# Chapter 13

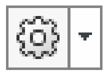
## CO2 Shell Car

# Visualize


## A. Enable Visualize In SOLIDWORKS.

Step 1. Open your **SHELL CAR ASSEMBLY** file in SOLIDWORKS.

Step 2. Click **Isometric**  on the Standard Views toolbar. (**Ctrl-7**)

Step 3. If necessary, enable **SOLIDWORKS Visualize**. To enable, click the **flyout of Options**  on the Standard toolbar and click **Add-Ins**.

Step 4. In the dialog box find SOLIDWORKS Visualize and place a check in the check box under **Active Add-Ins** and **Start-Up**, **Fig. 1**. Click OK OK.

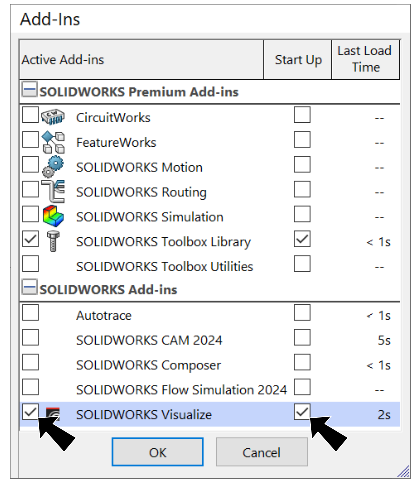



**Fig. 1**

Step 5. Click **SOLIDWORKS Visualize** SOLIDWORKS Visualize on the Command Manager toolbar.

Step 6. Click **Export Advanced**  on the SOLIDWORKS Visualize toolbar.

## B. Switch to Visualize and Save As.

Step 1. In Visualize click File Menu > Save As.

Step 2. Key-in **SHELL CAR** for filename and navigate to your Shell Car folder. Documents\Tech Ed 23-24\Shell Car.
Click Save.

Step 3. Note the flames decal mapping needs to be repaired, **Fig. 2**.

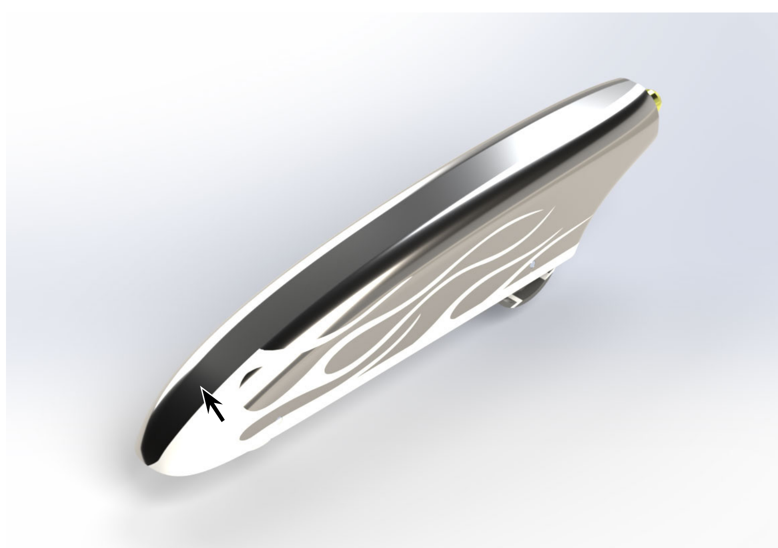


**Fig. 2**

## C. Repair Flames Decal.

Step 1. Click **Models tab** Models (**Ctrl-1**) in the Palette and toggle **Change Mode** to **Side by Side**, **Fig. 3**.

in the Model tree expand **SHELL CAR ASSEMBLY model** and expand **BODY-1 group**

**Shift click** all the parts. To Shift click, click first part, scroll down and Shift click the last part

under the **General tab** General click **Merge Parts** Merge Parts.

Step 2. Save. **Ctrl-S**. Save here!

