



THROUGH ONSHAPE

AGENDA

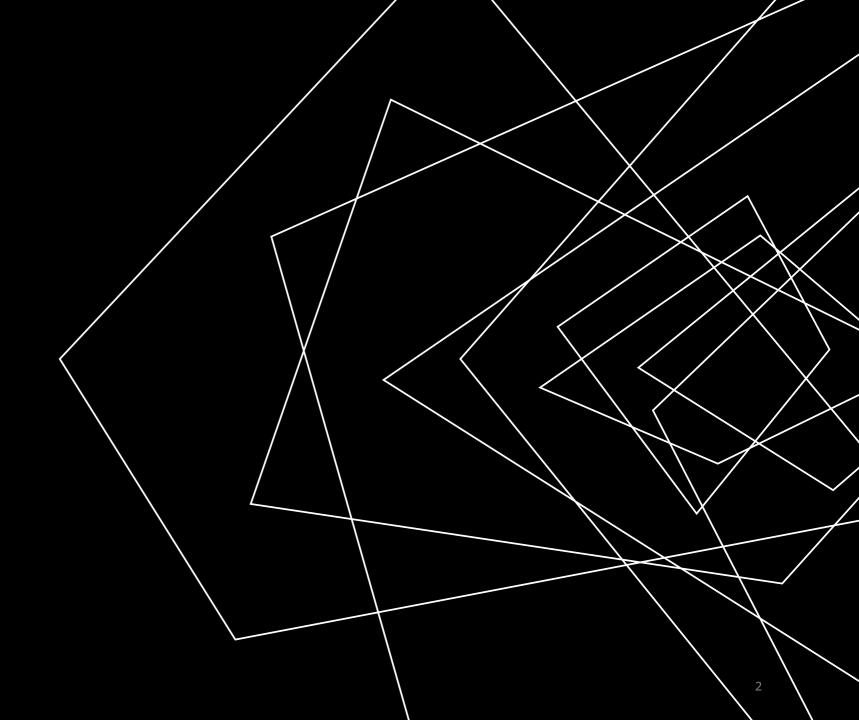
Creating an Account

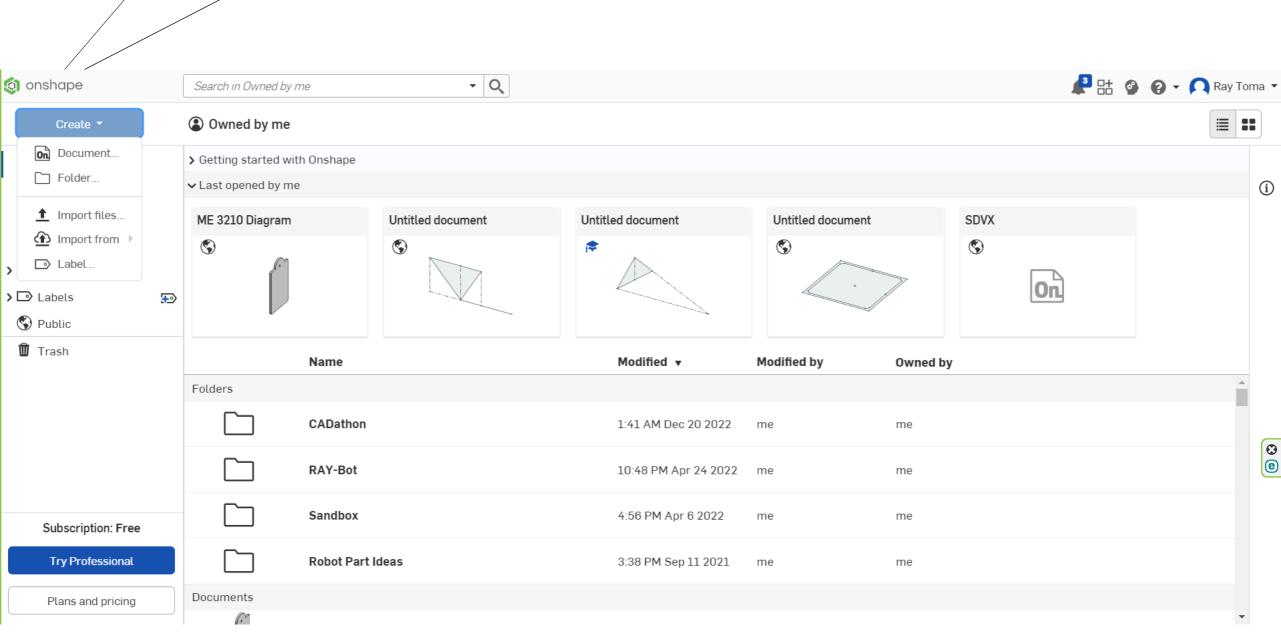
Navigation

Sketches

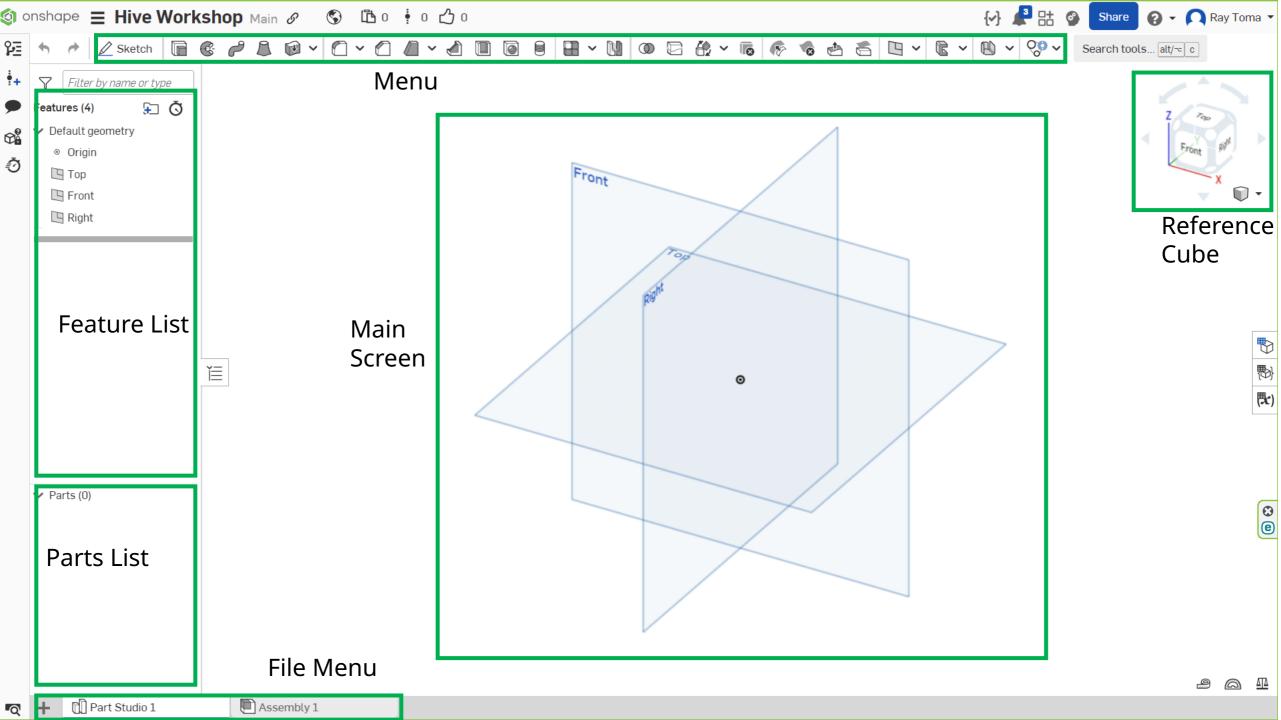
3D Parts

Assemblies





