

Training: SOLIDWORKS Visualize (2 days)

Prerequisites: Experience with the Windows® operating system. Some experience operating a conventional camera.

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

Introduction

- About This Course
- User Interface Appearance
- More SOLIDWORKS Training Resources
- What is SOLIDWORKS Visualize?

Lesson 1: CAD to SOLIDWORKS Visualize

- Rendering from CAD
- Importing to Visualize
- Render Selection
- Denoiser
- Appearances
- File Libraries
- Scenes & Rendering

Lesson 2: Import Settings and Appearances

- Import Settings
- Appearances
- Part Grouping
- Structure and Organization
- Selection Tools
- Object Manipulation
- Split, Copy and Paste
- Appearance Types
- Textures & Texture Mapping
- Appearance Type Parameters
- Merge Parts

Lesson 3: Decals

- Decals
- Decal Feature
- Decal Depth
- Decal Mapping
- Blend Texture
- Multi-Layer Decal Process

Lesson 4: Cameras

- Cameras
- Aspect Ratio
- Keep Above Floor
- Perspective
- Camera Orientation
- Grid Overlay
- Depth of Field
- Filters
- Exercise 8: British Car
- Exercise 9: Watch

Lesson 5: Backplates, Environments and Lights

- Scenes
- Import Model
- New Cutting Plane & Backplates
- Environments & Lights

Lesson 6: Productivity Tools

- Productivity Tools
- Multiple Views
- Render All Cameras
- Time Limit Rendering
- Configurations
- Export
- Render All Configurations
- Render Queue
- Visualize Boost

Lesson 7: Animations and Grouping

- Animations
- Groups
- Animations
- Animation Output
- Motion Blur
- Keyframe Animation

Lesson 8: Camera Animations

- Camera Animations
- Camera Movement with the Triad
- Camera Animation
- Keyframe Properties

Lesson 9: Animating Appearances, Scenes

- Appearance and Scene Animations
- Scene Animation
- Appearance Animations

Lesson 10: Alternative Outputs

- Alternative Outputs
- Turntable
- Interactive Images
- Panorama View
- Sun Study 360 Camera
- Export

Lesson 11: Simulations

- Simulated Physics
- Shake Simulations
- Simulation Manager
- Simulation States
- Vehicle Simulations
- Physics Animations
- Conclusion