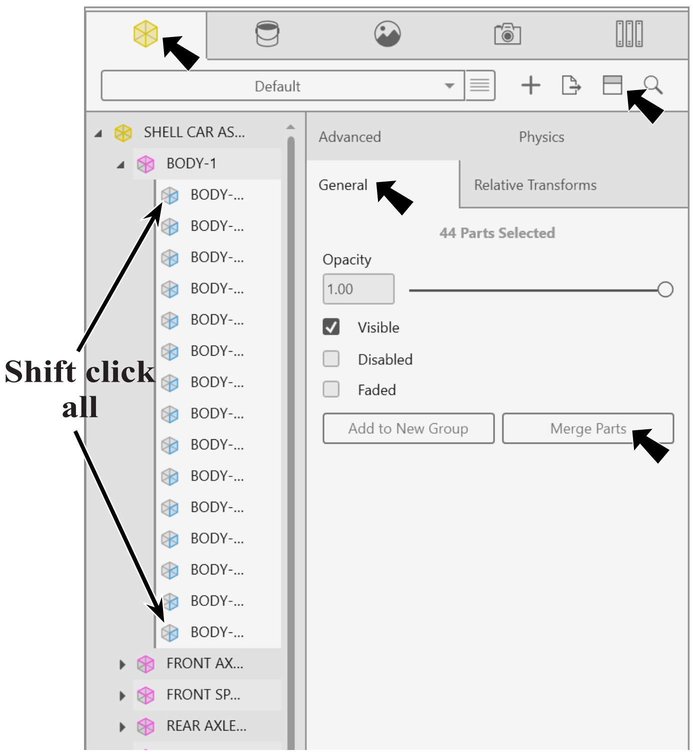



**Fig. 3**

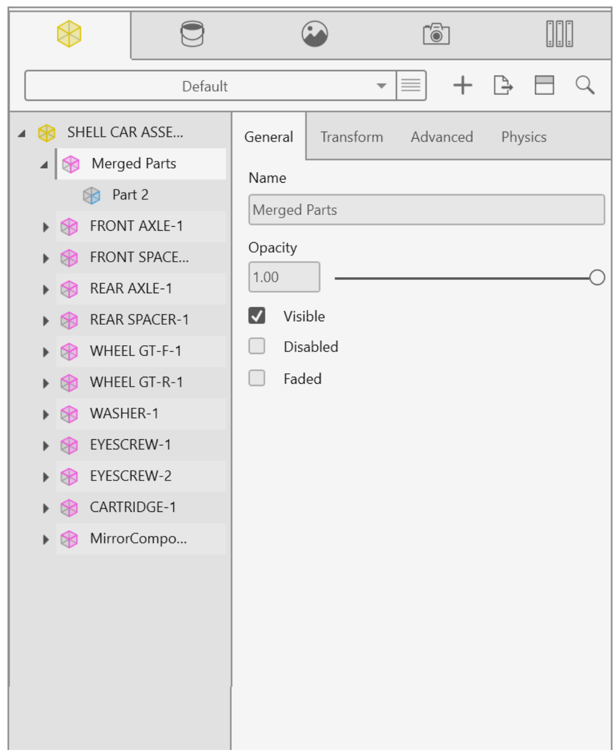



**Fig. 4**

Step 3. Note the flames decal projected on the wheel, **Fig. 5**.

**Tip:** The decals are a little inconstant. If decal does not displayed correctly close file and open file back up. Save often.

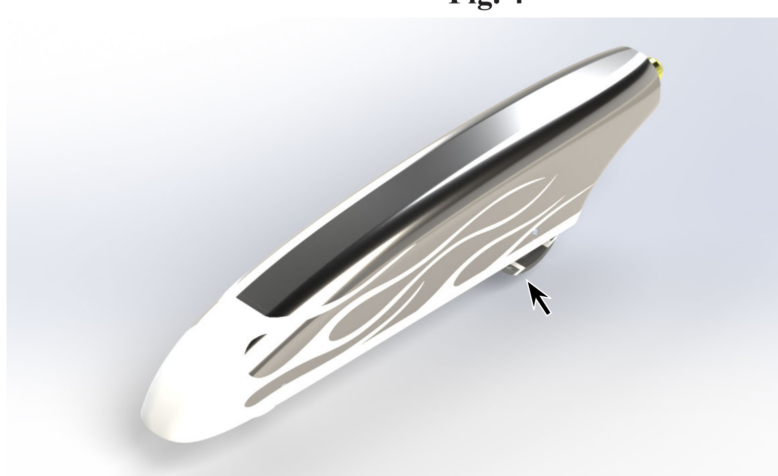


**Fig. 5**

## D. Repair Flames Multiple Part Decal.

Step 1. Click **Appearances tab** (**Ctrl-2**) in the Palette
select the **flames decal**, **Fig. 6**
under **Mapping tab**
uncheck **Multiple Part Decal.**
If decal misbehaves, close file with out saving and reopen file. Then, try the uncheck Multiple Part Decal again.

Step 2. Save. **Ctrl-S**.

