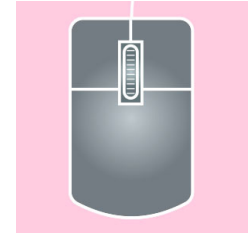


Glossary



3-Button Computer Mouse:

A computer mouse with a left, middle, and right button. Three-button mice may also have a middle wheel that can click and scroll. Use the left and right buttons to left-click and right-click.



3D:

Having (or appearing to have) three dimensions: width, height and depth.

3D Modeling:

The process of creating a 3D representation of an object, for instance using specialized computer software.

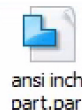
3D Printing:

The process of turning a digital 3D CAD model on your computer into a solid, 3D object in the real world using a specialized 3D printer.



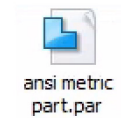
ANSI Inch:

A template option that lets you design and measure in the Imperial System (inches).



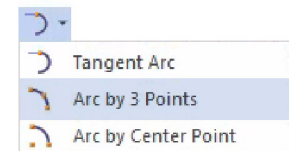
ANSI Metric:

A template option that lets you design and measure in the Metric System (millimeters).



Arc by 3 Points Tool:

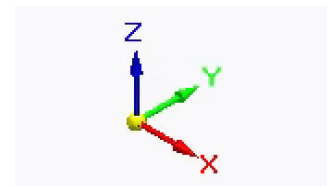
A tool that creates an arc connecting 3 specified points.



B

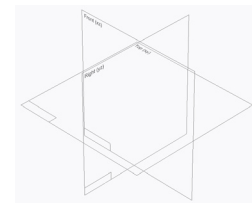
Base (Base Coordinate System):

Symbol in the center of the working area that lets you see the X, Y and Z axes of the design.



Base Reference Planes:

The three reference planes at the center of the Solid Edge workspace. The planes intersect at right angles and define the views: Top (XY), Right (YZ), and Front (XZ).



Brainstorming:

Spontaneous ideation alone or in a group.

C

Circle by Center Point Tool:

A tool that draws a circle based on a specified center and radius.



Cut Tool:

A tool with a scissors icon that removes an object and copies it to the clipboard.



D

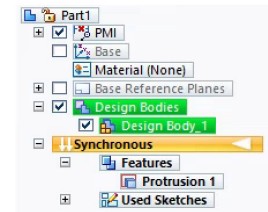
Delete:

Lets you remove objects or features. Can be accessed by right-clicking and selecting from the drop-down menu, or in the mini-toolbar near the top of the screen. Or hit function + delete on the keyboard.



Design Bodies:

A menu under Pathfinder that lists all the self-contained 3D parts of a model.



Design Body:

A self-contained 3D part of a model. A model can be made up of one or more bodies.

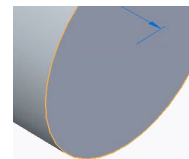
Diameter:

The width of a circle through its center.

E

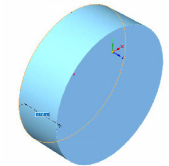
Edge:

The line where two faces of a 3D shape meet.



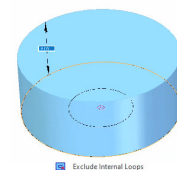
Extrude Tool:

A tool that extends a sketch through space to either add or remove material from your model.



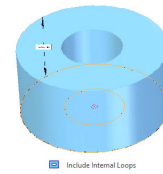
Exclude Internal Loops:

With Exclude Internal Loops selected, two concentric circles will extrude as a solid cylinder. The inner circle (the “internal loop”) is ignored.

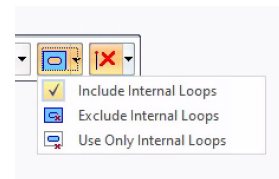


Include Internal Loops:

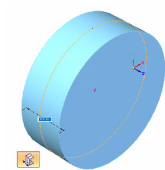
With Include Internal Loops selected, two concentric circles will extrude as a hollow tube. The inner circle (the “internal loop”) is factored in.

**Internal Loops:**

An option that determines whether or not your design will be affected by other lines or sketches touching or on top of the face you’re extruding.

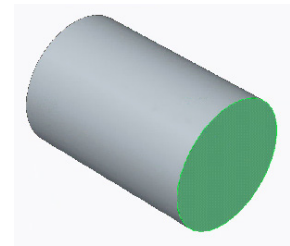
**Symmetry:**

An option that extends a sketch symmetrically, in opposite directions from the sketch you select. Tap SHIFT to turn symmetry on/off while using the Extrude tool.



F**Face:**

A flat or curved surface that makes up the outside of a 3D shape. For example, a cube has 6 faces; a cylinder has 3.



I**Ideation:**

The process of coming up with ideas.

