301 Study Questions for Quiz 15

Animation Tutorial:

* What are “Keys” in an animation?
* What do the buttons “Autokey”, “Disable Playback of View Keys”, and “Disable View Key Creation” do? Can they be turned on and off in any order?
* What do the various line lengths and colors (black, green, yellow, magenta) in the animation timeline mean?
* How do you move the endpoints of multiple line segments at the same time?
* Is it possible to rotate the entire model while other parts within the model are animated?

Animation Video:

* How do you replace keys that have already been created?
* How do you make parts transparent?
* What does the “calculate” button do?
* What happens if you set your motor speed to the same value as your frame rate?
* What can the animation wizard do?
* Why is it a good idea to make a copy of your motion study before adding an explode view?

Rendering Video:

* How do you access the render tools toolbar?
* Why is it beneficial to reduce the size of the render preview window?
* Is it possible to change the background color in solidworks?
* How do you add a camera to the model?
* How do you add a light to the model?
* How many lights can you use in a single model?

Stirling Engine Rendering Video:

* Can you apply a material to multiple parts in the model at the same time?
* How do you make a part transparent in a PhotoView360 render?
* How do you exit the camera view after adding a camera?
* What are three different kinds of lights you can add to the scene?
* How do you turn lights on so that they show up in the PhotoView360 render?