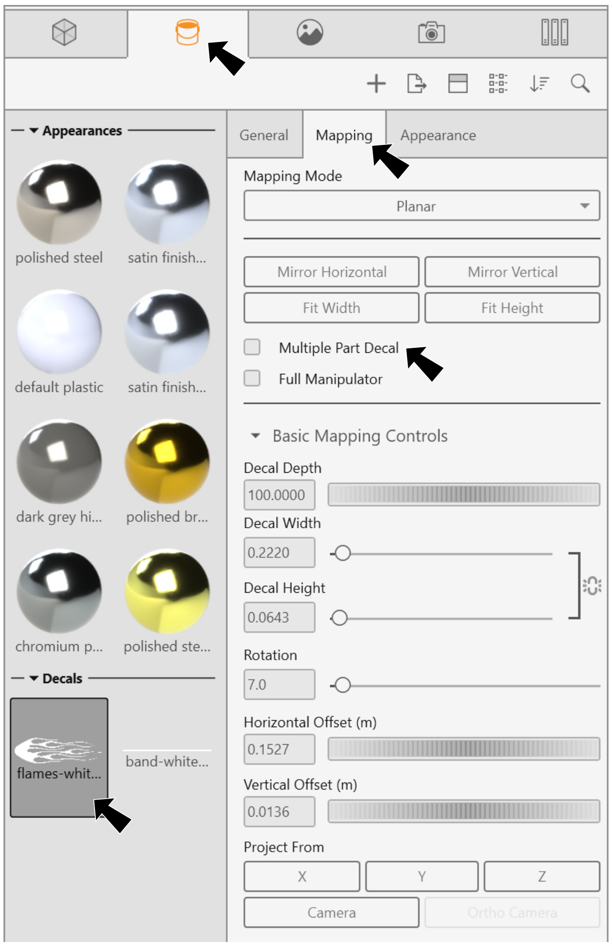


**Fig. 6**

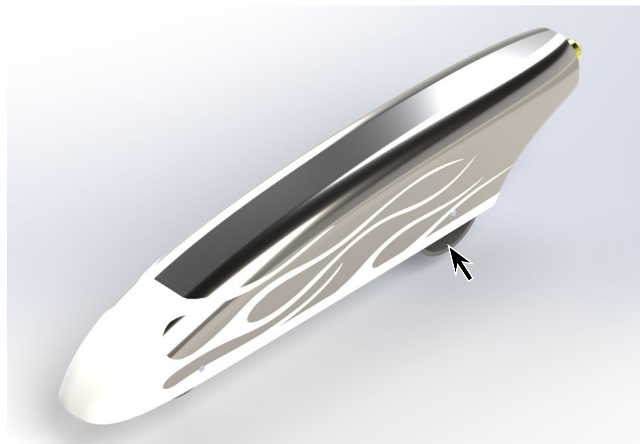


**Fig. 7**

## E. Transform to Floor.

Step 1. Expand **View Presets** in Main toolbar and click **Right**, **Fig. 8**.


**Fig. 8**

Step 2. Click **Models tab** Models (**Ctrl-1**) in the Palette, **Fig. 10**
click the **SHELL CAR ASSEMBLY model** in the Model tree
click the **Transform tab** Transform

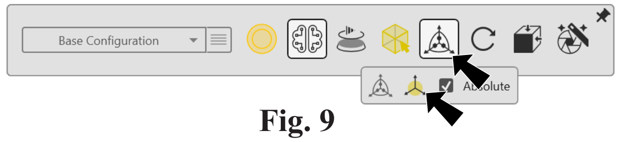



**Fig. 9**

click **Object Manipulation Tools** in Main toolbar and click **Pivot** to display the Pivot Transform Manipulator, **Fig. 9**.

under Transform
**Pivot XYZ Y .02**
**Pivot XYZ Z -.0227**
**Rotation XYZ X .12**
**Position XYZ Y .0111**

Step 3. Save. **Ctrl-S**.

