



How to Import in Solidworks

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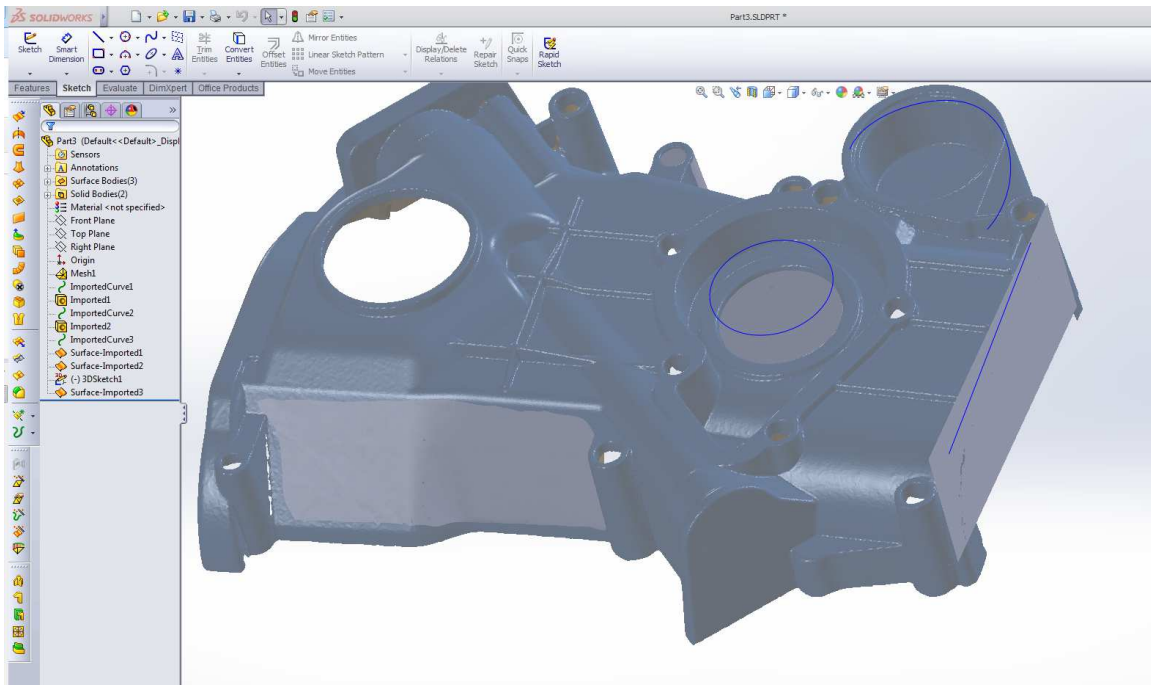
1 GUIDELINES TO FOLLOW IN VXMODEL

In order to import successfully your entities into SolidWorks, you should export the entities in a specific format from VXmodel.

Once imported, the entities will turn in a SolidWorks item. It could be a "3DSketch", an "imported curve", a "Surface Imported" or an "Imported" solid body.

Here is the list of the entities, the format you should use and how they are named once imported.

Entities	Format	Named in SolidWorks
	.iges	3DSketch
	.iges	Imported Curve
	.iges	Surface Imported
	.iges or .step	Imported (Solid body)

