

MOTADDESIGN inc.

product development



industrial design

Solidworks Presentation

This was a quick fun project to highlight some of Solidworks surfacing capabilities. This is not a tutorial and was intended to be used in a live discussion.

Thank you

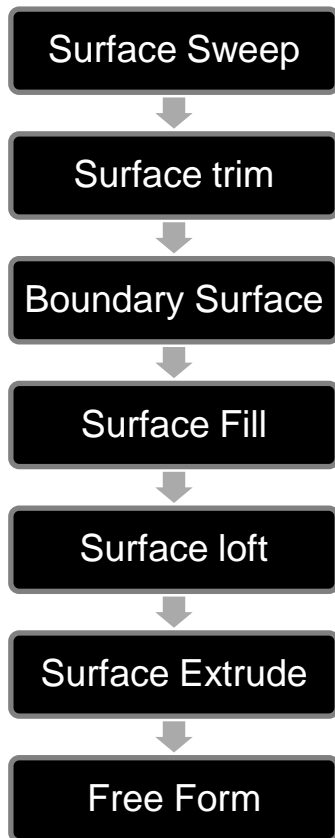
Fernando Mota



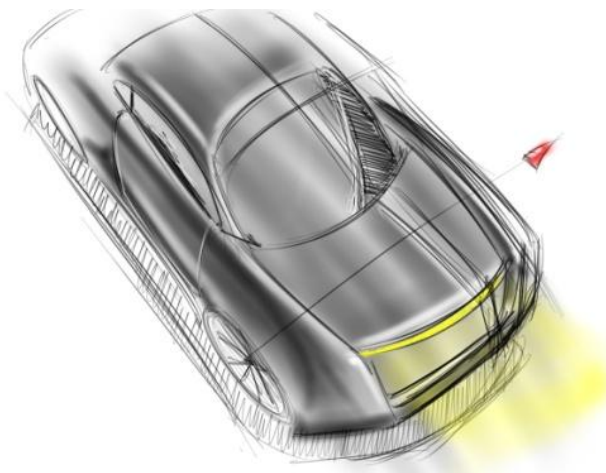
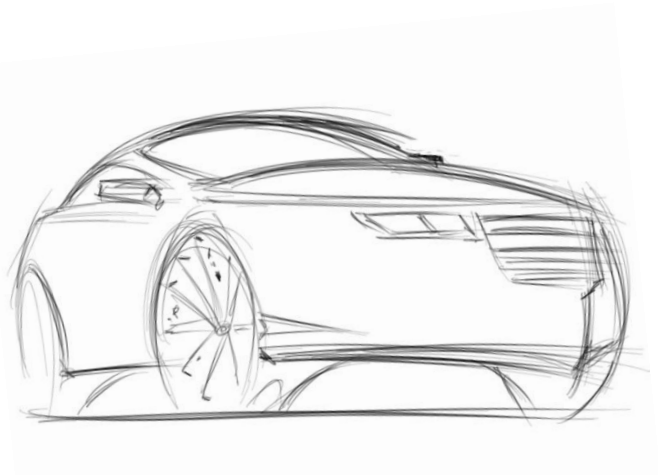
Surface Concept Modeling with Solidworks



