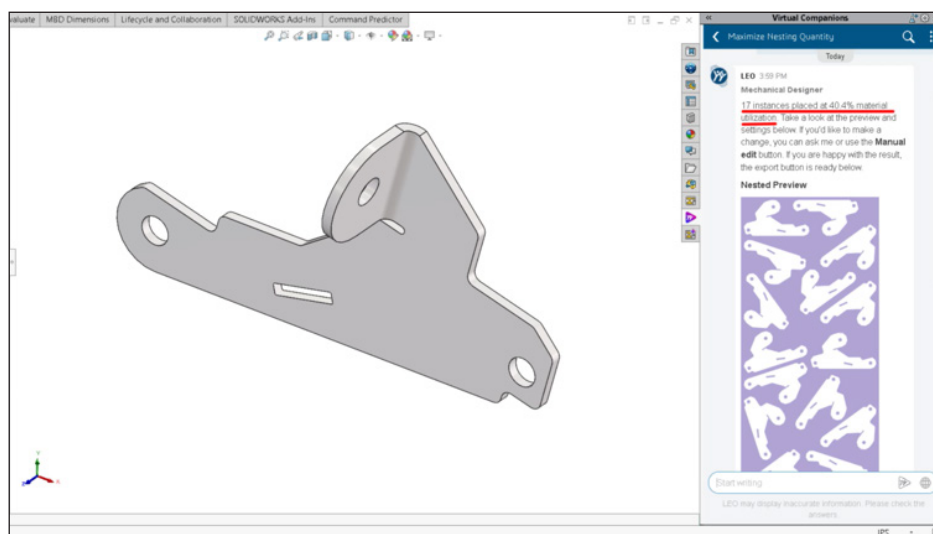


AI

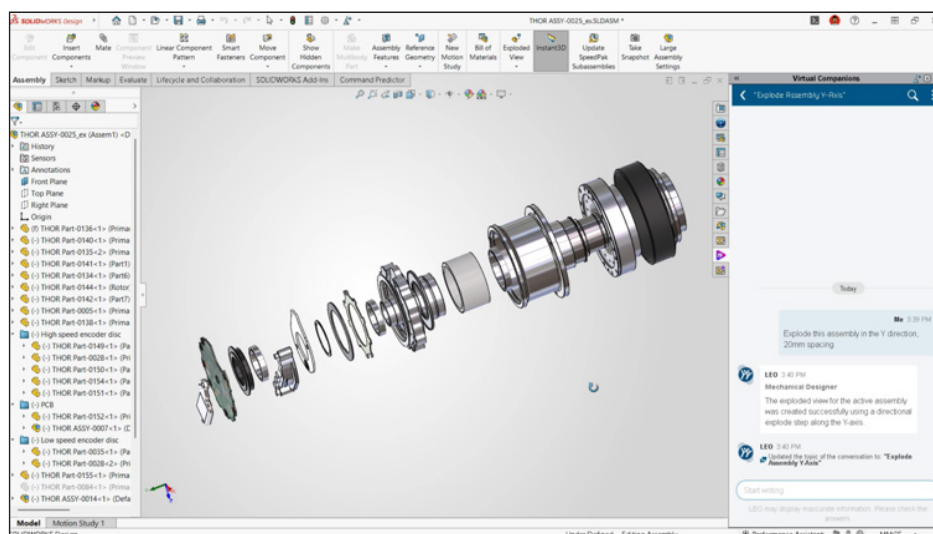
NESTING FOR SHEET METAL COMPONENTS

- Optimise sheet layouts via natural language to maximise material usage and fabrication speed



