



USING SOLIDWORKS COMPOSER

PREREQUISITES	LENGTH	DESCRIPTION
<ul style="list-style-type: none"> ■ Experience with the Windows operating system. <p>► QUICK START</p> <ul style="list-style-type: none"> ■ Quick Look at SOLIDWORKS Composer <p>► GETTING STARTED</p> <ul style="list-style-type: none"> ■ What is the SOLIDWORKS Composer Application? ■ Starting SOLIDWORKS Composer ■ SOLIDWORKS Composer Terminology ■ SOLIDWORKS Composer User Interface ■ Multiple Panes in the Viewport ■ Customize User Interface ■ Preferences and Document Properties ■ Creating 2D Output <p>► CREATING COVER AND DETAIL IMAGES</p> <ul style="list-style-type: none"> ■ Rendering Tools ■ Navigation Tools ■ Camera Alignment Tools ■ Digger ■ Create 2D Output ■ Exercise 1: Navigation Tools ■ Exercise 2: Digger ■ Exercise 3: Updating Views 	<p>3 Days</p>	<ul style="list-style-type: none"> ■ This course teaches you how to use the SOLIDWORKS Composer software to create 2D and 3D output from CAD design data. This course is compatible with version 2018. <p>► CREATING AN EXPLODED VIEW</p> <ul style="list-style-type: none"> ■ Visibility Tools ■ Exploded Views ■ Collaborative Actors ■ Styles ■ Vector Graphics Output ■ Exercise 4: Exploded View ■ Exercise 5: Styles ■ Exercise 6: Markups and Annotations ■ Exercise 7: Visibility and Rendering Tools <p>► CREATING ADDITIONAL EXPLODED VIEWS</p> <ul style="list-style-type: none"> ■ PaperSpace ■ Update Views with Selected Actors ■ Custom Views and Linking Between Views ■ Exercise 8: Importing Assemblies ■ Exercise 9: Merging and Aligning Actors ■ Exercise 10: Custom Views <p>► CREATING BILLS OF MATERIALS</p> <ul style="list-style-type: none"> ■ Bill of Materials ■ Vector Graphics Output ■ Assembly Level BOM ■ Assembly Selection Mode ■ Exercise 11: Exploded Views, BO Ms, and Cal louts ■ Exercise 12: Assembly Level BO Ms ■ Exercise 13: Vector Graphics Files



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► CREATING A MARKETING IMAGE

- Selections
- Textures
- Lighting
- Scenes
- High Resolution Image
- Exercise 14: Lights and Textures
- Exercise 15: Render Effects

► CREATING AN ANIMATION

- Timeline Pane
- Location Keys
- Exercise 16: Creating an Explode Animation

► CREATING INTERACTIVE CONTENT

- Views for Animation
- Improving the Animation
- Digger Keys
- Selections in the Key Track
- Events
- Animating Collaborative Actors
- Exercise 17: Managing the Timeline Pane
- Exercise 18: Animating Collapse Sequences
- Exercise 19: Events

► CREATING A WALKTHROUGH ANIMATION

- Camera Keys
- Grids
- Additional Camera Functionality
- Exercise 20: Camera Keys I
- Exercise 21: Camera Keys 2

► ADDING SPECIAL EFFECTS TO ANIMATIONS

- Animation Library Workshop
- Animation Special Effects
- Assembly Selection Mode in Animations
- Scenarios
- Exercise 22: Animating Actors and the Digger
- Exercise 23: Animation Library Workshop

► UPDATING SOLIDWORKS COMPOSER FILES

- Update an Entire Assembly
- Changing the Geometry of an Actor
- Exercise 24: Updating from CAD

► PUBLISHING FROM SOLIDWORKS COMPOSER

- Preparing a File for Publishing
- Publishing to PDF
- Publishing Inside Microsoft Word
- Adding Custom Buttons
- Publishing to HTML
- Exercise 24: Updating from CAD
- Exercise 25: Publishing to PDF
- Exercise 26: Publishing inside Microsoft Word
- Exercise 27: Publishing inside HTML