Create (top left) -> Document

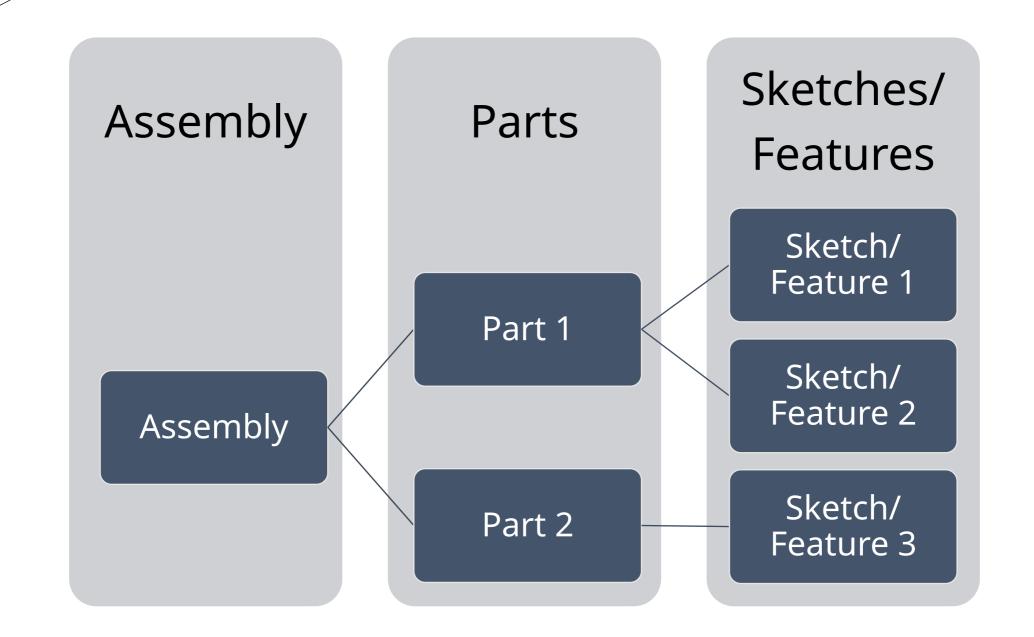


NAVIGATION CONTROLS

Control	Function
Left Click	Select (esc or click out to deselect)
Left Click + Drag	Multi Select
Right Click + Drag	Rotate
Scroll Wheel + Drag	Pan