EXPLODE VIEW GENERATION

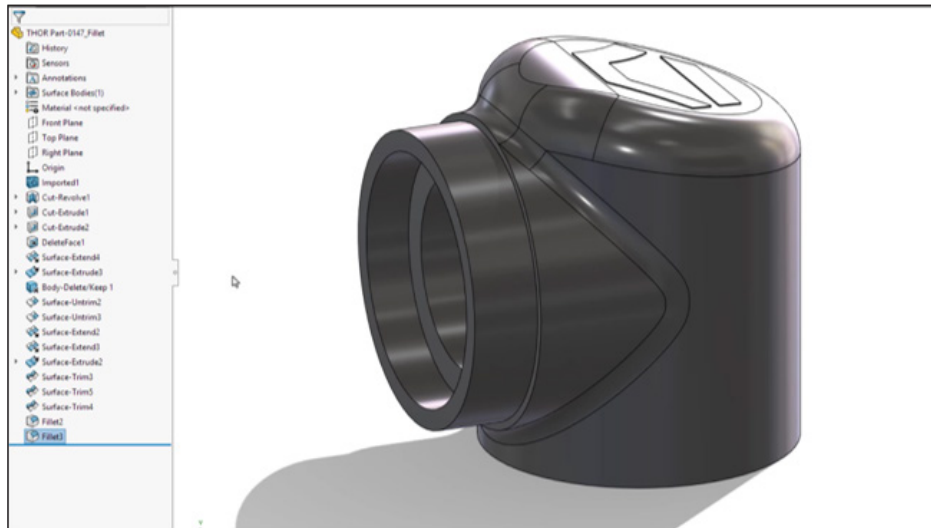
- Generate editable exploded views for assemblies using natural language



PARTS

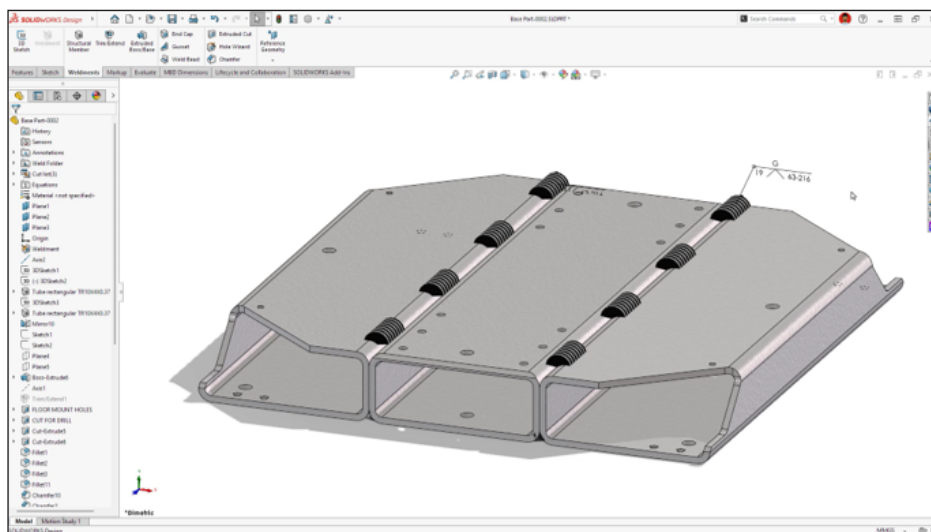
CHORD WIDTH FILLETS

- Create constant-width fillets directly from edge selection - no more switching to Face Fillet
- Works across multiple edges meeting at a vertex



AUTO-DETECT WELD EDGES

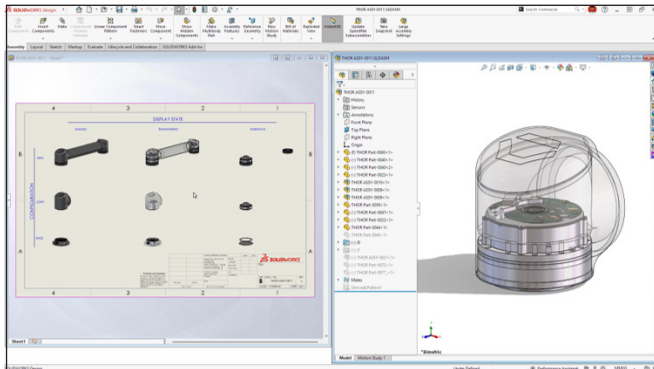
- Automatically find and select every weldable edge in a multi-body part with one click