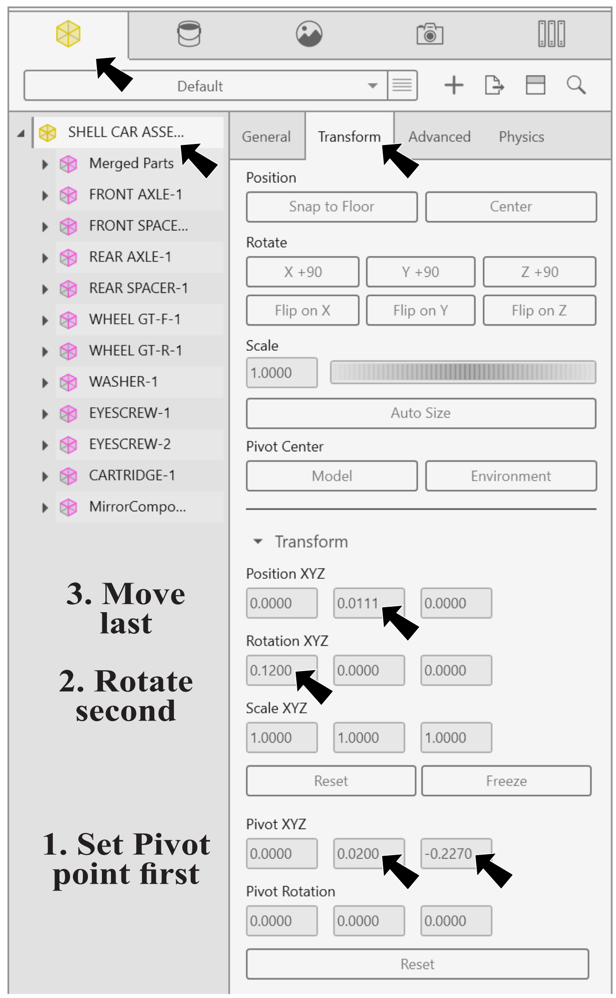



**Fig. 10**

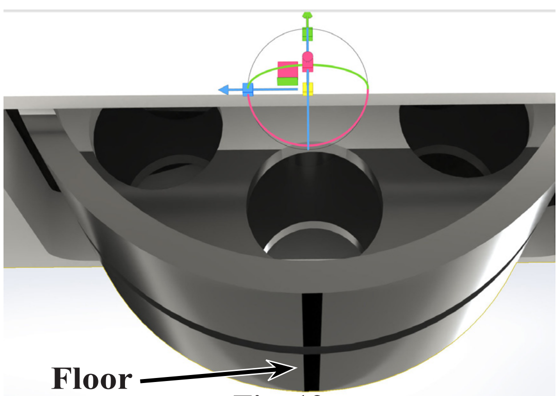



**Fig. 12**

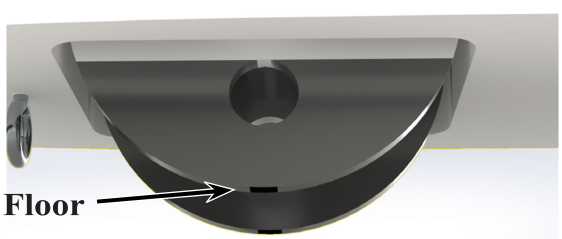



**Fig. 13**

**Tip:** You can use Up Arrow key to rotate to view floor at wheels.

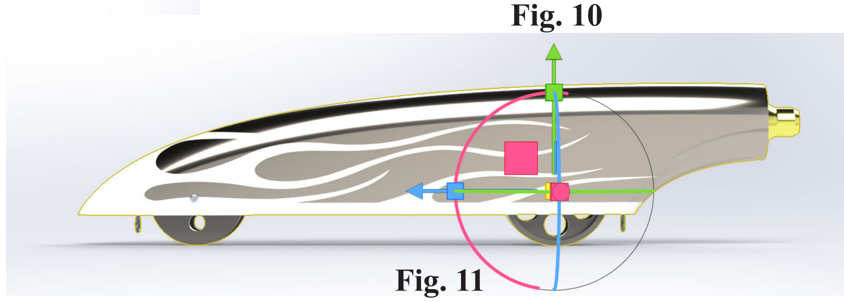


**Fig. 11**

## F. Cloud Environment.

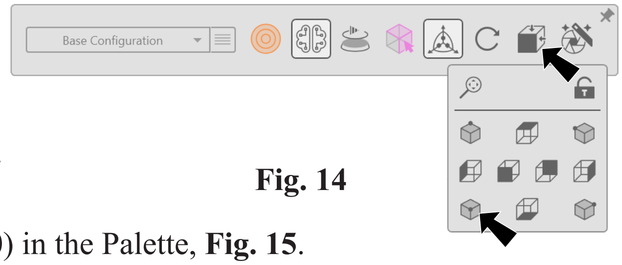



Fig. 14

Step 1. Expand **View Presets** in Main toolbar and click **Isometric-2**, **Fig. 14**.

Step 2. Click **File Libraries tab** Libraries (**Ctrl-0**) in the Palette, **Fig. 15**.
click **Cloud** Cloud to view Cloud libraries
change the libraries list to **Environments**
click **Auto Photo Studio.hdr** to download to your local library.

Step 3. Click **Local** Local to view Local library, **Fig. 16**
grab the **Auto Photo Studio.hdr** thumbnail drag into the viewport, **Fig. 17**.

Step 4. Save. **Ctrl-S**.

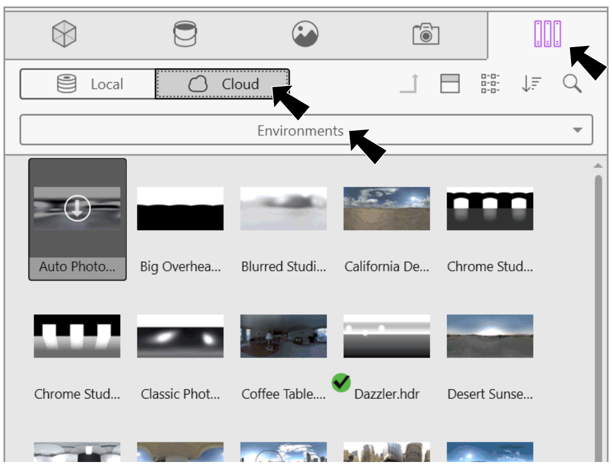



Fig. 15

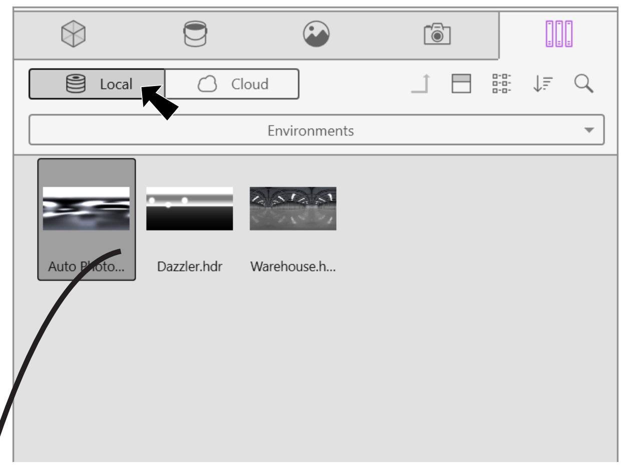



Fig. 16

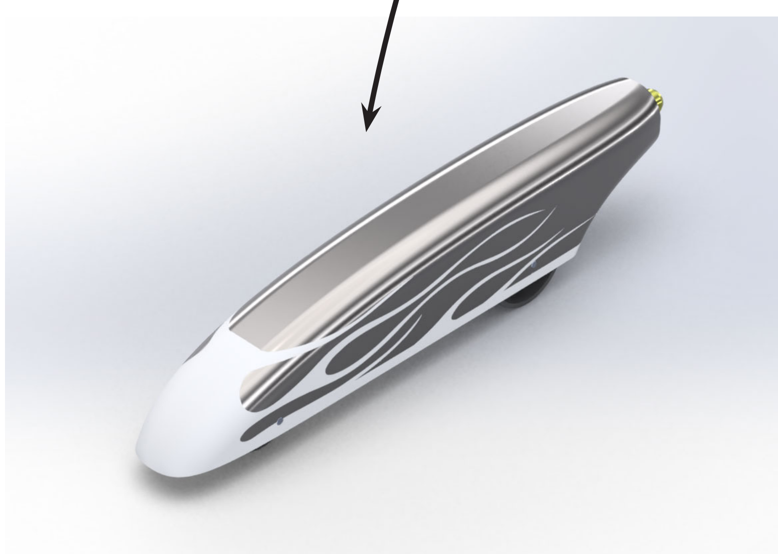
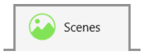


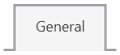
Fig. 17

## G. Scene Backplate Off.

Step 1. Click **Scenes tab**  **(Ctrl-3)** in the Palette, **Fig. 18**

under Backplates

click **3 Point Faded** to select

under the **General tab** 

uncheck **Visible**.