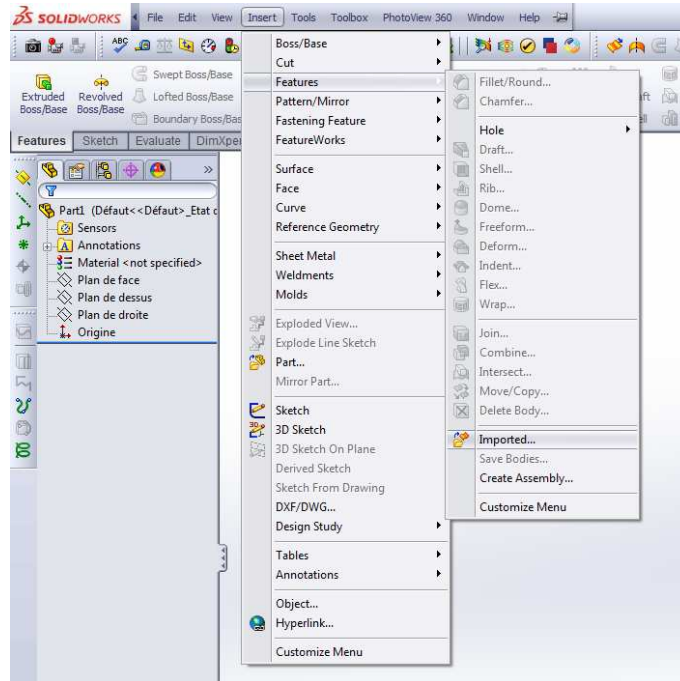


Tips: We recommend exporting the entities by type or one at a time. Mixing types together could lead to a bad import (curves and planes in one .iges file for instance)

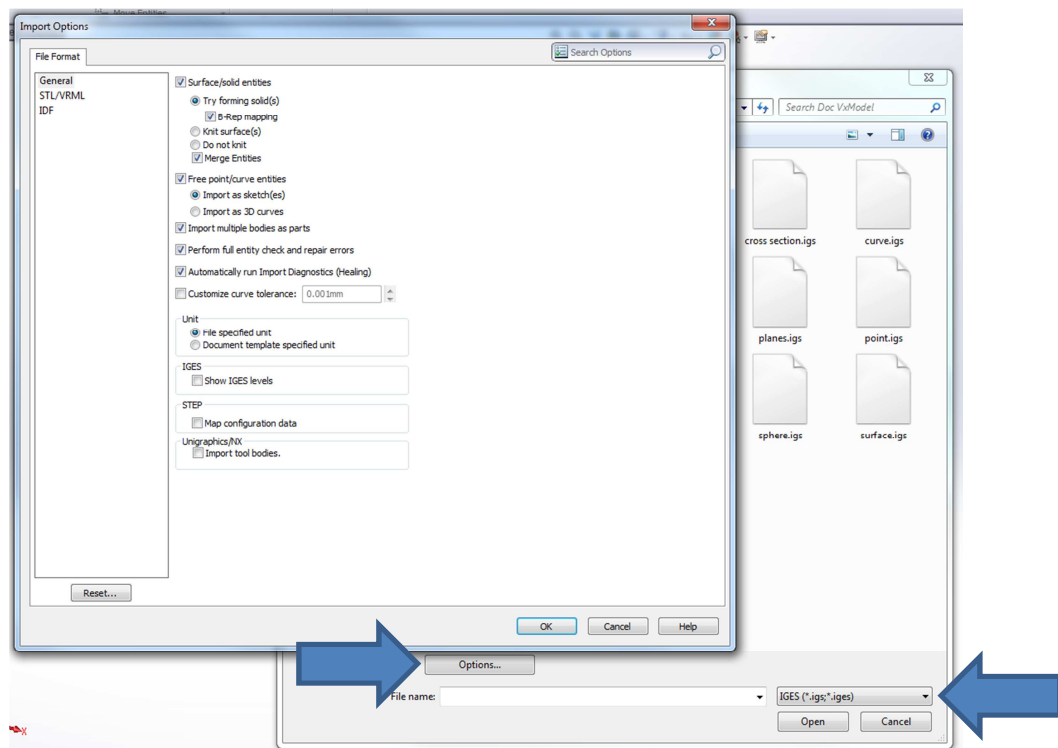
2 REVERSE FROM VXMODEL ENTITIES

2.1 HOW TO IMPORT ENTITIES INTO SOLIDWORKS

- In a part, go to “Insert->Features->Imported geometry”.



- Select the right format at the bottom right of the window. You may check the import options at the same time. The following options usually work well.



2.2 HOW TO USE ENTITIES TO BUILD A CAD MODEL

Once in SolidWorks, the “Surface Imported” and “Imported” (Solid body) entities can be:

- Modified
- Used as reference “Sketch Plane”
- Trimmed together to shape a solid
- Used to cut solid.

“Imported Curve” can be used:

- As reference for sketches
- For measurements between different areas (points).

