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Lights, Camera, Render!

Take your Fusion 360 rendering to the next level

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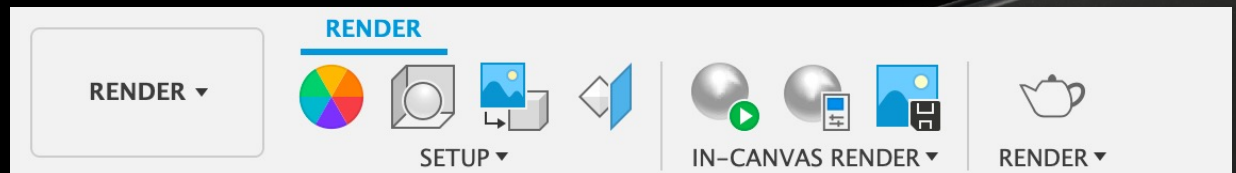
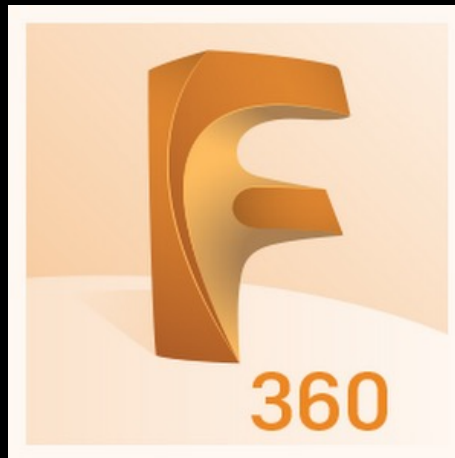


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Overview

Overview

- A basic render
- Local vs. cloud rendering
- Setting up a scene
- Built-in materials
- Making custom materials
- Tips for realism





A Quick Render



Local vs. Cloud Rendering

Setting Up a Scene



Materials

The background is a dark, abstract composition of overlapping geometric shapes in various shades of black and dark grey. Two prominent, bright, glowing lines run diagonally across the frame, one from the top-left towards the center and another from the top-right towards the center, creating a sense of depth and movement.

Custom Materials



Tips for Realism

The background of the slide features several large, dark, metallic-looking geometric shapes, possibly representing architectural elements or mechanical parts, arranged in a way that frames the central text. These shapes have sharp edges and some reflective highlights, giving them a three-dimensional appearance.

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