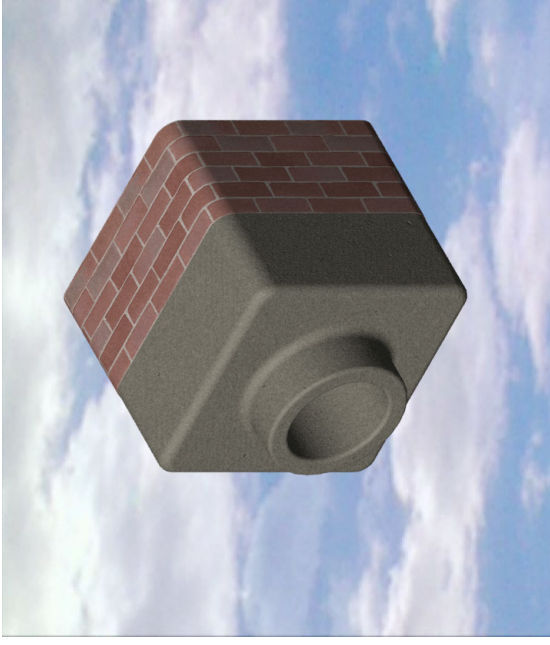


What is PhotoWorks?

A software application that creates realistic images from SolidWorks models.

PhotoWorks uses rendering effects such as:

- Materials
- Shadows
- Lights
- Backgrounds

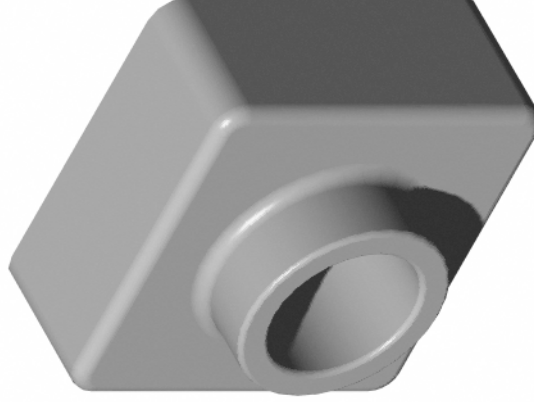


Shaded Rendering

- The basis for images in PhotoWorks.
- Shaded Rendering requires a material.
- The default material is Plastic.

To display the Shaded Rendering:

- Click Render  on the PhotoWorks toolbar.





Materials

Materials specify the properties of a model's surface.

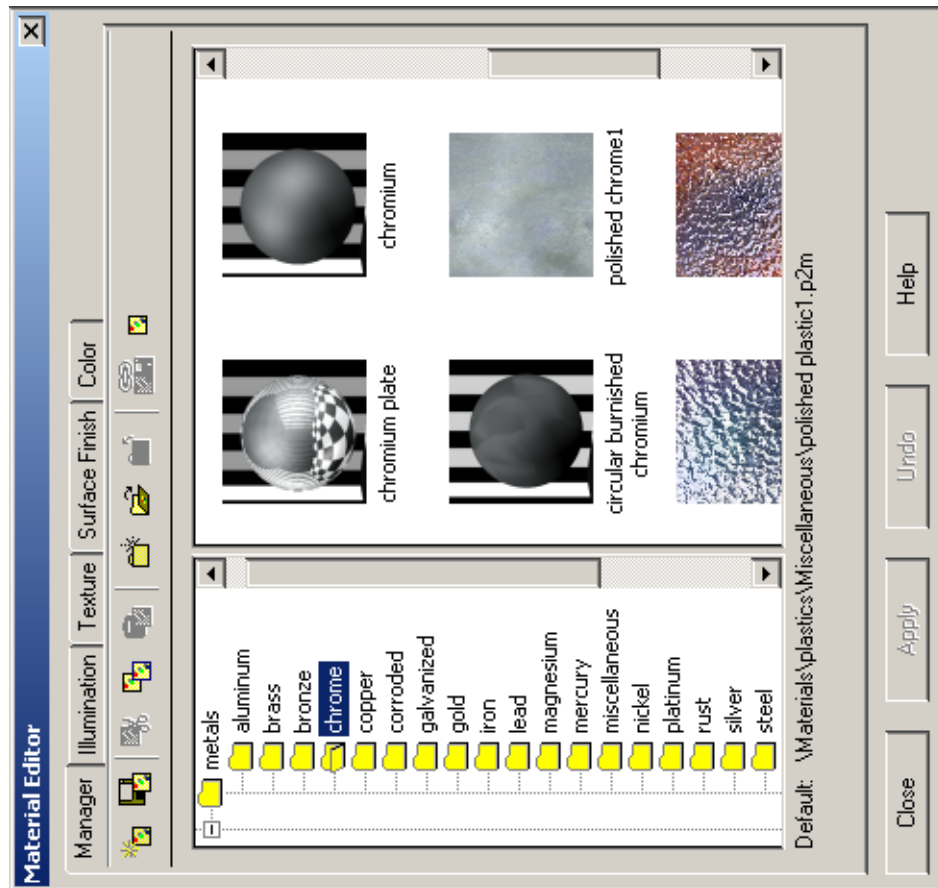
Properties are:

- Color**
- Texture**
- Surface Finish**
- Illumination**

To Apply the Chromium Plate Material:

1. Click Material  on the PhotoWorks toolbar.
2. Expand the metals folder.
3. Open the sub-folder chrome.
4. Select chromium plate.
5. Click Apply, Close.
6. Click Render .

Materials Editor – Chromium Plate



Materials Editor – English Brick 2

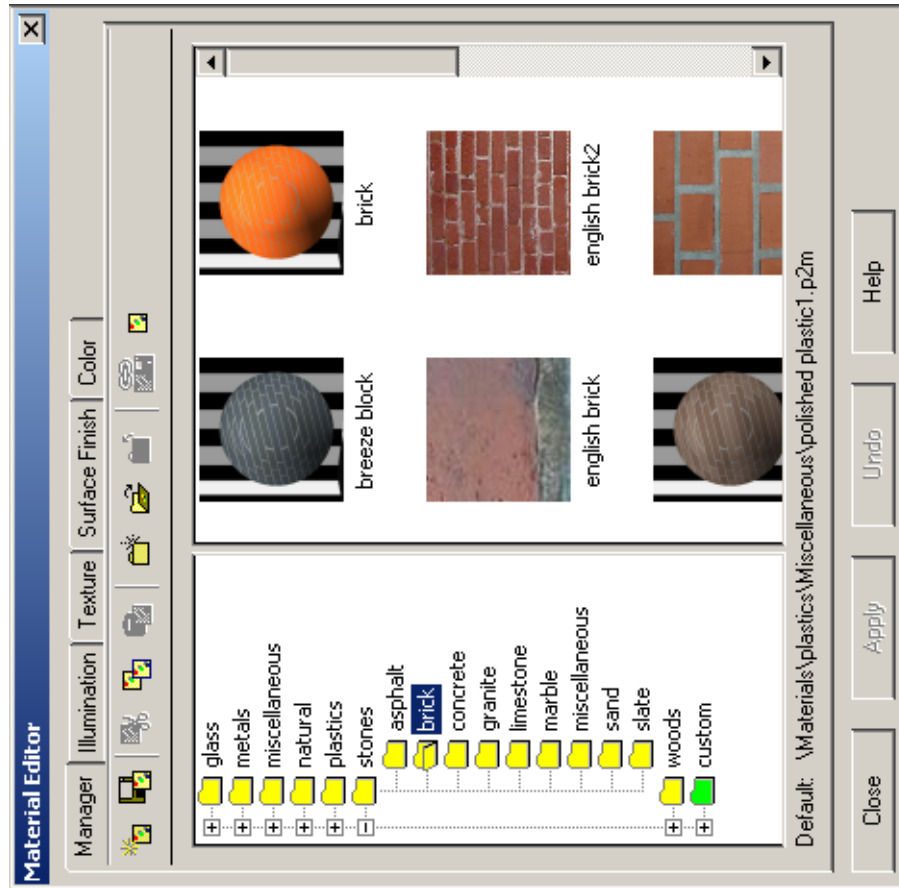
