Color Your World:
Quick and Professional-Looking Images for Inventor

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Class summary

Have you ever searched the standard Autodesk Material and Appearance libraries and wondered why the color you need doesn't exist?

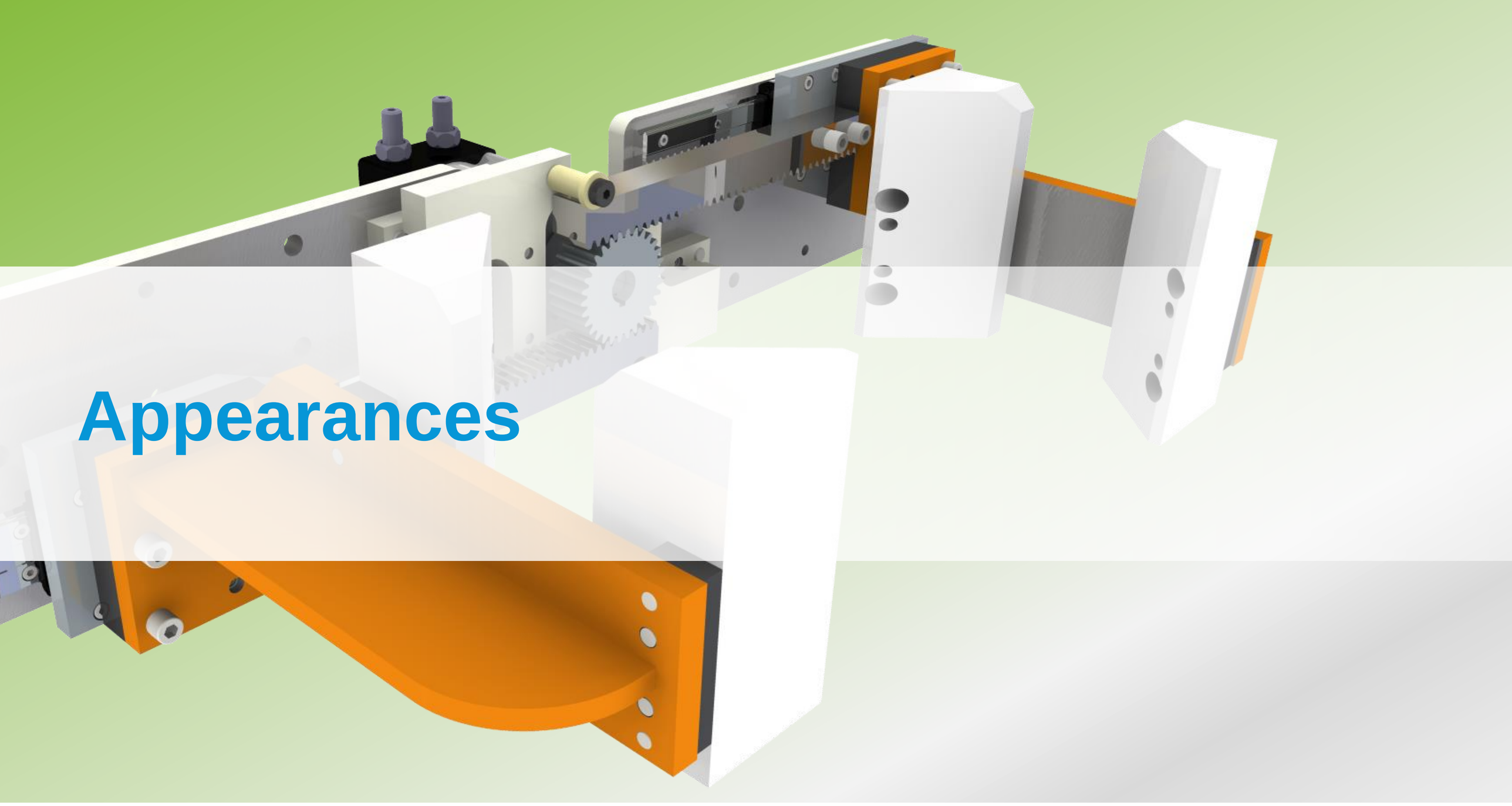
That's because you haven't created it yet!

This class explains the difference between a Material and an Appearance override and describes how you use them in your Inventor software model. We'll look at how to create just the right color for your needs, how changing the Visual Style settings can change how that color will display, and how to create your own custom Inventor software Material and Appearance libraries. Finally, we'll look at creating professional-looking rendered images directly from your working models.

