



Autodesk 360 Handout: Getting Started with the Viewer and Deep Search

What are we going to learn today in the Autodesk 360 Tech Preview?

- How to use the 2D and 3D Viewer to view large models
- How to use deep search

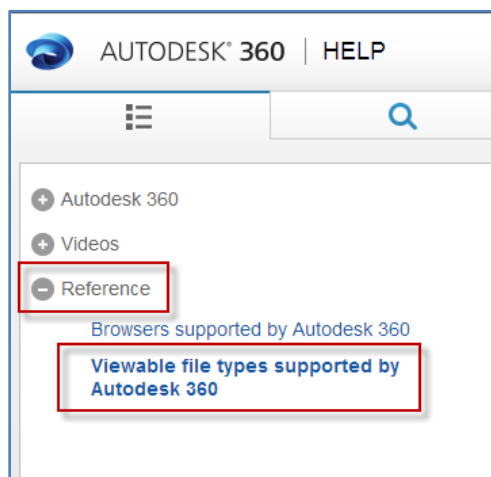
1. File types supported in the Autodesk 360 Viewer:

The new viewer works with multiple file types and also works with both 2D and 3D files. We supported this in the past as well, but the difference is that this viewer has search built into it. So depending on the type of files you are viewing, you can search for specific items while viewing the file and it will automatically filter out to that list of items.

TIP: *If you want to see a list of supported file types, click on the Help in the Autodesk 360 Tech Preview. At the bottom of the help page is a link. It's located under References.*

Bookmark: <http://help.autodesk.com/view/ADSK360/ENU/?guid=GUID-488804D0-B0B0-4413-8741-4F5EE0FACC4A>

Viewable file types supported by Autodesk 360

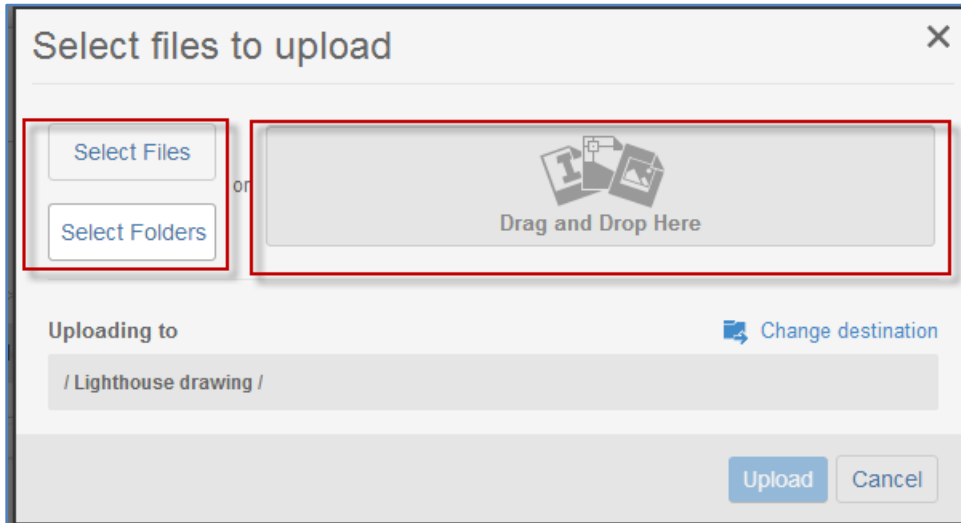




2. Upload a file into the Viewer

The first step of course, is to upload some of your own drawing files. With the new viewer you can upload files or folders to your project.