Overview



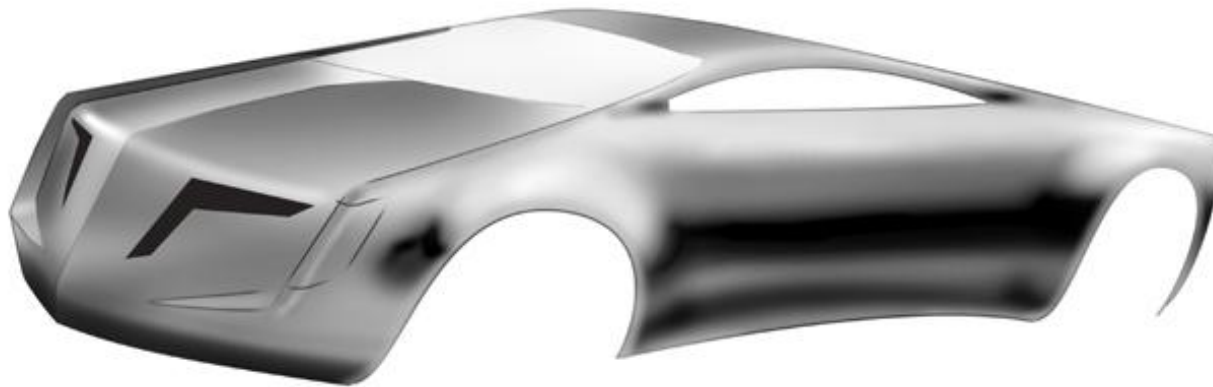
Start of the Project



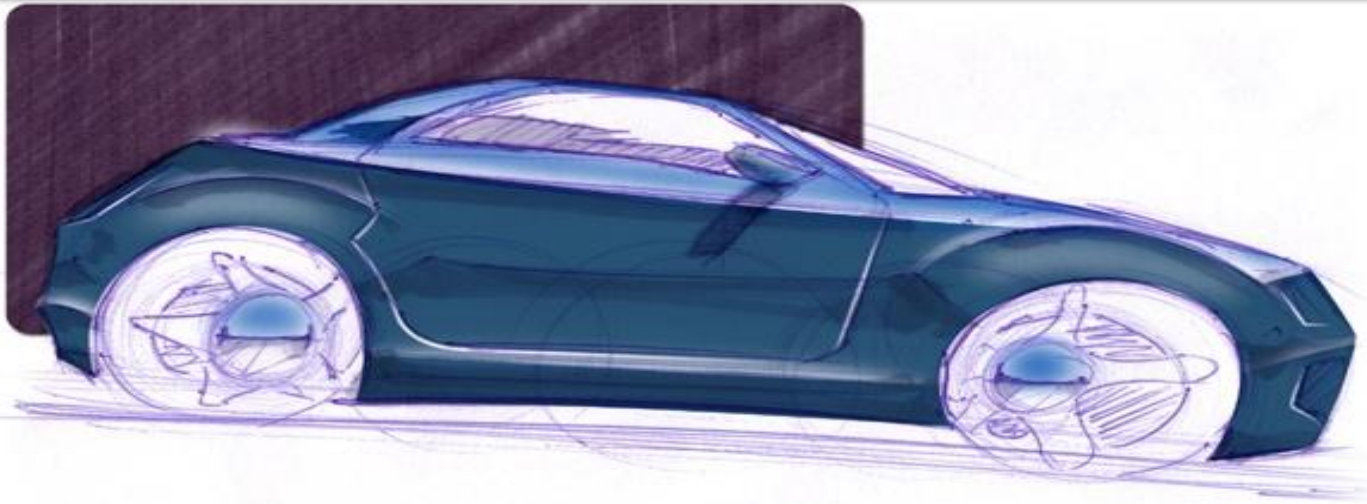
front



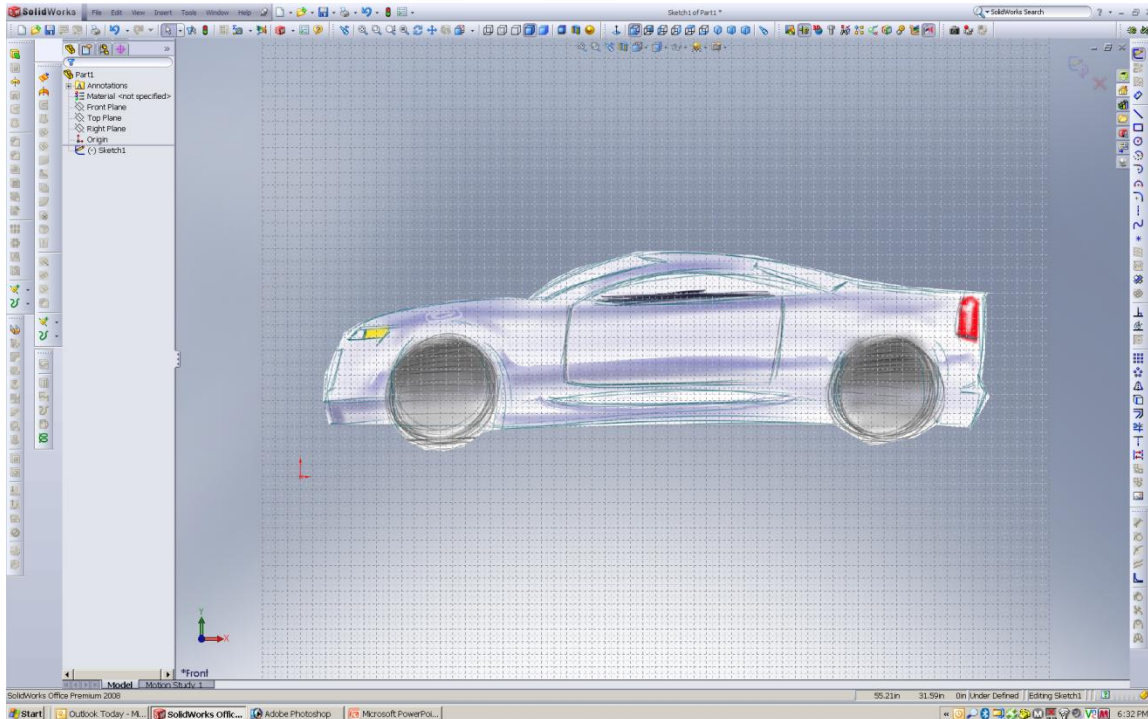
Start of the Project



Start of the Project



Inserting sketch into part