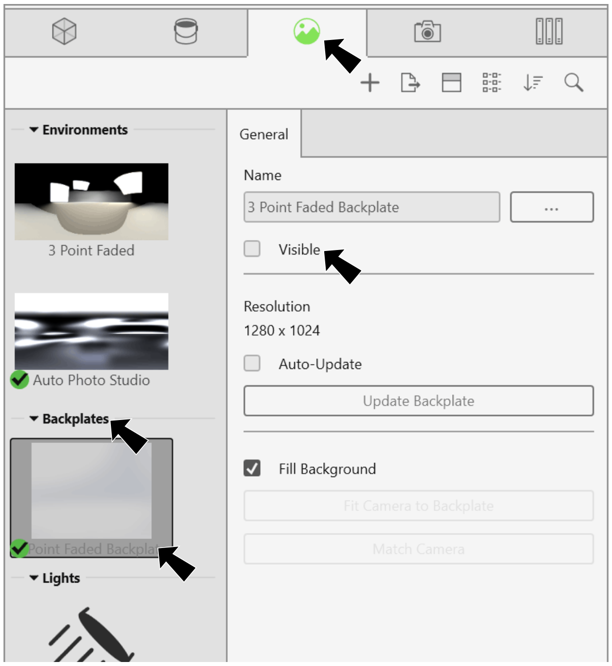



Fig. 18

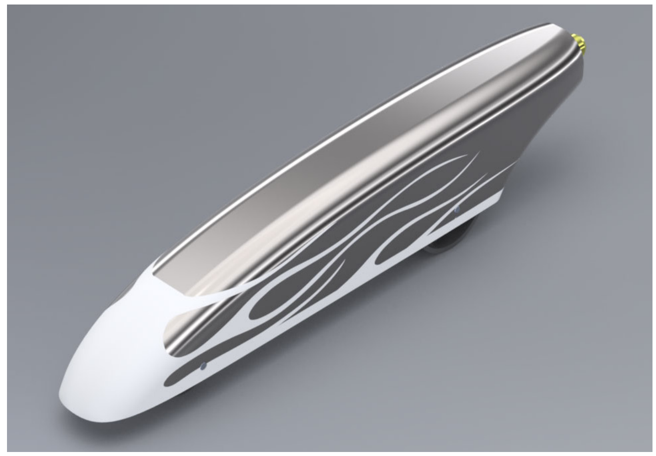
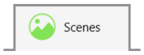


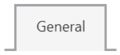
Fig. 19

## H. Scene Background White.

Step 1. Still on **Scenes tab** 

**(Ctrl-3)** in Palette under list of Environments, **Fig. 20**

click **Auto Photo Studio** to select

under the **General tab** 


Background Type **Color**

click the **Background Color** swatch

Step 2. In the Color Picker, **Fig. 21**

set **RGB values**

**R 255**

**G 255**

**B 255**

close Picker X.

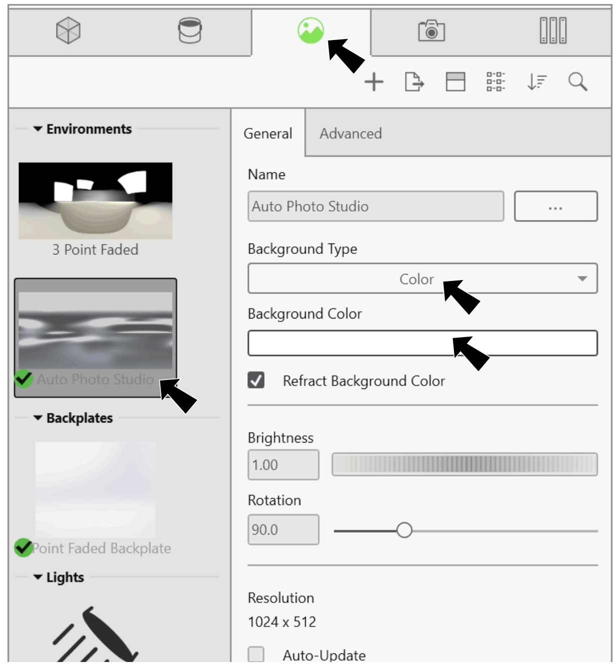


**Fig. 20**

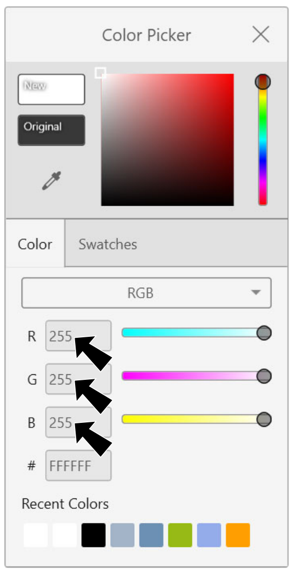


**Fig. 21**

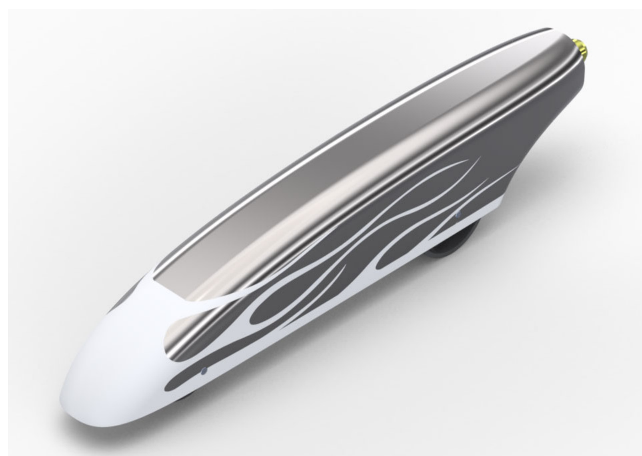


**Fig. 22**

# I. Scene Light and Shadow.

Step 1. Click in the View Port and use **Up Arrow key** **five times** to rotate.

