



SimLab SolidWorks Importer for 3D Studio Max

Benefits

SolidWorks Importer to 3D Studio Max, enables the user to import native SolidWorks parts and assemblies (*.sldprt, *.sldasm) to 3D studio Max.

The plugin runs from inside the 3D Studio environment and is very easy to use. The plugin is capable of handling large SolidWorks parts and assemblies.

The plugin imports geometries, normals, materials, and texture coordinates

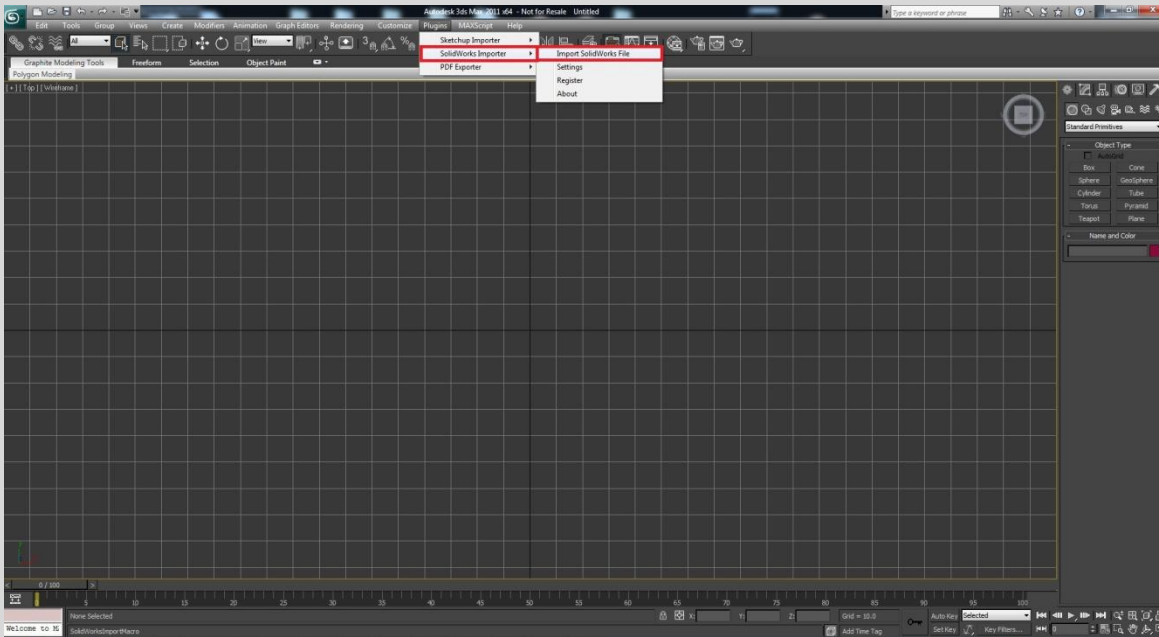
Requirements

The plug-in is supported on the following versions of 3D Studio Max (2009, 2010, and 2011) , (32 and 64 bit)



Tutorial

To import a SolidWorks assembly, the user clicks on **Plugins -> SolidWorks Importer -> Import SolidWorks File**

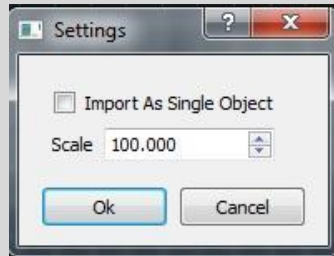


The user is then asked for the SolidWorks part or assembly to be imported, the plugin imports the selected part or assembly and adds it to the current model.



Settings

The plugin settings can be accessed from **Plugins -> SolidWorks Importer -> Settings**



Import as a single object: when this option is checked the model is imported to 3D Studio as a single object with multiple materials, when it is not checked multiple objects are created

Scale: this option allows the user to automatically scale the imported SolidWorks model to match the current model.