



SolidWorks 2009 PhotoView 360 – FAQs and other information

rev1

Product Description

PhotoView 360 makes the creation of stunning photorealistic images as simple as a single mouse click. It establishes SolidWorks as the leader in rendering technology. PhotoView 360 comes as part of SolidWorks Premium, SolidWorks Professional or SolidWorks Office.

Positioning

PhotoView 360 is a new photorealistic rendering application that is similar to PhotoWorks.



Technology Overview

The PhotoView 360 renderer is a fast standalone ray-tracer that uses High Dynamic Range Images (HDRI) for photorealistic lighting. It is highly scalable on multi-core systems, delivering nearly linear speedups as more processors are added.

It supports full associativity with SolidWorks in the areas of assembly instancing, and the accurate transfer of RealView appearances.

Target Release Date

PhotoView 360 will be released as part of SolidWorks 2009 -PR1. It will be available for separate download and installation shortly after the release of PR1 and will be included as part of SolidWorks 2009 PR2.

FAQ

Q. Who is the target user for PhotoView 360?

A. The target users for PhotoView 360 are design engineers who require photorealistic images without spending a lot of time doing it; basically they just want to load a CAD file and then hit the render button.

Q. Did SolidWorks develop PhotoView 360 or license a partner product?

A. Neither, SolidWorks codeveloped the product with Luxology to produce a custom SolidWorks solution that SolidWorks fully owns.

Q. What is HDRI?

A. High Dynamic Range Imaging (HDRI) is a set of techniques that allows a greater dynamic range of exposures (the range of values between light and dark areas) than normal digital imaging techniques. The intention of HDRI is to accurately represent the wide range of intensity levels found in real scenes ranging from direct sunlight to shadows.

The HDR process involves merging several exposures of a given scene into a 32-bit HDR source file, which is then "tone mapped" to produce an image in which adjustments of qualities of light and contrast are applied locally to the HDR source image (not globally), resulting in an image with amazing detail throughout the tonal range.

Q. Does PhotoView 360 run inside SolidWorks?

A. Initially PhotoView 360 will run as a standalone application on either Windows XP or Vista 32 bit. At a later date based on customer feedback a determination will be made whether to keep it standalone or move it to run inside of SolidWorks.

Q. Does PhotoView 360 do the same things as PhotoWorks?

A. As of SolidWorks 2009, PhotoView 360 focuses on creating photorealistic images. PhotoWorks enables the user to create photorealistic images, along with rendered animations.

Q. If I currently use Real View graphics in SolidWorks while I design my parts can I make use of these settings in PhotoView 360?

A. Yes, these Real Views will carry over to PhotoView 360.

Q. I have older parts where I have used PhotoWorks to assign materials, lights, scenes, etc to the design and I create rendering periodically. Can I bring these parts as-is into PhotoView 360 to render?

A. No, for these pre-prepped parts you should continue to use PhotoWorks to create your renderings. You will need to prepare and adjust these custom cases from the beginning in PhotoView 360.

Q. Does PhotoView 360 support the MAC operating system?

A. No