SOLIDWORKS Composer – 3 days (21h)

1. Getting Started

- What is the SOLIDWORKS Composer Application?
- Notes on SOLIDWORKS Composer
- SOLIDWORKS Composer terminology
- SOLIDWORKS Composer user interface
- View
- Navigation Tools
- Updating Views
- Collaborative Actors
- Camera Views
- Transform
- Creating 2D Output
- View Mode/Animation Mode

2. Creating Cover and Detail Images

- Rendering tools
- Camera and Alignment tools
- Custom Rendering
- Digger

3. Creating an Exploded View

- Visibility tools
- Exploded View
- Collaborative Actors
- Styles
- Vector Graphics Output

4. Creating Additional Exploded Views

- Importing Files
- Paper Space
- Update views With Selected Actors
- Align Actors
- Explode Lines
- Custom Views
- Linking Between Views

5. Creating Bills of Material

- Bills of Material
- Vector Graphic Output
- Another BOM Table
- Assembly Level BOM
- Assembly Selection Mode

6. Creating a Marketing Image

- Selections
- Textures
- Lighting
- Scenes
- High Resolution

7. Creating an Animations

- Timeline Pane
- Location Keys

8. Creating Interactive Content

- Views for Animation
- Improving the Animation
- Digger Keys
- Selections in the Key Track
- Events
- Animating and Collaborative Actors

9. Creating a Walkthrough Animation

- Camera Keys
- Grids
- Adding Views to the Timeline

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SOLIDWORKS Composer *(Part 2)*

10. Adding Special Effects to Animations

- Animation Library Workshop
- Animation Special Effects
- Assembly Selection Mode in Animations
- Scenarios

11. Updating SOLIDWORKS Composer Files

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

12. Working with Projects

- Product Files
- Product Orientation

13. Publishing from SOLIDWORKS Composer

- Preparing a File for Publishing
- Publishing to PDF
- Publishing Inside Microsoft Word
- Publishing to HTML
- Linked SVG Files
- Publishing Multiple Views