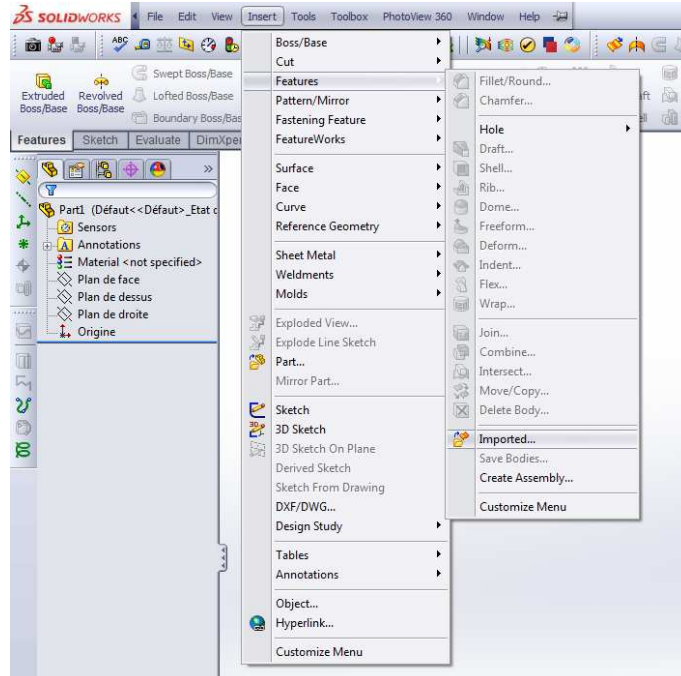
What **cannot** be done:

- Use the “Imported curves” to create solid operations.

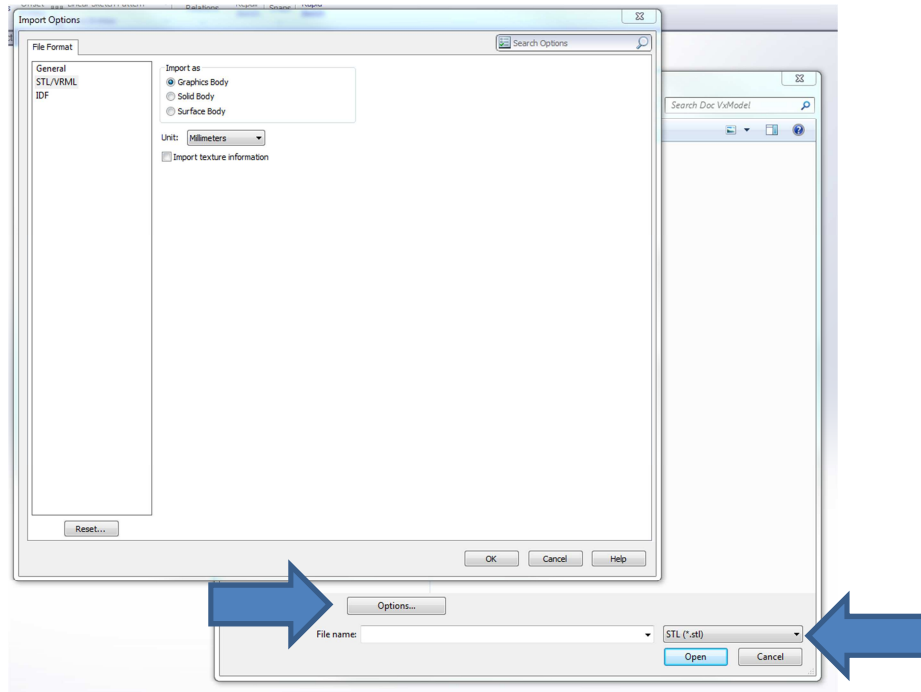
2.3 HOW TO USE THE MESH FILE INTO SOLIDWORKS

In Solidworks, it is possible to open a .stl file as a “Graphic Body”. This will help visualizing the entire part as you are completing the reverse engineering. You **cannot** use the mesh file directly; it is a visual tool only.

