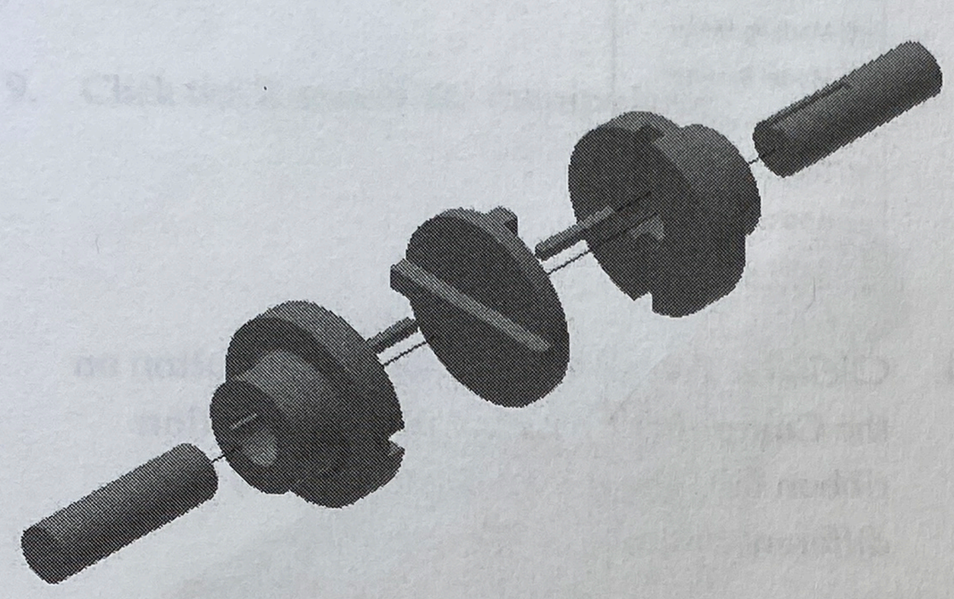
3. Click **Save** to save the file.
4. Click **File Menu > Close**.

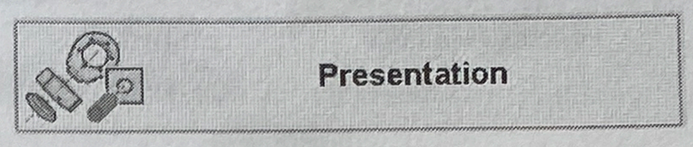
TUTORIAL 2

In this tutorial, you create the exploded view of the assembly:



