

# SOLIDWORKS

## ESSENTIALS

<b>Day 1</b>
Introduction
Lesson 1: SOLIDWORKS Basics and the User Interface
Lesson 2: Introduction to Sketching
Lesson 3: Basic Part Modeling
Lesson 4: Symmetry and Draft
<b>Day 2</b>
Lesson 5: Patterning
Lesson 6: Revolved Features
Lesson 7: Shelling and Ribs
<b>Day 3</b>
Lesson 8: Editing: Repairs
Lesson 9: Editing: Design Changes
Lesson 10: Configurations
Lesson 11: Global Variables and Equations
<b>Day 4</b>
Lesson 12: Using Drawings
Lesson 13: Bottom-Up Assembly Modeling
Lesson 14: Using Assemblies