Open sketch on desired Sketch plane

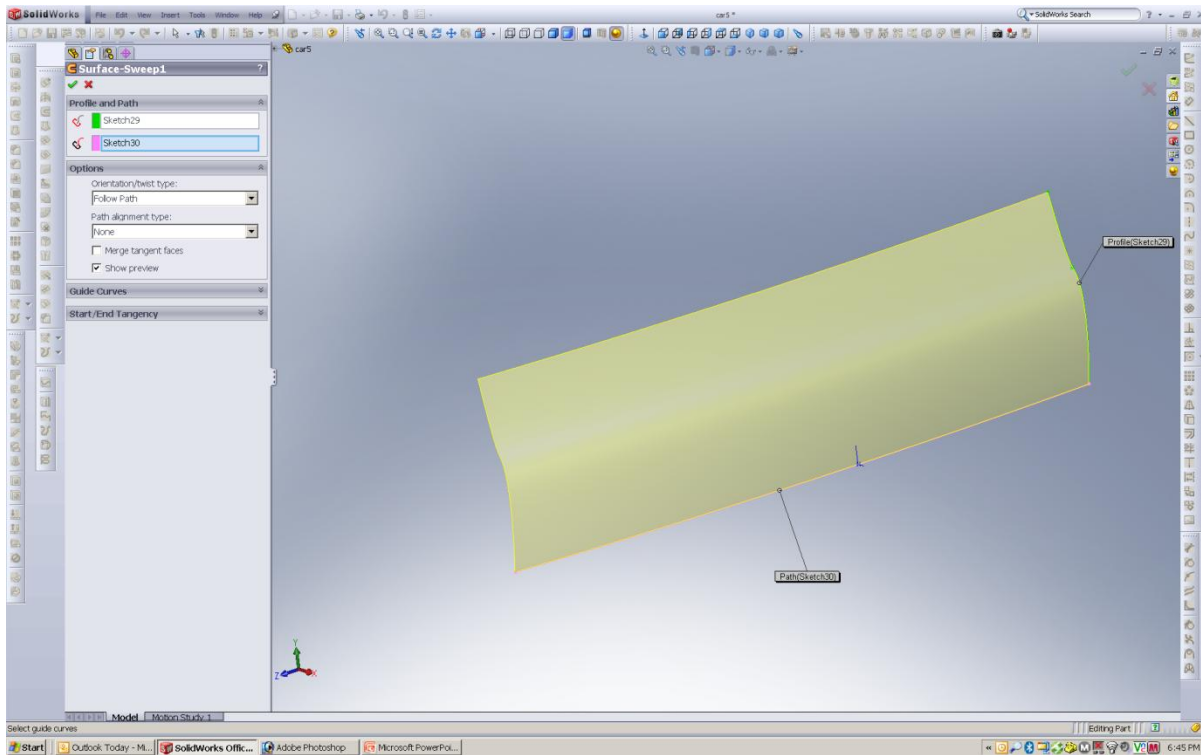
Go to your Tool s Menu, Sketch tools –Sketch Picture.

Find your picture then insert.

You will be given options on scaling and picture location.