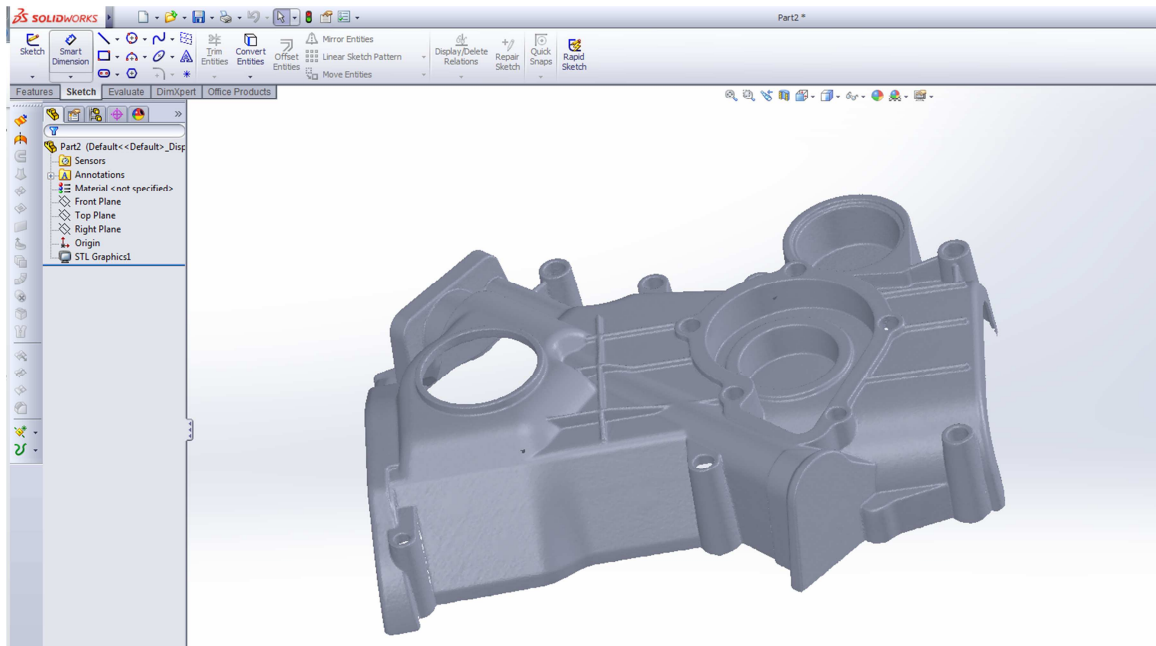
- To import the .stl as a Graphic Body, follow the same procedure that was used to import entities: “Insert->Features->Imported geometry”.



- Select the .stl format in the bottom right of the window. You should also check that the import option is set to “Graphic Body”.



Once imported, you will be able to see the mesh file:

