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COURSE BROCHURE

SOLIDWORKS Essentials: 3D Part Design, Assemblies, and Detailing Training Course

18 – 22 October 2027
Barcelona

SOLIDWORKS Essentials: 3D Part Design, Assemblies, and Detailing Training Course

Ref: 578_21365 **Date:** 18 – 22 October 2027 **Location:** Barcelona **Fees:** 6200 GBP

SOLIDWORKS Essentials: 3D Part Design, Assemblies, and Detailing Training Course is a 1-week training course for mechanical design engineers, product draughtspersons and CAD modellers, and each participant prepares a production drawing and assembly package. Industrial manufacturers and engineering consultancies demand rigorous parametric definition to eliminate downstream tooling errors, streamline fabrication and accelerate physical prototyping. Jupiter Prime Training delivers this course to establish repeatable 3D computer-aided design capabilities across modern engineering teams.

Why SOLIDWORKS 3D Part Design, Assemblies, and Detailing Matters Now

Modern industrial equipment manufacturing and consumer product engineering operate under strict lead-time pressures, demanding rapid iterations between design offices, procurement teams and CNC machine shops. Unsystematic solid modelling produces unconstrained geometry, missing manufacturing references and costly assembly interferences on the shop floor, whereas disciplined parametric part creation protects design intent and accelerates production handoffs. Engineering departments require unified technical graphics protocols to maintain geometric fidelity and interchangeability across complex sub-assemblies. This course aligns with the American Society of Mechanical Engineers standard for dimensioning and tolerancing ASME Y14.5 alongside the International Organization for Standardization Geometrical Product Specifications ISO GPS system.

Who Gains Most from SOLIDWORKS 3D Part Design, Assemblies, and Detailing

- Design practitioners creating parametric solid bodies, feature trees and sketch relations
- Detailing specialists generating manufacturing drawings, tolerance definitions and control frames
- Mechanical modellers configuring multi-component assemblies, mating logic and clearance evaluations
- Production interface staff extracting bills of materials, sheet metal flat patterns and cut lists

A mechanical design squad comprising part modellers, assembly coordinators and detailing practitioners gains most, as production bottlenecks dissolve when standardized parametric conventions, consistent drawing templates and disciplined assembly constraints are shared across the complete engineering workflow.

SOLIDWORKS 3D Part Design, Assemblies, and Detailing Capabilities

Participants master the parametric tools, assembly constraints and drafting methods required to deliver robust mechanical design packages.

- Design fully defined parametric sketches and solid features — machining feasibility and manufacturing tooling
- Build multi-component bottom-up and top-down assemblies — clearance validation and mechanical interference prevention
- Specify geometric dimensioning and tolerancing symbols under ASME Y14.5 — quality inspection and fabrication precision
- Calculate mass properties, physical volumes and centre of gravity — structural sizing and transport logistics
- Apply sheet metal parameters and structural weldment profiles — workshop fabrication and supplier procurement
- Test assembly kinematics and component interferences — maintenance access and commissioning reliability

Key SOLIDWORKS 3D Part Design, Assemblies, and Detailing Terms

- Parametric Modelling — A computer-aided design method using geometric relations and dimensions to capture design intent and automate modifications.
- Feature Manager Design Tree — A chronological outline displaying the sequence of sketches and features defining a three-dimensional model.
- Assembly Mate — A geometric constraint establishing relational position and degrees of freedom between assembly components.
- Bill of Materials — A structured table listing all constituent parts, quantities and materials required to build an assembly.
- Geometric Dimensioning and Tolerancing — A standard symbolic language specifying allowable geometric variation to ensure mechanical interchangeability across parts.
- Collision Detection — A simulation feature identifying physical interferences and overlapping volumes between assembly components during motion.

SOLIDWORKS 3D Part Design, Assemblies, and Detailing Day by Day

Day 1: Parametric Foundations and Sketch Geometry

- SOLIDWORKS Interface and Datums — Establishing Consistent Coordinate References Across Multi-Part Projects
- Fully Defined Sketch Constraints — Preventing Unintended Geometry Shifts During Downstream Iterations
- Extruded Boss and Cut Features — Defining Primary Prismatic Volumes for Production Machining
- Revolved Solids and Circular Profiles — Manufacturing Turned Shafts and Symmetrical Pressure Enclosures
- Hole Wizard Feature Tooling — Standardising Thread Specifications for Standard Hardware Procurement

