


CO2 Rail Car Visualize

A. Enable Visualize In SOLIDWORKS.

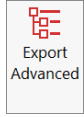
Step 1. Open your **RAIL CAR ASSEMBLY** file in SOLIDWORKS.

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 .

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

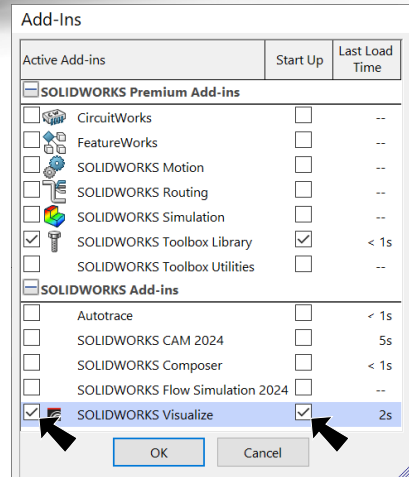
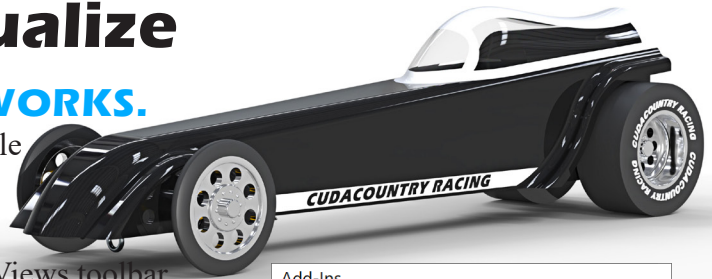


Fig. 1

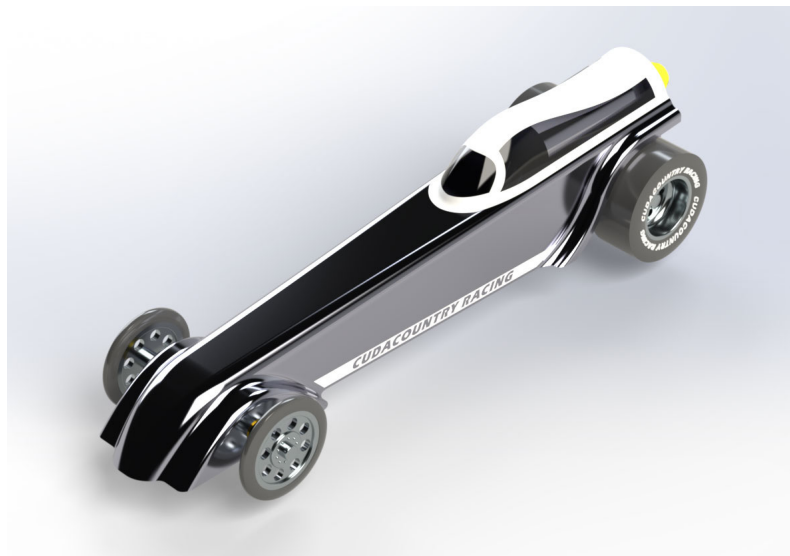


Fig. 2

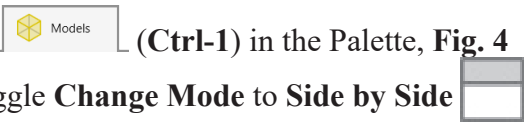
C. Transform to Floor.

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 if necessary, toggle **Change Mode** to **Side by Side**



