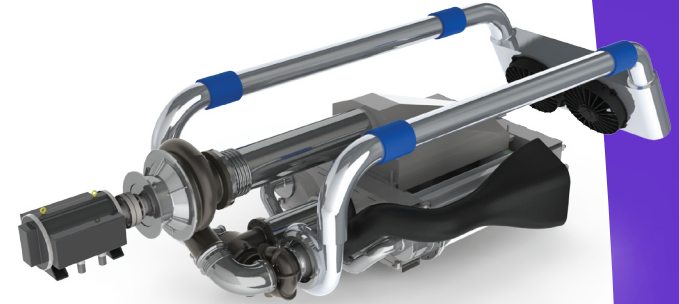


SolidWorks 3DVIA Composer 2012 Training Course

Course Outline

Duration: 2 days • Prerequisites: Experience with the Windows operating system.

- LESSON 1** Getting Started
- LESSON 2** Creating Cover and Detail Images
- LESSON 3** Creating an Exploded View
- LESSON 4** Creating Additional Exploded Views
- LESSON 5** Creating Bills of Materials
- LESSON 6** Creating a Marketing Image
- LESSON 7** Creating an Animation
- LESSON 8** Creating Interactive Content
- LESSON 9** Creating a Walkthrough Animation
- LESSON 10** Creating an Explode and Collapse Animation
- LESSON 11** Updating 3DVIA Composer Files
- LESSON 12** Publishing from 3DVIA Composer



Training Content

LESSON 1

Getting Started

- What is the 3DVIA Composer Application?
- Starting 3DVIA Composer
- 3DVIA Composer Terminology
- 3DVIA Composer User Interface
- Preferences and Document Properties
- Creating 2D Output
- Exercise 1: User Interface
- Exercise 2: Terminology

LESSON 2

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 3

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 4

Creating Additional Exploded Views

- Overview
- 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 5

Creating Bills of Materials

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

LESSON 6

Creating a Marketing Image

- Overview
- Selections
- Textures
- Lighting
- High Resolution Image
- Exercise 15: Lights and Textures
- Exercise 16: Render Effects

LESSON 7

Creating an Animation

- Overview
- Timeline Pane
- Position Keys
- Exercise 17: Creating an Explode Animation

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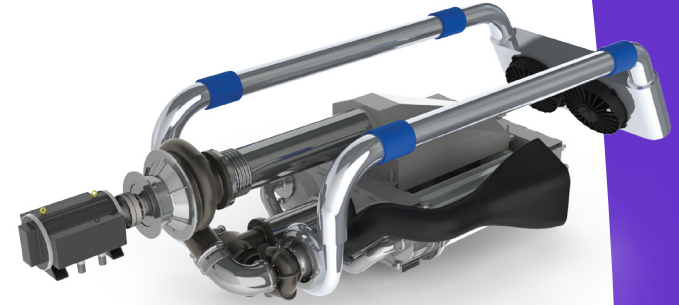


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SolidWorks 3DVIA Composer 2012 Training Course

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Training Content

LESSON 8

Creating Interactive Content

- Overview
- Selections in the Key Track
- Position and Property Keys
- Filters
- Animating Collaborative Actors
- Digger Keys
- Events
- Exercise 18: Managing the Timeline Pane
- Exercise 19: Animating Changes to Actors
- Exercise 20: Events

LESSON 9

Creating a Walkthrough Animation

- Overview
- Camera Keys
- Adding Views to the Timeline
- Grids
- Exercise 21: Camera Keys 1
- Exercise 22: Camera Keys 2

LESSON 10

Creating an Explode and Collapse Animation

- Overview
- Assembly Selection Mode
- Scenarios
- Exercise 23: Animating Actors and the Digger
- Exercise 24: Compound Motion and Scenarios

LESSON 11

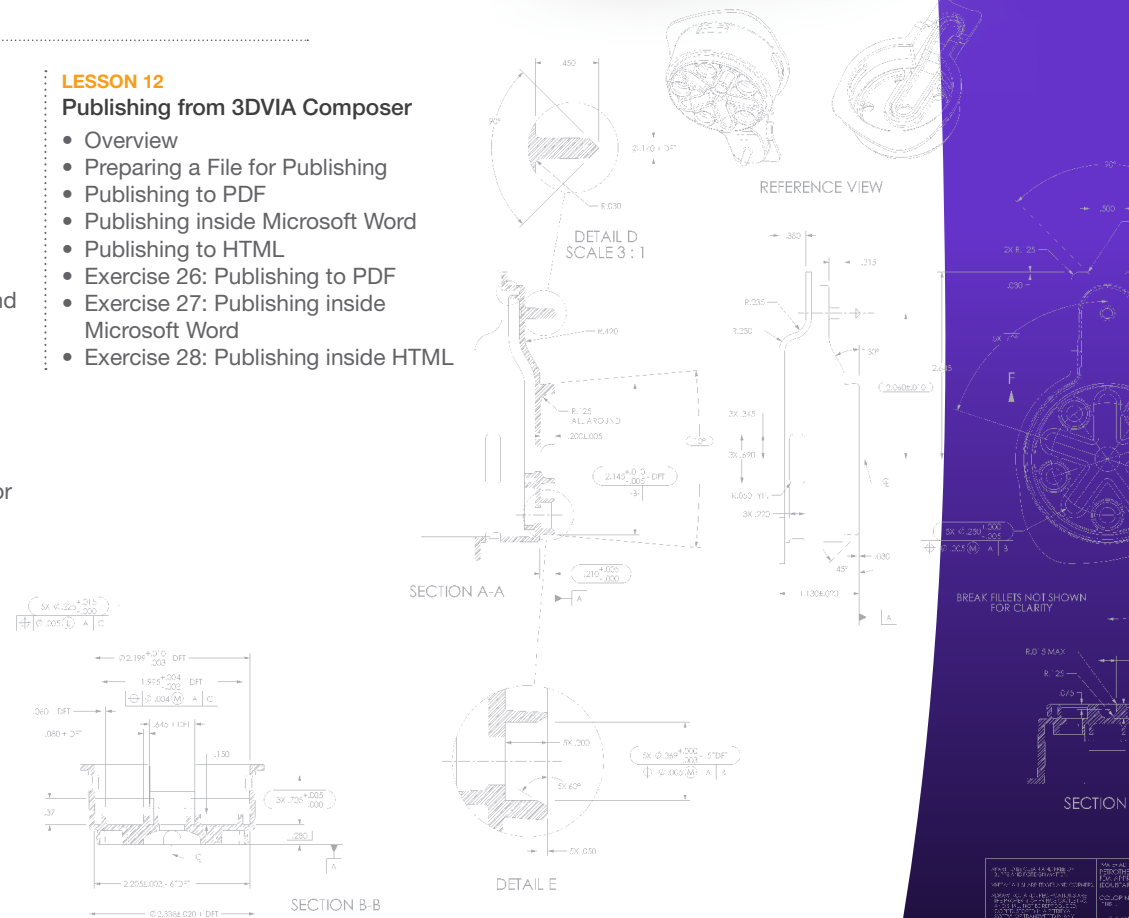
Updating 3DVIA Composer Files

- Overview
- Update an Entire Assembly
- Changing the Geometry of an Actor
- Exercise 25: Updating from CAD

LESSON 12

Publishing from 3DVIA Composer

- Overview
- Preparing a File for Publishing
- Publishing to PDF
- Publishing inside Microsoft Word
- Publishing to HTML
- Exercise 26: Publishing to PDF
- Exercise 27: Publishing inside Microsoft Word
- Exercise 28: Publishing inside HTML



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