

# SOLIDWORKS Composer Course

**LENGTH: 3 DAYS**

**Prerequisites:** Experience with the Windows operating system. No CAD experience is required.

**Description:** This class teaches you how to use the SOLIDWORKS Composer software to create 2D and 3D output from CAD design data. Easily create compelling interactive and online technical documentation.



## Topics covered in this course are:

### Introduction

#### Lesson 1: Quick Start

Quick Look at SOLIDWORKS Composer

#### Lesson 2: Getting Started

What is the SOLIDWORKS Composer Application?  
Starting SOLIDWORKS Composer  
SOLIDWORKS Composer Terminology  
SOLIDWORKS Composer User Interface  
Preferences and Document Properties  
Creating 2D Output

#### Lesson 3: Creating Cover and Detail Images

Views  
Rendering Tools  
Navigation Tools  
Camera Alignment Tools  
Digger  
Create 2D Output

#### Lesson 4: Creating an Exploded View

Visibility Tools  
Exploded Views  
Collaborative Actors  
Styles  
Vector Graphics Output

#### Lesson 5: Creating Additional Exploded Views

Paper Space  
Importing Files  
File Types  
Update Views with Selected Actors  
Align Actors  
Explode Lines  
Custom Views  
Linking Between Views

#### Lesson 6: Creating Bills of Materials

Bill of Materials  
Vector Graphics Output  
Another BOM Table  
Assembly Level BOM

#### Lesson 7: Creating a Marketing Image

Selections  
Textures  
Lighting  
Scenes  
High Resolution Image

#### Lesson 8: Creating an Animation

Timeline Pane  
Position Keys

#### Lesson 9: Creating Interactive Content

Selections in the Key Track  
Position and Property Keys  
Filters  
Animating Collaborative Actors  
Digger Keys  
Events

#### Lesson 10: Creating a Walkthrough Animation

Camera Keys  
Adding Views to the Timeline  
Grids  
Additional Camera Functionality  
Exercise 20: Camera Keys 1  
Exercise 21: Camera Keys 2

#### Lesson 11: Creating an Explode and Collapse Animation

Assembly Selection Mode  
Scenarios

#### Lesson 12: Updating SOLIDWORKS Composer Files

Update an Entire Assembly  
Changing the Geometry of an Actor

#### Lesson 13: Publishing 3D Interactive Content from SOLIDWORKS Composer

Preparing a File for Publishing  
Publishing to PDF  
Publishing Inside Microsoft Word  
Publishing to HTML

#### Appendix A: Additional Applications and Workshops



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