




Camera and Render

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.

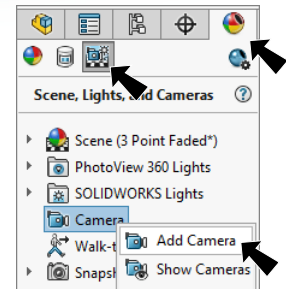


Fig. 1

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**.

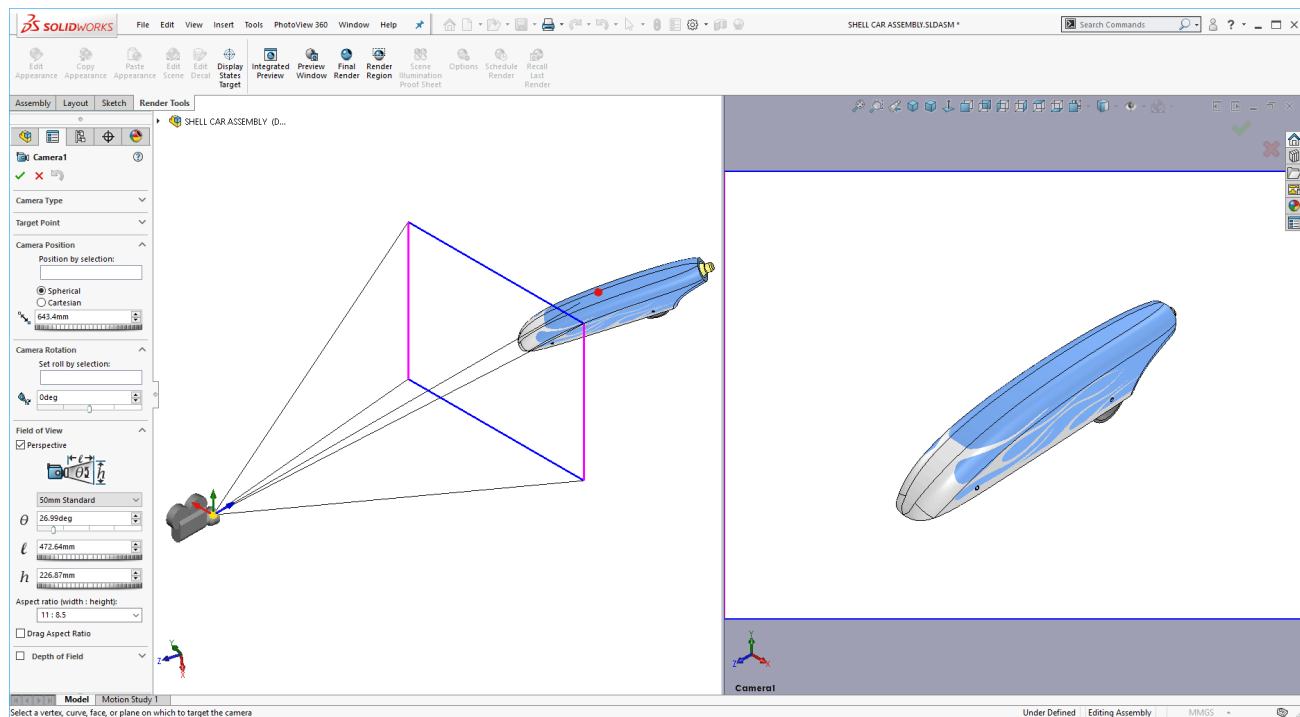





Fig. 2

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.