Watch the video tutorial: http://autode.sk/hangout2_1

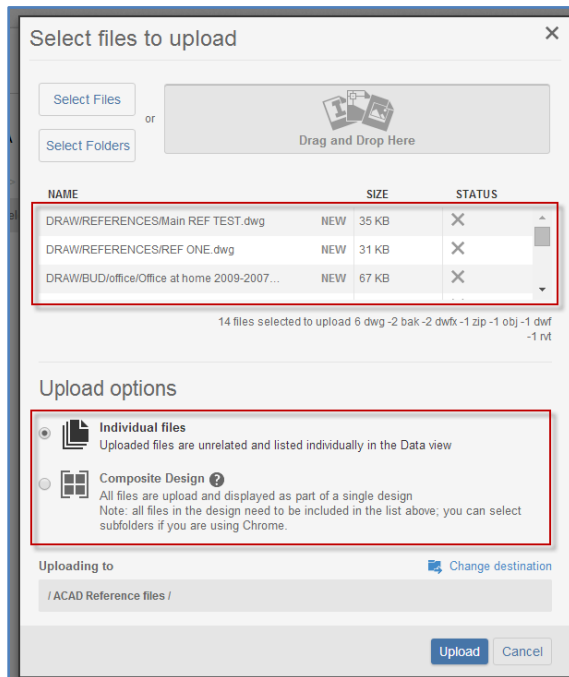


TIP: *If you are using Chrome or Firefox you can also use drag and drop. You can also pick "Select Files", or "Select Folders".*

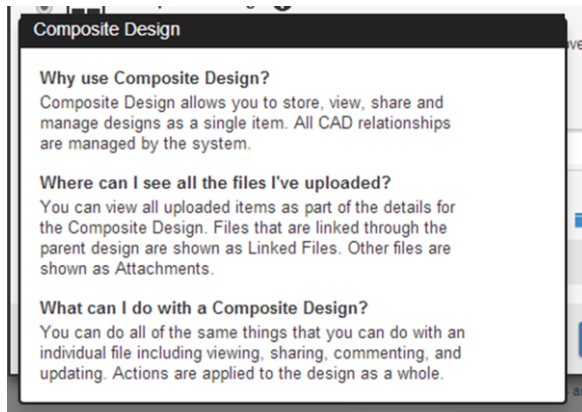
Another new feature in the new viewer is the ability to **upload reference files**. For example if you have an **AutoCAD** drawing with reference files, you can upload the drawing and reference files without having to bind the reference files. In this example, I have taken a simple drawing file and added two reference files. Next, I select upload and "Select Folders". These will contain the drawing and reference files. These also need to be



“Composite Design”.



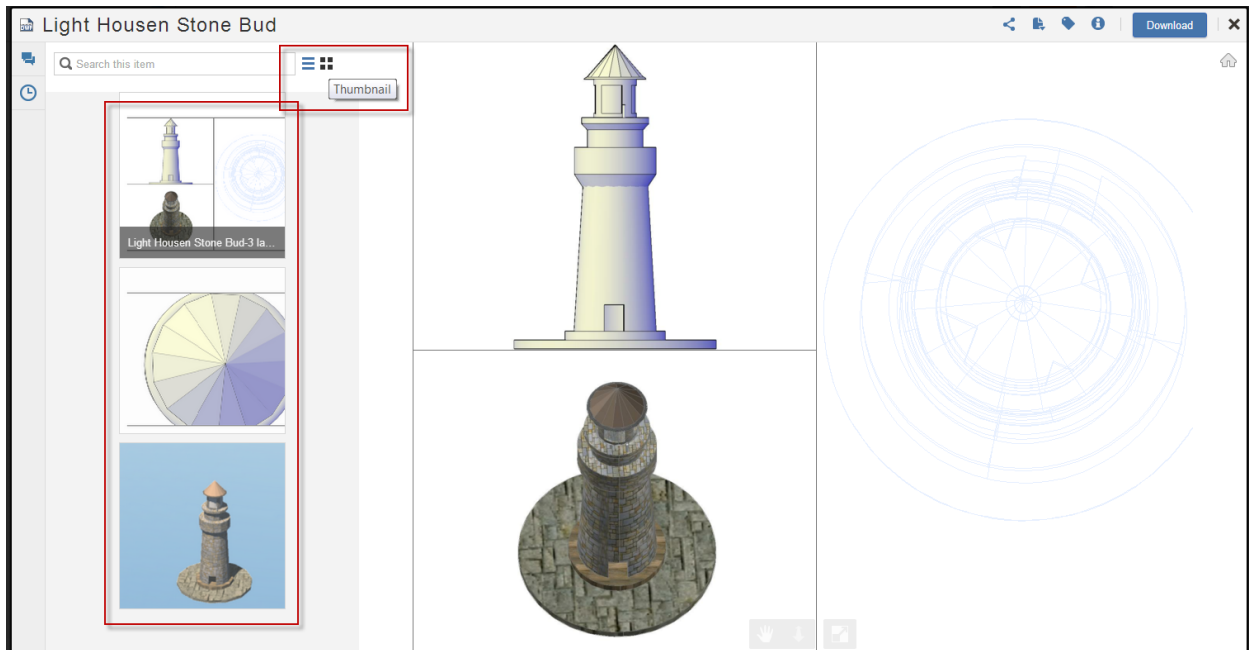
TIP: Mouse over the question mark on the upload dialog to see the tip on Composite Design.