Step 2. Still on **Scenes tab** (**Ctrl-3**) in Palette under list of Lights, **Fig. 23**
click **Directional2** to select
under the **General tab**
check **Enabled**
**Brightness .3**

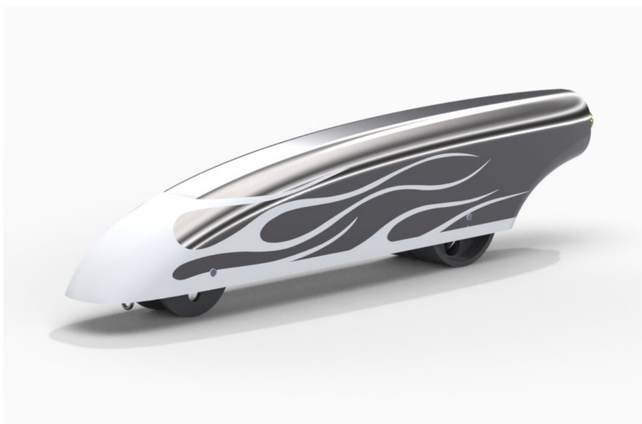


**Fig. 24**

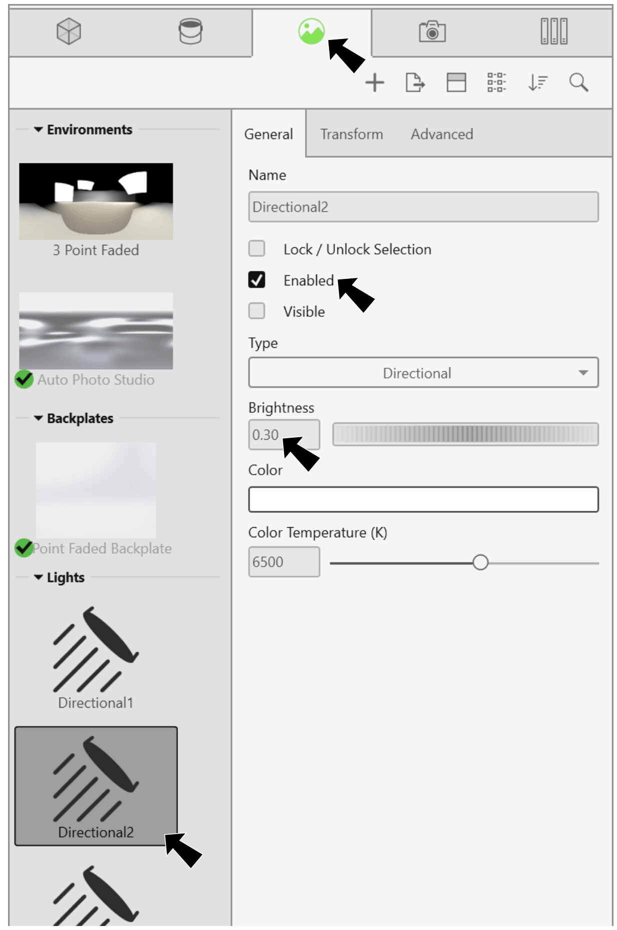



**Fig. 23**

Step 3. Click **Transform tab**, **Fig. 25**
under Transform set
**Longitude 160**
**Latitude 75**

