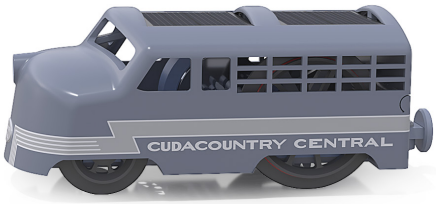
Chapter 28 Solar Train Render

New in 2026



A. Enable Visualize In SOLIDWORKS.

Step 1. Open your **Locomotive Assembly** file.

Step 2. If necessary, **show Hatch** and **Solar Panel** components. To show **Shift - Tab**.

Step 3. Click **Isometric** on the Standard Views toolbar and **Up Arrow key** **twice**.

Step 4. If necessary, enable **SOLIDWORKS Visualize**. To enable, click the **flyout of Options** on the Standard toolbar and click **Add-Ins**.

Step 5. 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.

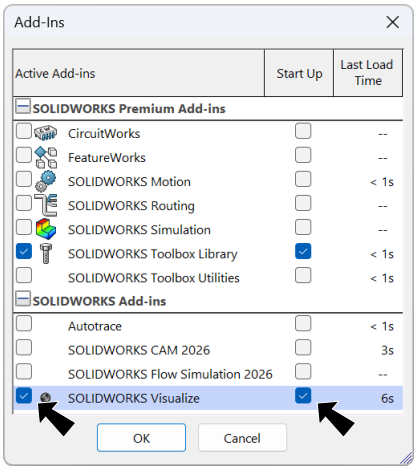


Fig. 1

Step 6. If necessary, turn on **Render** Command Manager. To turn on, **right click Sketch** Sketch on the Command Manager toolbar select > Tabs > **Render**, **Fig. 2**.

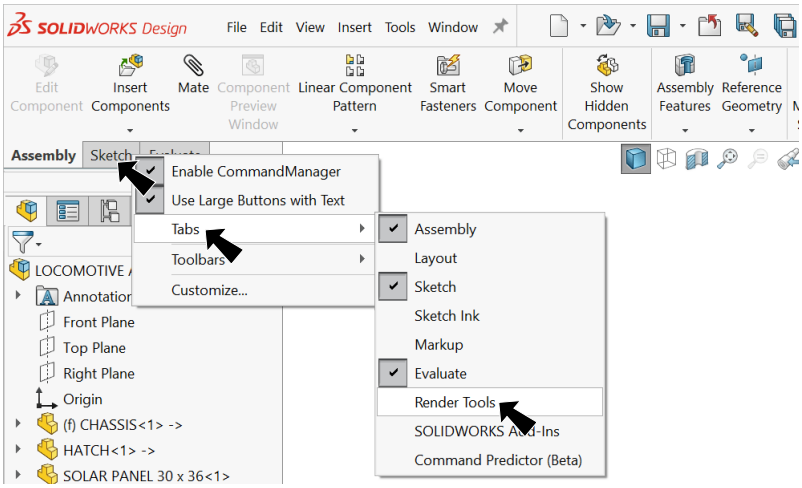


Fig. 2

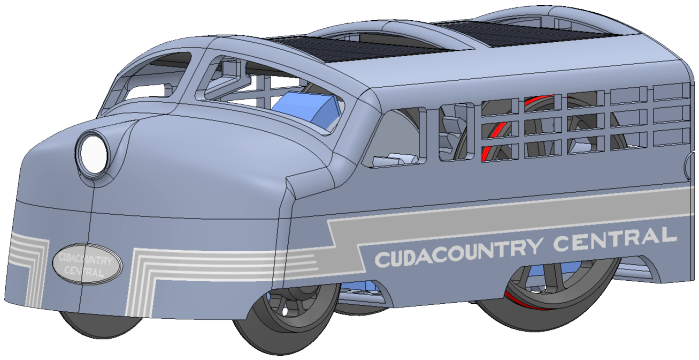


Fig. 3

http://www.cudacountry.net email:cudacountry@hotmail.com

B. Edit Scene.

Step 1. Click **Render Tools** Render Tools on the Command Manager toolbar.

Step 2. Click **Edit Scene** Edit Scene on the Render Tools toolbar.

Step 2. In the Scenes Task pane, click **Outdoor**, in the lower pane **double click Salt Flats**, **Fig. 4**.

Step 3. In Edit Scene Property Manager set:
under Background, **Fig. 5**
Background Type **Color**
select **White**
under Floor
uncheck **Floor reflections**
click **Offset to Geometry**
Offset to Geometry button
click OK ✔ .

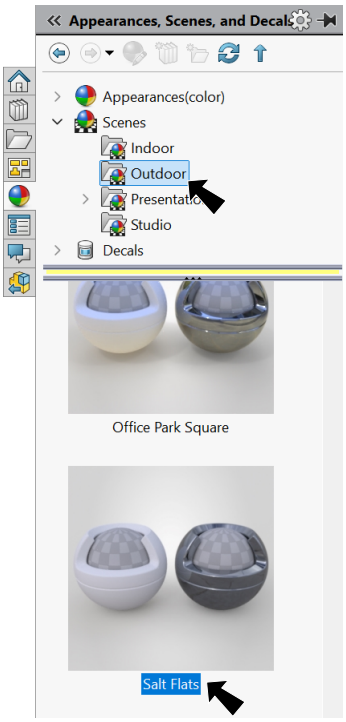


Fig. 4

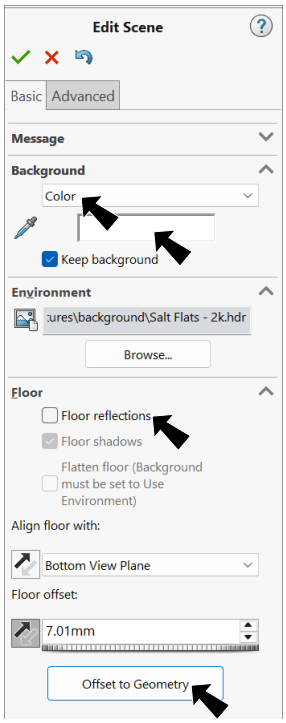


Fig. 5

C. Render.

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

Step 2. In the Render Property Manager set:
under Media, **Fig. 6**
Image Formats **TIF**
check **Include Alpha**
under Size
Image **Width** **2500**
Image **Height** **1500**
under Quality
Render Quality **High**
click OK ✔ .

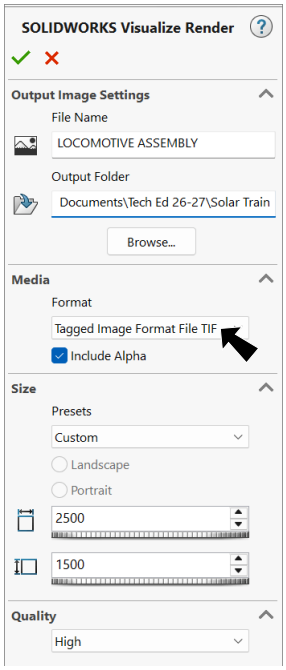


Fig. 6