2. Viewing Files: Explore & Thumbnail

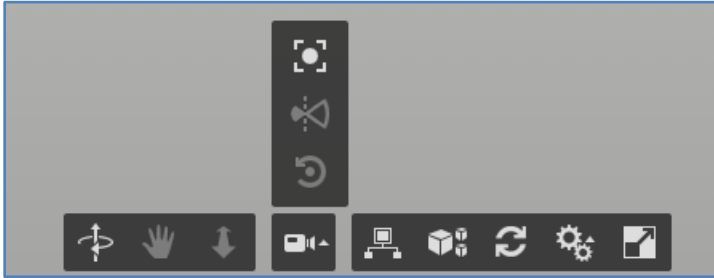
Now let's take a closer look at the viewer. Depending on the file type, you can see multiple options for both 2D and 3D files. In this example below, we have a 3D **DWF** created in **AutoCAD**. You have two basic ways to view the files: Explore and Thumbnail.

Explore is more of a list view and Thumbnail is just that, a thumbnail view like the screen shot below.



Click on the Model Space Thumbnail and notice that opens up the Model space view. By default, you're on Start manipulating the model. Also take a look at the bottom of the view and notice the different icons. By default they are dimmed, so they don't take away from the 3D View.

3. Viewer Tool Tip Functions



Here is a list of the tool tip functions:

- Orbit
- Pan
- Zoom
 - Fit to View (F)
 - Focal Length (Shift + drag)
 - Alt Shift Drag
- Model Structure
- Exploded Model
- Reset View
- Settings
- Full Screen