Step 4. Save. **Ctrl-S.**

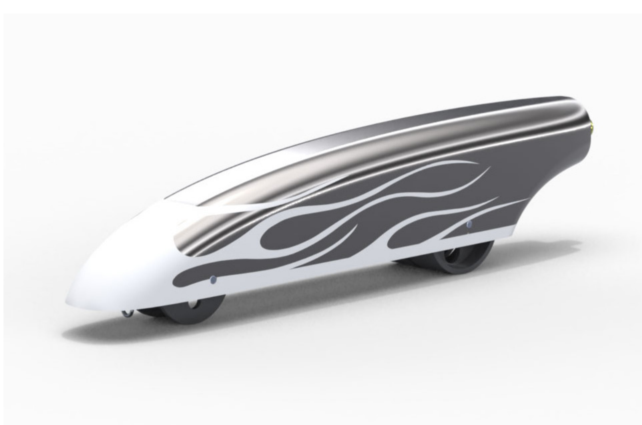


**Fig. 26**

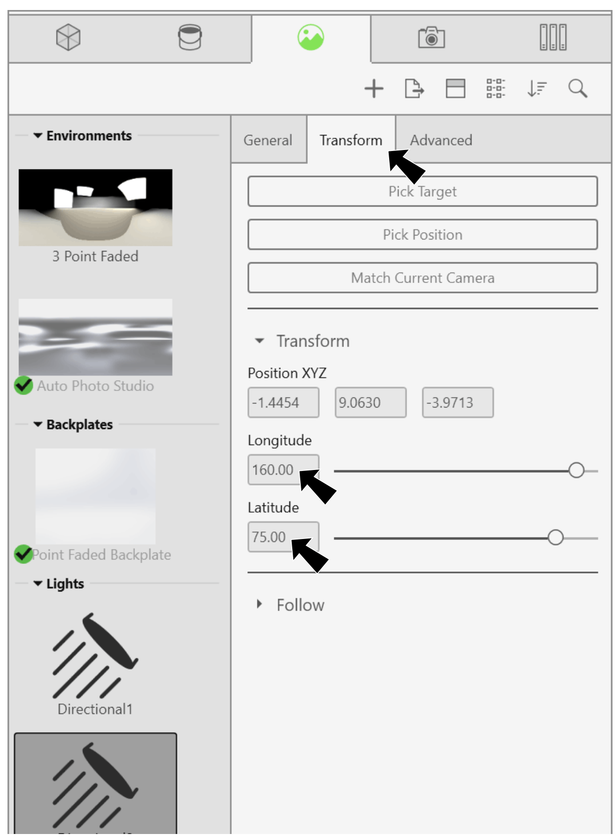



**Fig. 25**

# G. Render.

Step 1. Click **Render Wizard**  in Main toolbar, **Fig. 27**.

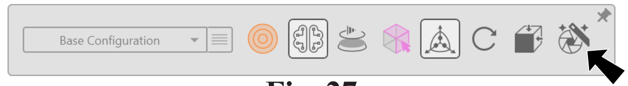



**Fig. 27**

Step 2. In Wizard Welcome page, **Fig. 28**
under Select Type
select **Image**
click **Next**.

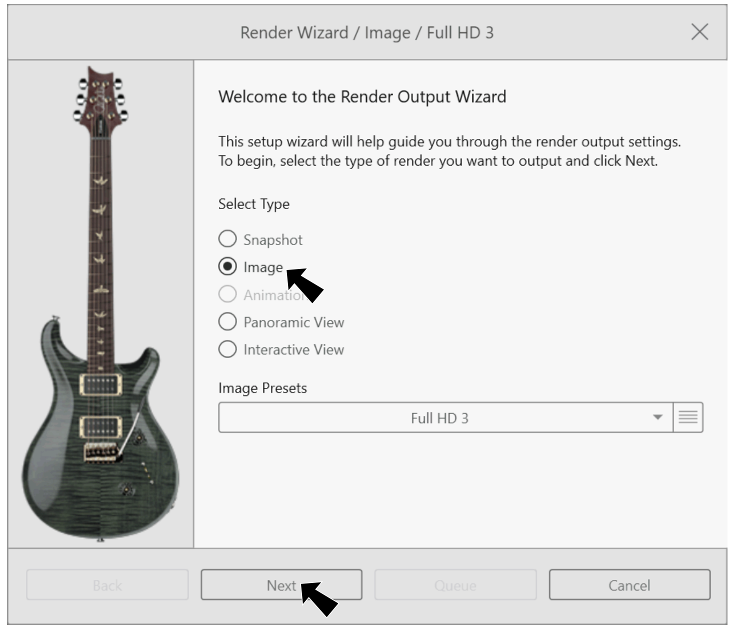



**Fig. 28**

Step 3. Media page, **Fig. 29**
Format **TIFF**
check **Include Alpha**
click **Next**.

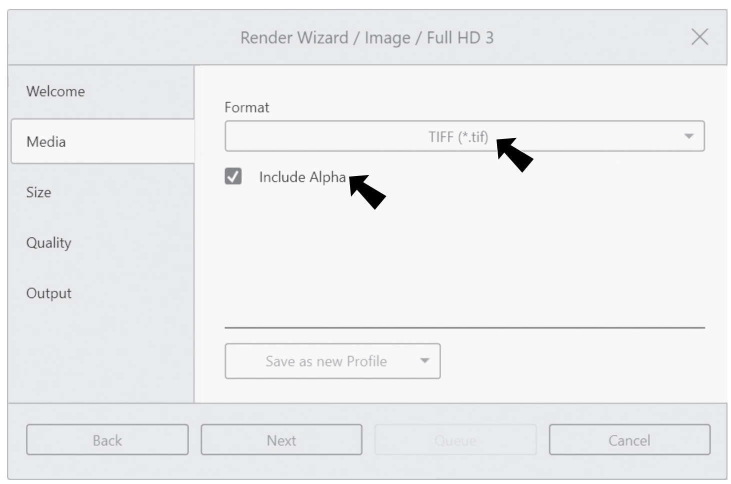



**Fig. 29**

Step 4. Size page, **Fig. 30**
set **Width and Height**
set **Resolution**
click **Next**.

**Tip:** Higher values yields better quality image but takes longer.

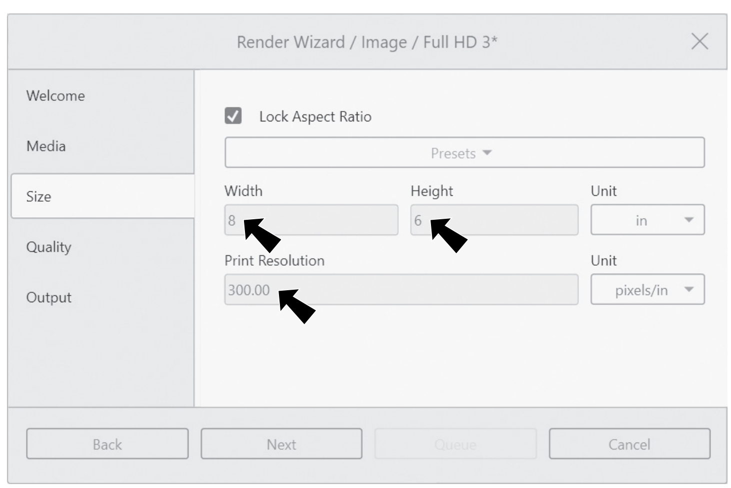



**Fig. 30**

Step 5. Quality, **Fig. 31**
Termination Mode **Quality**
set **Render Passes**
click **Next**.