Key learning objectives

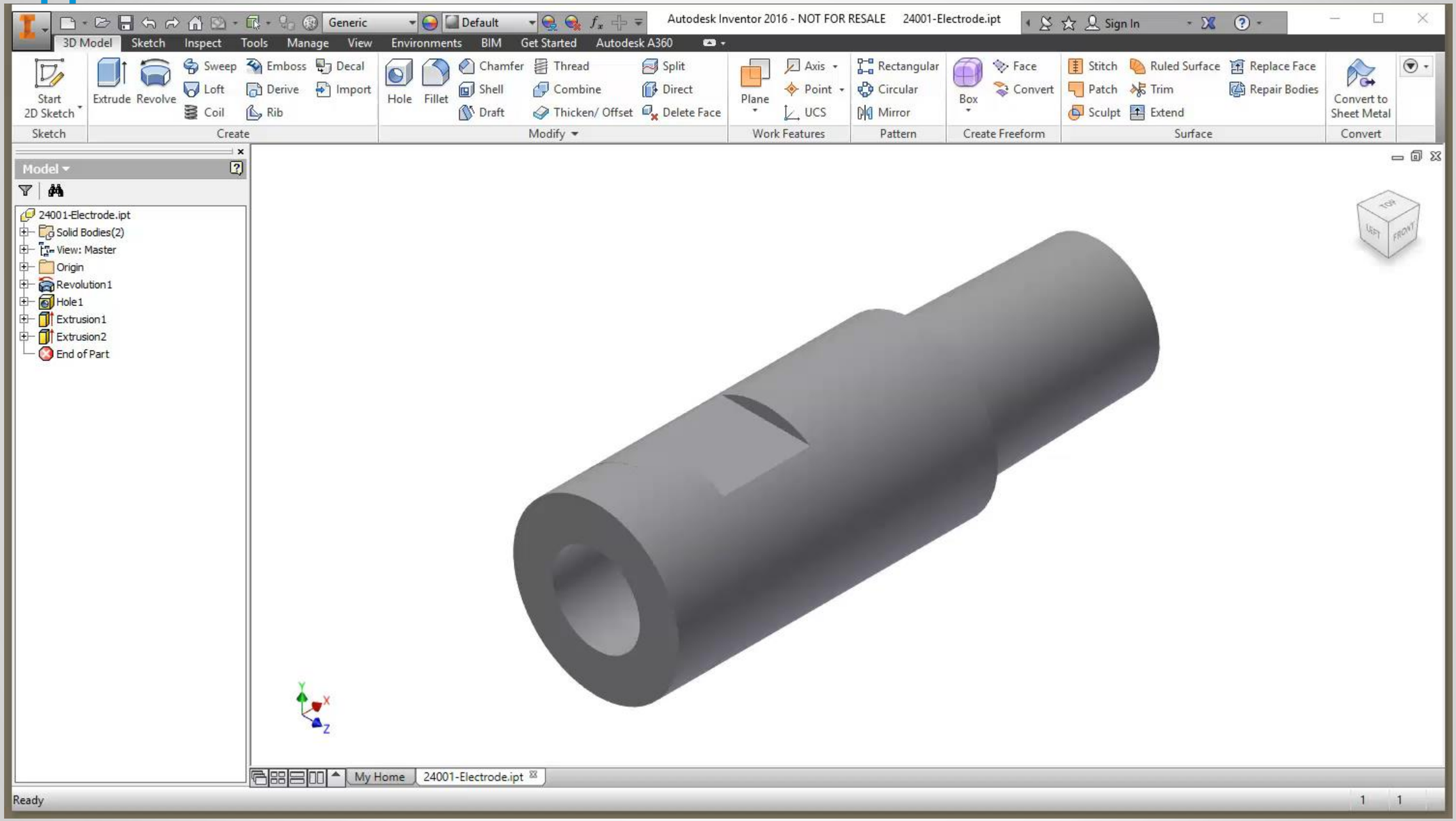
At the end of this class, you will be able to:

- Discover the difference between a Materials and an Appearance override
- Learn how to create new Material and Appearance overrides with custom libraries
- Describe how Visual Styles affect Appearance colors
- Learn how to make professional-looking rendered images directly from your working models

