

E's Small Car Visualize



A. Enable Visualize In SOLIDWORKS.

Step 1. Open your ESCar 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 .

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

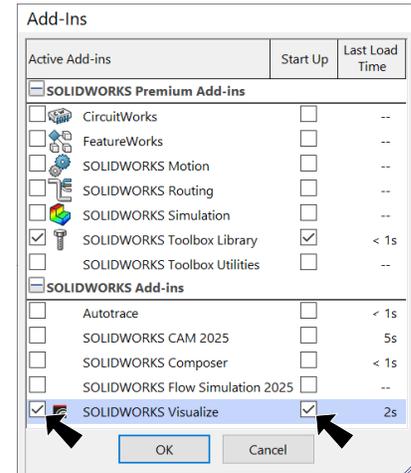


Fig. 1

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 ESCar for filename and navigate to your ESCar folder. Documents\Tech Ed 25-26\ESCar.
Click Save.

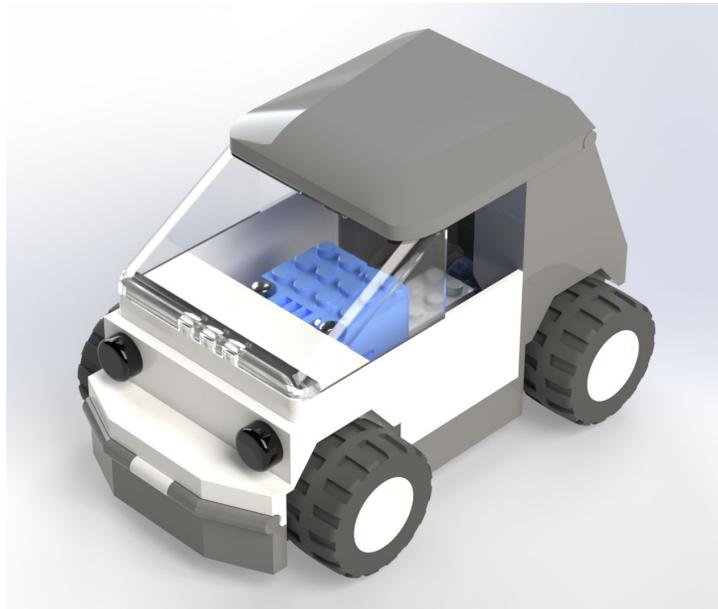


Fig. 2

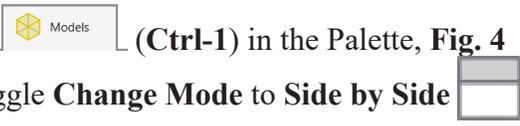
C. Transform to Floor.

Step 1. Expand **View Presets** in Main toolbar and click **Right**, Fig. 3.



Fig. 3

Step 2. Click **Models tab** (Ctrl-1) in the Palette, Fig. 4 if necessary, toggle **Change Mode** to **Side by Side**



click the **ESCar Assembly model** in the Model tree

click the **Transform tab** under Transform
Position XYZ
Y .0058
 and press **ENTER**

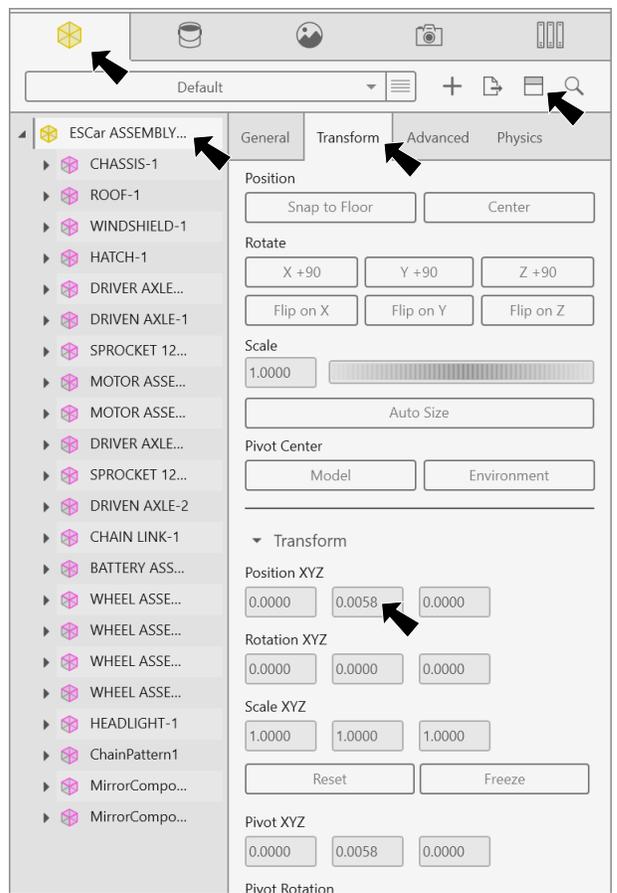


Fig. 4

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

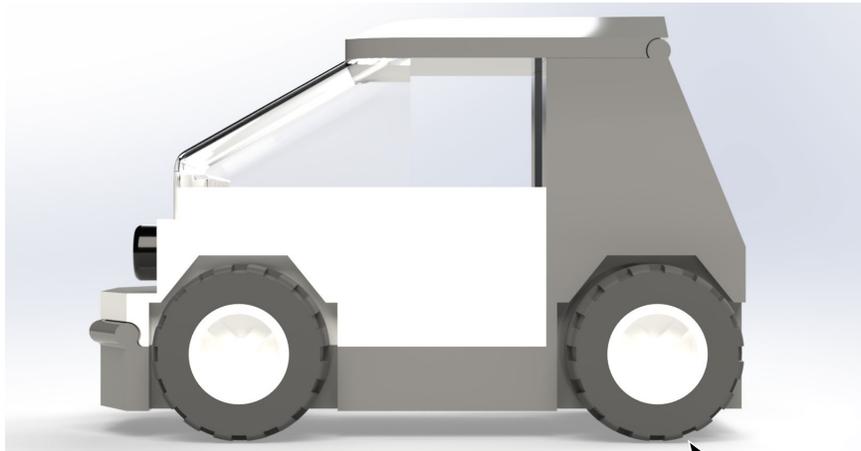


Fig. 5

D. Local Appearance: Matte Rubber.

Step 1. Click **File Libraries** tab  (Ctrl-0) in the Palette, **Fig. 6**.

click **Local**  to view Local libraries

change the libraries list to **Appearances**

double click **Rubber** folder  **Fig. 7**

Drag the **Matter Rubber** appearance onto a Tire, **Fig. 8**.