DRAWINGS

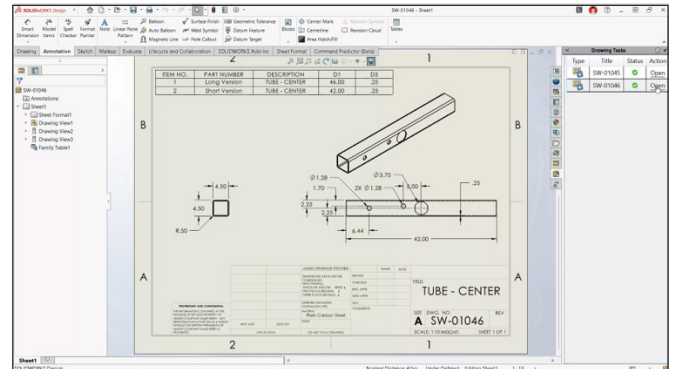
OPEN TO DISPLAY STATE

- See exactly what's referenced - configuration and display state



UPDATE DRAWINGS IN BACKGROUND (2026 FD03)

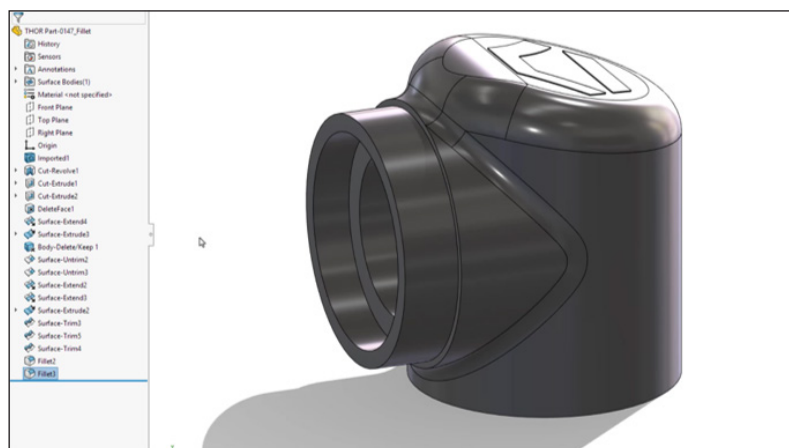
- Auto update modified drawings without leaving your design session



ASSEMBLIES

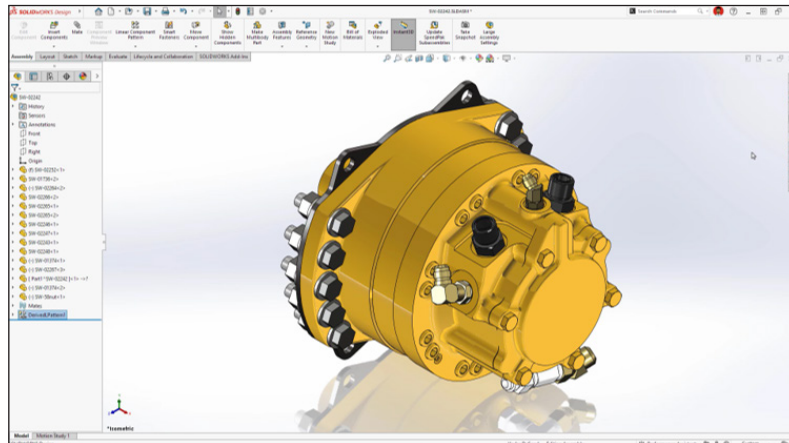
CASCADING ASSEMBLY VARIABILITY TABLES

- Drive dimensions, configurations, and suppression states across your entire assembly from one table



PATTERN ASSIST FOR HARDWARE STACK (2026 FD03)

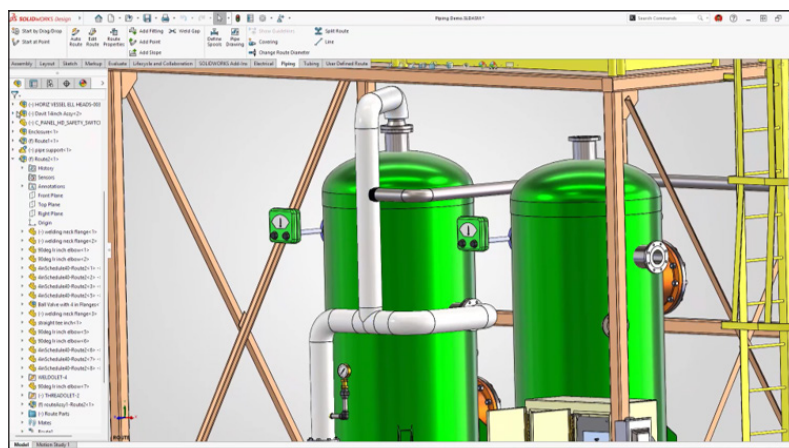
- Reduce mates and manual component copies with this rich, contextual, pattern-creating prompt