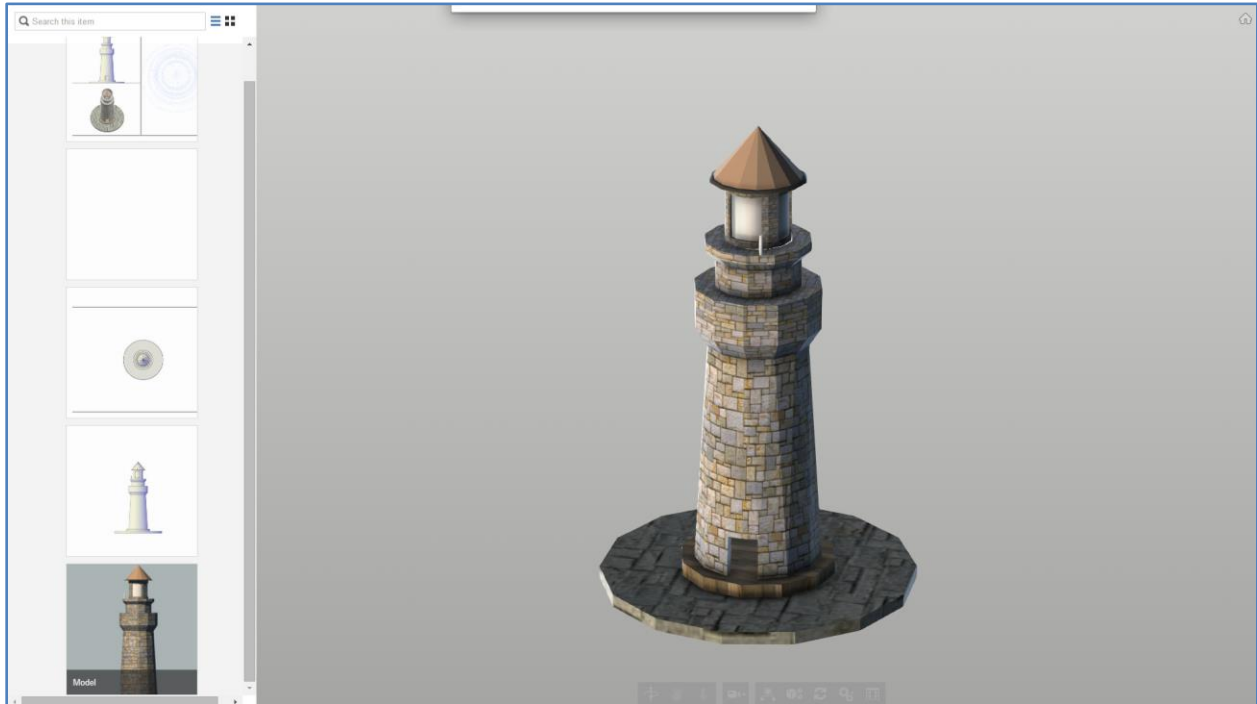
Here are a few examples of the different views that are available in the new viewer:

Full Screen View

Watch the video tutorial: http://autode.sk/hangout2_2



TIP: Click *ESCAPE KEY* to exit full screen mode.