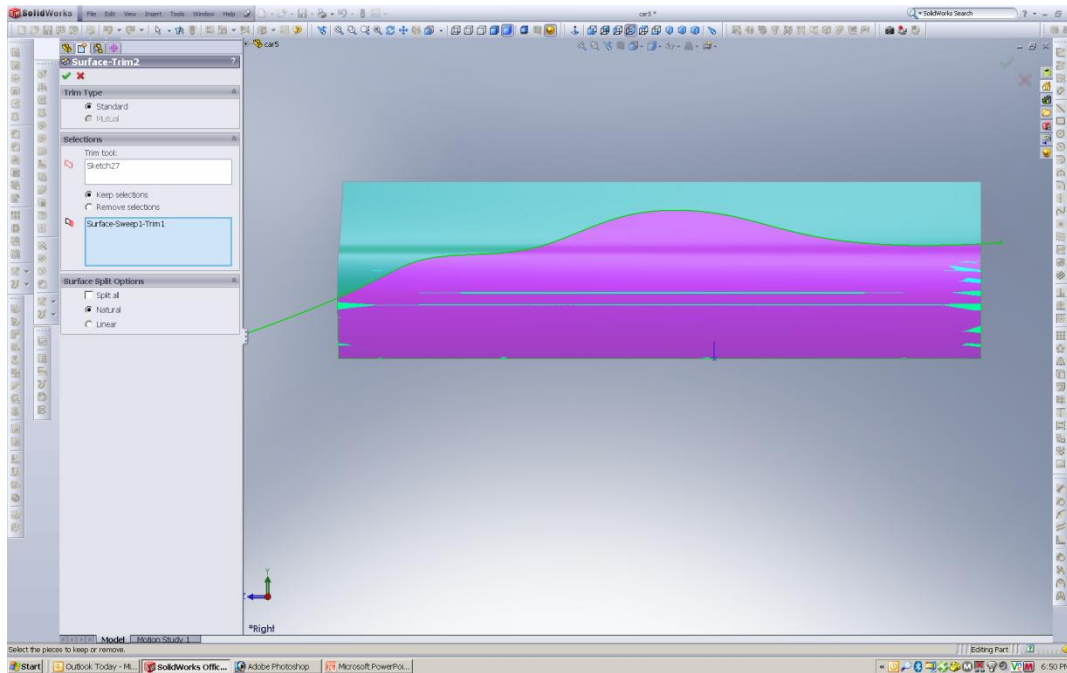
Surface Sweep



First I work on modeling the profile of the car.

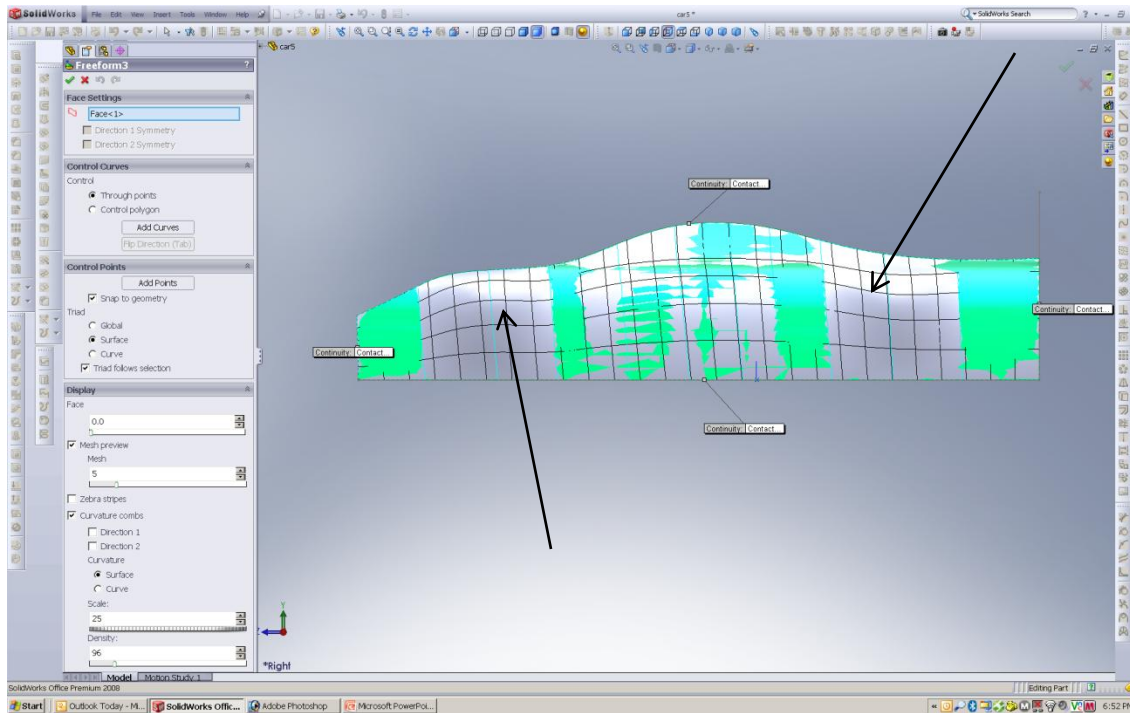
I use a surface sweep to start.

