

SOLIDWORKS Visualize Professional Course Outline

 DURATION/TIME 2 Days 9:00 am - 5:00 pm	 METHODOLOGY Practical hands-on with using computers, lecturing, discussions and case studies.
 PREREQUISITES Experience with the Windows™ Operating System. Some experience operating a conventional camera.	 TARGET Application Engineer, R&D Engineer, Product Designer or Engineer, and Industrial Engineer

INTRODUCTION

This course teaches how to use the SOLIDWORKS Visualize software to create professional, high-quality renderings, videos and VR outputs for marketing purposes.

OBJECTIVE

At the end of this program participants are expected to:

- Obtain fundamental skills and concepts central to the successful use of SOLIDWORKS Visualize
- Understand the behavior of SOLIDWORKS Visualize and how to use the tools to create professionals, high-quality rendering, videos, and VR outputs

CONTACT

IME CADCAM RESOURCE CENTRE SDN BHD
Certified ISO 9001:2015 QMS

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SOLIDWORKS Visualize Professional

DAY 1

Course Outline:

Lesson 1: CAD to SOLIDWORKS Visualize

- Objectives
- Rendering from CAD
- Project Description
- Importing to Visualize
- Render Selection
- Denoiser
- Appearances
- File Libraries
- Color Picker
- Scenes
- Rendering

Lesson 2: Import Settings and Appearances

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

Lesson 3: Decals

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

Lesson 4: Cameras

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

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DAY 2

Course Outline:

Lesson 5: Backplates, Environments and Lights

- Objectives
- Scenes
- Project Description
- Import Model
- Backplates
- Questions
- Environments
- New Cutting Plane
- Lights

Lesson 6: Productivity Tools

- Objectives
- Productivity Tools
- Multiple Views
- Render All Cameras
- Time Limit Rendering
- Output Viewer
- Configuration
- Export
- Render All Configurations
- Render Queue
- Patterns
- Visualize Boost

Lesson 7: Animation and Grouping

- Objectives
- Animations
- Groups
- Animations
- Animation Outputs
- Motion Blur
- Keyframe Animation

Lesson 8: Camera Animations

- Objectives
- Camera Animations
- Camera Movement with the Triad
- Camera Animations
- Keyframe Properties

Lesson 9: Animation Appearances, Scenes

- Objectives
- Appearance and Scene Animation
- Scene Animation
- Appearance Animation

Lesson 10: Alternative Outputs

- Objectives
- Alternative Outputs
- Turntable
- Interactive View
- Panoramic View
- Sunlight Animation
- 360 Camera
- Export

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