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that allow the learner to go through the instructor led and in class student exercises found in the book on their own. Video examples are also included to supplement the learning process. DVD Content: Summary pages with voice over lecture content Interactive exercises Page 43/79

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It covers the main topics of engineering graphics, including tolerancing and fasteners. This textbook also includes independent learning material containing supplemental content to further reinforce these principles. This textbook makes use of a large variety of Page 45/79

exercise types that are designed to give students a superior understanding of engineering graphics and encourages greater interaction during lectures. The independent learning material allows students to explore the topics in the book on their own and at their own pace. The

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on the principles of creating and reading engineering drawings.

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brand-new approach to graphicals 4th communication within the context of engineering design and creativity. With a blend of modern and traditional topics, this text recognizes how computer modeling techniques have changed the engineering design process. From this Page 53/79

new perspective, the text is able to focus on the evolved design process, including the critical phases of creative thinking, product ideation, and advanced analysis techniques. Focusing on design and design communication rather than drafting techniques and standards, it goes

beyond the what to explain the why of engineering graphics. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The book is designed as a learning tool to help the aspiring Page 55/79

engineer learn the language of S 4th engineering graphics. In this regard, this book is hardly unique, as there have been literally hundreds of books published in the past that had a similar goal. The main challenge faced by engineering graphics books comes from the Page 56/79

difficulty of representing and describing three dimensional information on paper, which is a consequence of the two dimensional nature of printed materials What makes this book invaluable is the use of Augmented Reality, a technology that will Page 57/79

allow you to escape the limitations of traditional materials enabling you, the student, to truly visualize the objects being described in full 3D. To take full advantage of this book you will need a smartphone, tablet or computer with a web camera, along with the software or apps Page 58/79

provided\*. Many parts of the book are linked to specific augmented reality content through a series of black and white markers that have been seamlessly integrated throughout the pages. In order to experience the content, your device 's camera must be pointed at Page 59/79

these markers. The main marker, 4th available at the beginning of the book, is used to interact with the augmented reality models, which will be rendered in real time in your device 's screen. \* If you do not have an iOS device. Android device or a computer with a Page 60/79

webcam, SolidWorks files of the models used throughout the book are included on the CD. In addition, STL files have been provided so the models can be opened using your solid modeling CAD package of choice or printed using a 3D printer.

With the use of real world examples and illustrations, Design Graphics for Engineering Communication introduces students to the fundamental concepts of Engineering Graphics and their role in the design process. The authors highlight common techniques, Page 62/79

practices, and standards used in industry in a manner that is motivating and easy to understand. Topics include visualization. orthographic projection, dimensions and tolerances, scaling, and parametric solid modeling. Opportunities to Page 63/79

practice, study, and learn abound, with problems at the end of each chapter, quizzes, and assembly modeling projects.

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will this unified approach give your course a smoother flow, your students will also save money on their textbooks. What 's more, the exercises in this book cover the performance tasks that are included on the Certified SOLIDWORKS Associate (CSWA) Page 70/79

Examination. Reference guides located at the front of the book and in each chapter show where these performance tasks are covered. The primary goal of SOLIDWORKS 2020 and Engineering Graphics: An Integrated Approach is to introduce the aspects of Page 71/79

**Engineering Graphics** with the use of 4th modern Computer Aided Design package - SOLIDWORKS 2020. This text is intended to be used as a training guide for students and professionals. The chapters in this text proceed in a pedagogical fashion to guide you from Page 72/79

constructing basic shapes to making complete sets of engineering drawings. This text takes a hands-on, exerciseintensive approach to all the important concepts of Engineering Graphics, as well as in-depth discussions of parametric featurebased CAD Page 73/79

techniques. This textbook contains a series of sixteen chapters, with detailed step-by-step tutorial style lessons, designed to introduce beginning CAD users to the graphics language used in all branches of technical industry. This book does not attempt to cover all of Page 74/79

SOLIDWORKS 2020 's features, only to provide an introduction to the software. It is intended to help you establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering.

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from sharing old assignments. The third edition of this book, containing the text without the exercise sheets or digital book, is also still available

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