



Duration: 3 Days

Prerequisites:

- Experience with the Windows operating system.

Course Outline

Teaches you how to use the SolidWorks Composer software to create 2D and 3D output from CAD design data. This course is compatible with versions V6R2013.

The main topics covered include:

Lesson 1: Quick Start

Quick Look at SolidWorks Composer

Lesson 2: Getting Started

What is the SolidWorks Composer Application?
Starting SolidWorks Composer
SolidWorks Composer Terminology
SolidWorks Composer User Interface
Preferences and Document Properties
Creating 2D Output
Exercise 1: User Interface
Exercise 2: Terminology

Lesson 3: Creating Cover and Detail Images

Overview
Views
Rendering Tools
Navigation Tools
Camera Alignment Tools
Create 2D Output
Digger
Exercise 3: Navigation Tools
Exercise 4: Digger
Exercise 5: Updating Views

Lesson 4: Creating an Exploded View

Overview
Visibility Tools
Exploded Views
Collaborative Actors
Styles
Vector Graphics Output
Exercise 6: Exploded View
Exercise 7: Styles
Exercise 8: Markups and Annotations
Exercise 9: Visibility and Rendering Tools

Lesson 5: Creating Additional Exploded Views

Paper Space
Importing Files
File Types
Update Views with Selected Actors
Align Actors
Explode Lines
Custom Views
Linking Between Views
Exercise 10: Importing Assemblies
Exercise 11: Merging and Aligning Actors
Exercise 12: Custom Views

Lesson 6: Creating Bills of Materials

Bill of Materials
Vector Graphics Output
Another BOM Table
Assembly Level BOM
Exercise 13: Exploded Views, BOMs, and Callouts
Exercise 14: Assembly Level BOMs
Exercise 15: Vector Graphics Files

Lesson 7: Creating a Marketing Image

Selections
Textures
Lighting
Scenes
High Resolution Image
Exercise 16: Lights and Textures
Exercise 17: Render Effects

Lesson 8: Creating an Animation

Timeline Pane
Position Keys
Exercise 18: Creating an Explode Animation

Lesson 9: Creating Interactive Content

Selections in the Key Track
Position and Property Keys
Filters
Animating Collaborative Actors
Digger Keys
Events

Lesson 10: Creating a Walkthrough Animation

Camera Keys
Adding Views to the Timeline
Grids
Additional Camera Functionality
Exercise 22: Camera Keys 1
Exercise 23: Camera Keys 2

Lesson 11: Creating an Explode and Collapse Animation

Assembly Selection Mode
Scenarios
Exercise 24: Animating Actors and the Digger
Exercise 25: Compound Motion and Scenarios

Lesson 12: Updating 3DVIA Composer Files

Update an Entire Assembly
Changing the Geometry of an Actor
Exercise 26: Updating from CAD

Lesson 13: Publishing from 3DVIA Composer

Preparing a File for Publishing
Publishing to PDF
Publishing inside Microsoft Word
Publishing to HTML

Please do not hesitate to contact us for registration and further information

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