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

click the **Transform tab** under Transform
Position XYZ
Y .0105

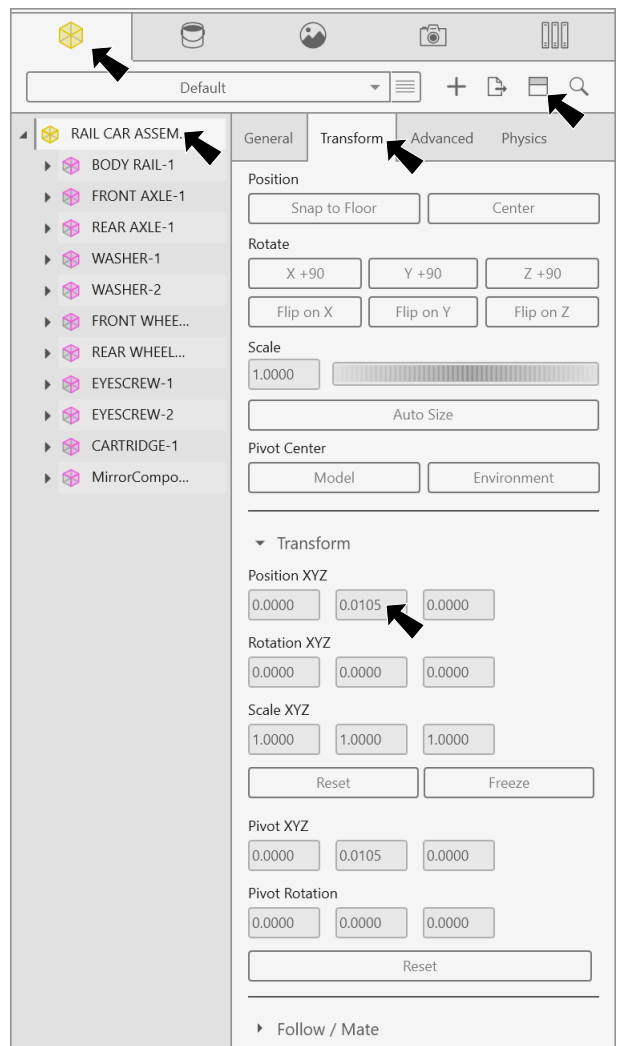


Fig. 4

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

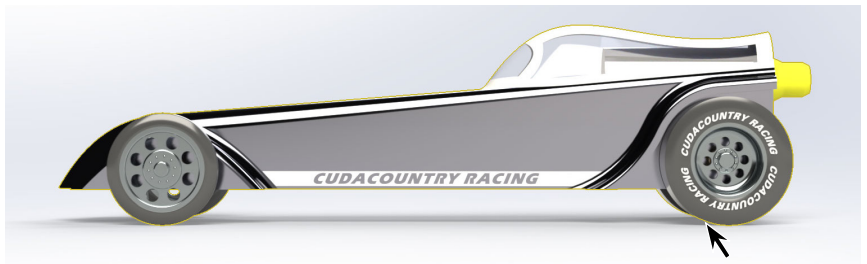


Fig. 5

D. Cloud Appearance: Black Car Paint.



Step 1. Click **Selection Tool**  in Main toolbar and click **Appearance** , Fig. 6.



Fig. 6

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

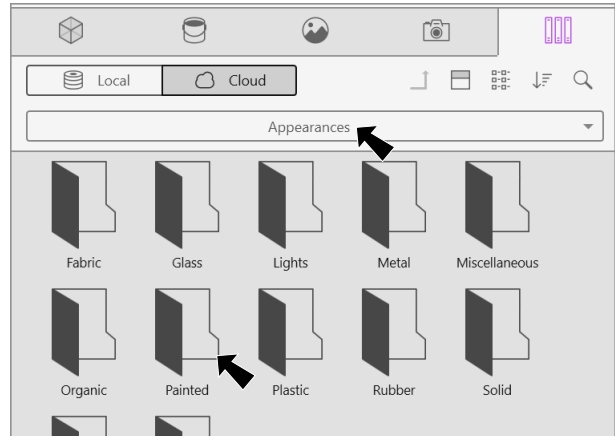




Fig. 7

click **Cloud**  to view Cloud libraries
change the libraries list to **Appearances**
double click Painted >
double click Car, Fig. 8
and click **Black** to download  to your local library, Fig. 9.

Step 3. Drag the **Black** appearance from the Appearance library, Fig. 9 onto the Body at rear above the fender in viewport, Fig. 10.

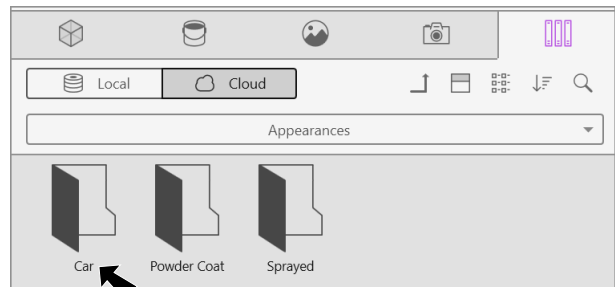


Fig. 8

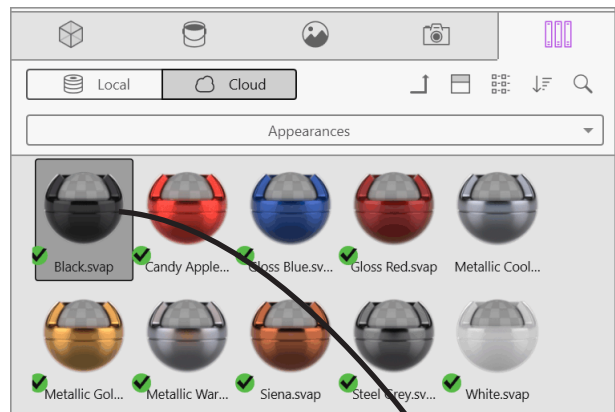


Fig. 9

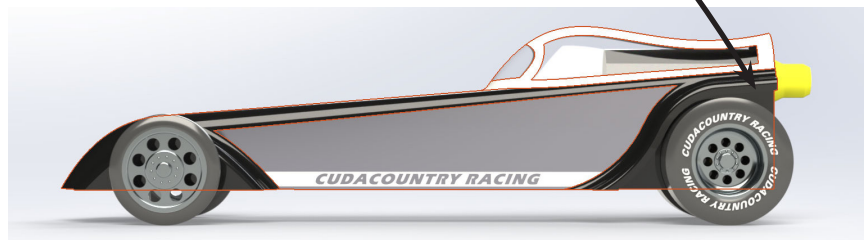


Fig. 10

Step 4. Click the black appearance on Body and that will switch to the **Appearances** tab (Ctrl-2), **Fig. 11** and **Fig. 12**.

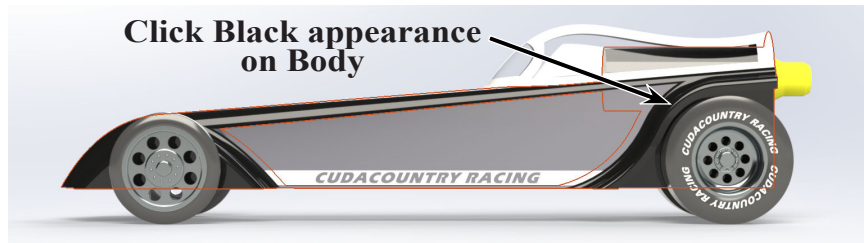


Fig. 11

Step 5. You can drag Black appearance from the swatch to face or Copy **Black** appearance to the side face of Body. To copy, **Shift click Body** to copy and **Shift right click face**, **Fig. 13**.

