



SolidWorks Surface Modeling

The goal of this course is to teach you how to use surface features to build parts using SolidWorks software. Most of the case studies and exercises in this course are taken from consumer product design applications, and the lessons center around the combined use of solids and surfaces, with the goal always being to create a good solid.

The topics covered in this course are:

Lesson 1: Understanding Surfaces

- Solids and Surfaces
- Working with Surface Bodies
- Why use Surfaces?
- Continuity Explained
- Workflow with Surfaces

Lesson 2: Introduction to Surfacing

- Similarities Between Solid and Surface Modeling
- Basic Surfacing

Lesson 3: Solid-Surfacing Hybrid Modeling

- Hybrid Modeling
- Using Surfaces to Modify Solids
- Interchanging Between Solids and Surfaces
- Performance Implications
- Surfaces as Construction Geometry
- Making Copies of Faces

Lesson 4: Repairing and Editing Imported Geometry

- Importing Data
- Repairing and Editing Imported Geometry
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Lesson 5: Advanced Surface Modeling

- Stages in the Process
- Ruled Surfaces
- Lofting Surfaces
- Modeling the Lower Half
- Conclusion
- Design Changes

Lesson 6: Blends and Patches

- Complex Blends
- Smoothing Patches
- Freeform Feature
- Corner Blends



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Lesson 7: Master Model Techniques

- Introduction to Master Model
- Surface Master Model Technique
- Working with a Solid Master Model
- SolidWorks Explorer

Prerequisites: SolidWorks Essentials, SolidWorks Part Modeling

Length: 2 Days

Cost: \$695