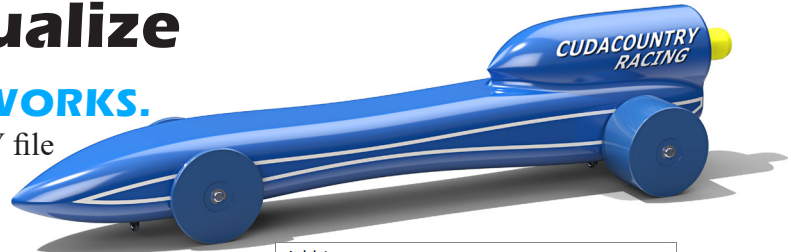


CO2 Rail Car E Visualize




A. Enable Visualize In SOLIDWORKS.

Step 1. Open your **RAIL CAR E 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 .

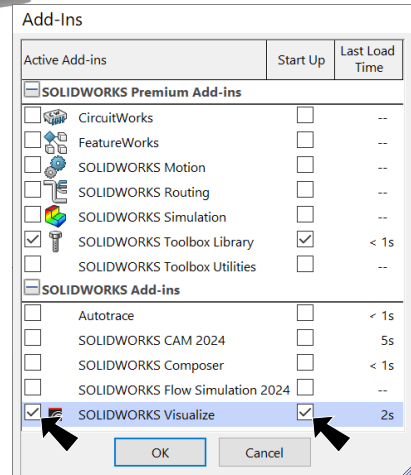


Fig. 1

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

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 **RAIL CAR E** for filename and navigate to your Rail Car E folder. Documents\Tech Ed 23-24\Rail Car E. Click Save.



Fig. 2

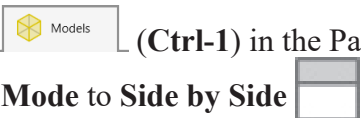
C. Transform to Floor.

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 toggle **Change Mode** to **Side by Side**



click the **RAIL CAR E ASSEMBLY** model in the Model tree

click the **Transform** tab under Transform **Position XYZ** **Y .0055**

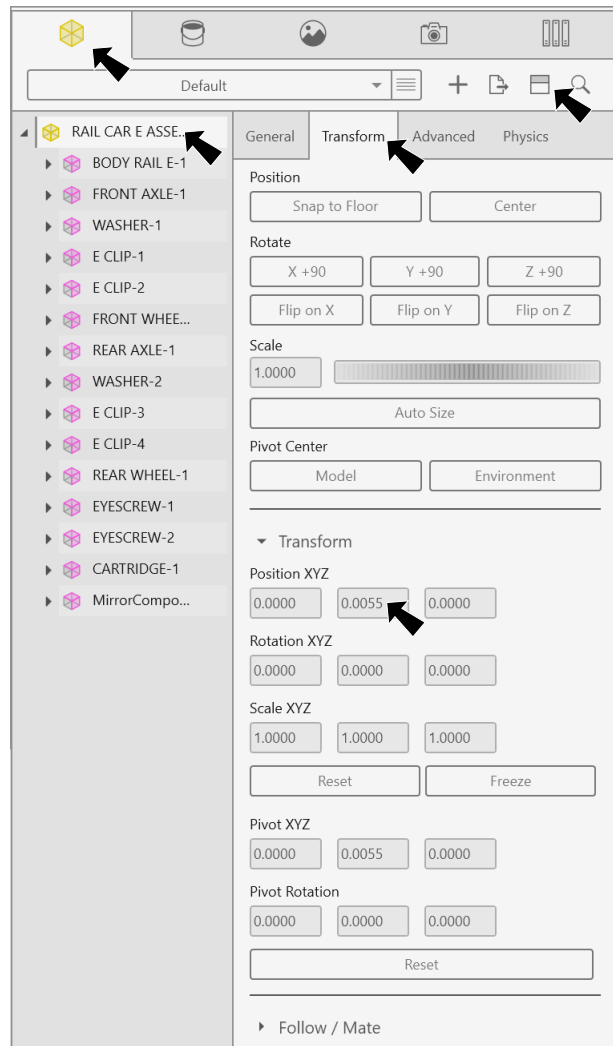


Fig. 4

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



Fig. 5


D. Cloud Environment.


Step 1. Expand **View Presets**  in Main toolbar and click **Isometric-2** , Fig. 6.




