

# Cathedral Brasilia Part 3

## Render Tools



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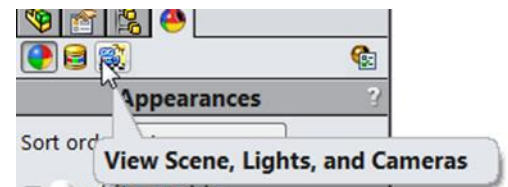
### Introduction:

The lesson involves creation of a number of photorealistic images of the assembly modelled earlier, using scene backgrounds and lighting to improve the rendered image.



### Learning Intentions:

This lesson will focus on the use of the **Display Manager** tab to **Edit Scene , Lights and Cameras**.



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<sup>1</sup> <[https://upload.wikimedia.org/wikipedia/commons/8/8c/Brasilia\\_Cathedral\\_by\\_Adonai\\_Rocha.png](https://upload.wikimedia.org/wikipedia/commons/8/8c/Brasilia_Cathedral_by_Adonai_Rocha.png)>

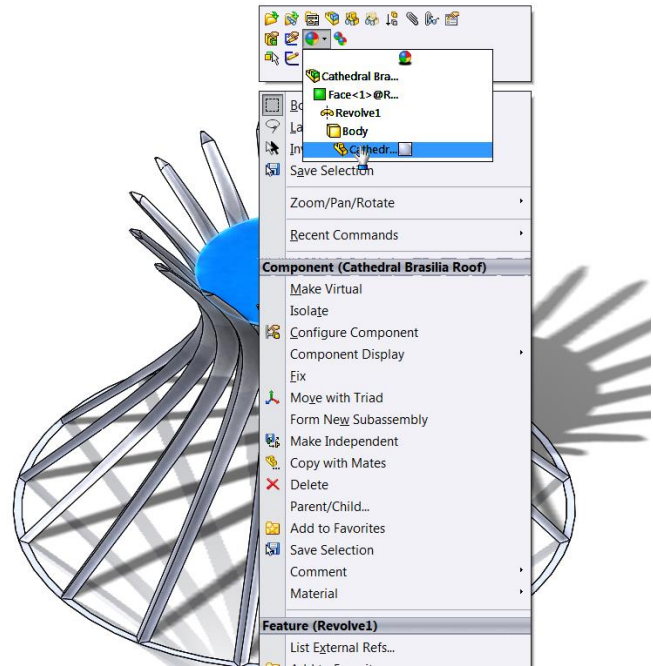
**Prerequisite knowledge:** Knowledge of the following commands are required in this lesson: **adding appearances**, basic familiarity of **PhotoView 360**.

**NOTE:** You will need to have downloaded picture file **Cathedral\_de\_Brasilia\_01** to complete this exercise.

## Edit Appearances

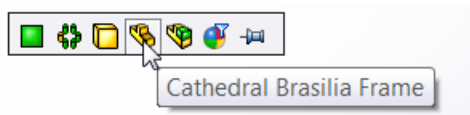
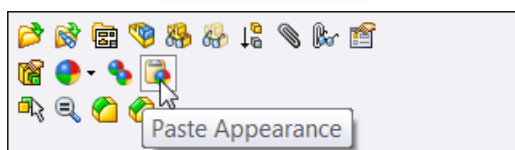
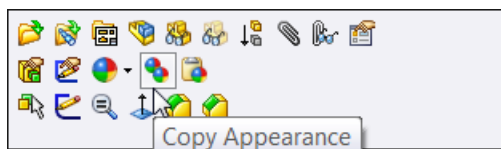
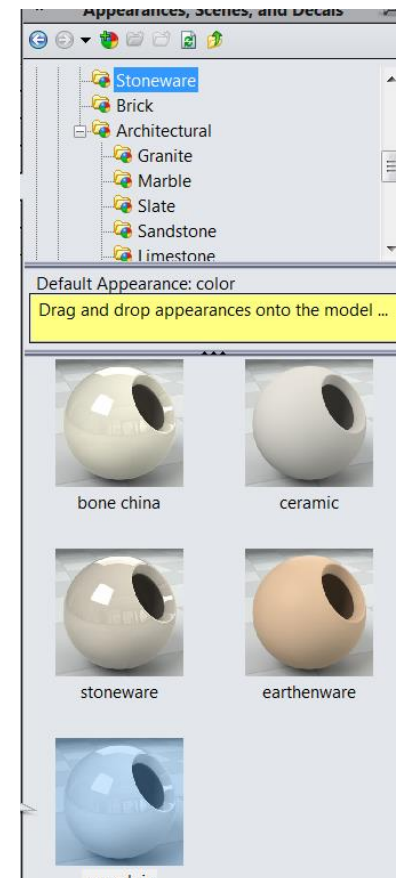
Open **Cathedral Brasilia** assembly file