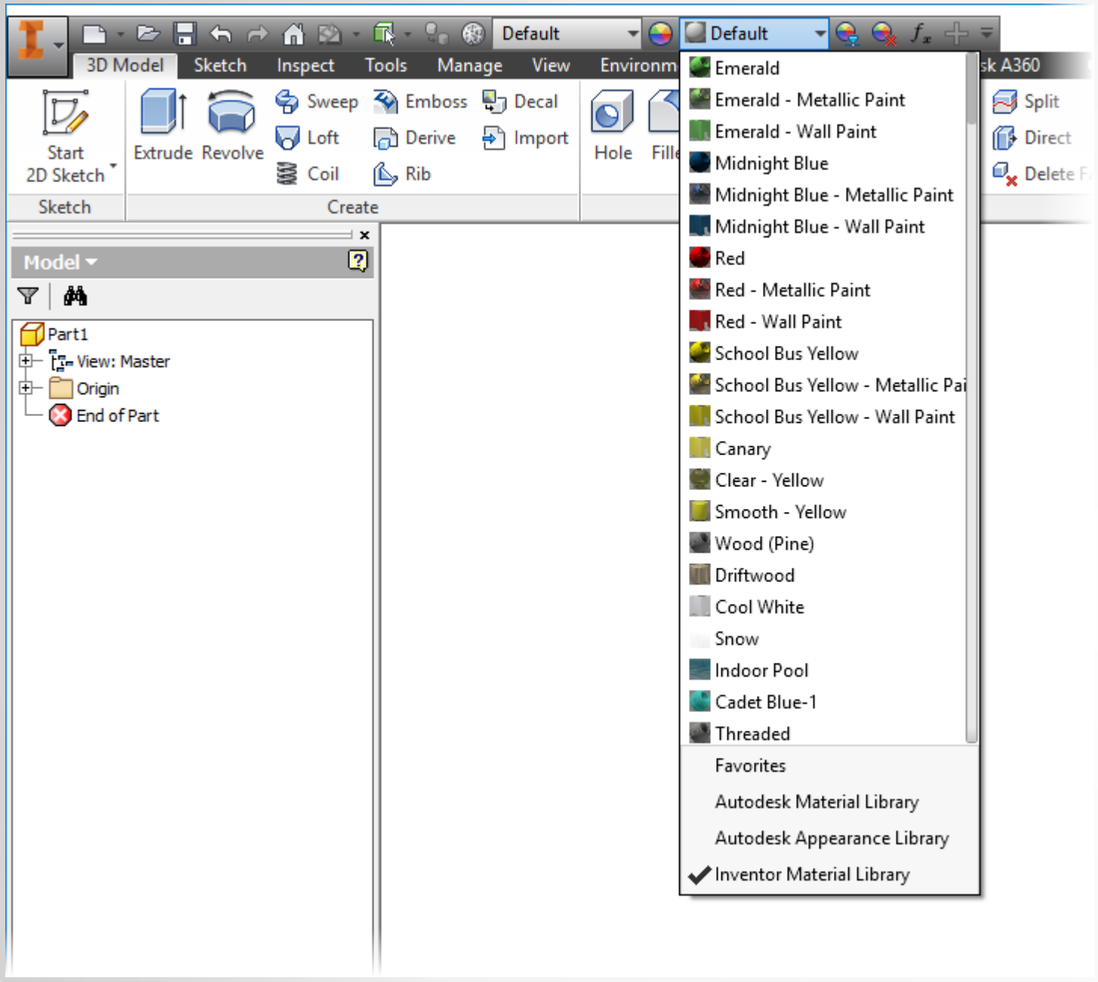


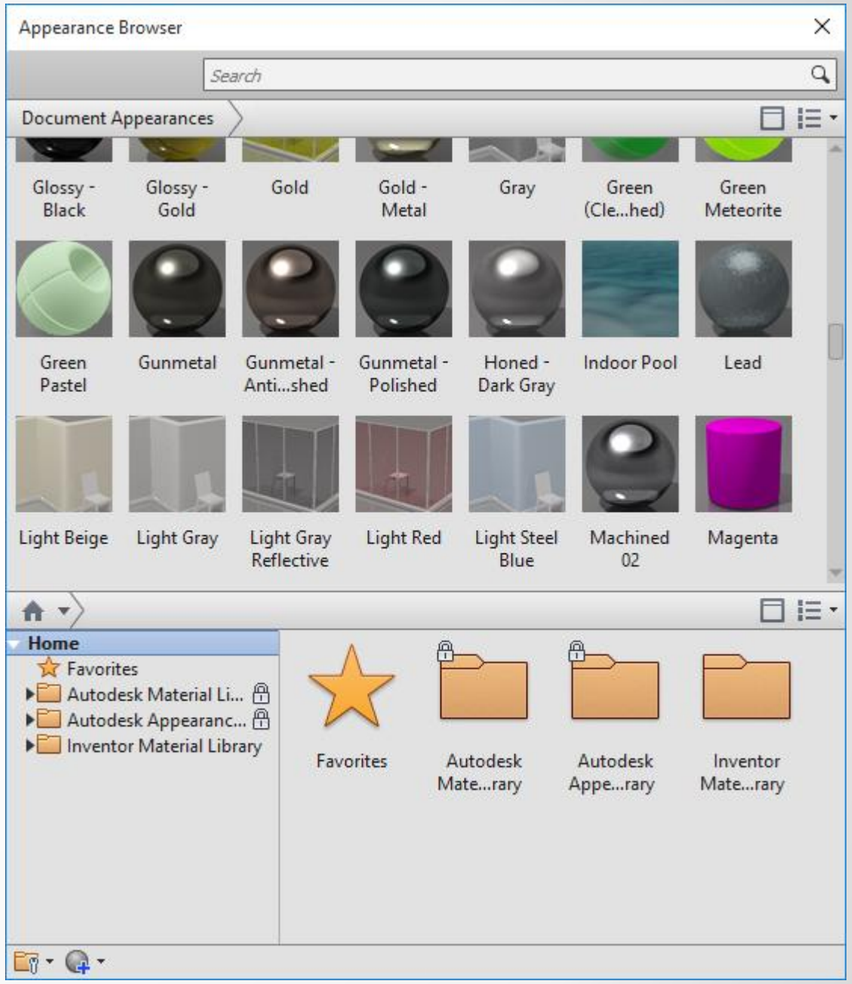
