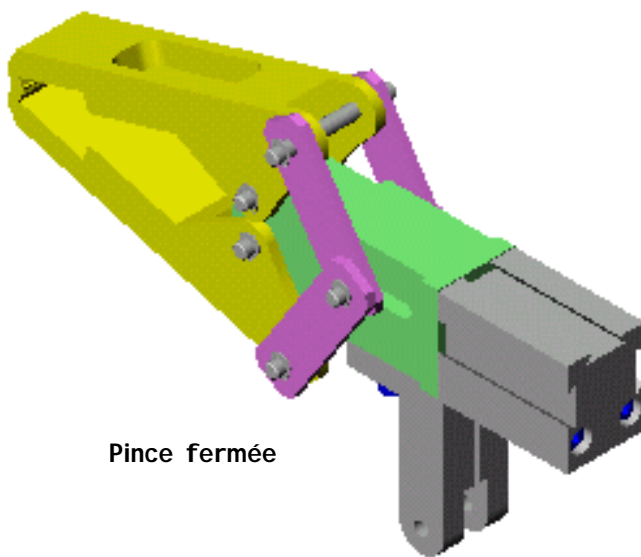
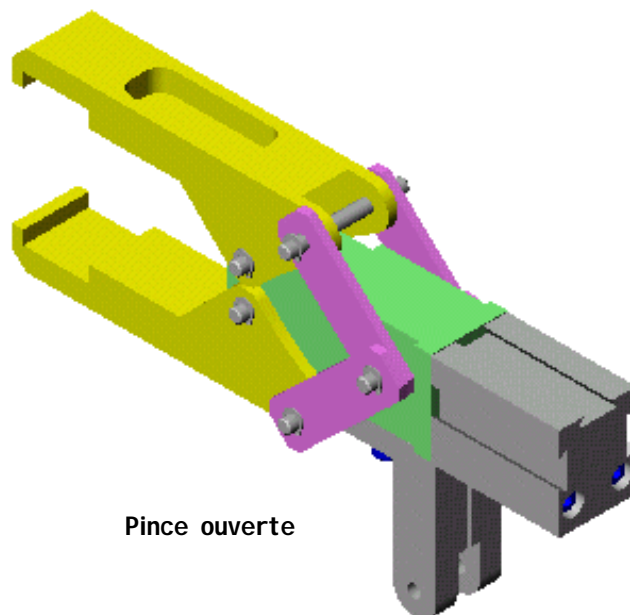


SOLIDWORKS Animator



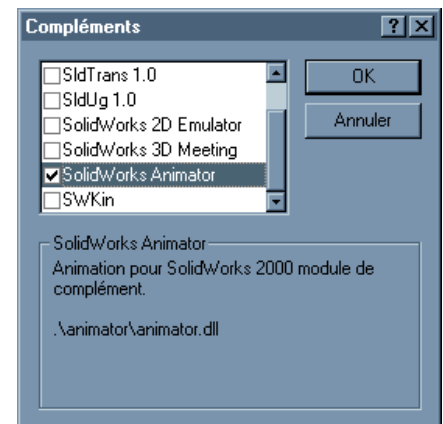
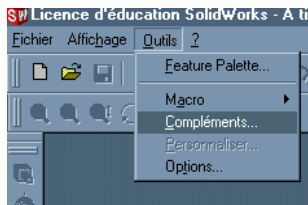
Pince fermée



Pince ouverte

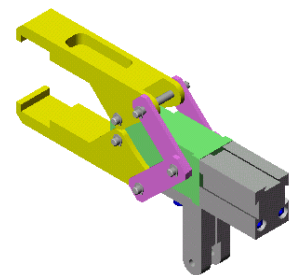
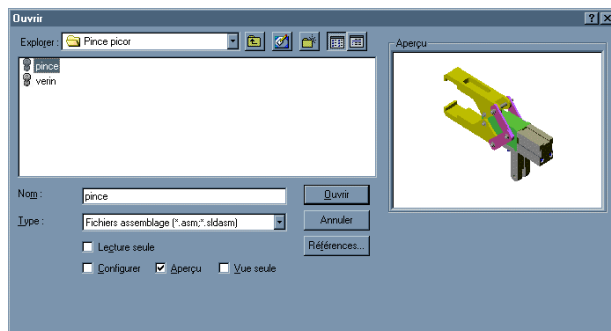
Commandes	Icône	Boîte de dialogue / Résultat
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1 - LANCER SOLIDWORKS ANIMATOR

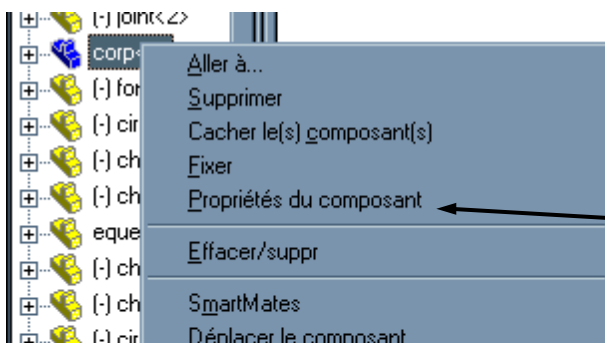


- **Ouvrir** le fichier assemblage :

