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• A comprehensive reference book for SOLIDWORKS 2020 • Contains 260 plus standalone tutorials • Starts with a basic overview of SOLIDWORKS 2020 and its new features • Tutorials are written for each topic with new and intermediate users in mind • Includes access to each tutorial's initial and final state • Contains a chapter introducing you to 3D printing The SOLIDWORKS 2020 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2020. SOLIDWORKS is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SOLIDWORKS 2020. This book covers the following: • System and Document properties • FeatureManagers • PropertyManagers • ConfigurationManagers • RenderManagers • 2D and 3D Sketch tools • Sketch entities • 3D Feature tools • Motion Study • Sheet Metal • Motion Study • SOLIDWORKS Simulation • PhotoView 360 • Pack and Go • 3D PDFs • Intelligent Modeling techniques • 3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2020 software. If you are completely new to SOLIDWORKS, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials. If you are familiar with an earlier release of SOLIDWORKS, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter provides detailed PropertyManager information on key topics with individual stand-alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature. The book provides access to over 260 models, their solutions and additional support materials. Learn by doing, not just by reading. 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, design tables, configurations and more. The book is designed to complement the Online Tutorials and Online Help contained in SOLIDWORKS 2020. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model.

Millions of teachers worldwide use the Understanding by Design® (UbD) curriculum planning framework to create units of instruction that develop and deepen student learning. This quick reference guide from UbD co-creator Jay McTighe covers UbD's key tenets and three-stage "backward design" process and introduces the framework's design templates and quality standards. It also explains key vocabulary and explores essential aspects of unit construction, including* Focusing instruction and assessment on "big ideas" and essential questions;* Creating authentic performance tasks that reveal evidence of understanding; and* Designing meaningful learning events that help students acquire targeted knowledge and skills, understand important ideas, and be prepared to transfer those understandings to meet new challenges in and beyond the classroom.Featuring FAQs, indicators of success, and links to additional resources, The Fundamentals of Understanding by Design is for anyone looking to get started with UbD and for current users seeking a handy resource to keep their design work on track.8.5" x 11" 3-panel foldout guide (6 pages), laminated for extra durability and 3-hole-punched for binder storage.

Azure Resource Manager (ARM) templates are declarations of Azure resources in the JSON format to provision and maintain them using infrastructure as code. This book gives practical solutions and examples for provisioning and managing various Azure services using ARM templates.

Instant InDesign is the first comprehensive guide to Adobe InDesign that focuses exclusively on the art of template design and production. You'll learn everything you need to know—from key design principles and basic template architecture to advanced automation techniques. With practical tips and real-world examples, you'll discover how to translate your great ideas into industrial-strength templates. Magazine, newspaper, book, and catalog publishers, as well as ad agencies, graphic design firms, and independent designers can all use this guide to boost productivity and enhance their creative process. Instant InDesign is the best single resource for fast and efficient page layout and production. This comprehensive guide shows you step by step how to: Use the powerful new features in InDesign CS3—text variables, frame fitting options, and table styles—to create templates for ads, brochures, books, magazines,catalogs, and more. Make the most of master pages, paragraph and character styles, nested styles, object styles, and table styles to automate formatting. Optimize the use of typography, graphics and images, color, object libraries, and layers in your templates. Work with the new transparency options and nondestructive effects in InDesign CS3. Set up Data Merge and XML-based templates to automate page production. Utilize and modify the templates that ship with InDesign CS3. Use Adobe Bridge to manage your text, image assets, and templates.

This resource provides supporting materials for City and Guilds, e-Quals level 2 presentation graphics. It contains exercises to help master the skills for assessments, and real life scenarios, practice assignments.

Readers discover the latest advantages that Microsoft Word has to offer with this new book in the next generation of the Shelly Cashman Series. For three decades, the Shelly Cashman Series has effectively introduced essential computer skills to millions of learners. ENHANCED MICROSOFT WORD 2013: COMPREHENSIVE continues the history of innovation with new features that accom-

modate a variety of learning styles. Specially refined learning tools help improve retention and prepare readers for future success. A step-by-step, screen-by-screen approach guides readers in expanding their understanding of Word through experimentation, critical thought, and personalization. ENHANCED MICROSOFT WORD 2013: COMPREHENSIVE helps readers succeed with today's most effective educational approach. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Innovations Through Information Technology aims to provide a collection of unique perspectives on the issues surrounding the management of information technology in organizations around the world and the ways in which these issues are addressed. This valuable book is a compilation of features including the latest research in the area of IT utilization and management, in addition to being a valuable source in support of teaching and research agendas.

