

# SolidWorks Practice 3



2006.2 CAD/CAM

# CONTENTS LIST

---

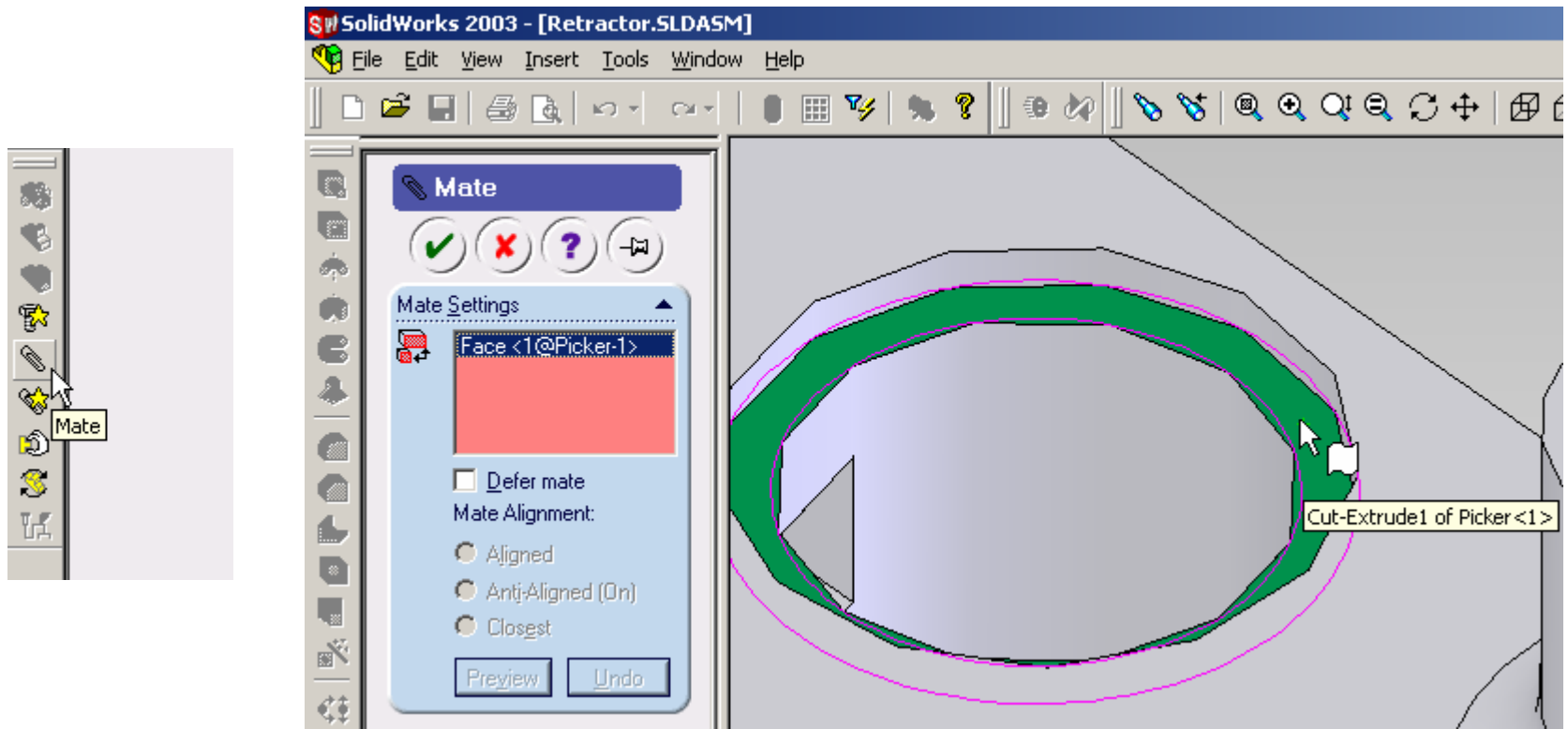
- ❑ Mating Condition (Handle & Picker)
- ❑ Collision Detection  
(Physical Dynamics, Interference Check)
- ❑ Edit Part (Picker.SLDPRT)
- ❑ Mirror Part (MirrorPicker.SLDPRT)
- ❑ Mating Condition (Mirrored Picker)
- ❑ Exploded View

# Mating Condition

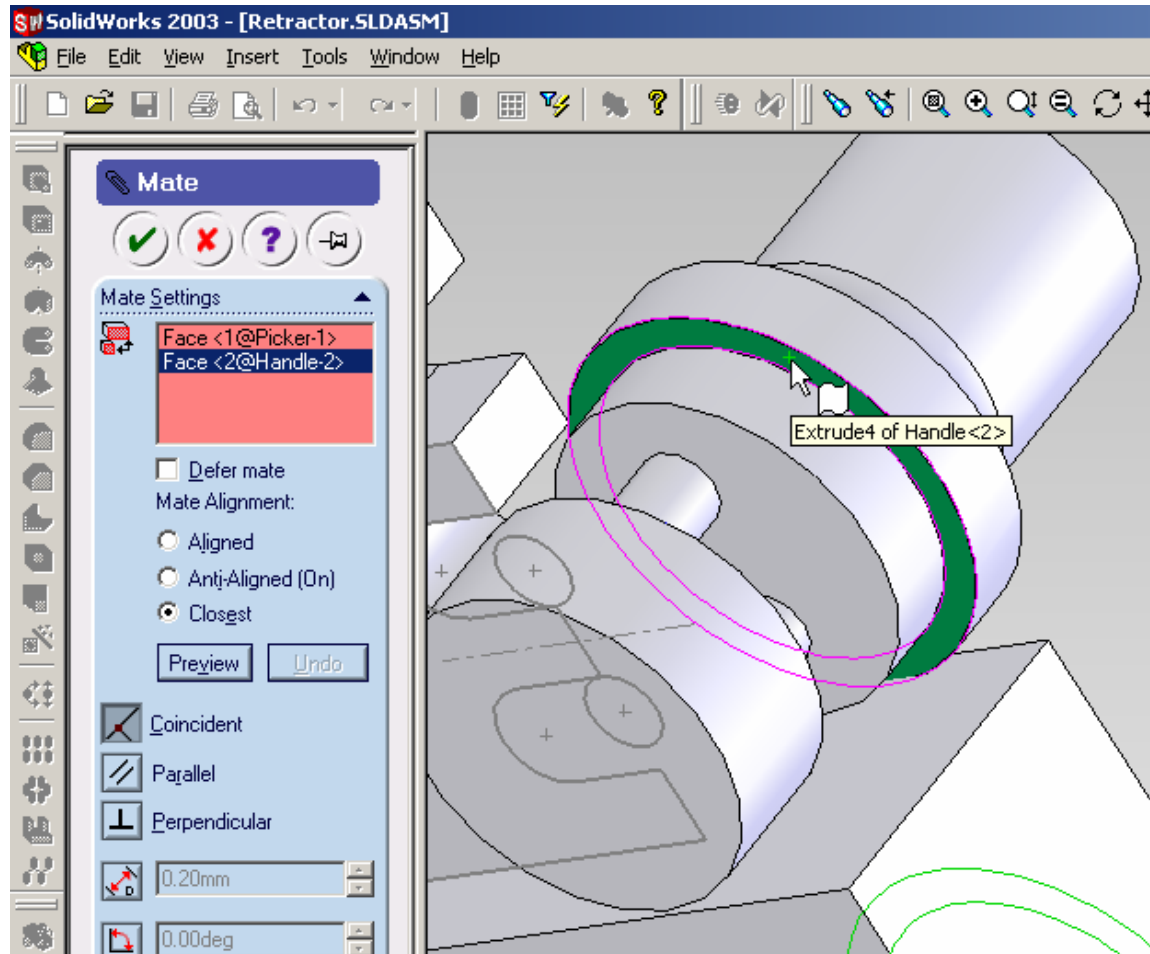


Handle & Picker

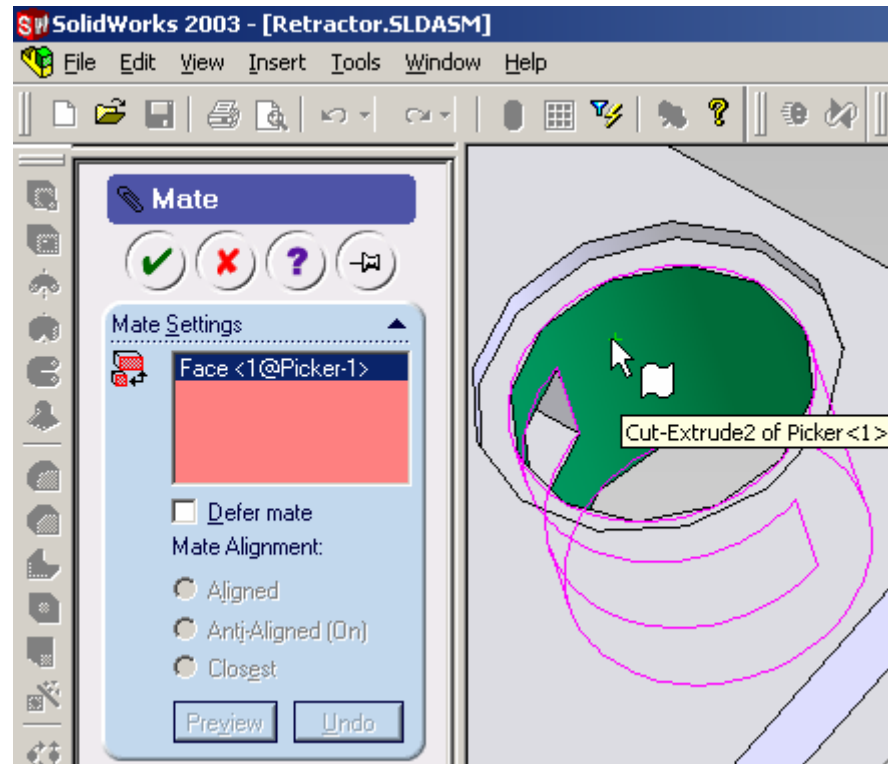
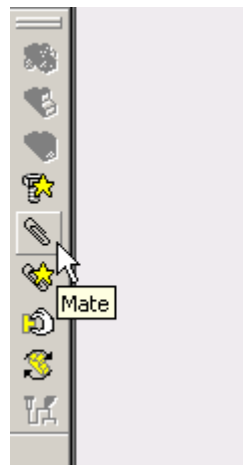
# Insert Mate



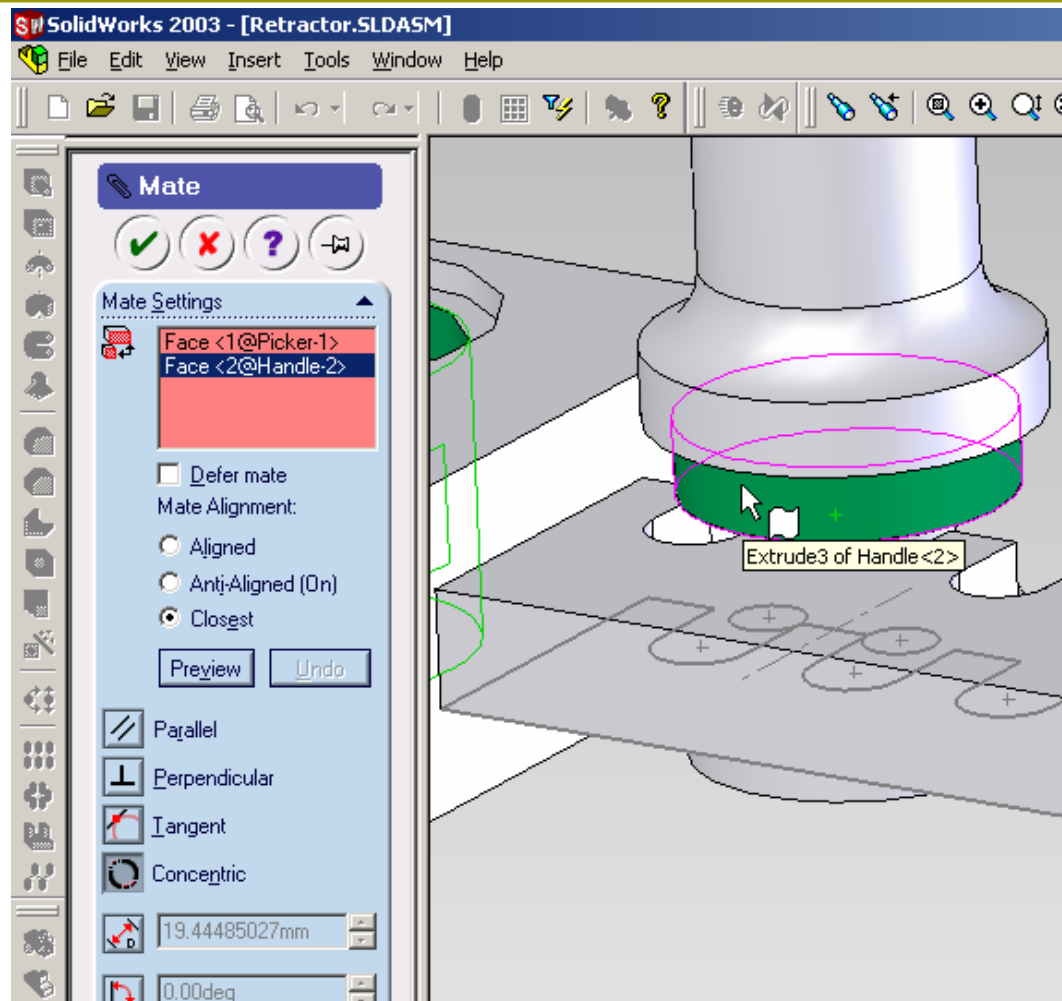
# Select Coincident



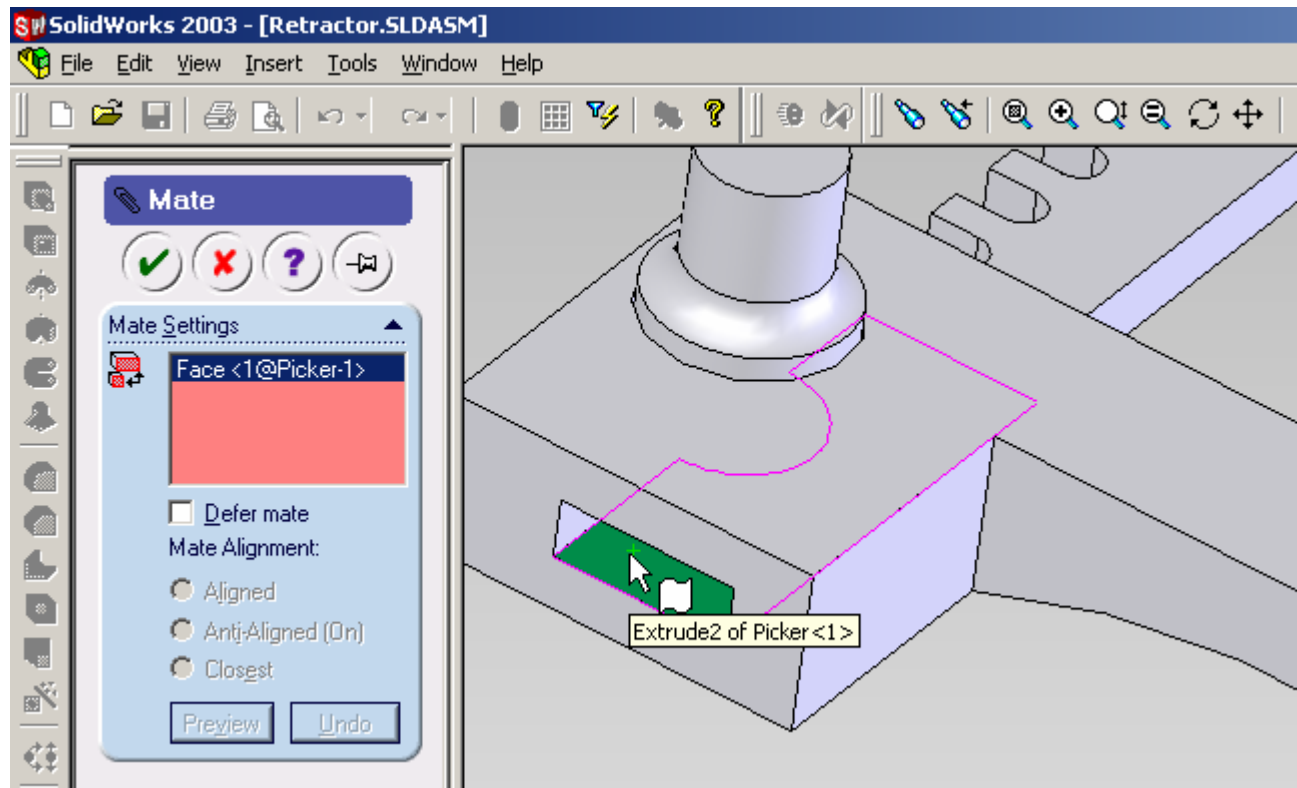
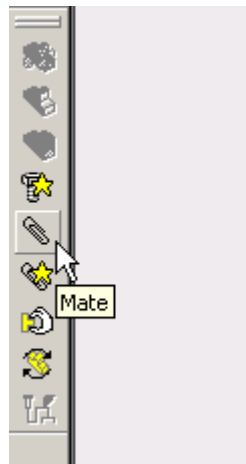
# Insert Mate