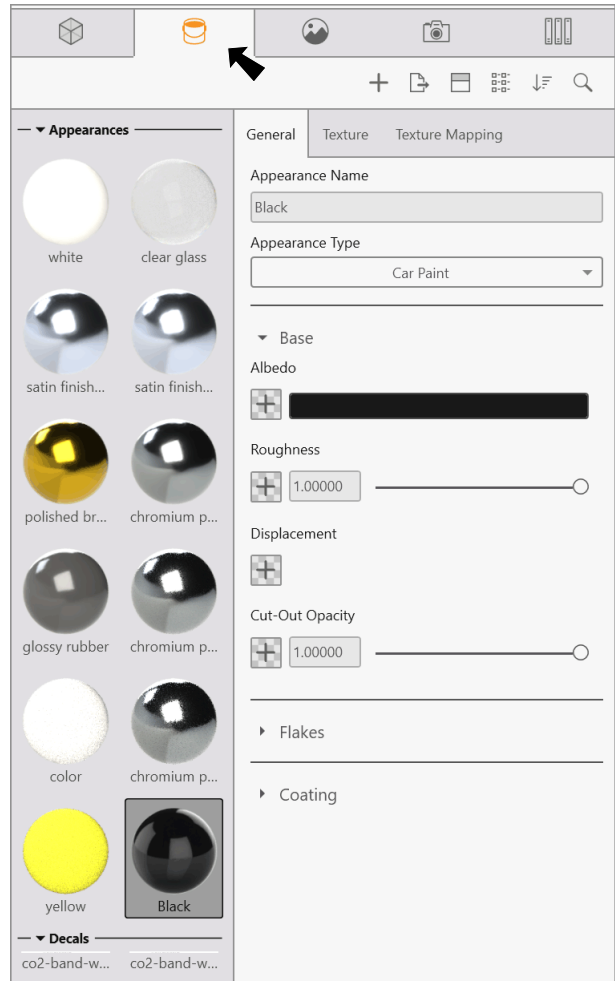


Fig. 12

Step 6. Expand **View Presets** in Main toolbar and click **Left**, **Fig. 14**.

Step 7. Paste Black to side face (**Shift right click**), **Fig. 15**.

Step 8. Save. **Ctrl-S**.



Fig. 14




Fig. 13





Fig. 15

E. Cloud Appearance: Chromium Plate.

Step 1. Click **File Libraries** tab  (Ctrl-0) in the Palette, **Fig. 16**.

still on **Cloud**  to view Cloud libraries
Libraries list still **Appearances**

click **Parent Directory**  **twice**
double click Metal folder >
double click Chrome and
click **Chromium Plate**
(not Chromium Plate cast) to download
 to your local library.

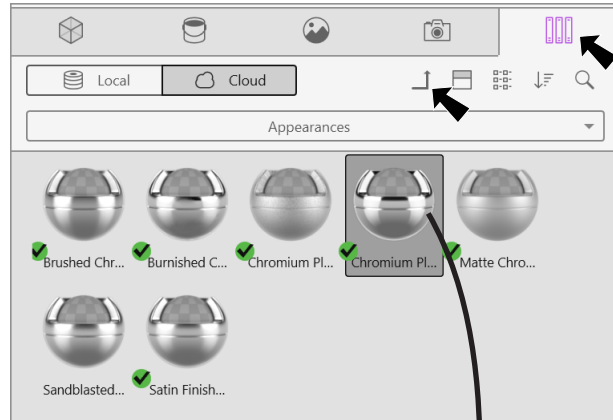


Fig. 16

Step 2. Drag the **Chromium Plate** appearance from the Appearance library, **Fig. 16** onto a Rim in viewport, **Fig. 17**.

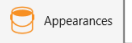
Step 3. Click the Rim to switch to the **Appearances** tab  (Ctrl-2) in Palette, **Fig. 7**.



Fig. 17

Step 4. Copy **Chromium Plate** appearance to the other Rims. To copy, **Shift click Rim** to copy and **Shift right click another Rim** to paste, **Fig. 18**.



Fig. 18

Step 5. Expand **View Presets**  in Main toolbar and click **Right** , **Fig. 19**.



Fig. 19

Step 6. **Shift right click both Rims**, **Fig. 20**.

Step 7. Save. **Ctrl-S**.

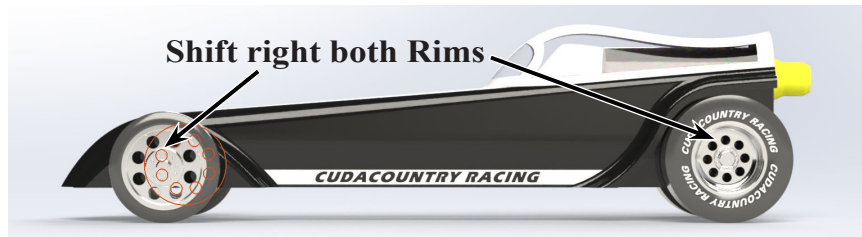




Fig. 20

F. Cloud Appearance: Matte Rubber.

Step 1. Switch back to **File Libraries** tab  (Ctrl-0) in the Palette, **Fig. 21**.

click **Parent Directory**  twice
 click **double Rubber folder** and
 click **Matte Rubber** to download  to your local library.