Right click on Roof and select appearance command, select appearances to be applied at part level.

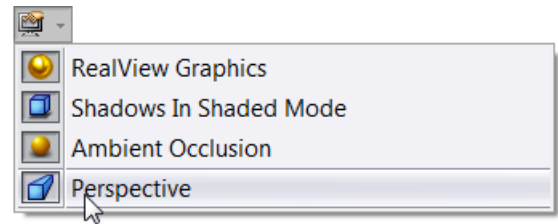


Browse for **porcelain** as the appearance.

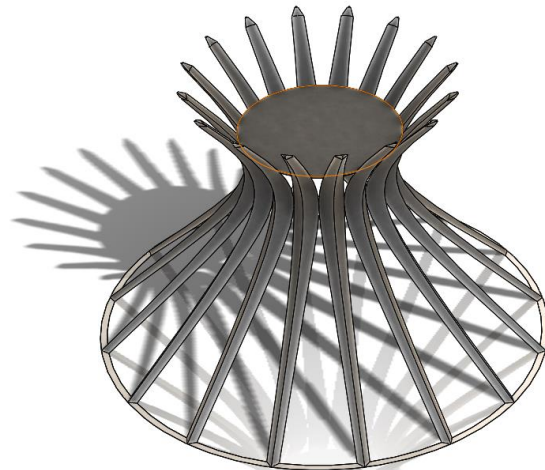
Apply the same appearance to the cathedral frame using the **Copy** and **Paste Appearance** commands.



Check that Perspective is selected in the **View Settings** menu.

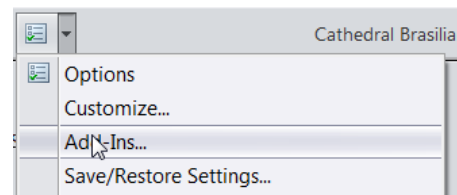
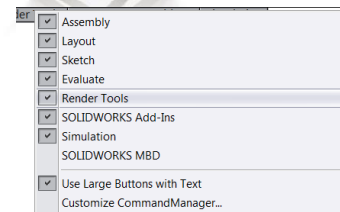


The Assembly should look similar to the image right.

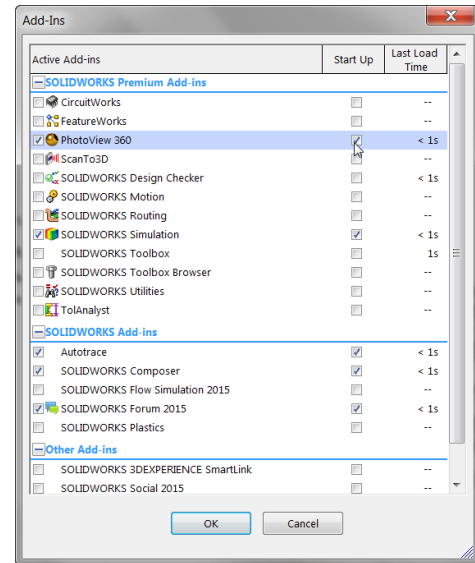


If the Render Tools tab is not under the command manager, or PhotoView 360 is not added in follow the steps below