# Select Concentric

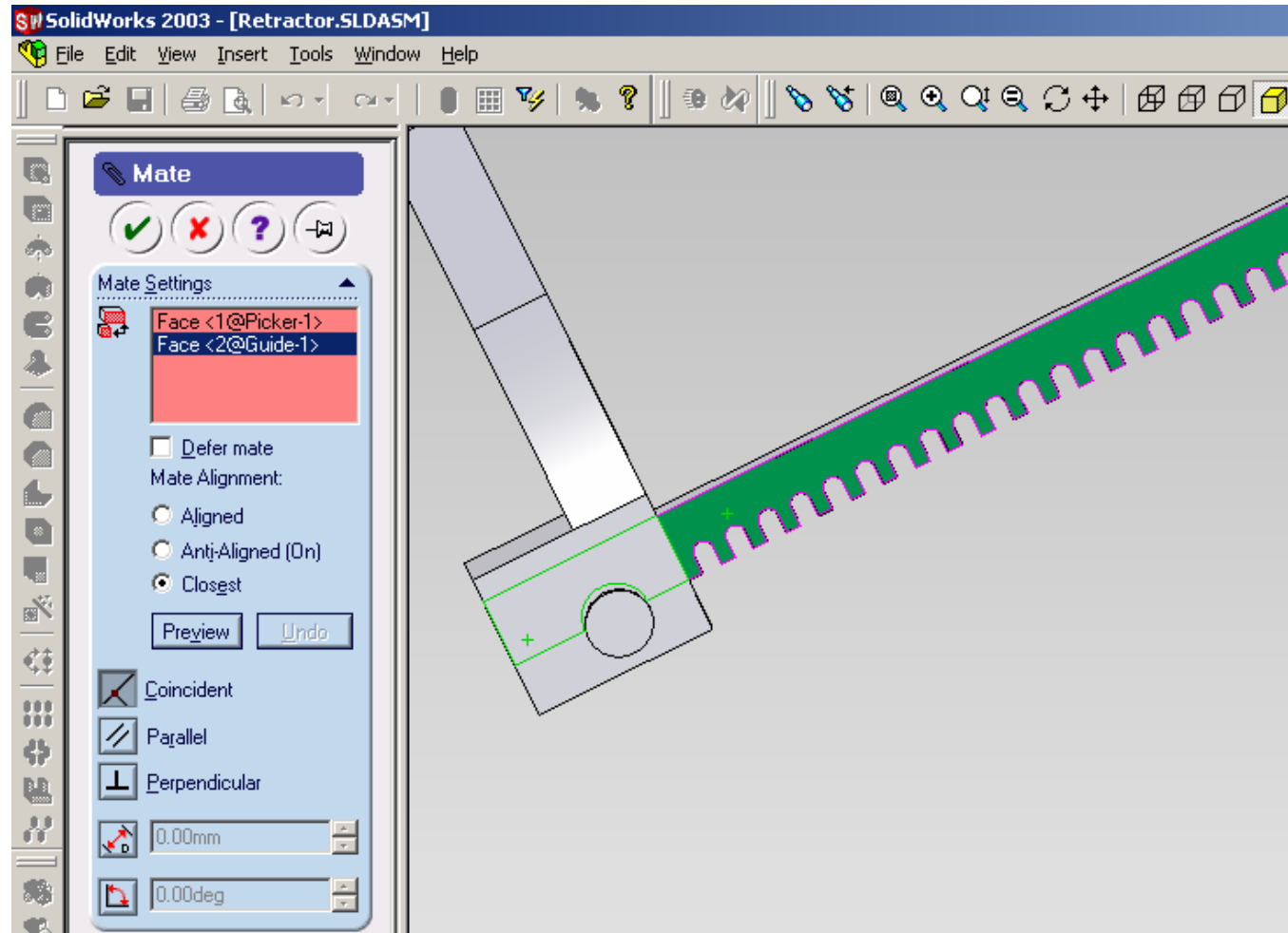


# Insert Mate

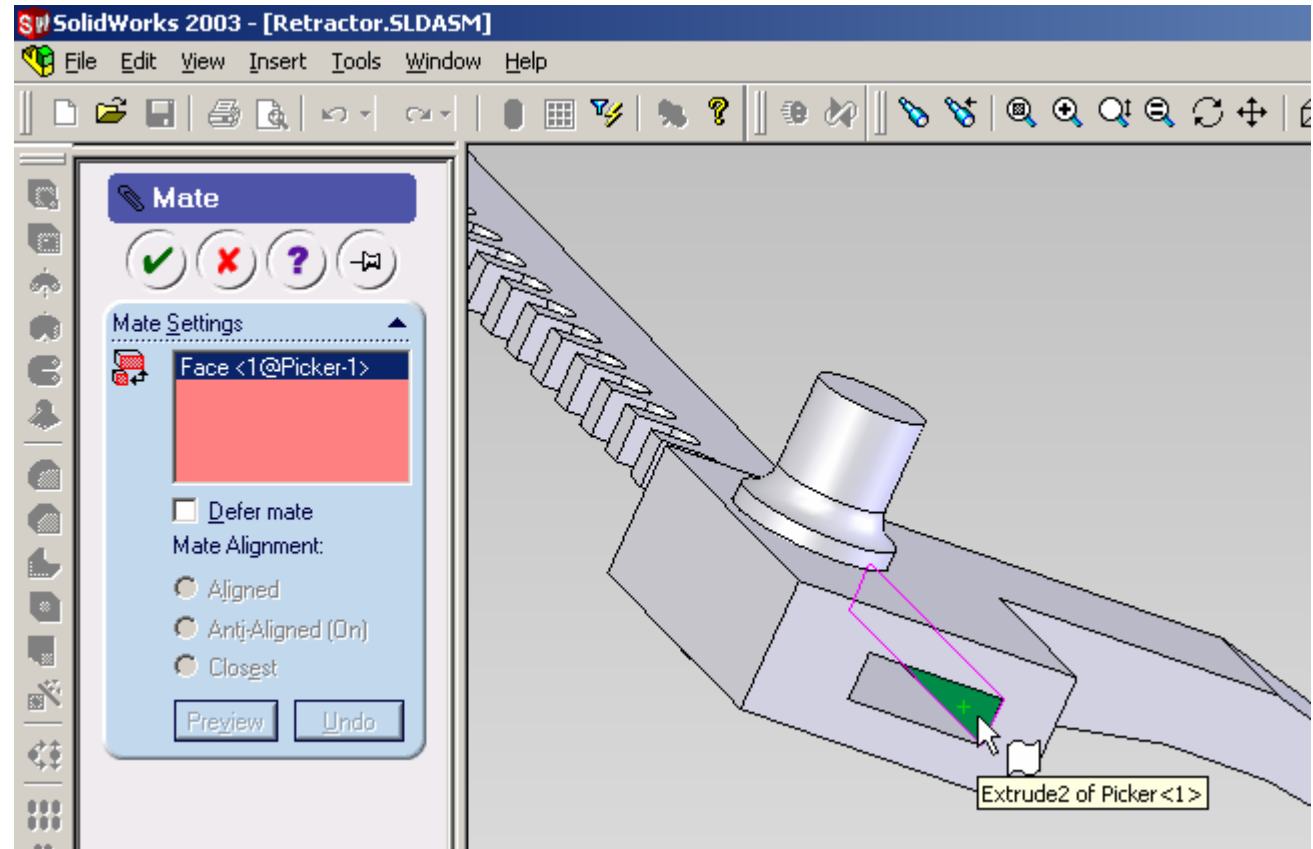
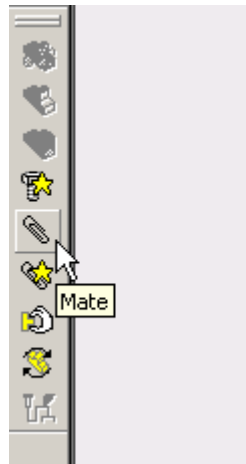




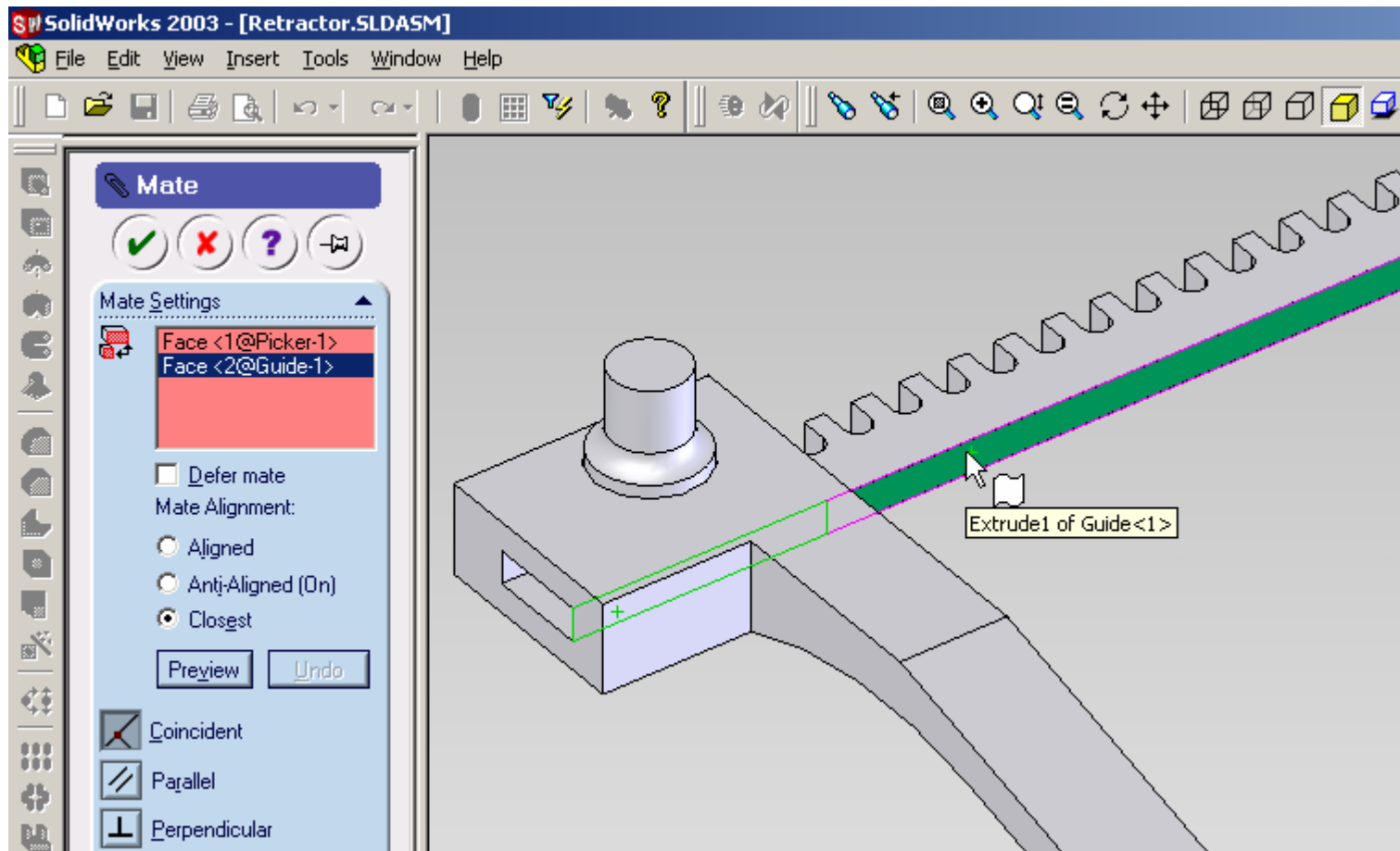
# Select Coincident



# Insert Mate



# Select Coincident

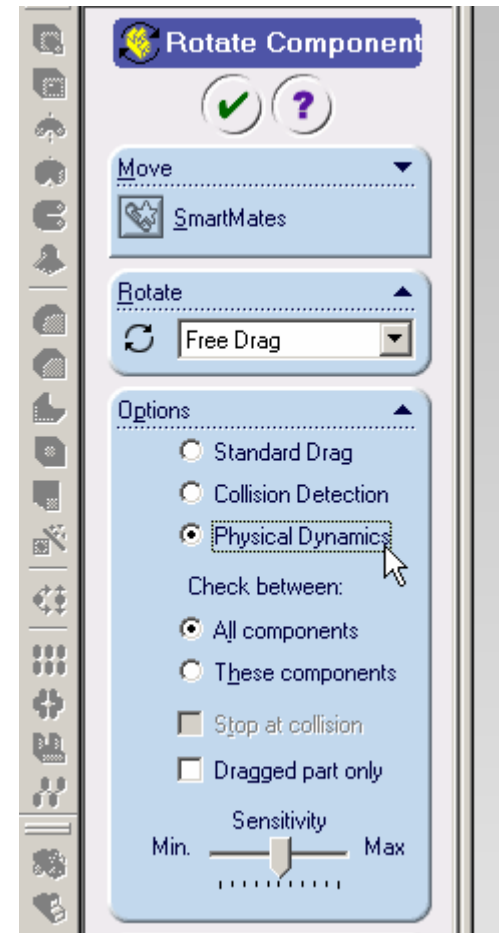
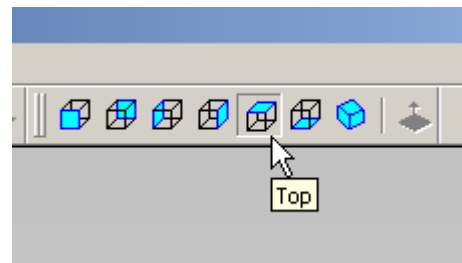
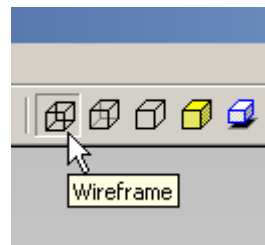


# Collision Detection



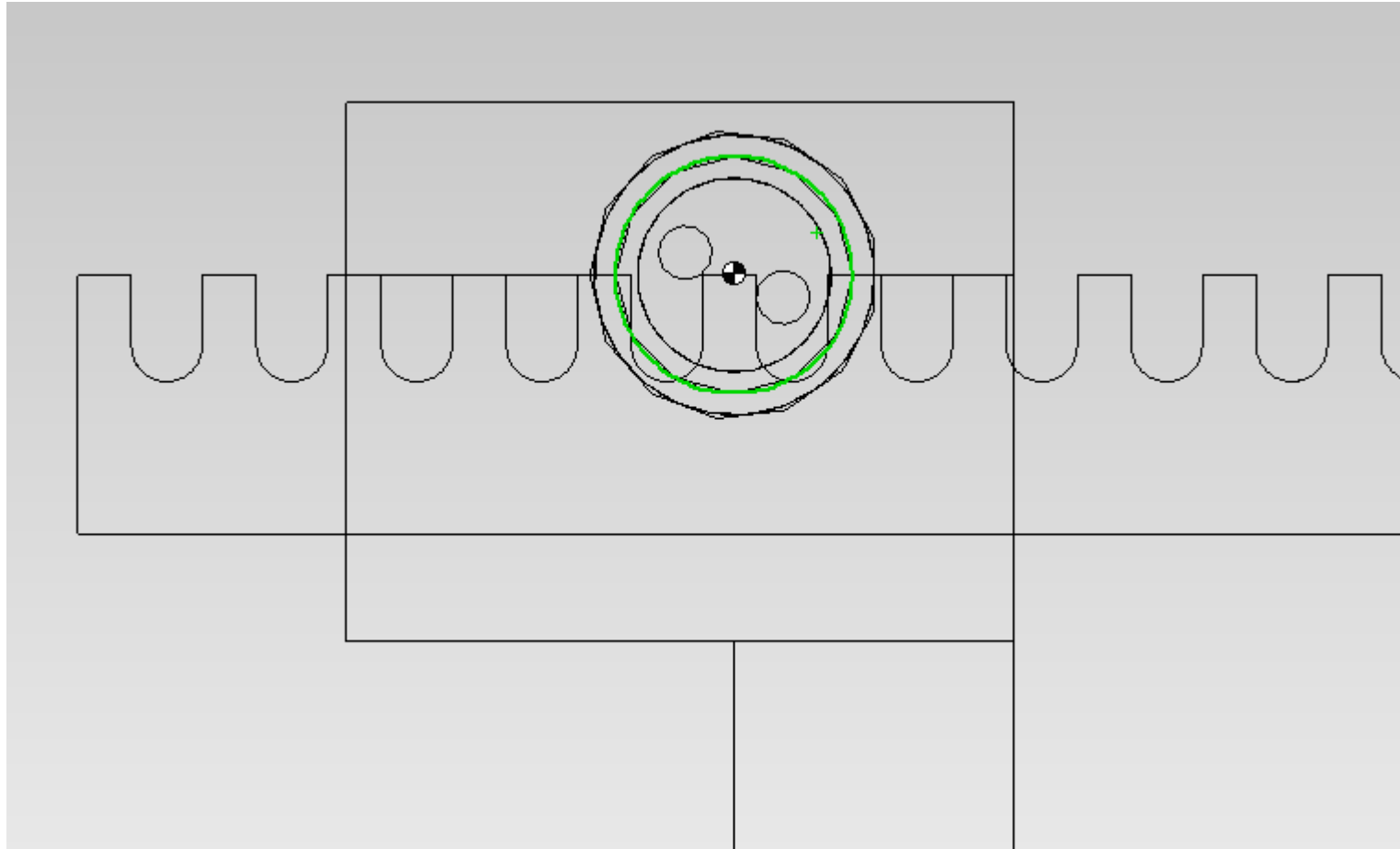
Physical Dynamics  
Interference Check

# Rotate Component

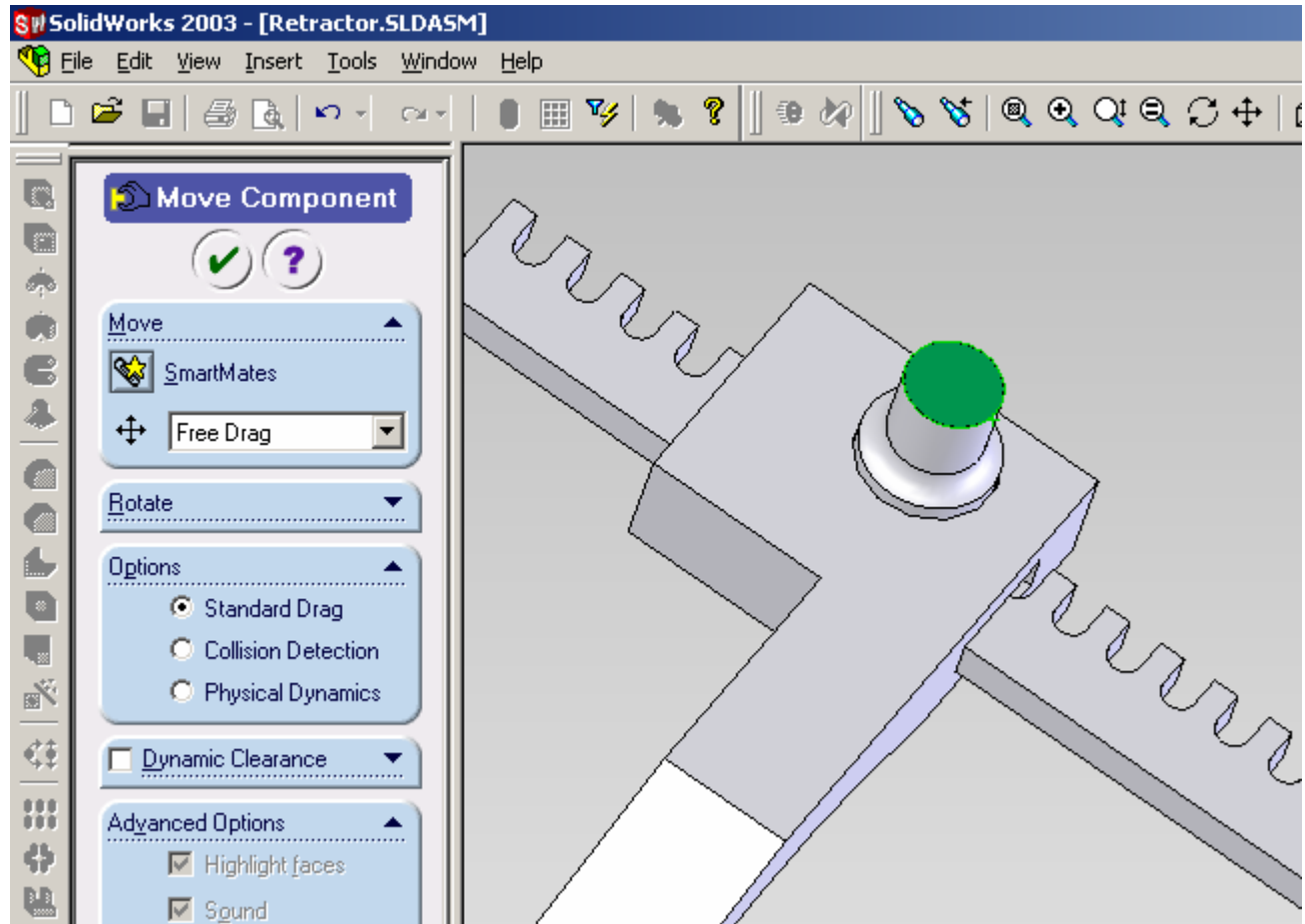


# Physical Dynamics

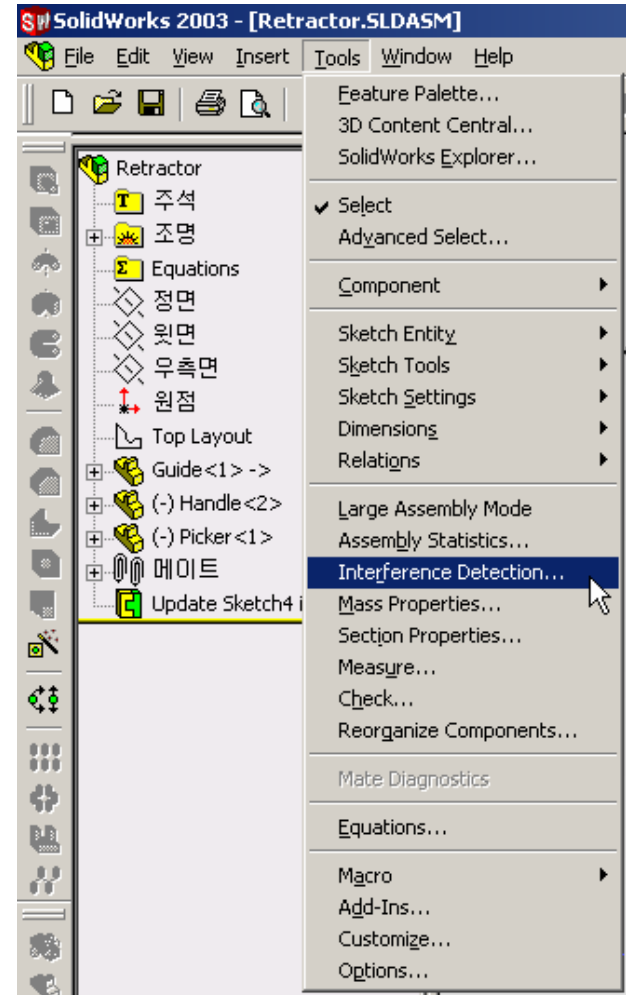
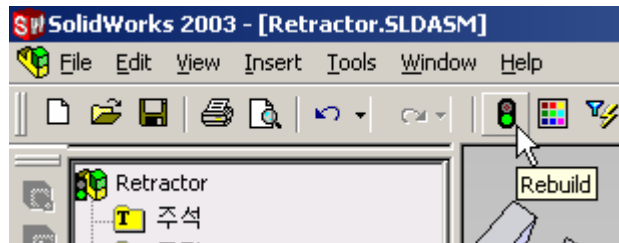
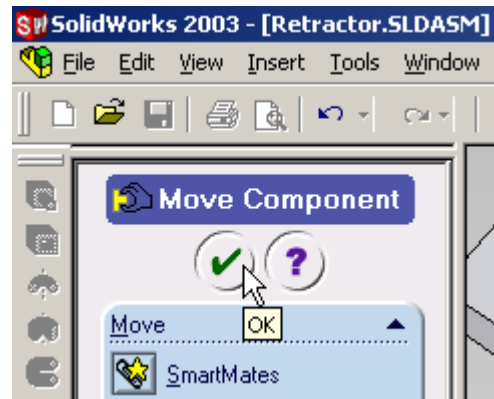
---



