



USING SOLIDWORKS COMPOSER

Pre-Requisites: Knowledge of SOLIDWORKS and basic mechanical engineering concepts is recommended.

Daily Schedule: 8:30 a.m. - 4:30 p.m.

Length: 3 Days

Designed for users who would like to become productive quickly in using SOLIDWORKS. This 3 day course will teach you how to use the SOLIDWORKS Composer package to create 2D and 3D output from CAD design data, along with advanced functions of the SOLIDWORKS Composer software and its associated products to create, share, and distribute content.

Introduction

- » About This Course

Lesson 1:

- » 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 2:

- » Creating Cover and Detail Images
- » 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
- » 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
- » Paper Space
- » Importing Files
- » File Types
- » Update Views with Selected Actors
- » Align Actors
- » Explode Lines
- » Custom Views
- » Linking Between Views
- » Exercise 10: Merging and Aligning Actors
- » Exercise 11: Custom Views



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Lesson 5:

- » Creating Bills of Materials
- » Bill of Materials
- » Vector Graphics Output
- » Another BOM Table
- » Exercise 12: Exploded Views, BOMs, and Callouts

Lesson 6:

- » Creating a Marketing Image
- » Selections
- » Search and Meta-Properties
- » Textures
- » Lighting
- » High Resolution Image
- » Exercise 13: Lights and Textures

Lesson 7:

- » Creating Interactive Content
- » Timeline Pane
- » Selections in the Key Track
- » Position and Property Keys
- » Filters
- » Animating Collaborative Actors
- » Digger Keys
- » Events
- » Exercise 14: Managing the Timeline Pane
- » Exercise 15: Animating Changes to Actors
- » Exercise 16: Events

Lesson 8:

- » Creating a Walkthrough Animation
- » Camera Keys
- » Adding Views to the Timeline

- » Grids
- » Exercise 17: Camera Keys 1
- » Exercise 18: Camera Keys 2

Lesson 9:

- » Creating an Explode and Collapse Animation
- » Assembly Selection Mode
- » Scenarios
- » Exercise 19: Animating Actors and the Digger
- » Exercise 20: Compound Motion and Scenarios

Lesson 10:

- » Updating SOLIDWORKS Composer Files
- » Update an Entire Assembly
- » Changing the Geometry of an Actor
- » Exercise 21: Updating from CAD

Lesson 11:

- » Publishing from SOLIDWORKS Composer
- » Preparing a File for Publishing
- » Publishing to PDF
- » Publishing inside Microsoft Word
- » Publishing to HTML
- » Exercise 22: Publishing to PDF
- » Exercise 23: Publishing inside Microsoft Word
- » Exercise 24: Publishing inside HTML

Appendix A:

- » Additional Applications and Workshops
- » SOLIDWORKS Sync and SOLIDWORKS Enterprise Sync
- » SOLIDWORKS Check
- » SOLIDWORKS Path Planning
- » Simplification Workshop



These courses are taught from the official course curriculum from SOLIDWORKS Corporation, with additional information from Graphics Systems instructors.