Ideal for students and editors on the go, this is the quick look-up guide you've been hunting for. Veteran trainer Brendan Boykin uses clear, concise explanations and an easy-to-use format to put the essential techniques, most-used tools, and most-efficient workflows at your fingertips. A compendium of Final Cut Pro best practices, tips, and quick-glance reminders, plus a great summary of what's new in Final Cut Pro 7 including iChat Theater support, the redesigned speed tools, and sharing projects on a Blu-ray disc. The book's compact size makes it easy to fit in a jacket pocket or computer case so that readers have it handy when they need it most.

Beginning with a tutorial on customer-centered Web site design, this updated manual features a comprehensive compendium of ninety Web site design patterns, organized by color-coded pages for quick reference, with new sections on Web Application design, the Mobile Web, and Online Communities, as well as updated coverage of blog sites, customer support sites, and intranet design. Original. (Intermediate)

Laminated quick reference card showing step-by-step instructions and shortcuts for how to use Templates and Forms features of Microsoft Office Word 2013. The following topics are covered: Templates: Templates vs Documents, Templates and Macros, Using a Template; Creating a New Template, Editing a Template, Showing Macro and Form Controls, Adding a Workgroup Template Folder, Changing Which Template is Attached, Changing Defaults in the Attached Template, Changing Elements in the Attached Template, Using Global Templates, Organizing Macros and Styles in Templates and Documents, Inserting Fields with Options, Using Building Blocks: Creating a Custom Building Block; Including Building Blocks in a Template; Copying and Moving Building Blocks Between Templates; Creating Building Block Libraries. Creating and Using Forms: Inserting Content Controls, Turning On/Off Design Mode, Inserting a Repeating Section, Setting Content Control Properties: Adding a Title, Format Contents Using a Style, Self Destruct, Allow Multiple Paragraphs for Plain Text, Choose a Gallery for Building Block Gallery, Adding Items to Select From in Combo Box and Drop-Down Lists, Changing a Check Box Symbol, Changing Options for Date Picker. Changing Placeholder Text, Protecting a Form from Changes, Unprotecting a Form, Protecting Only Parts of a Form: Preventing Editing of a Control's Content, Preventing Editing Parts of a Document, Preventing Deletions. Accessing the Form to Fill it Out.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services.

Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

DOUBLE YOUR IMPACT AND HALVE YOUR PREPARATION TIME Most people are too busy preparing presentations to be able to give great presentations. The Smart Presenter™ shows you how to stop tinkering and start connecting with your audience. Specifically, you'll learn : • How to create better presentations in half the time by applying the "Fast Prototyping" 5-step POINT program. • Why, when it comes to the structure or organization of your presentation, one size does not fit all, and how to choose the best structure for your particular presentation. • Nine advanced formulas for beyond bullets to communicate your information in a much more compelling way. • How to create openings and closings that grab your audience's attention and leave a lasting impression. • How to create visually compelling designs, even if you're not a graphic designer, without slaving over your presentation for days on end. • A simple — yet highly effective — technique for quickly identifying your presentation objectives.

Learn to integrate programming with good documentation. This book teaches you the craft of documentation for each step in the software development lifecycle, from understanding your users' needs to publishing, measuring, and maintaining useful developer documentation. Well-documented projects save time for both developers on the project and users of the software. Projects without adequate documentation suffer from poor developer productivity, project scalability, user adoption, and accessibility. In short: bad documentation kills projects. Docs for Developers demystifies the process of creating great developer documentation, following a team of software developers as they work to launch a new product. At each step along the way, you learn through examples, templates, and principles how to create, measure, and maintain documentation—tools you can adapt to the needs of your own organization. What You'll Learn Create friction logs and perform user research to understand your users' frustrations Research, draft, and write different kinds of documentation, including READMEs, API documentation, tutorials, conceptual content, and release notes Publish and maintain documentation alongside regular code releases Measure the success of the content you create through analytics and user feedback Organize larger sets of documentation to help users find the right information at the right time Who This Book Is For Ideal for software developers who need to create documentation alongside code, or for technical writers, developer advocates, product managers, and other technical roles that create and contribute to documentation for their products and services.

