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*Advanced Level
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CHAIM NATHAN

Tutorial Guide to AutoCAD 2018 SDC

Publications

SOLIDWORKS 2017 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 three sections. Chapters 1 - 6 explore the SOLIDWORKS User Interface and CommandManager, Document and System properties, simple machine parts, simple and complex assemblies, proper design intent, design tables, configurations, equations, multi-sheet, multi-view drawings, BOMs, and Revision tables using basic and advanced

features. 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. View Chapter 11 on Additive Manufacturing (3D printing) and its benefits and features. Understand 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 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.

Beginner's Guide to SOLIDWORKS 2020 - Level II SDC Publications

The purpose of Creo Parametric 6.0 Advanced Tutorial is to introduce you to some of the more advanced features, commands, and functions in Creo Parametric. Each lesson concentrates on a few of the major topics and the text attempts to explain the “why’s” of the

commands in addition to a concise step-by-step description of new command sequences. This book is suitable for a second course in Creo Parametric and for users who understand the features already covered in Roger Toogood’s Creo Parametric Tutorial. The style and approach of the previous tutorial have been maintained from the previous book and the text picks up right where the last tutorial left off. The material covered in this tutorial represents an overview of what is felt to be the most commonly used and important functions. These include customization of the working environment, advanced feature creation (sweeps, round sets, draft and tweaks, UDFs, patterns and family tables), layers, Pro/PROGRAM, and advanced drawing and assembly functions. Creo

Parametric 6.0 Advanced Tutorial consists of eight lessons. A continuing theme throughout the lessons is the creation of parts for a medium-sized modeling project. The project consists of a small three-wheeled utility cart. Project parts are given at the end of each lesson that utilize functions presented earlier in that lesson. Final assembly is performed in the last lesson.

Tutorial Guide to AutoCAD 2017 SDC Publications

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 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 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 2018 - Level I](#) SDC Publications

This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior

experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a "learning by doing" approach. Additionally, the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools. The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating

something with the software program. The driving force behind this book is “learning by doing.” The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others: the emphasis on being able to use the book for self-study. The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the

end of each chapter are more complex iterations of the part developed by each chapter’s objectives. Since CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the “learn by doing” philosophy since a student can see exactly what the program shows, and then step through progressive commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated.

[Autodesk Inventor 2017 A Tutorial Introduction](#) SDC Publications

- Uses step-by-step, project based tutorials designed for beginning or intermediate users
- Will prepare you for the Certified SOLIDWORKS Associate

Exam • Includes a chapter introducing you to 3D printing SOLIDWORKS 2020 Tutorial 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 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 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, 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.

Autodesk Inventor 2021 A Tutorial Introduction SDC Publications

Tutorial Guide to AutoCAD 2019 provides a step-by-step introduction to AutoCAD with commands presented in the context of each tutorial. In fifteen clear and comprehensive chapters, author Shawna Lockhart guides you through all the important commands and techniques in AutoCAD 2019, from 2D drawing to solid modeling and finally finishing with rendering. In each lesson, the author provides step-by-step instructions with frequent illustrations showing exactly what appears on the AutoCAD screen. Later, individual steps are no longer provided, and you are asked to apply what you've learned by completing sequences on your own. A carefully developed pedagogy reinforces this cumulative-learning approach and supports you in becoming a skilled

AutoCAD user. Tutorial Guide to AutoCAD 2019 begins with three Getting Started chapters that include information to get readers of all levels prepared for the tutorials. The author includes tips that offer suggestions and warnings as you progress through the tutorials. Key Terms and Key Commands are listed at the end of each chapter to recap important topics and commands learned in each tutorial. Also, a glossary of terms and Commands Summary list the key commands used in the tutorials. Each chapter concludes with end of chapter problems providing challenges to a range of abilities in mechanical, electrical, and civil engineering as well as architectural problems.

SOLIDWORKS 2020 Advanced Techniques SDC Publications

Tools for Design is intended to provide the user with an overview of computer aided design using two popular CAD software packages from Autodesk: AutoCAD and Autodesk Inventor. This book explores the strengths of each package and shows how they can be used in design, both separately and in combination with each other. What you'll learn

- How to create and dimension 2D multiview drawings using AutoCAD
- How to freehand sketch using axonometric, oblique and perspective projection techniques
- How to create 3D parametric models and 2D multiview drawings using Autodesk Inventor
- How to reuse design information between AutoCAD and Autodesk Inventor
- How to combine parts into assemblies including assembly modeling with a

LEGO® MINDSTORMS® Education Base Set, with a TETRIX® kit and a VEX Robot Kit • How to perform basic finite element stress analysis using Inventor Stress Analysis Module Who this book is for This book is designed for high school and college age students wanting to learn the fundamentals of computer aided design with AutoCAD and Inventor and how the two can be used together. No prior CAD experience is required.