Iteration:

The process of repetition and modification that leads to new ideas and improvements.

L

Line Tool:

A tool that creates a line between two points.



Lip Tool:

A tool that creates a lip or groove along an edge. You can choose whether material is added to form a lip, or removed to form a groove.

M

Model:

An object represented in 3D.

O

Offset Tool:

A tool that duplicates and shifts a sketch to a specified side and distance.



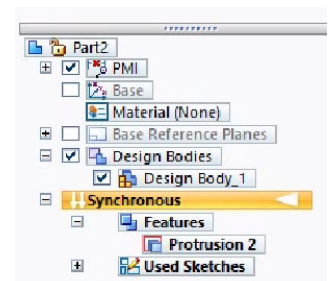
P

PAR:

A template option that lets you design an object in parts.

Pathfinder:

Solid Edge menu that lets you turn on/off Base Reference Planes, the Base Coordinate Symbol, Design Bodies, and PMI (measurements). Located in the top left corner in Solid Edge.

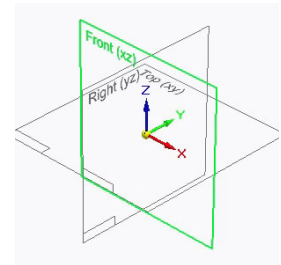


Perpendicular:

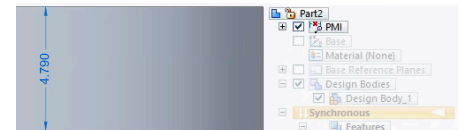
When two objects are oriented 90 degrees apart so they appear to intersect at a right angle.

Plane:

A flat surface typically used for drawing 2D sketches in 3D space. In theory, the size of a plane is infinite, but it's displayed on screen at a fixed size to make it easier to select and visualize.

**PMI:**

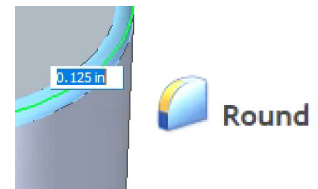
Stands for Product Manufacturing Information and lists out the measurements used in a design.

**Prototype:**

A test design that helps determine if the design works or needs to be modified.

R**Round Tool:**

A tool that rounds selected edges of an object by a specified amount.

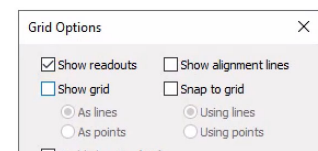


S**Select Tool:**

A basic cursor tool that allows you to highlight or deselect elements.

**Show Readouts:**

A setting under Grid Options that displays in numerals where your cursor is within the coordinate system.

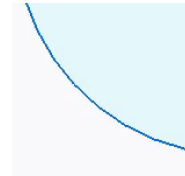


Sketch:

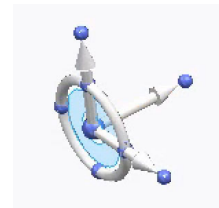
A 2D drawing.

Sketch profile:

The 2D outline of a sketch.

**Steering wheel:**

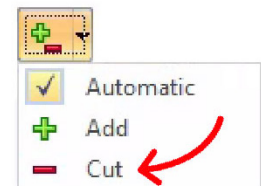
Lets you rotate and move objects in three different ways: rotationally, linearly, or with freeform movements.

**STL:**

“Standard Triangle Language” or “Standard Tessellation Language” — a file format that’s widely used for CAD and 3D printing.

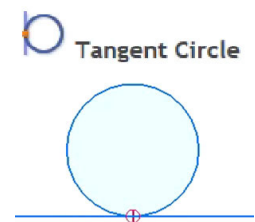
Subtract:

A setting of the extrude tool that removes material from existing 3D bodies. Also called “Cut”.



T**Tangent Circle Tool:**

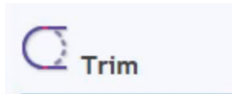
A tool that creates a circle that touches an existing sketch or surface at only one point, without intersecting it.

**Tolerance:**

Every 3D printer has a specific tolerance, meaning the prints it makes might deviate slightly from the actual CAD design dimensions by a particular amount.

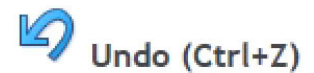
Trim Tool:

A tool that removes unwanted parts or portions from your design sketch.



U**Undo:**

Undo the previous action using the back arrow icon, or keyboard combination Control + Z.

**Upcycle:**

Taking an object, especially one that cannot be reused or recycled, and adding value to it by giving it a new purpose.

V**Viewcube:**

Solid Edge icon that lets you control the orientation of the object you're designing, so you can view it from a particular side. For example: top, bottom, left, right. Located in the bottom right corner in Solid Edge.