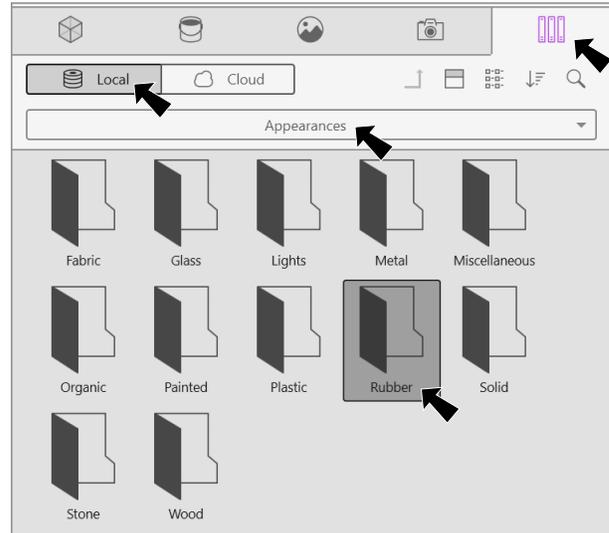


Fig. 6

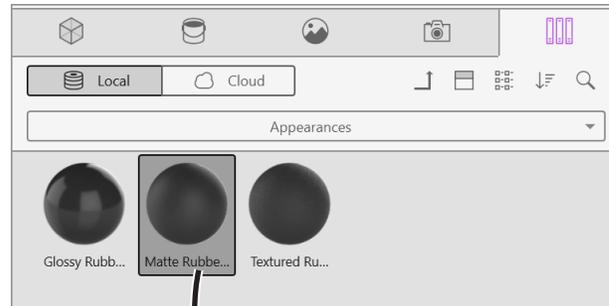


Fig. 7

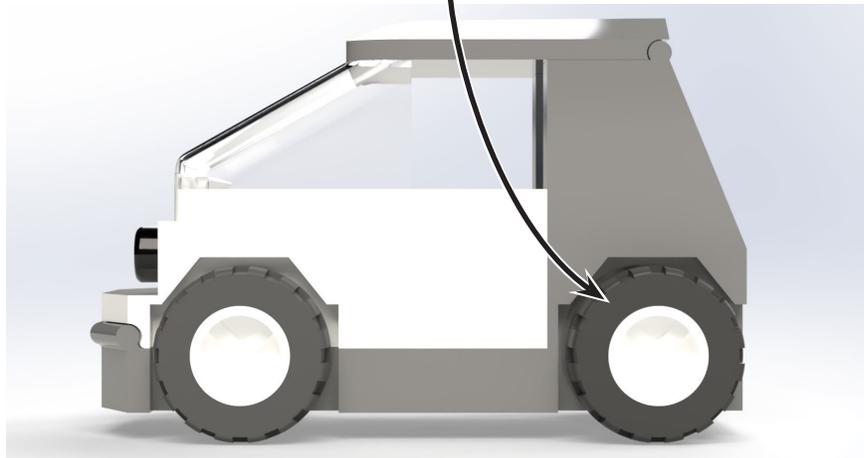
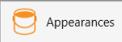


Fig. 8

E. Replace SW Matte Rubber.

Step 1. Click the Tire to switch to the **Appearances** tab  (Ctrl-2).

Step 2. Replace SW **matte rubber** appearance with new Matte. To replace, click the new **Matte Rubber in the Appearances** and use **Ctrl-C** to copy, **Fig. 9**.

Step 3. **Right click the SW matte rubber** and click **Edit > Assign Appearance: Matte Rubber**, **Fig. 10**.