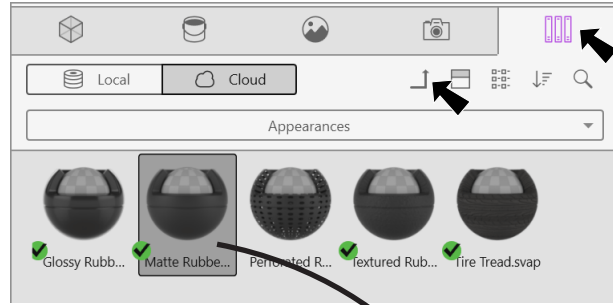


Fig. 21

Step 2. Drag the **Matter Rubber** appearance onto a **Tire**, **Fig. 22**.

Step 3. Copy **Matte Rubber** appearance to other **Tire**, **Fig. 23**.

Step 4. Change to **Left** .

Step 5. **Shift right click** both **Tires**, **Fig. 24**.

Step 6. Save. **Ctrl-S**.



Fig. 22



Fig. 23



Fig. 24

G. Cloud Environment.



Step 1. Expand **View Presets**  in Main toolbar and click **Isometric-2** , Fig. 25.



Fig. 25

Step 2. Use **Up Arrow** key  on keyboard **6 times** to rotate view.

Step 3. Click **File Libraries** tab  (Ctrl-0) in the Palette, Fig. 26.

click **Cloud**  to view Cloud libraries
change the libraries list to **Environments**
click **Warehouse.hdr** to download 
to your local library.

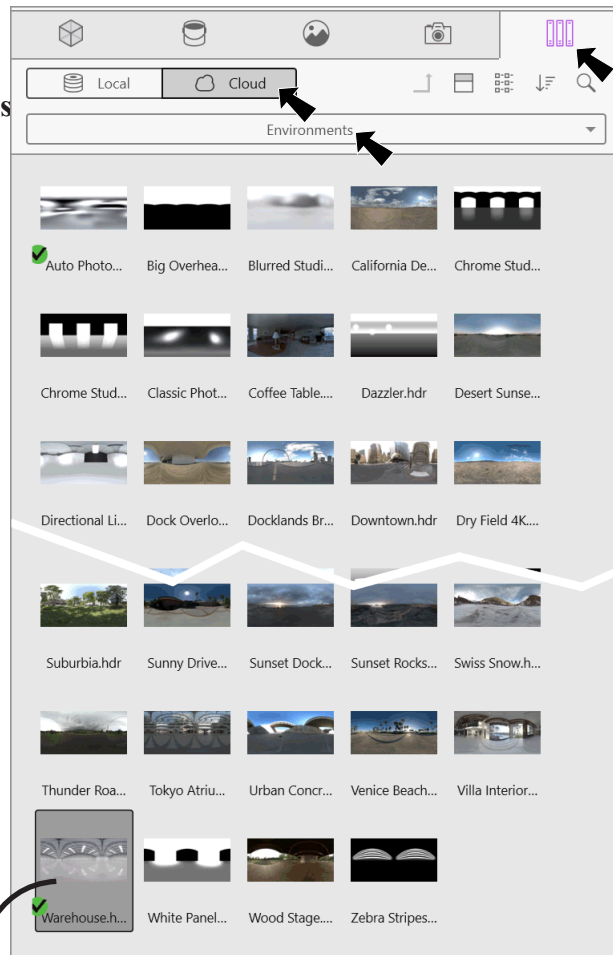


Fig. 26

Step 4. Drag **Warehouse.hdr** thumbnail into the viewport, Fig. 27.

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

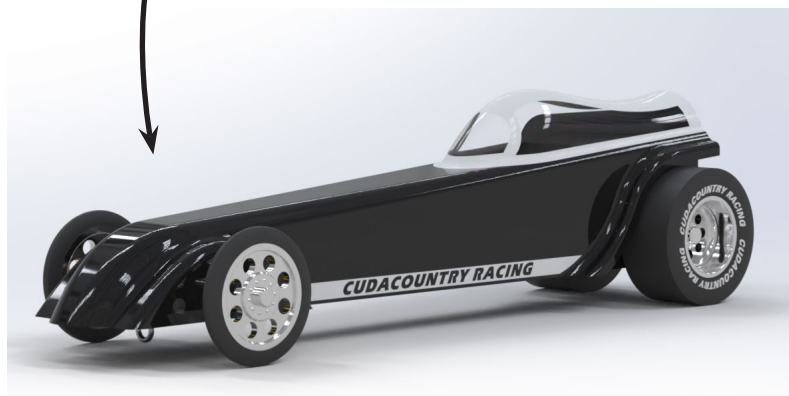




Fig. 27

H. Scene Backplate Off.

Step 1. Click **Scenes tab**  (Ctrl-3) in the Palette, **Fig. 28**
under **Backplates**
click **3 Point Faded Backplate** to select
under the **General tab** 
uncheck **Visible**.

