



SolidWorks Visualize

Prerequisites	Length	Description
Basic experience with SolidWorks software, and experience with Windows operating system.	2 Days	This course will provide an in-depth coverage of creating photorealistic renderings. With the use of case studies, you will learn the necessary commands and workflows needed to set-up, manage, and complete a rendering.

Introduction

- Photorealistic Rendering
- Right Brain Vs Left Brain
- Product Visualization

Getting Started

- The Visualization Process
- User Interface
- Display Manager
- Graphic Cards
- Elements of Product Visualization

Applying Appearances

- Procedural Appearances
- Illumination
- Appearance Properties
- Texture Appearances
- Transparent Appearances
- Reflections

Appearance Mapping

- Texture Mapping
- Decal Mapping
- Appearance Stacking
- Texture Orientation
- Mapping Adjustments

Cameras and Lighting

- Setting and Creating Cameras
- Multi-viewports
- Camera Optics
- Named Views
- Scenes and Lighting
- Direct Lighting
- Photographic Lighting
- Lighting Schemes
- Shadows
- Ambient Light
- Surface Finish
- Spot Lights
- Bloom

Configurations

- Model Configurations

Animation Tools

- Basic Animation Studies
- Rotation Animation
- Turntable Study
- Basic Motion Study

Output Options

- Output Design Intent
- Resolution
- Quality Settings
- Preview Renderings
- Scheduled Renderings