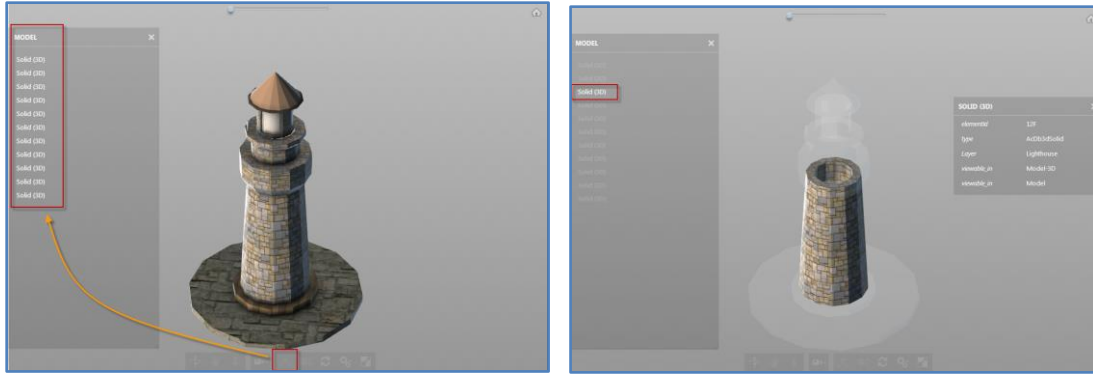


Zoom and Pan View

Watch the video tutorial: http://autode.sk/hangout2_2

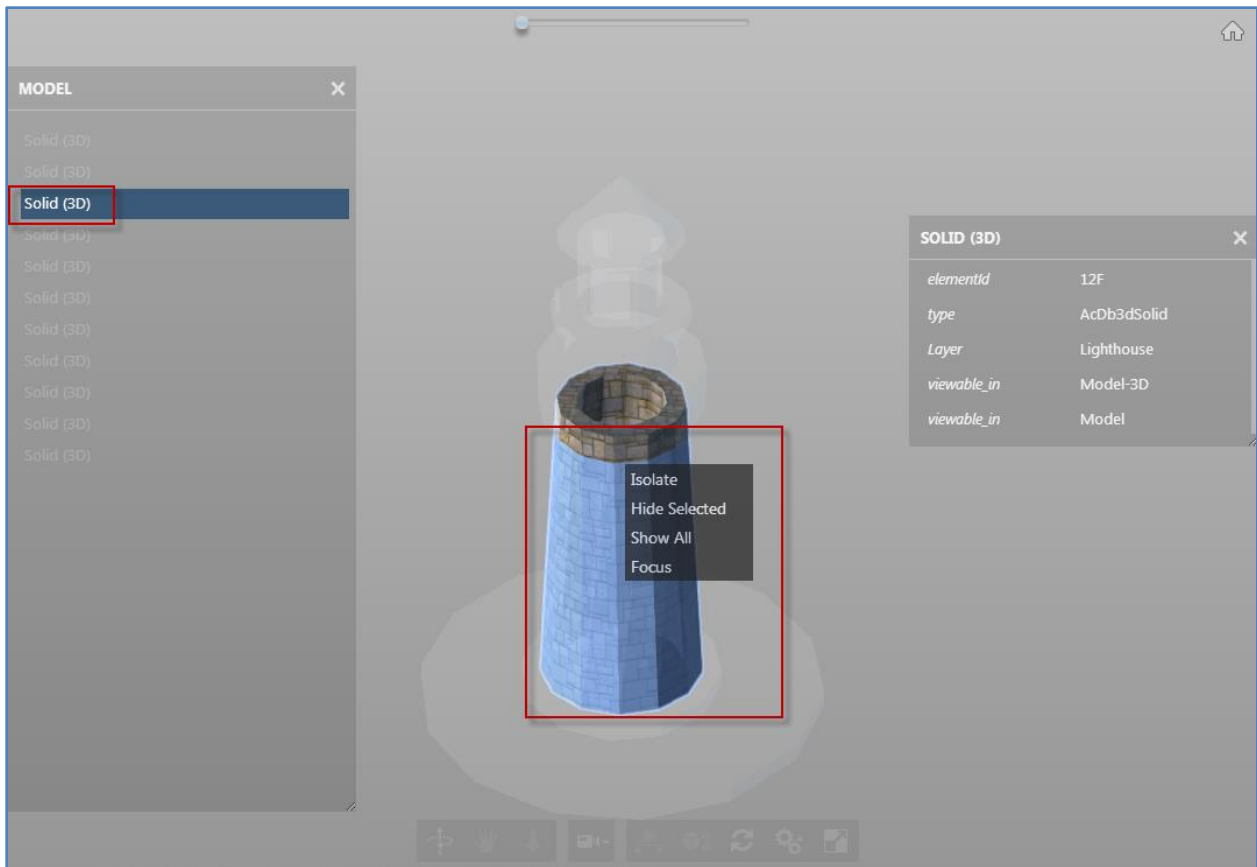
Zoom and pan is just that, zoom in and out of your drawing, and pan is the ability to move the drawing around.

Model Properties is part of the search feature. So if you click on this it will bring up a list of the model properties. In the Light House example you will see a list of the solids, but the names are not so great.



As you click on each Property, it dims the rest of the model leaving that part highlighted.

