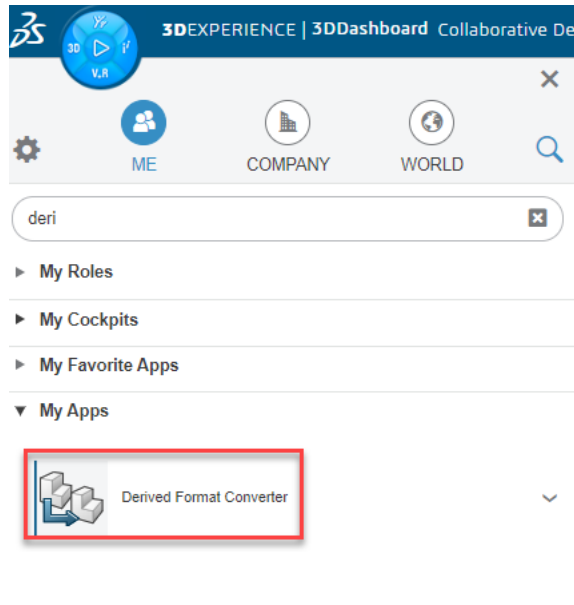
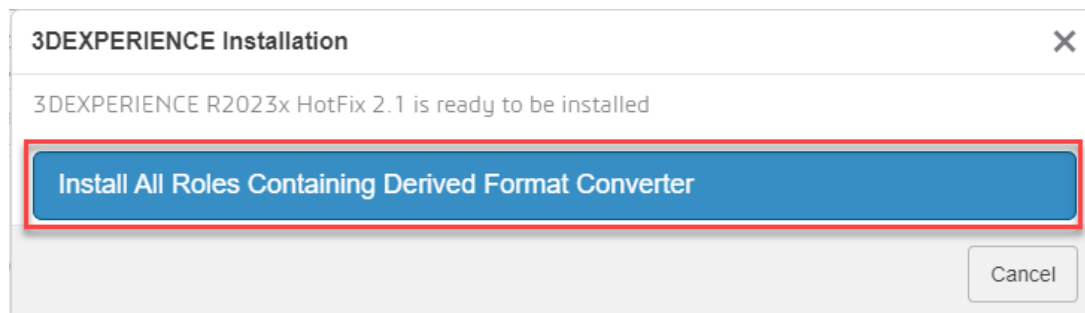


Upload Materials to the 3D Experience Platform

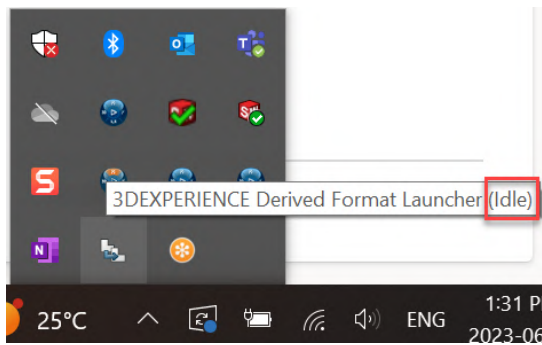
First download the derived format converter. It is one of the apps you can open from the compass menu. Click on the icon to get the download pop-up.



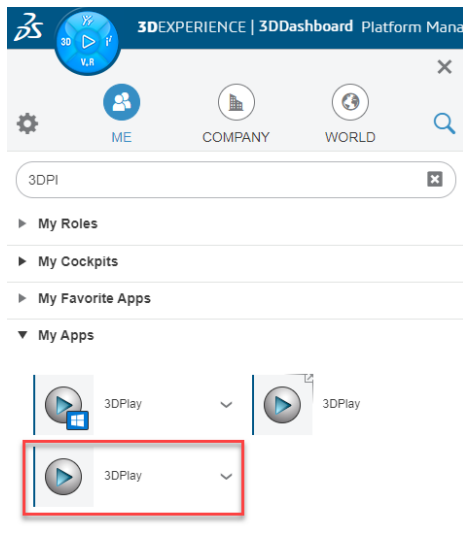
Then click Install all roles containing Derived format converter and go through the installation prompts.



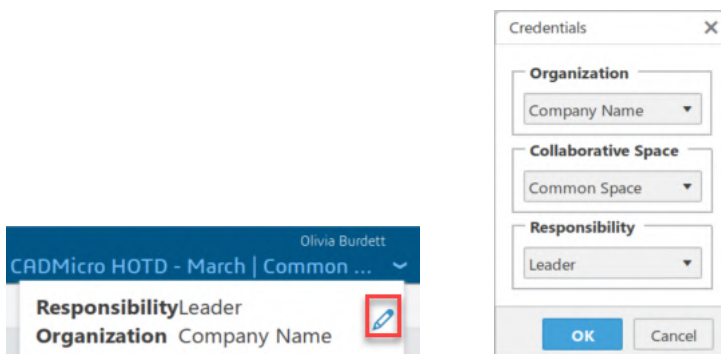
Once the installation has finished click the derived format converter app again to launch it. When you hover over the derived format converter Icon it should show that it is idle.