Appearances

Appearance Overrides

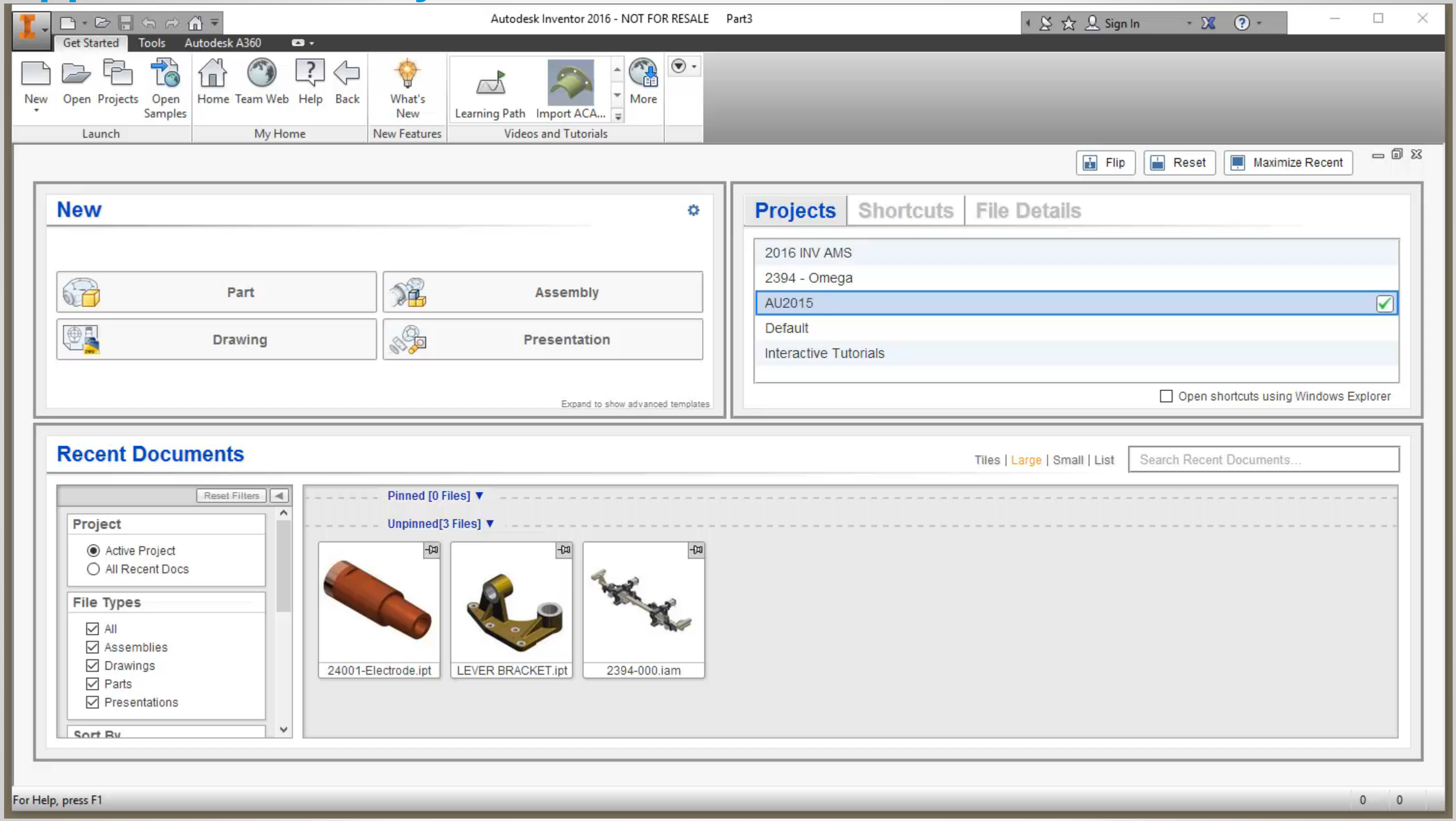


