

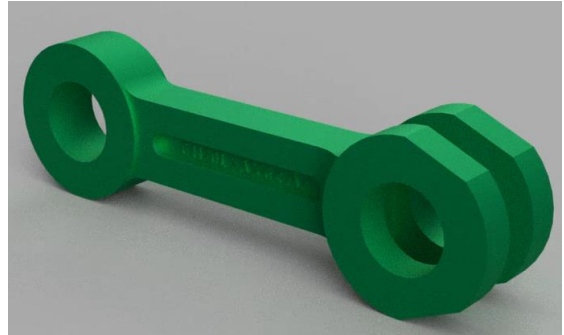
Practice exercise: Rendering

Exercise duration: ~10 minutes

Set up and create a rendered image.

Learning objectives:

- Change model Appearance.
- Create an In-Canvas Render.



The completed exercise

1. Open the supplied dataset *custom appearance.f3d*.



Figure 1. Uploaded design.

2. Using the Workspace dropdown, navigate to the Render workspace.

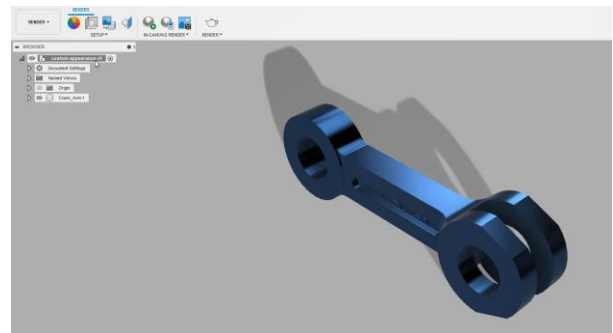


Figure 2. Open Render workspace

3. Select Setup > Appearance. Duplicate the Aluminum – Anodized Glossy (Blue) material in the dialog and edit its properties.

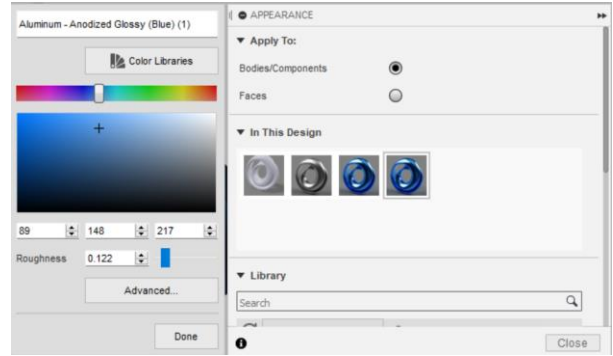


Figure 3. Duplicate appearance

4. In the properties dialog, change the name and the color of the appearance. Additionally, explore the options in the Advanced tab.

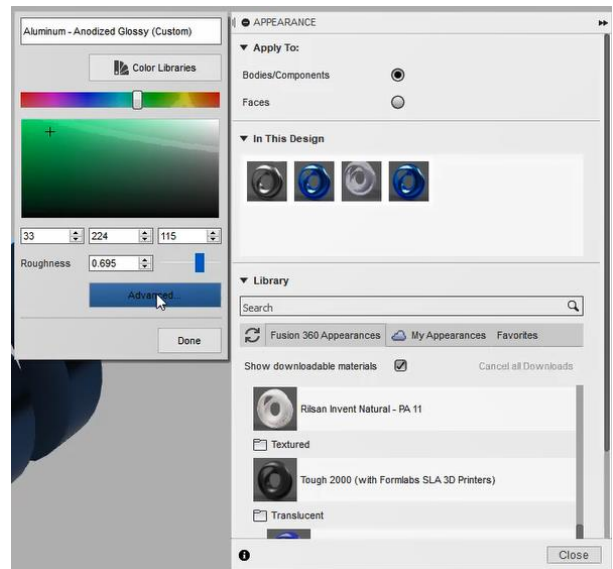


Figure 4. Edit appearance properties

5. Drag and drop the newly created Appearance to the model.

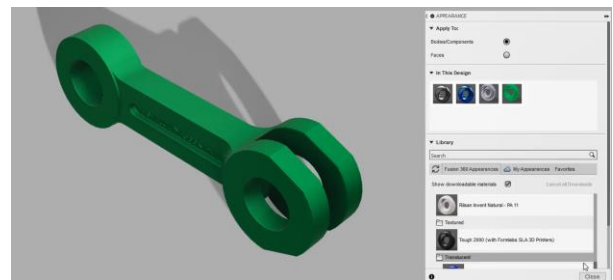


Figure 5. Apply appearance to model

6. Start an In-Canvas Render from the toolbar.

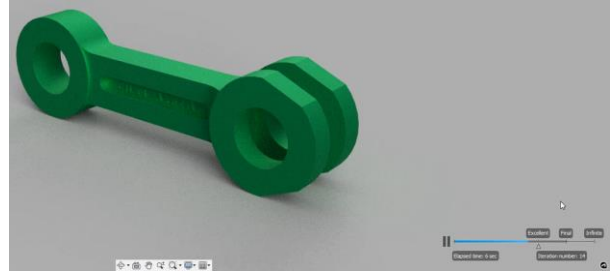


Figure 6. Start In-Canvas Render

7. Consider making additional changes to the scene and/or appearance. Save the design.

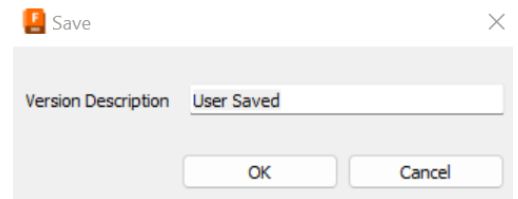


Figure 7. Save