



SolidWorks MotionManager

Pre-Requisites:

- SolidWorks Essentials

Daily Schedule: Begin at 8:30 a.m., End at 4:30 p.m., 1 hour lunch

Length: 1 Day

Description: This course teaches students how to create animations of SolidWorks parts and assemblies. Students learn basic animation concepts like storyboarding, controlling viewpoint, and setting up path points. They also learn how to make parts appear to move, change part shape, animate explodes, and animate cutaway views.

This course is taught from the official course curriculum from SolidWorks Corporation, with additional information from Graphics Systems instructors.

Introduction

- About This Book
- What is the SolidWorks MotionManager software?
- MotionManager Pane
- MotionManager User Interface
- Getting Help
- MotionManager Tips

Lesson 2: Basic Animations

- Basic Animations
- Stages in the Process
- Storyboard
- Animation Wizard
- View Orientation
- Interpolation Modes
- Recording Animations

Lesson 3: Editing the Timeline

- Editing the Timeline
- Storyboard
- Timeline Symbols
- Changing Displays and Appearances

Lesson 4: View Orientations

- View Orientations
- Storyboard
- View Orientation States
- View Orientation Changes

Lesson 4: View Orientations (Continued)

- Component Visibility Changes

Lesson 5: Component Motion

- Component Motion
- Storyboard
- Dragging a Component
- Using Simulation Elements to Create Animations

Lesson 6: Component Collisions

- Component Collisions
- Storyboards
- Check Interference Over Time
- Collision Detection
- Physical Dynamics

Lesson 7: Free Component Motion

- Free Component Motion
- Storyboard
- Move and Rotate Component
- Triad
- Reverse Path

Lesson 8: Advanced Topics

- Advanced Topics
- Storyboard
- Using In-context Parts
- Animating Sub-assemblies
- Driving Animations with Angle or Distance Mates
- MotionManager Filters
- The PhotoWorks® Buffer
- Saving a Series of Images

Lesson 9: Introduction to Cameras

- Introduction to Cameras
- Topics
- Camera Options
- Adding a Camera
- Camera Position
- Editing a Camera
- Multiple Cameras
- Cameras in an Animation





GRAPHICS/SYSTEMS

Your Source for SolidWorks

2010 SolidWorks Training

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SolidWorks MotionManager

Lesson 10: Using Camera Sleds in Animation

Using Camera Sleds in Animation

Topics

Storyboard

Using a Camera Sled

The Camera and Camera Sled

Lesson 11: Walk-through Animations

Using Cameras in Animations

Topics

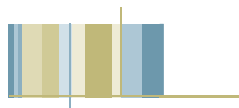
Storyboard

Walk-through Animations

Walk-through with a Fixed Location

Walk-through Using Only a Camera

Camera Aimed Along Path



Milwaukee

Chicago

Madison

Green Bay

