

# Training: SOLIDWORKS Composer (3 days)

**Prerequisites:** Experience with the Windows operating system.

**Description:** 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.

## Introduction:

- About This Course

## Lesson 1: Quick Start

- Quick Look at SOLIDWORKS Composer

## Lesson 2: Getting Started

- What is the SOLIDWORKS Composer Application?
- SOLIDWORKS Composer Terminology
- SOLIDWORKS Composer User Interface
- Views
- Navigation Tools
- Updating Views
- Collaborative Actors
- Camera Views
- Creating 2D Output
- View Mode/Animation Mode

## Lesson 3: Creating Cover and Detail Images

- Rendering Tools
- Camera Alignment Tools
- Custom Rendering
- Digger

## Lesson 4: Creating an Exploded View

- Visibility Tools
- Exploded Views
- Collaborative Actors
- Styles
- Vector Graphics Output
- Markups and Annotations

## Lesson 5: Creating Additional Exploded Views

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

## Lesson 6: Creating Bills of Materials

- Bill of Materials
- Vector Graphics Output
- Another BOM Table
- Assembly Level BOM
- Assembly Selection Mode

## Lesson 7: Creating a Marketing Image

- Selections
- Textures
- Lighting
- Scenes
- High Resolution Image

## Lesson 8: Creating an Animation

- Timeline Pane
- Location Keys
- Auto-Keys

## Lesson 9: Creating Interactive Content

- Views for Animation
- Improving the Animation
- Digger Keys
- Selections in the Key Track
- Events
- Animating Collaborative Actors

## Lesson 10: Creating a Walkthrough Animation

- Camera Keys
- Grids
- Additional Camera Functionality

## Lesson 11: Adding Special Effects to Animations

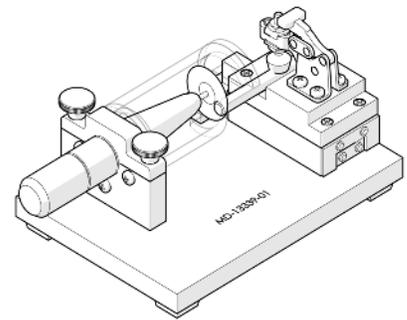
- Animation Library Workshop
- Animation Special Effects
- Assembly Selection Mode in Animations

## Lesson 12: Updating SOLIDWORKS Composer Files

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

## Lesson 13: Working with Projects

- Product Files
- Product Orientation
- View Files
- Scenario Files
- Swapping Project Files



## Lesson 14: Publishing from SOLIDWORKS Composer

- Preparing a File for Publishing
- Publishing to PDF
- Publishing Inside Microsoft PowerPoint
- Publishing to HTML
- Default HTML
- Custom HTML
- Linked SVG Files
- Publishing Multiple Views