1. Right click on any tab and tick **Render Tools** tab
2. Select Options, Add-Ins



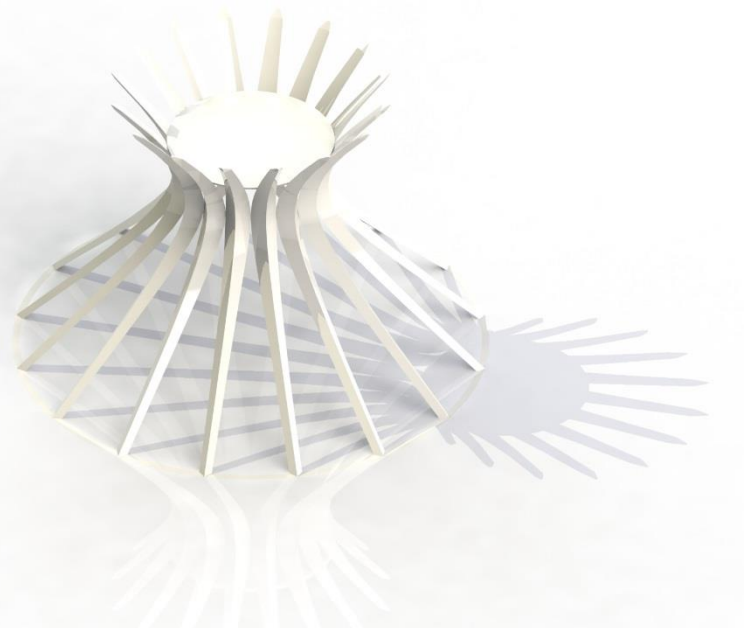
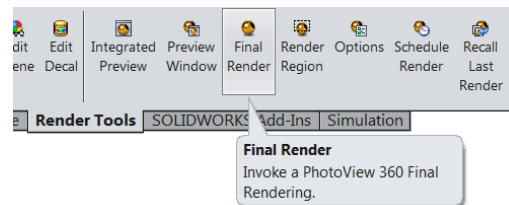
3. Tick the Add-In and Start Up boxes for **PhotoView 360**. Click OK



### Basic PhotoView Render

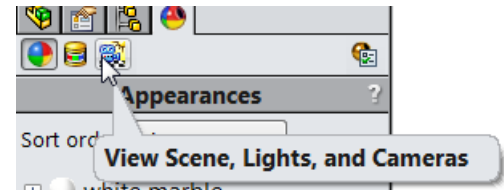
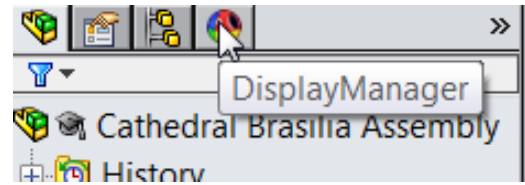
Select **Render Tools, Final Render** to create a PhotoView 360 final rendered image.

Save as **Cathedral 1**. The image should look like the one below.

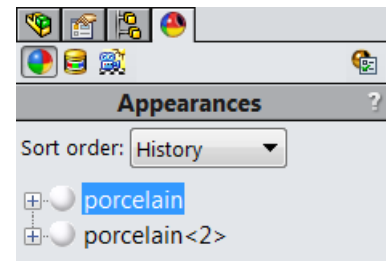


### Edit Scene

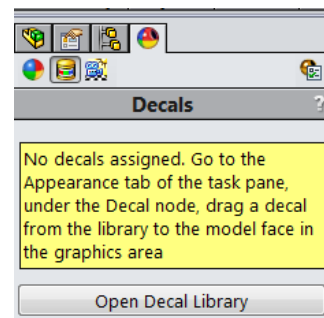
▲ In the design tree select the **DisplayManager**.  
Here you can toggle between viewing **Appearances, Decals and Scene, Lights, and Cameras** .



