



## Weekly Tech Tip

**Topic: PhotoView360**

**February 22, 2010**

Many SolidWorks Professional and Premium users have access to the PhotoWorks add-in, but many users have understandably avoided this product due to the rather steep learning curve. I compare PhotoWorks to a fully featured digital SLR camera. With such a fully featured camera, taking a simple photo can be a challenging task if you're unfamiliar with photography and all of the settings on the camera.

On the other hand, PhotoView360 can be compared to a simple point-and-shoot camera. Released in 2009 and enhanced for 2010, PhotoView360 allows engineers to become photographers. Creating photorealistic renderings of your SolidWorks models has never been easier. With a few tips and tutorials, you will be able to grasp the concepts needed to become proficient with PhotoView360. The following link has some great video tutorials to help you get up-to-speed. [http://www.solidworksgallery.com/index.php?p=tutorials\\_general#](http://www.solidworksgallery.com/index.php?p=tutorials_general#)

Below is a list of the recommended viewing order for these tutorials:

1. User Interface
2. Loading Models
3. Applying Appearances
4. Applying Environments
5. Final Renderings

The rest of the tutorials can be viewed in any order, but I first recommend viewing the tutorials listed above.

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