



SOLIDWORKS VISUALIZE

PREREQUISITES	LENGTH	DESCRIPTION
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- Experience with the Windows Operating System and some experience with a conventional camera.

2 Days

- This course teaches how to use the SOLIDWORKS Visualize software to create professional, high quality renderings, videos and VR outputs for marketing purposes.

► **CAD TO SOLIDWORKS VISUALIZE**

- Objectives
- Rendering from CAD
- Project Description
- Importing to Visualize
- Render Selection
- Denoiser
- Appearances
- File Libraries
- Scenes
- Rendering
- Exercise 1: Cooler
- Exercise 2: Sun Glasses

► **IMPORT SETTINGS & APPEARANCES**

- Import Settings & Appearances
- Project Description
- Part Grouping
- Structure and Organization
- Selection Tools
- Object Manipulation
- Split
- SOLIDWORKS Visualize Add-In
- Appearance Types
- Texture Mapping
- Appearance Type Parameters
- Exercise 3: SOLIDWORKS Add-In
- Exercise 4: Arbor Press

► **DECALS**

- Decals
- Decal Feature
- Decal Depth
- Decal Mapping
- Exercise 5: Pencil Sharpener
- Exercise 6: Water Bottle
- Exercise 7: Balm Texture Map
- Blend Texture
- Multi-Layer Decal Process

► **CAMERAS**

- Cameras
- Aspect Ratio
- Keep Above Floor
- Perspective
- Camera Orientation
- Distance/Dolly
- Position XYZ
- Camera Positioning
- Grid Overlay
- Depth of Field
- Filters
- Apply to Geometry Only
- Exercise 8: British Car
- Exercise 9: Watch



SOLIDWORKS VISUALIZE

► BACKPLATES, ENVIRONMENTS & LIGHTS

- Backplates
- Environments
- Lights
- Exercise 10: Car In Sun
- Exercise 11: Water Bottle Backplate

► PRODUCTIVITY TOOLS

- Productivity Tools
- Multiple Views
- Render All Cameras
- Time Limit Rendering
- Export
- Render All Configurations
- Render Queue
- Visualize Boost
- Exercise 12: Ice Pick
- Exercise 13: Guitar Colors

► ANIMATIONS & GROUPING

- Animation
- Groups
- Animation Timeline and Controls
- Animation Output
- Motion Blur
- Keyframe Animation
- Exercise 14: Cooler Animation
- Exercise 15: Pencil Sharpener Explode

► CAMERA ANIMATIONS

- Camera Animations
- Camera Movement with the Triad
- Camera Animation
- Keyframe Properties
- Exercise 16: Guitar
- Exercise 17: Pencil Sharpener Camera Animation

► ANIMATING APPEARANCES, SCENES

- Appearance and Scene Animations
- Scene Animation
- Appearance Animations
- Exercise 18: Guitar Color
- Exercise 19: Video Decals

► ALTERNATIVE OUTPUTS

- Alternative Outputs
- Turntable
- Viewport Turntables
- Interactive Images
- Images per Orbit
- Panorama View
- Sun Study
- 360 Camera
- Stereo Anaglyph
- Exercise 20: Computer Room

► SIMULATIONS

- Simulated Physics
- Shake Simulations
- Simulation Manager
- Simulation States
- Vehicle Simulations
- Physics Animations
- Exercise 21: Toys
- Summary