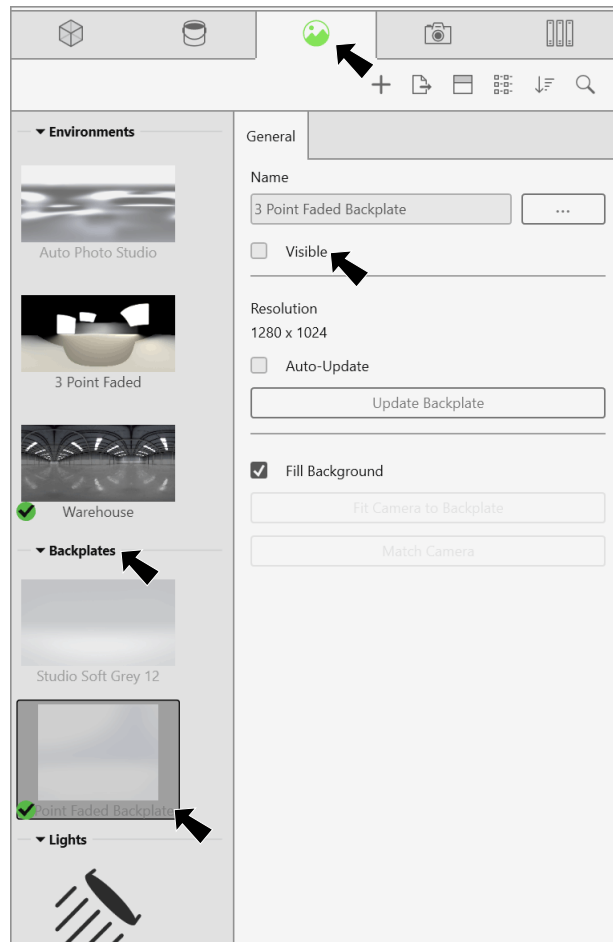


Fig. 28

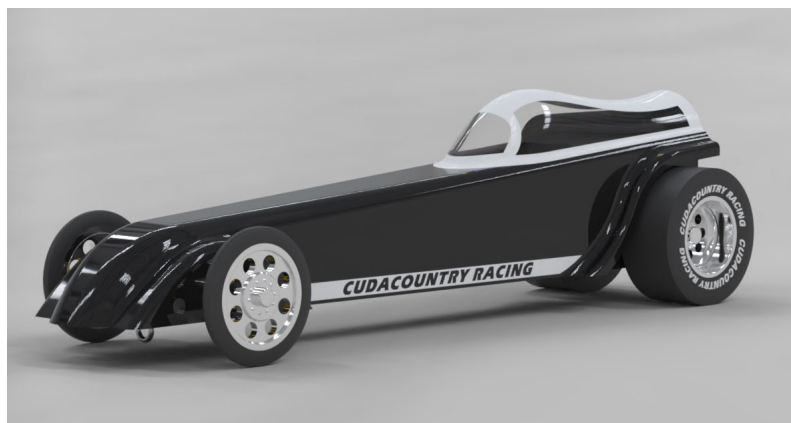





Fig. 29

I. Scene Background White.

Step 1. Still on **Scenes tab**  (Ctrl-3) under list of Environments, **Fig. 30** click **Warehouse** to select under the **General tab**  Background Type **Color** click the **Background Color** swatch

Step 2. In the Color Picker, **Fig. 31** set **RGB values**
R 255
G 255
B 255
close Picker .

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

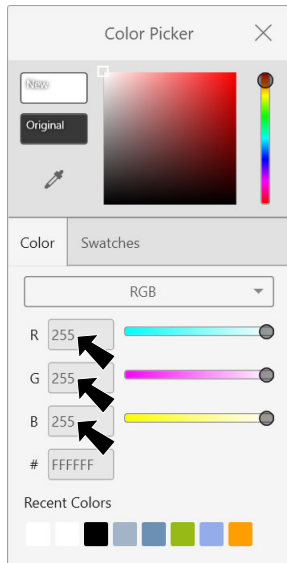


Fig. 31

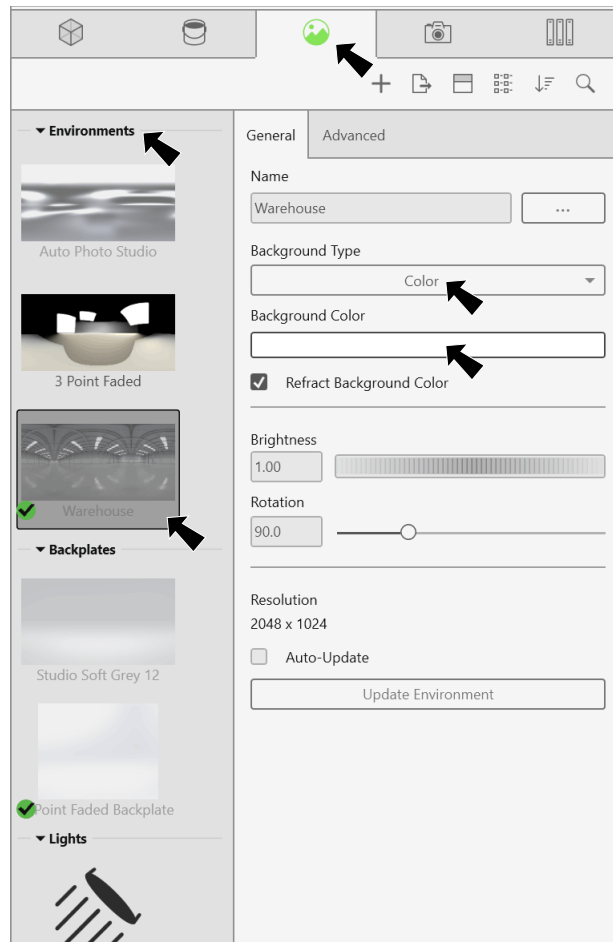




Fig. 30



Fig. 32

J. Scene Light and Shadow.

Step 1. Still on **Scenes** tab  (Ctrl-3)
under list of Lights, **Fig. 33**
click **Directional1** to select
under the **General** tab 
check **Enabled**
Brightness 1