Fig. 6

Step 2. Click **File Libraries** tab  (Ctrl-0) in the Palette, Fig. 7.

click **Cloud**  to view Cloud libraries
change the libraries list to **Environments**

click **High Contrast Ramp.hdr** to download  to your local library.

Step 3. Click **Local**  to view Local library, Fig. 8

grab the **High Contrast Ramp.hdr** thumbnail drag into the viewport, Fig. 9.

Step 4. Save. Ctrl-S.

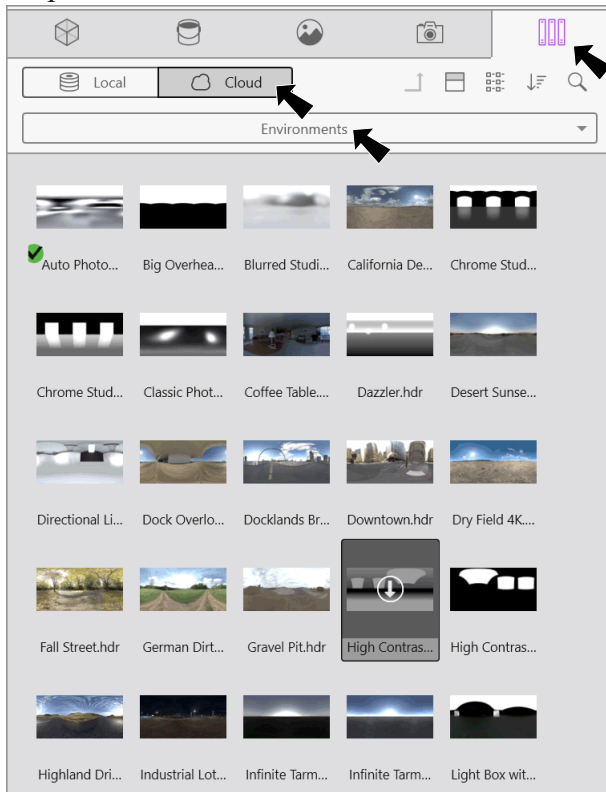


Fig. 7

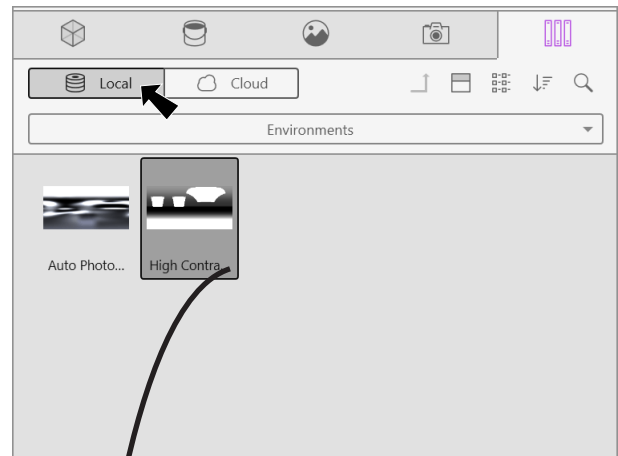


Fig. 8

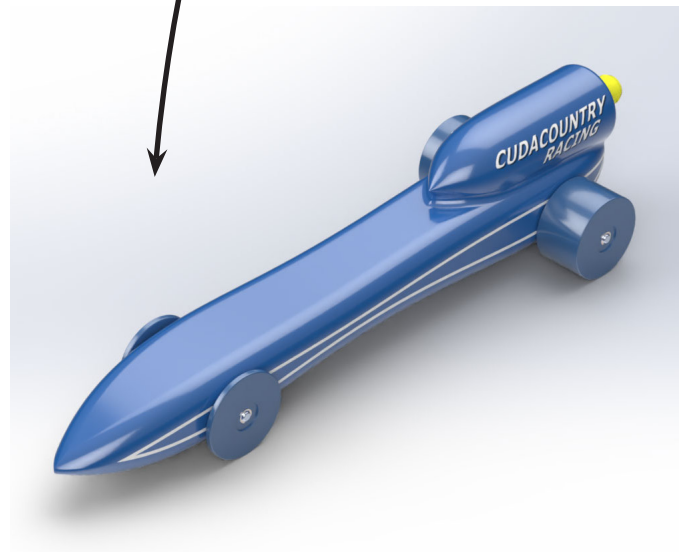




Fig. 9

E. Scene Backplate Off.

Step 1. Click **Scenes tab**  (Ctrl-3) in the Palette, **Fig. 10** under Backplates click **3 Point Faded Backplate** to select under the **General tab**  uncheck **Visible**.