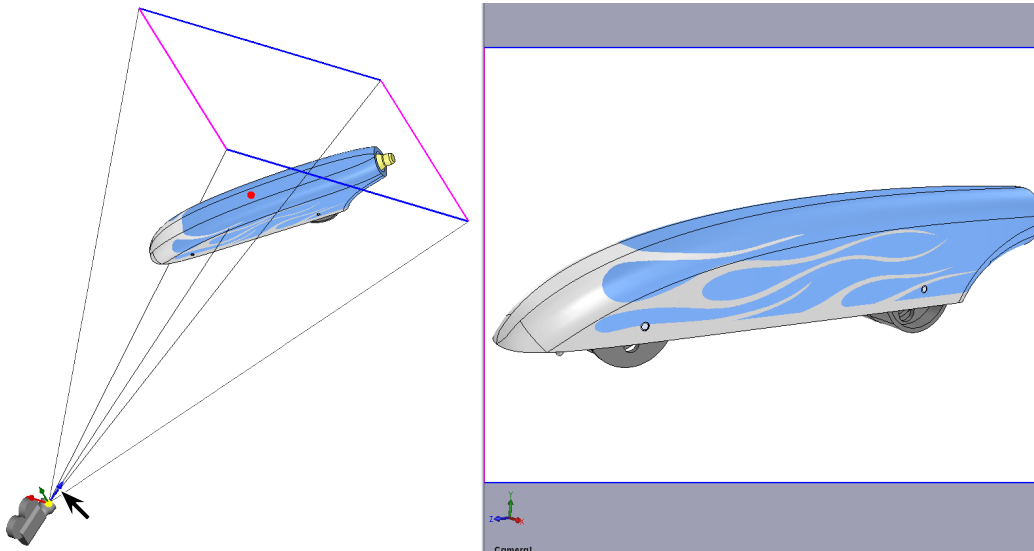


Fig. 3

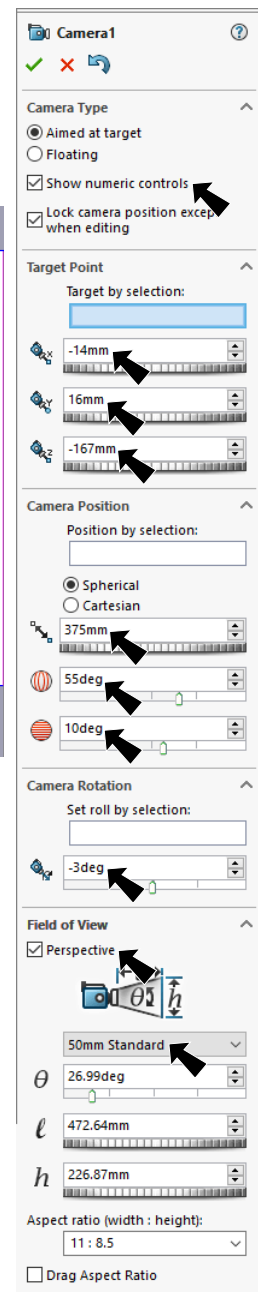


Fig. 4

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  .

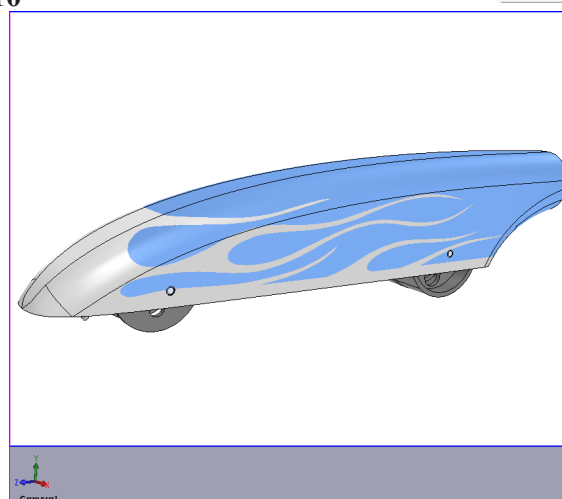


Fig. 5

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**.

