



## Surfacing in SolidWorks 2015 (2 Days)

*\* Ve-I Bonus! \* Surfacing Tips + Photorealistic Rendering*

### Surfacing

Introduction to Surfacing	Introduces surfacing in SOLIDWORKS
What is a Surface?	Explains the idea of controlling surfaces in SOLIDWORKS
Basic Surfaces	Explains the basic options that are available when creating surfaces
Planar Surface	Explains how to create planar surfaces
Ruled Surface - Part A	Explains the tangent to surface option when creating a ruled surface
Ruled Surface - Part B	Explains the other options available when creating a ruled surface
Offset Surfaces	Explains how to create an offset surface on a part
Knit Surfaces	Explains how to combine multiple surfaces into one
Trimming Surfaces - Part A	Explains how to trim away parts of surfaces
Trimming Surfaces - Part B	Explains how to trim away parts of surfaces
Extending Surfaces	Explains how to extend a surface
Untrimming Surfaces	Explains how to untrim a trimmed surface
Deleting Holes	Explains how to delete holes from a trimmed surface
Surface to Solid Conversion	Explains how to create a solid from an enclosed surface
Filled Surfaces	Explains how to use the fill surface feature
Delete Faces	Explains how to delete faces from a part
Move Face	Explains how to use the offset, translate, or rotate a face
Replace Face	Explains how to replace one face for another
Cutting with Surfaces	Explains how to cut a solid body using a surface
Freeforms - Part A	Shows how the Freeform tool allows you to push and pull control points on surfaces
Freeforms - Part B	Shows how the Freeform tool allows you to push and pull control points on surfaces
Boundary Surfaces	Shows how to create a surface that connects bounding entities

### Section Test

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# Surfacing with SolidWorks Tips

## Surfacing 101

Introduction and Basic Concepts	Introduces the workshop and covers some basic principles of surfacing
Solid to Surface Conversion	Explains how to take a solid model and bring it into the surfacing environment
Basic Surfaces	Shows four ways to generate the same surface
Soap Dish Case Study	Shows some basic surfacing techniques using a soap dish model
Surface to Solid Conversion using Thicken	Shows how to convert from a surface body to a solid body
Working with Imported Geometry	Shows how to repair imported geometry errors using surfaces
Surfaces as reference geometry	Shows how surfaces can be used as references to create complex shapes using a phone cord model
Creating a Princess Cut Diamond	Walks through the creation of a princess cut diamond model using surfaces

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# Photorealistic Rendering using SolidWorks

## PhotoView 360 Instant Images - by Rob Rodriguez

Session Introduction	Welcome to PhotoView 360 Instant Images
User Interface	Overview areas within the PhotoView 360 interface
Appearances	Apply and edit material appearances on the model
Decals	Apply images to model geometry to achieve greater realism
Cameras	Add perspective to the rendering through the use of a camera
Scenes	Scenes contain an environment and lighting that can be manipulated for the rendering
Direct Lighting	Adding and editing lights can have a big effect on a rendering
Render Output	Get your rendering from PhotoView 360 into an image file

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