

# Product Design Suite 2013

## Visualization

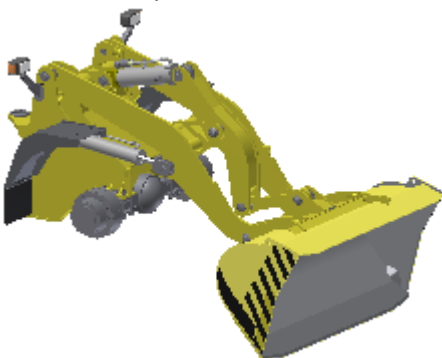
### Exercise: Inventor to Showcase

In this exercise, you review a digital design in Autodesk Inventor and then transfer that design to Autodesk Showcase. After transferring the design to Showcase, you review the design in different ways including the behavior that was transferred from an assembly constraint.

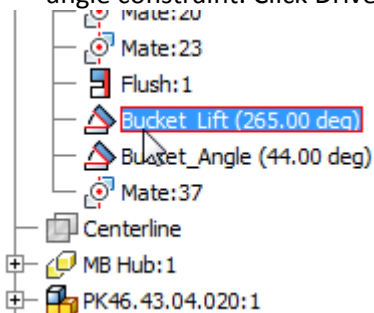
To complete the steps in this hands-on test drive you will need Autodesk® Product Design Suite 2013. If you are not currently a user, [click here](#) to download your free, 30-day trial of Autodesk® Product Design Suite Ultimate 2013.

For this exercise, make sure that *PDS2013-Visualization.ipj* is set as the active project in Inventor prior to starting the steps.

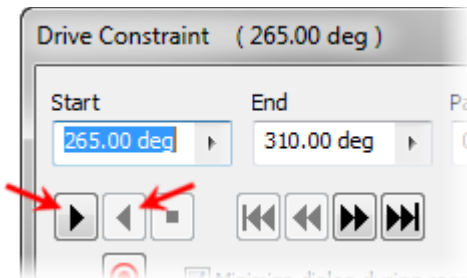
1. In Autodesk Inventor, open *Assy, Chassis, Front Showcase, Layout.iam*.



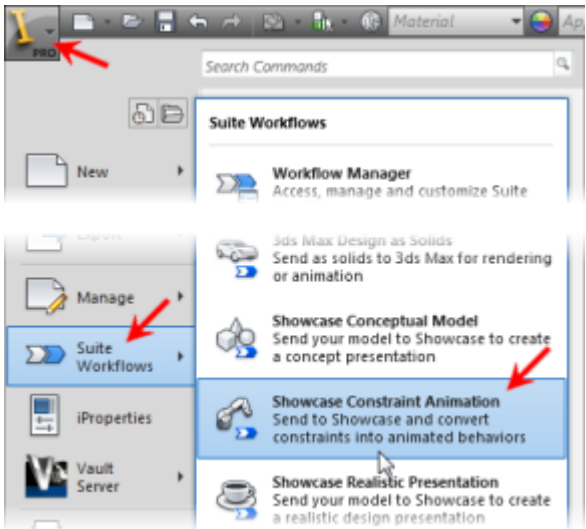
2. To begin to put the bucket in motion by driving a constraint, in the browser:
  - Expand *\_boom PK46.25.01.000:1*.
  - Right-click the *Bucket\_Lift (265.00 deg)* angle constraint. Click Drive Constraint.



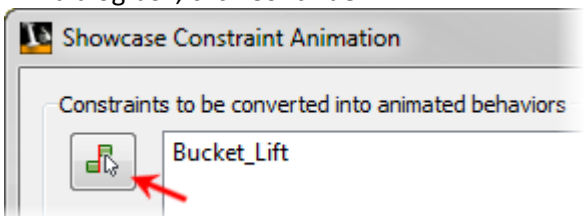
3. In the Drive Constraint dialog box:
  - Click Play Forward.
  - Click Play Reverse.
  - Click Cancel.



4. In the browser, under Representations, Level of Details, double-click Showcase.
5. Click Application menu > Suite Workflows > Showcase Constraint Animation.



6. In the Inventor message box, click Yes.
7. In the Showcase Constraint Animation message box, click Run.
8. To specify which assembly constraints should be converted into animated behaviors in Showcase:
  - In the Showcase Constraint Animation dialog box, click Select. The Select button is identified in the following illustration.
  - In the browser, select the Bucket\_Lift constraint. The dialog box now displays as shown.
  - In the Showcase Constraint Animation dialog box, click Continue.



9. If the Windows Security Alert dialog box displays, click Allow Access.
10. Close the Welcome to Autodesk Showcase dialog box.

11. In Autodesk Showcase, review the geometry that was transferred.



12. To begin to change the environment that the design is shown within, on the Task UI, click Lighting Environments & Background.