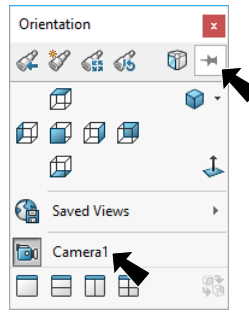


Fig. 6

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

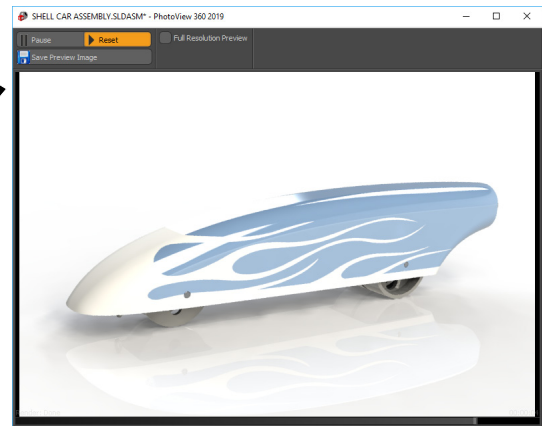
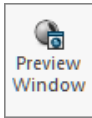


Fig. 7

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**.

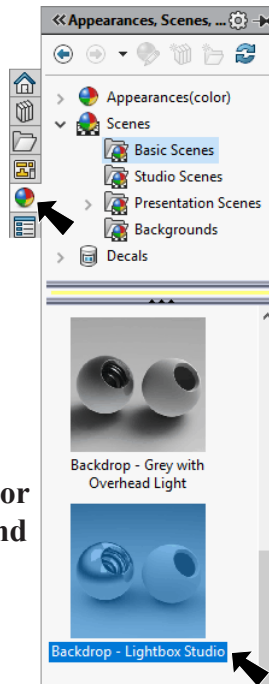


Fig. 8

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

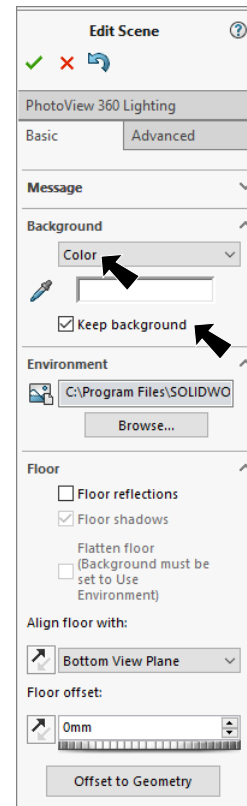


Fig. 9

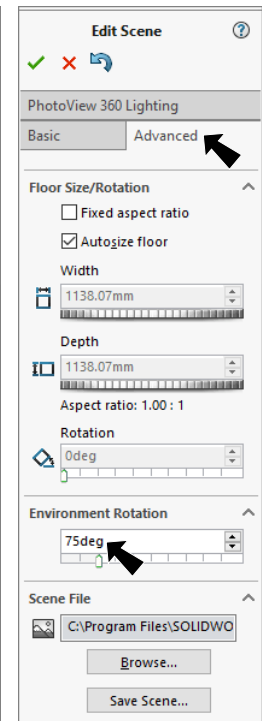


Fig. 10

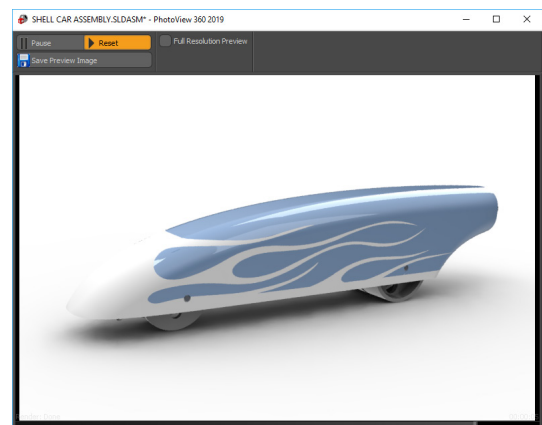



Fig. 11

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:
 Output Image size **Use SOLIDWORKS View**
 Image Format **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 .