GENERAL WORKFLOW



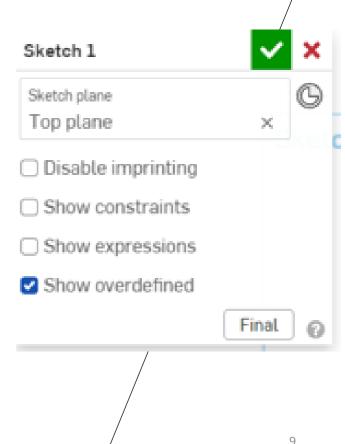


SKETCHES

STARTING A SKETCH

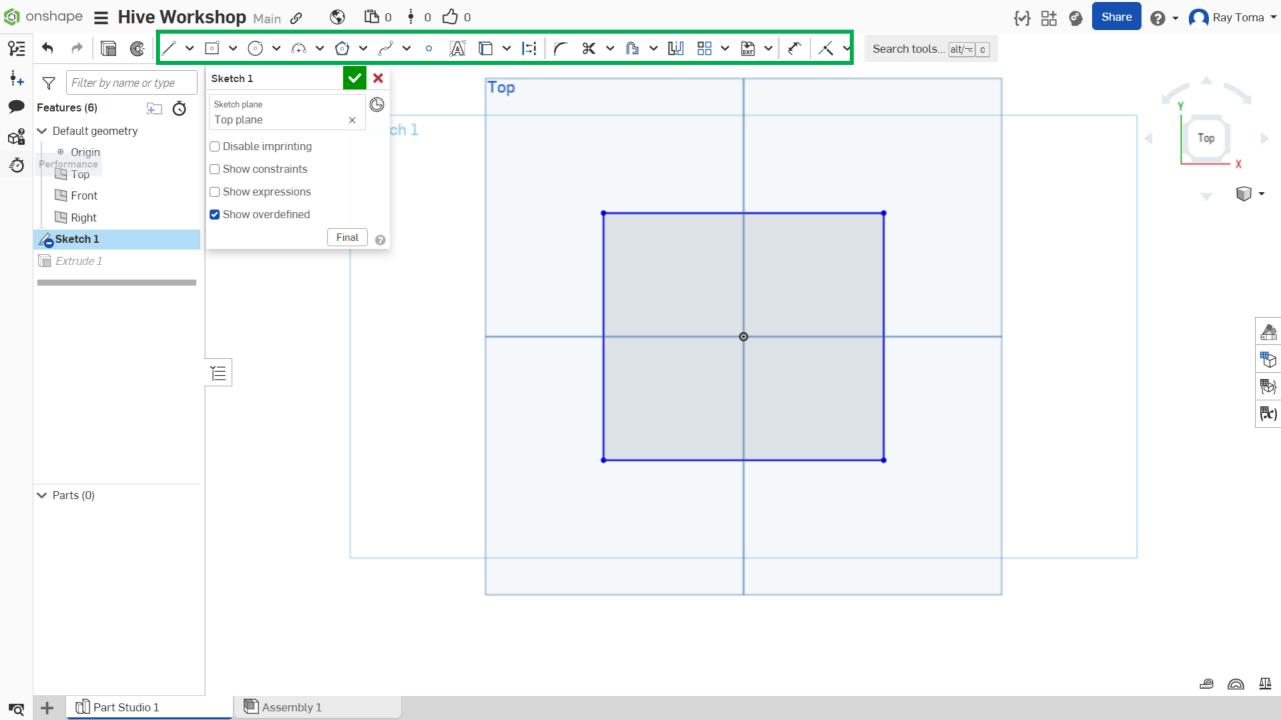
Sketches can be made on any plane or flat faces of parts

- 1. Click "Sketch" on top left of Part Studio
- 2. Select a plane or face to draw sketch
- 3. Add entities to sketch (lines, shapes, etc.)
- 4. Confirm Sketch (or Onshape won't keep sketch)



BASIC TOOLS

Icon	Tool	Shortcut	Function
1	Line	1	Creates a straight line
Ü	Rectangle	g (corner) or r (center)	Creates a rectangle
<u></u>	Circle	С	Creates a circle
F. X.	Dimension	d	"Dimensions set entities" (set lengths, distances, angles, etc.)

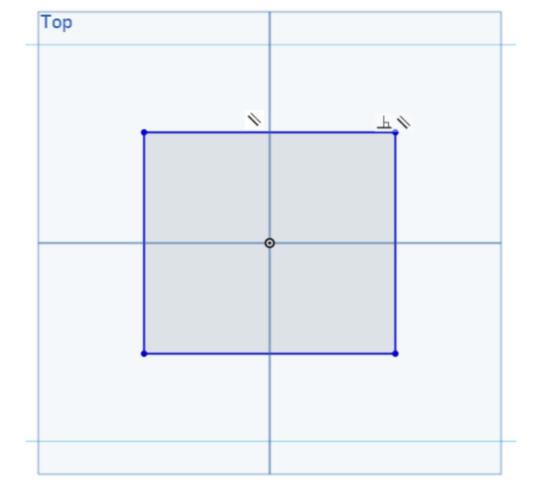


SKETCH RELATIONS (CONSTRAINTS)

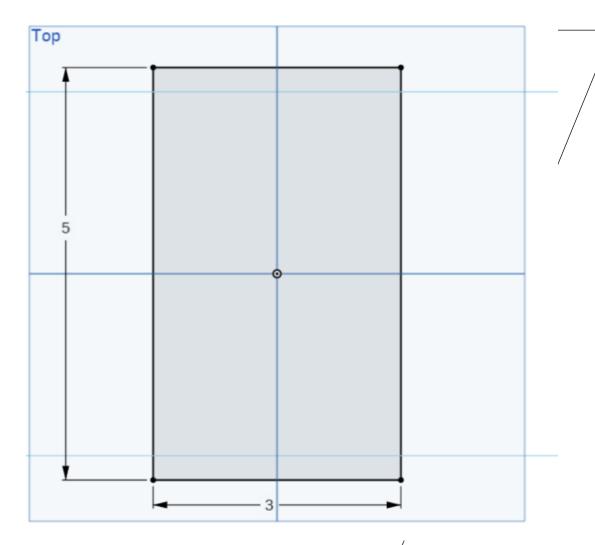
- Used to relate sketch objects to each other
- Needed to make a sketch defined (you want your sketch to be fully defined)
- Helps sketches stay consistent when changing dimensions

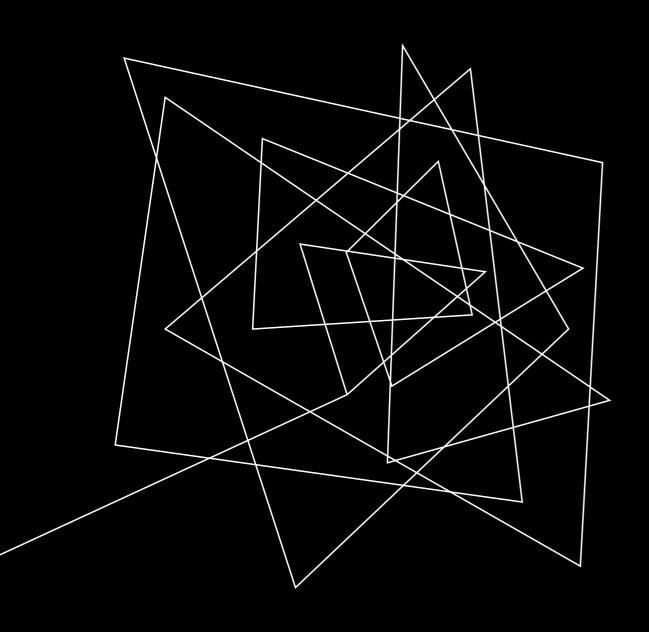
- Coincident. Positions selected faces, edges, and planes (in combination with each other or combined with a single vertex) so they share the same infinite plane. Positions two vertices so they touch.
- Parallel. Places the selected items so they remain a constant distance apart from each other.
- Perpendicular. Places the selected items at a 90° angle to each other.
- Tangent. Places the selected items tangent to each other (at least one selection must be a cylindrical, conical, or spherical face).
- Concentric. Places the selections so that they share the same center line.