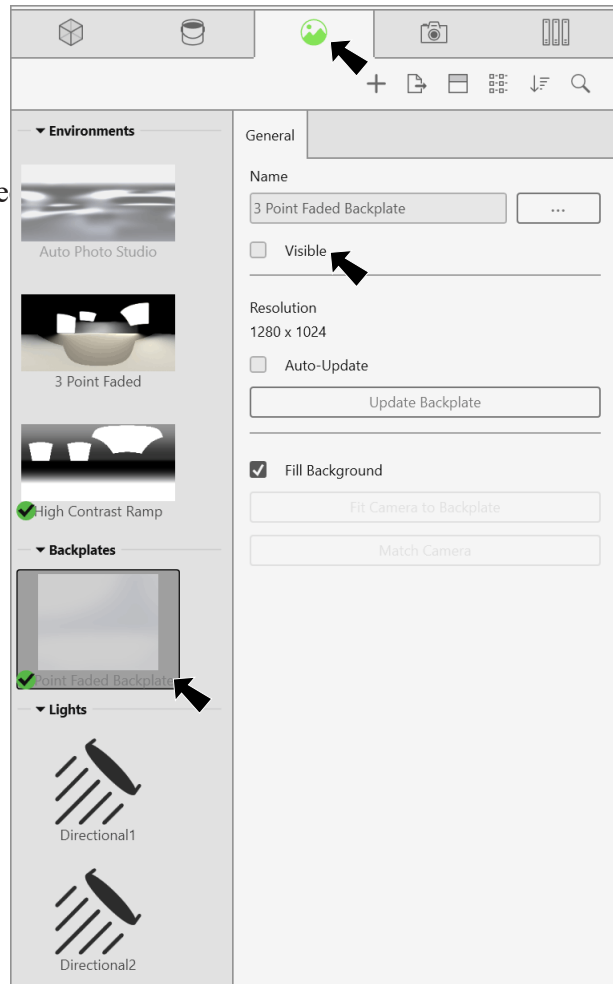





Fig. 10



Fig. 11

F. Scene Background White.

Step 1. Still on **Scenes** tab  (Ctrl-3) in Palette under list of Environments, **Fig. 12** click **High Contrast Ramp** to select under the **General** tab  Background Type **Color** click the **Background Color** swatch

Step 2. In the Color Picker, **Fig. 13** set **RGB** values
R 255
G 255
B 255
close Picker .