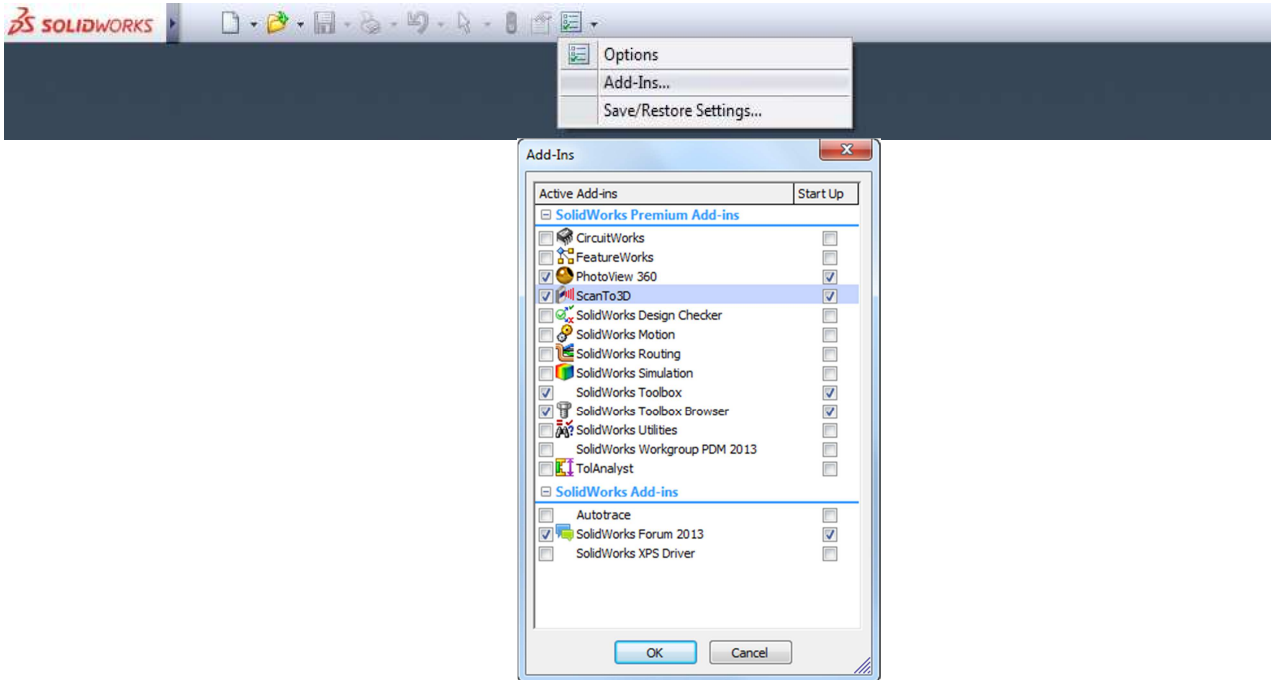


2.4 SOLIDWORKS PREMIUM SCANTO3D

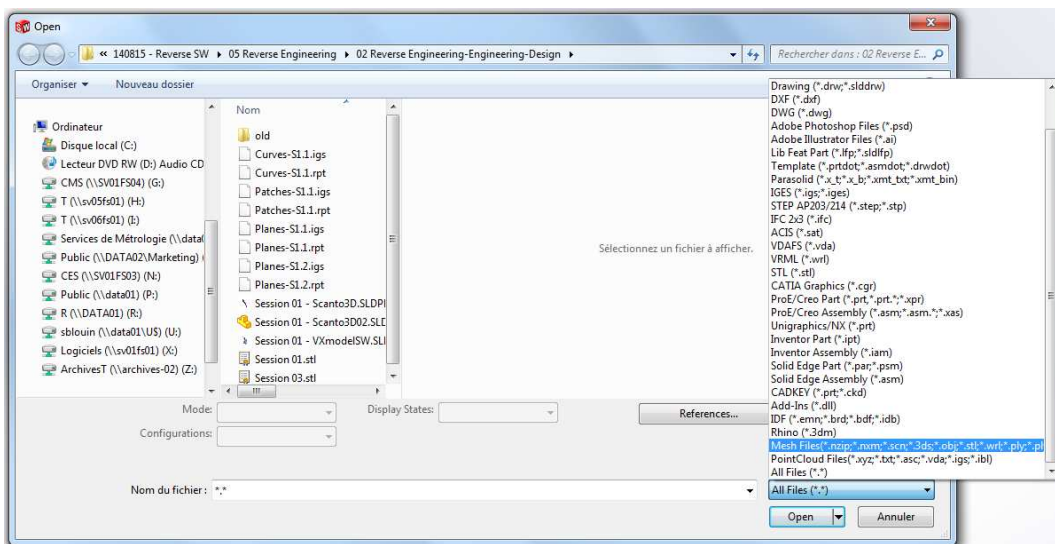
The ScanTo3D module is available only in the Premium version of SolidWorks. ScanTo3D is NOT mandatory to use entities created in VXmodel. With this module, you get the advantage to import and USE the mesh file into SolidWorks instead of using it as a “Graphic Body” only.

- Activation of the Add-Inn ScanTo3d :

Open the Add-ins manager from the title bar and activate ScanTo3D.



- Select the “Mesh files” group at the bottom right of the screen. If you skip this step, Solidworks will open it as a “Graphic Body”.



- Once opened, the mesh file will be displayed as a “Mesh” in the project tree.