ROUTING

UNIFORM COVERINGS (2026 FD01)

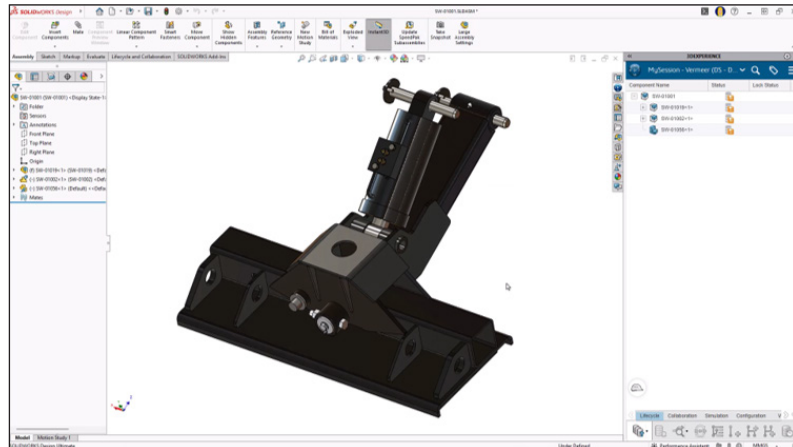
- Apply coverings to tees, crosses, reducers, and elbows
- Apply coverings directly to supported fittings, including tees, crosses, reducers, and elbows, creating more complete and accurate routing designs



UX

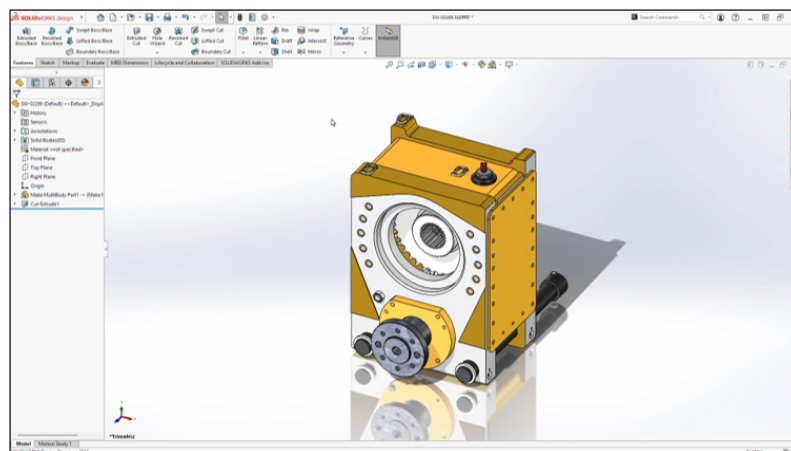
BROWSE REFERENCE FILES (2026 FD03)

- Find and replace missing references from 3DEXPERIENCE Platform



SUGGEST MULTIBODY PART (2026FD02)

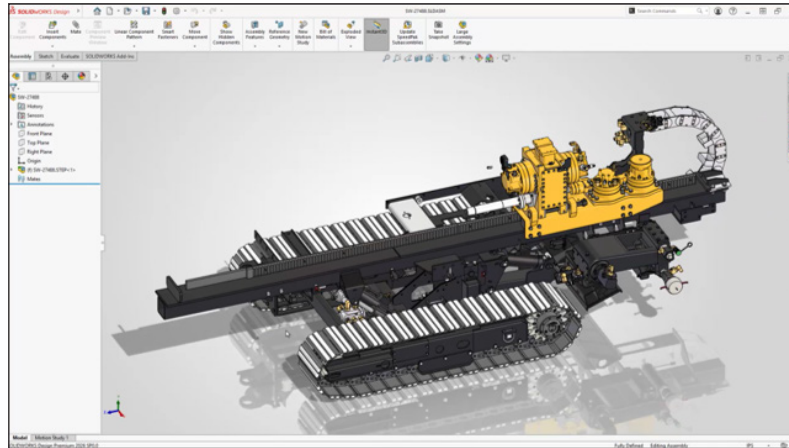
- Recommends the superior "Make Multibody Part" command when making Assembly Features