Starting a New Presentation File

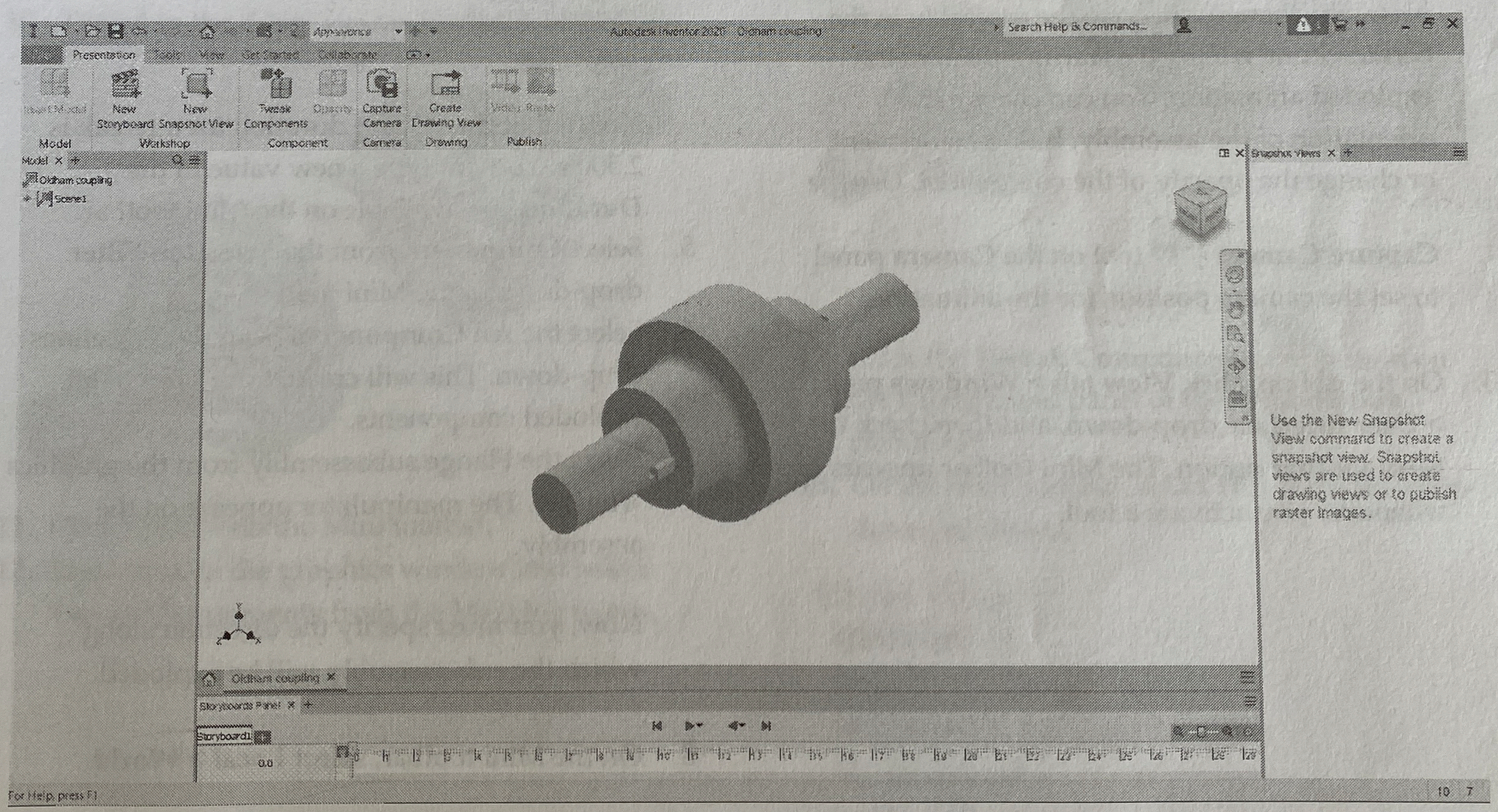
1. On the Home screen, click the Presentation icon (or) click **Get Started > Launch > New**, and then select the Standard.ipn template from the **Create New File** dialog.



The Insert dialog appears.

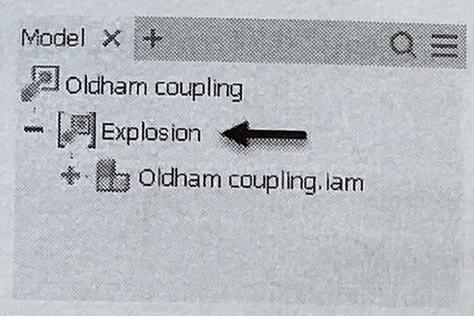
2. On the **Insert** dialog, go to the project folder and double-click on the Oldham Coupling.iam file.

The Presentation Environment appears, as shown.

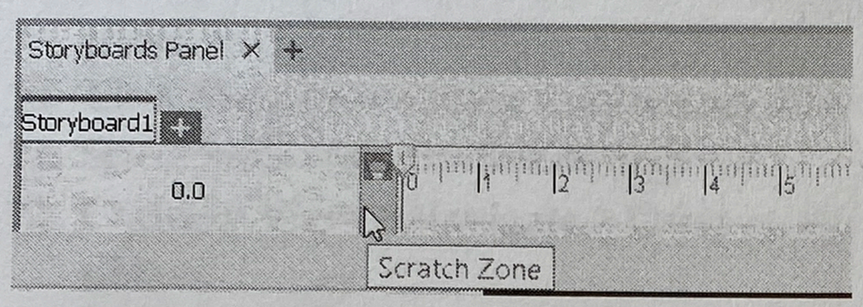


Creating a Storyboard Animation

1. In the **Model** tree, double-click on **Scene1** and type **Explosion**.



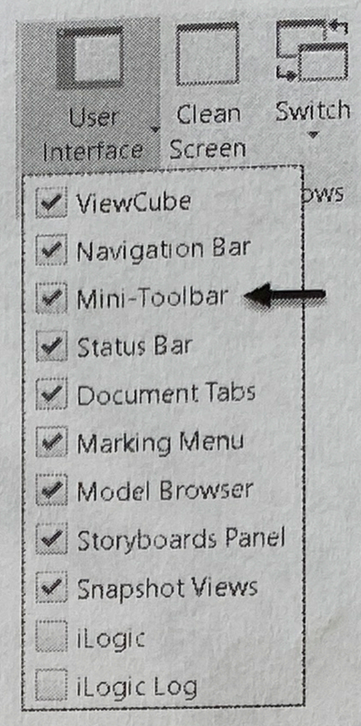
Before creating an exploded view, you need to take a look at the Storyboard displayed at the bottom of the window. The Storyboard has the Scratch Zone located at the left side of the timeline. Also, notice that the play marker is displayed at 0 seconds in the timeline.