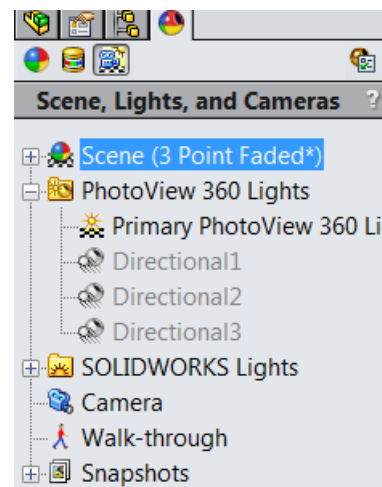
The Appearances tab shows **porcelain** as appearance for the two parts



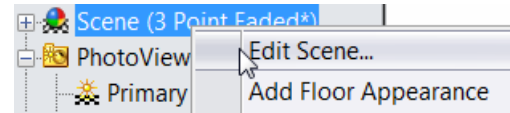
The **Decals** tab is empty as no decal has been used



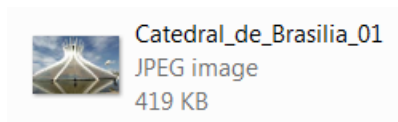
The **Appearances, Decals and Scene, Lights, and Cameras** tab has a number of default settings



Right click on Scene, Edit Scene. Click OK a dialogue box asks you to use a document backdrop



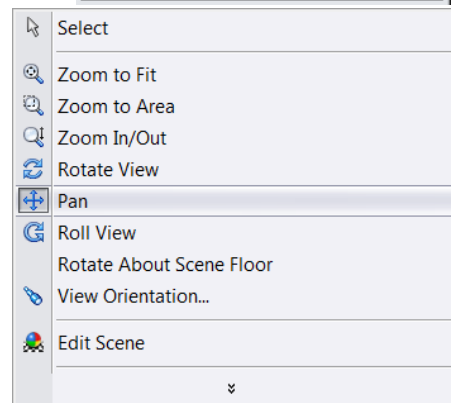
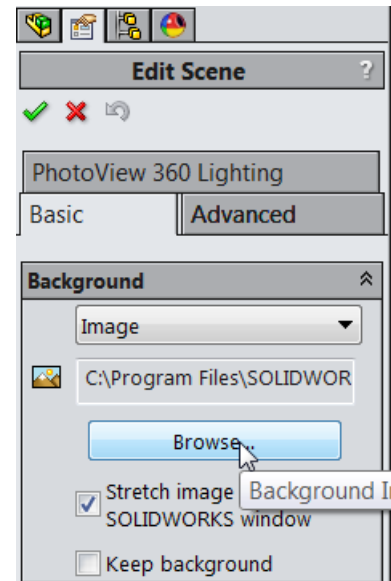
Browse for downloaded lesson image. Select open and click OK



Move the model until it is in a central position. Use the Rotate, Zoom and Pan tools (middle mouse button and/or right click anywhere in viewport).

Select **Render Tools, Final Render** to create a PhotoView 360 final rendered image.

Save as **Cathedral 2**. The image should look similar to the one below.

