A. Add Camera.

Step 1. Click **Isometric** on the Standard Views toolbar. (Ctrl-7)

Step 2. Click **Display Manager tab** in the Manager Pane and click **View Scenes, Lights and Cameras** in the Display Manager, Fig. 1.

Step 3. Then in the Display Manager, right click **Camera** and click **Add Camera** from menu, Fig. 1. Or View Menu > Lights and Cameras > Add Camera.

Step 4. A Two-View viewport opens, with the **camera in the left viewport** and the **camera view in the right viewport**. In the left viewport zoom out by spinning the wheel on your mouse to view camera and the car assembly, Fig. 2.
Step 5. Can you adjust camera so camera view is as shown in Fig. 3? In the left viewport adjust camera by dragging the red arrow attached to the camera to the right, the green arrow down, then blue arrow towards the assembly. Next, we will adjustment with the numeric controls.

Step 6. In the Camera Property Manager set:
- under Camera Type, Fig. 4 check **Show numeric controls**
- under Camera Target Point
  - Target X: -14
  - Target Y: 16
  - Target Z: -167
- under Camera Position
  - Distance from Target: 375
  - Longitude about target: 55
  - Latitude about target: 10
- under Camera Rotation
  - Roll: -3
- under Field of View
  - check **Perspective**
  - select **50mm Standard lens**
  - click OK.
B. Edit Scene.

Step 1. Press Space Bar on keyboard to display the Orientation dialog box. Click Camera1 view and Pin/Unpin to pin dialog box, Fig. 6.

Step 2. Click Preview Window on the Render Tools toolbar.

Step 3. Click Edit Scene on the Render Tools toolbar.

Step 4. In the Scenes Task pane lower pane select Backdrop Lightbox Studio, Fig. 8.

Step 5. In the Edit Scene Property Manager set:
- under Background, Fig. 9 Background Type Color check Keep background
- click Advanced tab at top, Fig. 10 under Environment Rotation Rotation 180º
- click OK.

Fig. 6

Fig. 7

Fig. 8

Fig. 9

Fig. 10

Fig. 11
C. Options.

Step 1. Click **Options** on the Render Tools toolbar.

Step 2. In the Options Property Manager set:
- under Output Image Setting, **Fig. 12** uncheck **Use background aspect ration**
- Output Image size: Use SOLIDWORKS View
- Output Image size: Use SOLIDWORKS View
- Output Image size: JPEG
- Click **Browse and navigate** to your '\Tech Ed 18-19\Shell Car folder and select folder.
- under Render Quality
  - Preview render quality: **Good**
  - Final render quality: **Better**
- click **OK**.

D. Final Render.

Step 1. Click **Final Render** on the Render Tools toolbar.

Step 2. The rendering might take several minutes depending on your computer. After rendering is completed, click **Same Image** and **Close Window**, **Fig. 13**.

Step 3. Save. Use Ctrl-S.