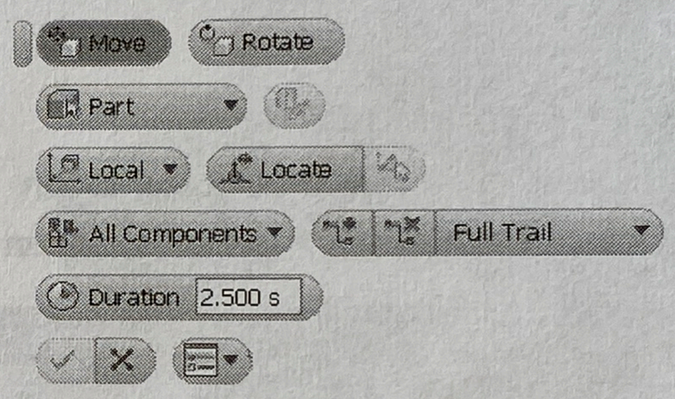
2. Click in the Scratch Zone area and notice that the play marker is displayed inside it.

Now, the changes made to the assembly in the Scratch Zone will be the starting point of the exploded animation. You can change the orientation of the assembly, hide a component, or change the opacity of the component. Use the **Capture Camera** tool on the **Camera** panel to set the camera position for the animation.

3. On the ribbon, click **View** tab > **Windows** panel > **User Interface** drop-down, and then check the **Mini toolbar** option. The Mini toolbar appears whenever you activate a tool.



4. Click the **Tweak Components** button on the **Component** panel of the **Presentation** ribbon tab. The mini toolbar appears with different options, as shown.

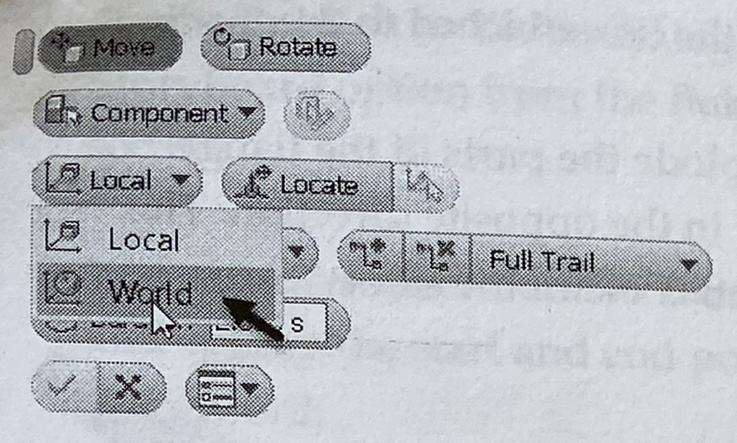


Notice that the default duration for a tweak is 2.500 s. You can type a new value in the **Duration** box available on the Mini toolbar.