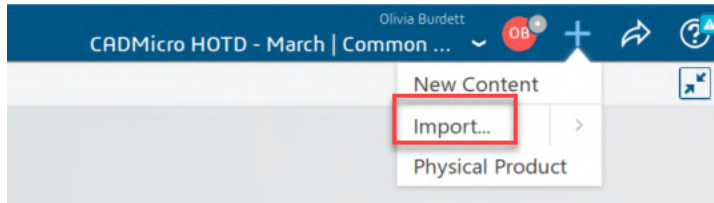
Launch 3D Play. Make sure to use the 3D Play app that launches in a new interface.



Use the dropdown menu at the top to make sure you are working in the collaborative space you want to upload the materials to, this most likely should be your parts library space. Make sure you are using leader credentials. Use the pen to switch the collaborative space if needed.

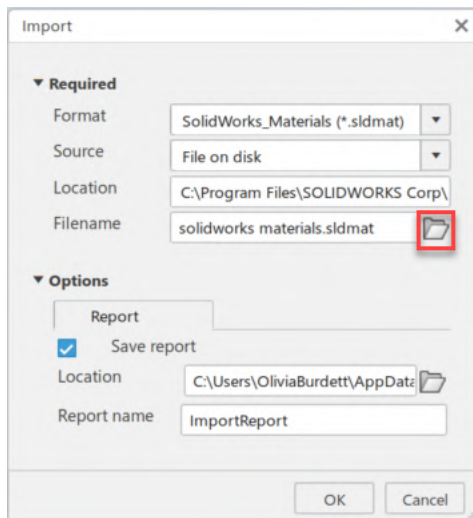


Click the Plus at the top right and select import.

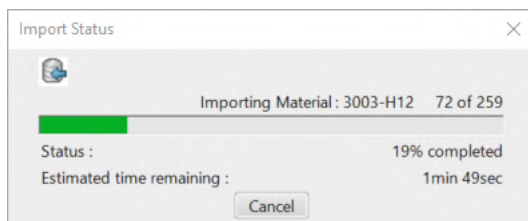


Change the format to Solidworks_Materials. Click the folder to browse through your file system and select the materials you want to upload to the platform. You can choose if you would like to generate a save report to let you know that the materials got uploaded properly. The default location of Solidworks materials is:

C:\Program Files\SOLIDWORKS Corp\SOLIDWORKS\lang\english\sldmaterials



Once you click ok there will be a pop-up showing you the progress of saving your materials to the platform and an estimated save time.



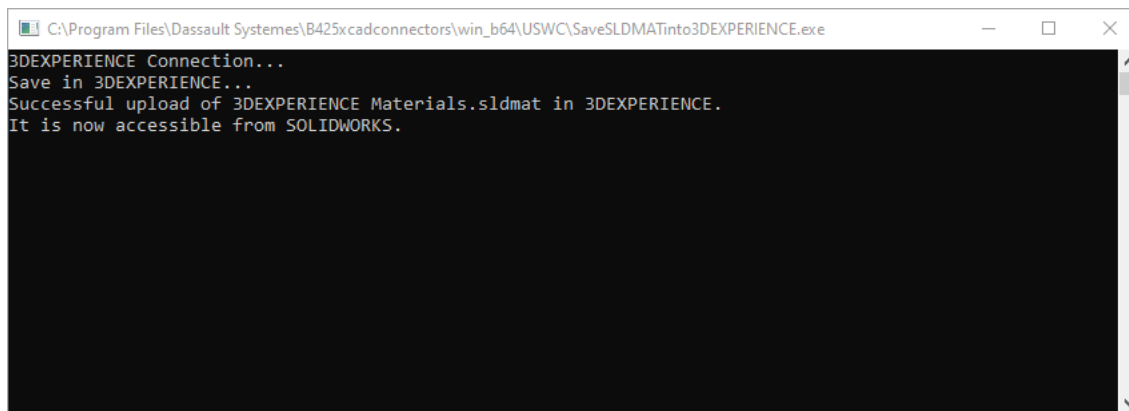
If you have Collaborative Designer for Solidworks go to;

C:\Program Files\Dassault Systemes\B425xcadconnectors\win_b64\USWC
\SaveSLDMATinto3DEXPERIENCE.exe

If you have 3D Experience Solidworks go to;

