# AUTODESK

## Practice exercise: Rendering

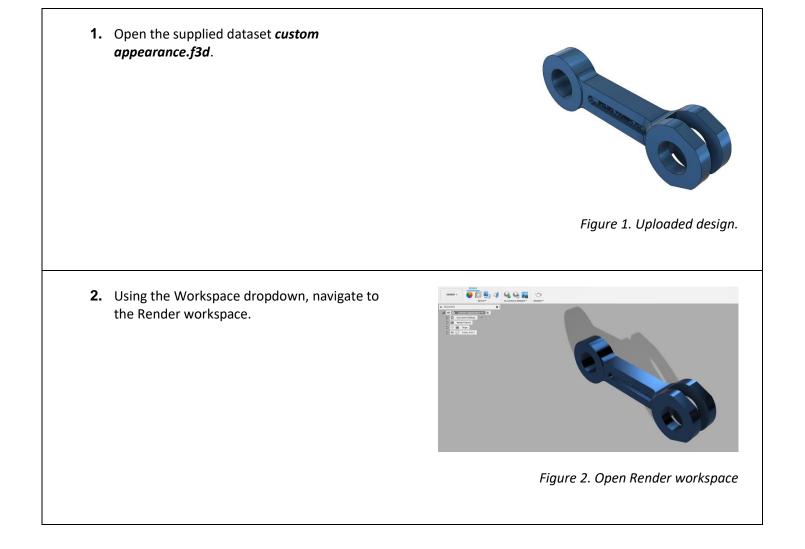
Set up and create a rendered image.

#### Learning objectives:

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



The completed exercise



Exercise duration: ~10 minutes

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

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Aluminum - Anodized Glossy (Blue) (1)				S			1

### 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.

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#### Figure 4. Edit appearance properties

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



7. Consider making additional changes to the scene and/or appearance. Save the design.	<b>6.</b> Start an In-Canvas Render from the toolbar.	Figure 6. Start In-Canvas Render
	7. Consider making additional changes to the	Save X
	scene and/or appearance. Save the design.	Version Description User Saved
		Figure 7. Save