Surface Trim



Surface trim is done to finish up the basic profile

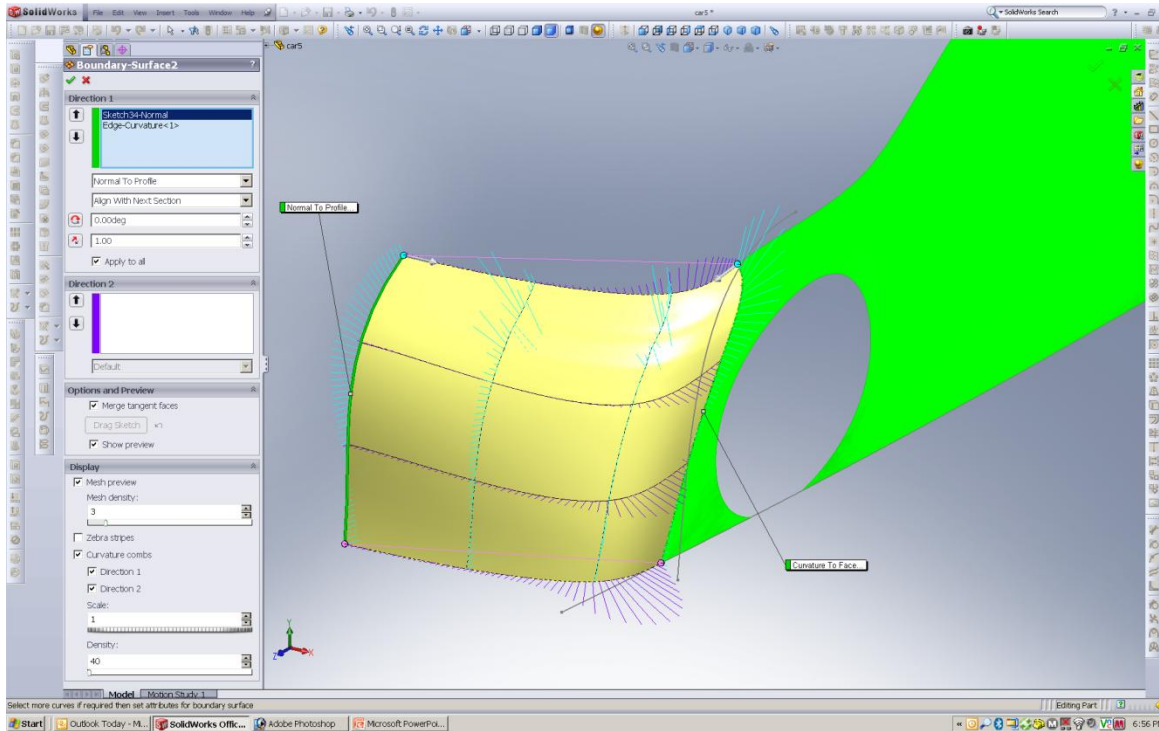
Free Form



Free Form tool was used to add further detail

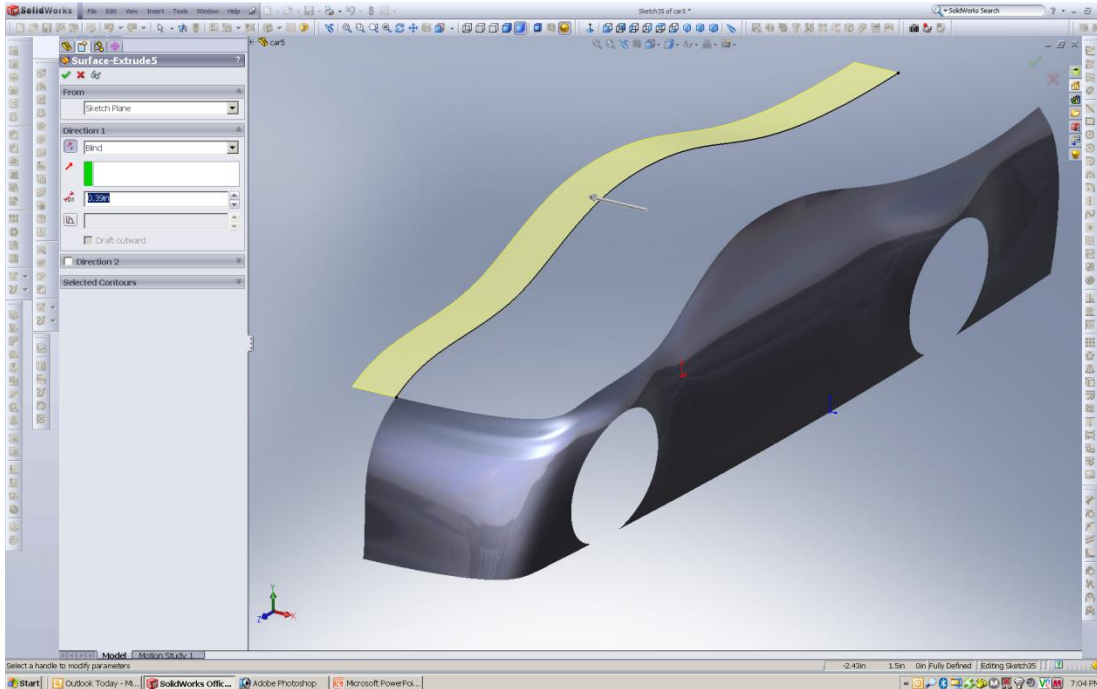