# Move Component

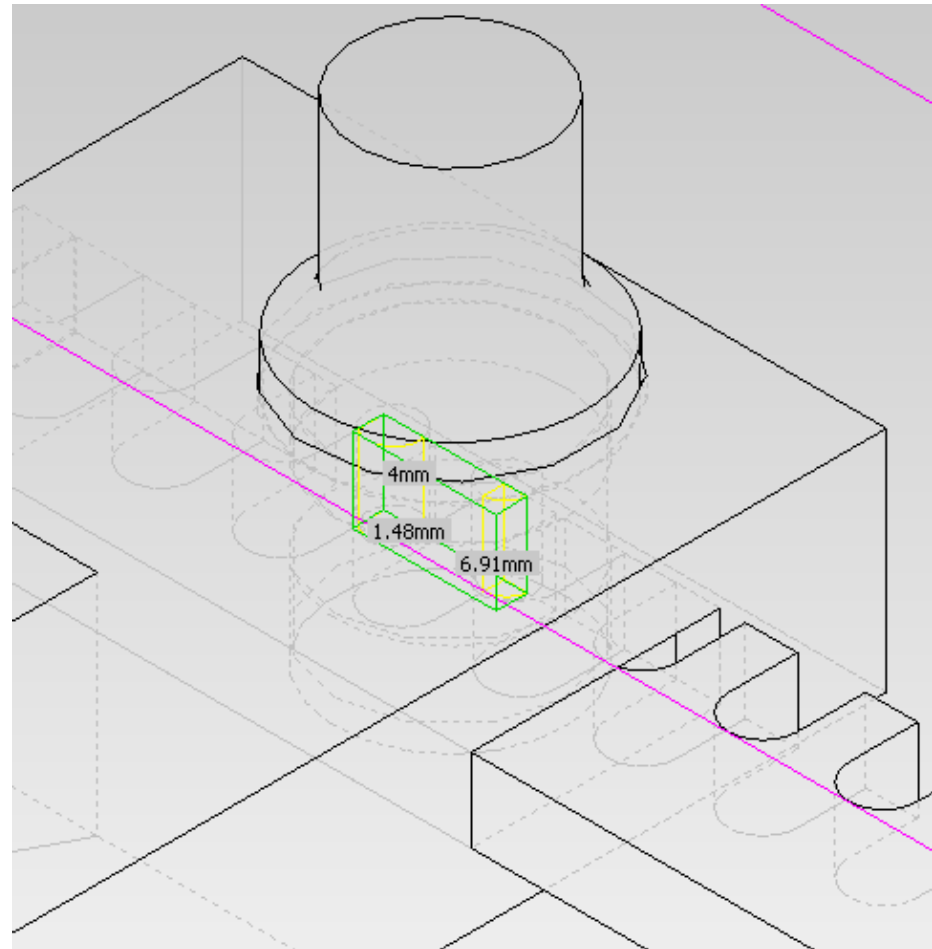
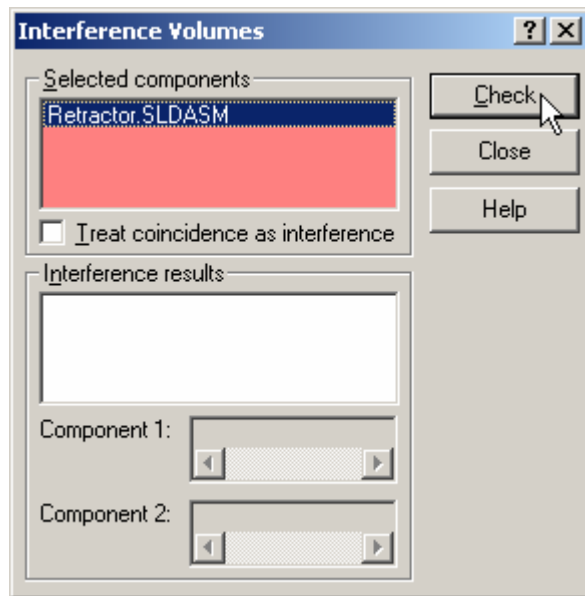


# Interference Check





# Interference Volumes

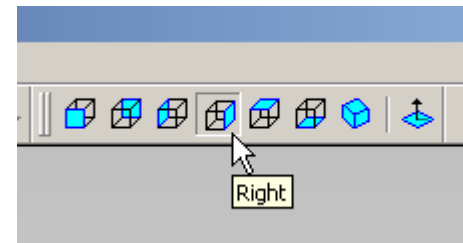
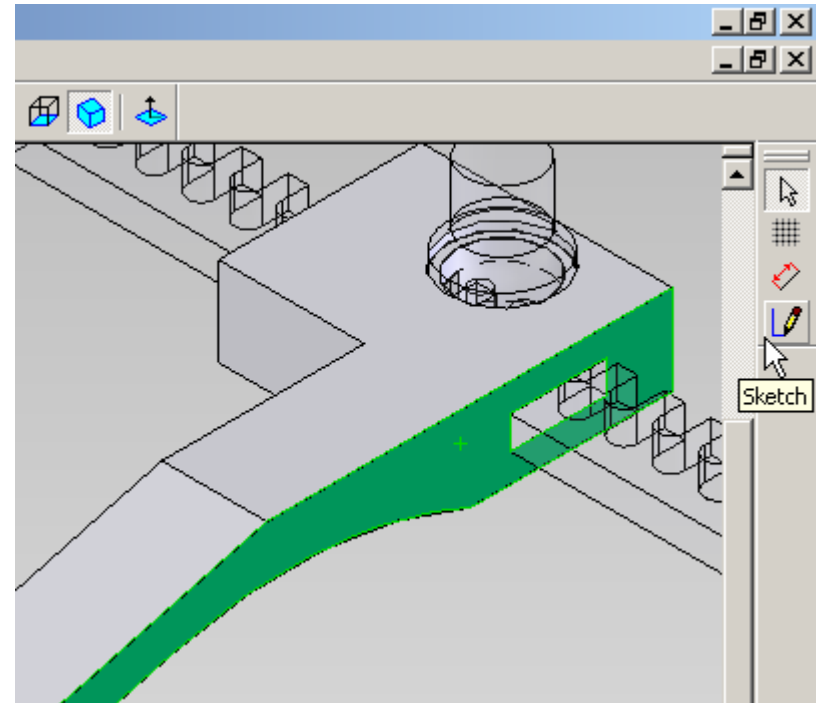
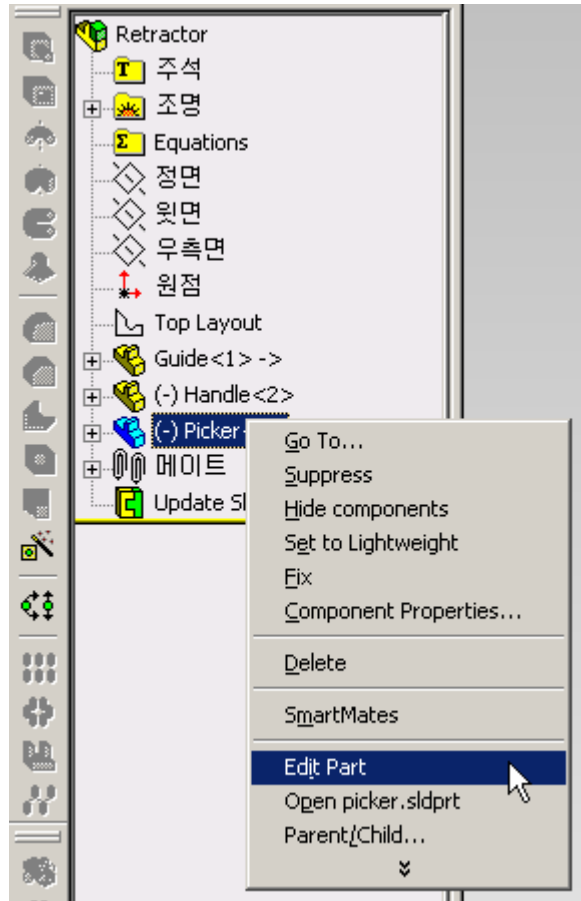


# Edit Part

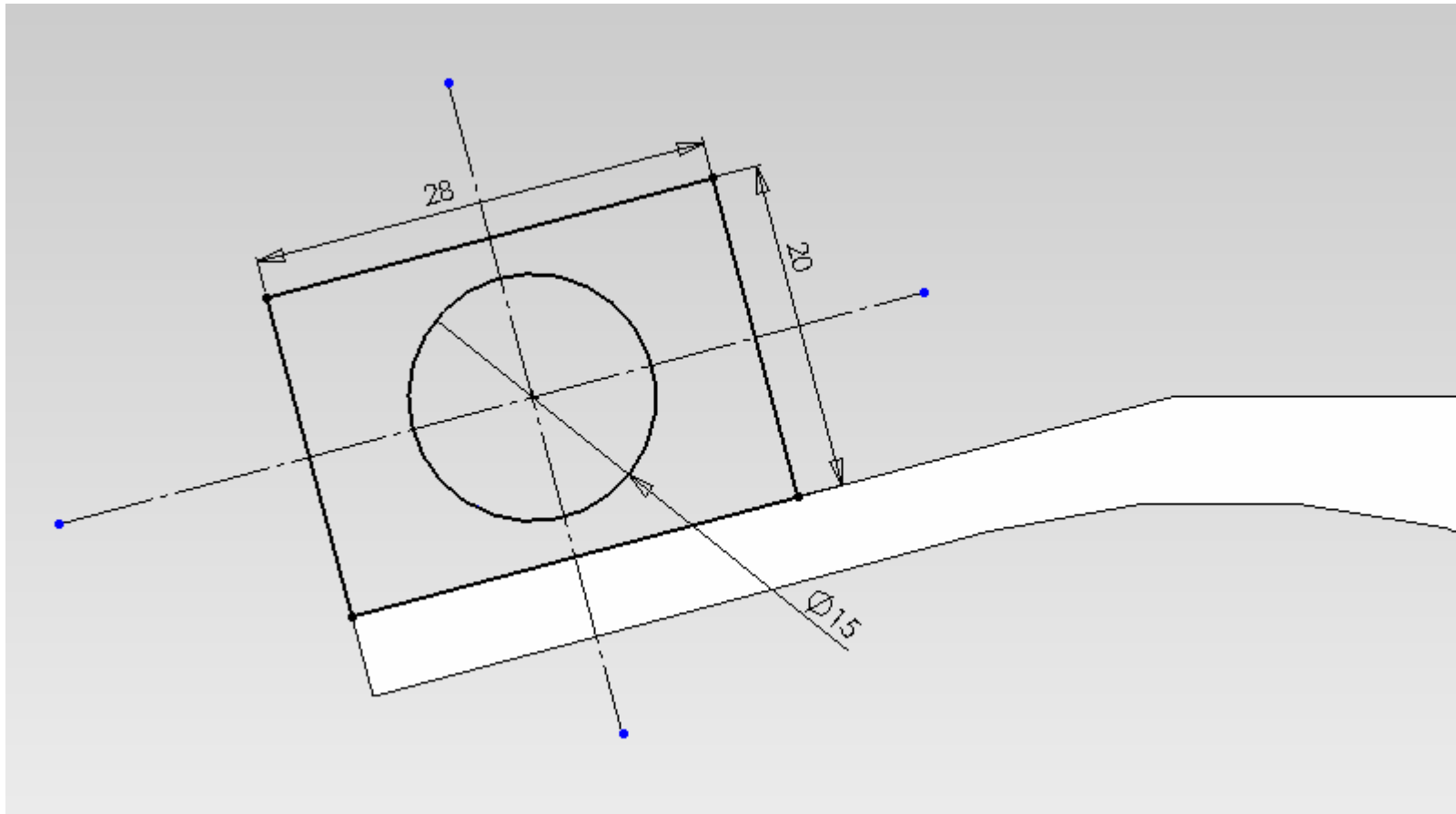


Picker.SLDPRT

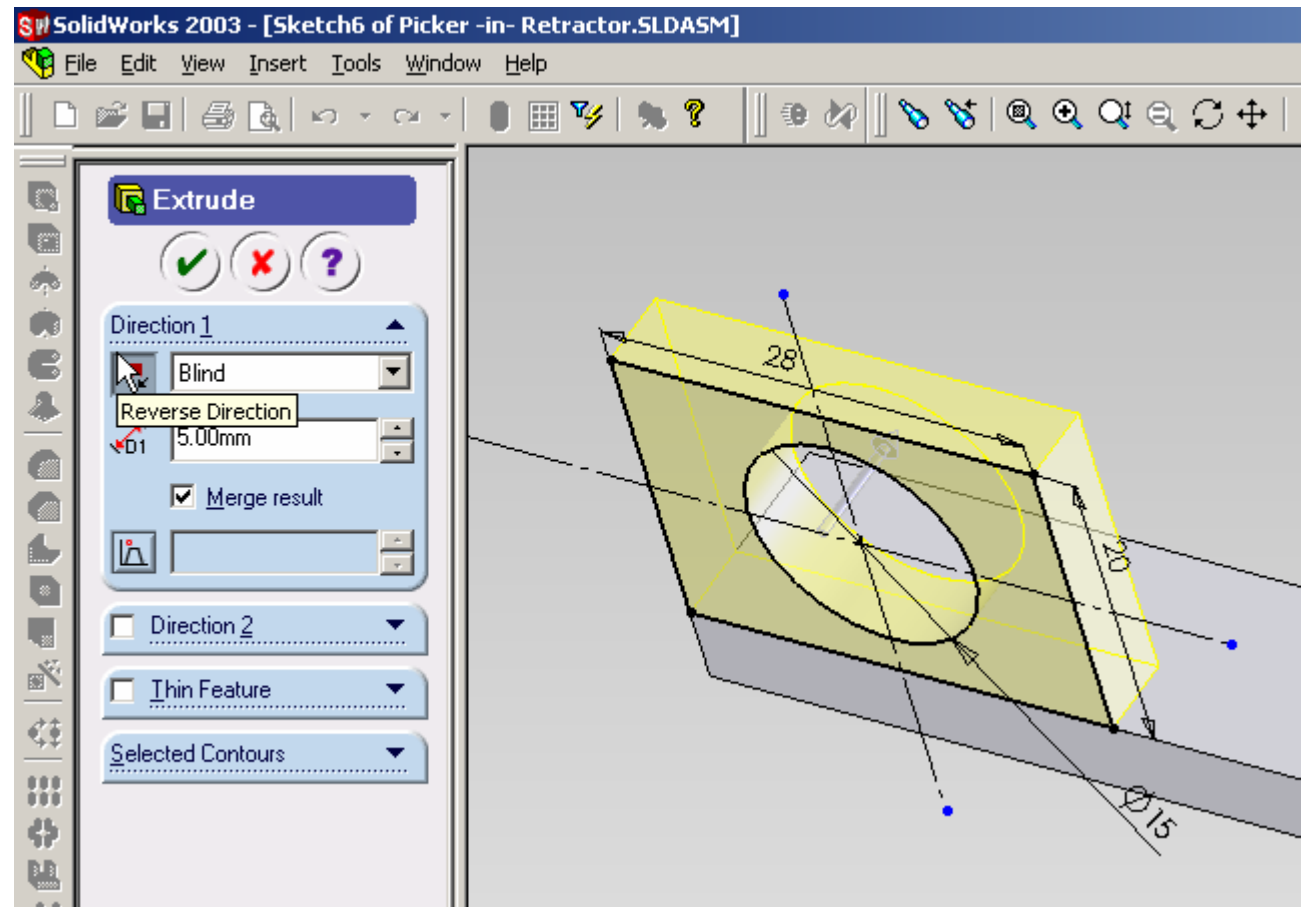
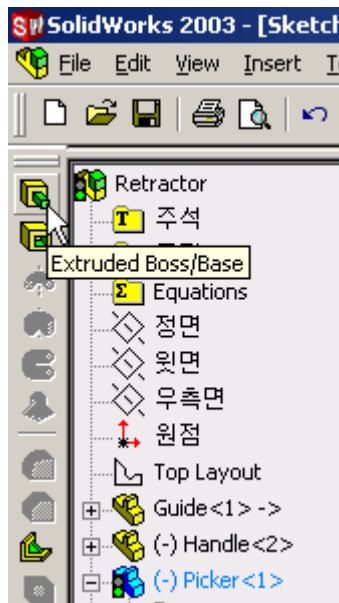
# Edit Part



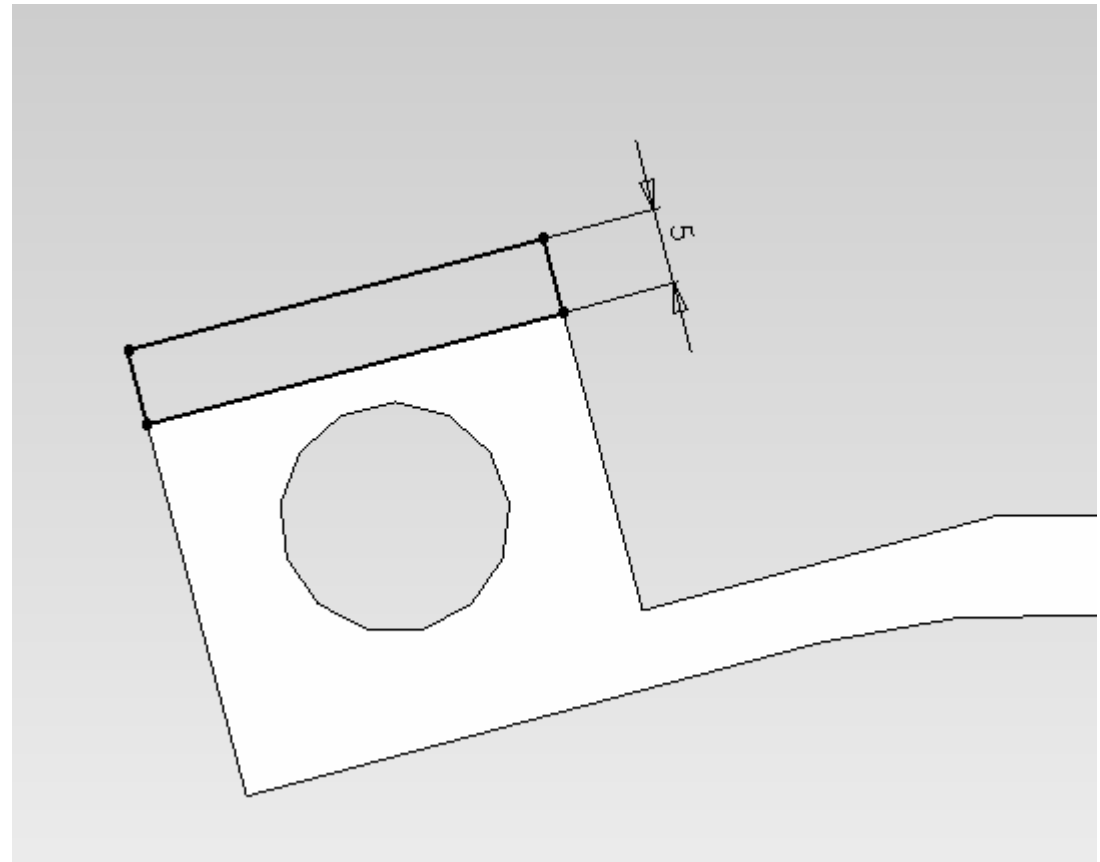
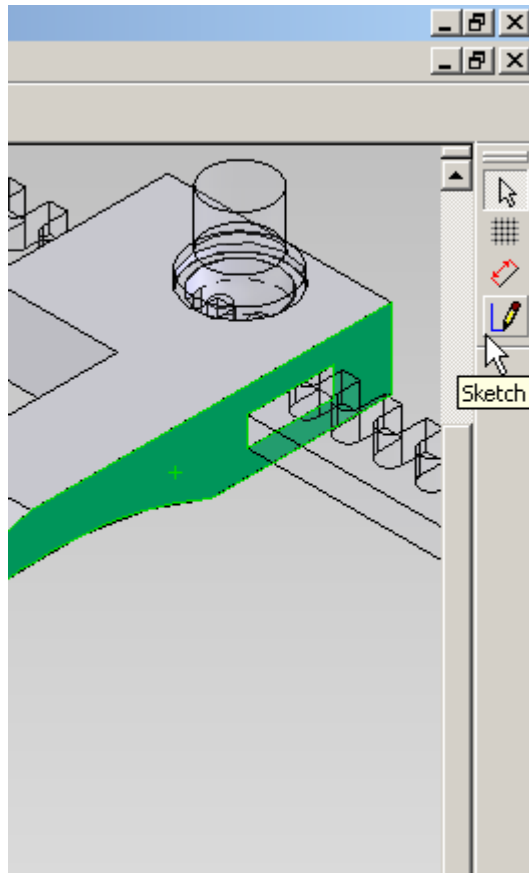
# Sketch



