SOLIDWORKS Visualize

Length: 2 Day

Prerequisite: SOLIDWORKS Essentials

Description: You will leave this course with an understanding of what goes into creating great rendered images and animations from your SOLIDWORKS model. This course covers the fundamentals of importing your SOLIDWORKS models in the Visualize Environment and setting up appearances, lighting, and scenes. You will learn how to create great rendered still images, as well as setting up animations, virtual reality renderings, and more. If you are ready to create stunning marketing content from your CAD models, this class is for you!

Course Syllabus

Lesson 1 – Introduction to Rendering

- What is "rendering" and what can it do for you?

Lesson 2 – Introduction to the Interface

- Getting acquainted with the interface

Lesson 3 - SOLIDWORKS Appearance Review

- Recommended Workflows
- SOLIDWORKS appearance application review

Lesson 4 - Import Setting

- Recommended Workflows
- Which Options Should I Be Using?
- Strategies for Choosing Import Options

Lesson 5 - Appearances

- Applying Appearances in Visualize
- Manipulating Appearances in Visualize

Lesson 6 – Scenes

- Changing Scenes
- Adjusting Lighting
- Strategies for Choosing Scenes

Lesson 7 - Camera Settings

- Camera Background Infor
- Setting up Cameras
- Viewport Efficiency Tips

Lesson 8 - Decals

- Applying Decals in Visualize
- Importing Decals from SOLIDWORKS

Lesson 9 - Monitor Files

- Updating File From SOLIDWORKS
- Handling Design Changes

Lesson 10 - Object Manipulation

- Moving Components
- Strategies for Efficient Model Setup

Lesson 11 - Output Settings

- Ensuring a Beautiful Final Result with Proper Output Settings

Lesson 12 - Using Configurations

- Creating Configurations in Visualize
- Understanding SOLIDWORKS and Visualize Terminology

Lesson 13 - Animation

- Working with the Timeline
- Creating Keyframes
- Strategies for Success in Rendered Animation

Lesson 14 - Motion Blur

- Background Information
- Motion Blur Setup

Lesson 15 - Presentation Mode

- Purpose and Use Case for Presentation Mode

Lesson 16 - Render Queue

- Setup Queue for Scheduled Rendering

Lesson 17 - Individual Render Passes

- Individual Passes for Post Processing Applications

Lesson 18 - Virtual Reality and Panoramic

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

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