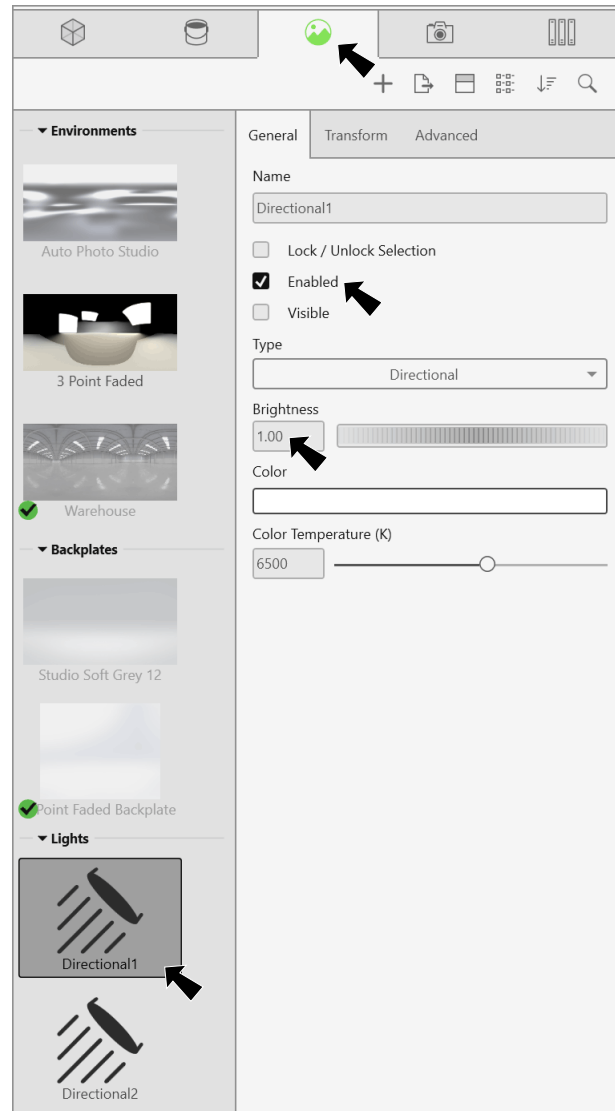


Fig. 33

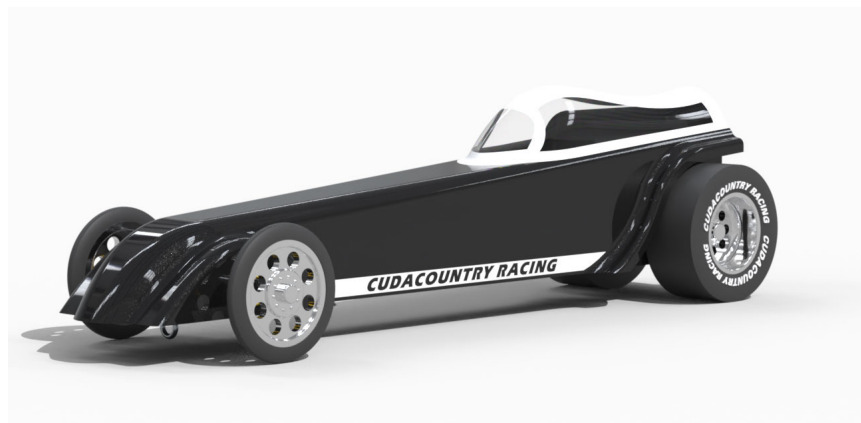



Fig. 34

Step 2. Click **Transform** tab , **Fig. 35**
under Transform set
Position XYZ
Longitude -67
Latitude -4

