SOLIDWORKS Visualize

Overview:

The course shows you how to use your CAD files in SOLIDWORKS Visualize to create renders that are professional and of high quality, as well as videos and VR outputs that you can use as marketing content.

Duration:

InClass: 2 Days (Full Time) 8:30am- 4:30pm

Pre-requisites:

- Experience with Windows operating systems
- Some experience operating a conventional camera

CAD to SOLIDWORKS Visualize

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

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

Decals

- Decals
- Decal feature
- Blend texture
- Multi-layer Decal process
- Decal depth
- Decal mapping

Cameras

- Cameras
- Aspect Ratio
- Keep above floor
- Perspective
- Camera orientation
- Grid overlay
- Depth of field
- Filters

Backplates, Environments and Lights

- Scenes
- Import model
- Backplates
- Environments
- New cutting plane
- Lights

Productivity Tools

- Productivity Tools
- Multiple views
- Render all cameras
- Time limit rendering
- Output viewer
- Configurations
- Export
- Render all configurations
- Render queue
- Patterns
- Visualize Boost

Animations and grouping

- Groups
- Animations
- Animation outputs
- Motion Blur
- Keyframe Animation

Camera Animations

- Templates
- Folder templates
- Camera movement with the Triad
- Camera animation
- Keyframe properties

Animating Appearances, Scenes

- Scene Animation
- Appearance Animation

Alternative Outputs

- Alternative outputs
- Turntable
- Interactive Images
- Panoramic view
- Sun study
- 360 Camera
- Export
- Conclusion

Simulations

- Simulated Physics
- Shake simulations
- Simulation Manager
- Simulation states
- Vehicle simulations
- Physics Animations
- Conclusions