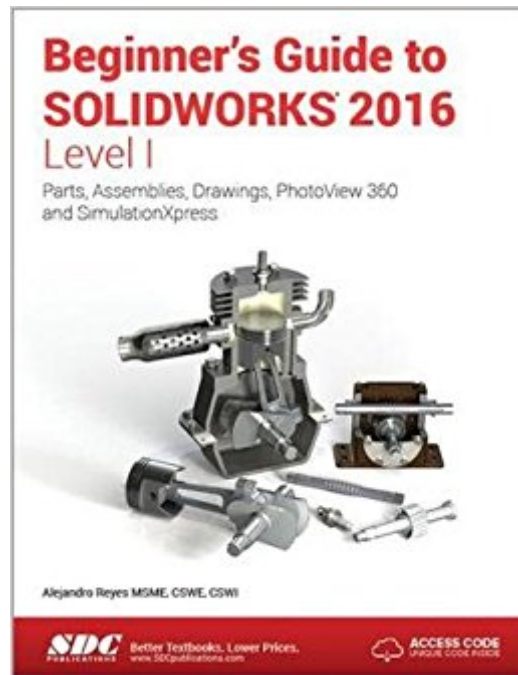The book was found

Beginner's Guide To SOLIDWORKS 2016 - Level I

Synopsis

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. Now Includes Video Instruction Each copy of this book now includes video instruction. In these videos the author provides a visual 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. Table of Contents Introduction 1. The SOLIDWORKS Interface 2. Part Modeling 3. Special Features: Sweep, Loft and Wrap 4. Detail Drawing 5. Assembly Modeling 6. Animation and Rendering 7. Analysis: SimulationXpress 8. Collaboration: eDrawings Appendix Index

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Customer Reviews

I'm a beginner on SOLIDWORKS & the school has SOLIDWORKS 2014-2015, but this works as a good guide even if some of the changes from 2014-15 to 2016 is a little frustrating, but overall it is a good investment for Beginners who don't want to damage a $10,000 Computer Program & need to learn to apply SOLIDWORKS as a tool in the field of Machinist/Technician.

Upon first use, the book seems very useful. It does its job of instructing the user on the basics of SolidWorks and is pretty easy to understand and follow. The problem comes when you finish the chapter. At the end of each chapter, there are exercises which are not guided so that you can test what you just learned. This is an awesome idea, and I really liked it - mostly. After the exercises are Project Parts. Generally the exercises use skills you have learned. However, the Project builds use several things that HAVE NOT been taught, shown, or displayed nor are they intuitive (otherwise we wouldn't need a book to learn the program). Attempting to figure out how to do the things that SHOULD have been taught can take hours. It is highly frustrating when you are attempting to do something that you know what you need to do, but just cannot figure out how to do it. So, you say, just skip the project stuff? Well, the project stuff, as it sounds like, leads to a full project that you put together. If you can't build the parts, no project to put together. I bought this book to teach me, not to make me as frustrated as I was without it. All I asked was that the author explain how to do the things he believes are important in using SolidWorks. If he believes the skills needed in the project are important, then they should be explained.

Great

It's very wordy and not written from the perspective of an expert trying to clearly teach the steps to a novice.It seems to jump around and skip information, doesn't have a good flow to it. It feels like I am supposed to already understand the language before even reading the book. Maybe video tutorials are better for teaching stuff like this, books are such a waste of students money.

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