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

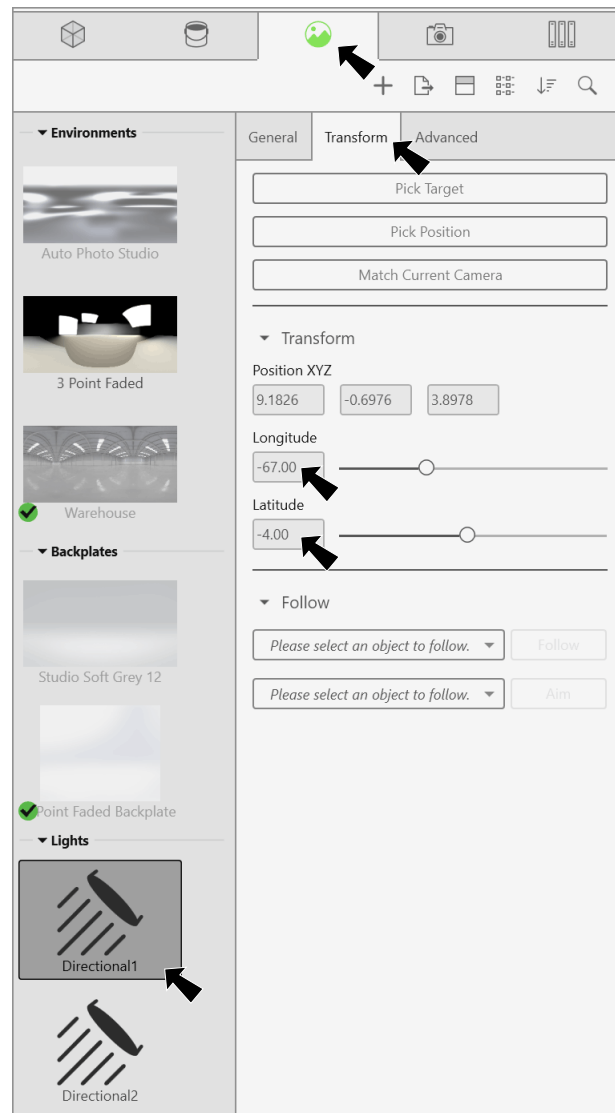


Fig. 35

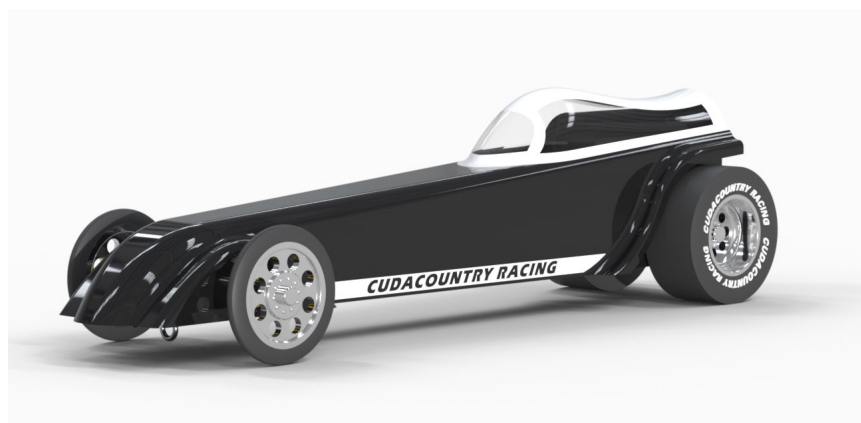


Fig. 36

K. Render.

Step 1. Click **Render Wizard**  in Main toolbar, **Fig. 37**.



Fig. 37

Step 2. In Wizard Welcome page, **Fig. 38** under Select Type select **Image** click **Next**.

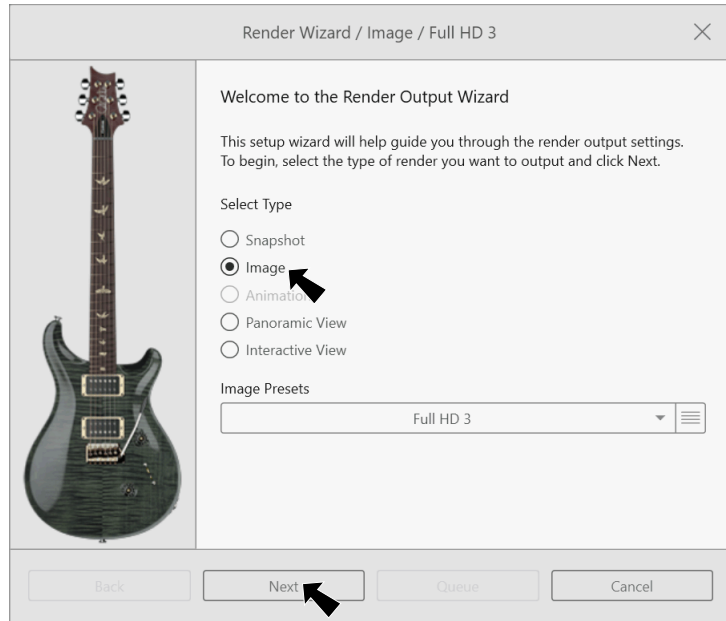


Fig. 38

Step 3. Media page, **Fig. 39**
Format **TIFF**
check **Include Alpha**
click **Next**.

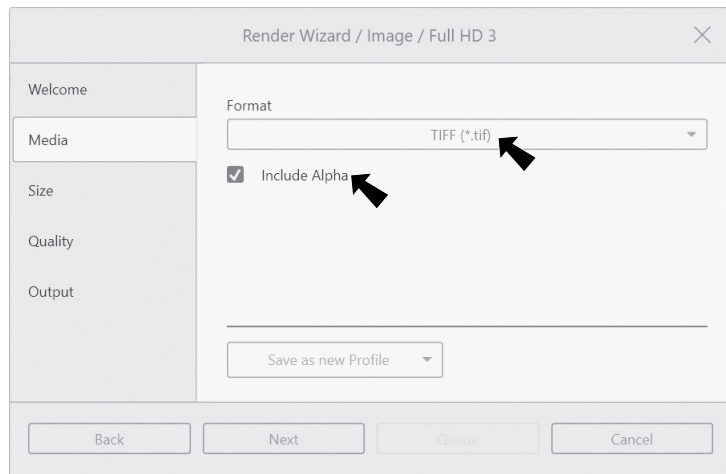


Fig. 39

Step 4. Size page, **Fig. 40**
set **Width and Height**
set **Resolution**
click **Next**.

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

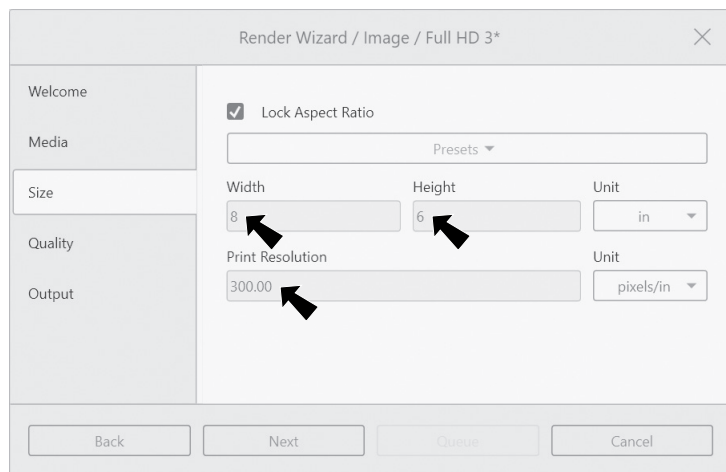


Fig. 40

Step 5. Quality, **Fig. 41**
 Termination Mode **Quality**
 set **Render Passes**
 click **Next**.

