

Product Design Suite 2013

Visualization

Exercise: Using Showcase

In this exercise, you use Autodesk® Showcase® software to review and create compelling imagery and options for presentations.

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.

1. In Autodesk Showcase, open *Assy, Chassis, Front.a3s*.



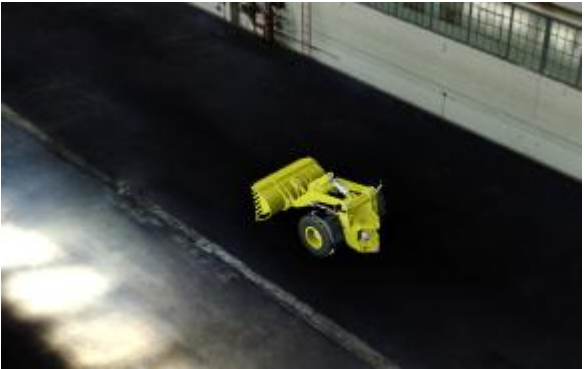
2. To begin to change the environment that the design is shown within to another one that is already loaded into the design:
 - On the Task UI, click Lighting Environments & Background.
 - Click Library.



3. On the Task UI, click Lighting Environments & Background to close its display.
4. On the Environments in Scene interface, click Old Warehouse.



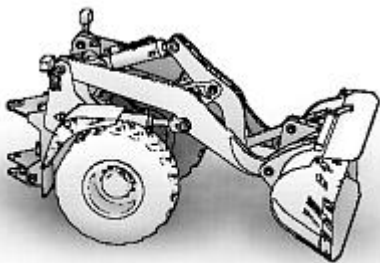
5. On the ViewCube, click the different top corners to view the design. Notice how the lighting direction and amount are based on the active environment.



6. On the ViewCube, click Home.
7. On the Environments in Scene interface, click White Room.



8. Close the Environments in Scene interface.
9. On the Task UI:
 - Click Visual Styles.
 - Click Ambient Shadows.



10. On the Visual Styles UI, click Library.
11. On the Task UI, click Visual Styles to close its display.

12. On the Visual Styles interface, under Abstract, click Tech.



13. On the Visual Styles interface, under Realistic, click No Shadows.



14. On the Visual Styles interface, under Realistic, click Both Shadows and Ambient Shadows.



15. Close the Visual Styles interface.

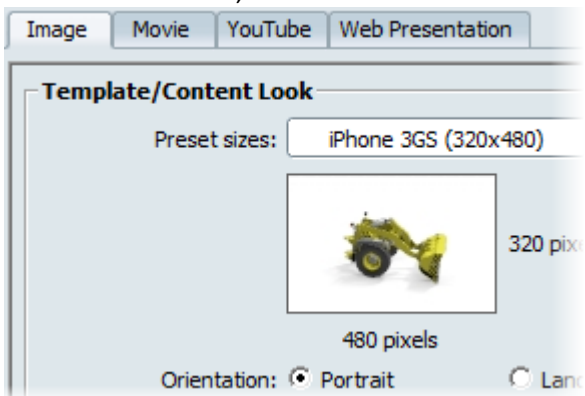
16. To begin to publish this current view to an image file:

- On the Task UI, click Publish.
- Click Image.

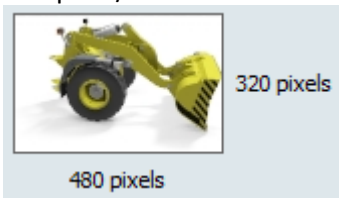
Publish



17. In the Publish Image dialog box, Image tab:
 - In the Template/Content Look area, Preset Sizes list, select iPhone 3GS (320x480).
 - For Orientation, click Portrait.



18. In canvas, zoom and pan to fill the display.
19. To update the preview of what is to be published, in the Publish Image dialog box, Template/Content Look area, click the preview.



20. In the Publish list, select Locally Only.
21. To create the image:
 - Click Publish Image(s).
 - In the Save Image As dialog box, click Save.
22. In your photo viewer:
 - Review the created file.
 - Close the viewer.
23. On the Task UI:
 - Click Look.
 - Click Shots.