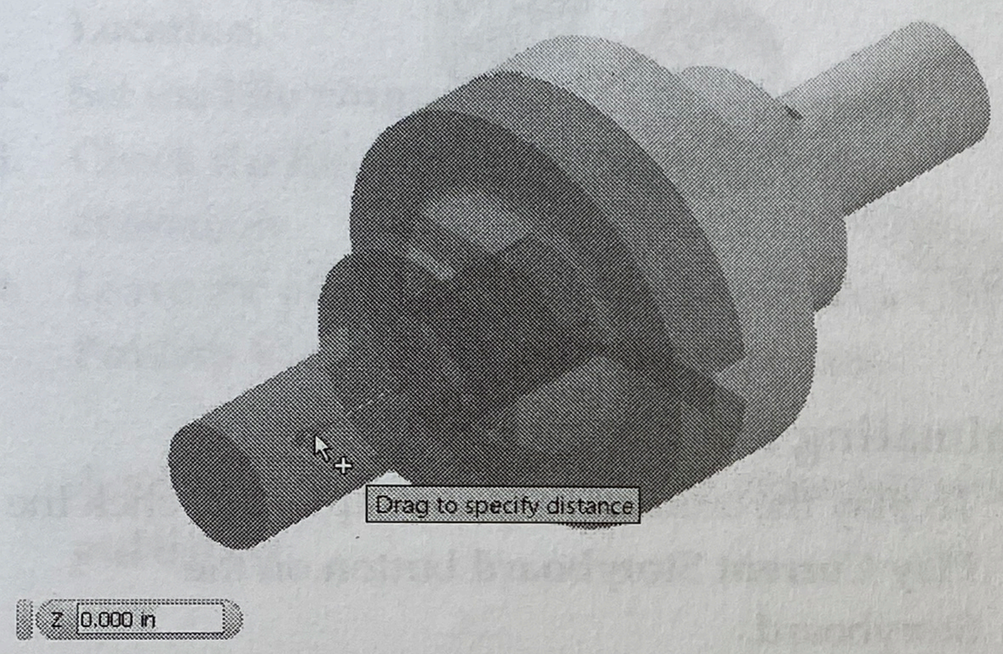
5. Select **Component** from the **Selection Filter** drop-down of the Mini toolbar.
6. Select the **All Components** from the Tracelines drop-down. This will create trace lines of all exploded components.
7. Select the Flange subassembly from the graphics window. The manipulator appears on the assembly.

Now, you must specify the direction along which the sub-assembly will be exploded.

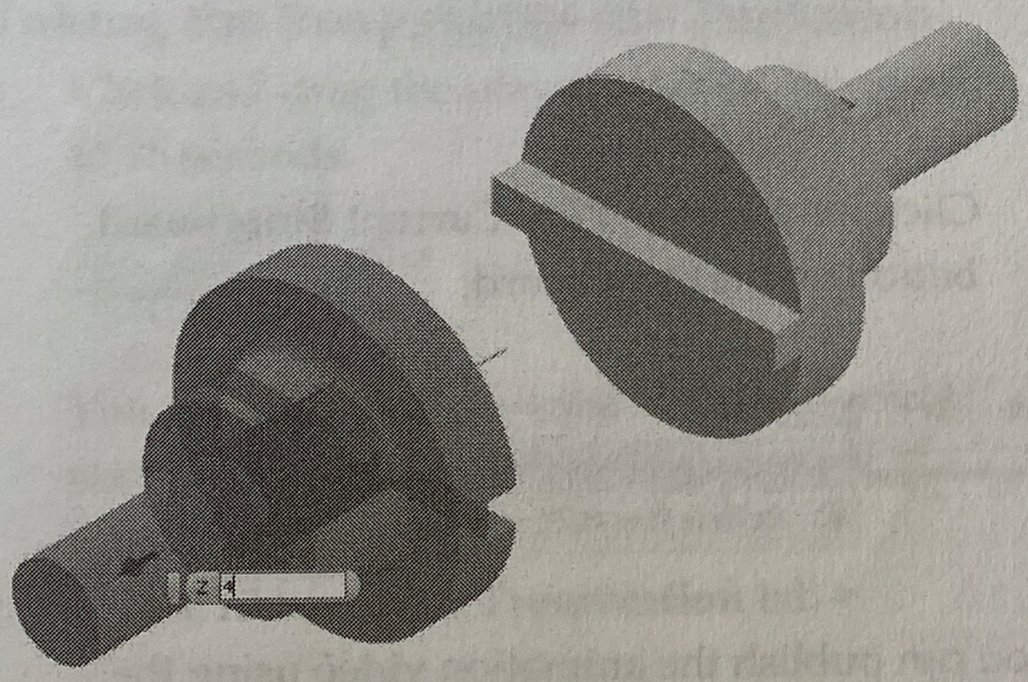
8. On the Mini toolbar, select **Local > World**.