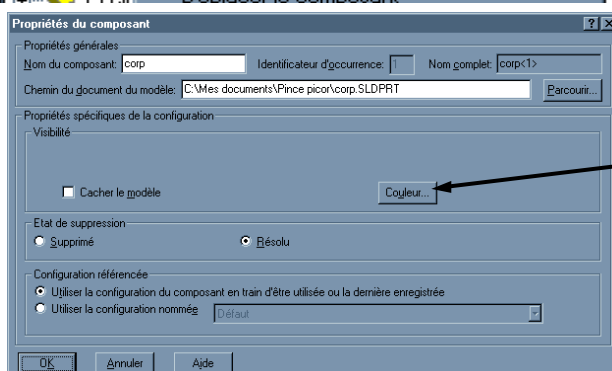
C:\Mes documents\stage\pince picor\pince.sldasm



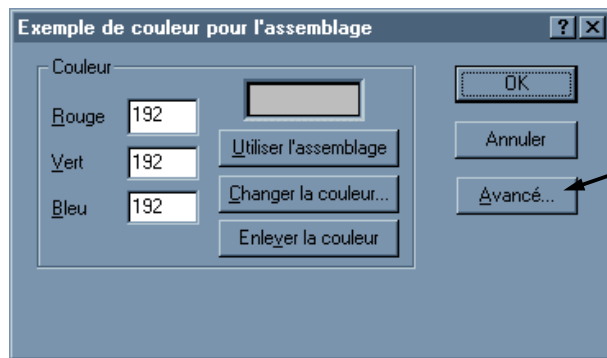
2 - RENDRE LE CORPS DU VERIN TRANSPARENT



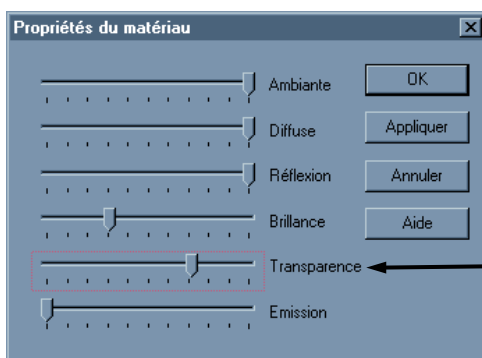
1 Propriétés du composant



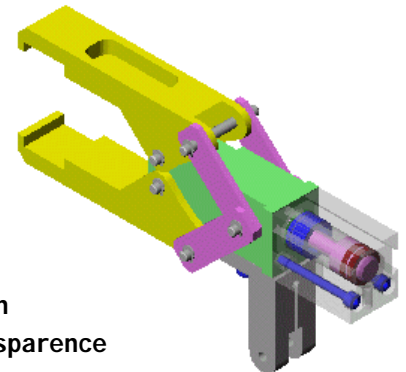
2 Couleur



3 Avancé



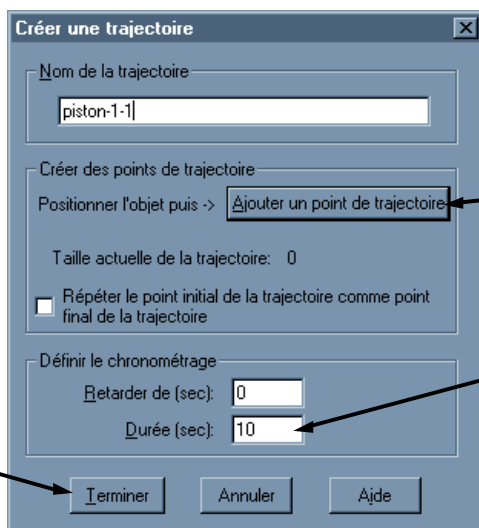
4 Régler la position de curseur Transparence



3 - CRÉER UNE TRAJECTOIRE

Dans l'arbre de création de l'assemblage :

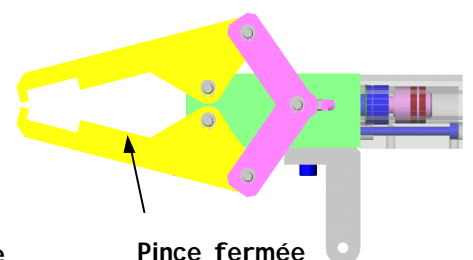
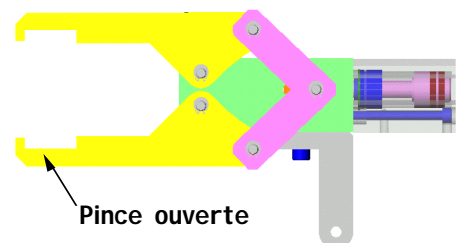
- cliquer sur piston<1>



Temps total de l'animation t=5sec.



Déplacer le piston de façon à obtenir la pince fermée





Assistance pour l'animation

Tracer une trajectoire

Traverser la trajectoire

Editer la trajectoire

Lecture

Enregistrer l'animation , un fichier AVI est crée .

Activer la capture d'écran