The SOLIDWORKS 2019 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2019. SOLIDWORKS is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SOLIDWORKS 2019. This book covers the following: • System and Document properties • FeatureManagers • PropertyManagers • ConfigurationManagers • RenderManagers • 2D and 3D Sketch tools • Sketch entities • 3D Feature tools • Motion Study • Sheet Metal • Motion Study • SOLIDWORKS Simulation • PhotoView 360 • Pack and Go • 3D PDFs • Intelligent Modeling techniques • 3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2019 software. If you are completely new to SOLIDWORKS, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials. If you are familiar with an earlier release of SOLIDWORKS, you still might want to skim Chapter 1 to become acquainted with some of the com-

mands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter provides detailed PropertyManager information on key topics with individual stand-alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature. The book provides access to over 260 models, their solutions and additional support materials. Learn by doing, not just by reading. 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, design tables, configurations and more. The book is designed to complement the Online Tutorials and Online Help contained in SOLIDWORKS 2019. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model.

Designed with the busy professional in mind, this 4-page quick reference guide provides step-by-step instructions in PowerPoint 2013. When you need an answer fast, you will find it right at your fingertips with this Microsoft PowerPoint 2013 Quick Reference Guide. Simple and easy-to-use, quick reference cards are perfect for individuals, businesses and as supplemental training materials. Includes touch gestures and keyboard shortcuts.

Provides an examination of the next generation of Microsoft SharePoint technologies, explaining how to use the technologies to extend the information sharing and collaboration capabilities to develop enterprise information management, sharing and collaboration solutions.

A brief, beautiful introduction to Design Thinking that inspires business creativity and innovative solutions The Design Thinking Quick Start Guide: A 6-Step Process for Generating and Implementing Creative Solutionsshows you how you and your team can become more creative. This book presents methods you can use to innovate playfully and enjoyably. The Design Thinking Quick Start Guide is full of practical tools and activities, like the 6-3-5 method of brainstorming, to help you and your team get creative. For each of the six steps in the design thinking process, the authors offer two warm-ups that get teams ready to contribute and arrive at innovative solutions. Spur innovation with checklists for brainstorming and implementation Learn how to generate new ideas Lead your team in a proven process for doing creative work Whether you're new to design thinking or experienced, the clearly outlined steps in this guide will inspire you to create and implement great ideas.

Introduce your students to the latest that Microsoft Office has to offer with the new generation of Shelly Cashman Series books! For the past three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of students. With Microsoft Office 2013, we're continuing our history of innovation by enhancing our proven pedagogy to reflect the learning styles of today's students. In this text you'll find features that are specifically designed to engage students, improve retention, and prepare them for future success. Our trademark step-by-step, screen-by-screen approach now encourages students to expand their understanding of Microsoft Office 2013 software through experimentation, critical thought, and personalization. With these enhancements and more, the Shelly Cashman Series continues to deliver the most effective educational materials for you and your students. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Being able to present yourself and your work in the best way possible is a necessary skill that all new designers must master before embarking on a career--be it freelance or working within a design firm. The author provides practical advice combined with insights and personal stories from leading design professionals. The book focuses on the practical aspects of creating a great portfolio such as what potential employers or clients look for in a portfolio, how to present yourself, dealing with criticism, replying to tough interview questions and more. A unique chapter called 'Portfolio Workshop (or Portfolio Clinic)' includes sample spreads from portfolios (good and bad) with critiques and helpful commentary from leading designers. The author also includes templates for cover letters, CVs, etc. Finally, a 'Toolbox' section will include sample prompts for frequently asked interview questions and a short section on running your own freelancing practice. All in all, everything to encourage and advise the new designer.