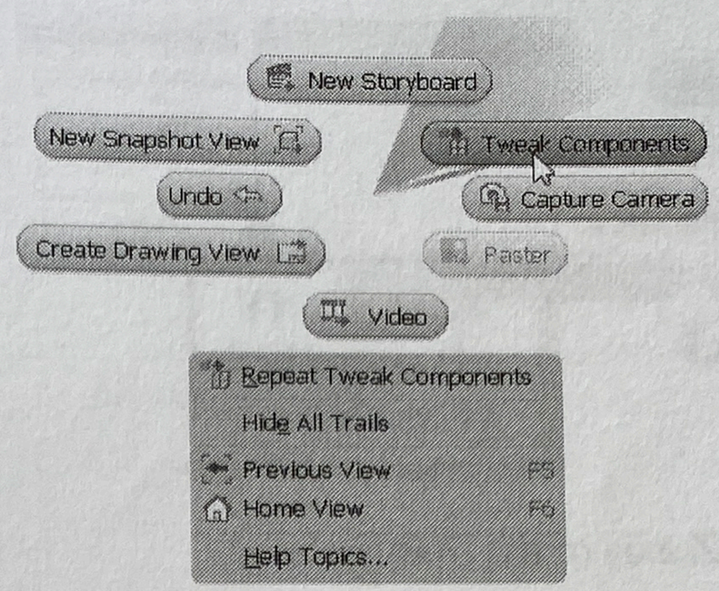
9. Click the Z axis of the manipulator.



10. Type 4 in the Z box attached to the manipulator.

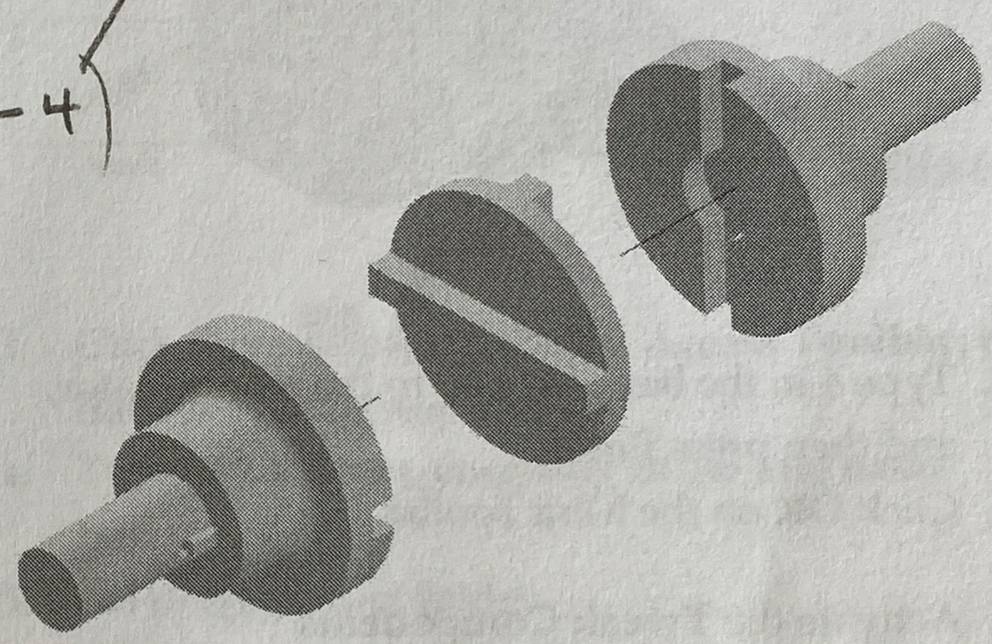


11. Click **OK** on the Mini toolbar.
12. Right click in the graphics window and select **Tweak Components** from the Marking menu.

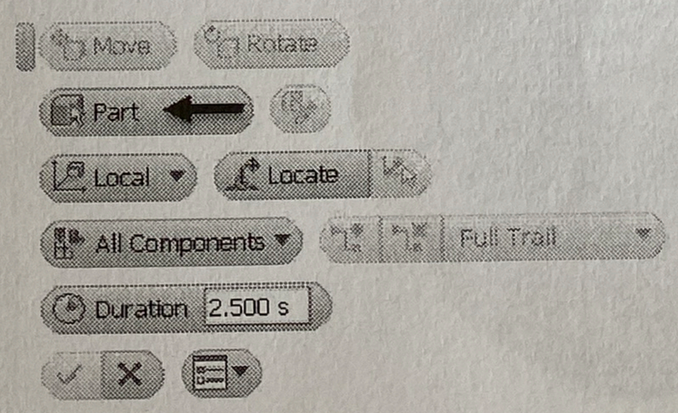


13. Select **Component** from the Selection filter drop-down on the Mini toolbar.
14. Select the other flange sub-assembly.
15. Click on the Z axis of the manipulator.
16. Type 4 in the Z box attached to the manipulator, and click **OK**.