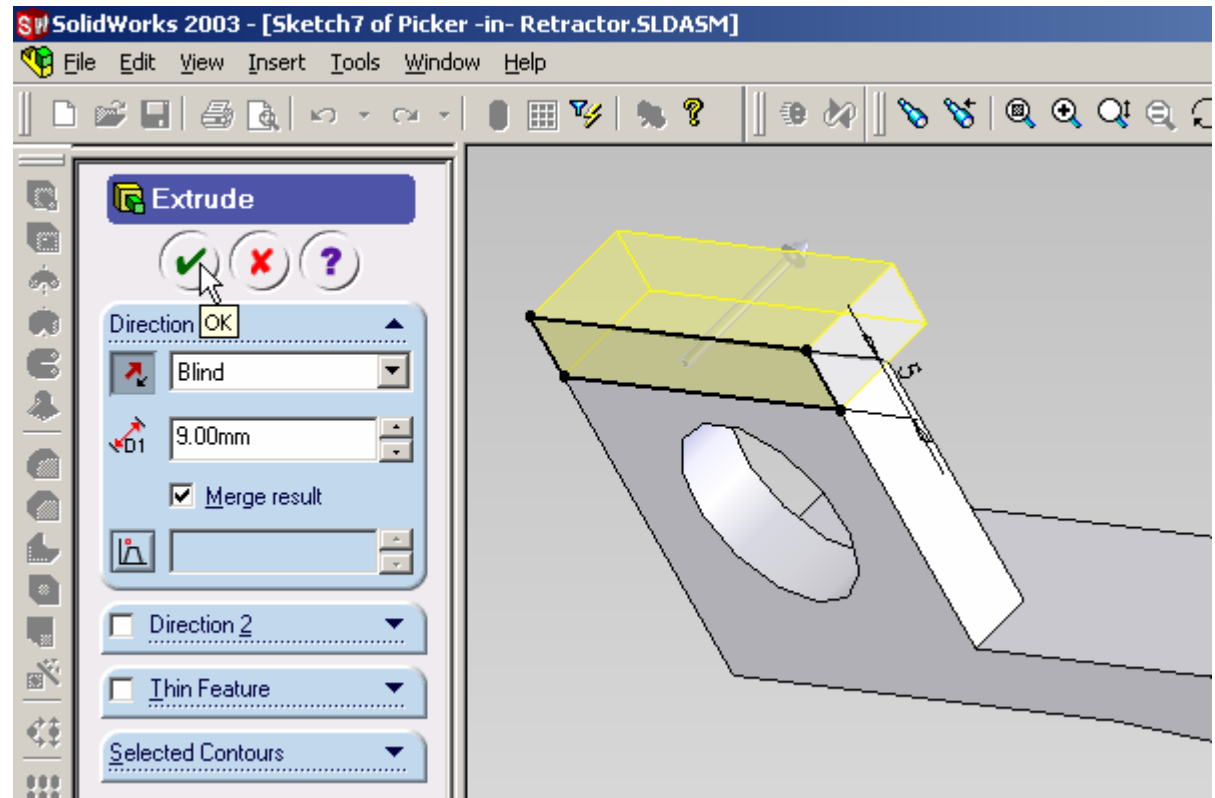
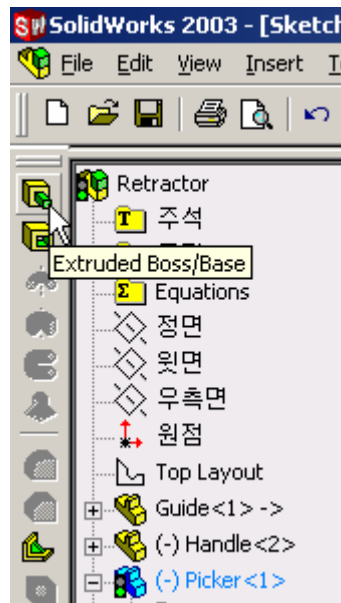
# Extrude



# Sketch

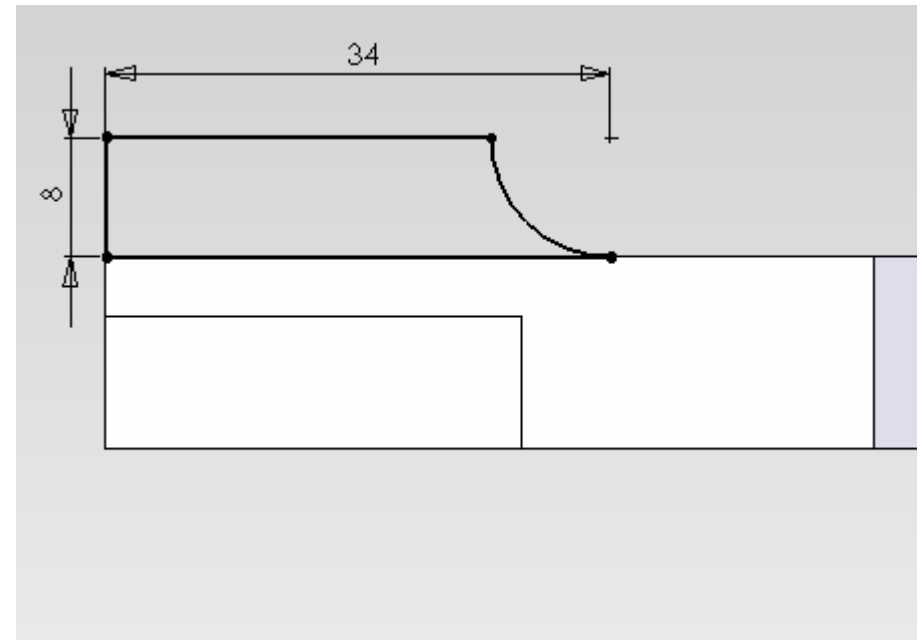
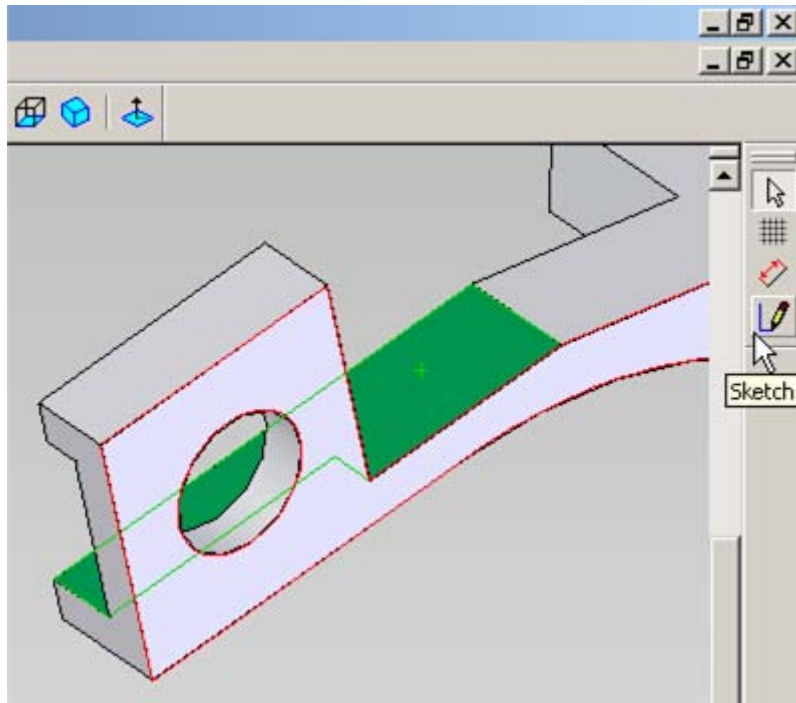


# Extrude



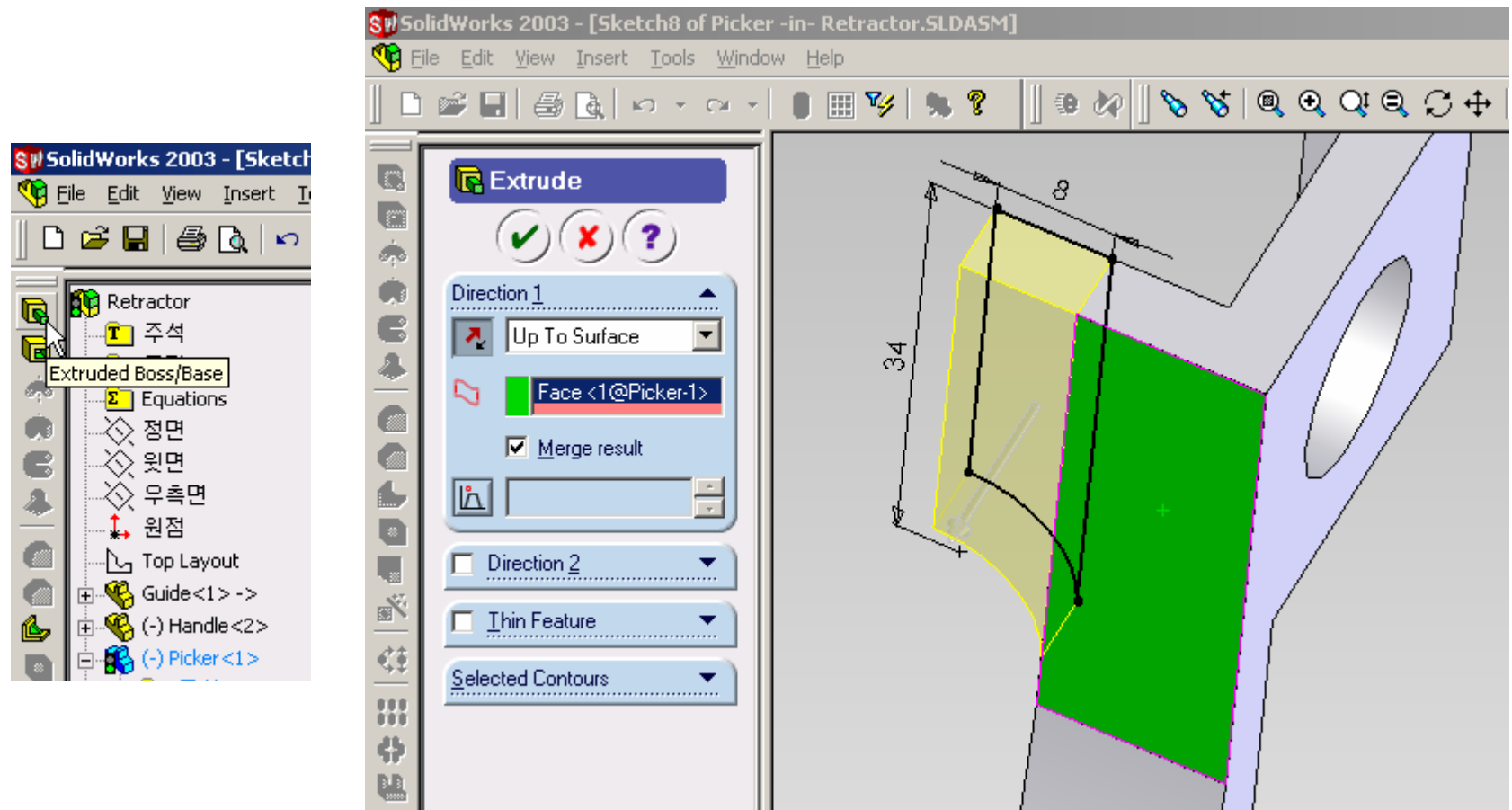
# Sketch

---

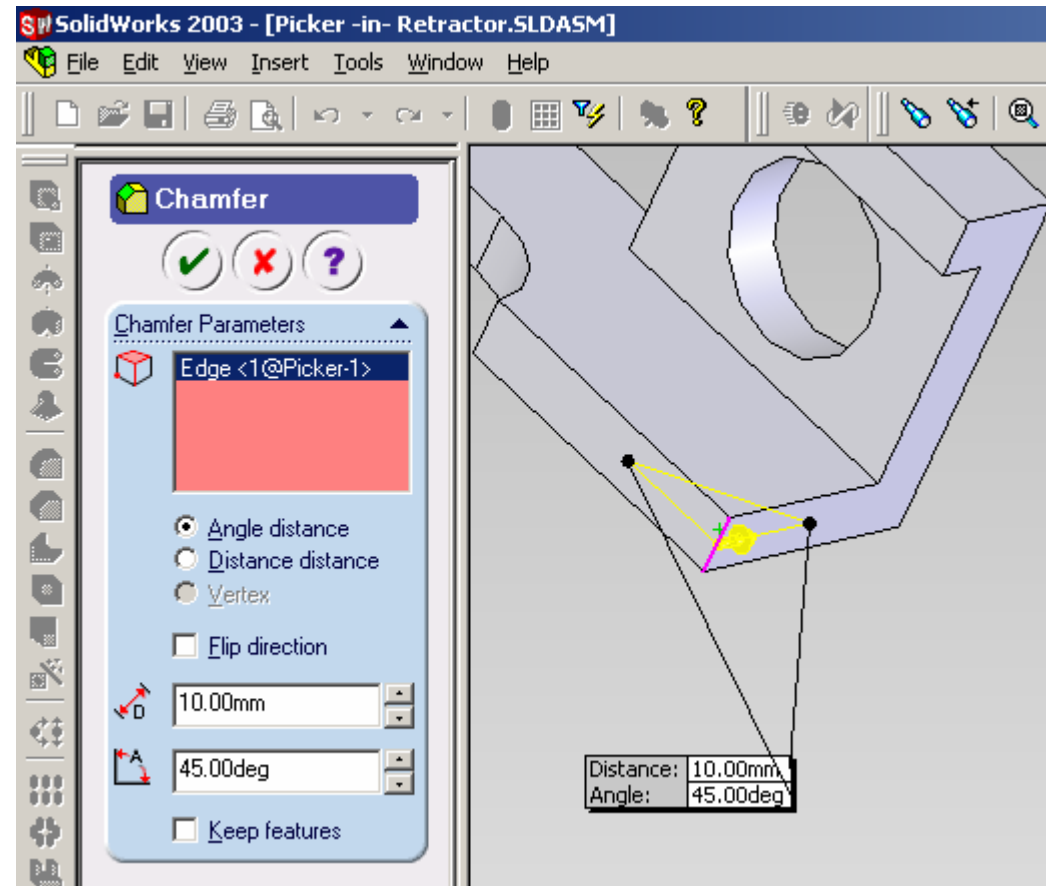
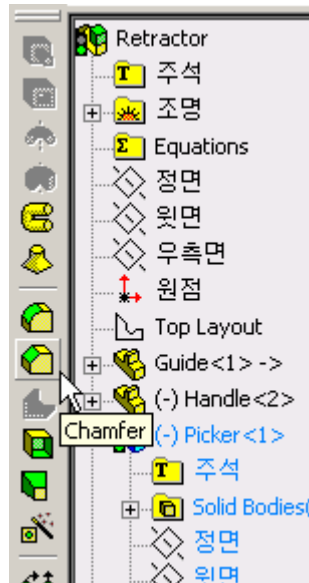




# Extrude



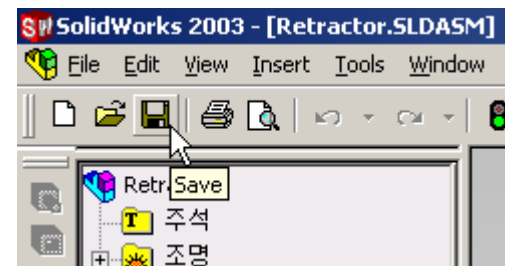
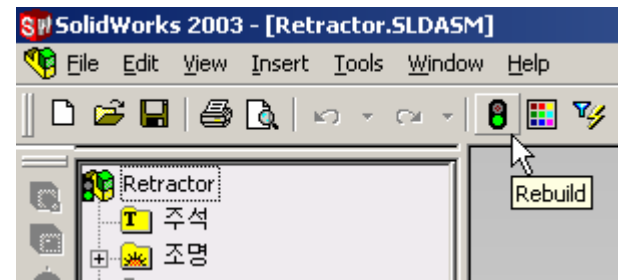
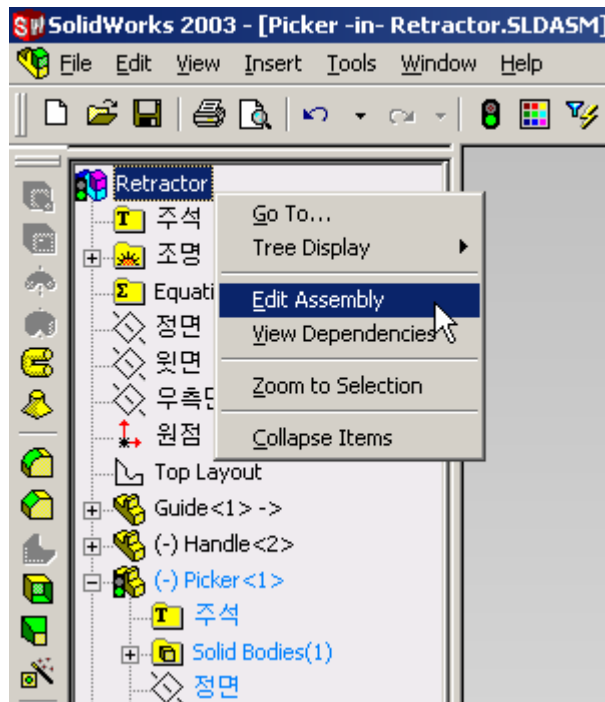
# Chamfer



