



3DVIA Composer

Prerequisites	Length	Description
Experience with the Windows operating system.	3 Days	This course teaches you how to use the 3DVIA Composer software to create 2D and 3D Technical Documentation by re-purposing your 3D CAD Data.

Getting Started

- What is the 3DVIA Composer Application
- Starting 3DVIA Composer
- 3DVIA Composer Terminology and User Interface
- Preferences & Document Properties
- Creating 2D Output

Creating Cover and Detail Images

- Views
- Rendering Tools
- Navigation Tools
- Camera Alignment Tools
- Create 2D Output
- Digger

Creating an Exploded View

- Visibility Tools
- Exploded Views
- Collaborative Actors
- Styles
- Vector Graphics Output

Creating Additional Exploded Views

- Paper Space
- Importing Files
- File Types
- Update Views with Selected Actors
- Align Actors
- Explode Lines
- Custom Views
- Linking Between Views

Creating Bills of Materials

- Bill of Materials
- Vector Graphics Output
- Another BOM Table

Creating a Marketing Image

- Selections
- Search & Meta-Properties
- Textures
- Lighting
- High Resolution Image

Creating Interactive Content

- Timeline Pane
- Selections in the Key Track
- Position & Property Keys
- Filters
- Animating Collaborative Actors
- Digger Keys
- Events

Creating a Walkthrough Animation

- Camera Keys
- Adding Views to the Timeline
- Grids

Creating an Explode and Collapse Animation

- Assembly Selection Mode
- Scenarios

Updating 3DVIA Composer Files

- Update an Entire Assembly
- Changing the Geometry of an Actor

Publishing from 3DVIA Composer

- Preparing a File for Publishing
- Publishing to PDF
- Publishing Inside Microsoft Word
- Publishing to HTML