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

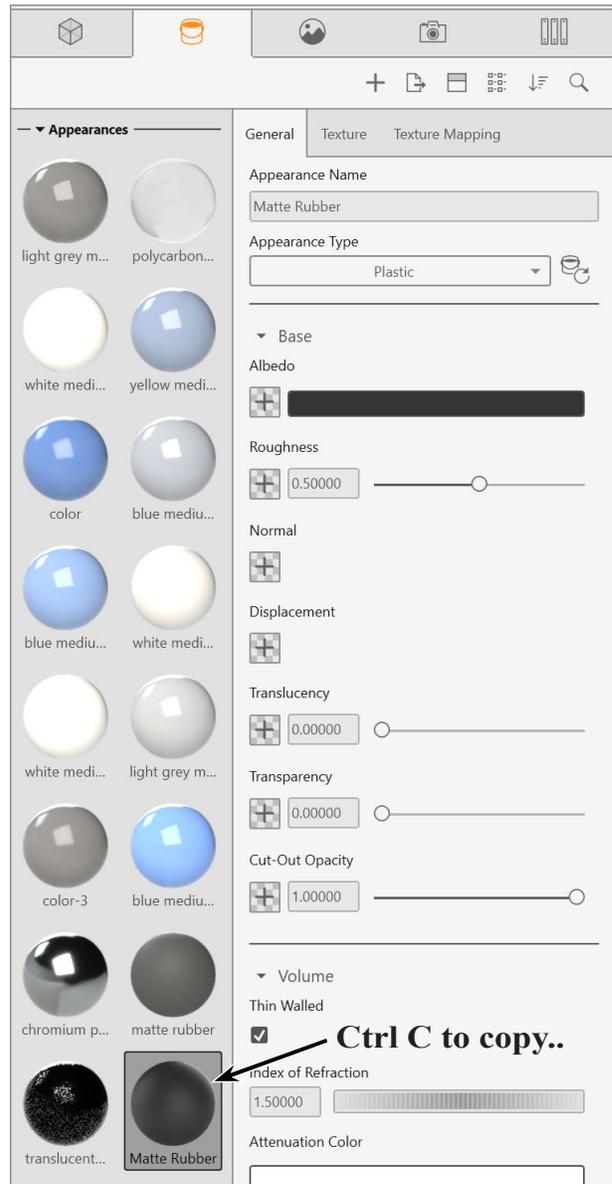


Fig. 9

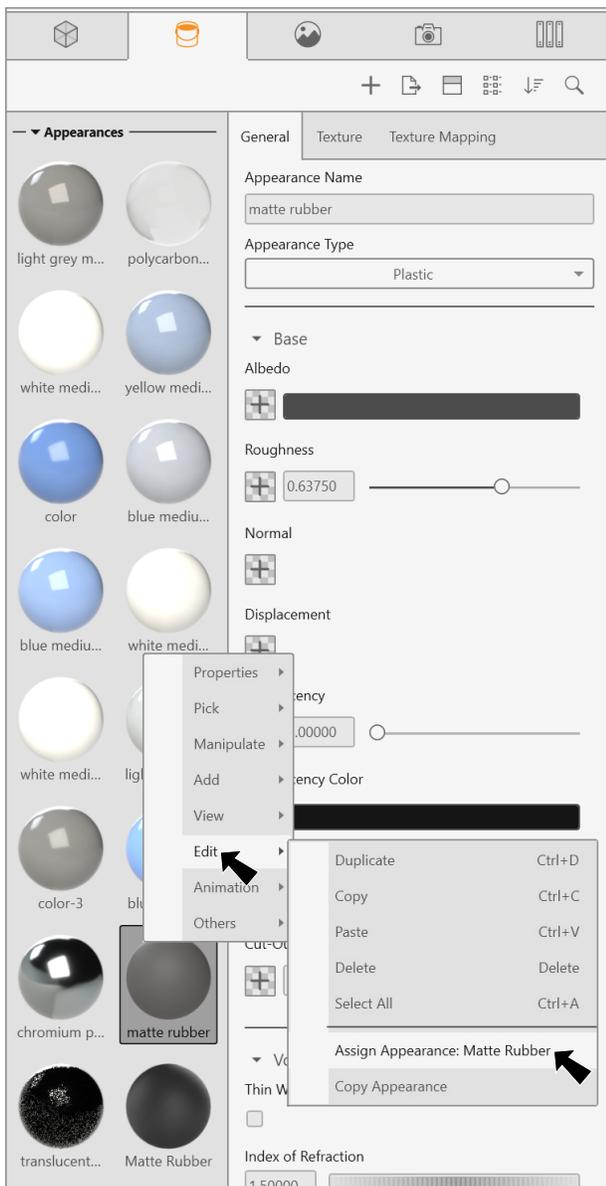


Fig. 10

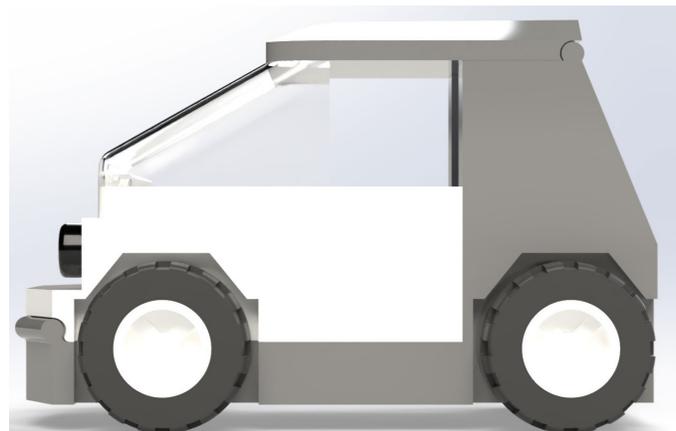


Fig. 11

F. Local Appearance: Dark Gray Plastic.

Step 1. Expand **View Presets**  in Main toolbar and click **Isometric-2** , Fig. 12.



Fig. 12

Step 2. Use **Up Arrow** key  on keyboard 5 times.

Step 3. Click **File Libraries** tab  (Ctrl-0) in the Palette, Fig. 13.

click **Local**  libraries

click **Parent Directory** 

double click **Plastic** 

double click **Medium Gloss** 
 Drag the **Dark Gray Medium Gloss** appearance onto **Roof**, Fig. 14.

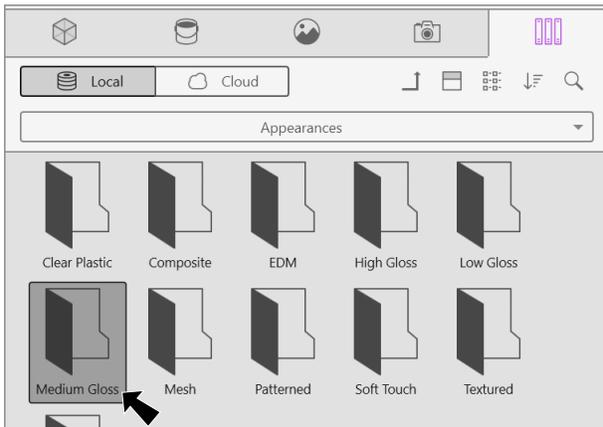


Fig. 14

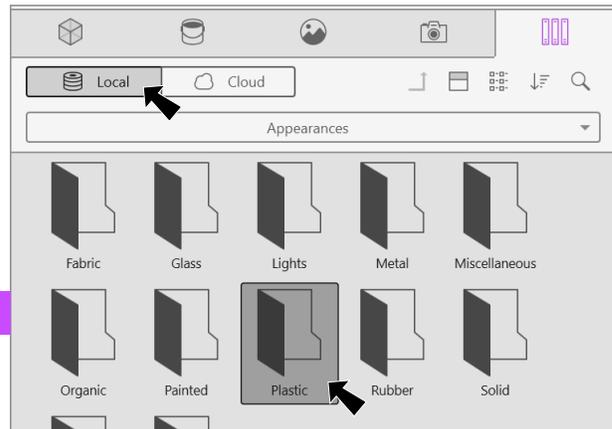


Fig. 13



Fig. 15



Fig. 16

G. Dark Gray Plastic.

Step 1. Double click the Roof to switch to the **Appearances** tab  (Ctrl-2).

Step 2. Drag the **Dark Gray Medium Gloss** appearance onto **Chassis**, Fig. 17.

Step 3. Save. Ctrl-S.