BAD



GOOD



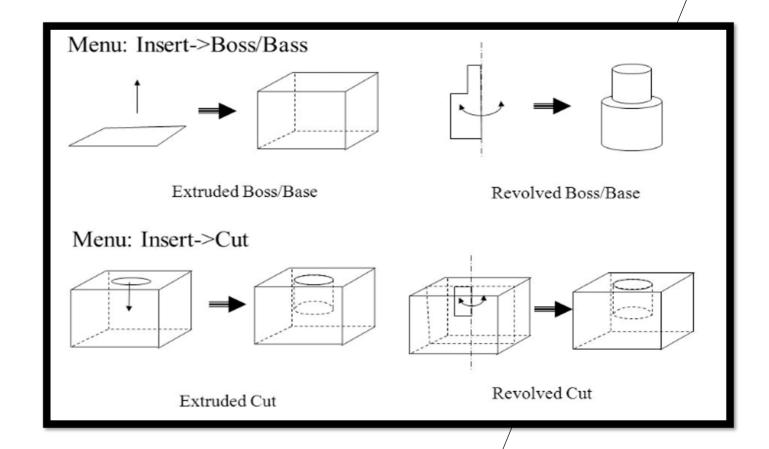


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3D PARTS

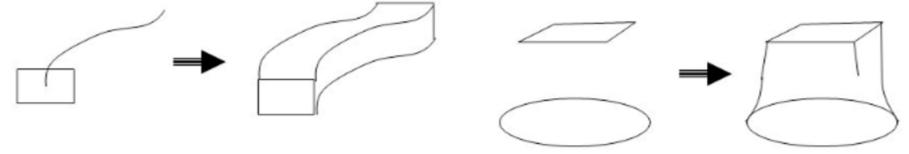
INTRODUCTION TO FEATURES

- Features convert 2D sketches to a 3D Part, or modifies existing parts
- Depending on the selection of features, the 2D sketch will be utilized in a different way



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Menu: Insert->Boss/Bass



Sweep Boss/Base

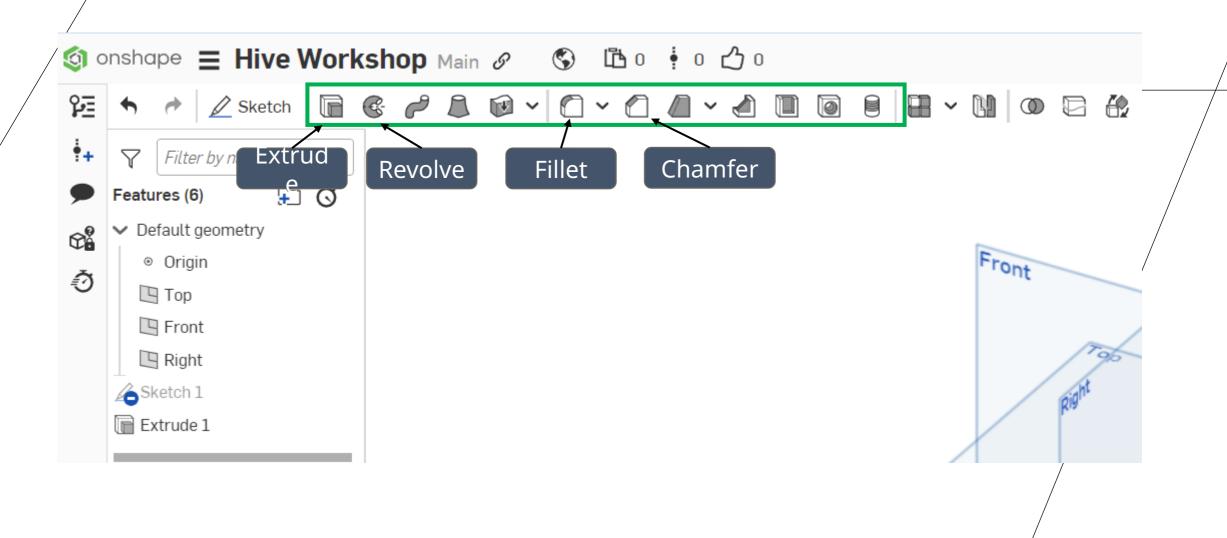
Lofted Boss/Base

Menu: Insert->Features



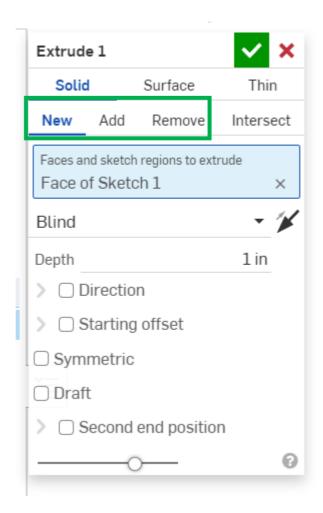
Fillet

Chamfer



FEATURE MENU

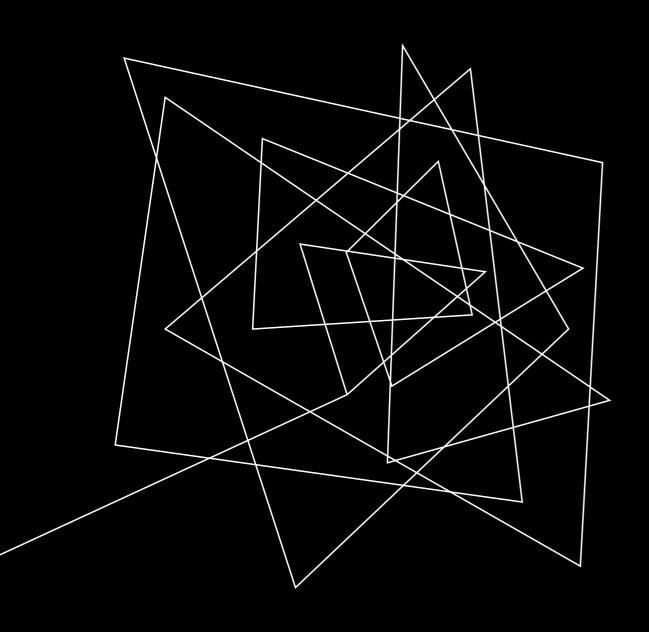
- New: Create a part
- Add: Add feature to an existing part
- Remove (Cut): Cut out feature from existing part