Boundary Surface



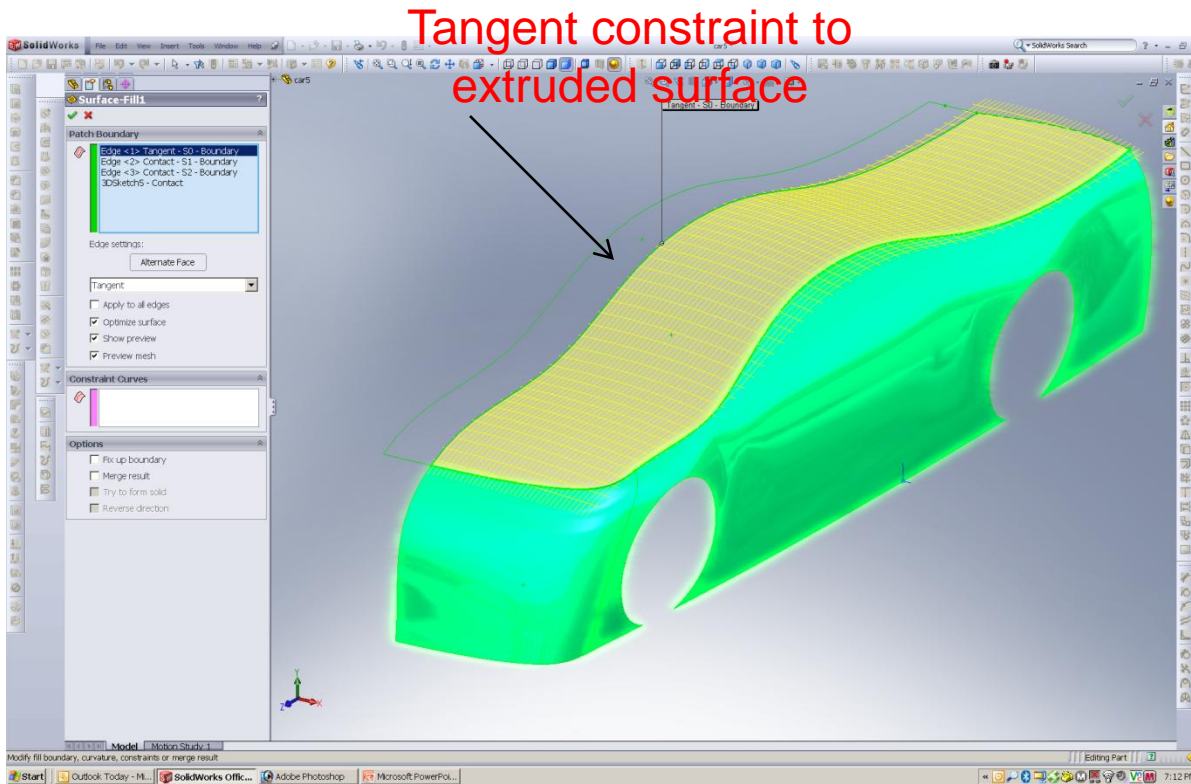
Boundary Surface was used to model the front of the car. The Boundary surface was constrained by using Normal to Profile option and Curvature to Face option

