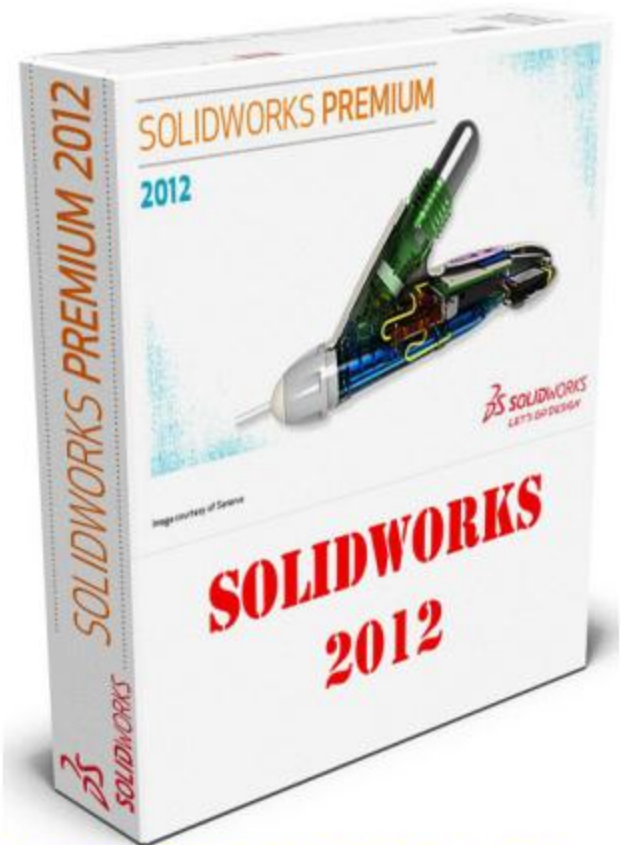


HOW TO IMPORT SOLIDWORKS ASSEMBLY MODEL(.SLDASM) INTO AUTODESK 3DS MAX

***BOTH SOLIDWORKS AND AUTODESK 3DS MAX
APPLICATIONS ARE REQUIRED TO IMPORT
MODEL***



***SOLIDWORKS 2012 PREMIUM AND AUTODESK 3DS MAX
2013 WERE USED IN THIS TUTORIAL***

Step 1 – Start the 3DS MAX Application



SOLIDWORKS PREMIUM

2012

Step 2 - Start the Solidworks Application

DS SOLIDWORKS
LET'S GO DESIGN



Image courtesy of Shanghai Shibang Machinery Co., Ltd.



New



Reset



Open



Save



Save As



Import



Export



Send to



References



Manage



Properties

Import files into 3ds Max



Import

Import non-native file formats into 3ds Max.



Merge

Insert objects from external 3ds Max files into the current scene.



Replace

Replace objects in the current 3ds Max scene with objects from an external file.



Link Revit

Insert a link to a RVT or FBX file into the current scene.



Link FBX

Insert a link to a FBX file into the current scene.



Link AutoCAD

Insert a link to a DWG or DXF file into the current scene.

*Step 3 -
Import Non
Native File*

Options

Exit 3ds Max

Step 4 - Select SLDPRT,SLDASM

All Formats

Autodesk (*.FBX)

3D Studio Mesh (*.3DS;*.PRJ)

Adobe Illustrator (*.AI)

Autodesk Packet File (*.APF)

ProEASM (*.ASM)

Catia V5 (*.CATPART;*.CGR;*.CATPRODUCT)

Autodesk Collada (*.DAE)

LandXML / DEM / DDF (*.DEM;*.XML;*.DDF)

AutoCAD Drawing (*.DWG;*.DXF)

Legacy AutoCAD (*.DWG)

Flight Studio OpenFlight (*.FLT)

Motion Analysis HTR File (*.HTR)

IGES (*.IGE;*.IGES;*.IGS)

Autodesk Inventor (*.IPT;*.IAM)

JT (*.JT)

Catia V4 (*.MODEL;*.DLV4;*.DLV3;*.DLV;*.EXP;*.SESSION;*.MDL)

gw::OBJ-Importer (*.OBJ)

ProE (*.PRT)

UG-NX (*.PRT)

ACIS SAT: (*.SAT)

3D Studio Shape (*.SHP)

Google SketchUp (*.SKP)

SolidWorks (*.SLDPRT;*.SLDASM)

StereoLitho (*.STL)

STEP (*.STP;*.STEP)