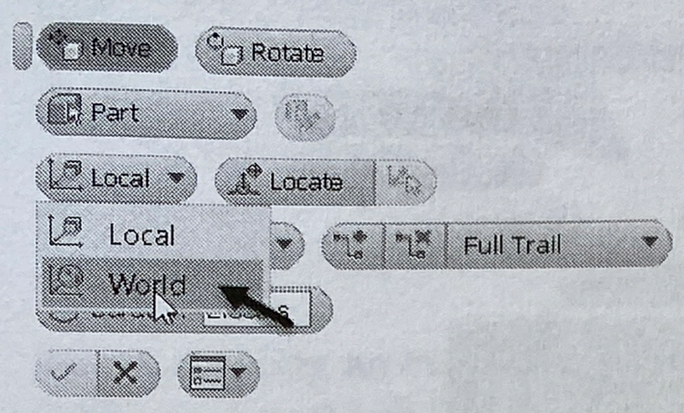
(-4)



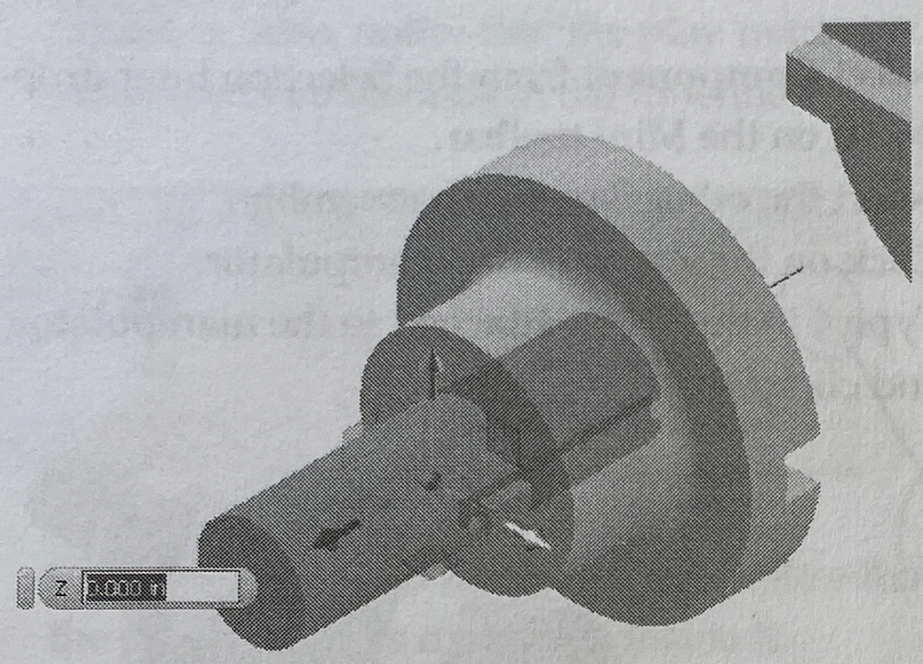
17. Click the **Tweak Components** button on the **Component** panel of the **Presentation** ribbon tab.
18. On the Mini Toolbar, select **Part** from the drop-down, as shown.



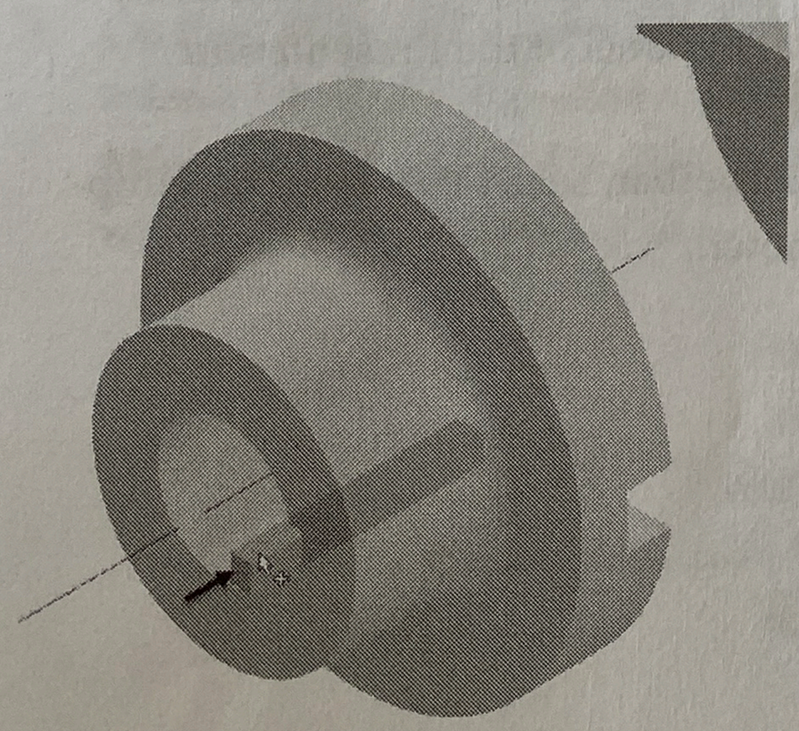
19. Select the front ~~cylinder~~. Shaft
20. On the Mini toolbar, select **Local > World**.