Day 2: Feature Modelling and Complex Geometry

- Fillet and Chamfer Geometry — Eliminating Stress Concentrations and Facilitating Casting Demoulding
- Swept Profiles and Guide Curves — Routing Structural Tubes and Flanged Pipework Configurations
- Lofted Profiles and Splines — Generating Aerodynamic Enclosures and Complex Fluid Passages
- Pattern Feature Arrays — Streamlining Repetitive Geometric Features for High-Volume Production
- Shell and Draft Features — Optimising Injection-Moulded Component Wall Uniformity and Demoulding

Day 3: Assembly Architecture and Kinematics

- Bottom-Up Insertion Techniques — Assembling Commercial Hardware into Custom Machine Frames
- Standard Geometric Mates — Restricting Degrees of Freedom to Simulate Functional Linkages
- Sub-Assembly Hierarchy Management — Structuring Complex Multi-Component Assemblies Across Engineering Teams
- Interference and Clearance Verification — Detecting Component Collisions Prior to Physical Fabrication
- Exploded Views and Configurations — Visualising Assembly Instructions for Workshop Technicians and Fabricators

Day 4: Detailing Standards and Production Documentation

- Orthographic Projection Layouts — Communicating True Component Geometry for Workshop Tooling
- Section Views and Detail Breakouts — Revealing Internal Cavities and Threaded Interfaces for Inspection
- ASME Y14.5 Feature Control Frames — Enforcing Standard Tolerances Across External Precision Suppliers
- Automated Bill of Materials Tables — Linking Assembly Drawings Directly to Procurement Records
- Drawing Revision Tables — Maintaining Configuration Tracking and Authorised Design Sign-Off

Day 5: Practising Assembly and Detailing Delivery

- Top-Down In-Context Assembly Modelling — Applying Dynamic Assembly Context to Drive Parametric Dimensions
- Sheet Metal Flat Pattern Unfolding — Applying K-Factor Formulae to Validate Press Brake Bending
- Structural Weldment Member Profiling — Applying Structural Shapes to Generate Accurate Cut Lists
- Finite Element Stress Screening — Evaluating Factor of Safety Margins Under Primary Loads
- Production Drawing and Assembly Package Completion — Releasing Verified Manufacturing Drawing Sheets and Coordinated Models

Applying SOLIDWORKS 3D Part Design, Assemblies, and Detailing After the Course

- Audit departmental drawing sheet templates and title blocks to embed standardized ASME Y14.5 geometric tolerancing symbols and automated custom properties.
- Review existing assembly models with collision detection and interference checking tools to identify physical clashes prior to production release.

SOLIDWORKS 3D Part Design, Assemblies, and Detailing Questions FAQ

What is SOLIDWORKS 3D Part Design, Assemblies, and Detailing, and why does it matter now?

SOLIDWORKS 3D Part Design, Assemblies, and Detailing is a parametric mechanical design environment. It matters now because manufacturing supply chains demand rapid prototyping, exact geometrical definitions and coordinated shop-floor drawings to prevent tooling clashes and fabrication rework across industrial machinery projects.

Which roles gain most from SOLIDWORKS 3D Part Design, Assemblies, and Detailing?

Mechanical design engineers, CAD draughtspersons and product development practitioners gain most from this training. Any professional responsible for creating solid geometry, managing assemblies, verifying clearances or generating production drawings benefits directly from standardized parametric modelling workflows and disciplined documentation techniques.

How does SOLIDWORKS 3D Part Design, Assemblies, and Detailing differ from general CAD drafting courses?

General CAD drafting focuses on flat two-dimensional geometry without mathematical dependencies. In contrast, this course establishes parametric relationships where part modifications automatically update associated sub-assemblies, dynamic drawing views, manufacturing tolerance frames and bills of materials across the complete design model.

What does a participant bring back from SOLIDWORKS 3D Part Design, Assemblies, and Detailing?

Participants return with a production drawing and assembly package containing parametric parts, verified mates and 2D shop drawings. You gain ready-to-deploy drawing templates, automated schedules and verification procedures that improve modelling consistency and reduce revision cycles across your engineering team.

SOLIDWORKS 3D Part Design, Assemblies, and Detailing: The Way Forward

The production drawing and assembly package guides initial tooling procurement and CNC machining sign-offs, providing manufacturing engineers and machine shop supervisors with unambiguous geometric boundaries. Detailing coordinators and assembly specialists use this technical deliverable to assess supplier compliance and verify mating fits. After first production runs, engineering teams should revisit sketch constraint hierarchies to streamline design flexibility for future parametric model iterations.