Appearance Libraries

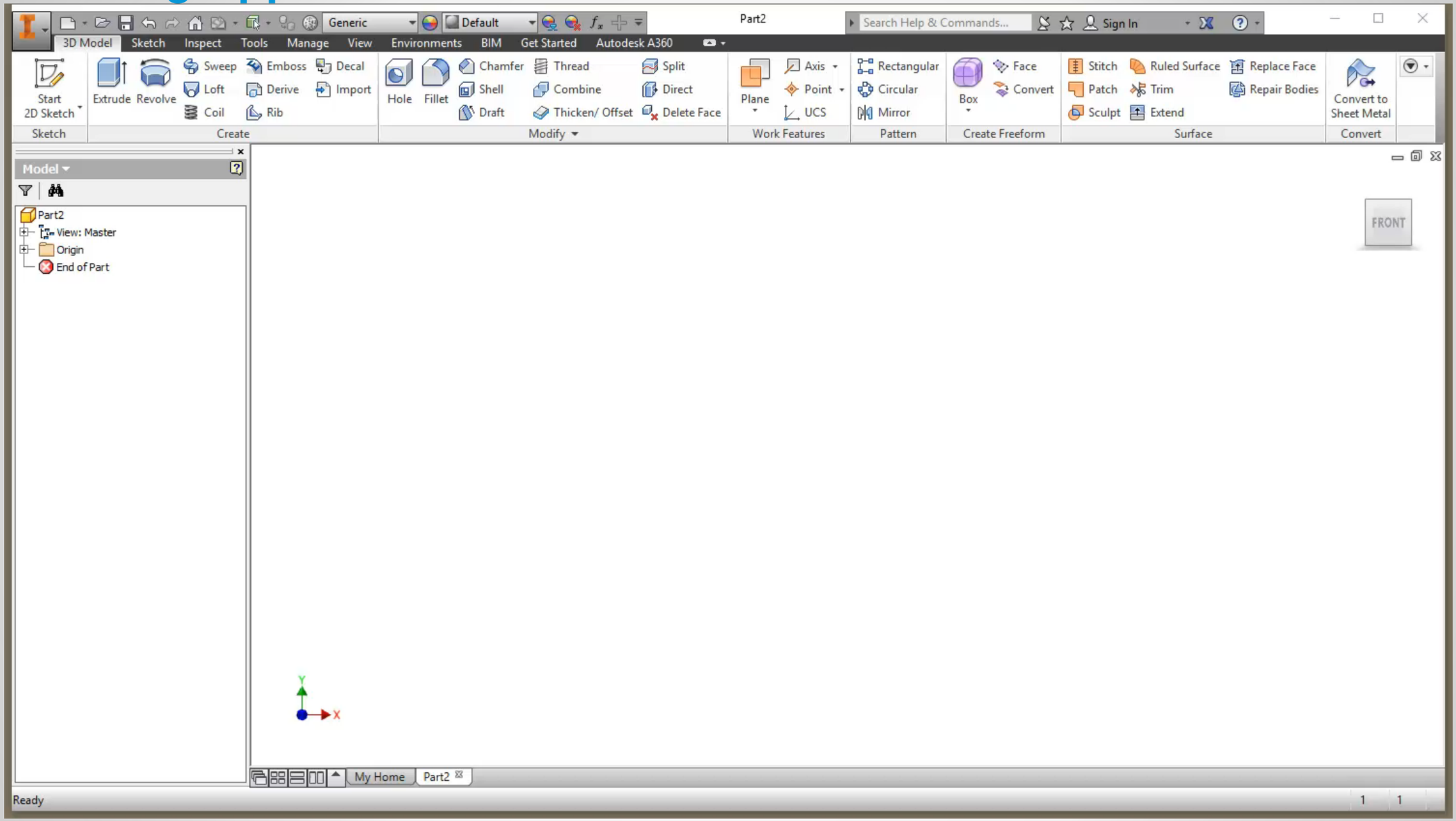




Appearance