IMPORT/EXPORT

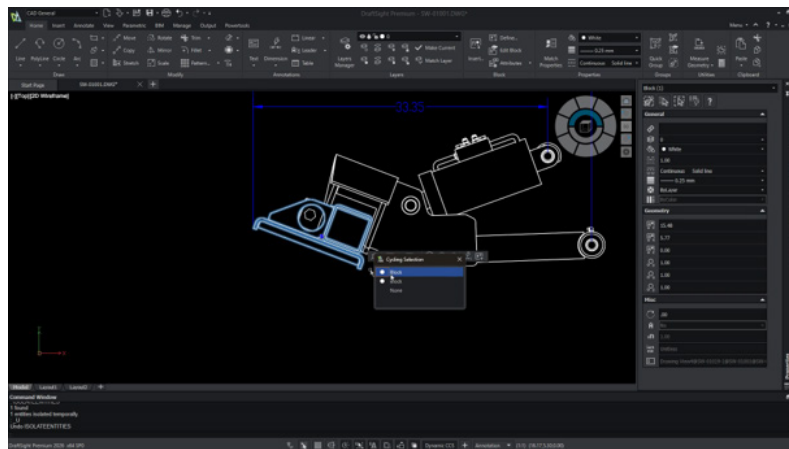
BACKGROUND IMPORTING (2026 FD01)

- Queue and import models in the background, without interrupting your workflows
- Import large files in the background while continuing to work in SOLIDWORKS, reducing downtime and improving productivity



DRAWING VIEW BLOCKS (2026 FD01)

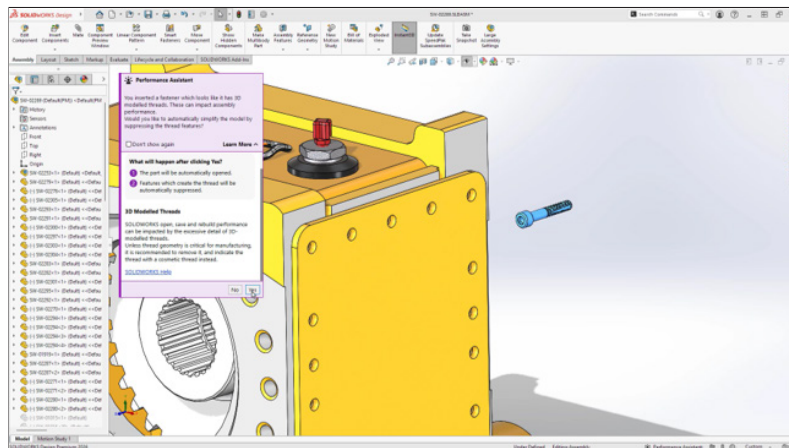
- Export top level components as blocks
- Preserve components and subassemblies as blocks when exporting drawings to DWG/DXF, simplifying edits, improving organisation, and enabling faster reuse in downstream drafting workflows



