



****Le matériel didactique est disponible seulement en anglais mais le formateur donnera la matière en français.****

À propos de ce cours

L'objectif de ce cours est de vous apprendre à utiliser le logiciel SOLIDWORKS Visualize et ainsi créer des rendus, des vidéos et des images photoréalistes à des fins marketing.

Ce cours met l'accent sur les compétences fondamentales et les concepts essentiels à l'utilisation réussie de SOLIDWORKS Visualize. Vous devez considérer le manuel du cours de formation comme un complément et non comme un remplacement à la documentation du système et à l'aide en ligne. Par conséquent, une fois que vous aurez acquis de bonnes compétences de base, vous pouvez vous reporter à l'aide en ligne pour obtenir des informations sur les options de commande moins fréquemment utilisées.

Prérequis

- Les stagiaires qui participent à ce cours doivent :
- savoir utiliser le système d'exploitation Windows™;
 - savoir utiliser une caméra conventionnelle

Longueur du cours

La durée minimale recommandée pour ce cours est deux jours.

Philosophie de la conception du cours

Ce cours est fondé sur des composants et des fonctionnalités individuels et montre comment les utiliser pour effectuer diverses tâches. En illustrant ces processus par des études de cas, il vous permet de vous familiariser avec les commandes, les options et les menus nécessaires pour réaliser diverses tâches courantes.

Lesson 1:

CAD to SOLIDWORKS Visualize

- Objectives
- Rendering from CAD
- Project Description
 - Stages in the Process...
- Importing to Visualize
 - Open
 - Visualize User Interface
 - Toolbar
 - Viewport
 - Palette



- Heads Up Display
- Drop-downs
- Render Selection
 - Easy Mode
- Appearances
- File Libraries
- Scenes
- Rendering
 - Output Tools
- Summary
- Questions
- Exercise 1 : Cooler
- Exercise 2: Sun Glasses

Lesson 2:

Import Settings and Appearances

- Objectives
- Import Settings
- Appearances
- Project Description
 - Stages in the Process....
- Part Grouping
 - Automatic
 - Flatten
 - Group/Appearance
 - Layer
 - Appearance
 - Appearance/Layer
 - Retain Structure
 - Monitor File
 - Snap to Floor
- Structure and Organization
- Selection Tools
- Object Manipulation
- Split
 - SOLIDWORKS Visualize Add-In
- Copy and Paste
- Appearance Types
 - Anisotropic
 - Backscattering
 - Emissive
 - Flat



- Generic
- Glass
- Gem
- Matte
- Metal
- Metallic Paint
- Multi-Layer
- Paint
- Plastic
- Subsurface
- Thin Film
- Textures
 - Bump
 - Alpha
 - Specular
 - Color
- Texture Mapping
 - UV
 - Box
 - Planar
 - Spherical
 - Radial
 - Cylindrical
 - Perspective
- Appearance type Parameters
- Merge Parts
- Summary
- Questions
- Exercise 3: SOLIDWORKS Add-In
- Exercise 4: Arbor Press

Lesson 3:

Decals

- Objectives
- Decals
 - Project Description
 - Stages in the Process
- Decals
- Decal Depth
- Wrapping Decals
- Blend Texture
- Multi-Layer Decal Process



- Alpha Mapping
- Multi-Layer Appearance.
- Summary
- Questions
- Exercise 5: Pencil Sharpener
- Summary
- Exercise 6: Water Bottle
- Exercise 7: Balm Texture Map
- Blend Texture
- Multi-Layer Decal Process
- Alpha Mapping
- Multi-Layer Appearance

Lesson 4:

Cameras

- Objectives
- Cameras
- Project Description
 - Stages in the Process
- Cameras
- Aspect Ratio
- Keep Above Floor
- Grid Overlay
- Perspective
- Camera Orientation
 - Distance/Dolly
 - Longitude
 - Latitude
 - Twist
 - Position XYZ
 - Camera Positioning
- Depth of Field
 - Focal Distance
 - Aperture
- Filters
 - Enable Post-Processing
 - Apply to Geometry
 - Only Bloom
- Summary
- Questions
- Exercise 8: British Car
- Summary



Exercise 9: Watch

Lesson 5:

Backplates, Environments and Lights

- Objectives

- Scenes

- Project Description

 - Stages in the Process

- Backplates

- Environments

 - HDR Environments

 - Sunlight Environments

- Questions

- Lights

- Summary

 - Questions

- Exercise 10: Car In Sun

- Summary

- Exercise 11: Water Bottle Backplate

Lesson 6:

Productivity Tools

- Objectives

- Productivity Tools

 - Project Description

 - Stages in the Process

- Multiple Views

- Render All Cameras

- Time Limit Rendering

- Configurations

- Export

 - Shared File Libraries

- Render AH Configurations

- Render Queue

- Visualize Boost

- Summary

 - Questions

- Exercise 12: Ice Pick

- Summary

- Exercise 13: Guitar Colors



Lesson 7:

Animations and Grouping

- Objectives
- Animations
 - Project Description
 - Stages in the Process
- Groups
- Animations
 - Rotation Animation
 - Animation Timeline and Controls
 - Basic Animation Controls
 - Advanced Animations Controls
 - Animation Properties
 - Animation List
 - Timeline
- Animation Output
- Motion Blur
- Keyframe Animation
 - Auto Keyframing
- Summary
 - Questions
- Exercise 14: Cooler Animation
- Summary
- Exercise 15: Pencil Sharpener Explode

Lesson 8:

Camera Animations

- Objectives
- Camera Animations
 - Project Description
 - Stages in the Process
- Camera Movement with the Triad
 - Position Camera
 - Position View
- Camera Animation
- Keyframe Properties
 - Time Point
 - Transition
 - Tension
 - Motion Ease
- Summary
 - Questions



Exercise 16: Guitar

Summary

Exercise 17: Pencil Sharpener Camera Animation

Lesson 9:

Animating Appearances, Scenes

Objectives

Appearance and Scene Animations

Project Description

Stages in the Process

Scene Animation

Appearance Animations

Summary

Questions

Exercise 18: Guitar Color

Summary

Exercise 19: Video Decals

Summary

Lesson 10:

Alternative Outputs

Objectives

Alternative Outputs

Project Description

Stages in the Process

Turntable

Viewport Turntables

Output Tools Turntable

Interactive Images

Orbits

Images per Orbit

Start Angle

End Angle

Panorama View

Sun Study

360 Camera

Mono

Stereo Two-Up

Stereo Anaglyph

Conclusion

Questions

Exercise 20: Computer Room



Summary

Lesson 11: Simulations

- Objectives
- Simulated Physics
 - Project Description
 - Stages in the Process....
- Shake Simulations
 - Dynamic Components...
 - Static Components
- Simulation Manager
- Simulation States
- Vehicle Simulations
- Physics Animations
- Conclusion
 - Questions
- Exercise 21: Toys
- Summary

Appendix:

Answers to Questions and Keyboard Shortcuts

- Answers to Questions
 - Lesson 1 Questions
 - Lesson 2 Questions
 - Lesson 3 Questions
 - Lesson 4 Questions
 - Lesson 5 Questions
 - Lesson 6 Questions
 - Lesson 7 Questions
 - Lesson 8 Questions
 - Lesson 9 Questions
 - Lesson 10 Questions
 - Lesson 11 Questions
- Keyboard Shortcuts
 - General
 - Edit
 - Mode
 - Display
 - Presentation
 - Manipulation
 - Selection
 - Scene



SW144 - SOLIDWORKS VISUALIZE

Appearance Controls....

Camera Controls

Animations