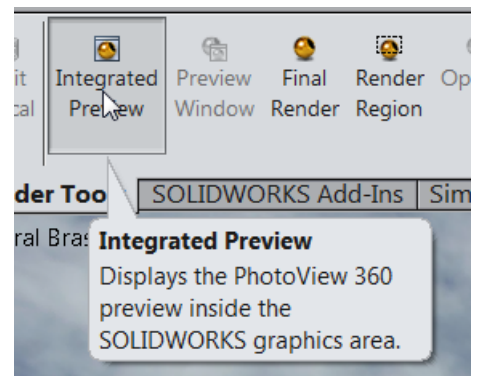




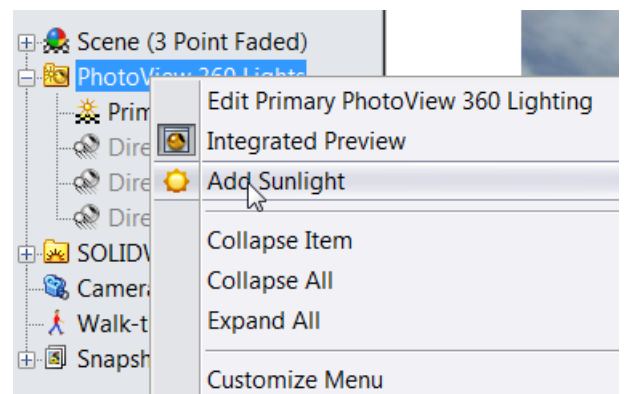
## Edit Lights



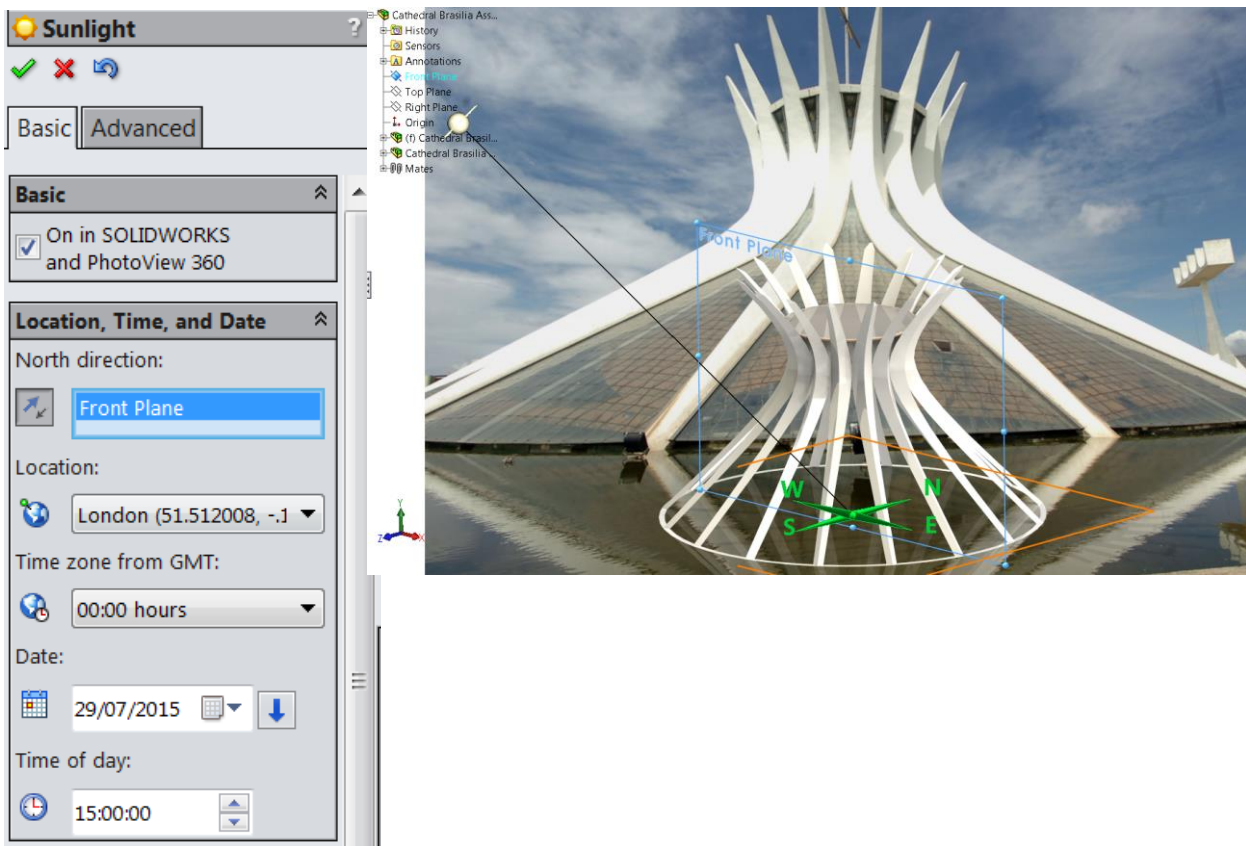
In order to see changes made with lighting, turn on **Integrated Preview**. This will slow down the display and functionality of SolidWorks.



Right click on **PhotoView 360 Lights** and select **Add Sunlight**.



Edit **sunlight location, time and North direction** as shown



Select **Render Tools, Final Render** to create a PhotoView 360 final rendered image.

Save as **Cathedral 3**. The image should look similar to the one below. Note the shadows and brightness created by the sunlight.