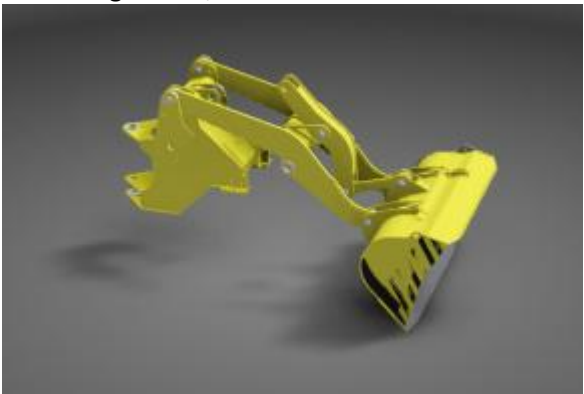
13. On the Lighting Environments & Background control:
- Scroll through the available environments and backgrounds until White Room is visible.
  - Select White Room.



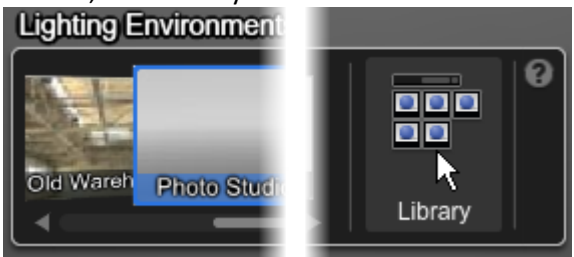
14. In canvas, review the display and changes to the display of the design. Notice the inclusion of shadows cast onto parts and the ground.



15. On the Lighting Environments & Background control, in the list of available environments and backgrounds, select Photo Studio.



16. On the Lighting Environments & Background control, click Library.



17. To close the Lighting Environments & Background control, on the Task UI, click Lighting Environments & Background.
18. On the Environment Libraries interface, under Geometry Background, under Exterior, select Country Road.



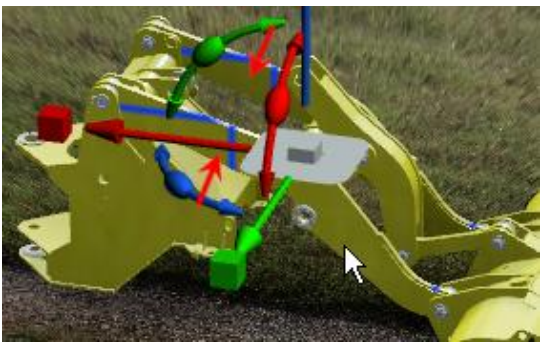
19. To display the Material Library interface, press **M**.



20. Under Material Library, expand the Showcase Materials category and the Car Paint category as shown.



21. To begin to apply a different color to the outer boom arms, in canvas:
- Select one of the boom arms.
  - Press SHIFT and select the other boom arm.



22. On the Material Library interface, under Car Paint, select Blue Metallic.



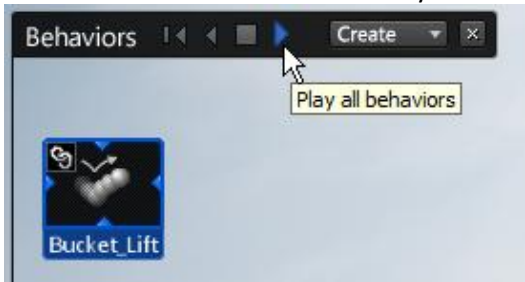
23. Clear the selection of objects by clicking in an open area of the canvas away from the model geometry. The model displays as shown.



24. To display the Behaviors interface, press **B**.

25. On the Behaviors interface:

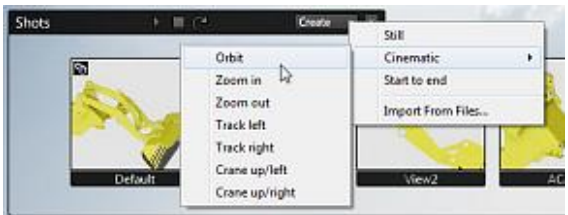
- Select the Bucket\_Lift behavior. This is the behavior that you created from the selected assembly constraint.
- Click Play All Behaviors. Notice how the bucket assembly moves and rotates the same as when the assembly constraint was driven in the Inventor assembly file.



26. On the Behaviors interface, click Play All Behaviors in Reverse.

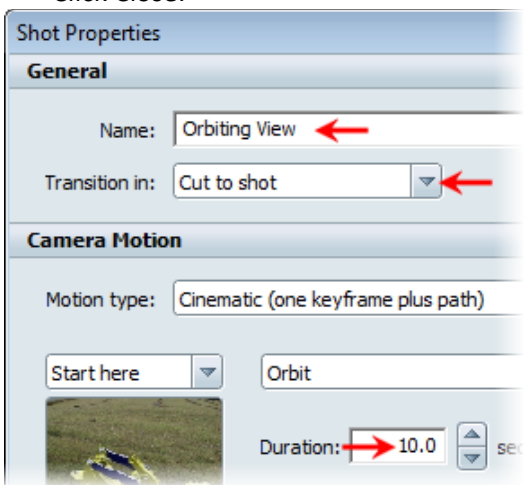
27. To display the Shots interface, press T.

28. On the Shots interface, click Create > Cinematic > Orbit.



29. In the Shot Properties dialog box:

- Under General, in the Name field, enter **Orbiting View**.
- In the Transition In list, select Cut to Shot.
- Under Camera Motion, in the Duration field, enter **10**.
- Click Close.



30. On the Shots interface, click Orbiting View.



31. Close all files. Do not save changes.