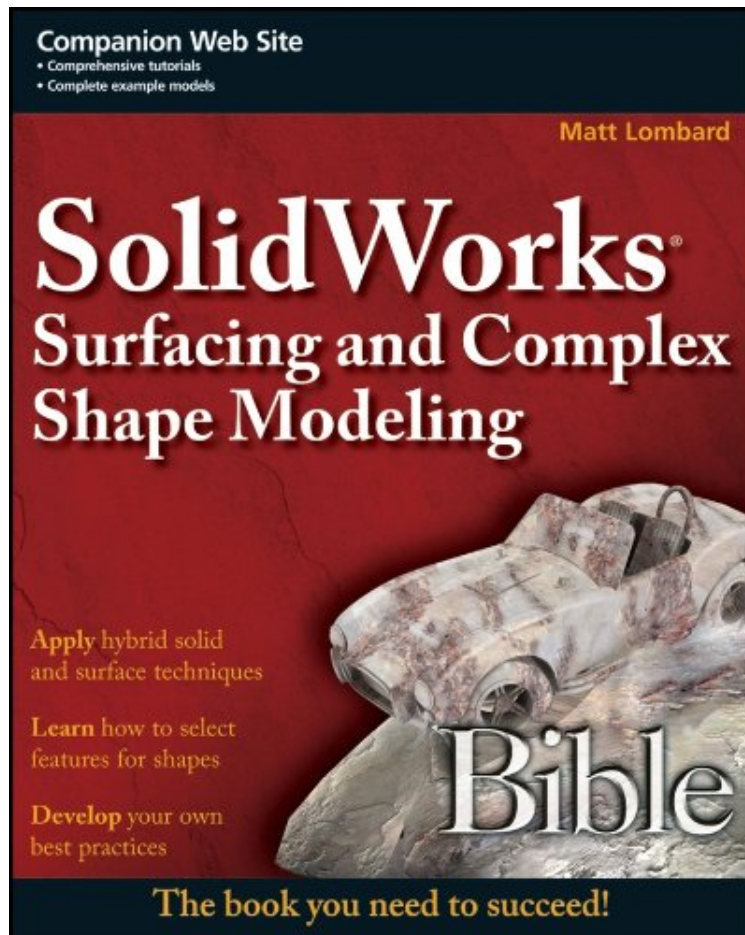


(Read and download) SolidWorks Surfacing and Complex Shape Modeling Bible

# SolidWorks Surfacing and Complex Shape Modeling Bible

Von Matt Lombard

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**Von Matt Lombard : SolidWorks Surfacing and Complex Shape Modeling Bible** before purchasing it in order to gage whether or not it would be worth my time, and all praised SolidWorks Surfacing and Complex Shape Modeling Bible:

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich. Sehr empfehlenswertVon J. WalterEines der besten wenn nicht das beste Buch zum Thema Flächenmodellierung in Solid Works.Sehr anschaulich mit vielen Tutorials. Dadurch bekommt man recht schnell neue Ideen wie man bestimmte Probleme in Solid Works lsen kann.Auch sehr schn dass dieses Buch im Gegensatz zur normalen "Bible" farbig daherkommt. Dadurch ist die Wiedererkennbarkeit und das Handling noch mal stark verbessert.Auch als CAD Trainer mit mehreren Jahren Erfahrung in der Ausbildung in CAD Systemen kann ich diese Buch empfehlen.

**Kurzbeschreibung** If you want to gain proficiency and expertise with SolidWorks surface modeling, this is the resource for you. You'll learn how to apply concepts, utilize tools, and combine techniques and strategies in hands-on tutorials. This Bible covers the range from sketching splines and shelling to modeling blends and decorative features. Complete with professional tips and real-world examples, this inclusive guide enables you to coax more out of SolidWorks surfacing tools.

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**Synopsis** This book helps you create customized models that are ready for manufacture or prototyping. If you want to gain proficiency and expertise with SolidWorks surface modeling, this is the resource for you. You'll learn how to apply concepts, utilize tools, and combine techniques and strategies in hands-on tutorials. This bible covers the range from sketching splines and shelling to modeling blends and decorative features. Complete with professional tips and real-world examples, this inclusive guide enables you to: coax more out of SolidWorks surfacing tools; gain total control over splines; discover when to apply Boundary, Loft, or Fill surface features; make use of SolidWorks direct editing capabilities; interchange between solids and surfaces; learn to use master model techniques; work from digitized data; and, utilize model evaluation techniques. It includes a companion Web site. The companion Web site contains start to finish points for the tutorials in the book as well as finished example models.