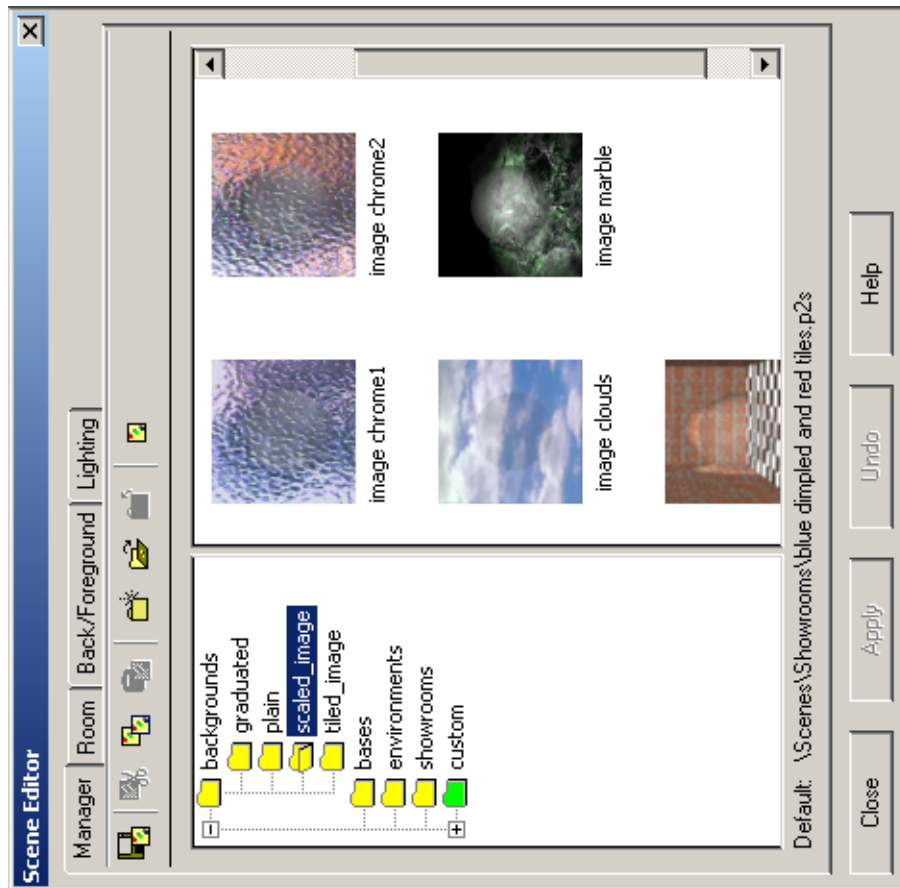


Image Background


The portion of the graphics area not covered by the model.

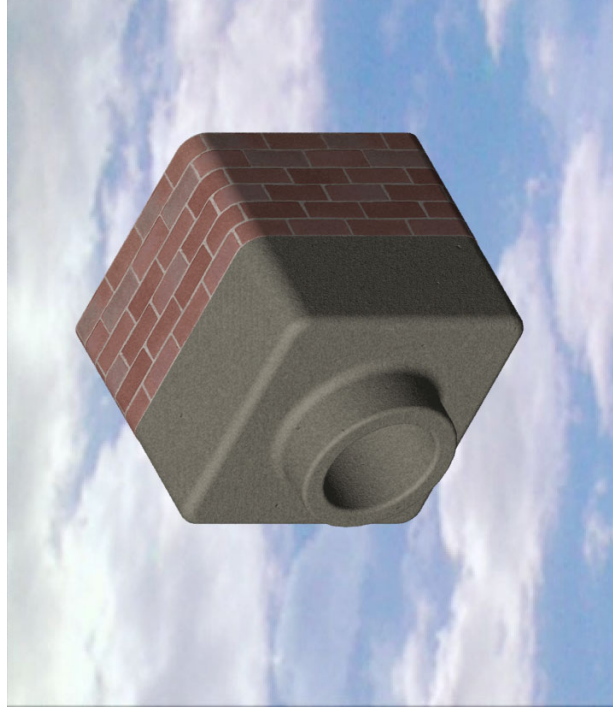
- Background styles vary in complexity and rendering speed.**
- Background styles controlled by Scene Editor.**
- Incorporate advanced rendering effects into a PhotoWorks Scene.**
 - Shadows**
 - Reflections**

