

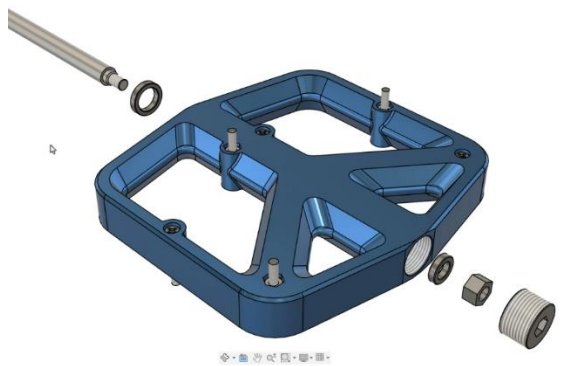
Practice exercise

How to create an exploded view animation

Learn to use the animation workspace to create an exploded view.

Learning objectives:

- Create an animation.
- Transform components.



The completed exercise

1. Open the pedal assembly you created during the course and navigate to the Animation workspace by using the Workspace Picker dropdown currently listed as *Design*.

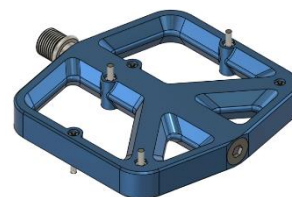


Figure 1. Animation workspace

2. Expand the Browser to see all components in the assembly.

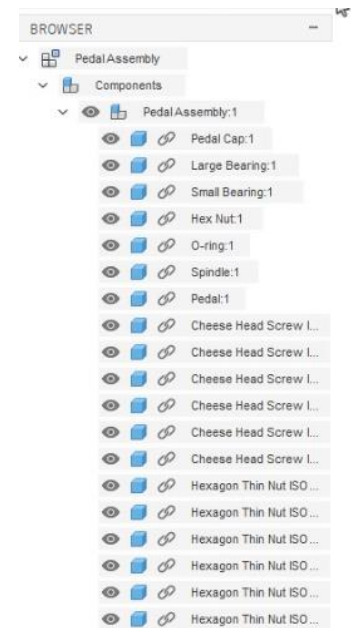


Figure 2. Expand browser

3. From the tool ribbon select Transform Components and select the Pedal Cap component on screen or in the Browser. This will enable an on screen manipulator. Pull the Pedal Cap away from the assembly and then left click in the white area in the Canvas to keep the tool active.

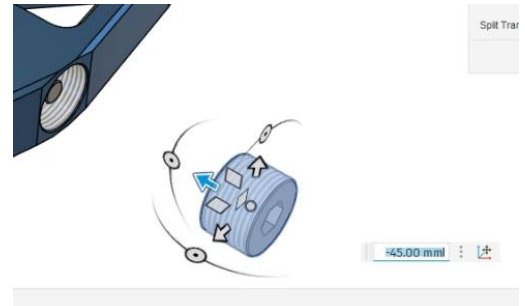


Figure 3. Transform components

4. Move the Play Head to 2s on the timeline at the bottom of the screen and transform the Hex Nut away from the assembly.

NOTE: The location you drag the playhead to will determine when the next step of the animation ends and how long it takes relative to other settings in the animation.

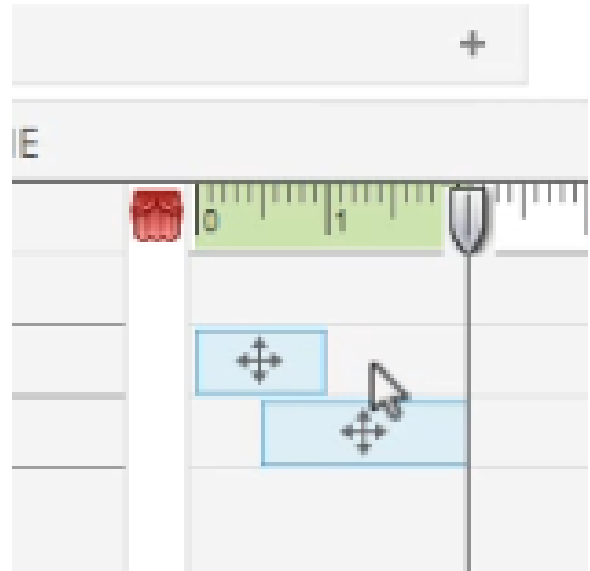


Figure 4. Transform components

5. Repeat the process moving the playhead about an additional 2s for each component you wish to move. Move each bearing and the spindle away from the Pedal.

NOTE: We left the screws and nuts in the pedal body in the interest of time, but you can move those as well.



Figure 5. Transform components

6. Move the playhead to 8s on the timeline and manually rotate the view using Shift + the middle mouse button. This will capture a view change in the animation.

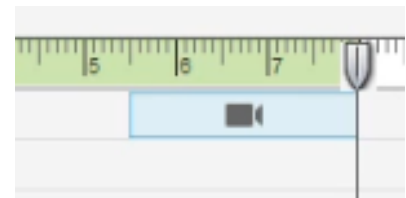


Figure 6. View change

7. At the bottom left of the screen select the + icon to create a new storyboard, and set it to start from the end of the previous.

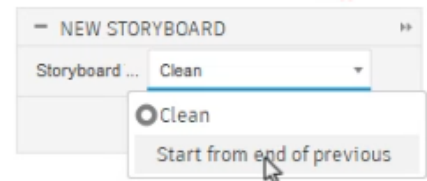


Figure 7. New storyboard

8. Select all the components in the Browser that were moved in the original storyboard and select Transform > Restore Home.

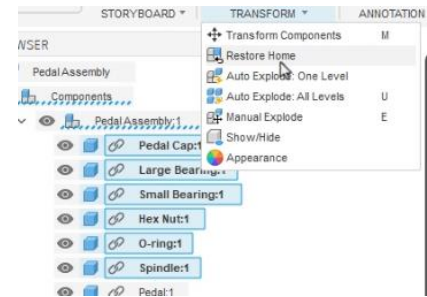


Figure 8. Restore home

9. Play the animation and save the design.

NOTE: you can manually drag the location and length of each feature in the timeline and even delete them if desired. Play around with the timeline features before finishing.

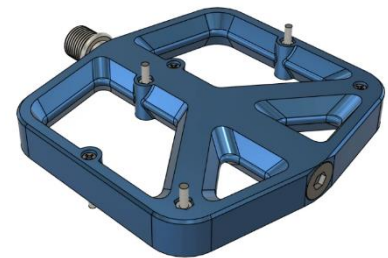


Figure 9. Review