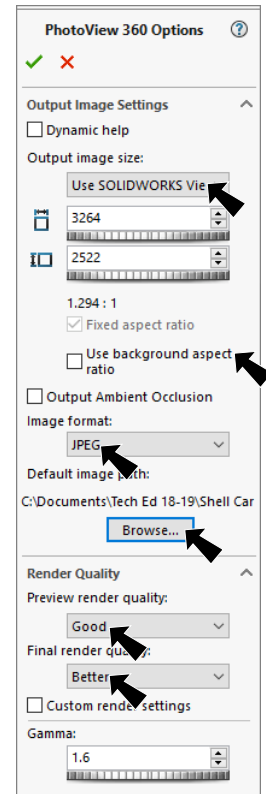
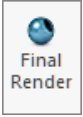


Fig. 12

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.

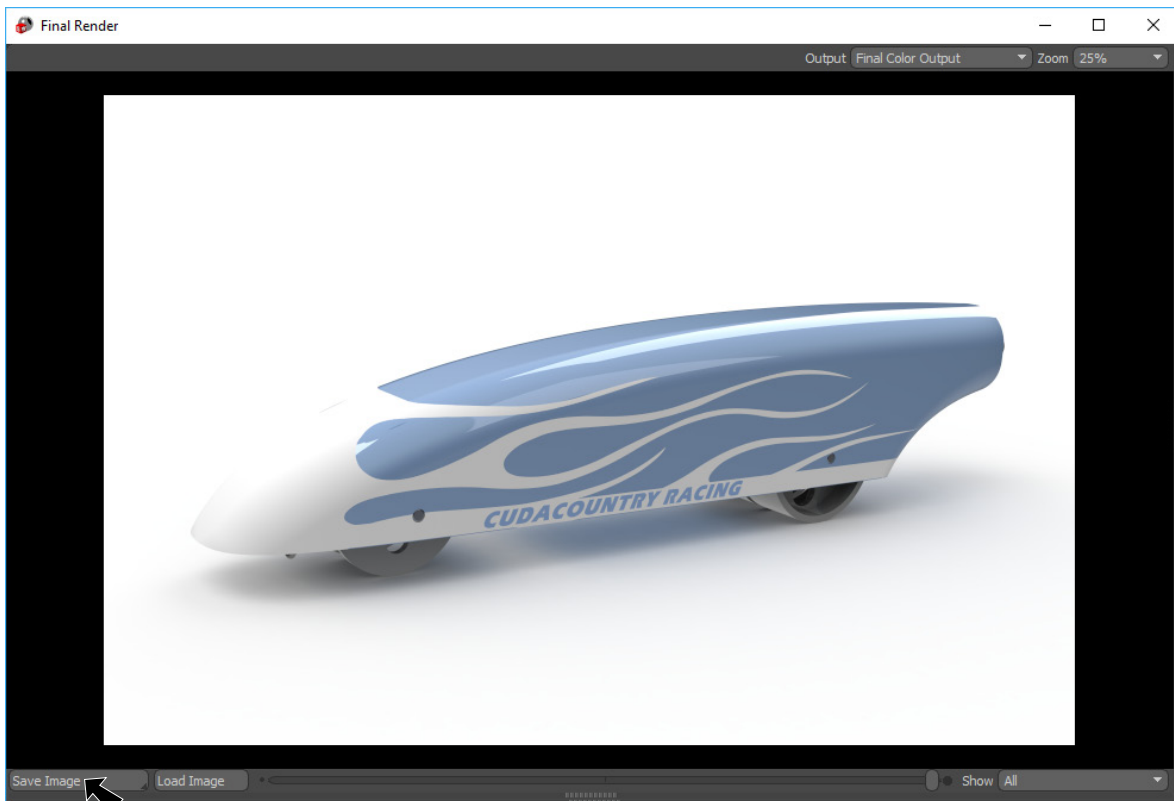


Fig. 13