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

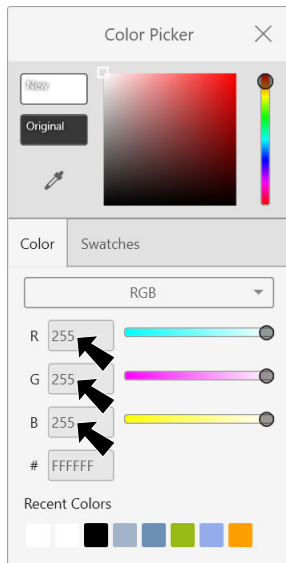


Fig. 13

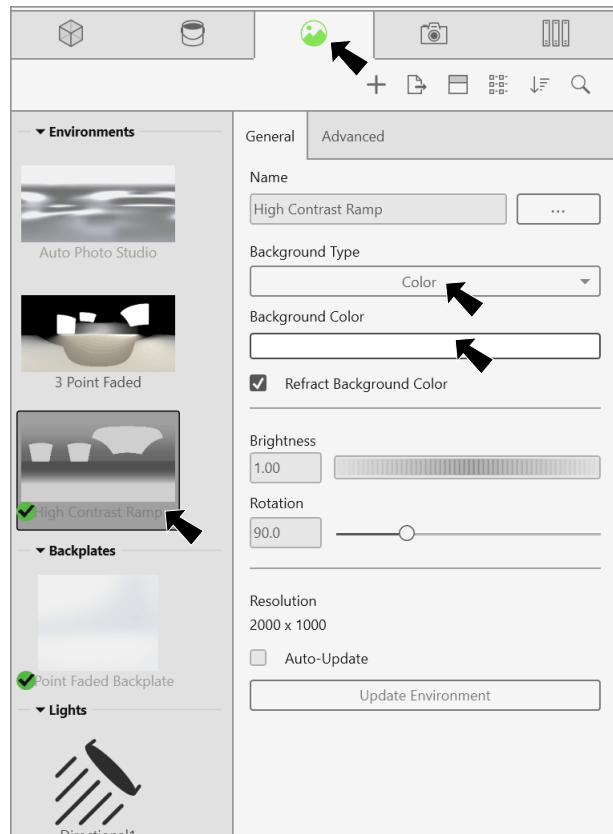




Fig. 12



Fig. 14

G. Scene Light and Shadow.

Step 1. Expand **View Presets**  in Main toolbar and click **Right** , Fig. 15.

Step 2. Click in the View Port and use **Right Arrow** key  five times and **Down Arrow** key  3 times to rotate.



Step 3. Still on **Scenes** tab  (Ctrl-3) in the Palette under list of Lights, Fig. 16 click **Directional1** to select under the **General** tab  check **Enabled** **Brightness 1**



Fig. 15

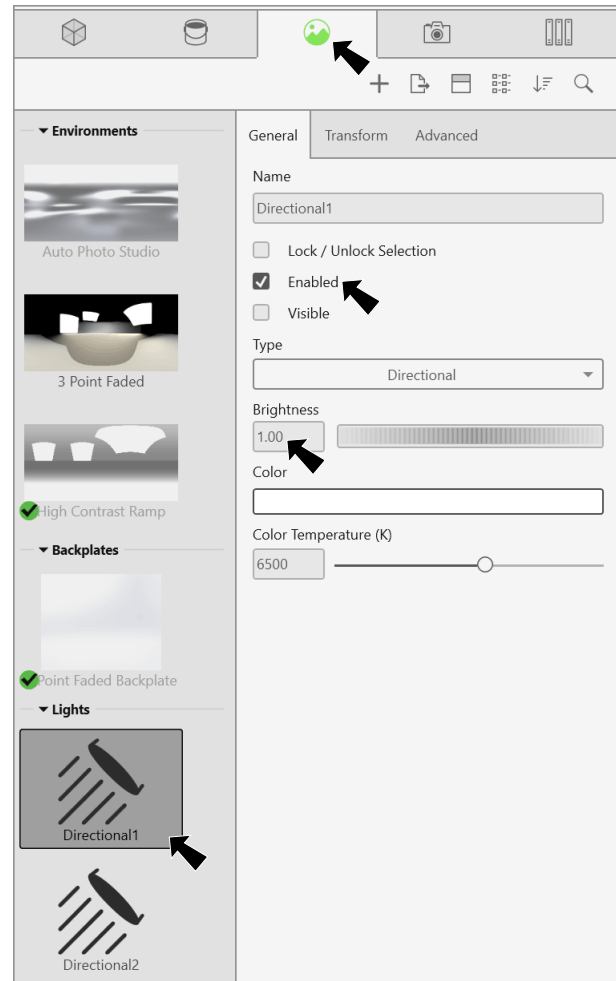


Fig. 16

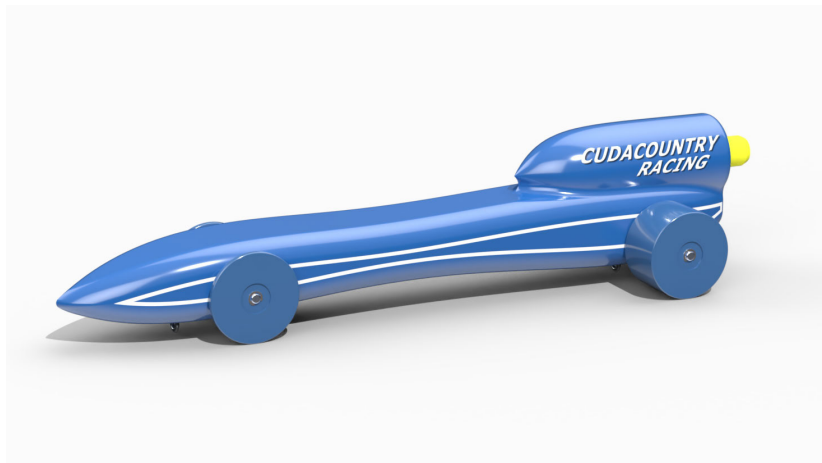



Fig. 17

Step 4. Click **Transform** tab , **Fig. 18**
under Transform set
Longitude 30
Latitude 65

Step 5. Save. **Ctrl-S**.