Scene Editor – Clouds



To Change the Background Style to Clouds:

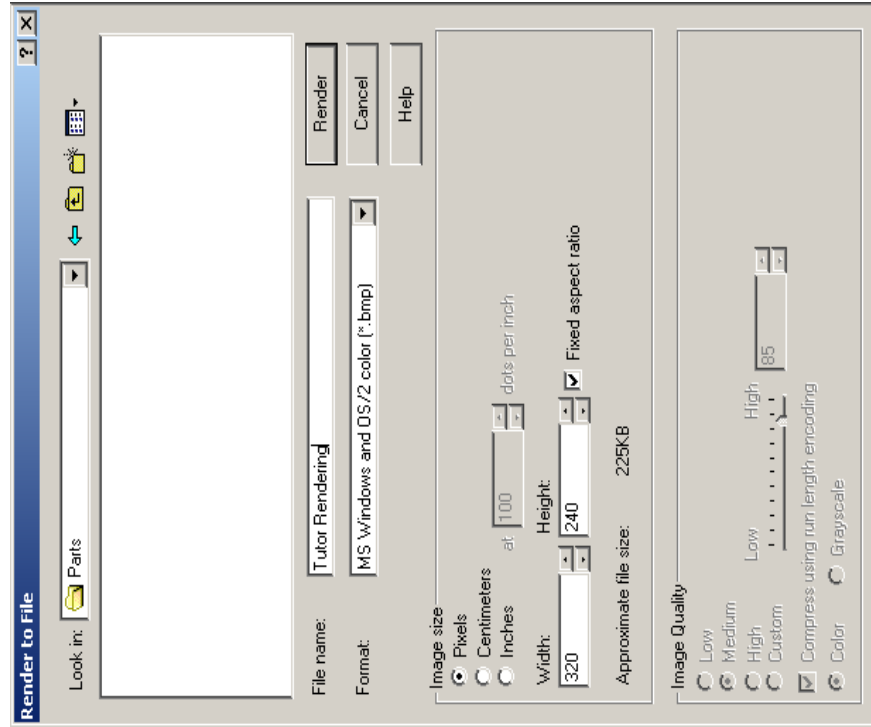
1. Click Scene  on the PhotoWorks toolbar.
2. Expand the Backgrounds folder.
3. Open the sub-folder scaled_image.
4. Select image clouds.
5. Click Apply.



To Save the Image File



1. Click Render to File on the PhotoWorks toolbar.
2. Enter a file name.
3. Specify a file type.
4. Click Render.



SolidWorks Animator Application

What is SolidWorks Animator?

- SolidWorks Animator animates and captures motion of SolidWorks parts and assemblies.
- SolidWorks Animator generates Windows-based animations (*.avi files). The *.avi file uses a Windows-based Media Player.
- SolidWorks Animator can be combined with PhotoWorks.

Renderer Options


The Renderer affects the quality of the saved image. There are two options:

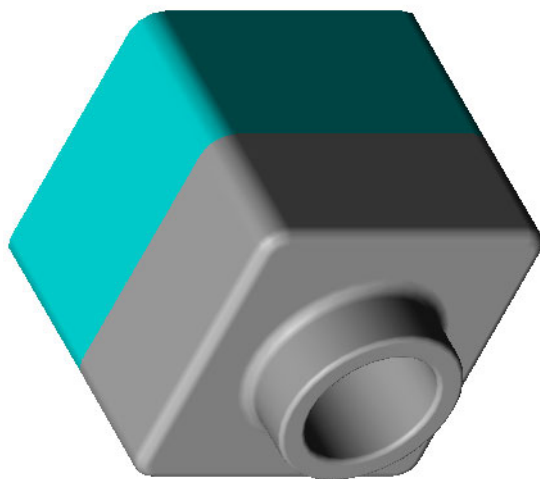
- SolidWorks screen
- PhotoWorks buffer


Factors Affecting File Size

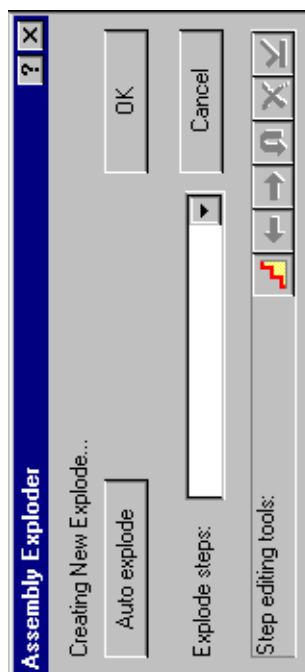
- Number of frames per second
- Renderer used
 - PhotoWorks buffer creates a larger file than SolidWorks screen
- If using PhotoWorks buffer:
 - Materials
 - Background
 - Shadows
 - Multiple-light sources
- Video compression
- Key frames

To Create an Exploded View:


1. Click Open  on the **Standard** toolbar, and open the assembly, **Tutor**.



2. Click Exploded View  on the **Assembly toolbar**. The **Assembly Explorer** dialog box appears.

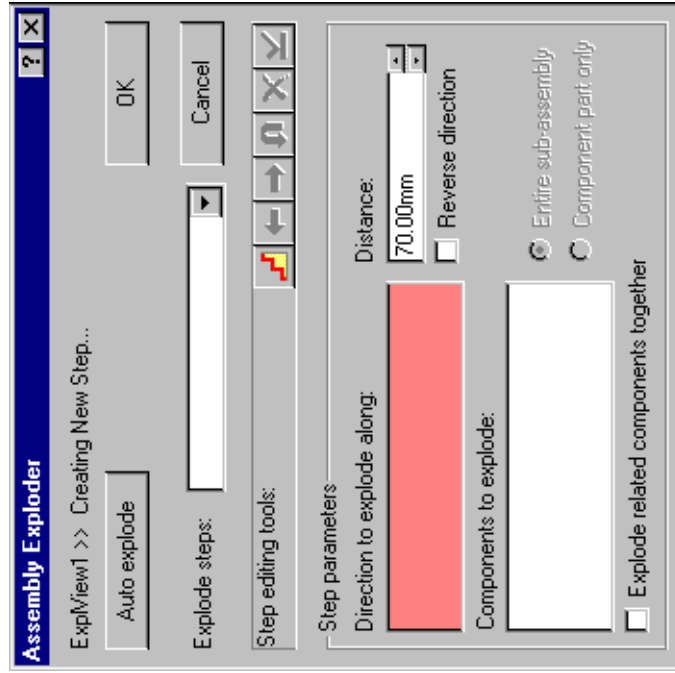


Creating an Exploded View:

3. Click New  on the Step Editing toolbar to begin a new explode step.

The dialog box expands to show selection lists for:

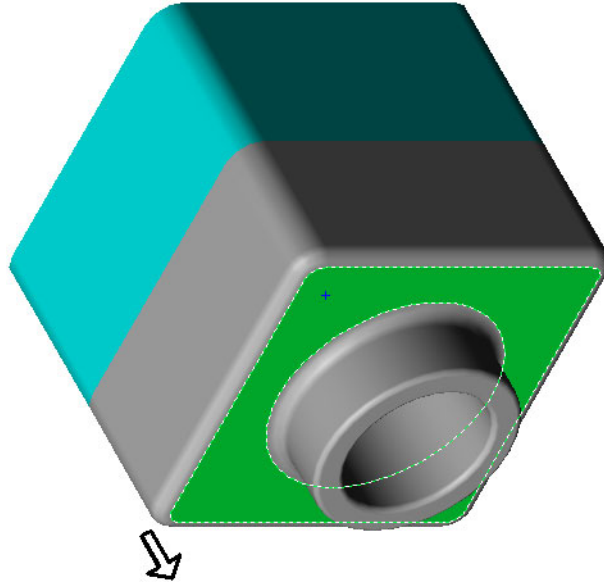
- Direction to explode along
- Components to explode
- Distance