A practical guidebook for product development teams that describes an integrated cost reduction methodology for new products

It is a truth widely acknowledged that if you're pregnant and can afford one, you're going to pick up a pregnancy manual. From What to Expect When You're Expecting to Pregnancy for Dummies, these guides act as portable mentors for women who want advice on how to navigate each stage of pregnancy. Yet few women consider the effect of these manuals—how they propel their readers into a particular system of care or whether the manual they choose reflects or contradicts current medical thinking. Using a sophisticated rhetorical analysis, Marika Seigel works to deconstruct pregnancy manuals while also identifying ways to improve communication about pregnancy and healthcare. She traces the manuals' evolution from early twentieth-century tomes that instructed readers to unquestioningly turn their pregnancy management over to doctors, to those of the women's health movement that encouraged readers to engage more critically with their care, to modern online sources that sometimes serve commercial interests as much as the mother's. The first book-length study of its kind, The Rhetoric of Pregnancy is a must-read for both users and designers of our prenatal systems—doctors and doulas, scholars and activists, and anyone interested in encouraging active, effective engagement.

Readers discover the latest advantages that Microsoft Excel has to offer with this new book in the next generation of the Shelly Cashman Series. For three decades, the Shelly Cashman Series has effectively introduced essential computer skills to millions of learners. ENHANCED MICROSOFT EXCEL 2013: COMPREHENSIVE continues the history of innovation with new features that accommodate a variety of learning styles. Specially refined learning tools help improve retention and prepare readers for future success. A step-by-step, screen-by-screen approach guides readers in expanding their understanding of Excel through experimentation, critical thought, and personalization. ENHANCED MICROSOFT EXCEL 2013: COMPREHENSIVE helps readers succeed with today's most effective educational approach. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The SolidWorks 2014 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SolidWorks 2014. SolidWorks is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SolidWorks 2014. Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SolidWorks 2014 software. If you are completely new to SolidWorks, you should read Chapter 1 in de-

tail and complete Lesson 1, Lesson 2 and Lesson 3 in the Solid-Works Tutorials. Videos are provided to introduce the new user to the basics of using SolidWorks 3D CAD software. If you are familiar with an earlier release of SolidWorks, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter (18 total) provides detailed PropertyManager information on key topics with individual standalone short tutorials to reinforce and demonstrate the functionality and ease of the SolidWorks tool or feature. All models for the 240 plus tutorials are located on the enclosed book CD with their solution (initial and final). Learn by doing, not just by reading! 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, design tables, configurations and more. The book is designed to compliment the Online Tutorials and Online Help contained in SolidWorks 2014. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SolidWorks every day and his responsibilities go far beyond the creation of just a 3D model.

"The Understanding by Design Guide to Creating High-Quality Units is targeted to individuals and groups interested in improving their skills in designing units of study based on the Understanding by Design (UbD) framework. This guide introduces UbD unit design and directs readers through the process. It is organized around a set of modules that move from basic ideas (e.g., the three stages of "backward design") to more complicated elements of unit design (e.g., authentic performance tasks)."--publisher website.

The SolidWorks 2015 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SolidWorks 2015. SolidWorks is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SolidWorks 2015. This book covers the following: System and Document propertiesFeatureManagersPropertyManagersConfigurationManagersRenderManagers2D and 3D Sketch toolsSketch entities3D Feature toolsMotion StudySheet MetalMotion StudySolidWorks SimulationPhotoView 360Pack and Go3D PDFsIntelligent Modeling techniques3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SolidWorks 2015 software. If you are completely new to SolidWorks, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SolidWorks Tutorials. If you are familiar with an earlier release of SolidWorks, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter provides detailed PropertyManager information on key topics with individual stand-alone short tutorials to reinforce and demonstrate the functionality and ease of the SolidWorks tool or feature. The book provides access to over 240 models, their solutions and additional support materials. Learn by doing, not just by reading. 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, design tables, configurations and more. The book is designed to compliment the Online Tutorials and Online Help contained in SolidWorks 2015. The goal is to illustrate how multiple design situa-

tions and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SolidWorks every day and his responsibilities go far beyond the creation of just a 3D model.

Creating stunning templates with Artisteer is a practical, step-by-step guide which will show you how to create professional-looking websites on your own.This book is great for enthusiasts, Artisteer users, and individuals who want to create professional-looking websites without paying for professional services and expensive tools. The book also shows you how to speed up your work and automate time-consuming tasks.