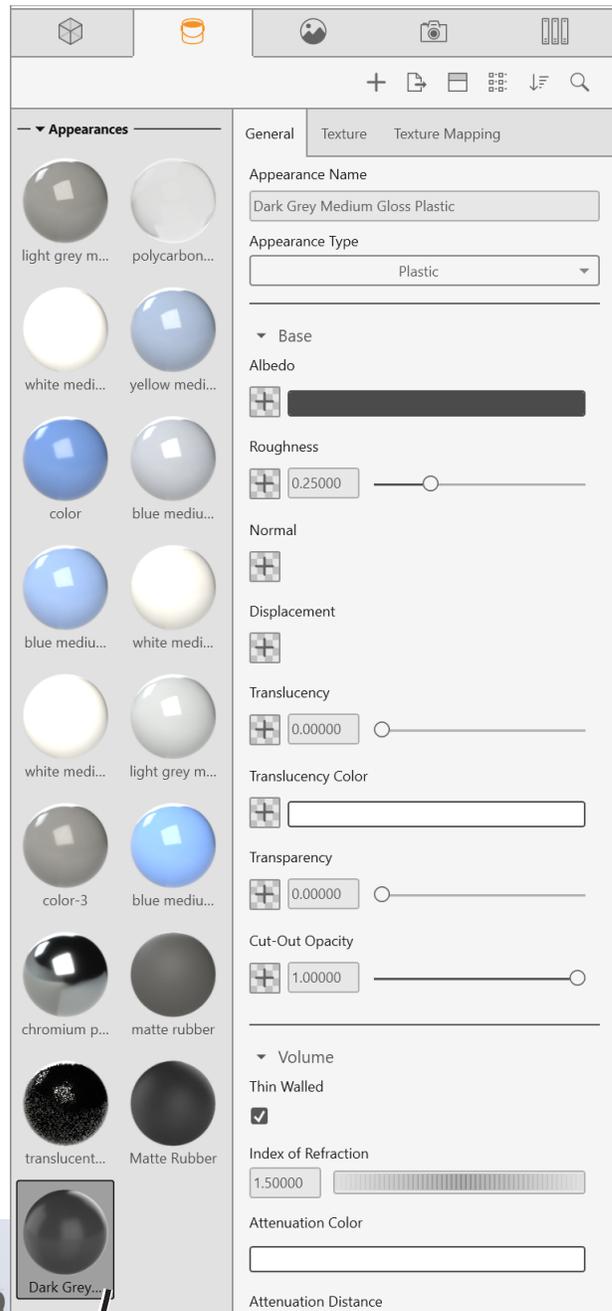


Fig. 17

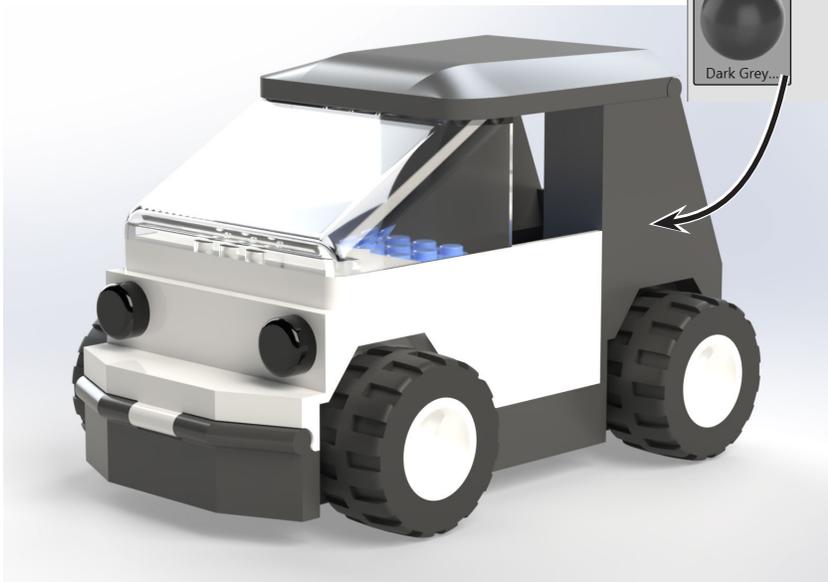
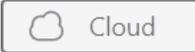


Fig. 18

H. Cloud Appearance: Acrylic.

Step 1. Click **File Libraries** tab  (Ctrl-0) in the Palette, **Fig. 19**.

click **Cloud**  to view Cloud libraries

double click **Plastic folder**  and
double click **Clear Plastic folder** 

click **Acrylic.swap** to download 
to your local library.

Step 2. Drag the **Acrylic** appearance onto **Windshield**, **Fig. 21**.

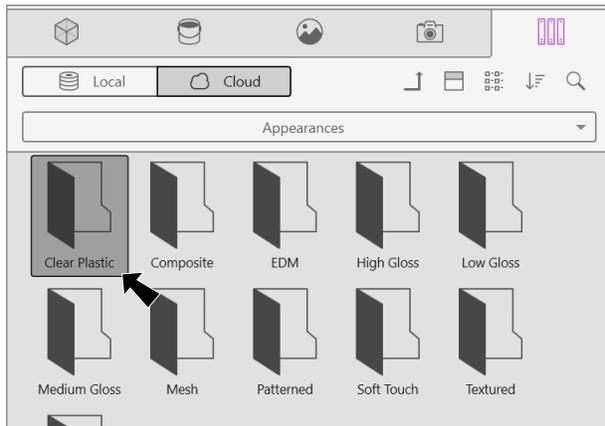


Fig. 20

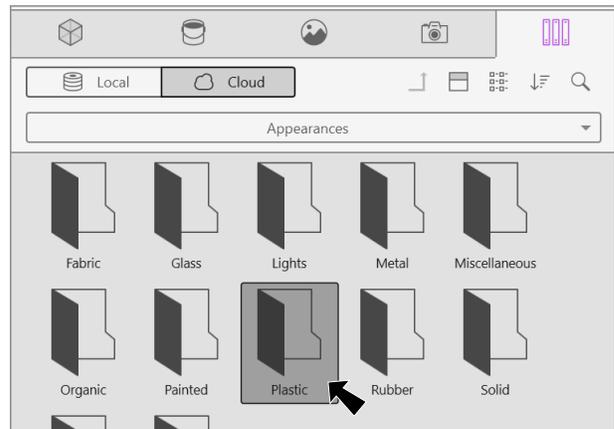


Fig. 19

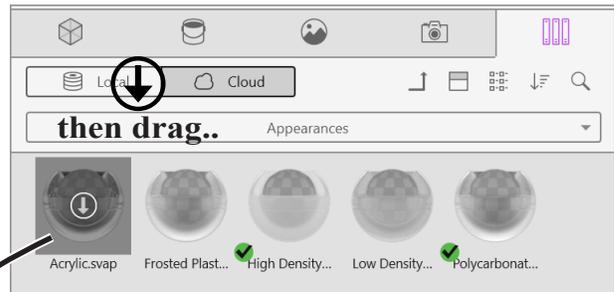


Fig. 21

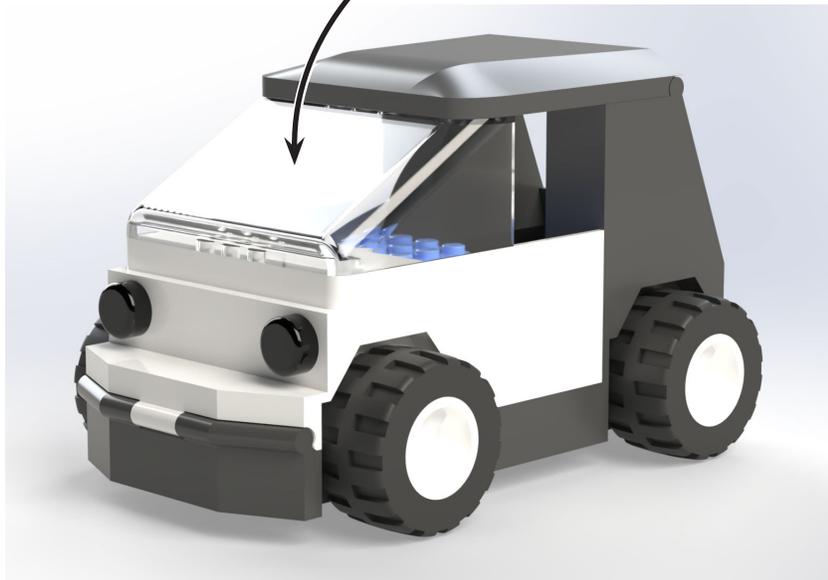
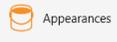


Fig. 22

I. Acrylic Headlights.

Step 1. Double click the **Windshield** to switch to the **Appearances** tab  (Ctrl-2).

Step 2. Drag the **Acrylic** appearance onto **each Headlight**, Fig. 23.

Step 3. Save. Ctrl-S.

