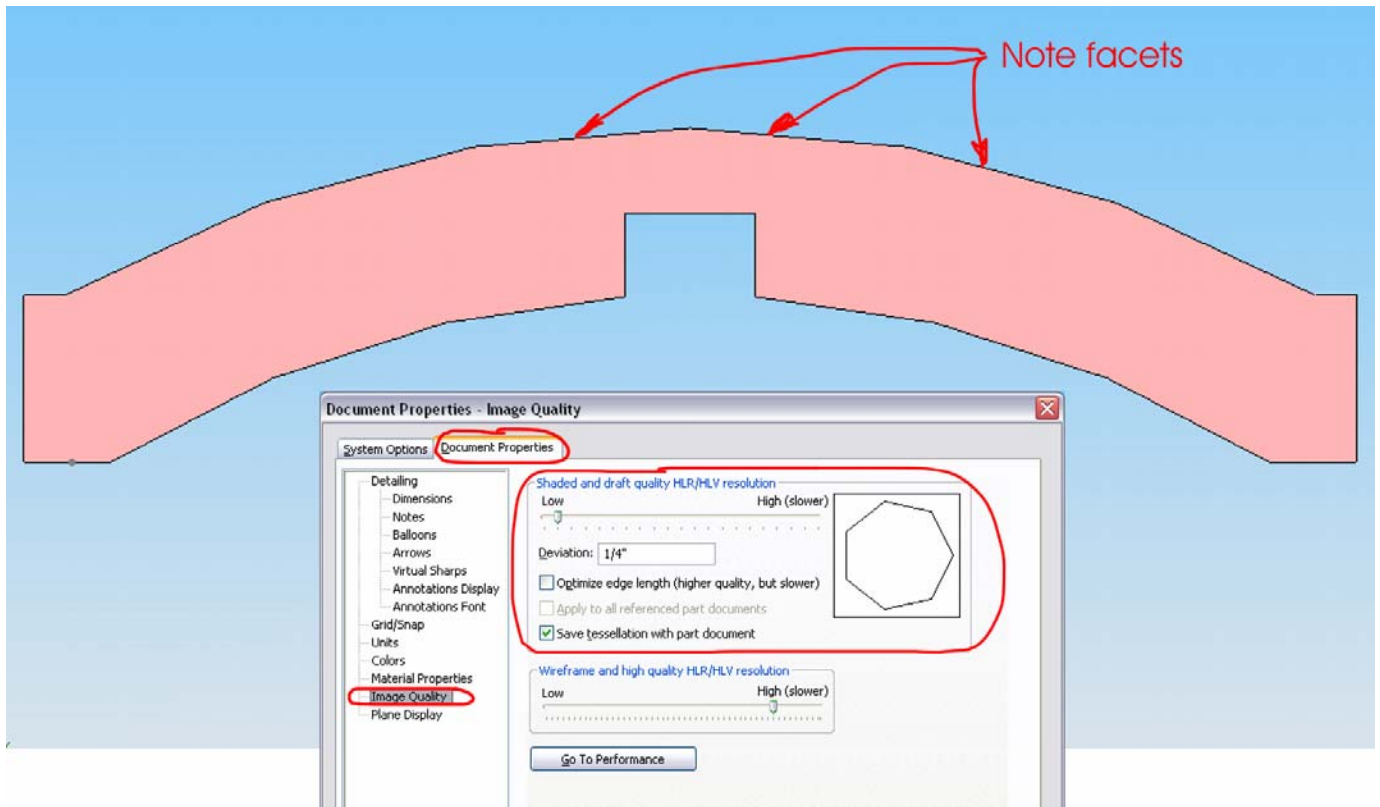


SolidWorks settings that affect PhotoWorks Tutorial

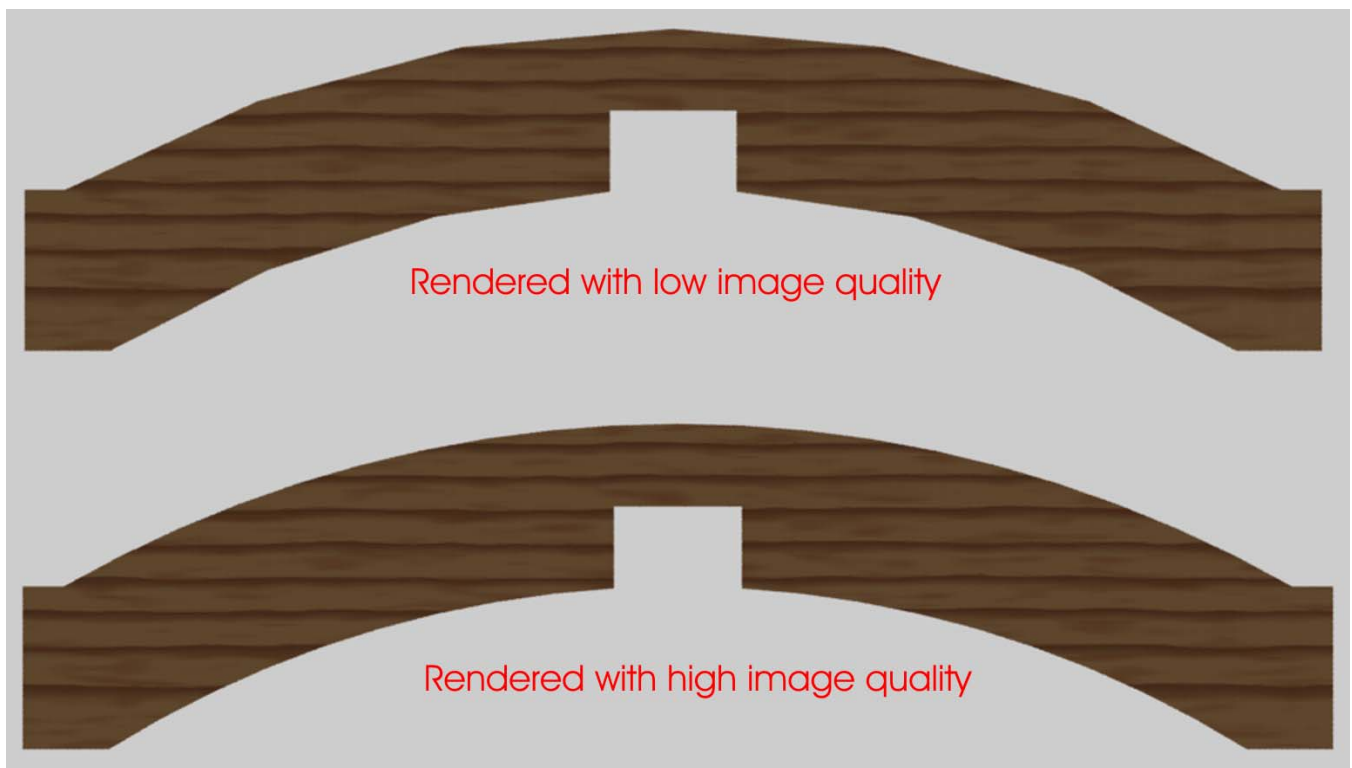
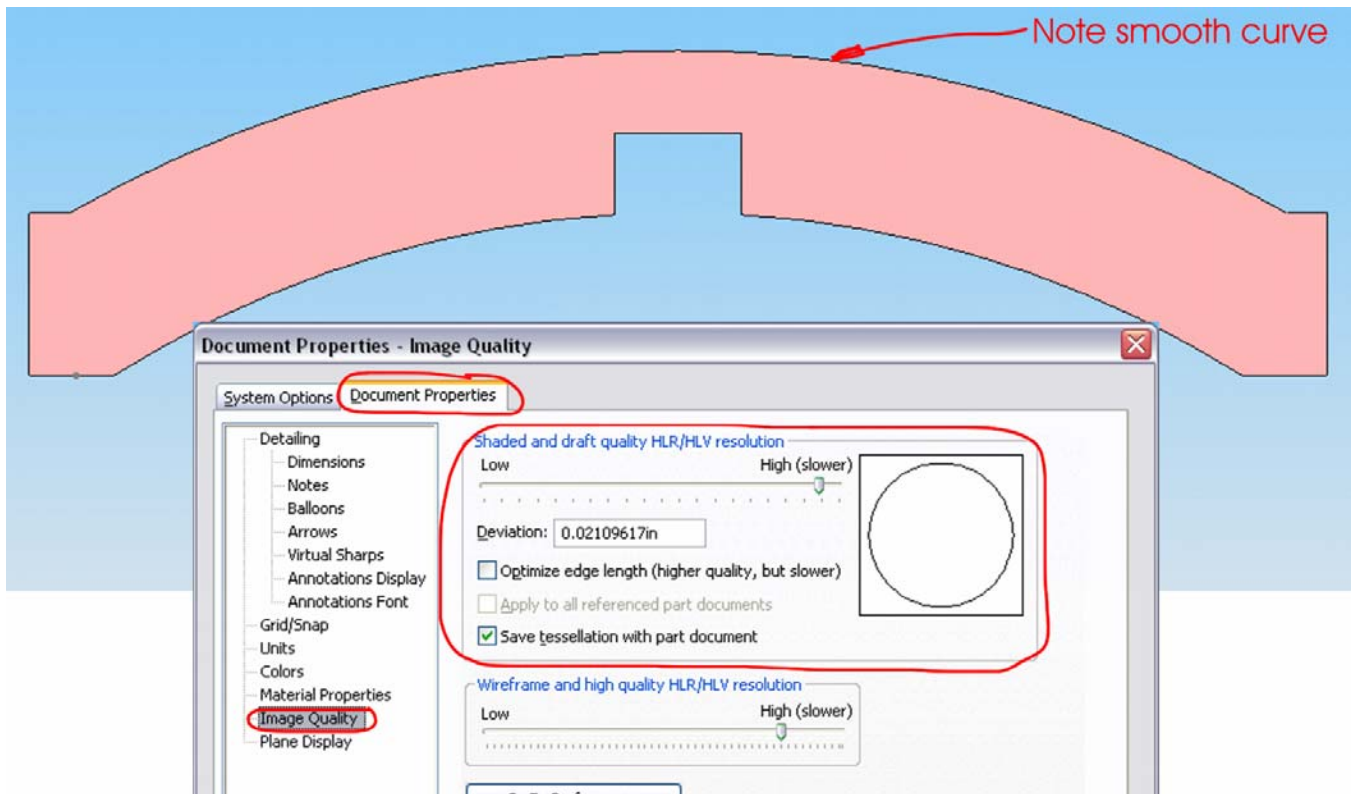
There are a couple of SolidWorks specific settings that can have a great affect on the quality of your PhotoWorks rendering. These settings are somewhat hidden in the SolidWorks user interface and are not mentioned in the PhotoWorks help files. Let's take a look at what the settings are and the affect their adjustment has on your PhotoWorks rendering.