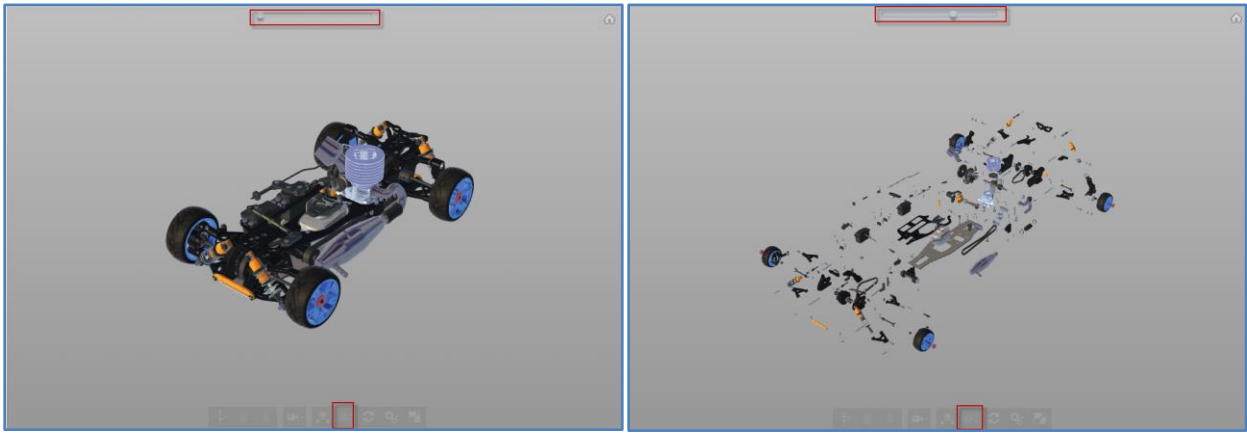
TIP: You can also right click on the model and select "Isolate" and it works just like clicking on the properties.



Exploded View

Watch the video tutorial: http://autode.sk/hangout2_3

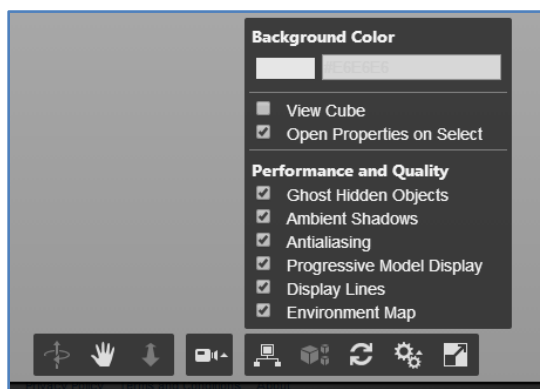
For the Exploded view, we need to use an **Inventor file**. This was the same drawing that was used in the Hangout. Click on the Explode Model and then drag the slider at the top of the screen.



TIP: Click on Reset View to put the model back together.

Settings are more complex and give you a lot of control over how items display in the model.

TIP: These settings are not persistent, so if you close the model or leave the project then the settings will go back to its default mode.





4. Deep Search

Watch the video tutorial: http://autode.sk/hangout2_4

This handout gives you a very high level overview of how to use the viewer and deep search features in Autodesk 360.

Note, this is not everything for the Autodesk 360 Viewer, but it should be enough to get you started with your own drawing files. So create a project, upload some files and take the viewer for a test run. Let us know how it goes!

Key takeaways:

- The viewer supports over 60+ file formats in browser. For a full list of updated Autodesk and competitor file formats, visit:
<http://help.autodesk.com/view/ADSK360/ENU/?guid=GUID-488804D0-B0B0-4413-8741-4F5EE0FACC4A>
- Watch these videos to help you get started with the viewer & search:
 - [How to upload files](#)
 - [How to view 3D files](#)
 - [How to explode 3D files in viewer](#)
 - [How to perform deep search](#)



Check out the Tech Preview Forum:

- If you have questions about the Autodesk 360 Tech Preview, please post them here:
www.autodesk.com/autodesk360support.
- Bookmark these pages within the forum:
 - Ask a Question: <http://autode.sk/askquestion>
 - IdeaStation (great place to post ideas on what you'd like to see in future versions of Autodesk 360 Tech Preview): <http://autode.sk/ideastation>
 - Share a Tip: <http://autode.sk/tipshare>
 - Concept Design of ForceEffect: <http://autode.sk/forceeffect>

