



SOLID EDGE 3D PUBLISHING TRAINING

Duration : 1 Day

Objectives

The objective of this course is to teach users the basic commands and tools necessary for technical publication by using Solid Edge 3D Publishing. After completing this course users will be able to:

- ✓ Utilize Solid Edge 3D Publishing
- ✓ Create a technical documentation
- ✓ Understand the workflow of Solid Edge 3D Publishing

Pre-requisites

This guide is designed for new users of Solid Edge 3D Publishing. It is recommended that you have a working knowledge of:

Microsoft® Windows® 7, Microsoft® Windows® 8 or Microsoft® Windows® 10 and Solid Edge Fundamentals

TRAINING PROGRAMME

Chapter 1: User Interface Basic

- User Interface
- Navigating the view with the mouse
- Publisher 3D workflow

Chapter 2: Page Elements

- Page Elements
- Positioning and grid control
- Adding symbol or Logo
- Adding title or text

Chapter 3: Interactive Objects

- Buttons
- Illustration descriptions
- Mouse-over Tips
- New Page Command

Chapter 4: Exploded Views and Parts Lists

- Create an Exploded View
- Assign a Parts List to the 3D View
- Save an Illustration to capture the viewpoint, set the exploded state
 - and associate a parts list
- Add Balloons and other Markups

Chapter 5: Animation and Publishing

- Publishing Concepts
- Storyboard Transition
- Animating Exploded Views
- Publishing Images
- Publishing Animations