



Course Duration: 1 days

Prerequisites: SolidWorks Essentials

Description: Learn the fundamentals of PhotoView, progress from simple to more complex renderings.

The topics covered are:

Lesson 1: Introduction

Product Visualization
Product Visualization Tools
Photorealistic Rendering
Right Brain Versus Left Brain
What's This Book About?
Cameras
Rendering Results

Chapter 2: Visualization Methods

Product Visualization Overview
Software OpenGL
RealView
Graphics Cards
Product Visualization Display Comparison
Elements of Product Visualization
Monitor Corrections

Chapter 3: PhotoView 360

What is the PhotoView 360 Software?
Starting PhotoView 360
PhotoView 360 User Interface
Getting Help
Options

Chapter 4: Basic Visualization Workflow

The Visualization Process
Materials and Appearances
User Interface
Display Pane
DisplayManager
Task Pane
Case Study: SpaceNavigator
Appearances
Scenes
Lights
PhotoView 360 Interface
Integrated Preview
The Rendering Process
Case Study: Display and Appearances
Case Study: Appearances from Materials
Editing Scenes
Render and Preview Quality
Case Study: Quality Settings

Chapter 5: Applying Appearances

Introduction
Appearances
Applying Appearances
PropertyManager for Appearances
Procedural Versus Texture Appearances
Procedural Appearances
Texture Appearances
Case Study: Computer Monitor
Creating Custom Colors

Chapter 6: Appearance Mapping

Texture Mapping
Textures
Case Study: Texture Mapping
Texture Mapping
Texture Orientation
Mapping Adjustments

Chapter 7: Decals

Decals
Case Study: Monitor Face
Decal Mapping
Case Study: Label Mapping
Case Study: Multiple Decals
Case Study: Gradient Masks

Chapter 8: Viewpoint

ViewPoint
Positioning the Viewpoint
Named Views
Perspective View
The SolidWorks Camera
Case Study: Cameras
Apparent Depth
Case Study: Apparent Depth
Standard Lens
Depth of Field
Case Study: Setting Depth of Field
Case Study: Getting Behind the Walls

Chapter 9: Output Options

Output Design Intent
Output Options
Preview Renderings
Render Contours
Case Study: Contours
Saving Images to a File
Case Study: Sales Brochure
Screen Presentations
Case Study: PowerPoint®
Alpha Channels
Case Study: Alpha Channel
Save Layered Image
Scheduled Renderings
Case Study: Render Scheduling

Chapter 10: Scenes and Lighting

Scenes and Lighting
Scenery Choices
Scenery Examples
Scene Selection
Edit Scene PropertyManager

Chapter 11: Display States and Configurations

Rendering Using Display States and Configurations
Display States
Configurations
Display States or Configurations?
Appearance Hierarchy in an Assembly
Case Study: Part Display States – The Chessboard
Case Study: Assembly Configurations – The Locking Pin
Case Study: Watches

Chapter 12: Advanced Lighting

Lighting Concepts
Rendering Basics
Lighting Methods
Direct Lighting
Lighting Schemes
Photographic Lighting
Shadows
Case Study: Lighting Principles
Ambient Light
Indirect Lighting
Case Study: Illumination Controls
Case Study: Photo Studios and Area Lights
Case Study: Flashlight
Surface Finish
Point Lights
Spot Lights
PhotoView 360 Light Characteristics
Caustics
Case Study: Caustics
Bloom

Chapter 13: Reflective and Transparent Appearances

Reflections
Case Study: Environments
Case Study: Kitchen Scene
Liquids



Contact Details

North Wales Office
CCSL | Unit 8 Old Marsh Farm Barns | Welsh Road | Sealand | Deeside | CH5 2LY
Phone: 01244 289350

South Wales Office
CCSL | Enterprise House | Navigation Park | Abercynon | CF45 4SN
Phone: 01443 719191