The SOLIDWORKS 2016 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2016. SOLIDWORKS is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SOLIDWORKS 2016. This book covers the following: System and Document propertiesFeatureManagersPropertyManagersConfigurationManagersRenderManagers2D and 3D Sketch toolsSketch entities3D Feature toolsMotion StudySheet MetalMotion StudySolidWorks SimulationPhotoView 360Pack and Go3D PDFsIntelligent Modeling techniques3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2016 software. If you are completely new to SOLIDWORKS, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials. If you are familiar with an earlier release of SOLIDWORKS, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter provides detailed PropertyManager information on key topics with individual stand-alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature. The book provides access to over 240 models, their solutions and additional support materials. Learn by doing, not just by reading. 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, design tables, configurations and more. The book is designed to compliment the Online Tutorials and Online Help contained in SOLIDWORKS 2016. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model.

An introduction to the Microsoft Office 2003 suite describes the latest features and functions of the various applications--Word, Excel, Access, PowerPoint, Exchange, FrontPage and Publisher.

The SOLIDWORKS 2018 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2018. SOLIDWORKS is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SOLIDWORKS 2018. This book covers the following: System and Document propertiesFeatureManagersPropertyManagersConfigurationManagersRenderManagers2D and 3D Sketch toolsSketch entities3D Feature toolsMotion StudySheet MetalMotion StudySOLIDWORKS SimulationPhotoView 360Pack and Go3D PDFsIntelligent Modeling techniques3D print-

ing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2018 software. If you are completely new to SOLID-WORKS, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials. If you are familiar with an earlier release of SOLIDWORKS, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter provides detailed PropertyManager information on key topics with individual stand-alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature. The book provides access to over 250 models, their solutions and additional support materials. Learn by doing, not just by reading. 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, design tables, configurations and more. The book is designed to complement the Online Tutorials and Online Help contained in SOLIDWORKS 2018. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model.

The SOLIDWORKS 2017 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2017. SOLIDWORKS is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SOLIDWORKS 2017. This book covers the following: System and Document propertiesFeatureManagersPropertyManagersConfigurationManagersRenderManagers2D and 3D Sketch toolsSketch entities3D Feature toolsMotion StudySheet MetalMotion StudySOLIDWORKS SimulationPhotoView 360Pack and Go3D PDFsIntelligent Modeling techniques3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2017 software. If you are completely new to SOLID-WORKS, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials. If you are familiar with an earlier release of SOLIDWORKS, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter pro-

vides detailed PropertyManager information on key topics with individual stand-alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature. The book provides access to over 250 models, their solutions and additional support materials. Learn by doing, not just by reading. 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, design tables, configurations and more. The book is designed to compliment the Online Tutorials and Online Help contained in SolidWorks 2017. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model.

This series provides all the knowledge and skills students need to complete level 1 and 2 qualifications. Written in simple, clear language using Office XP applications, the titles are full of exercises to help students get to grips fast with the skills they need for assessment.

"The most complete resource for SolidWorks on the market. Matt Lombard's in-depth knowledge plus his snappy wit and wisdom make SolidWorks accessible to users at all levels." -- Mike Sabocheck, Territory Technical Manager, SolidWorks Corporation The most comprehensive single reference on SolidWorks Whether you're a new, intermediate, or professional user, you'll find the in--depth coverage you need to succeed with SolidWorks 2007 in this comprehensive reference. From customizing the interface to exploring best practices to reinforcing your knowledge with step-by-step tutorials, the techniques and shortcuts in this detailed book will help you accomplish tasks, avoid the time-consuming pitfalls of parametric design, and get a firm handle on one of the leading 3D CAD programs on the market. * Customize the user interface and connect hotkeys to macros * Create sketches, parts, assemblies, and drawings * Build intelligence into parts * Work with patterns, equations, and configurations * Learn multibody, surface, and master model techniques * Write, record, and edit Visual Basic(r) macros Design with advanced 3D features Increase speed and efficiency with subassemblies Use multibody models to their full potential What's on the CD-ROM? The CD includes all the parts, assemblies, drawings, and examples you need to follow the tutorials in each chapter. You'll also find finished models, templates, and more. See the CD appendix for details and complete system requirements