Creo Parametric 6.0 Advanced

Tutorial SDC Publications

The primary goal of AutoCAD 2017 Tutorial First Level 2D Fundamentals is to introduce the aspects of Computer Aided Design and Drafting (CADD). This text is intended to be used as a training guide for students and professionals. This text covers AutoCAD 2017 and the

lessons proceed in a pedagogical fashion to guide you from constructing basic shapes to making multiview drawings. This textbook contains a series of eleven tutorial style lessons designed to introduce beginning CAD users to AutoCAD 2017. It takes a hands-on, exercise-intensive approach to all the important 2D CAD techniques and concepts. This text is also helpful to AutoCAD users upgrading from a previous release of the software. The new improvements and key enhancements of the software are incorporated into the lessons. The 2D-CAD techniques and concepts discussed in this text are also designed to serve as the foundation to the more advanced parametric feature-based CAD packages such as Autodesk Inventor. The basic

premise of this book is that the more designs you create using AutoCAD 2017, the better you learn the software. With this in mind, each lesson introduces a new set of commands and concepts, building on previous lessons. This book is intended to help readers establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering.

Beginner's Guide to SOLIDWORKS 2022 - Level I SDC Publications

Beginner's Guide to SOLIDWORKS 2021 - 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. 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.

SOLIDWORKS 2017 Tutorial with Video Instruction SDC Publications

- The perfect follow up to SOLIDWORKS Intermediate Skills
- Uses a step by step tutorial approach with real world projects
- Comprehensive coverage of advanced SOLIDWORKS tools and techniques
- Covers parts, surfaces, SimulationXpress, sheet metal, top-down assemblies and core and cavity molds
- Features a quick reference guide and a Certified SOLIDWORKS Professional practice exam SOLIDWORKS 2020

Advanced Techniques picks up where SOLIDWORKS 2020 Intermediate Skills leaves off. Its aim is to take you from an intermediate user with a basic understanding of SOLIDWORKS and modeling techniques to an advanced user capable of creating complex models and able to use the advanced tools provided by SOLIDWORKS. The text covers parts, surfaces, SimulationXpress, sheet metal, top-down assemblies and core and cavity molds. 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. 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.

Autodesk Inventor 2015 - A Tutorial Introduction SDC Publications

This unique text presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a "learning by doing" approach. The

philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program. The driving force behind this book is “learning by doing.” The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others: the emphasis on being able to use the book for self-study. The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the

philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter’s objectives. CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the “learn by doing” philosophy since a student can see exactly what the program shows, and then step through progressive commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated.

SolidWorks 2010 Tutorial SDC Publications

The primary goal of AutoCAD 2019 Tutorial First Level 2D Fundamentals is to introduce the aspects of Computer Aided Design and Drafting (CADD). This text is intended to be used as a training guide for students and professionals. This text covers AutoCAD 2019 and the lessons proceed in a pedagogical fashion to guide you from constructing basic shapes to making multiview drawings. This textbook contains a series of eleven tutorial style lessons designed to introduce beginning CAD users to AutoCAD 2019. It takes a hands-on, exercise-intensive approach to all the important 2D CAD techniques and concepts. This text is also helpful to AutoCAD users upgrading from a

previous release of the software. The new improvements and key enhancements of the software are incorporated into the lessons. The 2D-CAD techniques and concepts discussed in this text are also designed to serve as the foundation to the more advanced parametric feature-based CAD packages such as Autodesk Inventor. The basic premise of this book is that the more designs you create using AutoCAD 2019, the better you learn the software. With this in mind, each lesson introduces a new set of commands and concepts, building on previous lessons. This book is intended to help readers establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering. Video Training Included with every new copy of AutoCAD 2019

Tutorial First Level 2D Fundamentals is access to extensive video training. The video training parallels the exercises found in the text and are designed to be watched first before following the instructions in the book. However, the videos do more than just provide you with click by click instructions. Author Luke Jumper also includes a brief discussion of each tool, as well as rich insight into why and how the tools are used. Luke isn't just telling you what to do, he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process. It's like having him there guiding you through the book. These videos will provide you with a wealth of information and brings the text to life. They are also an invaluable resource for

people who learn best through a visual experience. These videos deliver a comprehensive overview of the 2D tools found in AutoCAD and perfectly complement and reinforce the exercises in the book. AutoCAD 2019 Certified User Examination The content of AutoCAD 2019 Tutorial First Level 2D Fundamentals covers the performance tasks that have been identified by Autodesk as being included on the AutoCAD 2019 Certified User Examination. Special reference guides show you where the performance tasks are covered in the book. If you are teaching an introductory level AutoCAD course and you want to prepare your students for the AutoCAD 2019 Certified User Examination this is the only book that you need. If your students are not

interested in the AutoCAD 2019 Certified User Examination they will still be studying the most important tools and techniques of AutoCAD as identified by Autodesk.