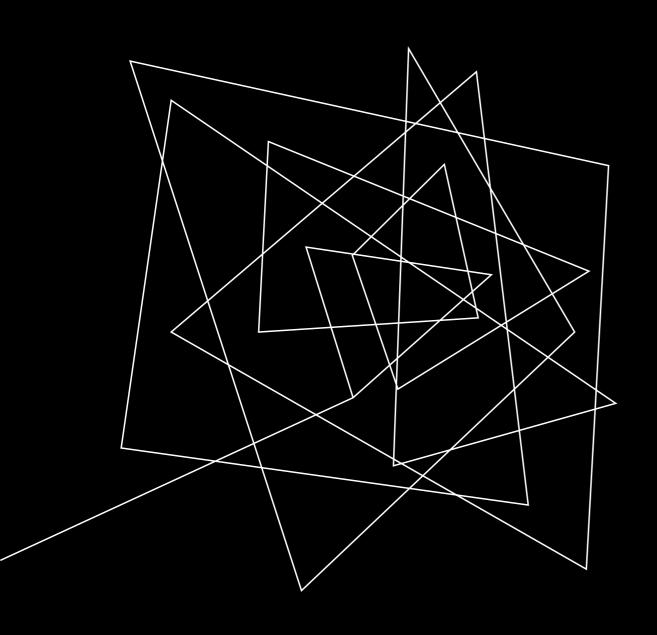
Sketch selection

Type of evaluation

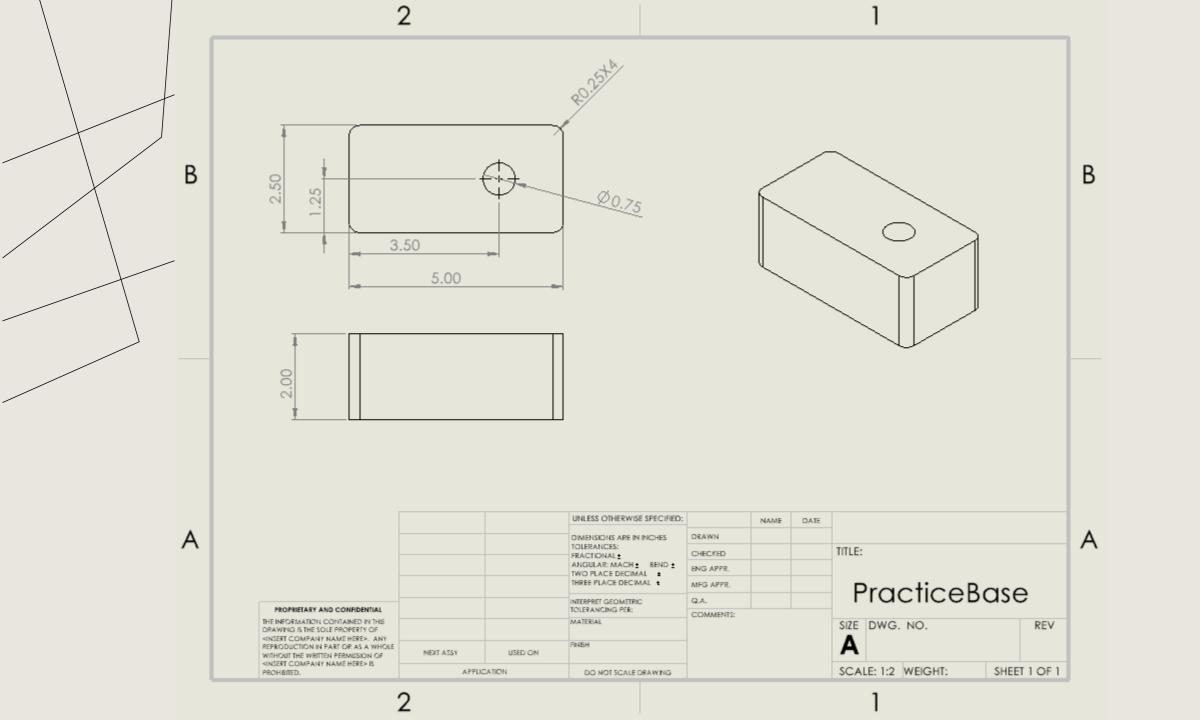
How much to extrude

