

**Course:** Solid Edge Technical Publications Fundamentals

**Duration:** 2 days

**Version:** ST10

### **At Course Completion**

Students will have learned how to utilize Solid Edge Illustrations and 3D Publishing to create technical documentation from Solid Edge files.

### **Prerequisites**

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

- Windows experience is a must
- Working knowledge of Solid Edge is beneficial but not necessary.
- Working knowledge of document creation, like Microsoft Publisher or Word is beneficial but not necessary.

Lack of Windows experience is very difficult to overcome in the classroom. Students who lack this experience should realize the impact it will have on their learning experience.

### **Course Content**

Course consists of;

- PowerPoint's to support the Instructor's lecture.
- Instructor lead demonstrations.
- Independent practical activities to reinforce the lessons.

### **Topics:**

#### **Day 1**

##### **Module 1: Getting Started**

- SE Illustrations workflow
- Import a 3D model
- User interface
- Navigating the view with the mouse
- Storyboard & Illustration concepts

## **Module 2: Creating Illustrations**

- Creating Illustrations
- Introduction to Storyboards
- Controlling and Modifying Illustrations
  - Setting precise viewpoints
  - Selecting and hiding parts
  - Adjusting the render style
  - Creating a section view
  - Adding a markup overlay

## **Module 3: Exploded Views and Parts Lists**

- Create an Exploded View
- Optionally, Create a Custom Parts List
- Assign a Parts List to the 3D View
- Save an Illustration to capture the viewpoint, set the exploded state and associate a parts list
- Add Balloons and other Markups

## **Module 4: Animation and Publishing**

- Publishing with SE Illustrations
  - Publishing Concepts
  - Storyboard Transition
  - Publishing Images
  - Publishing Animations

## **Day 2**

### **Module 5: Introduction to SE 3D Publishing**

- Solid Edge 3D Publishing
  - 3D Tools shared in both packages
  - Page Layout and Interactive Mode
  - Importing a 3D Model
  - The 3D View
  - Editing the Page Layout
  - Interacting with 3D
  - Create an illustration
  - Saving SE 3D Publishing

### **Module 6: Introduction to Page Elements**

- Introduction to:
  - Page Elements
  - Positioning and Grid Control
  - Images
  - Logos
  - Title and other formatted text
  - Bidirectional, interactive parts list with custom formatting

## **Module 7: Interactive Objects**

- Introduction to Interactive Objects
  - Buttons
  - Active Text Boxes
  - Illustration descriptions
  - Mouse-over Tips
  - New Page command
  - Publishing active documents

## **Module 8: Templates and Updates**

- Introduction to Templates
  - Template Concepts
  - Smart Template Technology
  - Custom Templates
- Updating Tech Pub files

**Note:** The number of lessons covered on any given day could vary due to the progress of the class.