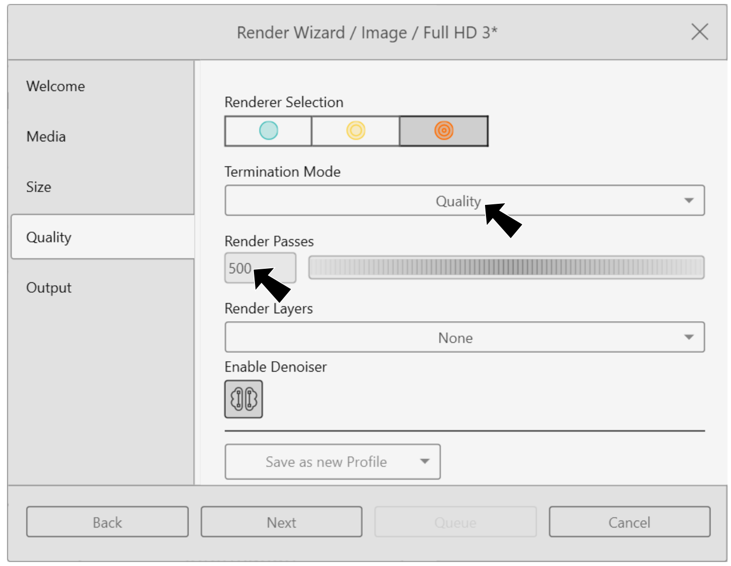



**Fig. 31**

Step 6. Output, **Fig. 32**
set **Output Folder**
click **Render**.

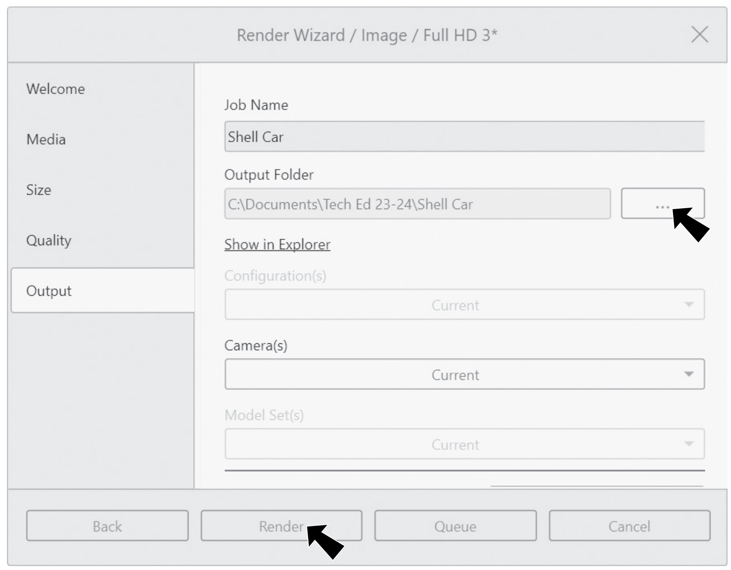



**Fig. 32**

Step 7. In the Output Viewer, **Fig. 33**
After rendering
click **thumbnail** to open
image in your image software.
Close Output Viewer.

**Tip:** **Right click Render Wizard** to directly start rendering.

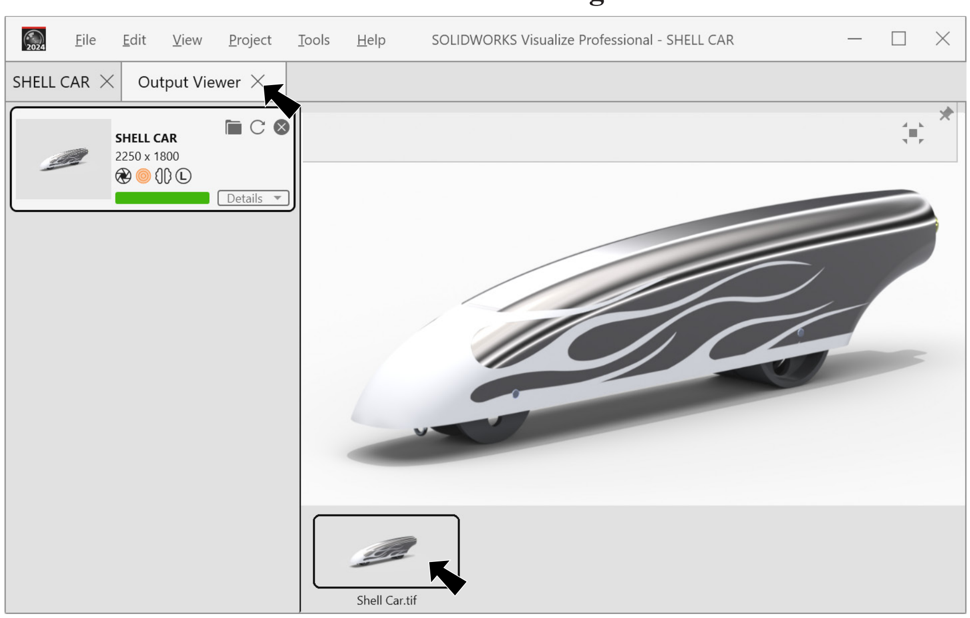



**Fig. 33**