



SOLID EDGE SHEET METAL TRAINING

Duration : 2 Days

Objectives

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

- ✓ Set parameters for sheet metal, such as bend radius and material thickness.
- ✓ Place and manipulate flanges and bends.
- ✓ Specify sheet metal treatments and corner parameters.
- ✓ Place holes, cutouts, dimples, louvers, beads, gussets.
- ✓ Modify geometry using Design Intent relationships for synchronous design.
- ✓ Prepare the sheet metal geometry for downstream manufacturing processes such as creating a flat pattern

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 DAY 1

Chapter 1: Sheet Metal Design Introduction

- Tab command
- Contour Flange command
- Lofted Flange command
- Flange command

Chapter 2: Sheet metal features

- Closed Corner
- Break Corner
- Hems
- Cutout features
- Bend features
- Jog features
- Holes
- Patterns
- Etch command

Chapter 3: Deformation Features

- Deformation features
- Punch (Emboss) in Sheet Metal & Part
- Deform Sheet Metal Features Across Bends

Chapter 4: Flattening and Drafting

- Flat Patterning
- Modeling in the Flat Pattern
- Save As Flat (DXF Output)
- Placing Flat Pattern in Draft
- Bend Tables

TRAINING PROGRAMME DAY 2

Chapter 5: Synchronous Sheet Metal

- Tab
- Flange
- Contour Flange
- Close bend corners
- Hem
- Jog
- Bend

Chapter 6: Synchronous Sheet Metal Features

- Feature Origin
- Feature Profiles
- Louvers
- Dimple and Drawn Cutout
- Bead and Gusset Features
- Break Corner
- Cutout Across Bends

Chapter 7: Synchronous functions unique to Sheet Metal

- Synchronous Sheet Metal Manipulation
- Flat Patterns
- Integrated modelling

Chapter 8: Sheet Metal Conversion Tools

- Covert to Sheet Metal
- Rip Corners
- Ordered Part to Sheet Metal convert
- Create Blank – Flatten anything