

Training Services from SOLID Applications Ltd. Solid Edge® Advanced Rendering

Training fact sheet

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- ▶ With Solid Edge® Classic, Advanced Rendering is an integral part of the Explode-Render-Animate assembly environment. Advanced Rendering allows you to create high-quality rendered images of your designs quickly and accurately at any stage of the design process. These images can then be used in Design Reviews, Sales Presentations, Technical and Marketing Publications.

Code: SA-TR22
Duration: 1 Day
Cost: £275 per person + VAT
Venue: Oldbury, West Mids.

Features

Easy to apply database of materials and textures
Full control over properties such as transparency and reflectivity
Extensive options for lighting distribution
Fully customisable foregrounds and backgrounds
Complete scenes to simulate product environments
Artistic-based renderings for concept reviews

Benefits

Reduce product costs through improved communication
Reduce the need for costly physical prototypes
Make faster and more informed design decisions
Win customers with better product presentations and collateral
Finalise product packaging before manufacture
Improve service and maintenance documentation
Reduce overall time-to-market

Course Overview

Based on 'Lightworks' Technology, the Advanced Rendering toolset provides the ability to simulate a wide range of materials, colours, textures, scenes and real lighting situations, and allows you to create high quality, photorealistic, or stylised, artistic, renderings of parts or assemblies at lightning speed.

This one day course will enable the delegate to build and render scenes within the Explode-Render-Animate environment, providing a thorough grounding in the definition of materials, finishes, scenery, and lighting studies.

The course has a completely hands-on approach with each delegate at their own workstation. A SETA certified trainer guides the delegate through a series of exercises. The course covers:

Preparing your model for rendering

- Display Configurations / Named Views etc.

Materials and Finishes

- Installing / Applying materials from Lightwork Archives
- Defining and Customising materials
- Creating and storing Custom Archives

Scene Creation

- Lighting
- Environments
- Backgrounds / Foregrounds / Scenery
- Special effects

Rendering your Scene

- Render Modes
- Saving the image

Rendering Hints & Tips

Course pre-requisites:

- Completed the Solid Edge Fundamentals class.
- Use of Windows and an understanding of Windows file naming conventions.



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