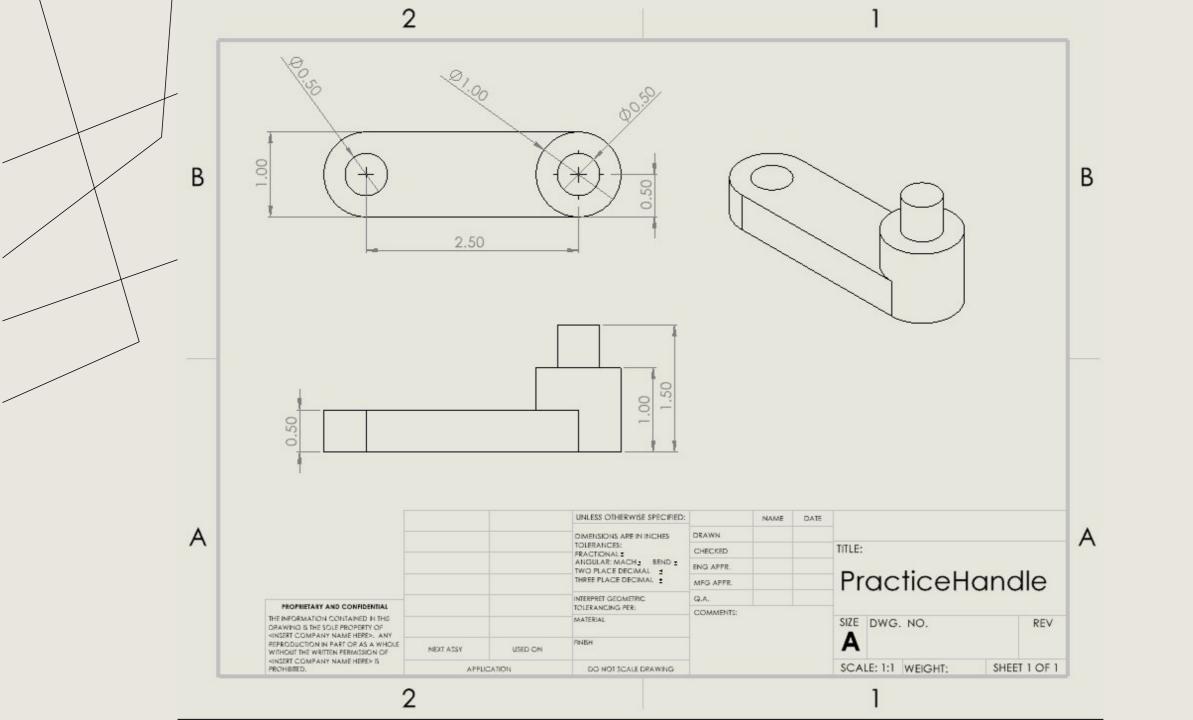


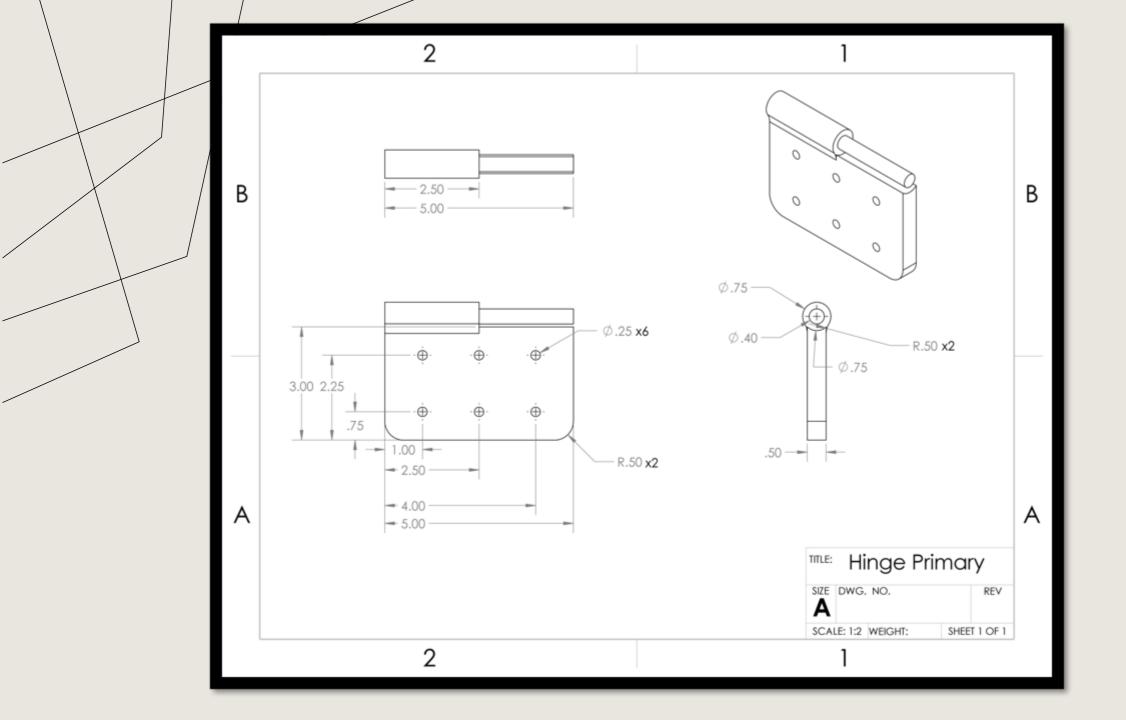
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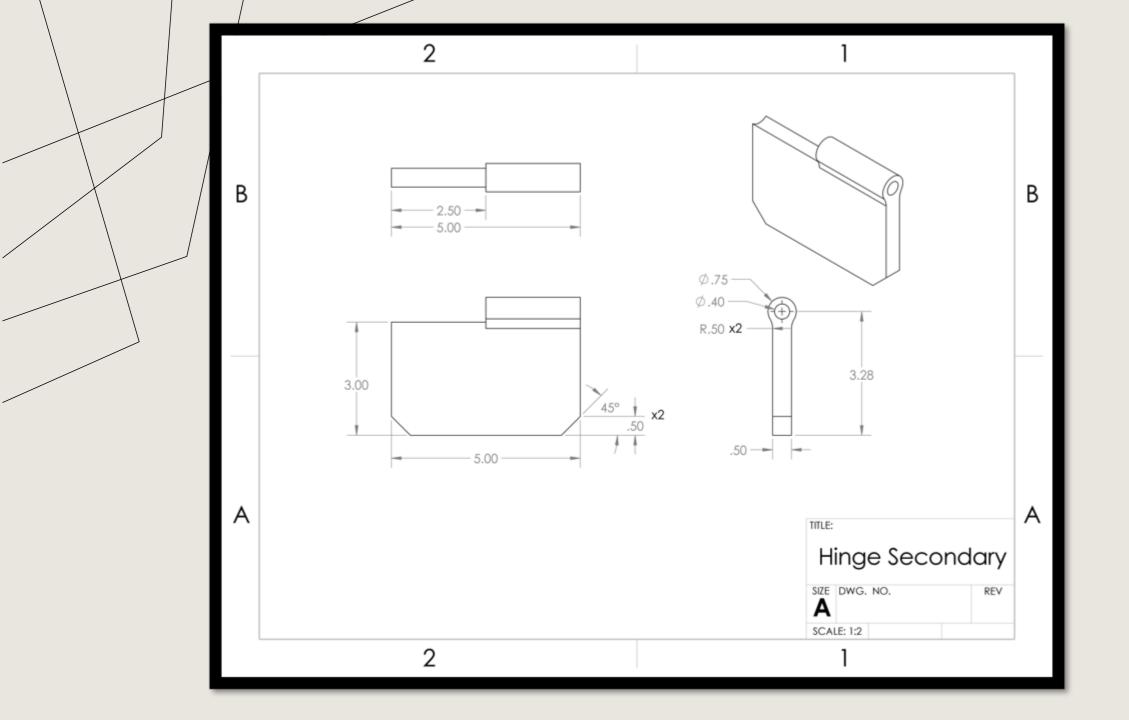