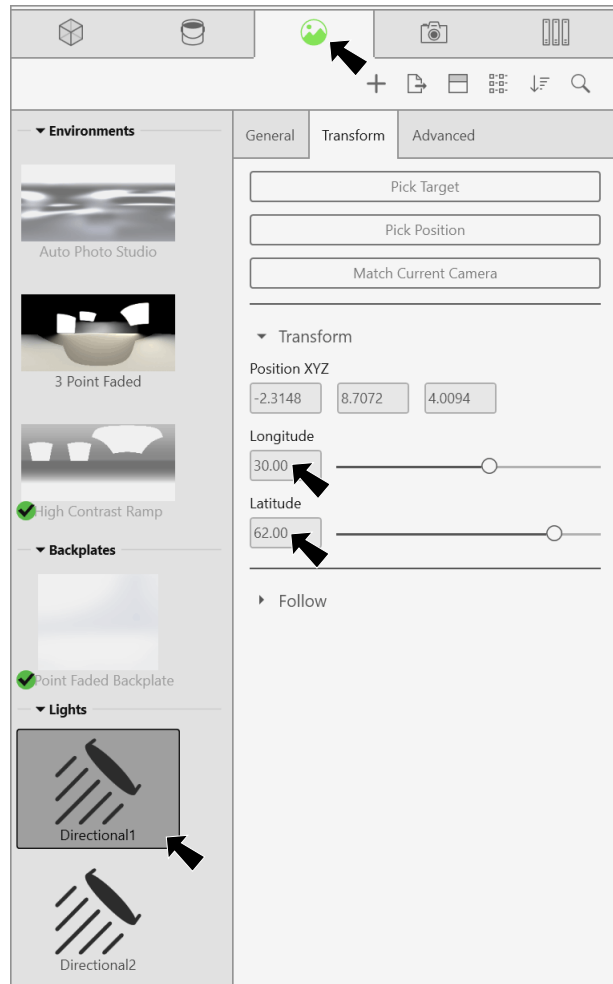


Fig. 18

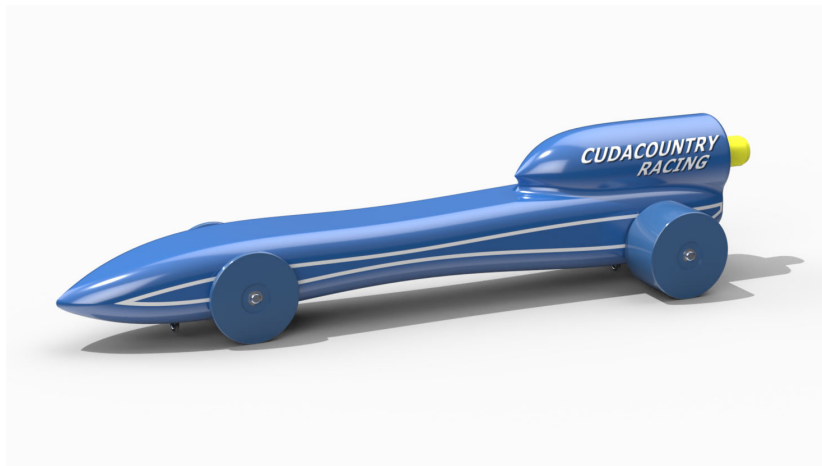


Fig. 19

H. Render.

Step 1. Click **Render Wizard**  in Main toolbar, **Fig. 20**.



Fig. 20

Step 2. In Wizard Welcome page, **Fig. 21** under Select Type select **Image** click **Next**.

