

PhotoView 360 Render

A. Enable Render Tools Toolbar.

Step 1. If necessary, open your RAIL CAR ASSEMBLY file.

Step 2. If necessary, turn on PhotoView 360. Click Tools Menu > Add-Ins. Click to place a check in **PhotoView 360** check boxes under **Active Add-ins** and under **Start Up**. Click OK, Fig. 1.

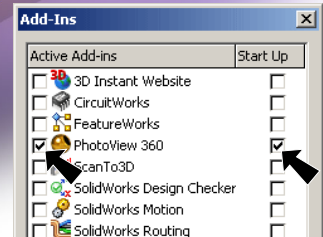
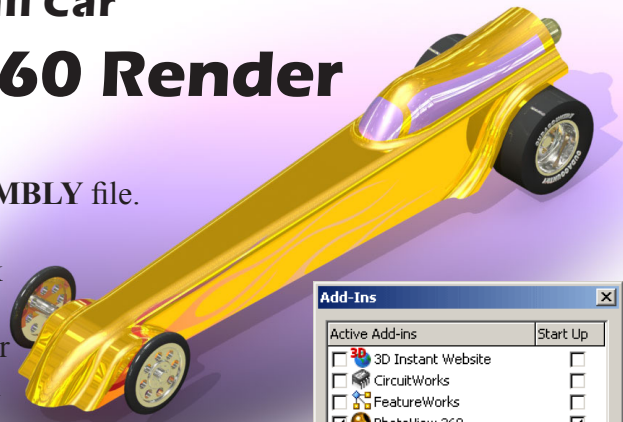
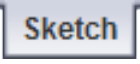
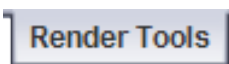


Fig. 1

Step 3. Right click **Sketch**  on the Command Manager toolbar and select **Render Tools**, Fig. 2.

Step 4. Click **Render Tools**  on the Command Manager toolbar.

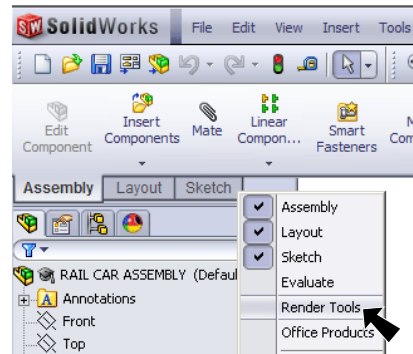
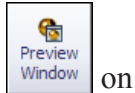


Fig. 2

B. Edit Scene.

Step 1. Hold down middle mouse button (wheel) and drag to rotate view as shown in Fig. 3.

Step 2. Click **Preview Window**



on the Render Tools toolbar, Fig. 4.

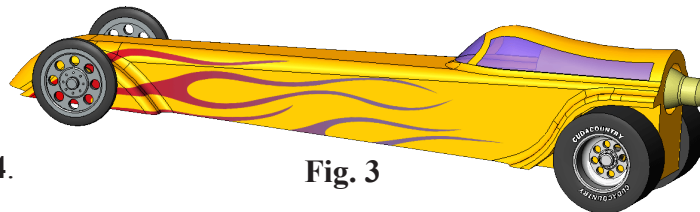


Fig. 3

Step 3. Zoom in to fit car to window, Fig. 4.

To zoom, hold down **Shift** key and drag with middle mouse button (wheel). To pan, hold down **Ctrl** key and drag with middle mouse button (wheel).



Fig. 4

Step 4. Click **Edit Scene**  on the Render Tools toolbar.

Step 5. In the Scenes Task pane lower pane, scroll down to bottom of scenes and select **Rooftop**, Fig. 4.

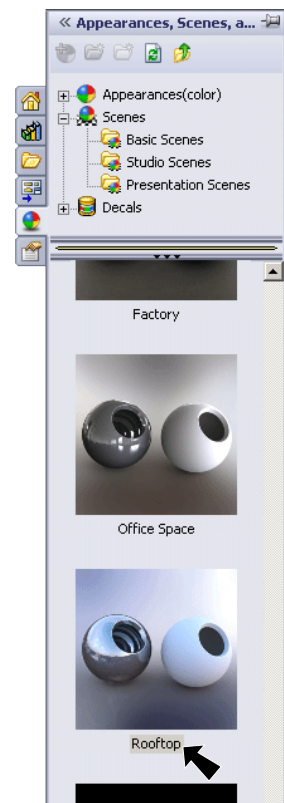



Fig. 5

Step 6. In the Edit Scene Property Manager click OK .

