Solid Edge Essentials Syllabus

General Information

Description

Solid Edge Essentials will provide a user of any proficiency the skillset to use Edge as their primary tool for design and change. This course will build on Part, Assembly and Draft workflows as they assist the user's daily tasks.

Expectations and Goals

- To understand how to create a 2D parametrically constrained sketch
- To create a 3D model using sketch driven features
- Create a 3D model using Synchronous driven features
- Combine individual parts into assemblies and build a BOM
- Create a 2D draft file driven from part and assembly files

Intended Audience

Our Solid Edge Essentials course invites both CAD users and Non-CAD users alike. This includes both existing Solid Edge users on older versions as well as CAD users on different software.

Course Outline

Part Design

- Part Breakdown
  * Where to start? Construction geometry?
  * Ordered or Synchronous design approach?
  * Which features to model first?
- Profile/Sketch
  * 2D designs that will improve your use of Intellisketch. Tips to faster and more reliable sketching. You'll learn to build predictable and reliable profiles that will not blow up!
- Optimize Design
  * What features to draw? Which to model? Learn to model the part, not draw it out. How detailed should profiles be? Learn to combine treatment features to reduce file overhead.
- Part Design
  * Machined, Plastic (process for plastics design), cast and Sheet Metal Parts
- Feature Libraries – grouping features to optimize the design

Course Outline cont.

Assembly

Detailed review and exercises for assembling parts and creating assemblies from the "bottom up". Ensure you know the methods, short-cuts and tools for modifying and changing your assemblies.

- Assembly Methods and Relationships
  - Interface, methods (bottom-up / top-down), applying relationships
- Additional Relationships
  - All relationships with Rapid part placement, using ref planes and patterns
- Editing Assemblies
  - Checking tools, interference checks, dynamic movement, editing relationships and models, controlling updates, move and replace parts
  - Designing in the Assembly
  - Bottom up method, top down design, both methods combined
  - Part/part Associativity, linking and management
  - EXPLODE – RENDER - ANIMATE

Drafting

Use of tools and viewing options as they pertain to parts and assemblies. Use of Draft sheets is ongoing through class labs. All aspects of draft are open for questions, but labs are focused on newer tools in the draft environment.

- 2D to 3D design workflow
- View types- tools for faster display and response on large assemblies
- 3D sections, view styles and shortcuts
- Viewing tools: modify the look and content of the views without leaving the draft file

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