Creating an Exploded View:

4. Click the flat face on the front of the Tutor1 component.

An arrow appears that is perpendicular to the selected face and the name **Tutor1<1>** appears in the **Direction to explode along list.**



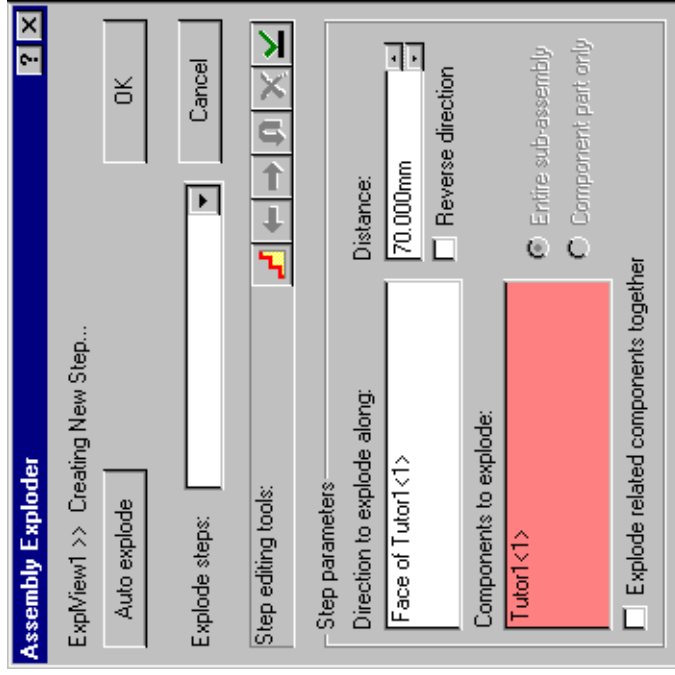
Creating an Exploded View:

5. Select the Tutor1 component.

The component name appears in the Components to Explode list.

6. Set the Distance to 70mm and click Apply on the Step Editing toolbar.

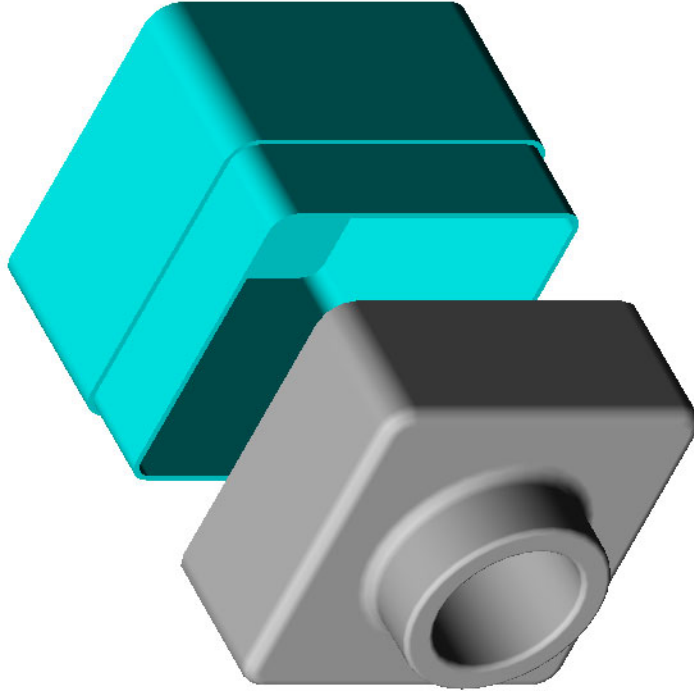
7. Since there is only one component to explode, this completes making the exploded view. Click OK to close the Assembly Exploder dialog box.



Creating an Exploded View:

8. Results.

Note: Exploded views are related to and stored in configurations. You can only have one exploded view per configuration.



Collapsing an Exploded View:

- ❑ Right-click the assembly icon in the FeatureManager design tree, and select Collapse from the shortcut menu.

To Explode an Existing Exploded View:

- ❑ Right-click the assembly icon in the FeatureManager design tree, and select Explode from the shortcut menu.