24. On the Task UI, click Look to close it.
25. To view a number of the predefined shots, on the Shots interface:
 - Click Shot1.
 - Click Operator View-1.
 - Click Orbit to Front.
 - Click Front to CloseAngle.



26. On the ViewCube, click the top corner to set the view as shown.



27. Click to toggle on the Main menu.



28. To display the Alternative Lineups interface, click Story menu > Alternatives.

29. To view the main components in different predefined colors, on the Alternative Lineups interface, Basic Color panel, click Green.



30. On the Alternative Lineups interface, Basic Color panel, click Orange.

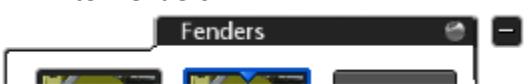


31. On the Material Lineup4 panel, click Alternate2. Notice that the color of the fenders changed.

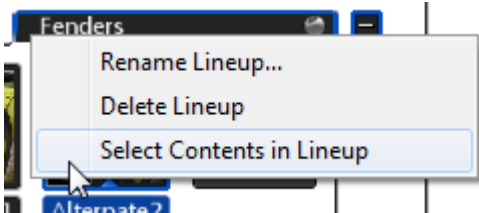


32. To rename this alternate material panel:

- Right-click Material Lineup4. Click Rename Lineup.
- Enter **Fenders**.



33. To select the fender geometry, right-click the Fenders panel. Click Select Contents in Lineup.

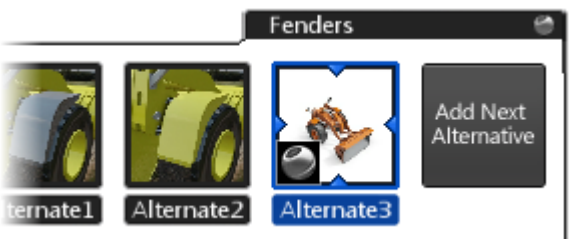


34. To display the Material Library interface, press **M**.

35. On the Materials in Scene interface, click Orange Metallic.



36. Press **M**. The Material interface is no longer displayed.
37. To add this color as an alternative material lineup, with the model geometry still selected, on the Fenders panel, click Add Next Alternative.

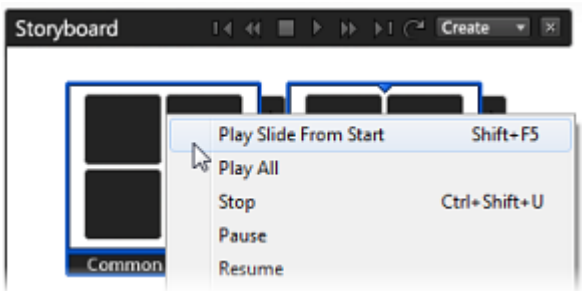


38. Clear the selection of objects by clicking in an open area of the canvas away from the model geometry.
39. To review the design with different components visible, on the Alternative Lineups interface, Visibility Lineup5 panel:
- Click Alternate3.
 - Click No Tires.
 - Click All Visible.



40. Click Story menu > Storyboard.

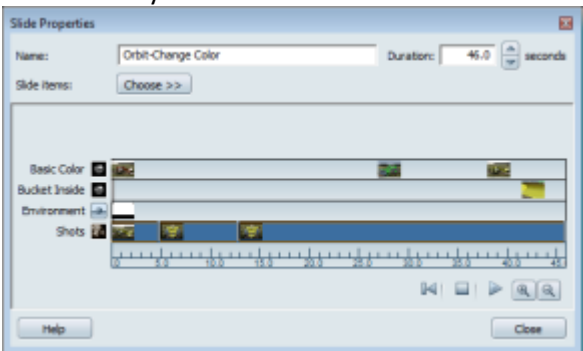
41. On the Storyboard interface, right-click Common Review. Click Play Slide from Start.



42. In the Storyboard interface, right-click Orbit-Change Color. Click Properties.

43. In the Slide Properties dialog box:

- Review the list of items in the storyboard and the timeline of when they will occur.
- Click Play.



44. In the Slide Properties dialog box, click Close.
45. Close all files. Do not save changes.