

Workshop: Weldment

Duration: 1 day or less

Version: SE 2022

At Workshop Completion

Students will have learned how to use the weldment tools and capabilities inside of the Solid Edge assembly environment. They will be able to create and modify weld beads and create draft views of weldments.

Prerequisites

Here are the standard pre-requisites for the training course. Potential students should have or completed the following prior to the class:

- **Completed the Solid Edge Fundamentals class**
- Understanding of Synchronous Technology is recommended but not absolutely necessary.
- Have at least 6-month modeling experience with Solid Edge.
- Mechanical Design Experience
- Windows Experience

Students who lack any of these prerequisites should realize the impact it will have on their learning experience.

Course Content

Course consists of.

- 3 Video Lectures (PowerPoint's to support the instructor's lecture).
- 15 Instructor lead video demonstrations.
- 9 practical activities to reinforce the lessons.
- Solution videos for each activity.

Topics:

Day 1

Module 1: Overview of Weldments in Solid Edge

- Introduction to Weldments
- Weldment assembly
- Weldment as a Part
- Surface preparation in the assembly
- Adding weld bead material and weld labels
- Weld Bead Commands
- Label Weld command
- Creating drawings of weldment assemblies
- Assembly reports and parts lists

Module 2: Creating Weldments in Solid Edge

- Fillet Weld command
- Groove Weld command
- Material addition features
- Stitch Weld command

Module 3: Additional Weldment Tools in Solid Edge

- Patterning Features
- Displaying weld bead color and texture
- Assembly Weldment Features in Part
- Drawing view options for weldment assemblies
- Weld Symbol command
- Weld Symbol Properties
- Extracting weld symbol information from an assembly