

SOLID EDGE



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ASSEMBLY

Course code: TR01415

Duration: 3 days

The Solid Edge Assembly class is designed to teach the novice- to intermediate-user how to create assemblies from Solid Models. The class covers all of the commands available in the Assembly environment, and it teaches both top-down and bottom-up assembly design.

Students will have learned how to apply all of the relationships used to construct assembly models. They will have learned how to assemble and edit parts that already exist, and how to create new parts within an assembly; how to create exploded views, cutaway views, simplified views, and custom views; how to manage very large assemblies; how to verify assembly integrity; how to model motion with Simply Motion; how to create families of assemblies; how to model tubing with XpressRoute; and how to work with weldments.

WHO SHOULD ATTEND

This course is intended for:

- Users who design assemblies or have the need to work with assemblies in product design workflows.

USER LEVEL

Intermediate

PREREQUISITES

- Completed the [Solid Edge Fundamentals class](#)
- Or, completed the solid modeling tutorials that are delivered with the product
- Or, at least 1 month modeling experience with Solid Edge
- Mechanical design experience
- Windows experience

PRIMARY COURSE TOPICS

- Assembly methods and relationships
- Additional relationships
- Editing assemblies

- Display tools
- Explode and cutaway views
- Managing assemblies
- Designing in the Assembly
- Design Verification
- Rendering assemblies
- XpresRoute
- Alternate assemblies

PROVIDED COURSE MATERIALS

- Student Guide
- Workbook

REQUIRED LICENSES

N/A