

SOLIDWORKS Visualize – 2 days (14h)

1. CAD to SOLIDWORKS Visualize

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

2. Import Settings and Appearances

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

3. Decals

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

4. Cameras

- Cameras
- Aspect Ratio
- Keep Above Floor
- Perspective
- Camera Orientation
- Grid Overlay
- Depth of Field
- Filters

5. Backplates, Environments and Lights

- Scenes
- New Cutting Plane
- Backplates
- Environments
- Lights

6. Productivity tools

- Multiple Views
- Render All Cameras
- Time Limit Rendering
- Output Viewer
- Configurations
- Exports
- Render All Configurations
- Render Queue
- Visualize Boost

see Part 2 on next page »

Course Objectives : At the end of each course, students will know the capabilities of the software and will be able to use the learned features.

Training Course : Training is given in class at SolidXperts or online where each student has access to a workstation or online product version.

Methodology : Training is based on case studies demonstrated by the instructor. At the end of each lesson, time will be given for exercises.

Competences Evaluation : During the classwork, the instructor will correct the exercises on-demand and explain the solutions to the entire class if needed.

Instructor : SolidXperts trainers are Certified SolidWorks Instructors (CSWI) and authorized by Emploi-Québec.

Course Materials : One or more training manuals are included with the training course.

Attestation : A certificate will be given to each student at the end of the course to attest to the successful completion of the requirements for the course.

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SOLIDWORKS Visualize (Part 2)

7. Animation and Grouping

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

8. Camera Animations

- Camera Animations
- Camera Movement with the triad
- Keyframe Properties

9. Animating Appearances, Scenes

- Appearance Animations
- Scene Animations

10. Alternative outputs

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

11. Simulations

- Simulated physics
- Shake simulation
- Simulation manager
- Simulation states
- Vehicle simulation
- Physics Animations

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