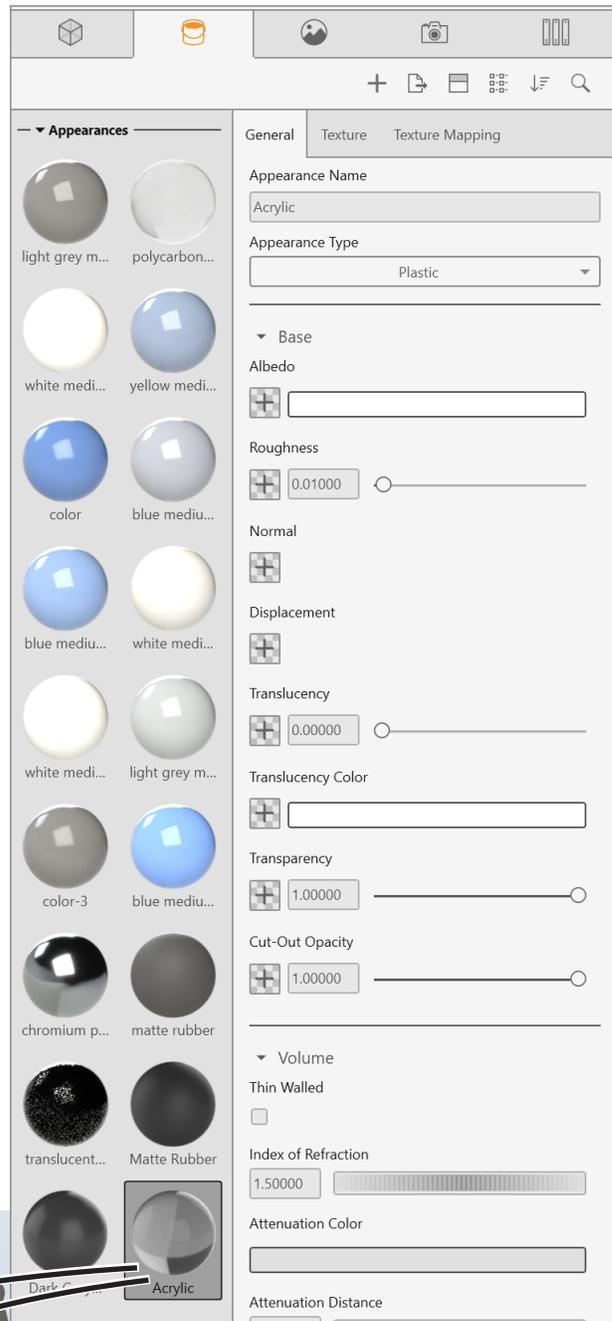


Fig. 23

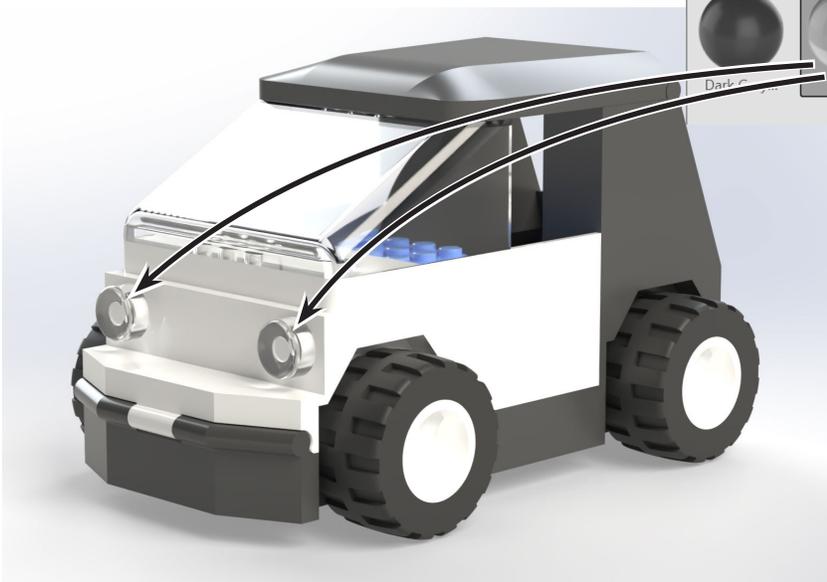
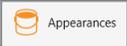


Fig. 24

J. Hatch White Plastic.

Step 1. Double click the **Hatch** to select the white appearance.

Step 2. On **Appearances** tab  (Ctrl-2) in the Palette with the **white medium gloss plastic** selected, **Fig. 25** under **General** tab  **Translucency .2**

Step 3. Save. Ctrl-S.

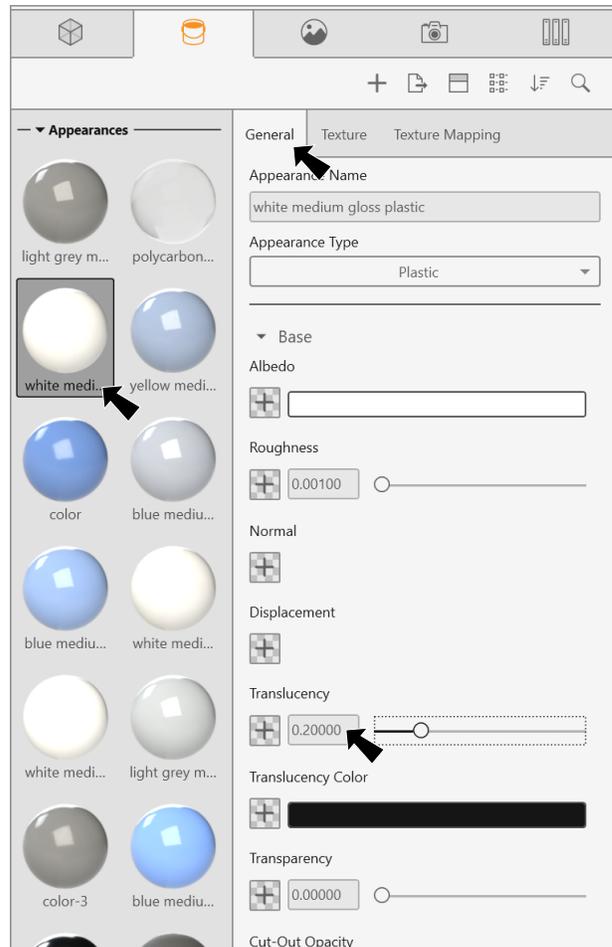


Fig. 25



Fig. 26

K. Delete All Unused Appearances.

Step 1. Right click in Appearances and click **Delete All Unused Appearance and Textures**, Fig. 27.