Motion Analysis TRC File (*.TRC)

Autodesk Alias (*.WIRE)

VRML (*.WRL;*.WRZ)

VIZ Material XML Import (*.XML)

Select File to Import

History: C:\Users\Dean\Documents\3dsMax\import

Look in: Ballast

Name	Date modified	Type	Size
Ballastr	2011/01/11 09:57 ...	SLDASM File	330 KB
Base	2011/01/12 09:47 ...	SLDPRT File	407 KB
base1	2010/12/09 08:58 ...	SLDPRT File	374 KB
Board1	2010/12/09 11:08 ...	SLDPRT File	111 KB
Connector	2011/01/09 10:59 ...	SLDPRT File	263 KB
Door	2011/01/12 11:30 ...	SLDPRT File	671 KB

Type: SLDASM File
Last Saved By: soso
Size: 330 Kb

Step 5 - Select Assembly file

File name: Ballastr

Open

Files of type: SolidWorks (*.SLDPRT;*.SLDASM)

Cancel

Progress : SolidWorks Importer



Overall Progress:



Translating to APF :

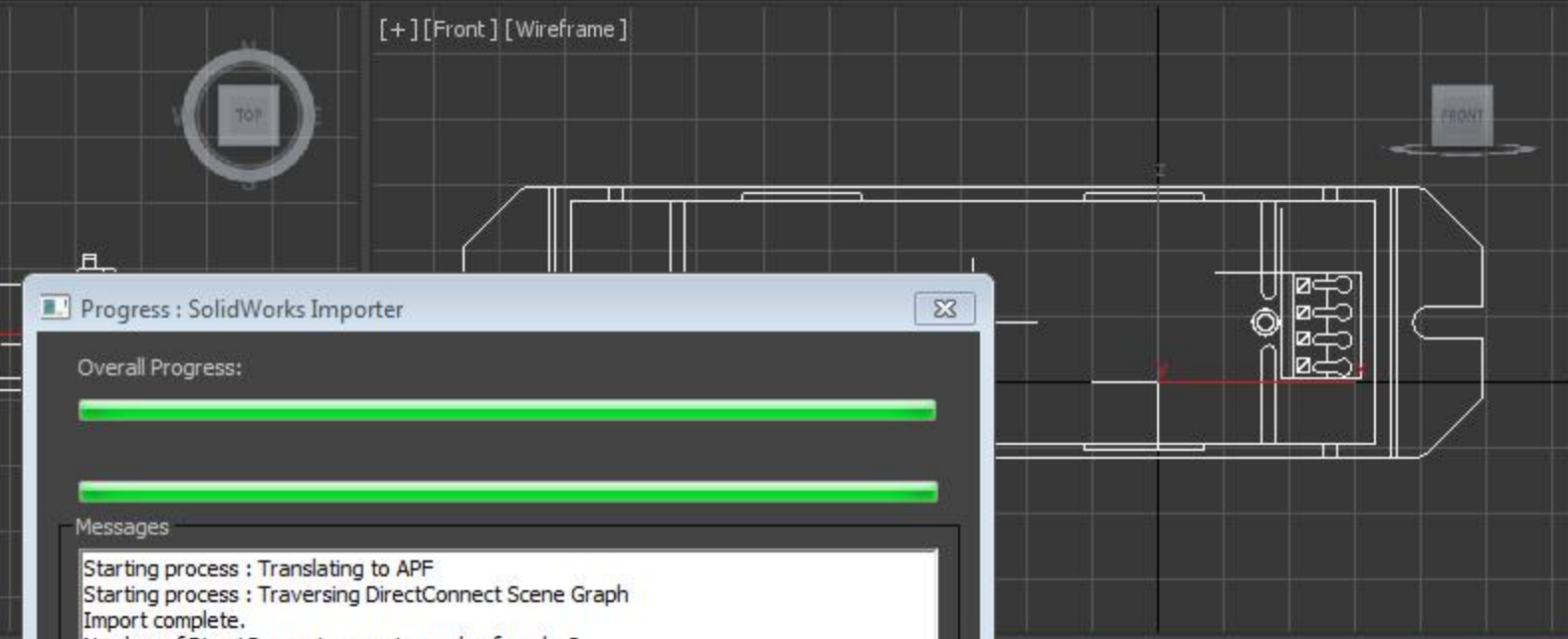
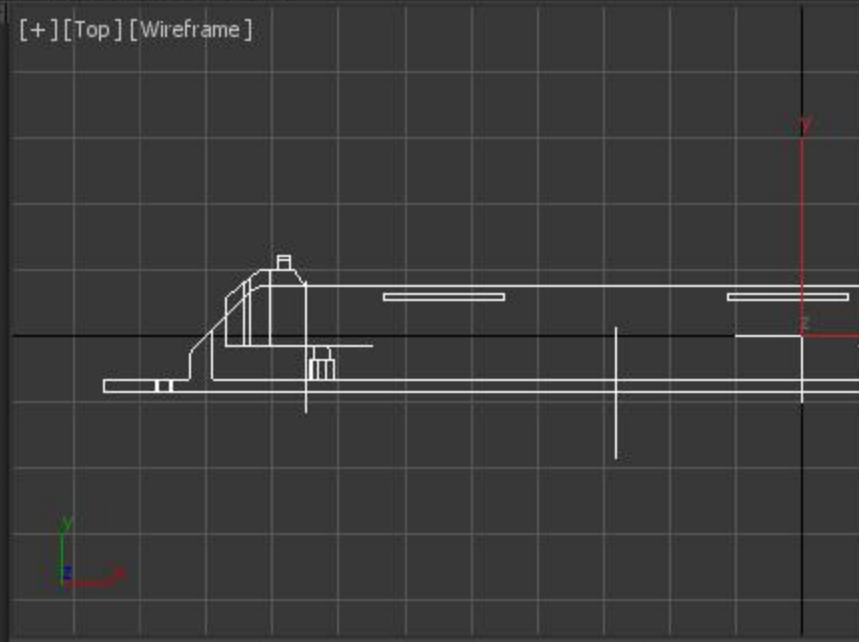


