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Learning Autodesk Alias Design 2015, 2015* **Learning SOLIDWORKS 2019: A Project Based Approach, 3rd Edition** Prof. Sham Tickoo, 2019-10-22 Learning SOLIDWORKS 2019 A Project Based Approach book introduces the readers to SOLIDWORKS 2019 the world's leading parametric solid modeling package In this book the author has adopted a project based approach to explain the fundamental concepts of SOLIDWORKS This unique approach has been used to explain the creation of parts assemblies and drawings of a real world model The Learning SOLIDWORKS 2019 book will provide the users a sound and practical knowledge of the software while creating a motor cycle as the real world model This knowledge will guide the users to create their own projects in an easy and effective manner Salient Features Chapters organized in a pedagogical sequence Summarized content on the first page of the topics that are covered in the chapter Real world mechanical engineering problems used as tutorials and projects with step by step explanation Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1 Introduction to SOLIDWORKS 2019 Chapter 2 Creating Front Axle Rear Axle and Disc Plate Chapter 3 Creating Rim Front Tire and Rear Tire Chapter 4 Creating Caliper Piston Pad and Body Chapter 5 Creating Fork Tube Holder and Bodies Chapter 6 Creating Handlebar and Handle Holders Chapter 7 Creating Muffler Clamp Swing Arm and Headlight Clamp Chapter 8 Creating Shock Absorber and Engine Parts Chapter 9 Creating Mudguard Fuel Tank Headlight Mask and Seat Cover Chapter 10 Creating Weldment Structural Frame and Seat frame Chapter 11 Creating Motorcycle Assembly Chapter 12 Generating Drawing Views Index **Learning SOLIDWORKS 2018: A Project Based Approach** Prof. Sham Tickoo, 2018-08-27 This book introduces the readers to SOLIDWORKS 2018 the world's leading parametric solid modeling package In this book the author has adopted a project based approach to explain the fundamental concepts of SOLIDWORKS This unique approach has been used to explain the creation of parts assemblies and drawings of a real world model The book will provide the users a sound and practical knowledge of the software while creating a motor cycle as the real world model This knowledge will guide the users to create their own projects in an easy and effective manner Keeping in view the requirement of the users a single project has been divided into many chapters to make the users understand the concepts in a better way The creation of each part assembly and drawing has been explained using small steps which make the learning process quite simple and effective Additionally the tools introduced for the first time have been dealt with in detail so that you can gain expertise and proficiency in SOLIDWORKS After reading the book the user will be able to create parts assemblies drawing views with bill of materials and also learn the techniques that are essential for designing multiple models of similar geometry with ease Salient Features Project based book consisting of 12 chapters that are organized in a pedagogical sequence Explanation of tools Summarized content on the first page of the topics that are covered in the chapter Hundreds of illustrations for easy understanding of concepts Step by step instructions

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2017 is a comprehensive book that has been written to cater to the needs of the students and the professionals who are involved in the AEC profession In Navisworks 2017 book the author has emphasized various hands on tools for real time navigation reviewing models creating 4D and 5D simulation quantifying various elements performing clash detection rendering with Presenter and Autodesk Rendering graphics creating animation and advanced tools for selection through tutorials and exercises In this book along with the main text the chapters have been punctuated with tips and notes to give additional information on the concept thereby enabling you to create your own innovative projects Salient Features 392 pages of heavily illustrated text Covers detailed description of the tools of Navisworks 2017 Explains the concepts using real world projects and examples focusing on industry experience Covers advanced functions such as creating visualizations with Autodesk Rendering Covers topics such as how to import a file in different formats navigate around the merged 3D model manage annotations and documentation coordinate schedules with TimeLiner and estimate project with Quantification Includes an exercise on creating car animation using Animator and Scripter tool Provides step by step explanation that guide the users through the learning process Effectively communicates the utility of Navisworks 2017 Self Evaluation Test and Review Questions at the end of chapters for reviewing the concepts learned in the chapters Table of Contents Chapter 1 Introduction to Autodesk Navisworks 2016 Chapter 2 Exploring the Navigation Tools in Navisworks Chapter 3 Selecting Controlling and Reviewing Objects Chapter 4 Viewpoints Sections and Animations Chapter 5 TimeLiner Chapter 6 Working with Animator and Scripter Chapter 7 Quantification Chapter 8 Clash Detection Chapter 9 Autodesk Rendering in Navisworks Index

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