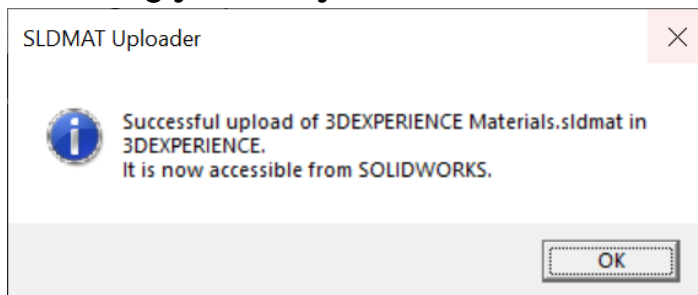
C:\Program Files\Dassault Systemes\SOLIDWORKS 3DEXPERIENCE
\win_b64\USWC\SaveSLDMATinto3DEXPERIENCE.exe

Double click to run SaveSLDMATinto3DEXPERIENCE.exe

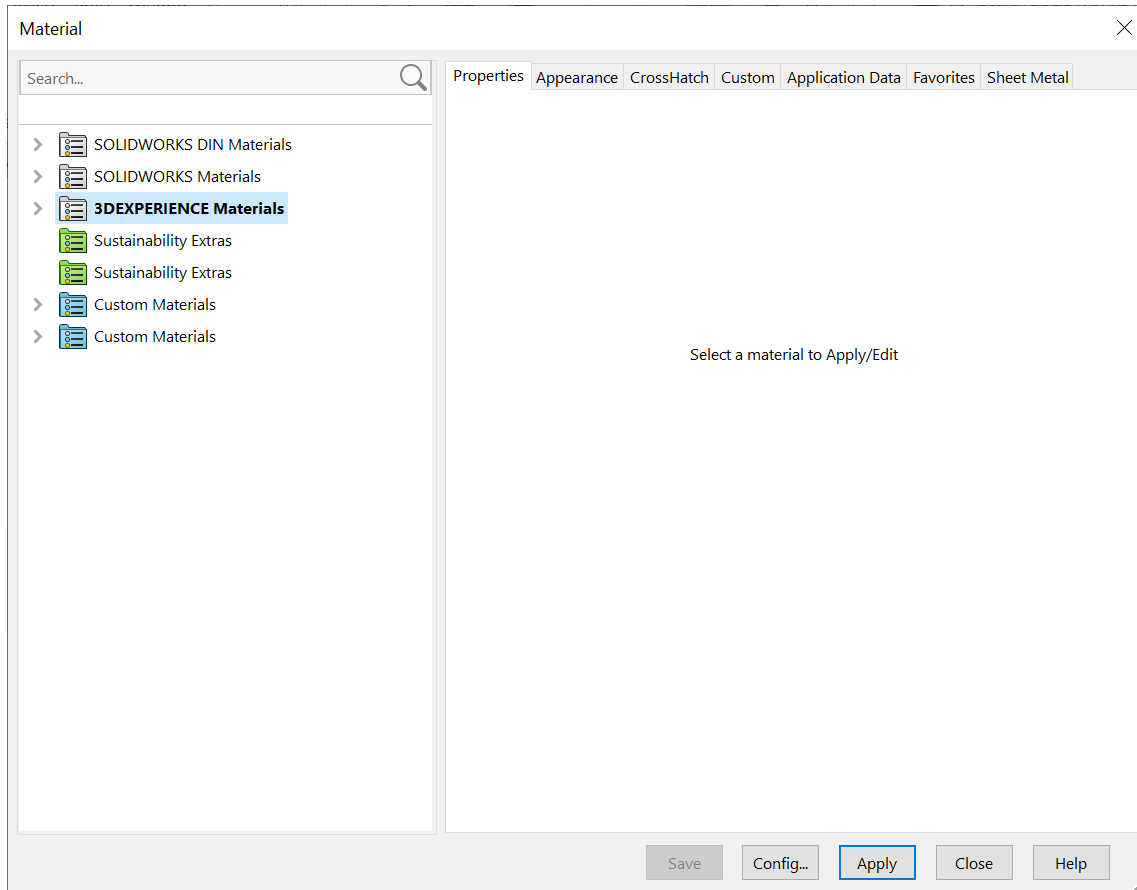


```
C:\Program Files\Dassault Systemes\B425xcadconnectors\win_b64\USWC\SaveSLDMATinto3DEXPERIENCE.exe
3DEXPERIENCE Connection...
Save in 3DEXPERIENCE...
Successful upload of 3DEXPERIENCE Materials.sldmat in 3DEXPERIENCE.
It is now accessible from SOLIDWORKS.
```

Once the process of saving the materials for 3D Experience locally is done you will see a successful completion message. The tool can take about 10 minutes to finish running so be patient. You will also get a pop up message informing you that your materials are now accessible from Solidworks.



If you already have Solidworks open you will need to relaunch it before you will be able to access the materials saved to the 3D Experience platform. You will see an additional folder in the materials menu containing the materials from the 3D Experience platform. If other members of your team relaunch there Solidworks they should be able to access this material folder as well.



Every time new materials are uploaded to the platform the SaveSLDMATinto3DEXPERIENCE.exe needs to be rerun.