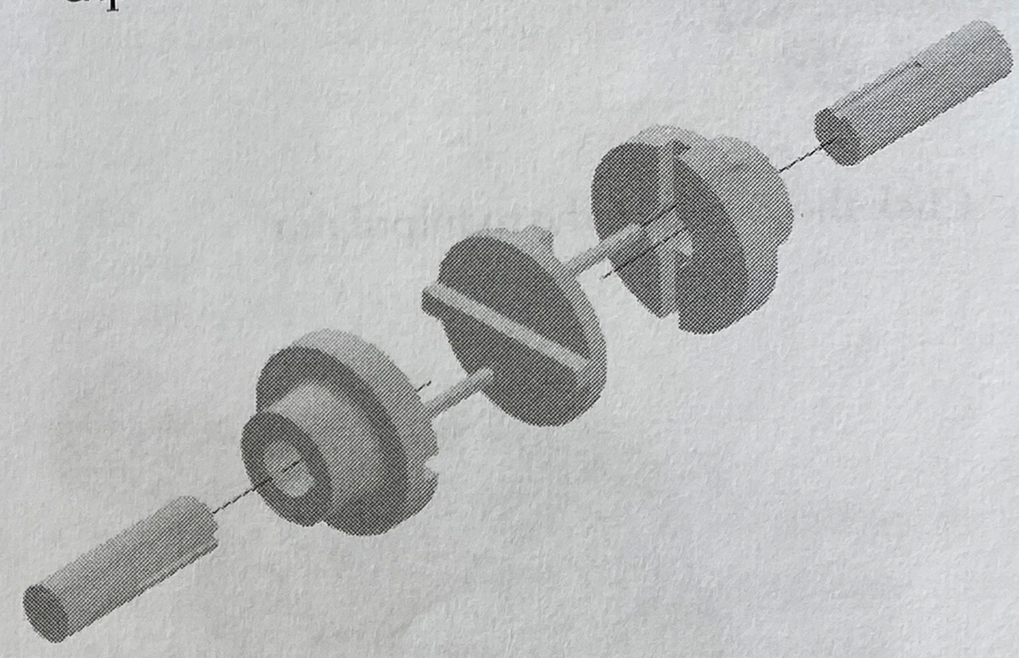
21. Click on the Z axis of the manipulator.



22. Type 4 in the box attached to the manipulator, and then press Enter.
23. Click **OK** on the Mini Toolbar.
24. Activate the **Tweak Components** command.
25. Zoom into the flange and click on the key, as shown.

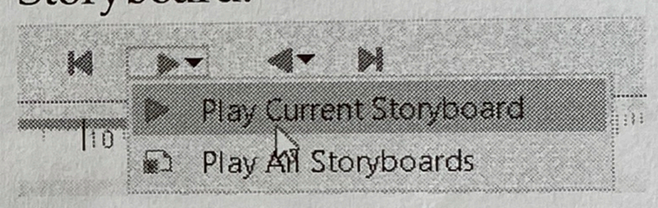


26. Select **Local > World** on the mini toolbar.
27. Click on the Z axis of the manipulator.
28. Type 3.15 in the box attached to the manipulator and press Enter.
18. Likewise, explode the parts of the flange subassembly in the opposite direction. The explosion distances are the same.

