

Users attending this course must have an overview knowledge of SOLIDWORKS software and be familiar with Microsoft Windows.

Course details:

Designed for users who would like to become productive quickly in using Composer. This 3 day course will teach you how to use the SOLIDWORKS Composer package to create 2D and 3D output from CAD design data. Upon completion of this training course, you will be able to confidently create everything from product manuals to interactive 3D animations and videos.

Lesson 1: Getting started

- What is the Composer application?
- Starting Composer
- Composer terminology
- Composer user interface
- Preferences and document properties
- Creating 2D output

Lesson 2: Creating Cover and Detail Images

- Overview
- Views
- Rendering tools
- Navigation tools
- Camera alignment tools
- Create 2D output
- Digger

Lesson 3: Creating an Exploded View

- Overview
- Visibility tools
- Exploded views
- Collaborative actors
- Styles
- Vector graphic output

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

Lesson 5: Creating Bills of Materials

- Overview
- Bills of materials
- Vector graphics output
- Another BOM table

Lesson 6: Creating a Marketing Image

- Overview
- Selections
- Textures
- Lighting
- Scenes
- High resolution image

Lesson 7: Creating an Animation

- Overview
- Timeline pane
- Position keys

Lesson 8: Creating Interactive Content

- Overview
- Selections in the key track
- Position and property keys
- Filters
- Animating collaborative actors
- Digger keys
- Events

Lesson 9: Creating a Walkthrough

- Animation
- Overview
- Camera keys
- Adding views to the timeline
- Grids

Lesson 10: Creating an Explode and

- Collapse Animation
- Overview
- Assembly selection mode
- Scenarios

Lesson 11: Updating Composer Files

- Overview
- Preparing a file for publishing
- Publishing to PDF
- Publishing inside Microsoft Word
- Publishing to HTML