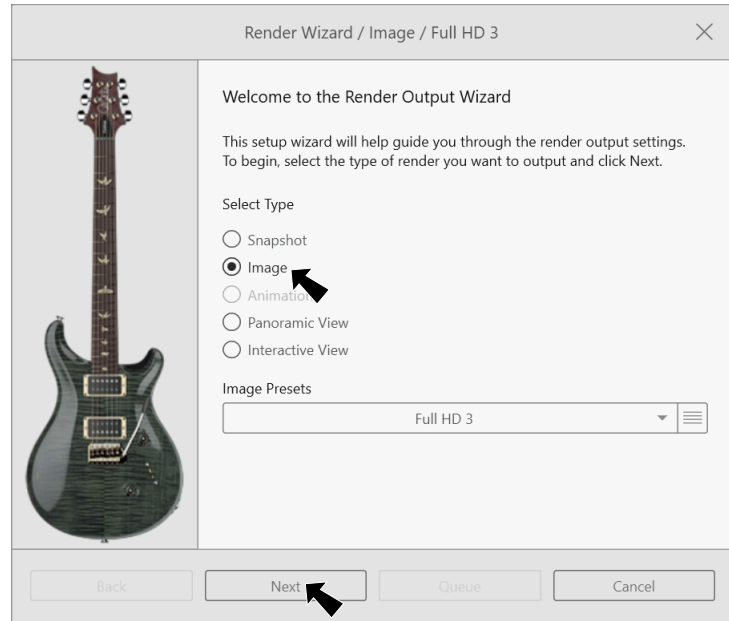


Fig. 21

Step 3. Media page, **Fig. 22** Format **TIFF** check **Include Alpha** click **Next**.

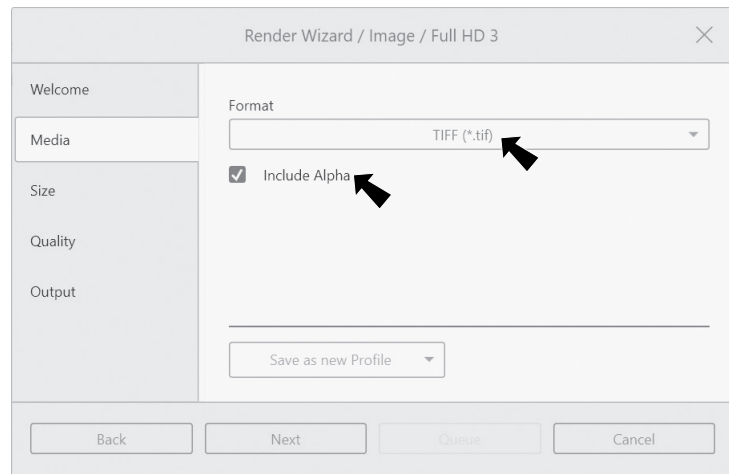


Fig. 22

Step 4. Size page, **Fig. 23** set **Width and Height** set **Resolution** click **Next**.

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

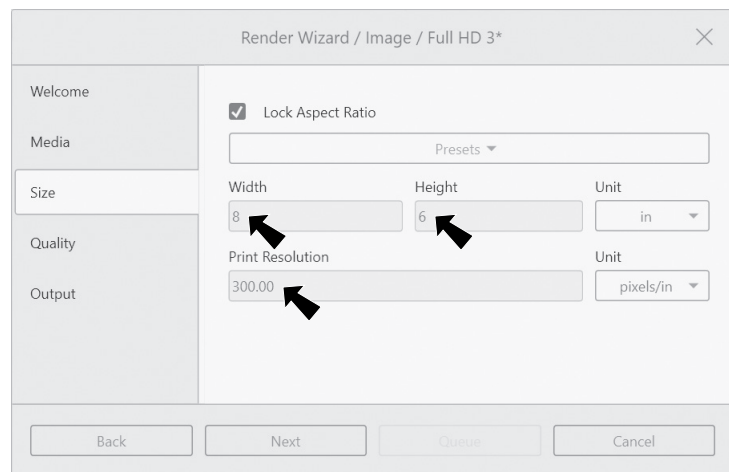


Fig. 23

Step 5. **Quality, Fig. 24**
 Termination Mode **Quality**
 set **Render Passes**
 click **Next**.