SOLIDWORKS 2020 Tutorial SDC Publications

This unique text presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a "learning by doing" approach. Additionally, the extensive videos that

are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools. The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program. The driving force behind this book is "learning by doing." The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others: the emphasis on being able to use the book for self-study. The presentation of

Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter's objectives. CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the "learn by doing" philosophy since a student can see exactly what the program shows, and then step through progressive commands to implement the required

operations. Rather than using a verbal description of the command, a screen capture of each command is replicated. Included Videos Each book includes access to extensive video training created by author Scott Hansen. The videos follow along with the table of contents of the book. Each chapter has one or more videos in which the author demonstrates how to use the tools that are covered in that chapter. Most videos follow an exercise from start to finish. The exercises created in the video are very similar to the exercise found in the corresponding chapter. Throughout the videos Scott Hansen describes how to perform each step, the reason behind these steps, and some of the other options available with the various tools. The author's clear and simple description

of each exercise is a perfect companion to the text and makes learning Autodesk Inventor easier than ever. To access the videos you will need to follow the instruction included on the inside front cover to redeem the access code included with each book. Redeeming the code will add this book to your SDC Publications Library and allow you to access the videos whenever you want. [Autodesk Inventor 2022 A Tutorial Introduction](#) SDC Publications Beginner's Guide to SOLIDWORKS 2022 – 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. 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.

**Engineering Graphics Essentials
Fifth Edition** SDC Publications

This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and

effectively using a “learning by doing” approach. Additionally, the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools. The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program. The driving force behind this book is “learning by doing.” The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others:

the emphasis on being able to use the book for self-study. The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter’s objectives. CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the “learn by doing” philosophy since a student can see exactly what the program shows,

and then step through progressive commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated.

AutoCAD 2017 Tutorial First Level 2D Fundamentals SDC Publications

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.

Beginner's Guide to SOLIDWORKS 2022 - Level II SDC Publications

The primary goal of AutoCAD 2018 Tutorial First Level 2D Fundamentals is to introduce the aspects of Computer Aided Design and Drafting (CADD). This text is intended to be used as a training guide for students and professionals. This text covers AutoCAD 2018 and the lessons proceed in a pedagogical fashion

to guide you from constructing basic shapes to making multiview drawings. This textbook contains a series of eleven tutorial style lessons designed to introduce beginning CAD users to AutoCAD 2018. It takes a hands-on, exercise-intensive approach to all the important 2D CAD techniques and concepts. This text is also helpful to AutoCAD users upgrading from a previous release of the software. The new improvements and key enhancements of the software are incorporated into the lessons. The 2D-CAD techniques and concepts discussed in this text are also designed to serve as the foundation to the more advanced parametric feature-based CAD packages such as Autodesk Inventor. The basic premise of this book is that the more

designs you create using AutoCAD 2018, the better you learn the software. With this in mind, each lesson introduces a new set of commands and concepts, building on previous lessons. This book is intended to help readers establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering.

Tutorial Guide to AutoCAD 2020 SDC Publications

The primary goal of AutoCAD 2022 Tutorial First Level 2D Fundamentals is to introduce the aspects of Computer Aided Design and Drafting (CADD). This text is intended to be used as a training guide for students and professionals. This text covers AutoCAD 2022 and the lessons proceed in a pedagogical fashion to guide you from constructing basic

shapes to making multiview drawings. This textbook contains a series of twelve tutorial style lessons designed to introduce beginning CAD users to AutoCAD 2022. It takes a hands-on, exercise-intensive approach to all the important 2D CAD techniques and concepts. This text is also helpful to AutoCAD users upgrading from a previous release of the software. The new improvements and key enhancements of the software are incorporated into the lessons. The 2D-CAD techniques and concepts discussed in this text are also designed to serve as the foundation to the more advanced parametric feature-based CAD packages such as Autodesk Inventor. The basic premise of this book is that the more designs you create using AutoCAD 2022,

the better you learn the software. With this in mind, each lesson introduces a new set of commands and concepts, building on previous lessons. This book is intended to help readers establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering. Video Training Included with every new copy of AutoCAD 2022 Tutorial First Level 2D Fundamentals is access to extensive video training. There are forty-six videos with more than five hours of training in total. This video training parallels the exercises found in the text and is designed to be watched first before following the instructions in the book. However, the videos do more than just provide you with click by click instructions. Author Luke Jumper also includes a brief discussion of each tool,

as well as rich insight into why and how the tools are used. Luke isn't just telling you what to do, he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process. It's like having him there guiding you through the book. These videos will provide you with a wealth of information and bring the text to life. They are also an invaluable resource for people who learn best through a visual experience. These videos deliver a comprehensive overview of the 2D tools found in AutoCAD and perfectly complement and reinforce the exercises in the book. [Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide SDC Publications](#) 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 and Certified SOLIDWORKS Professional Exams as listed on the SOLIDWORKS website. 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.

[SOLIDWORKS 2017 Advanced](#)

Techniques SDC Publications
SOLIDWORKS 2022 Advanced
Techniques picks up where SOLIDWORKS
2022 Intermediate Skills leaves off. Its
aim is to take you from an intermediate
user with a basic understanding of
SOLIDWORKS and modeling techniques
to an advanced user capable of creating
complex models and able to use the
advanced tools provided by
SOLIDWORKS. The text covers parts,
surfaces, SimulationXpress, sheet metal,
top-down assemblies and core and
cavity molds. 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.

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. Who this book is for This book is for
the intermediate to advanced user who
has already completed the SOLIDWORKS
Basic Tools book and may have also
completed the SOLIDWORKS
Intermediate Skills book. People who are
very familiar with SOLIDWORKS and its
add ins will also find this book to be a
valuable resource.