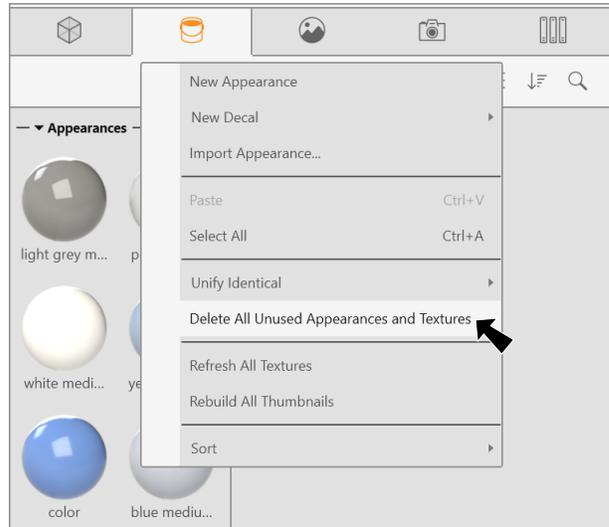


Fig. 27

L. Cloud Environment.

Step 1. Click **File Libraries** tab (Ctrl-0) in the Palette, Fig. 28.

click **Cloud** to view Cloud libraries
 change libraries list to **Environments**
 click **Classic Photo Studio.hdr** to download to your local library.

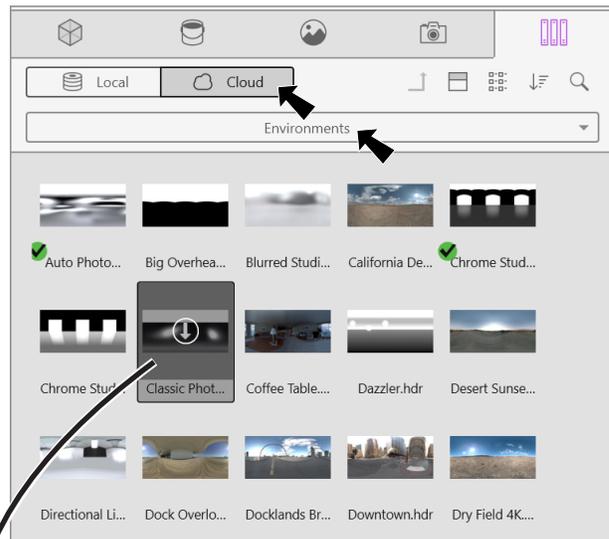


Fig. 28

Step 2. Drag **Classic Photo Studio.hdr** thumbnail into the viewport, Fig. 19.

Step 3. Save. Ctrl-S.

then drag..



Fig. 29

M. Scene Backplate Off.

Step 1. Click **Scenes tab**  (Ctrl-3) in the Palette, **Fig. 30**
under **Backplates**
click **3 Point Faded Backplate** to select
under the **General tab** 
uncheck **Visible**.

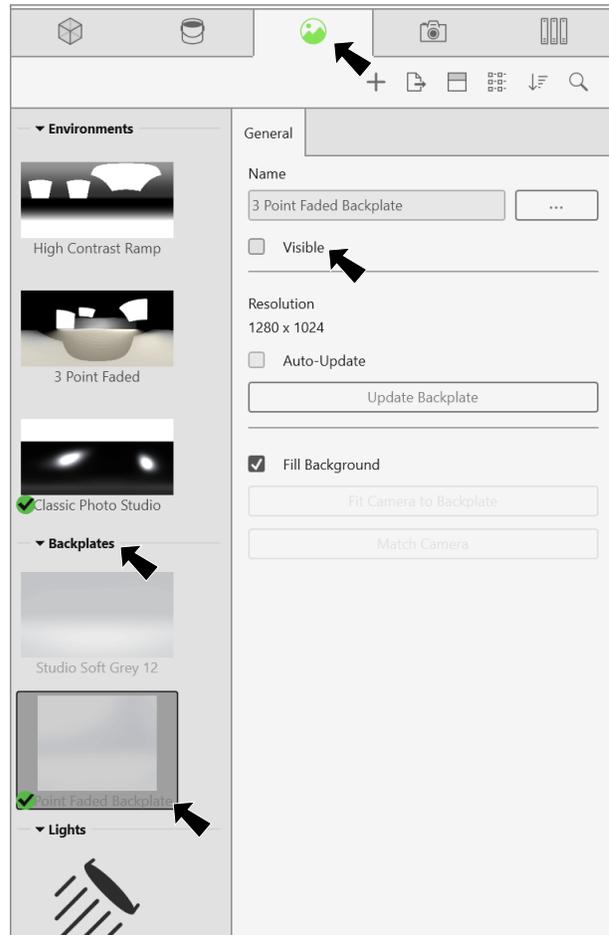


Fig. 30



Fig. 31

N. Scene Background White.

Step 1. Still on **Scenes** tab  (Ctrl-3) under list of Environments, **Fig. 32** click **Classic Photo Studio** to select under the **General** tab  **Rotation 330** Background Type **Color** click the **Background Color** swatch

Step 2. In the Color Picker, **Fig. 33** grab the **color field selector**  and drag straight up to white 255, 255, 255 close Picker .

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

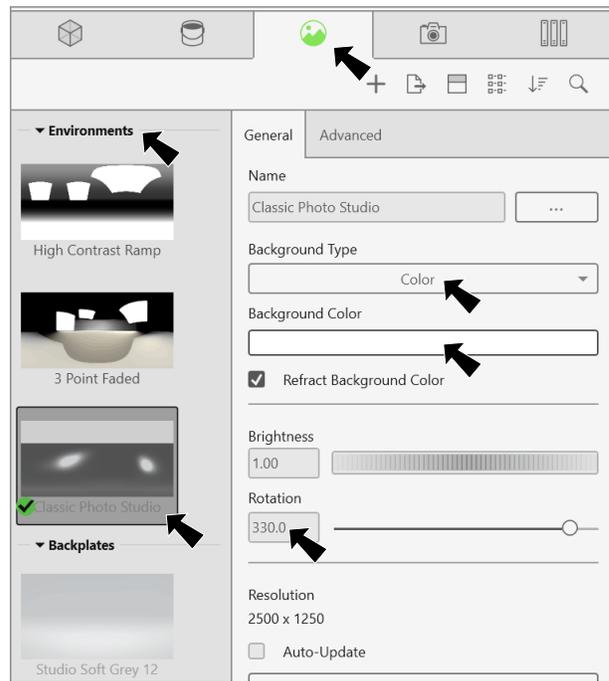


Fig. 32

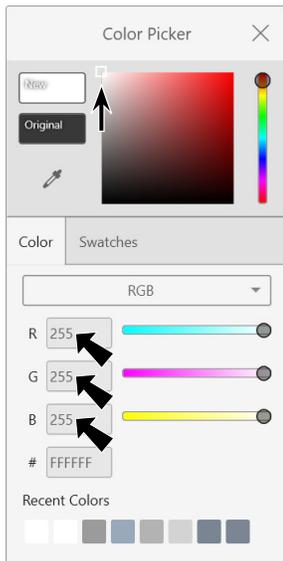


Fig. 33



Fig. 34

O. Scene Light and Shadow.

Step 1. Still on Scenes tab  (Ctrl-3)
under list of Lights, **Fig. 35**
click **Directional1** to select
under the **General** tab 
check **Enabled**
Brightness .6

