



SWOOD DESIGN

PREREQUISITES	LENGTH	DESCRIPTION
<ul style="list-style-type: none"> SOLIDWORKS Essentials (SWOOD Design is a SolidWorks add-in and works in conjunction with the core SolidWorks toolset) <p>SWOOD & THE USER INTERFACE</p> <ul style="list-style-type: none"> SWOOD User Interface File References <p>SWOOD PANELS</p> <ul style="list-style-type: none"> Add simple panels in an assembly Manipulate the dimensions and the orientation of the panels <p>SWOOD FRAMES</p> <ul style="list-style-type: none"> Create a SWOOD frame assembly Adding panels to the frame Parametric design <p>PANELS</p> <ul style="list-style-type: none"> Panels anatomy Editing an existing panel Panel properties Creating a custom panel from scratch Multi-stock and bent panels <p>CONNECTORS</p> <ul style="list-style-type: none"> Inserting an existing connector Creating a new connector from scratch Programming interface Compound connectors and connector patterns 	<p>2 Days</p>	<ul style="list-style-type: none"> The course enables students to automate furniture design using a set of features dedicated to wood and panel processing. This course will teach you how to build a library of panels, frames, and connectors. SWOOD design makes furniture design automation possible via SWOOD smart assemblies (known as SWOODBox) that lets the user quickly create new designs with all the required manufacturing detail, by using simple drag and drop from your library. <p>SWOODBOX</p> <ul style="list-style-type: none"> SWOODBox properties Adding SWOODBox to a frame assembly Editing and manipulating the box <p>MATERIALS MANAGEMENT</p> <ul style="list-style-type: none"> Types of Materials Material appearance Material thickness <p>EDGE BANDS</p> <ul style="list-style-type: none"> Types of edge bands End and edge treatment options Stock Offset <p>SWOODBOX ANATOMY</p> <ul style="list-style-type: none"> Creating a new SWOODBox from scratch Programming interface Machining operations