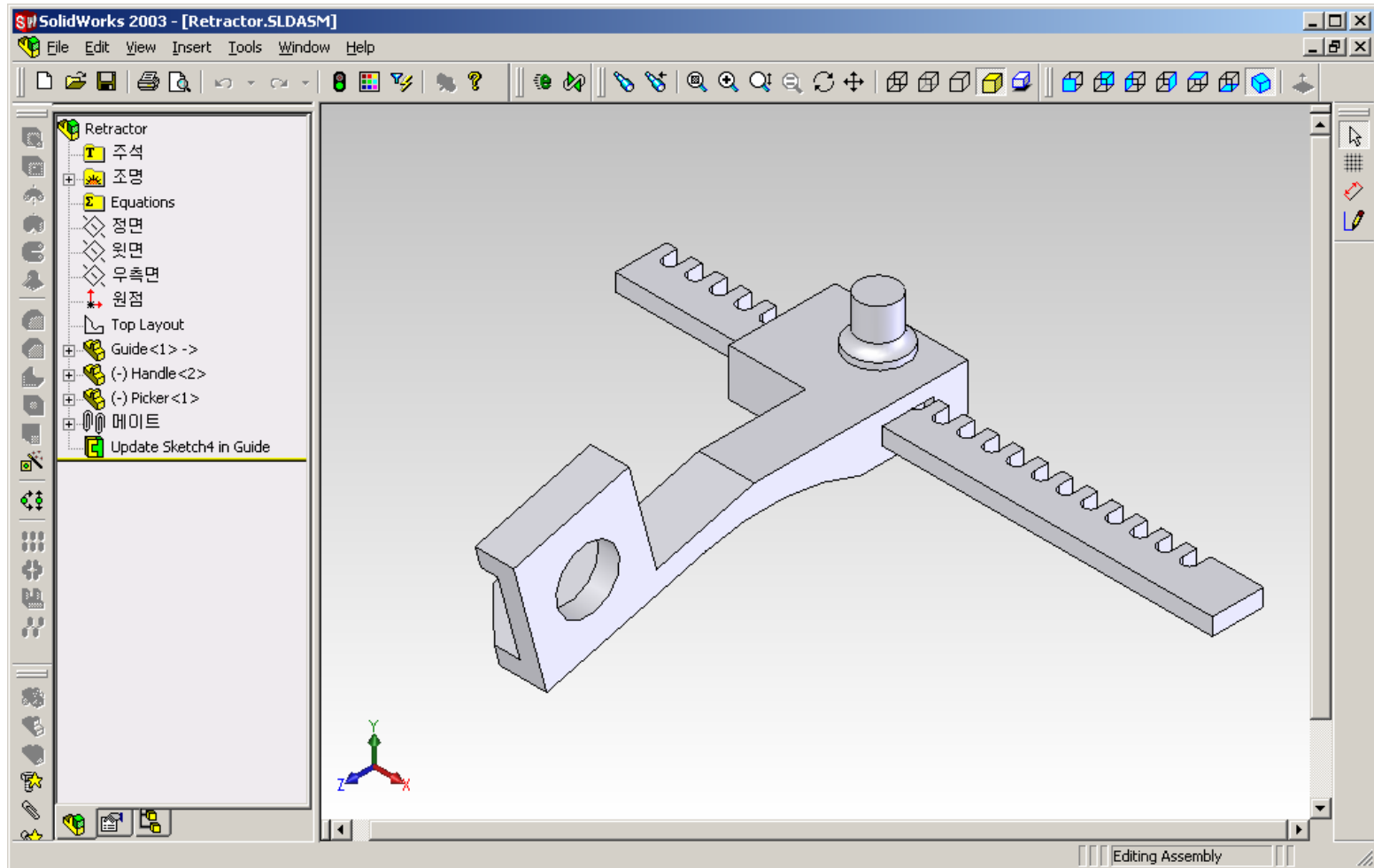
# Update Assembly



# Save Assembly



# Update Assembly

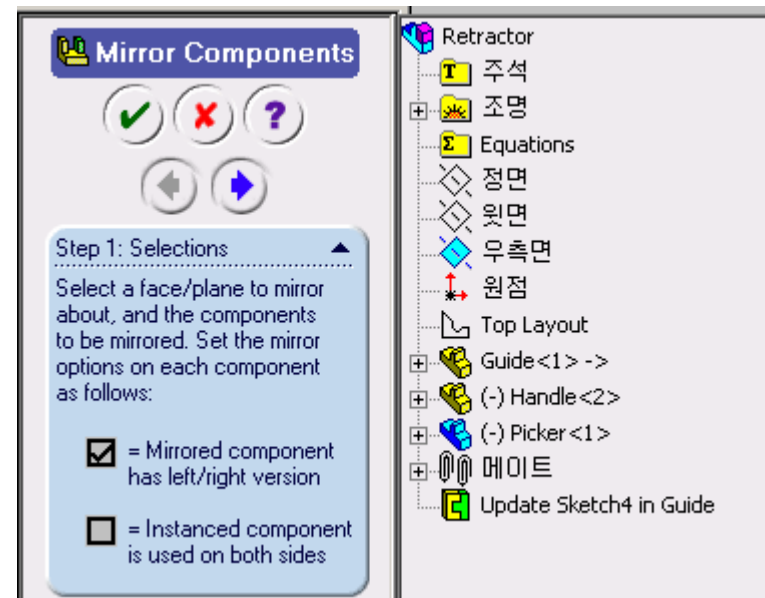
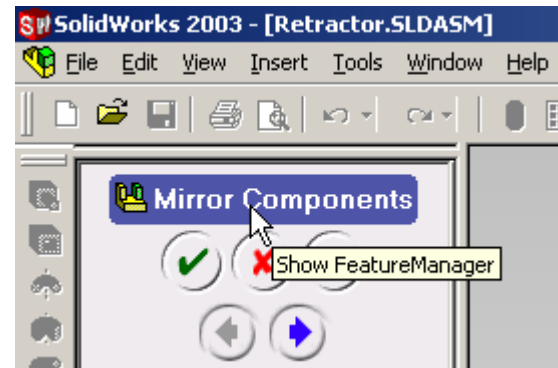
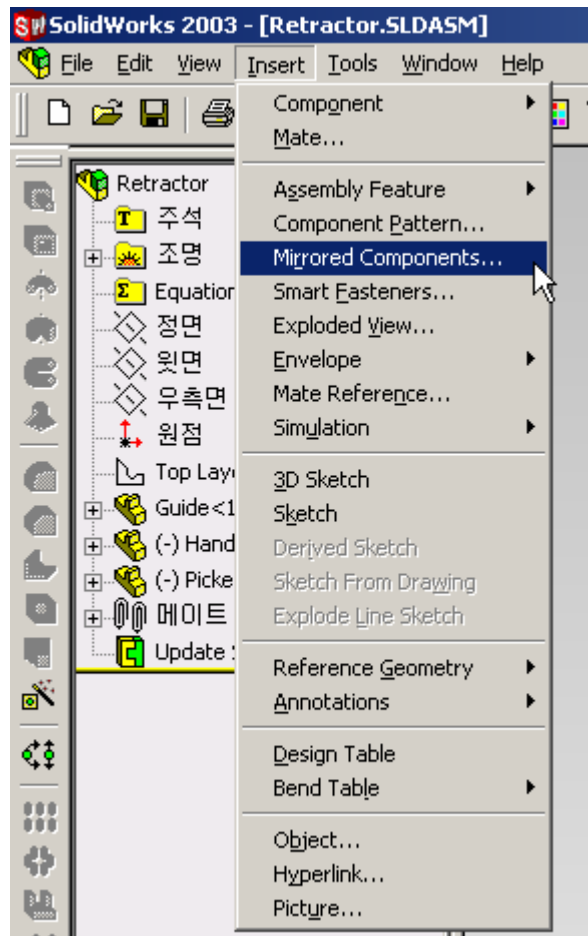


# Mirror Part



MirrorPicker.SLDPRT

# Mirrored Components



# Feature Manager

**Mirror Components**

✓ ✗ ?

← →

**Step 1: Selections**

Select a face/plane to mirror about, and the components to be mirrored. Set the mirror options on each component as follows:

= Mirrored component has left/right version

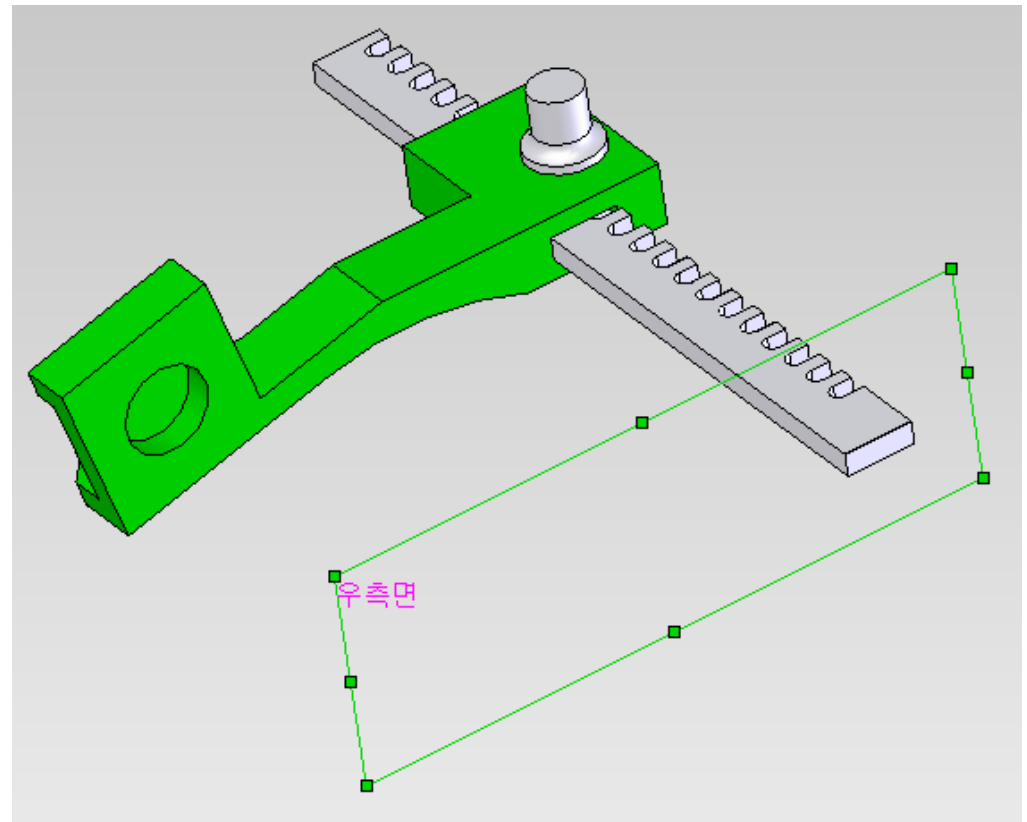
= Instanced component is used on both sides

**Selections**

Mirror plane:  
우측면

Components to Mirror:  
 Picker-1

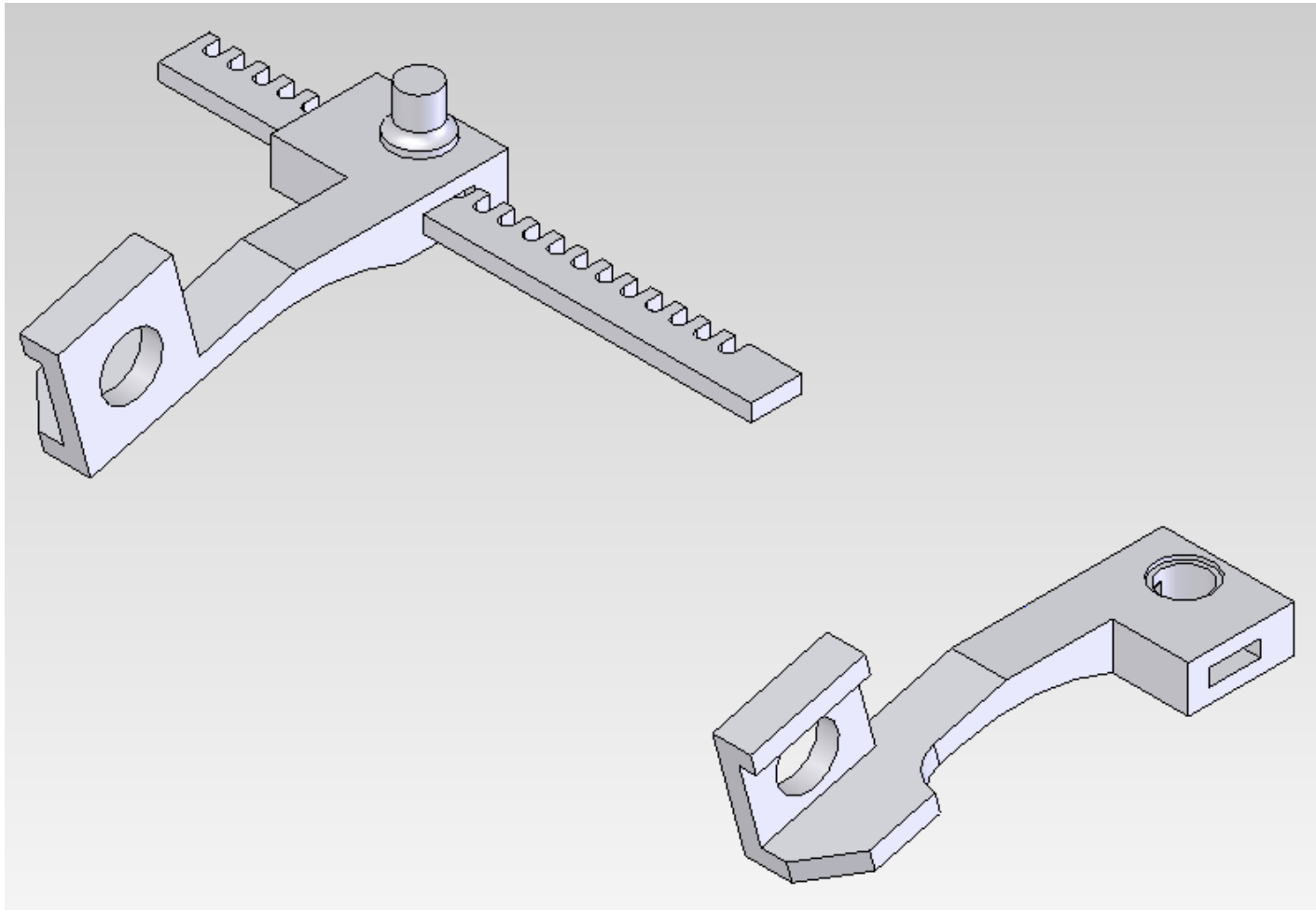
Feature Tree:  
Retractor  
주석  
조명  
Equations  
정면  
뒷면  
우측면  
원점  
Top Layout  
Guide<1> ->  
(-) Handle<2>  
(-) Picker<1>  
메이트  
Update Sketch4 in Guide



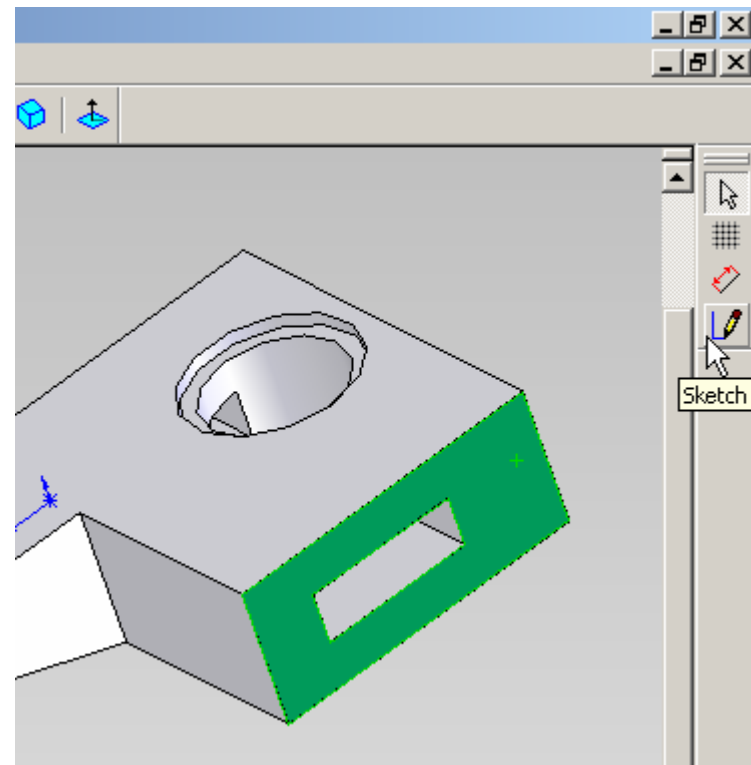
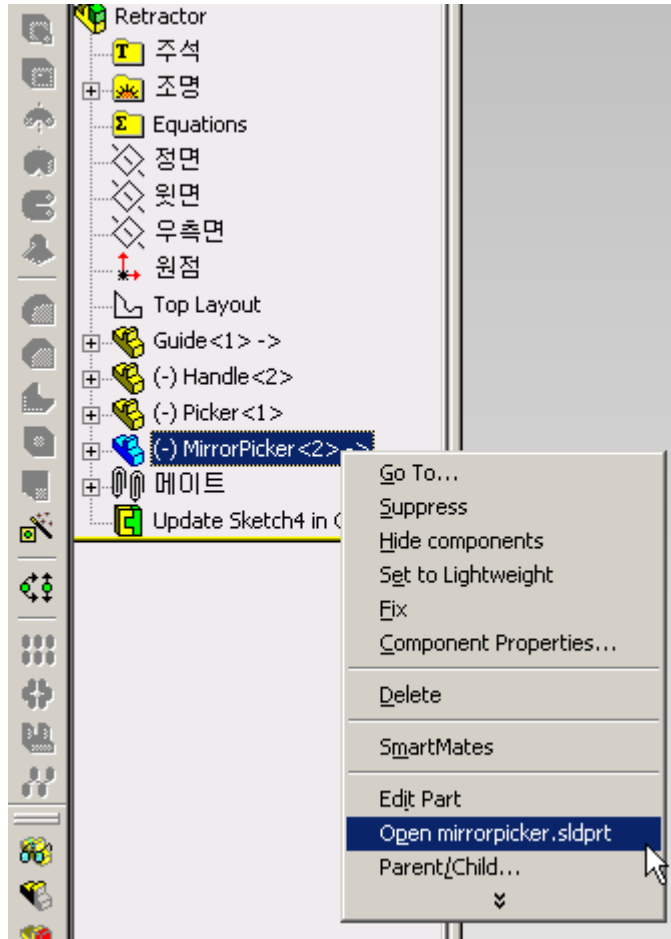


# MirrorPicker

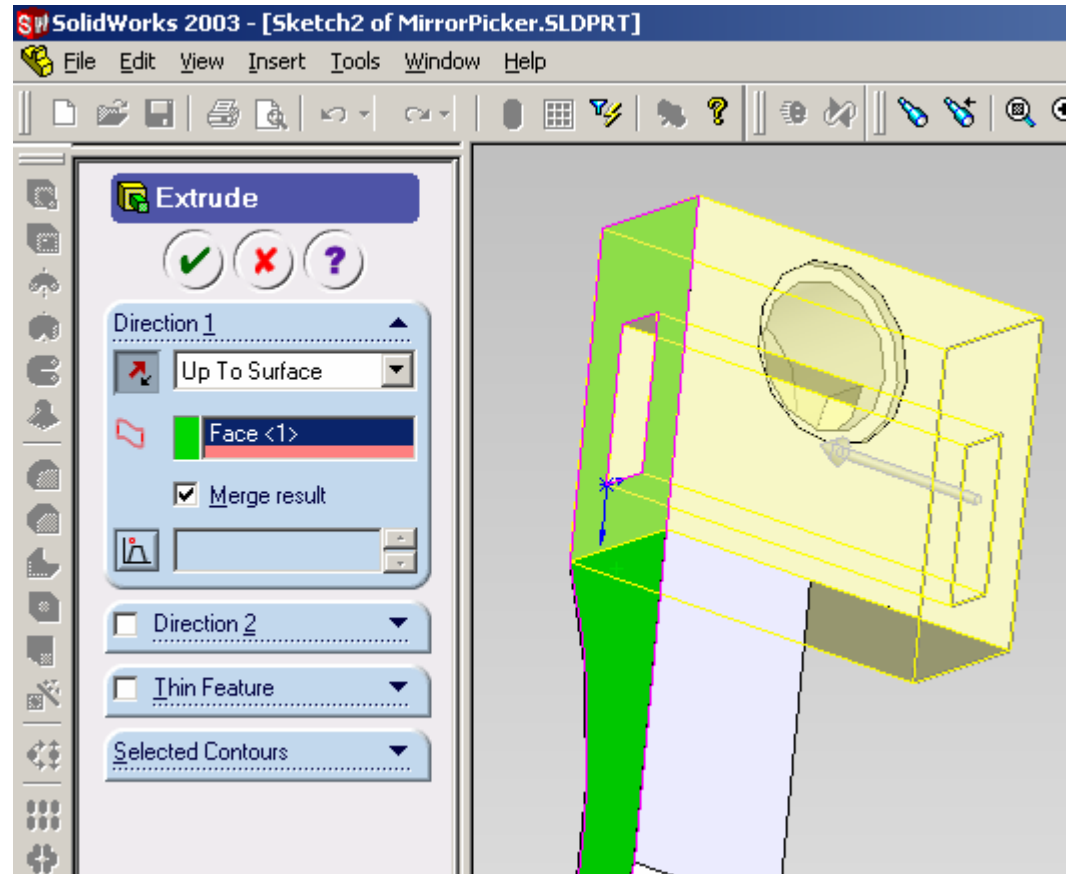
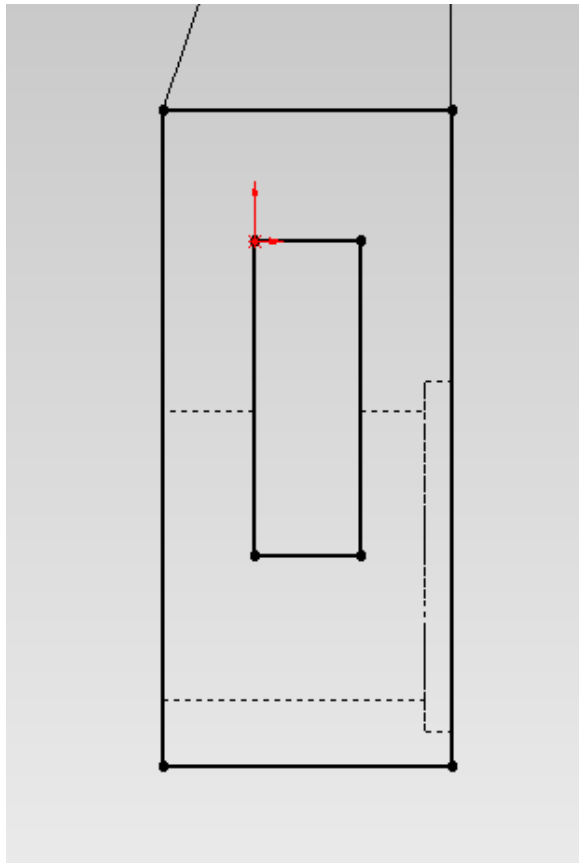
---