The first SolidWorks setting we will look at is "*image quality*". You can find the "image quality" setting under **TOOLS/OPTIONS/DOCUMENT PROPERTIES/IMAGE QUALITY**. When modeling any geometry in SolidWorks which has a curved face or surface you may notice the curvature is actually displayed as tiny facets rather than a smooth curve. This happens because the "image quality" slider bar in SolidWorks is set to low.

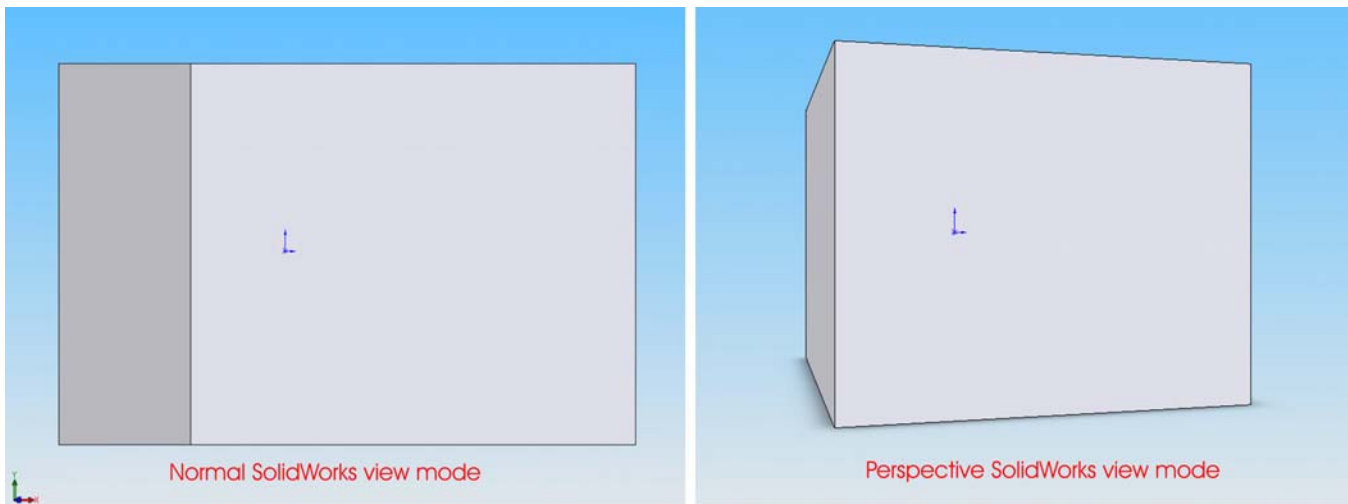


If the "image quality" setting is set to the higher side of the slider bar the curved surface is shown as a smooth curve. The "image quality" also carries over into PhotoWorks. If the SolidWorks geometry looks faceted then the PhotoWorks rendering will also look faceted.

Before I begin a rendering in PhotoWorks I always check the position of the “image quality” setting.



The second SolidWorks setting we will look at is “**Perspective View**”. You can find the “perspective view” setting under **VIEW/DISPLAY/PERSPECTIVE** or you can add the icon to the view toolbar. Perspective view distorts your SolidWorks geometry to an imaginary vanishing point. This is more realistic to the way your eye would see things in real life.



The two images above show a block being viewed from the same position. The image on the left is normal SolidWorks viewing mode and the block front and side faces are the same height. The image on the right is perspective SolidWorks viewing mode. Notice how the side face is skewed as though the edges were slanting back to the same imaginary point. The image on the right is a more accurate representation of real life.

The amount of perspective distortion can be controlled by adjusting the setting. The setting can be found under **VIEW/MODIFY/PERSPECTIVE**.



The lower the number the more distortion to an imaginary vanishing point to the rear of the geometry.

The higher the number the more distortion to an imaginary vanishing point in front of the geometry.

It's important to note the new camera functionality in SolidWorks 2006 has its own perspective control independent of the ones shown here.

Rendering your model with perspective view turned on will enhance its realism.

Look for more PhotoWorks tutorials, tips and tricks at www.robodriguez.com .
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