C. Edit Decal.

Step 1. Note the matte around edge of decal, **Fig. 6**. You might have to zoom in or close the Preview Window and click

Integrated Preview  on the Render Tools toolbar.

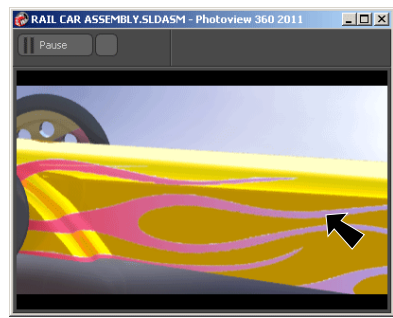


Fig. 6

Step 2. Click **Display Manager**  tab in the Manager Pane, **Fig. 7**.

Step 3. Click **View Decals**  in the Display Manager, **Fig. 7**.

Step 4. Expand **Decals** (click the +), **Fig. 7**.

Step 5. **Right click** Flames decal and click **Edit Decal** from the menu, **Fig. 7**.

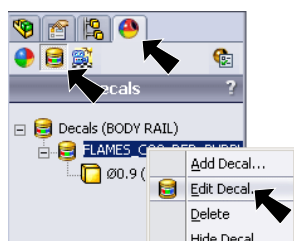


Fig. 7


Step 6. In the Decal Property Manager set:
 click **Illumination** tab at top of panel, **Fig. 8**.
 check **Use underlying appearance**
 click OK  in the Property Manager.



Fig. 9

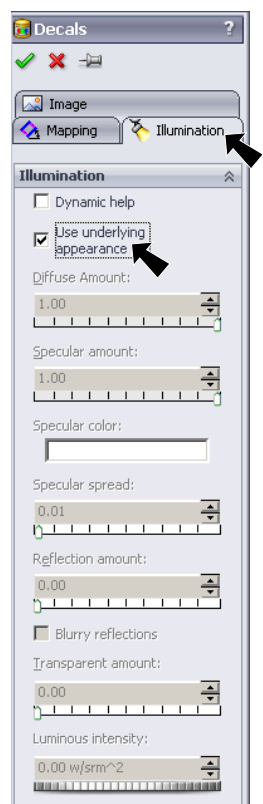



Fig. 8

D. Options.

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

Step 2. In the Options Property Manager set:
 under Output Image Setting, **Fig. 10**
Output Image size to **Use SolidWorks View**

Image Format to **JPEG**

under Render Quality
Preview render quality to **Good**

Preview render quality to **Best**

click OK  in the Property Manager.

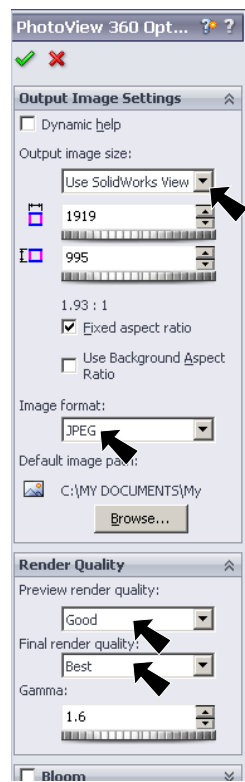



Fig. 10

E. Final Render.

Step 1. Close the Preview window.

Step 2. Click Zoom to Fit  (F) on the View toolbar.

Step 3. Click **Integrated Preview**  on the Render Tools toolbar.

Step 4. Click **Final Render**  on the Render Tools toolbar.