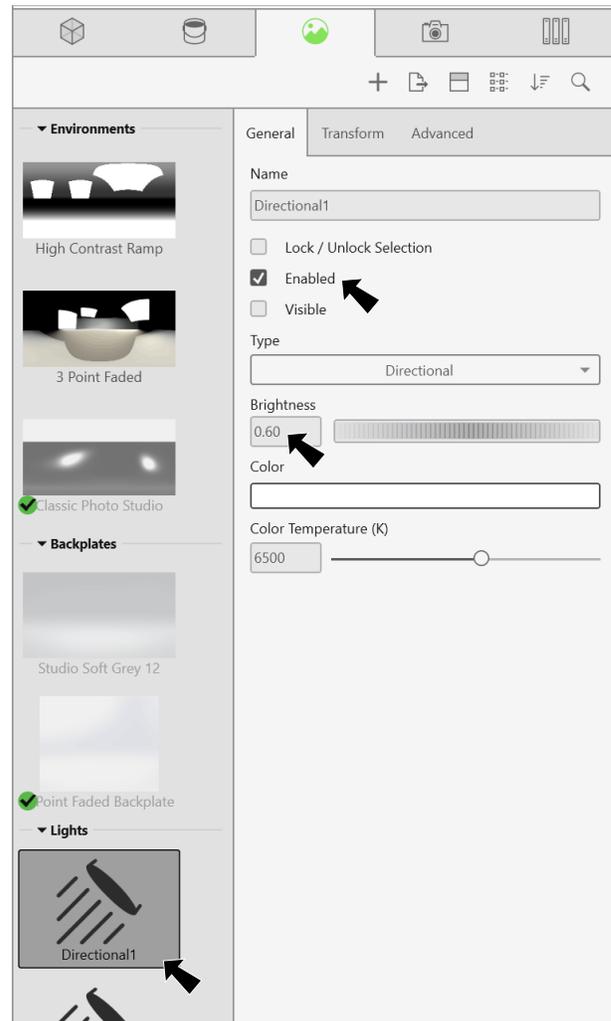


Fig. 35



Fig. 36

Step 2. Click **Transform** tab , **Fig. 37**
under Transform set
Position XYZ
Longitude -75
Latitude 80

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

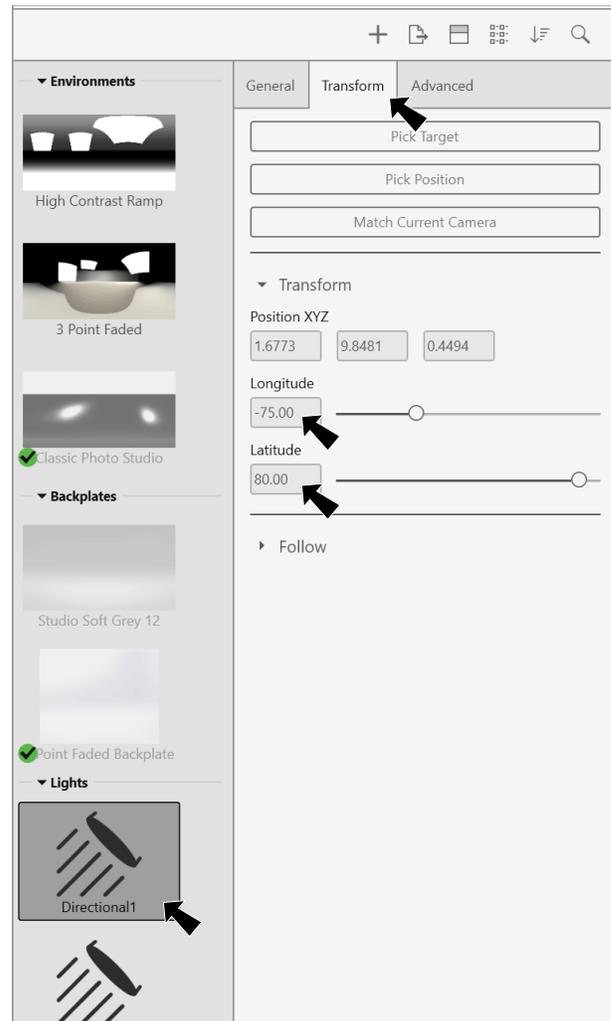


Fig. 37



Fig. 38

P. Render.

Step 1. Click **Render Wizard**  in Main toolbar, **Fig. 39**.



Fig. 39

Step 2. In Wizard Welcome page, **Fig. 40** under Select Type select **Image** click **Next**.

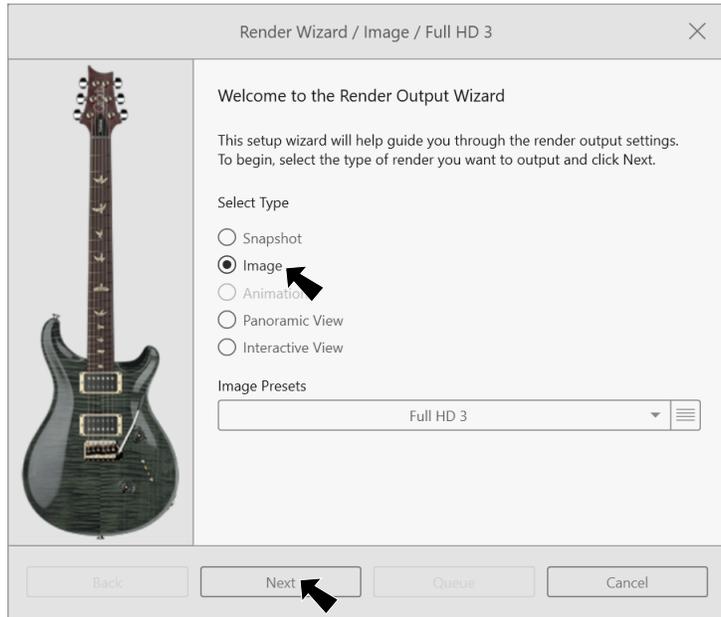


Fig. 40

Step 3. Media page, **Fig. 41**
Format **TIFF**
check **Include Alpha**
click **Next**.