Messages

Starting process : Translating to APF

Show DirectConnect Log

Close



Standard Primitives

Object Type

- AutoGrid
- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane

Name and Color

20 Entities Selected

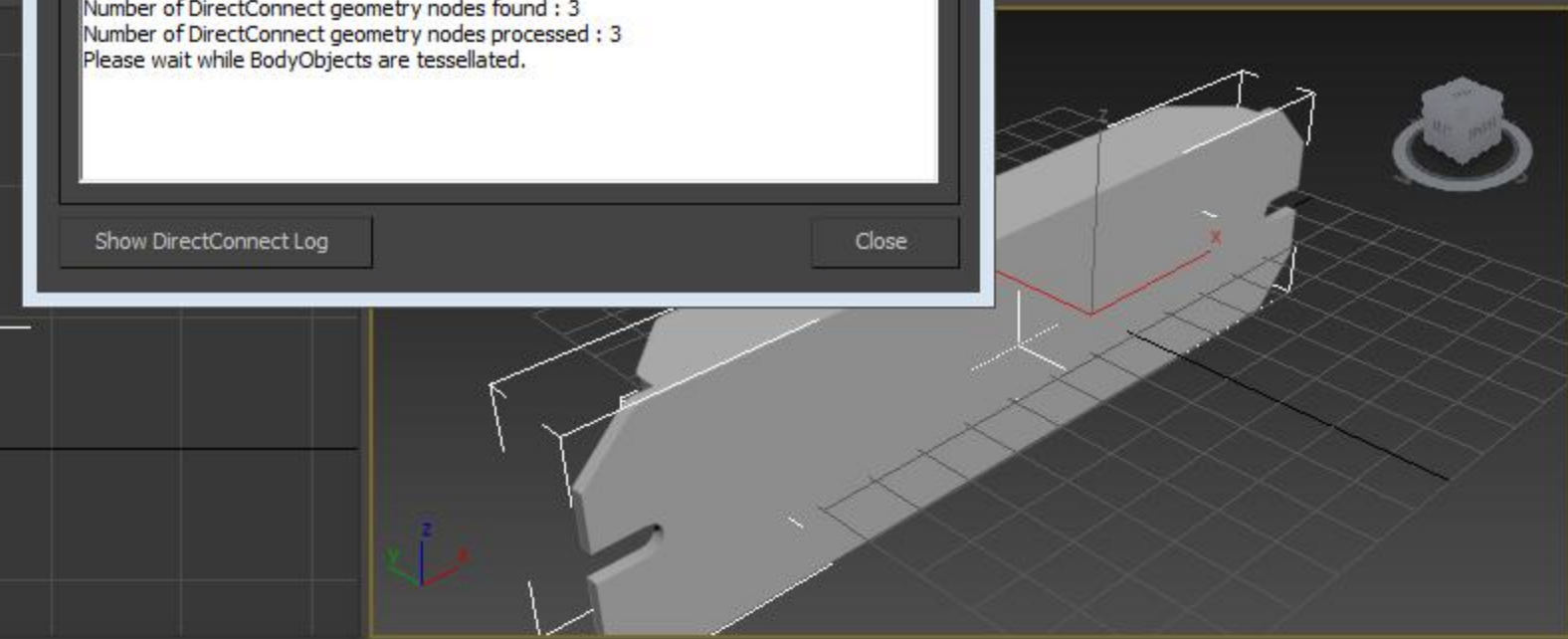
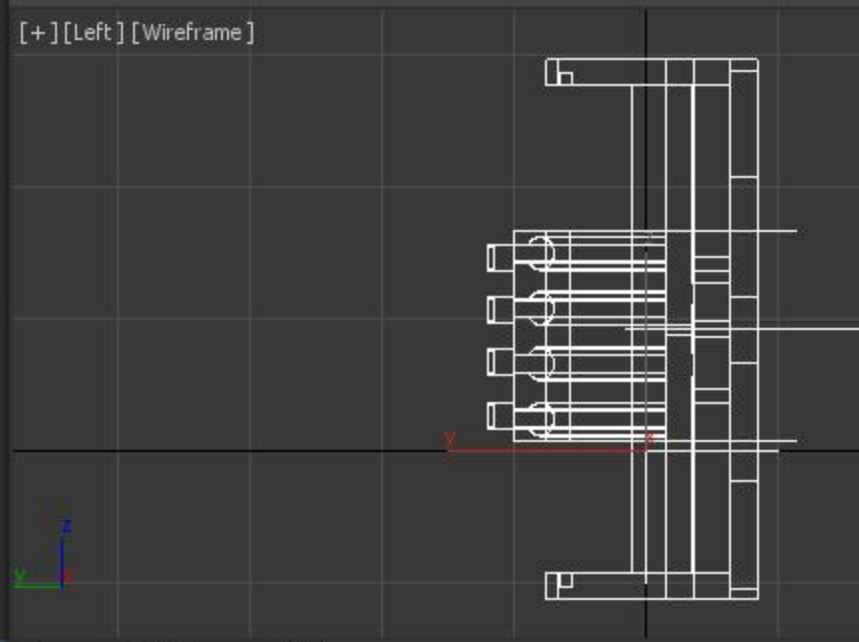
Progress : SolidWorks Importer