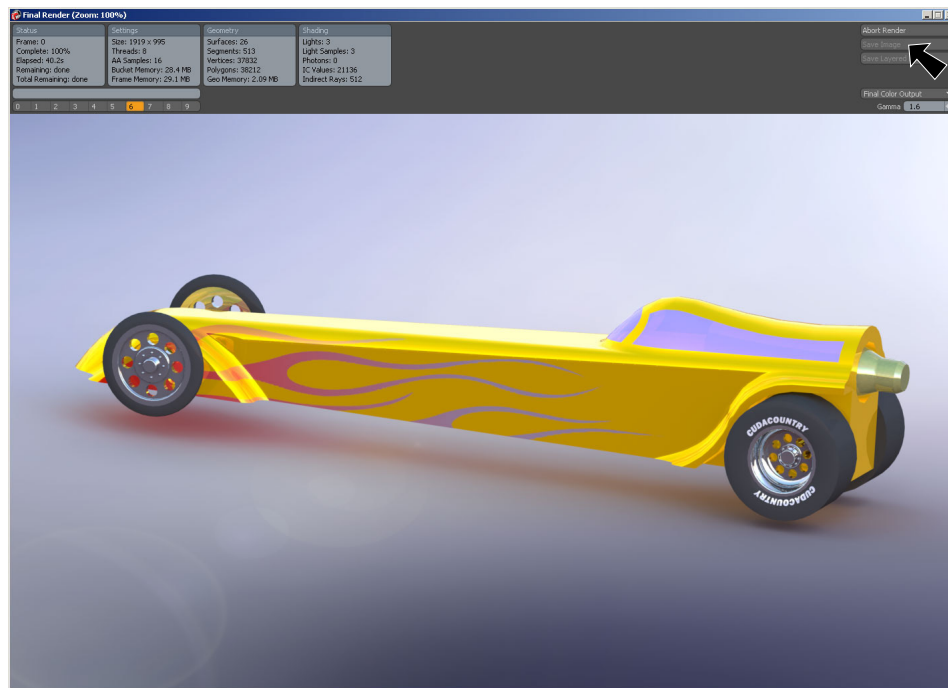


Fig. 11


Step 5. The rendering might take several minutes depending on your computer. After rendering is completed, click **Same Image** and **Close Window**, Fig. 11.

Step 6. Turn off **Integrated Preview**  on the Render Tools toolbar.

F. Scene 2 - Factory.

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

Step 2. Zoom in to fit car to window. To **zoom**, hold down **Shift** key and drag with middle mouse button (wheel). To **pan**, hold down **Ctrl** key and drag with middle mouse button (wheel).

Step 3. Click **Edit Scene**  on the Render Tools toolbar.

Step 4. In the Scenes Task pane lower pane select **Factory**, **Fig. 12**.

Step 5. In the Edit Scene Property Manager set:
 under Background, **Fig. 13**
Background type to Gradient
 click in the **Top gradient color box**

in the Color dialog box select **light purple**,
6th column, row 3, Fig. 14
 click OK

click **Illumination** tab at top of panel,
Fig. 15

Background brightness 2

Rendering brightness .5

Scene reflectivity 2

click OK  in the Property Manager.

