

SOLIDWORKS Composer

Length: 3 Days

Prerequisite: SOLIDWORKS Essentials

Description: Using SOLIDWORKS Composer teaches the user how to use the SOLIDWORKS Composer software to create 2D and 3D output from CAD design data.

Course Syllabus

Introduction

- About This Book
- More SOLIDWORKS Training Resources

Lesson 1 – Quick Start

- Quick Look at SOLIDWORKS Composer

Lesson 2 – Getting Started

- What is the SOLIDWORKS Composer Application?
- Starting SOLIDWORKS Composer
- SOLIDWORKS Composer Terminology
- SOLIDWORKS Composer User Interface
- Preferences and Document Properties
- Creating 2D Output

Lesson 3 – Creating Cover and Detail Images

- Overview
- Views
- Rendering Tools
- Navigation Tools
- Camera Alignment Tools
- Digger
- Create 2D Output

Lesson 4 - Creating an Exploded View

- Overview
- Visibility Tools
- Exploded Views
- Collaborate Actors
- Styles
- Vector Graphics Output
- Template Editor

Lesson 5 - Creating Additional Exploded Views

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

Lesson 6 - Creating Bills Of Materials

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

Lesson 7 - Creating a Marketing Image

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

Lesson 8 - Creating an Animation

- Overview
- Timeline Pane
- Location Keys

Lesson 9 - Creating Interactive Content

- Overview





- Selections in the Key Track
- Location and Property Keys
- Filters
- Animating Collaborative Actors
- Digger Keys
- Events

Lesson 10 - Creating a Walkthrough Animation

- Overview
- Camera Keys
- Adding Views to the Timeline
- Grids
- Additional Camera Functionality

Lesson 11 - Creating an Explode and Collapse Animation

- Overview
- Assembly Selection Mode in Animation
- Scenarios
- Assembly Groups

Lesson 12 - Updating SOLIDWORKS Composer Files

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

Lesson 18 - Virtual Reality and Panoramic

- Setup Virtual Reality and Panoramic Render
- Recommendation on Use-Cases

Lesson 13 - Publishing from SOLIDWORKS Composer

- Overview
- Preparing File for Publishing
- Publishing to PDF
- Publishing Inside Microsoft Word
- Publishing to HTML

Appendix A - Additional Applications and Workshops

- Overview
- SOLIDWORKS Composer Sync and SOLIDWORKS Composer Enterprise Sync
- SOLIDWORKS Composer Check
- Simplification Workshop

Appendix B - Answer Key

- Overview





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