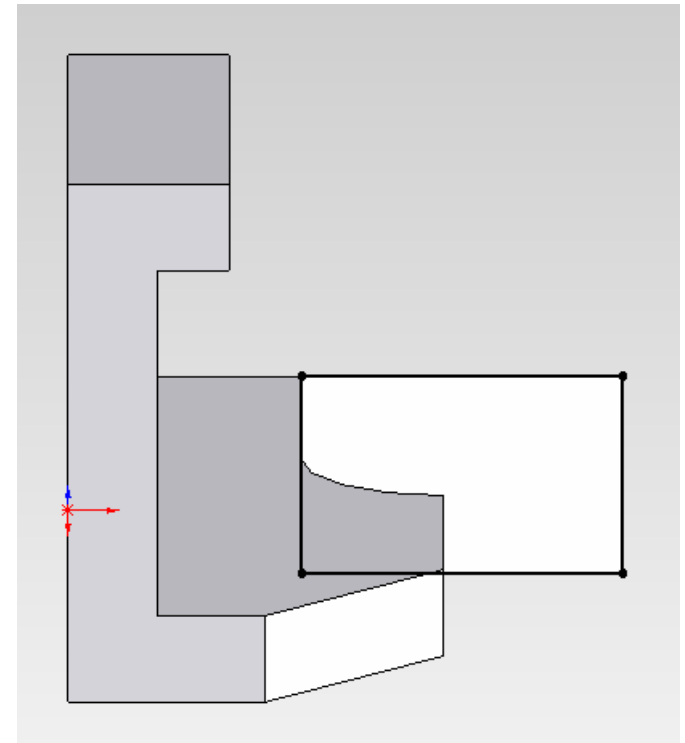
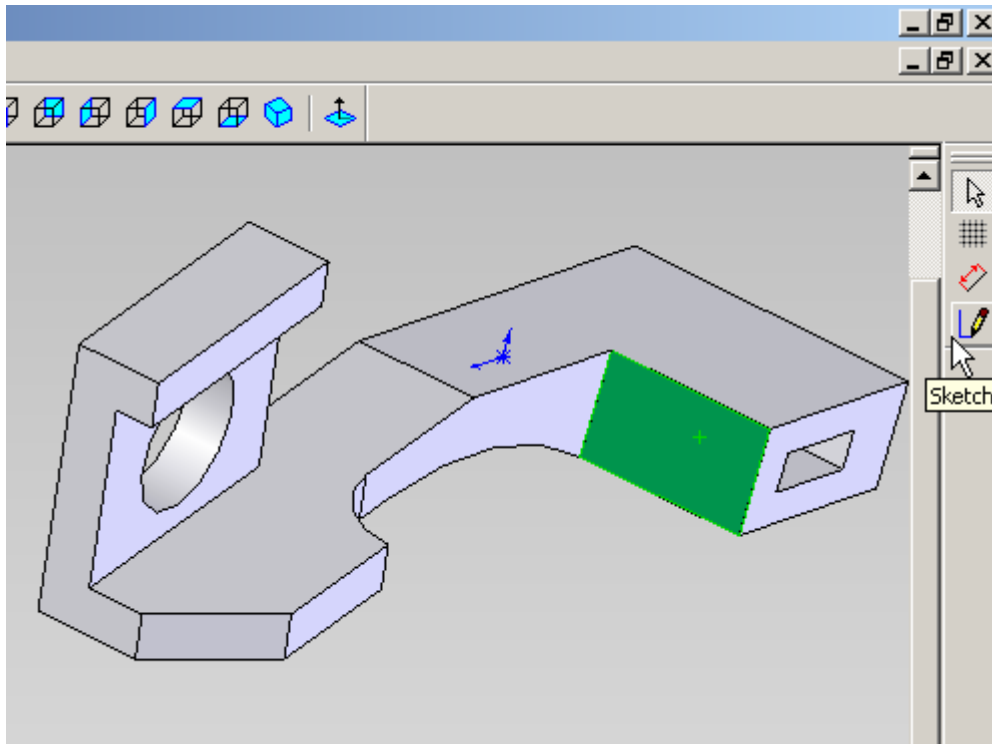
# Open Part



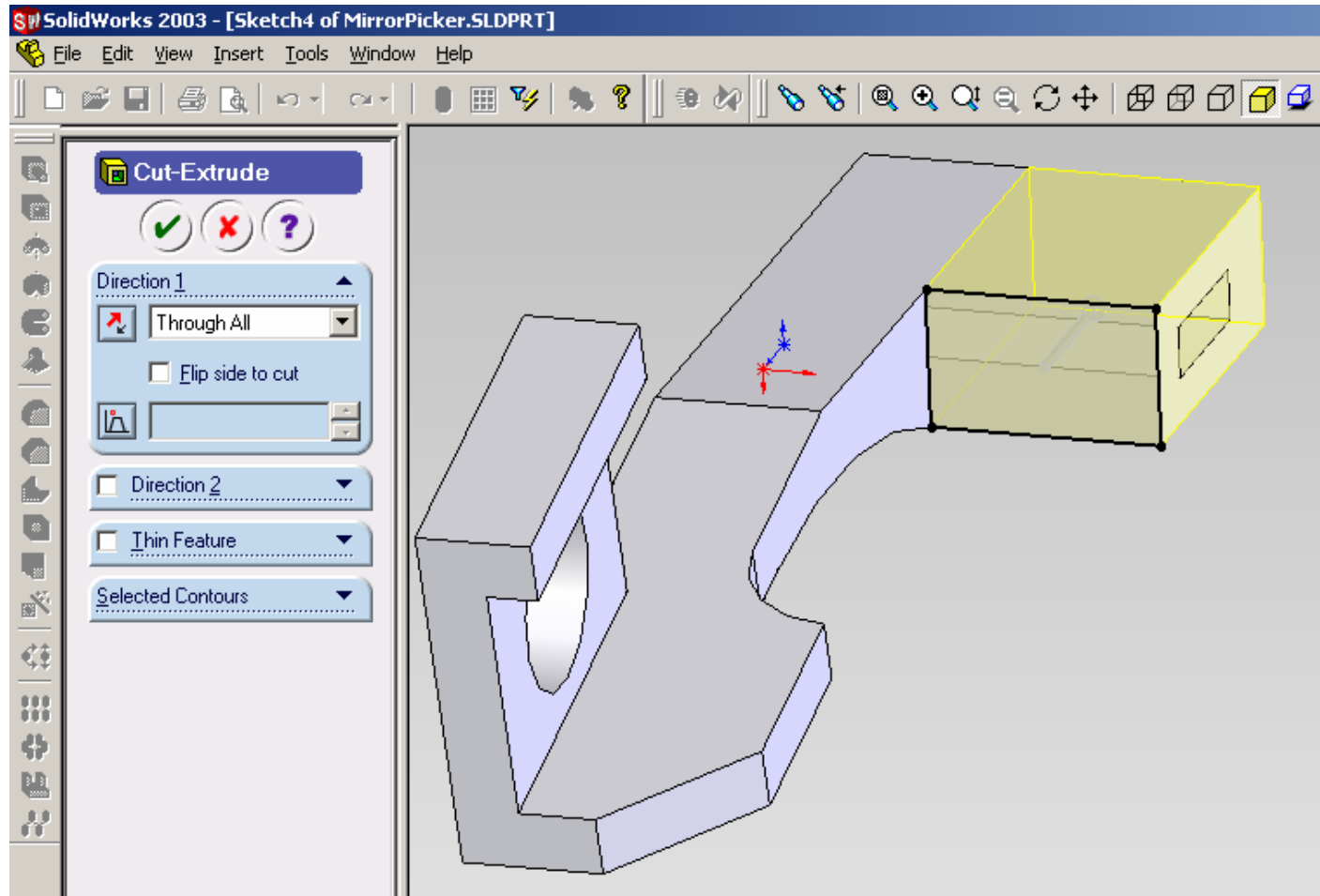
# Sketch & Extrude



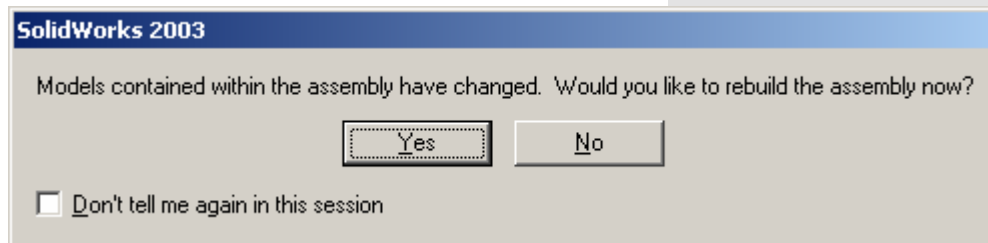
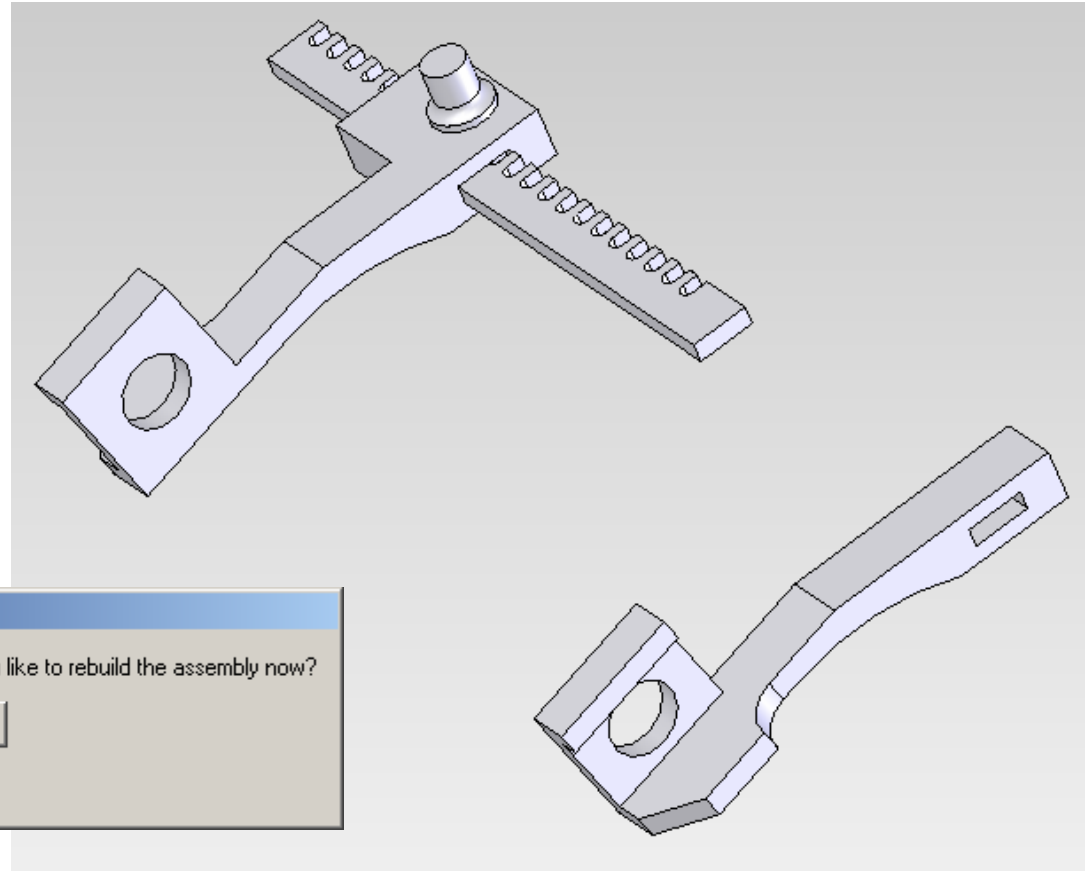
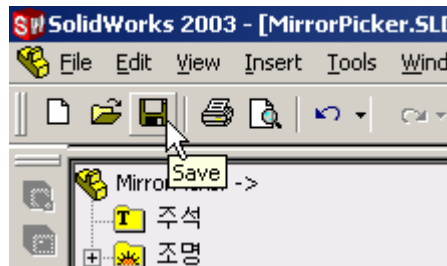
# Sketch



