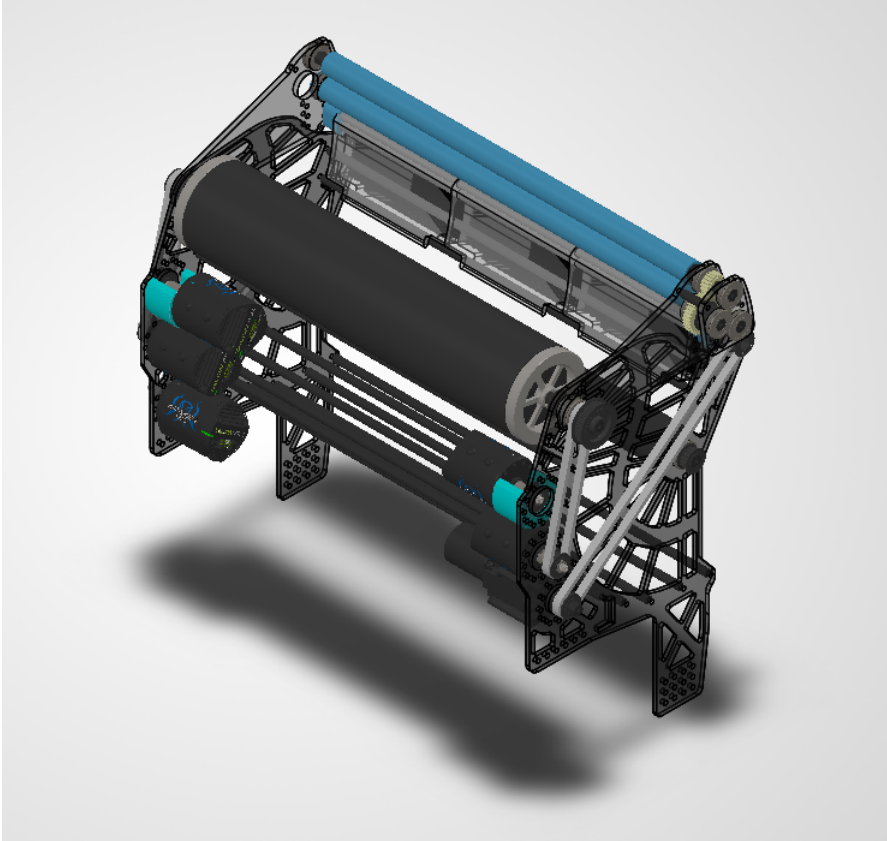
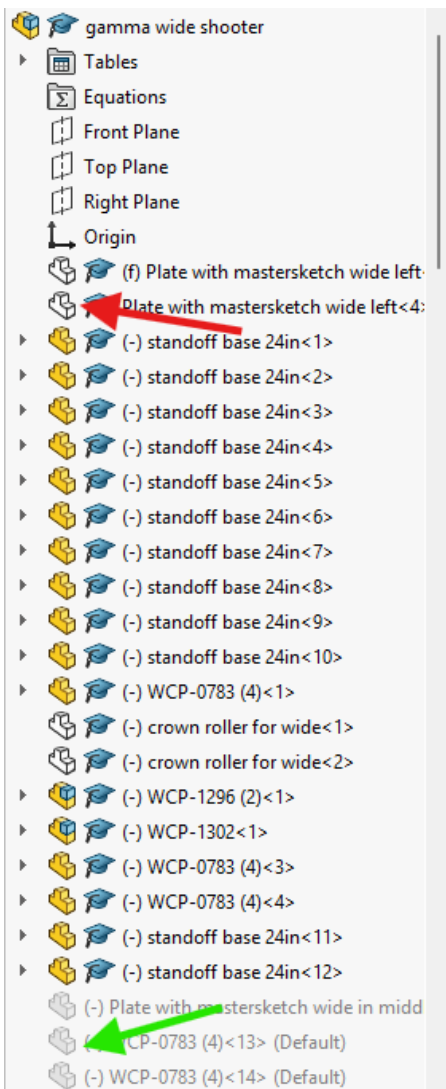


What to do before rendering?

Preparation matters when rendering through SolidWorks visualize. There are 2 main steps to getting it done right.



1. First things first, NO hidden parts



In the software, all hidden part become shown so you should either have everything shown or suppress parts that you don't want to see.

2. The second thing is making sure all parts that have different materials have different colors.

In Visualize, materials are grouped based on their color. So, if your metal parts and your plastic parts are the same color, they will be the same material. This is important because light reflects off each material different and it gives a better look when everything is the right material.

This doesn't mean they can't be similar colors; they can be so close that you can't differentiate them normally, as long as the hex code is different then you are good.

Once you do these two things you can move on to opening the program!

Revision #3

Created 13 August 2026 19:45:29 by jeffthebot3506

Updated 14 August 2026 20:15:22 by mukiewukie16