PRACTICE





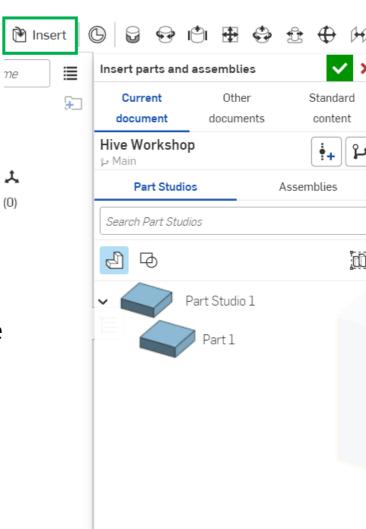




ASSEMBLIES

CREATING AN ASSEMBLY

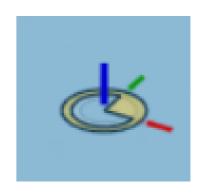
- From the bottom file menu, click "Assembly 1"
- To Insert a part, click "Insert", and you should see screen similar to the one on the right



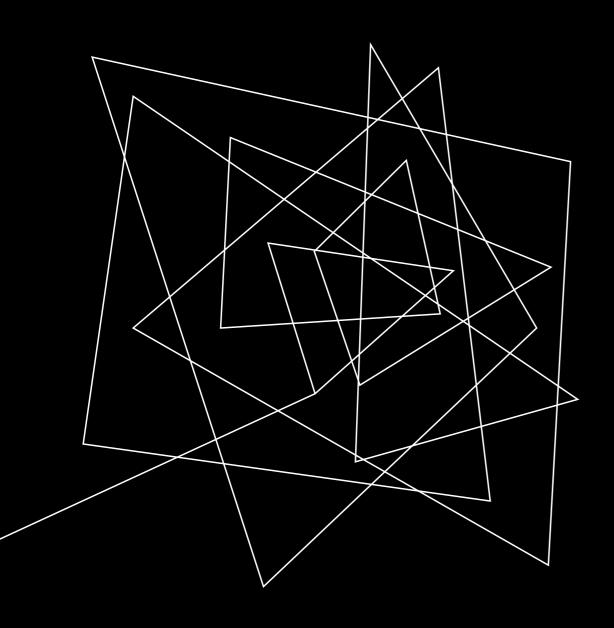
HOW TO DEFINE PARTS TOGETHER?

Using Mates

- Mates, similar to constraints, define relations between parts
- You can select Points, Edges, Faces to Mate
- Common Mates
 - Fastened: Overlaps Points, Edges, or Faces (be careful with orientation of selected entities)
 - Planar: Overlaps two flat faces together
 - Cylindrical: For two circular surfaces, aligns the center axis

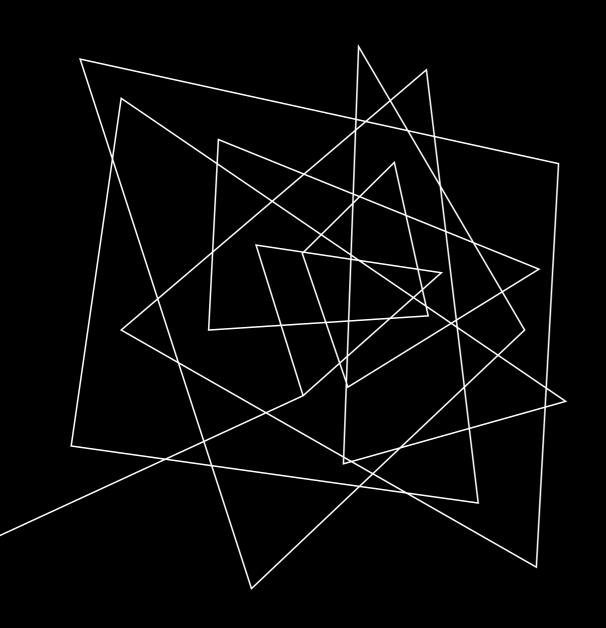


Mate Connector: A point on part in which a mate is taken



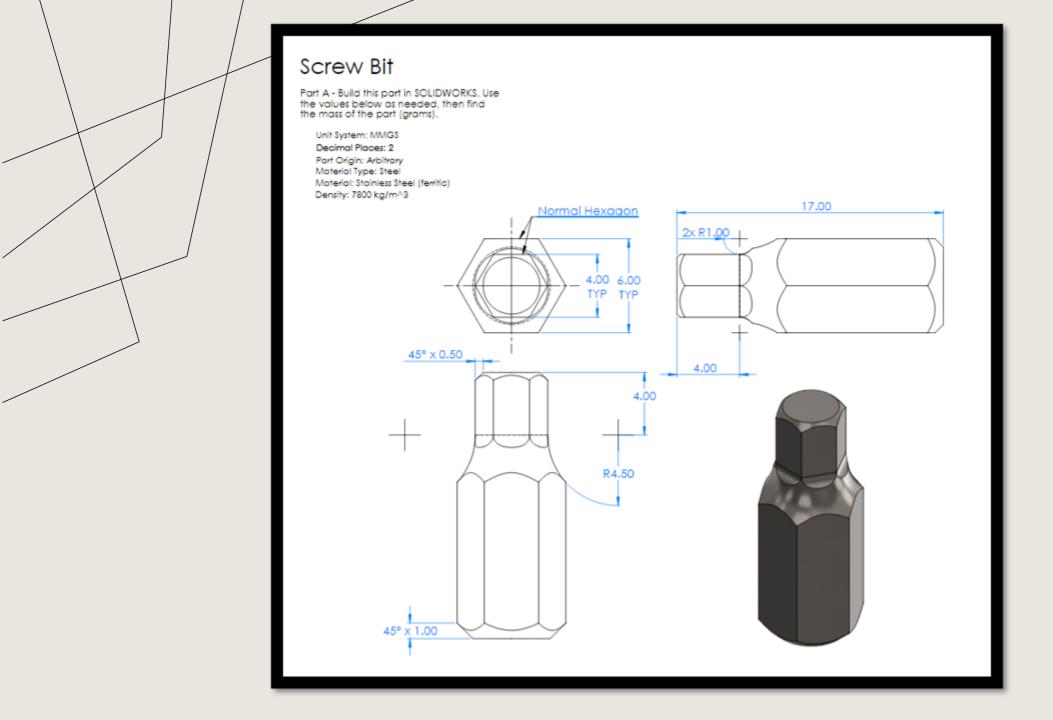
PRACTICE:

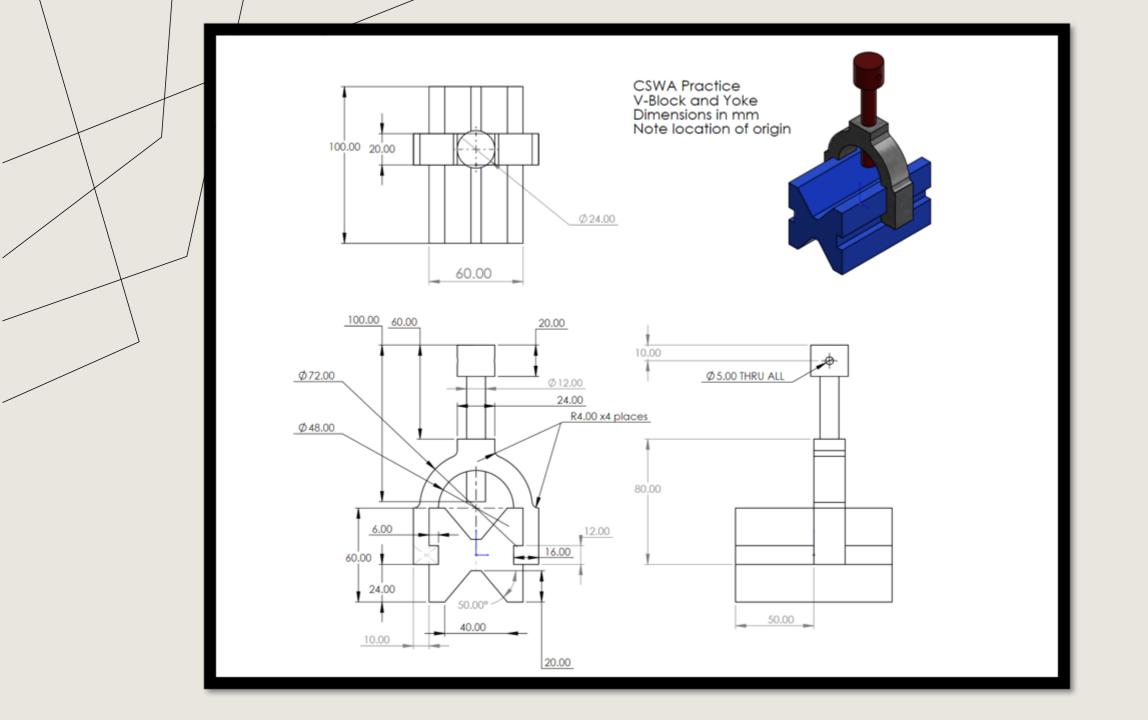
- Mate the Base and Handle
- Use 1 Planar, 1 Cylindrical Mate

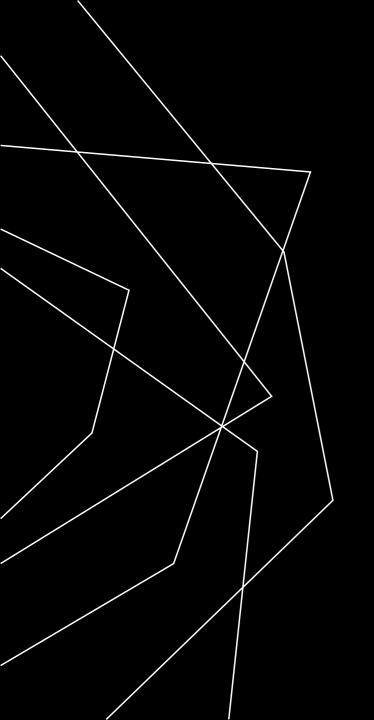


EXTRA PRACTICE:

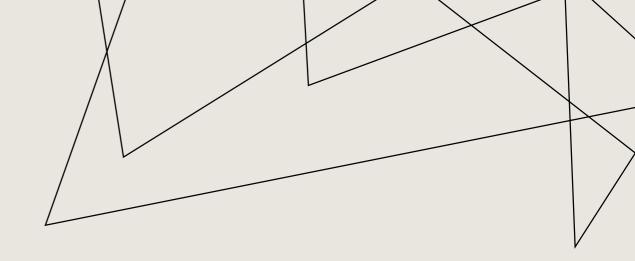
- Mate the Hinges together
- Bonus: Limit the angle of rotation







THANK YOU FOR COMING!



ADDITIONAL INFORMATION

Solidworks Course

- •Primary Link to Canvas Course: https://gatech.i
 nstructure.com/enroll/DTCD39
- •Secondary Link to Post (has some other info): https://www.reddit.com/r/gatech/comments/14bdixi/free_solidworks_cswa_cswp_course_and_unlimited/

If you ever want to 3D print a part:

- Right click on the part studio or specific part
- Click on export
- Specify format as STL
- As long as you have the STL file, the Hive will help you slice and print the part!