Surface Extrude



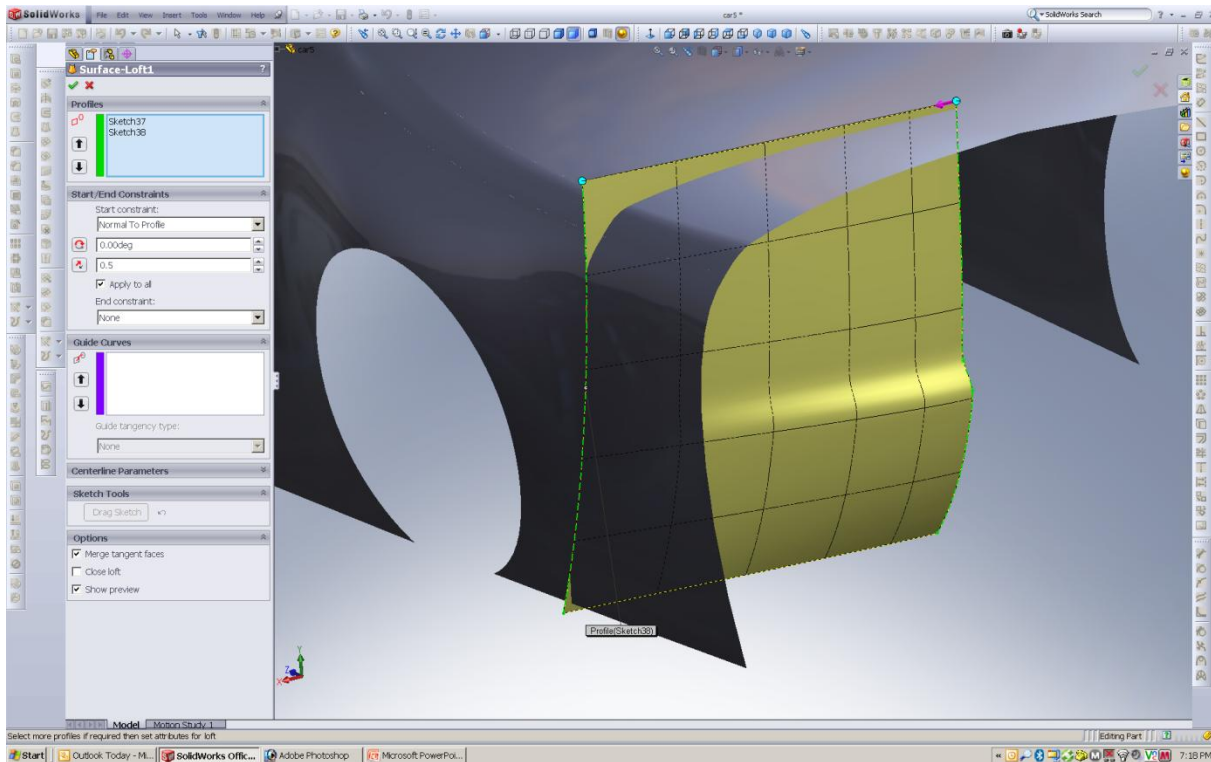
Surface Extrude was Used for construction Geometry to help model the top of the car.

Surface Fill



Surface Fill was used to model in the top of the car, constraining to the extruded surface on the previous step.

Surface Loft



Surface loft was used to Model the rear of the car.

Any Questions?