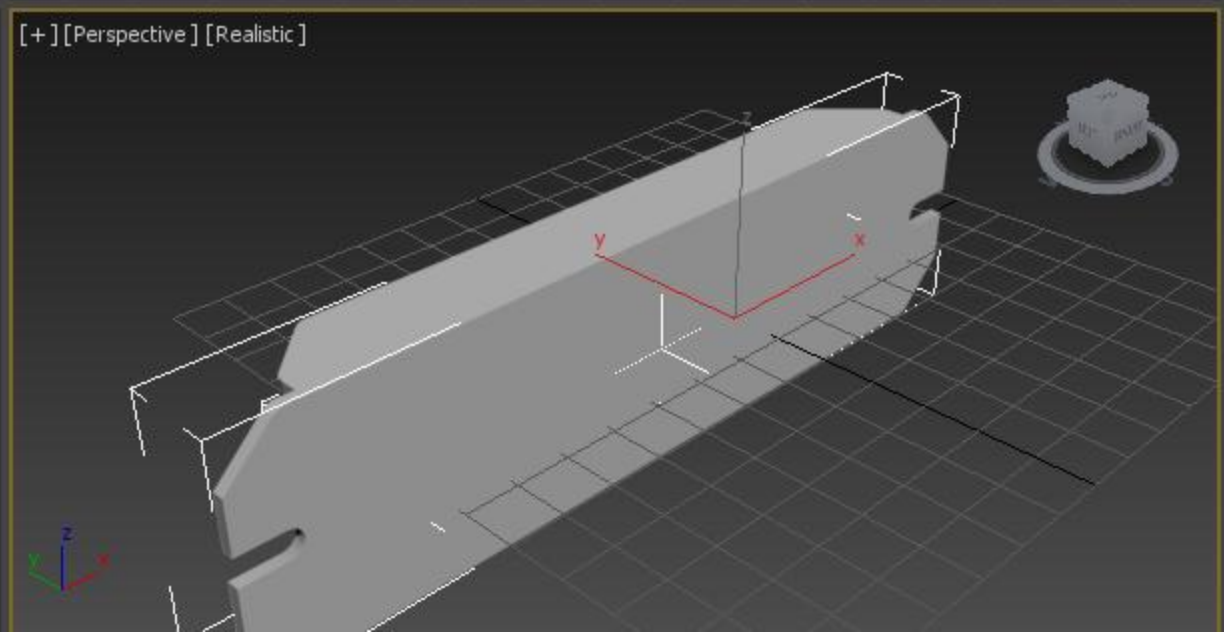
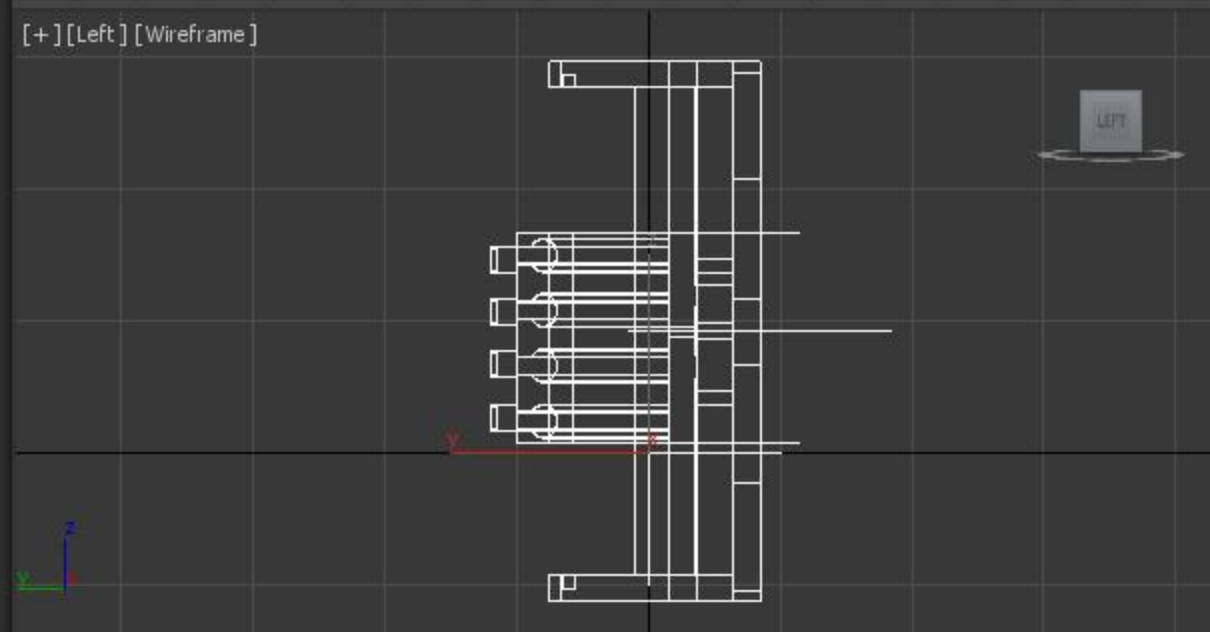
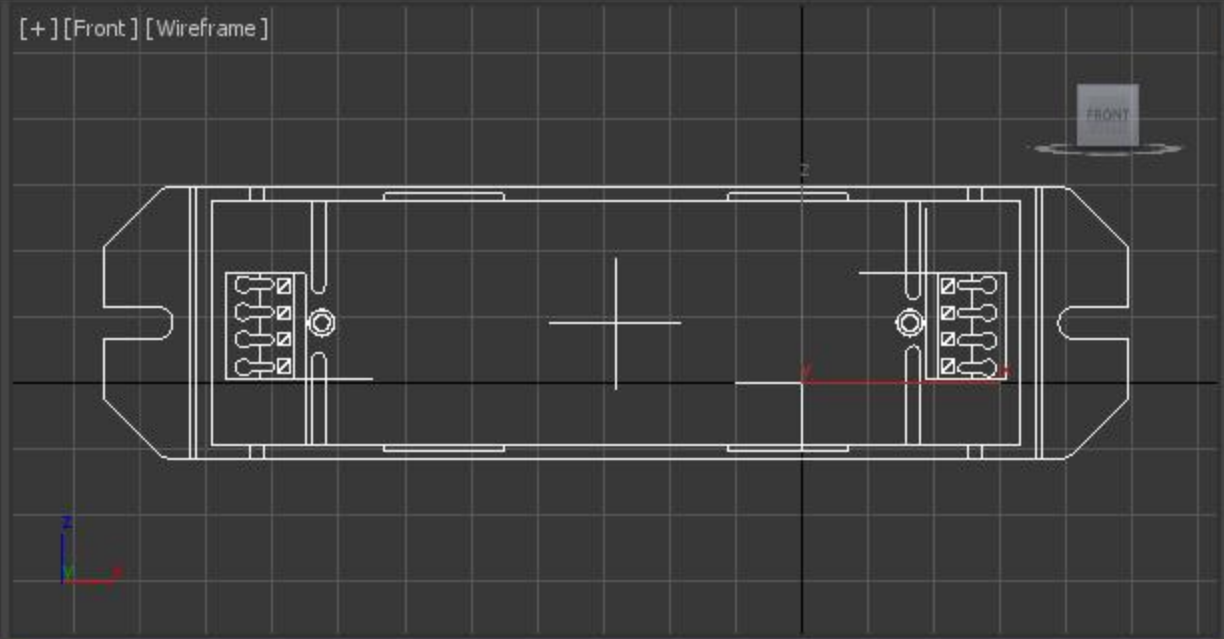
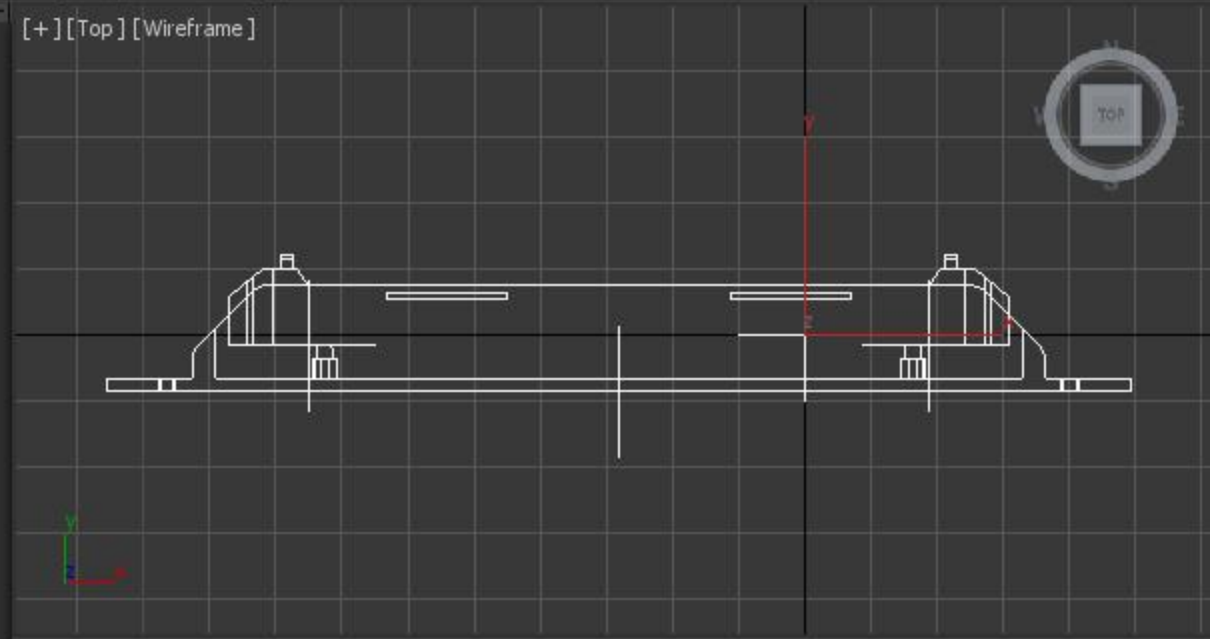
Overall Progress:

Messages

Starting process : Translating to APF
 Starting process : Traversing DirectConnect Scene Graph
 Import complete.
 Number of DirectConnect geometry nodes found : 3
 Number of DirectConnect geometry nodes processed : 3
 Please wait while BodyObjects are tessellated.

Show DirectConnect Log Close





Standard Primitives

Object Type

- AutoGrid
- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane

Name and Color

20 Entities Selected