

Course: SOLIDWORKS Composer

MFG

Description

This course teaches you how to use the SOLIDWORKS Composer software to create 2D and 3D outputs from CAD data. You will also learn how to create animations and update your view data when CAD files change.

Training objectives

On completion of this course you will be able to create 2D and 3D images for production documentation applications such as Adobe Illustrator or CorelDRAW. Create animations to use for documentation or marketing of your product designs. Update product documentation when changes are applied to your CAD files.

Prerequisites

Experience with Windows Operating System.

Familiarity with the fundamentals of SOLIDWORKS software would be advantageous, but not compulsory. SOLIDWORKS Composer runs as a standalone application to SOLIDWORKS and hence has its own user interface.


Skills you will acquire


Able to create Cover and Detail Images. Able to create Exploded View & BOM. Able to create Vector Images & Animations.

Who should attend


Anyone interested in creating stunning graphical content or transform a CAD model into a dazzling interactive animation. Follow on course may be Visualise Rendering.

Delivery mode

 Face-to-face or Online

 Virtual classroom

Duration

 3 days or 4 hours

Course Outline

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

Lesson 3: Creating Cover and Detail Images

- Views
- Rendering Tools
- Navigation Tools
- Camera Alignment Tools
- Digger
- Create 2D Output

Lesson 4: Creating an Exploded View

- Visibility Tools
- Exploded Views
- Collaborative Actors
- Styles
- Vector Graphics Output
- Explode Lines
- Custom Views
- Linking Between Views

Lesson 5: Creating Additional Exploded Views

- Paper Space
- Importing Files
- File Types
- Update Views with Selected Actors
- Align Actors

Lesson 6: Creating Bills of Materials

- Bill of Materials
- Vector Graphics Output
- Another BOM Table

- Assembly Level BOM
- Assembly Selection Mode

Lesson 7: Creating a Marketing Image

- Selections
- Textures
- Lighting
- Scenes
- High Resolution Image

Lesson 8: Creating an Animation

- Timeline Pane
- Location Keys

Lesson 9: Creating Interactive Content

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

Lesson 10: Creating a Walkthrough Animation

- Camera Keys
- Grids
- Additional Camera
- Functionality

Lesson 11: Adding Special Effects to Animations

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

Lesson 12: Updating SOLIDWORKS Composer Files

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

Lesson 13: Publishing from SOLIDWORKS Composer

- Preparing a File for Publishing
- Publishing to PDF
- Publishing Inside Microsoft Word
- Publishing to HTML