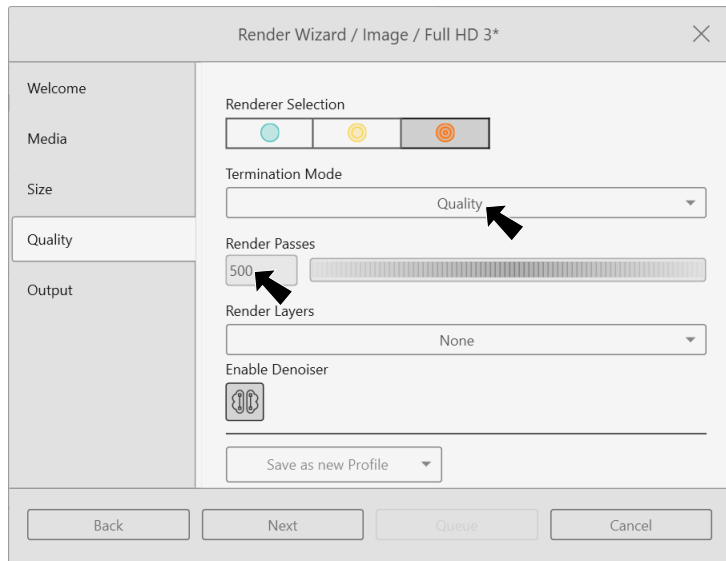


Fig. 41

Step 6. Output, **Fig. 42**
 set **Output Folder**
 click **Render**.

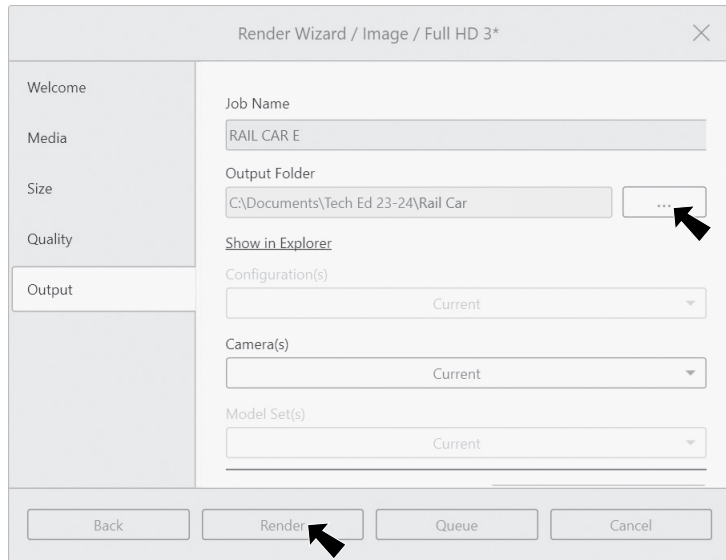



Fig. 42

Step 7. In the Output Viewer, **Fig. 43**
 After rendering
 click **thumbnail** to open
 image in your image software.
 Close Output Viewer .

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

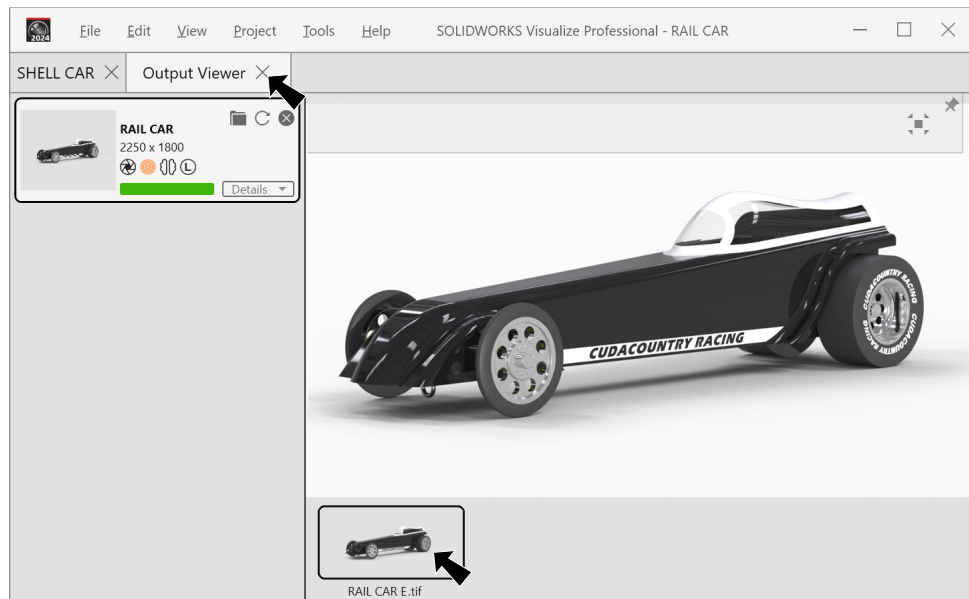


Fig. 43