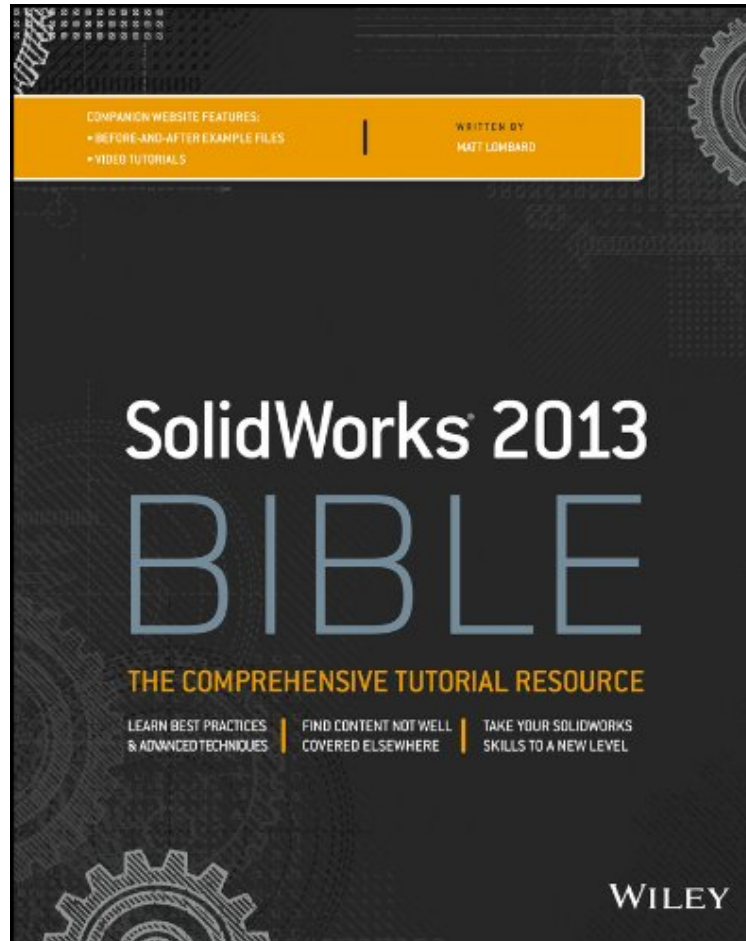


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## Solidworks 2013 Bible

Von Matt Lombard

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advanced users have requested. Beginners will learn not only how the software works but why, while more experienced users will learn all about search criteria, Pack-and-Go, other file management concepts, and much more. A valuable companion website contains before and after real-world parts and assemblies along with many example files used in the text. Additionally, the text of the book is augmented by video tutorials with author voice-over which can be found on the website. SolidWorks is the leading 3D CAD program, and previous editions of this book have sold more than 33,000 copies. Covers necessary information to give beginners a solid foundation in the software, including part and assembly modeling and 2D drawing techniques. Addresses a wide range of advanced topics not treated in other books, including best practices, search criteria, Pack-and-Go, and other file management concepts. Includes tutorials on both beginning and advanced topics, with videos; sample part, assembly, and drawing files; and before-and-after example files available on the companion website. SolidWorks 2013 Bible is the ultimate resource on SolidWorks 2013, the book beginners can start with and advanced users will want to keep close at hand.

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**Buchrückseite** Companion Website **FEATURES:** \* before-and-after example files \* Video tutorials Learn best practices advanced techniques Find content not well covered elsewhere Take your SolidWorks skills to a new level Get solid with SolidWorks Standard Are you switching from another CAD program or trying to improve your current SolidWorks skills? If you want more info on SolidWorks than you've been able to find, this practical guide from well-known SolidWorks guru Matt Lombard is what you need. Featuring detailed content and workarounds, new performance icons to help you choose the best settings, and access to video tutorials, this book will soon have you efficiently using this complex software at a higher level. \* SolidWorks basic concepts, terminology, and the user interface \* Integrate 3D intelligence into your sketches from the beginning, and design parts \* Work with assembly sketches, use SpeedPak and other tools, and control assembly configurations \* Use the best tools for creating drawings from SolidWorks parts and assemblies \* Master multi-body modeling and surface modeling, including techniques not widely covered elsewhere \* Work effectively with large-scale designs Create smooth shapes with the new Conic sketch entity Use the new Intersect feature to create and edit solid bodies Display the FeatureManager in a straight-line history Companion Website Visit the companion website for: \* Chapter intro videos to get you up to speed on each chapter's basic concepts \* Tutorial videos that accompany the many tutorials in the book \* All hands-on project files needed to complete the tutorials \* Before-and-after example files