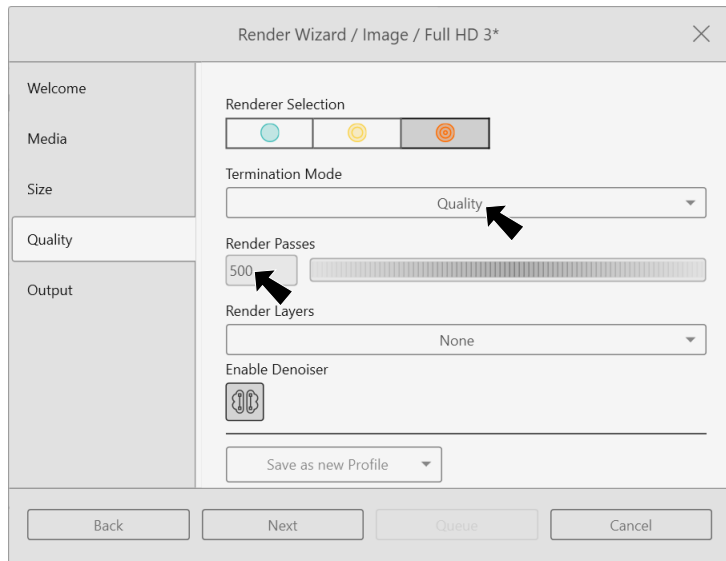


Fig. 24

Step 6. **Output, Fig. 25**
 set **Output Folder**
 click **Render**.

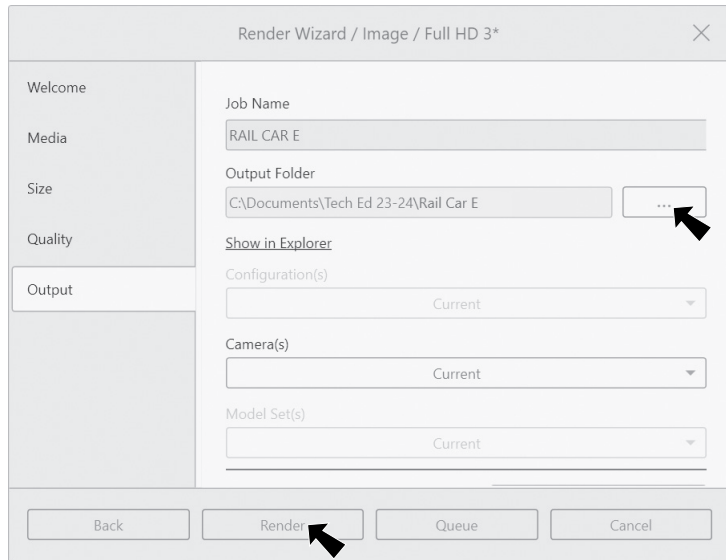



Fig. 25

Step 7. In the Output Viewer, **Fig. 26**
 After rendering
 click **thumbnail** to open
 image in your image software.
 Close Output Viewer .

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

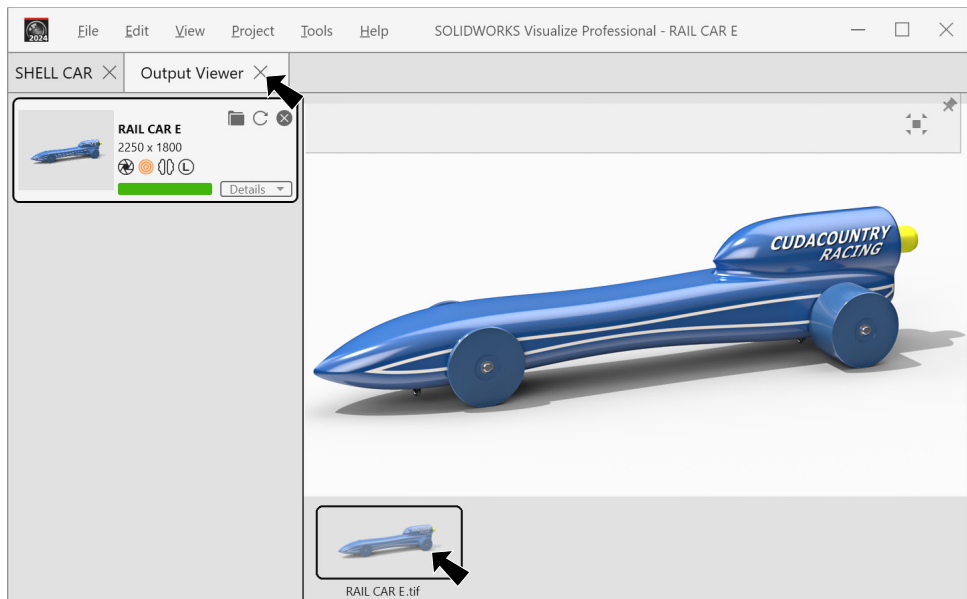


Fig. 26