

## Introducing extended techniques in SolidEdge:

### *'Moulded Parts' in-program tutorial*

1. Re-introduce the basics and navigation tools.
2. Open tutorial files
3. Save as
4. Web network feature - 1.5mm down
5. Rib feature - 1.5mm up
6. Try rib in other direction using Edit Definition
7. Hide Sketches
8. Draft feature - 1.5deg/1.5deg on vertical surfaces (deselect circular hole)
9. Show surfaces
10. Show XY & YZ planes
11. Surfacing toolbar: divide part
  - a. Cut lower cylinder inwards
  - b. Cut horiz. Plane downwards
  - c. Cut upper cylinder outwards
  - d. Cut vertical plane leftwards
12. Name, select and 'Save selected files'
13. Open base part.
14. Lip feature - w: 1 mm, h: 2mm
15. Open cover part
16. Lip feature - make groove, dims as before.

### *Assemble*

1. Place in base, ring and cover using relationships
2. Place in buttons using shift-drag
3. Align buttons by eye, using Common Views and Move/Rotate handles.
4. Edit relationships - suppress and realign longitudinal mate, then un-suppress.
5. Save

### ***Explosion***

1. Environments/ exploded view
2. Demonstrate auto-explode and its limitations.
3. Unexplode, and explode manually
4. Joggle feature
5. Re-arrange feature
6. Adjust Spread Distances
7. Save Config – give it a name
8. Return

### ***Drafts***

1. New draft [normal.dft], save
2. File/sheet setup... – change size to A4 and background to A4-sheet
3. ‘Drawing View Wizard’, place view – or select explosion.config
4. ‘Principal view’, place other projections
5. Cutting Plane, then Section View
6. Detail View
7. Depth Cut
8. Dimensioning
9. Parts List
10. Annotations
11. Edit Sheet / Border
12. Scales
13. Line types

### ***Assigning Colours, Renders and Fly-arounds***

1. Part style menu or Format Faces – demo colours, bumps, lighting effects and textures
2. Format View – demonstrate differences
3. Environment / Virtual Studio
4. Render Setup – background, renderer, reflections/shadows
5. Save as Image/options/Alternative style: Presentation style
6. Flight Path Wizard – demo keyframes
7. Manual Flight Path – Manipulating view and creating keyframes
8. Named Views
9. Save AVI – problems with codecs, keep trying.

***Motion – Four bar Linkage tutorial***

1. Go through the wizard, tab by tab
2. Similarly go through manually, moving down the toolbar (very similar)
3. Edit and delete joints and driving joint.
4. Recalculate
5. Export animation