# Cut-Extrude



# Save & Close Part

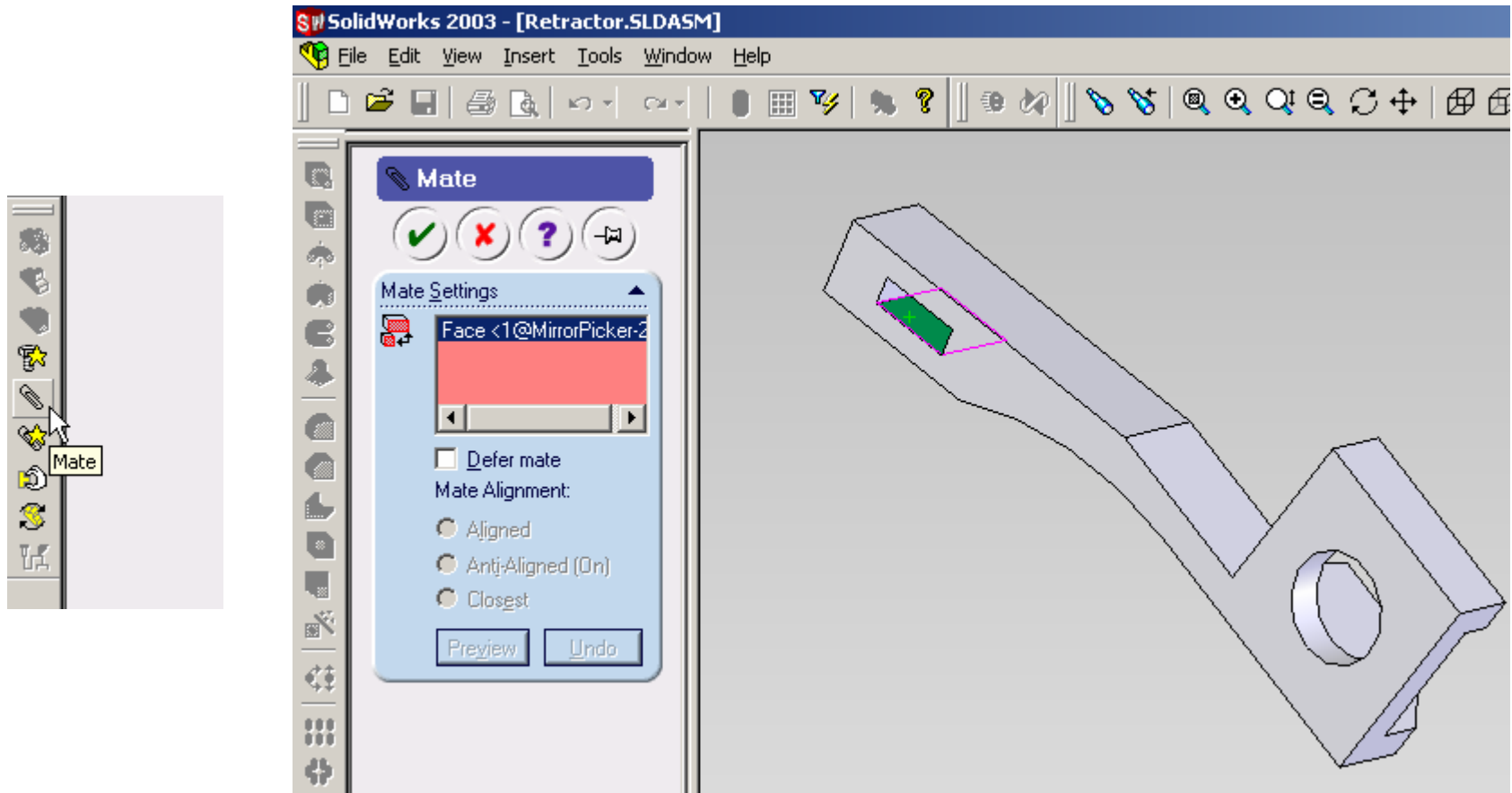


# Mating Condition



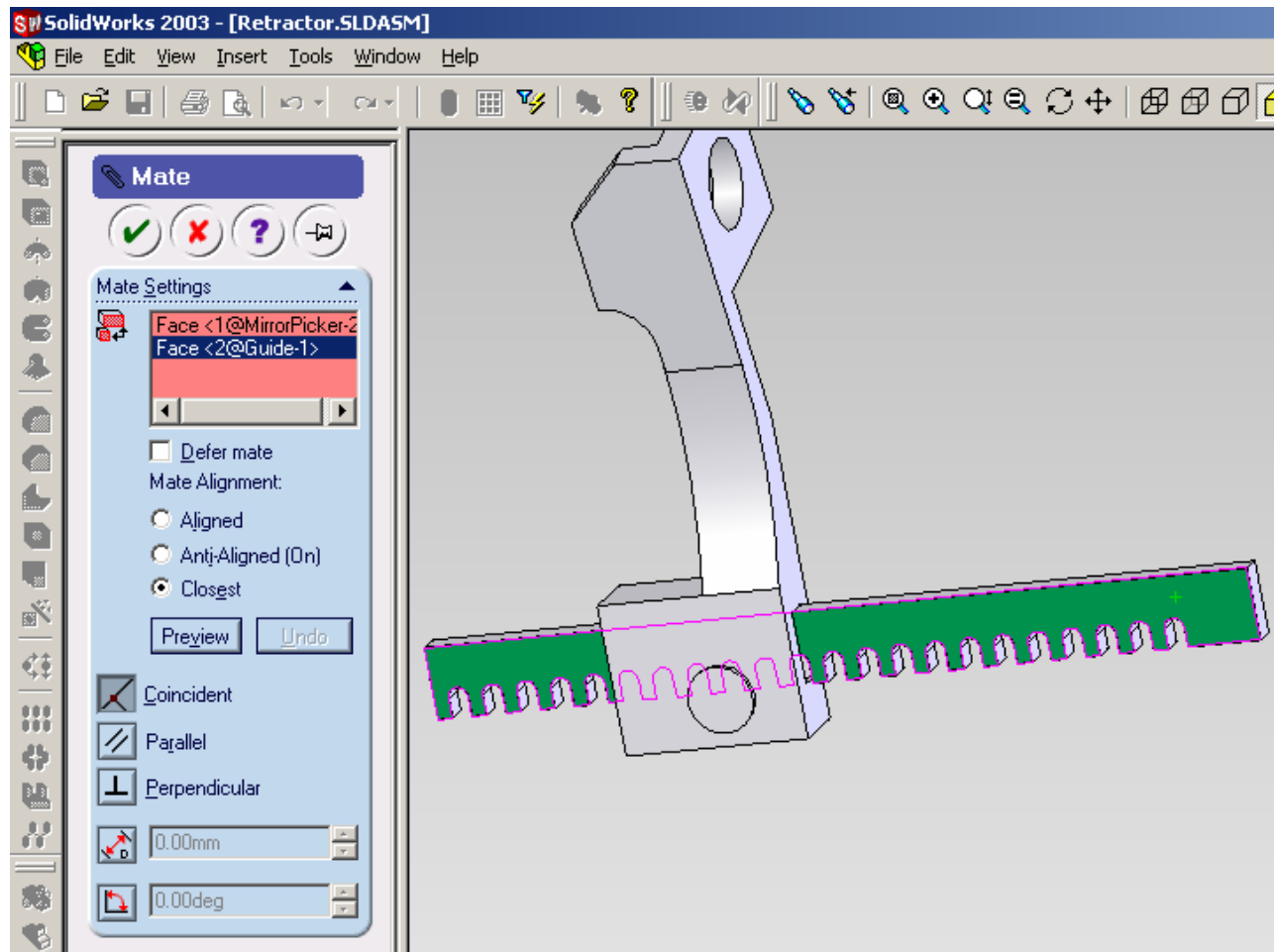
Mirrored Picker

# Insert Mate

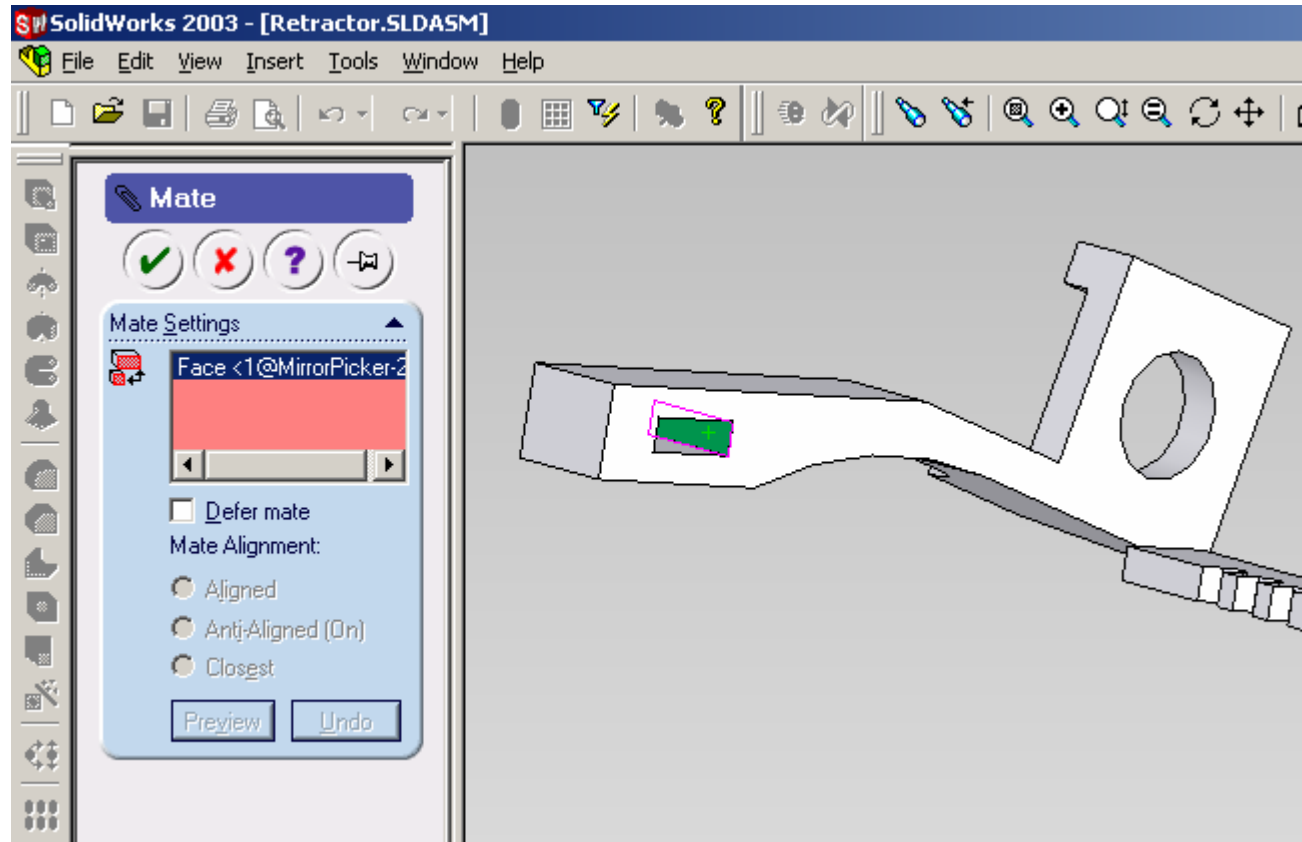
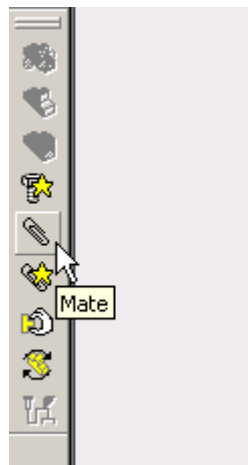




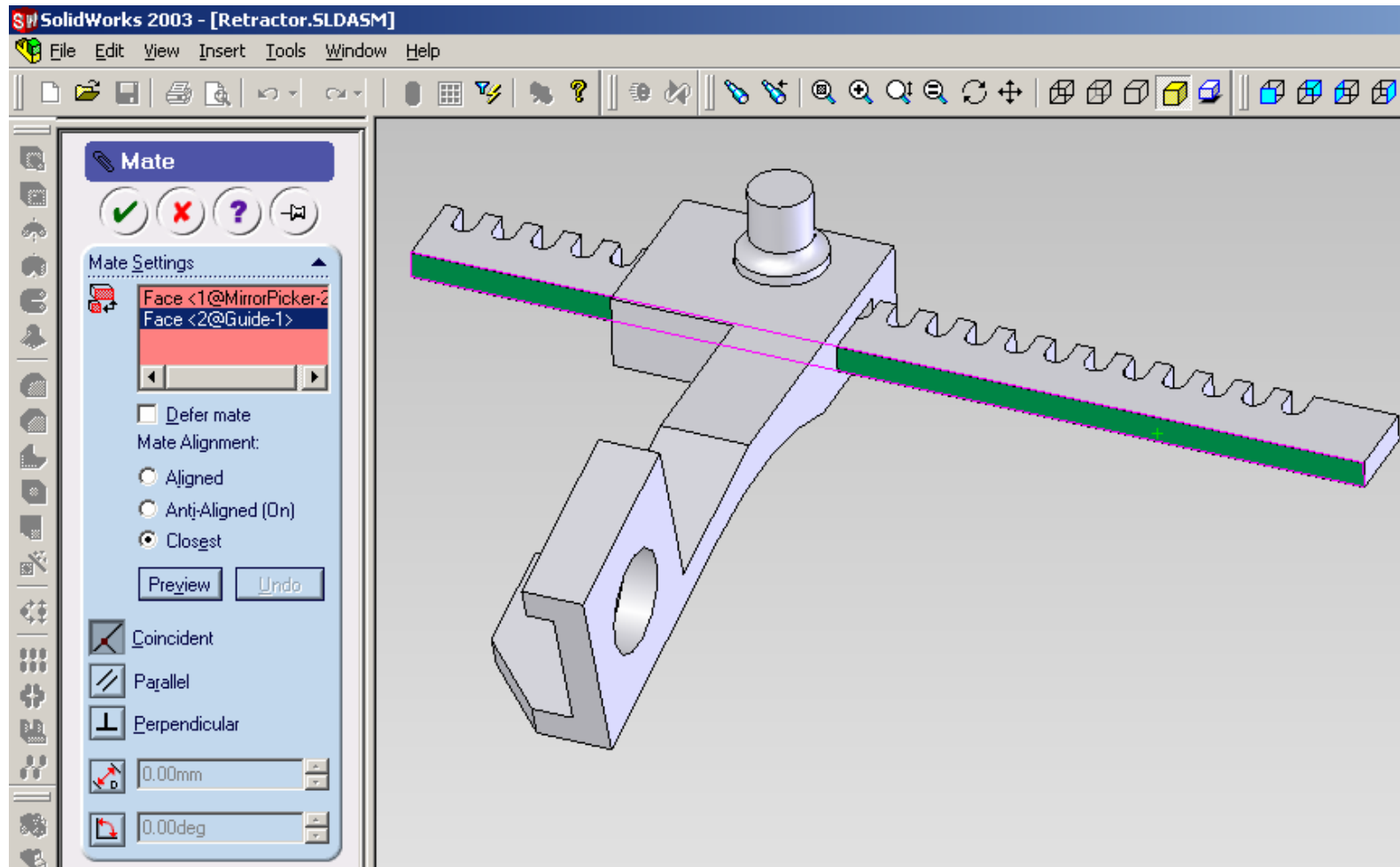
# Select Coincident



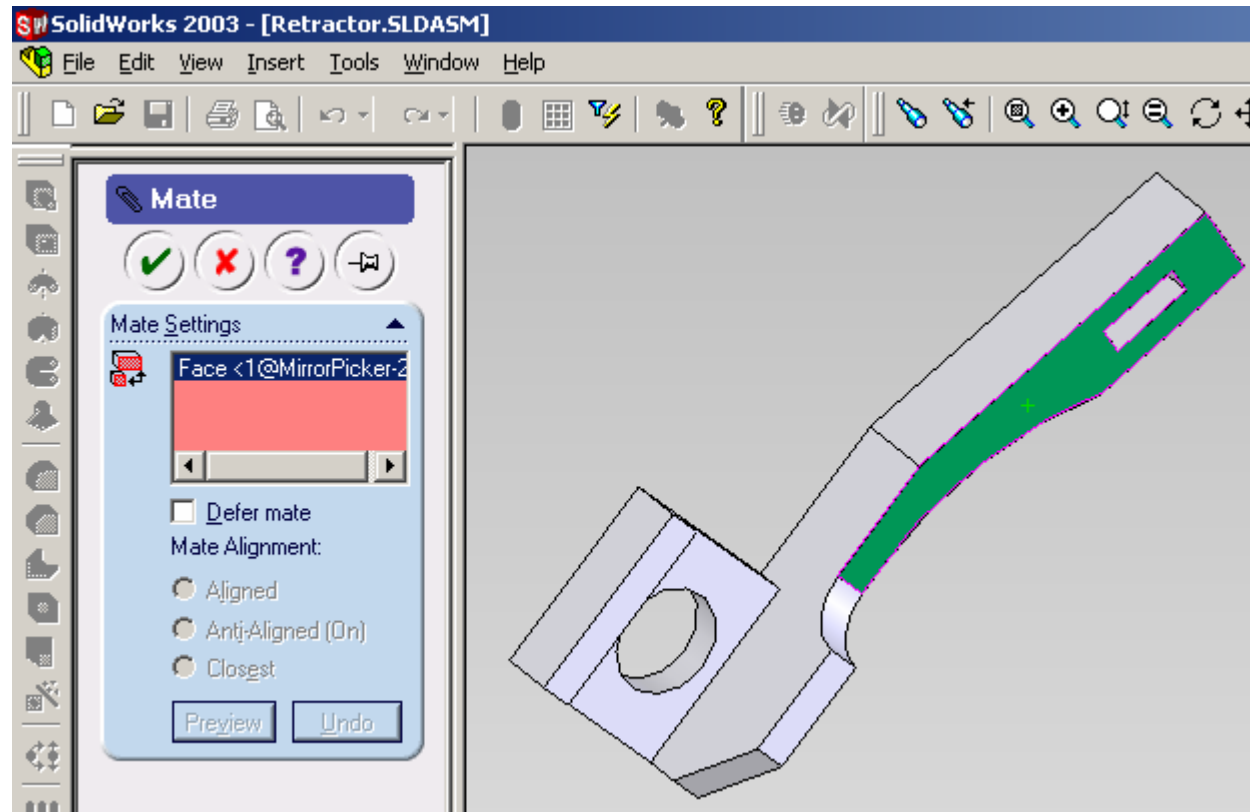
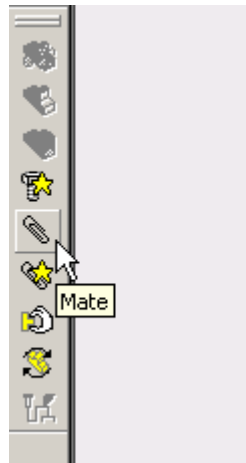
# Insert Mate



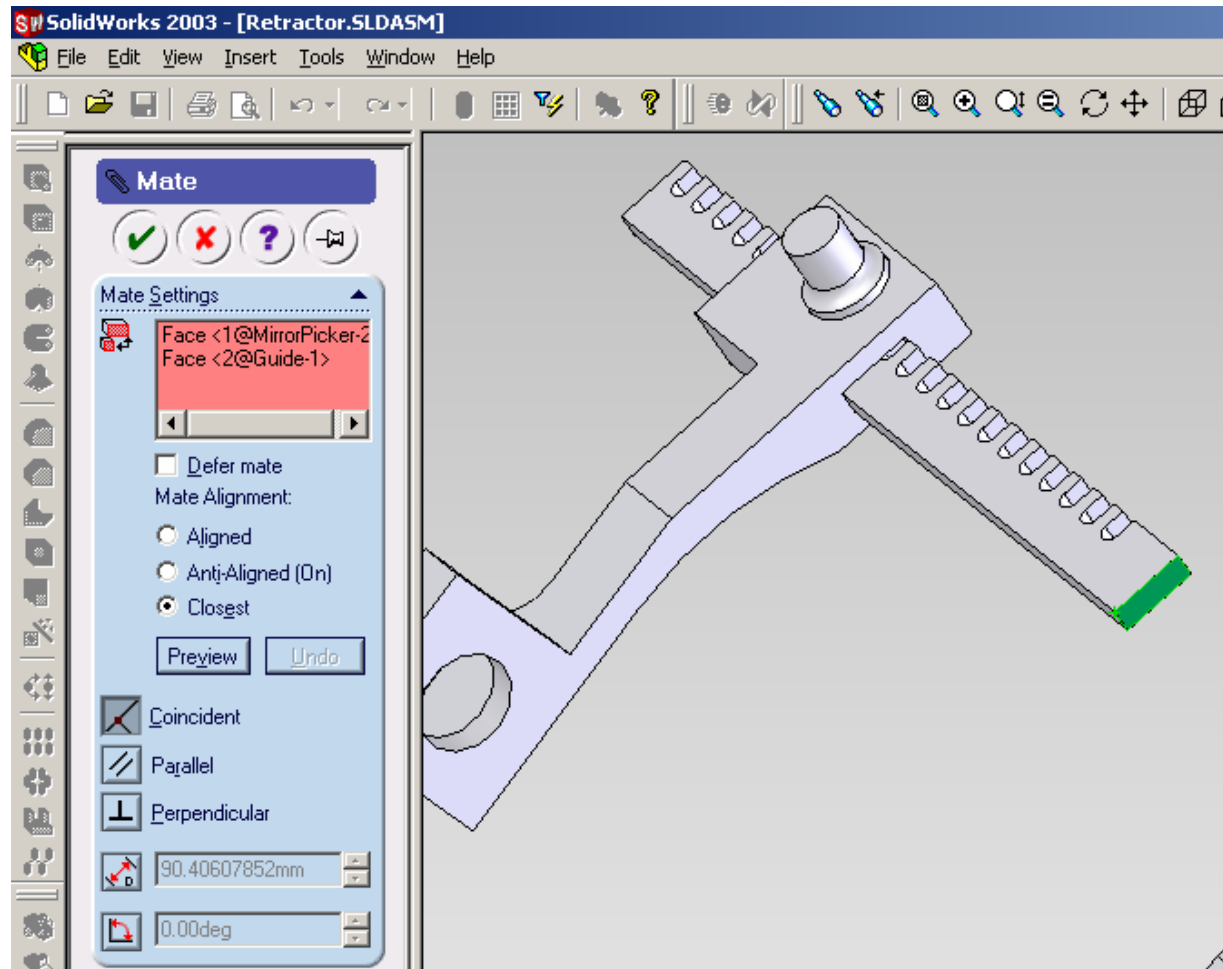
# Select Coincident



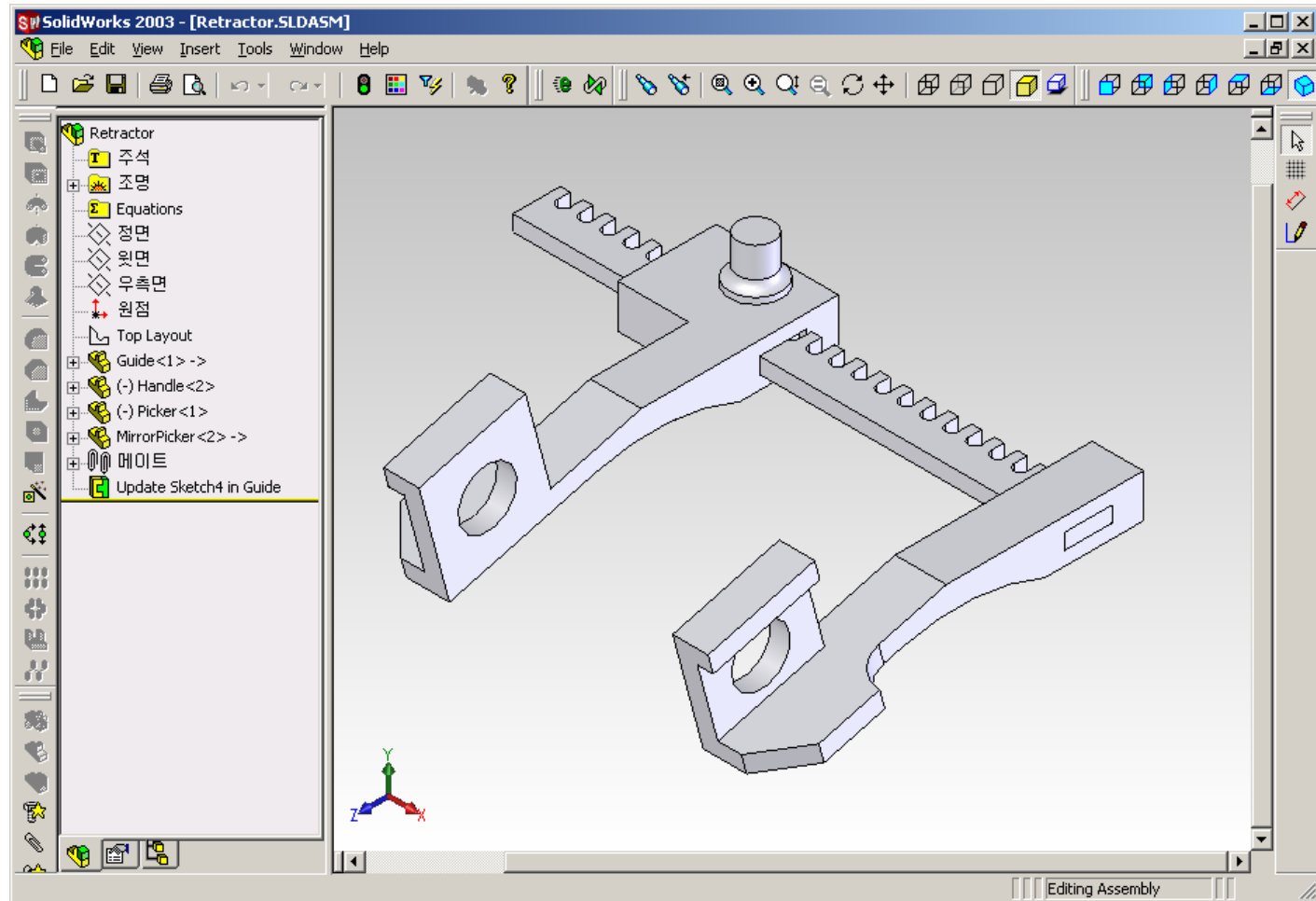
# Insert Mate



# Select Coincident



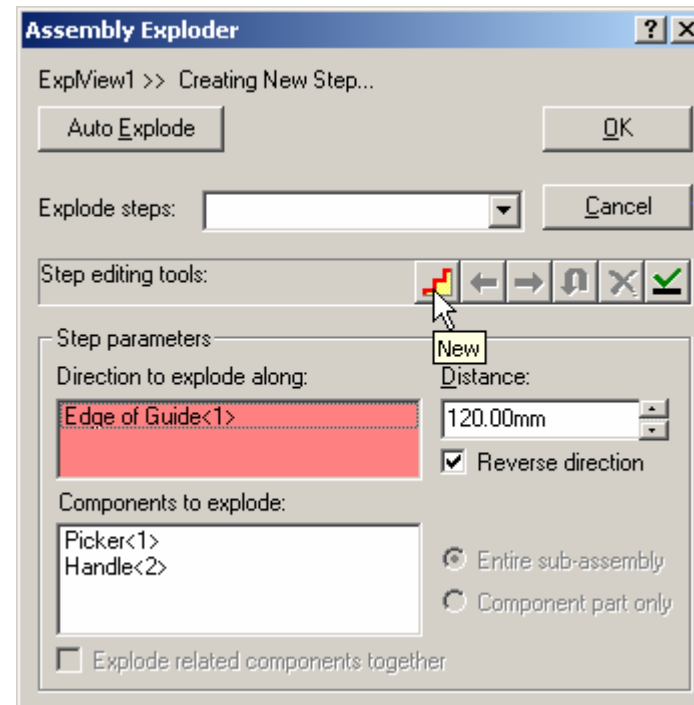
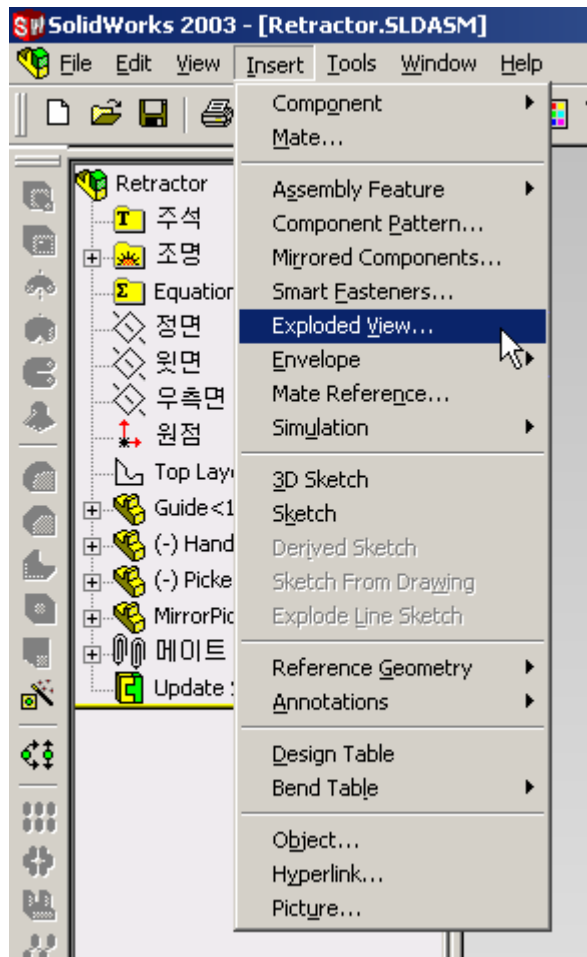
# Update & Save Assembly