PERFORMANCE

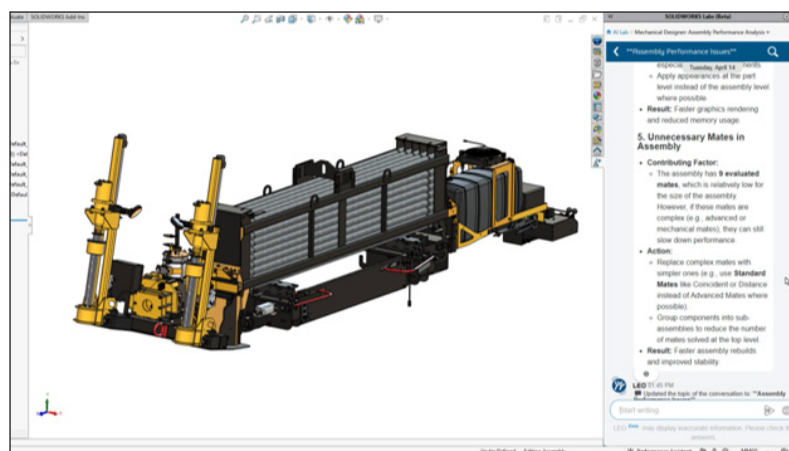
FASTENER SIMPLIFICATION (2026 FD02)

- Improve assembly performance by simplifying threaded fasteners with one click
- Identify fasteners with complex thread geometry using AI and suppress thread features with one click, improving large-assembly performance while preserving the option to restore them later



PERFORMANCE ASSISTANT (2026 FD02)

- Constantly monitor assembly mate, reference, and graphics performance
- Identify performance-degrading assembly issues with an always-on assistant that provides guidance and direct access to the Assembly Performance Evaluation too



VISUALISE

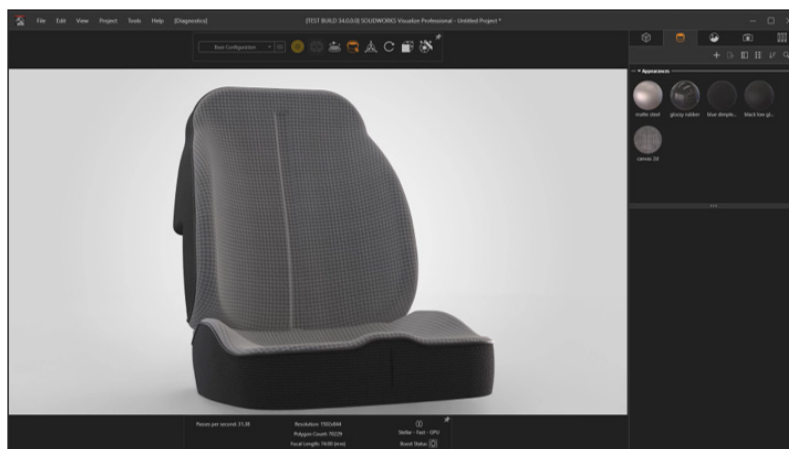
NON-UNIFORM VOLUMETRICS

- Render clouds, smoke, haze, and more
- Previous update built the system to render volumetrics, this release adds the ability to import custom shapes and densities for much greater number of use cases



UV EDITOR (2026 FD03)

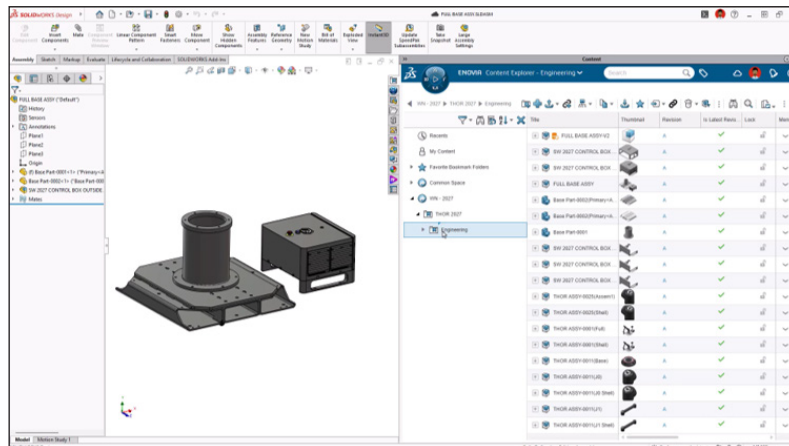
- Advanced texture wrapping on complex geometry



COLLABORATION

CONTENT EXPLORER INTEGRATION (2026 FD02)

- Access, organise, and open content in SOLIDWORKS with Content Explorer



STREAMLINE TASK INTEGRATION (2026 FD03)

- Accelerate collaboration across internal or external teams from within SOLIDWORKS Design