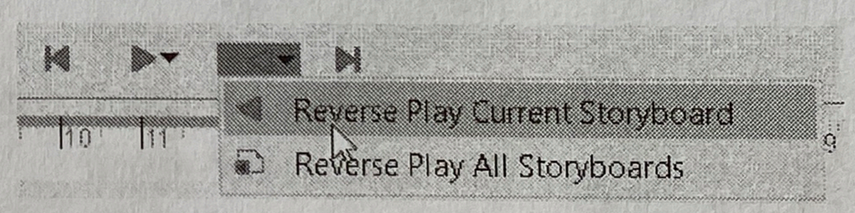


Animating the Explosion

1. To play the animation of the explosion, click the **Play Current Storyboard** button on the Storyboard.

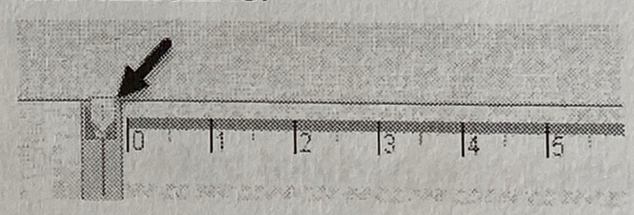


2. Click the **Reverse Play Current Storyboard** button on the Storyboard.



You can publish the animation video using the **Video** tool available on the **Publish** panel.

3. Make sure that the play marker is at 0 secs on the timeline.



4. On the ribbon, click **Presentation** tab > **Publish** panel > **Video** .

5. On the **Publish to Video** dialog, select **Current Storyboard** option from the **Publish Scope** section.

   You can also select **Current Storyboard Range** and specify the start and end position of the storyboard.

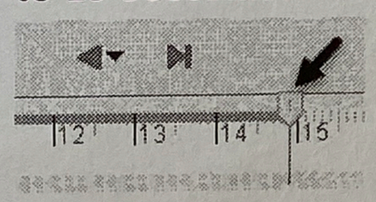
6. On the **Publish to Video** dialog, click the folder icon and specify the project folder as the **File Location**.
7. Set the **File Format** to **WMV File (*.wmv)**.
8. Check the **Reverse** option to reverse the animation.
9. Leave the other default settings and click **OK**; **Publish Video Progress** dialog appears.

   A message box appears that the video has been published.

10. Click **OK** on the message box.

Taking the Snapshot of the Explosion

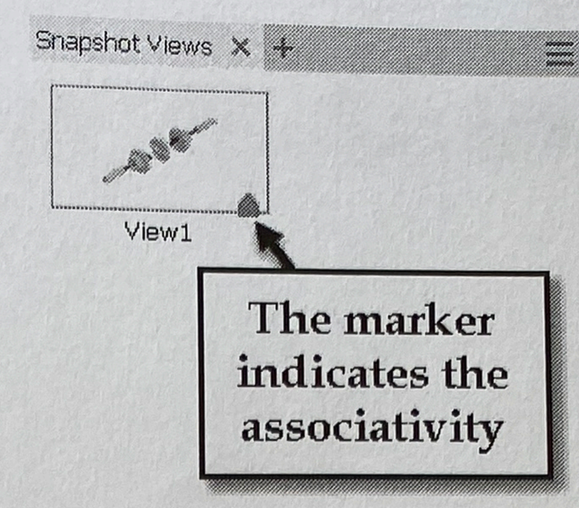
1. Click and drag the play marker on the timeline to 15 seconds.

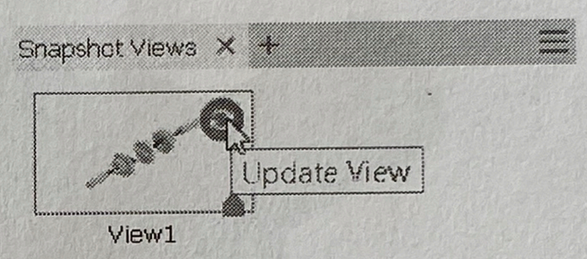
   You can capture the snapshot of the current position of the assembly using the **New Snapshot View** tool.

2. On the ribbon, click **Presentation** tab > **Workshop** panel > **New Snapshot View** .

The snapshot appears in the Snapshot Views window. Notice that playmarker on the snapshot. It indicates that the snapshot is dependent on the storyboard.



For example, if you make changes to the assembly at the position of the playmarker where the snapshot was taken, the Update View symbol appears on the snapshot view. You need to click on the Update View symbol to update the snapshot.



3. Click **Save** on the **Quick Access Toolbar**; the **Save As** dialog appears.
4. Type-in **Oldham_coupling** in the **File name** box.
5. Go to the project folder.
6. Click **Save** to save the file.
7. Click **OK**.
8. Click **File Menu > Close**.