# Exploded View



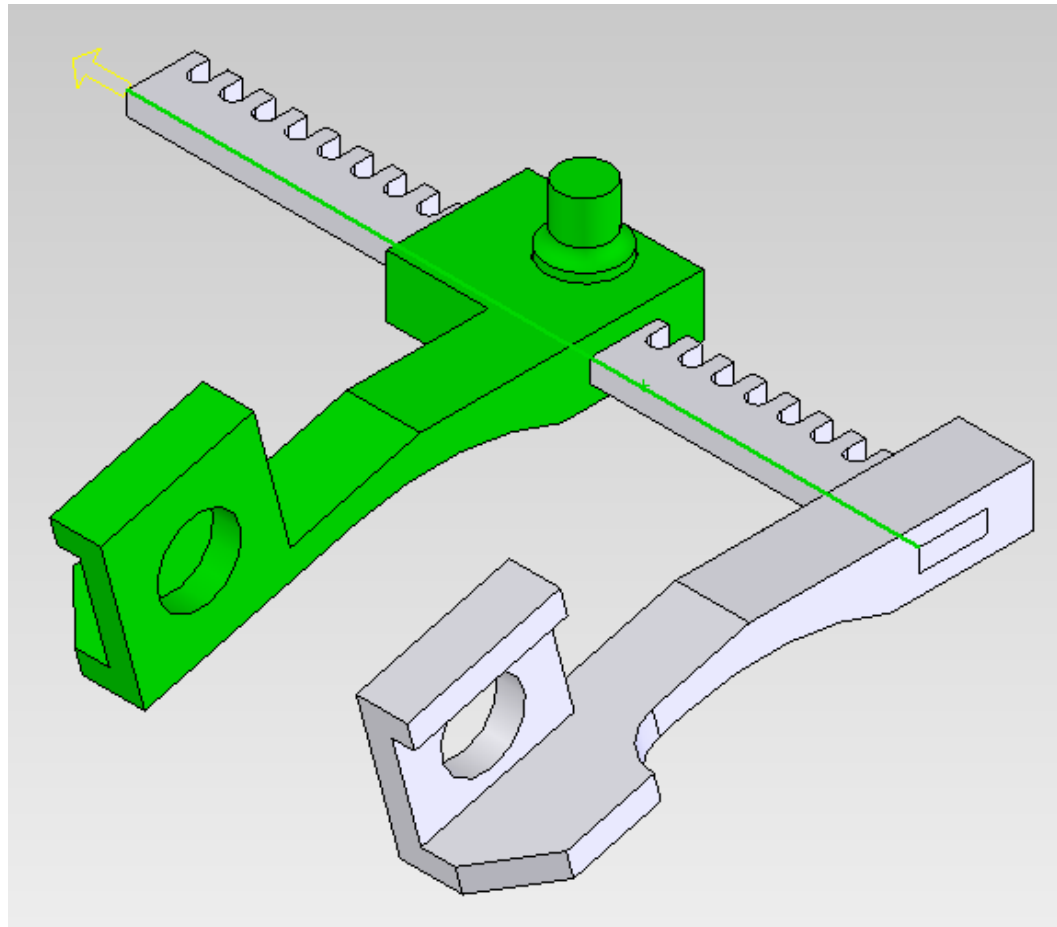
# Exploded View



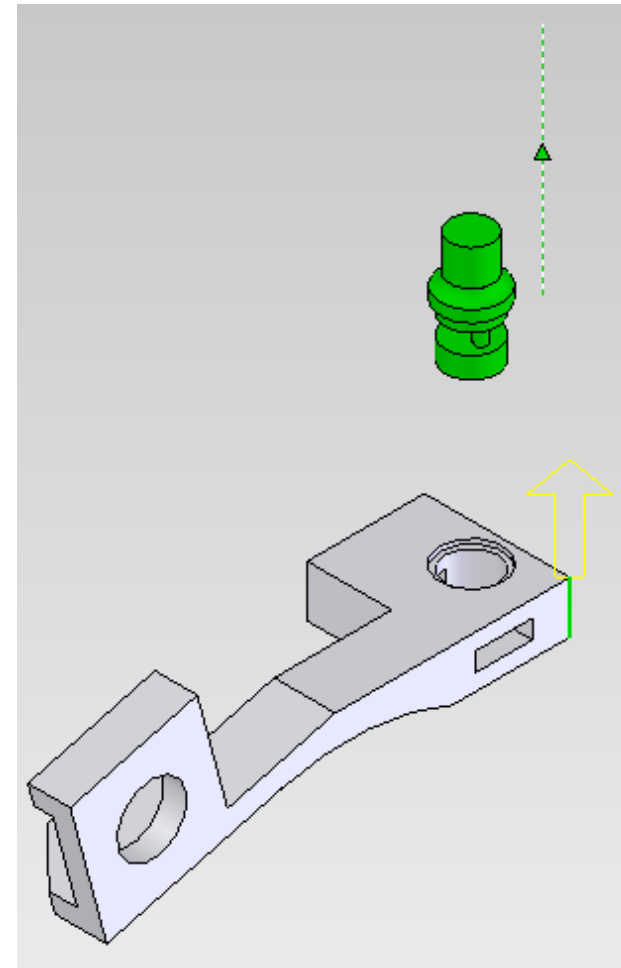
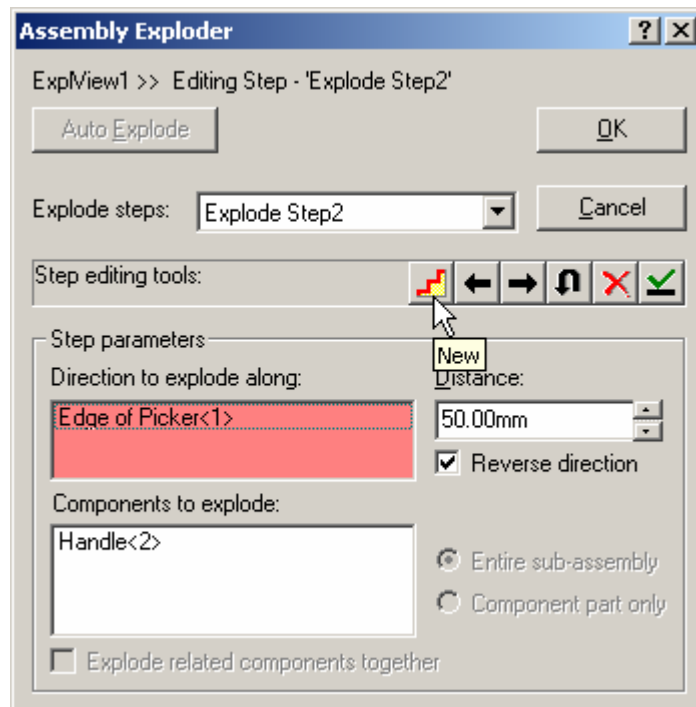


# Explode Step 1

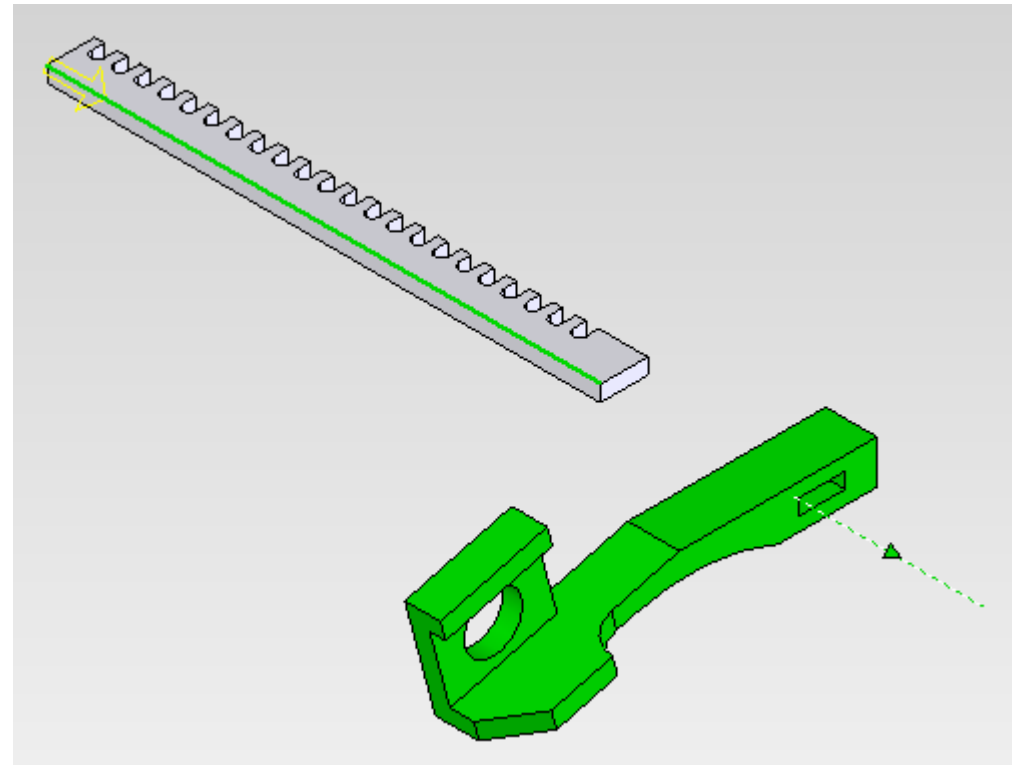
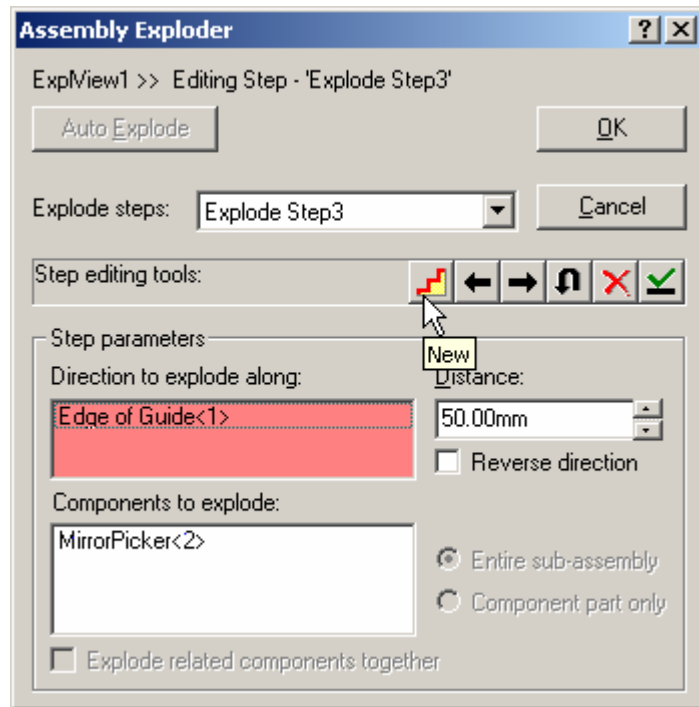
---



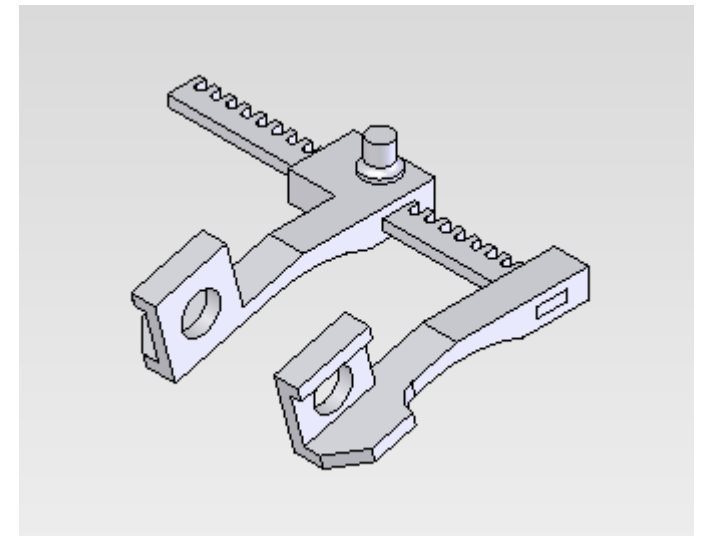
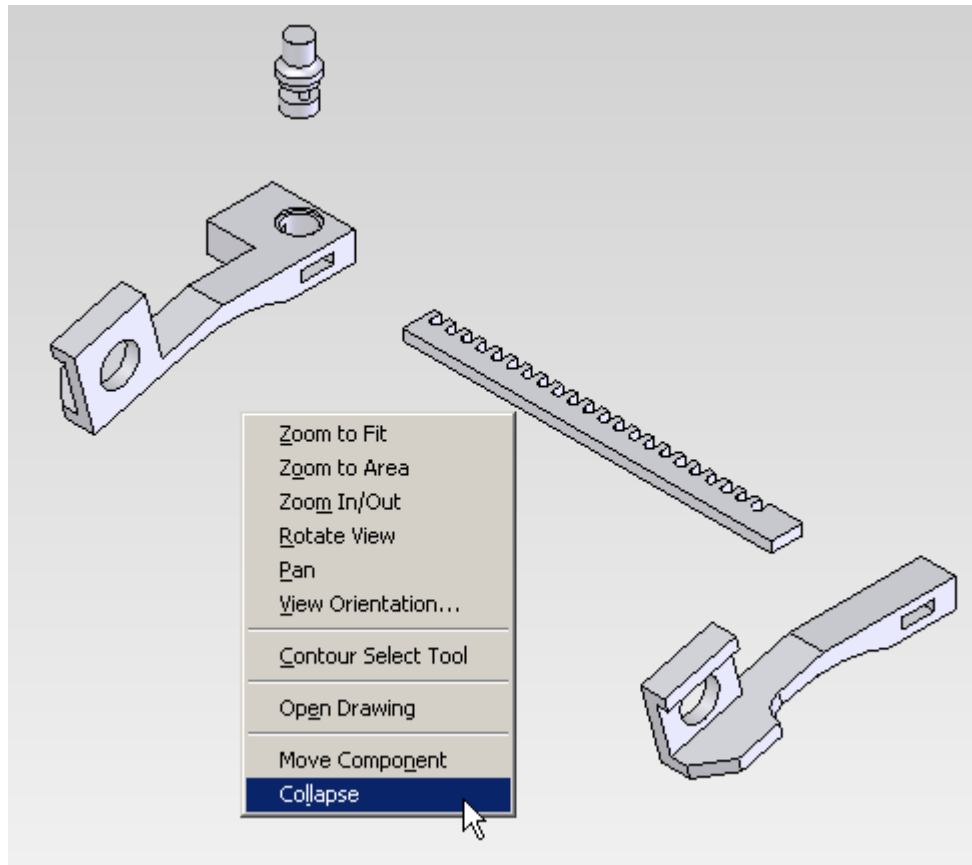
# Explode Step 2



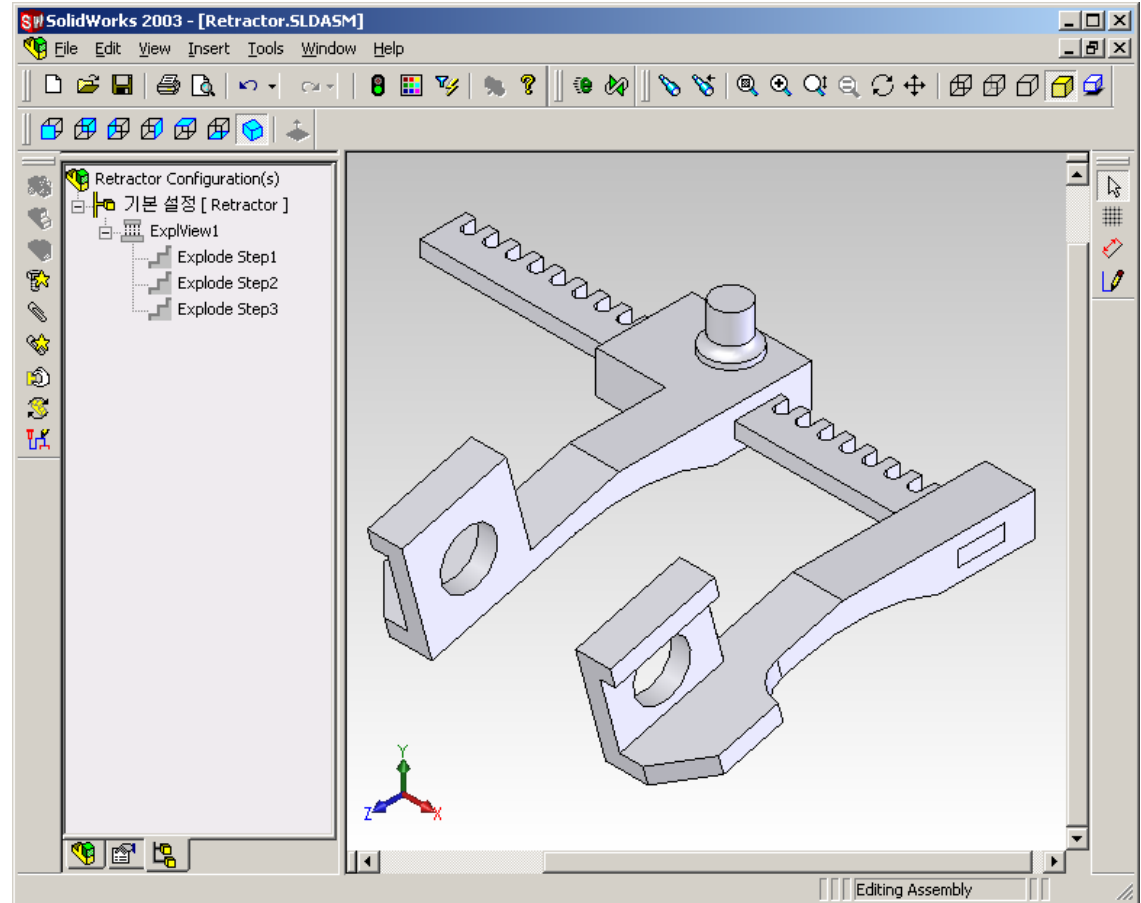
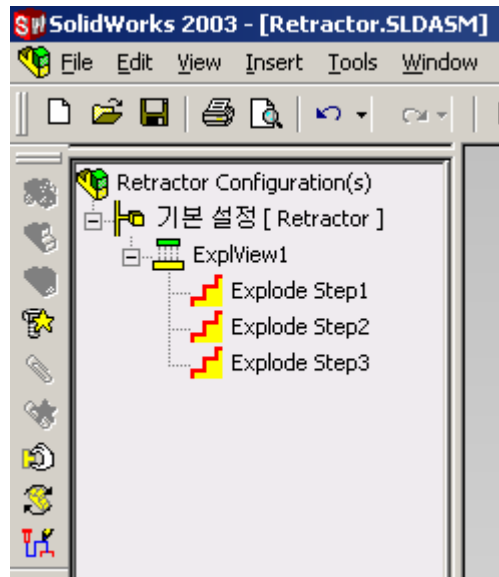
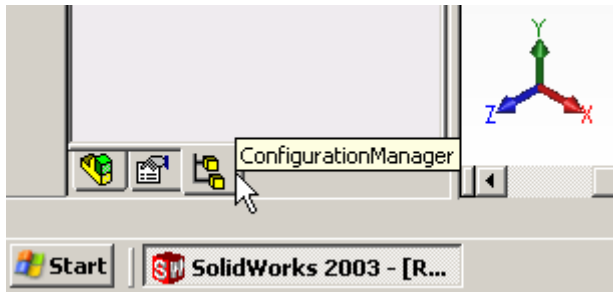
# Explode Step 3



# Collapse



# Configuration Manager



# The END



Thank you !!