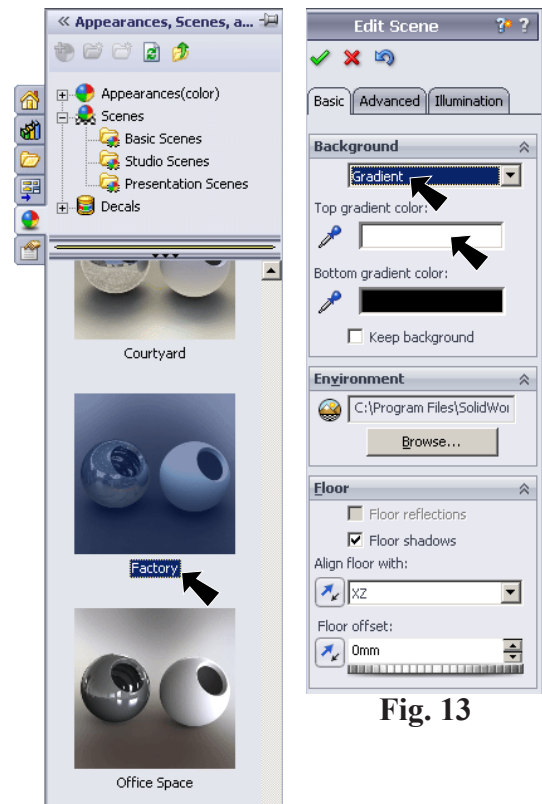


Fig. 12

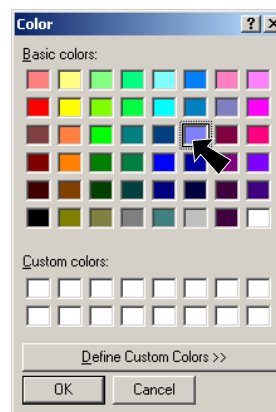


Fig. 14

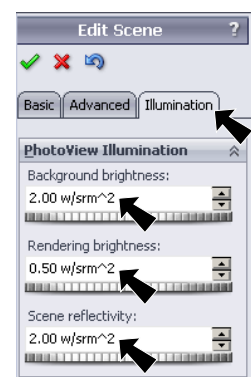


Fig. 15

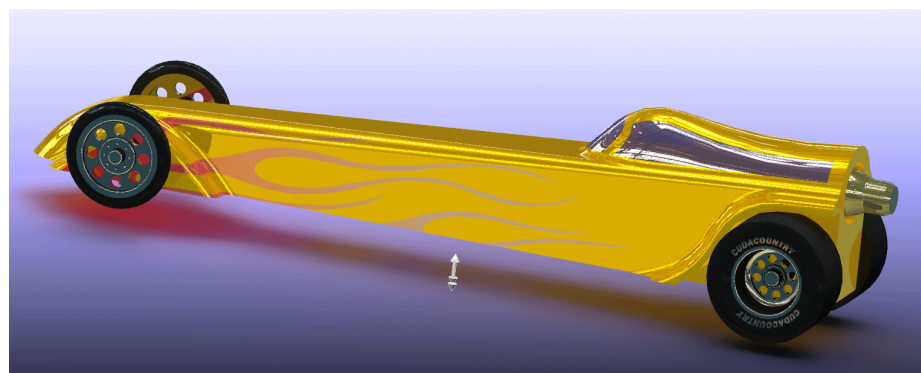


Fig. 16

Step 6. Click **View Scene, Lights and Cameras**  in the Display Manager, **Fig. 17**.

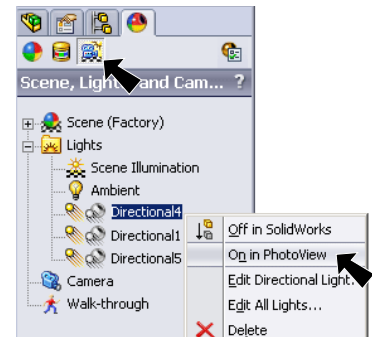



Fig. 17

Step 7. In the View Scene, Lights and Cameras Manager Pane expand **Lights**
right click Directional 4 light (1st light) and click **On in PhotoView** from menu, **Fig. 17**.
and right click Directional 5 light (3rd light) and click **On in PhotoView** from menu.

Step 8. Use **Final Render**  on the Render Tools toolbar.

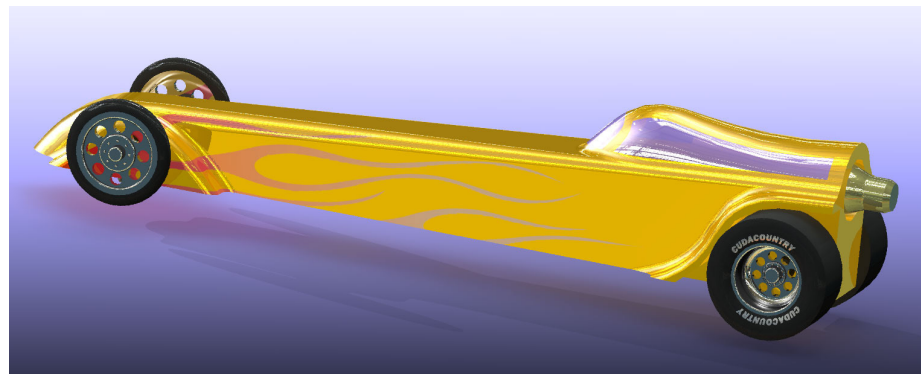



Fig. 18

G. Delete Scene and Turn Off Lights.

Step 1. To delete Scene and turn off lights to return to default, click **Display Manager**  tab in the Manager Pane, **Fig. 19**.

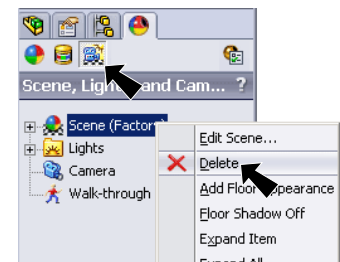


Fig. 19

Step 2. Click **View Scene, Lights and Cameras**  in the Display Manager, **Fig. 19**.

Step 3. **Right click** Scene and click **Delete** from the menu, **Fig. 19**.

Step 4. **Right click Directional 4** light and click **Off in SolidWorks** from menu, **Fig. 20**.

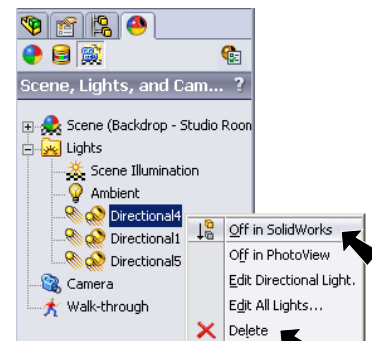


Fig. 20

Step 5. **Right click Directional 5** light and click **Off in SolidWorks** from menu, **Fig. 20**. Leave **Directional 1** on, it is the default light.