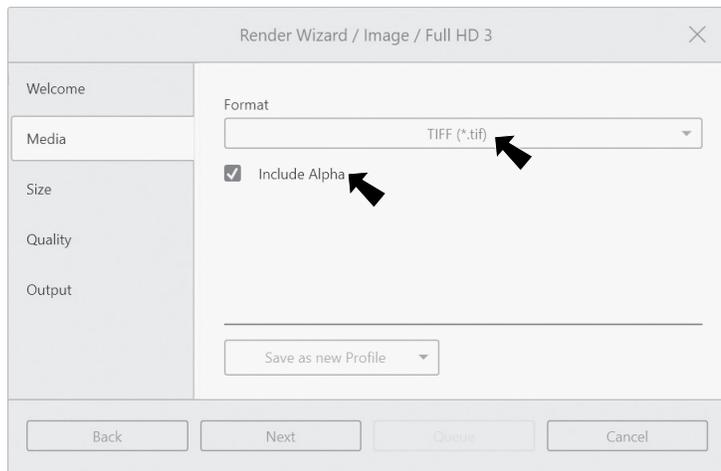


Fig. 41

Step 4. Size page, **Fig. 42**
set **Width and Height**
set **Resolution**
click **Next**.

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

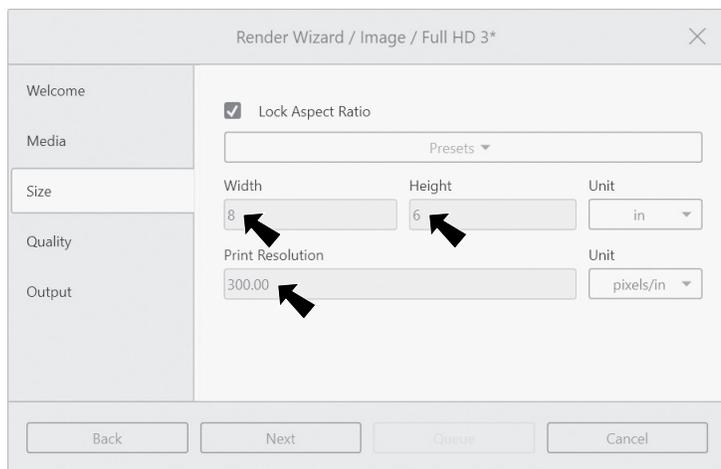


Fig. 42

Step 5. Quality, **Fig. 43**
 Termination Mode **Quality**
 set **Render Passes**
 click **Next**.

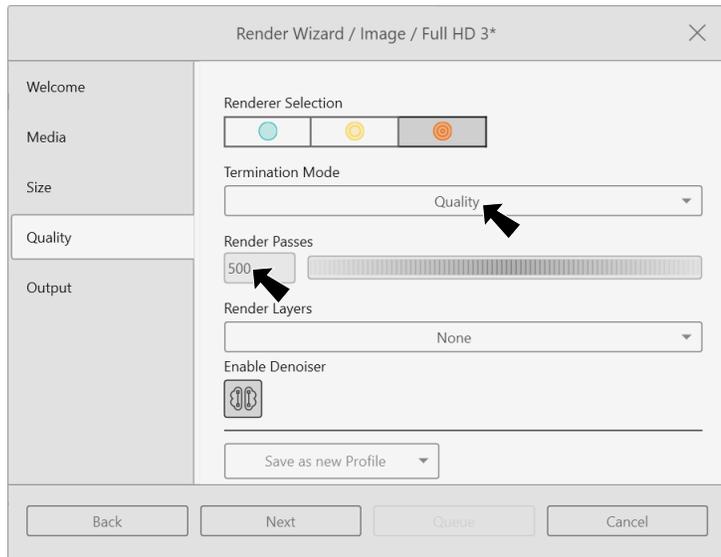


Fig. 43

Step 6. Output, **Fig. 44**
 set **Output Folder**
 click **Render**.

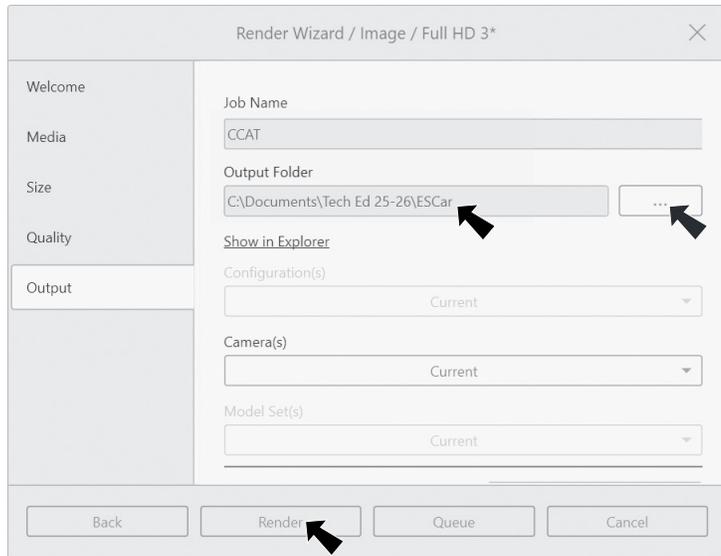


Fig. 44

Step 7. In the Output Viewer, **Fig. 45**
 After rendering
 click **thumbnail** to open
 image in your image software.
 Close Output Viewer .

Tip: Right click
Render Wizard 
 to directly start render-
 ing.

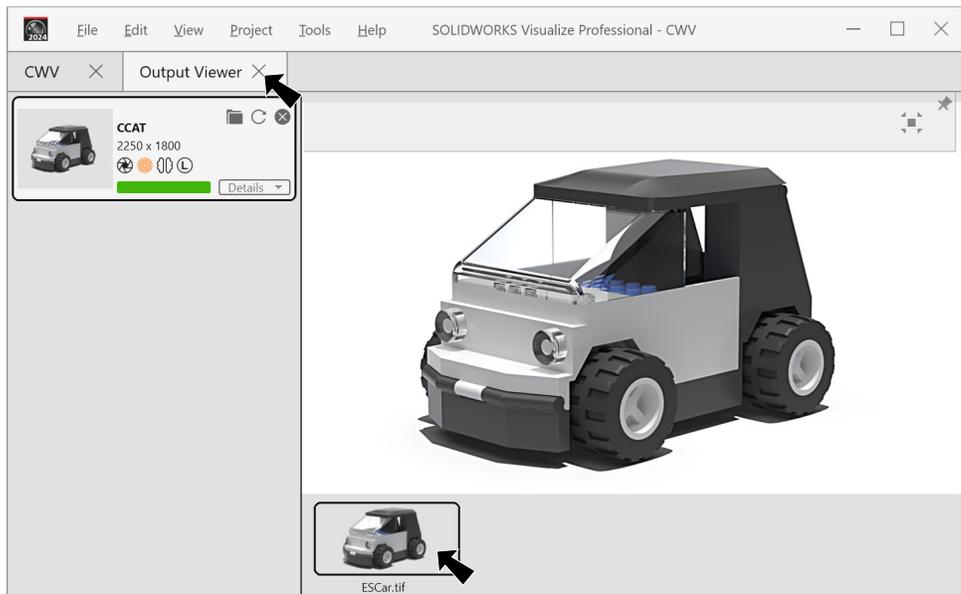


Fig. 45