Library Creation



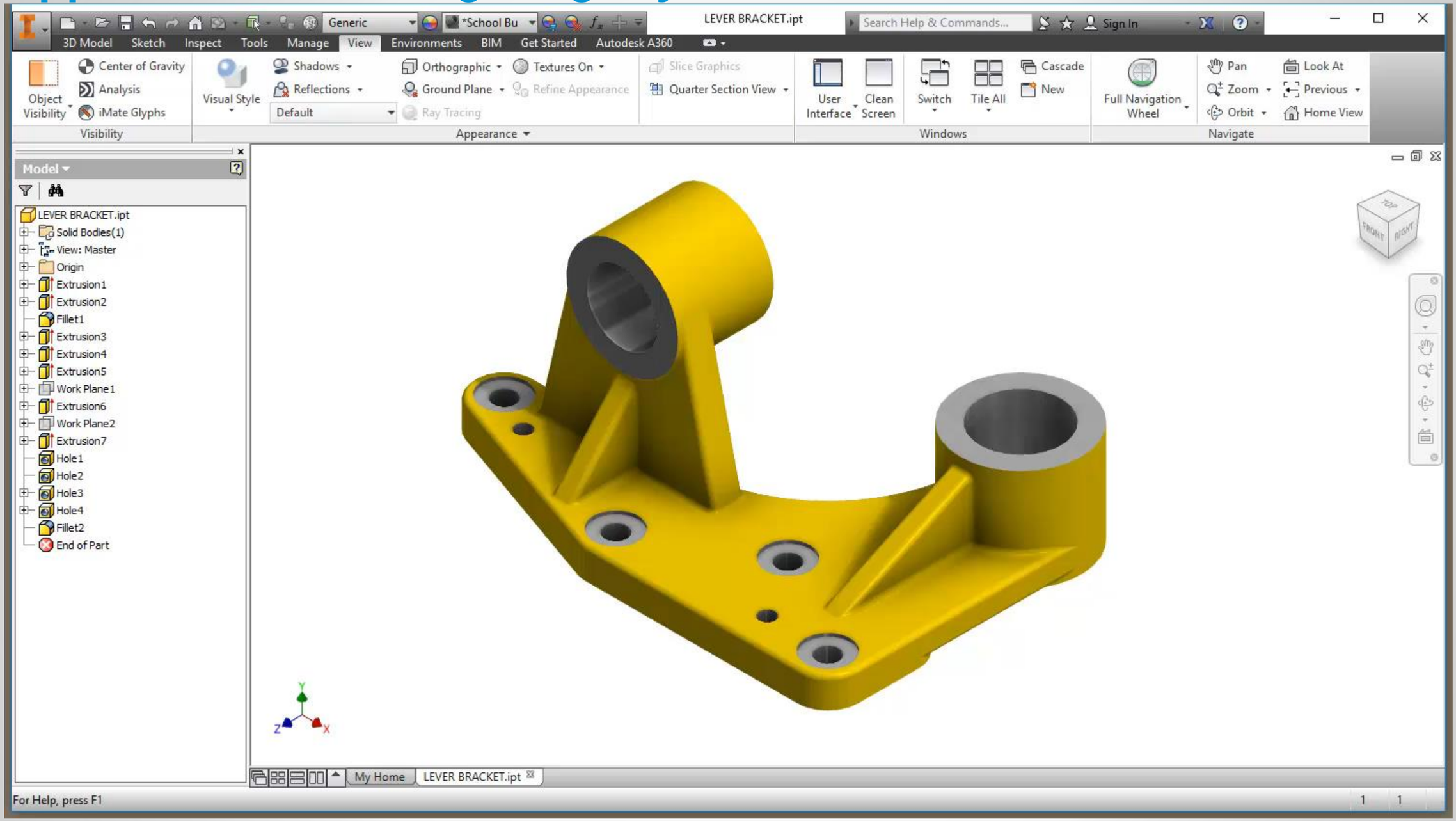
Creating Appearances



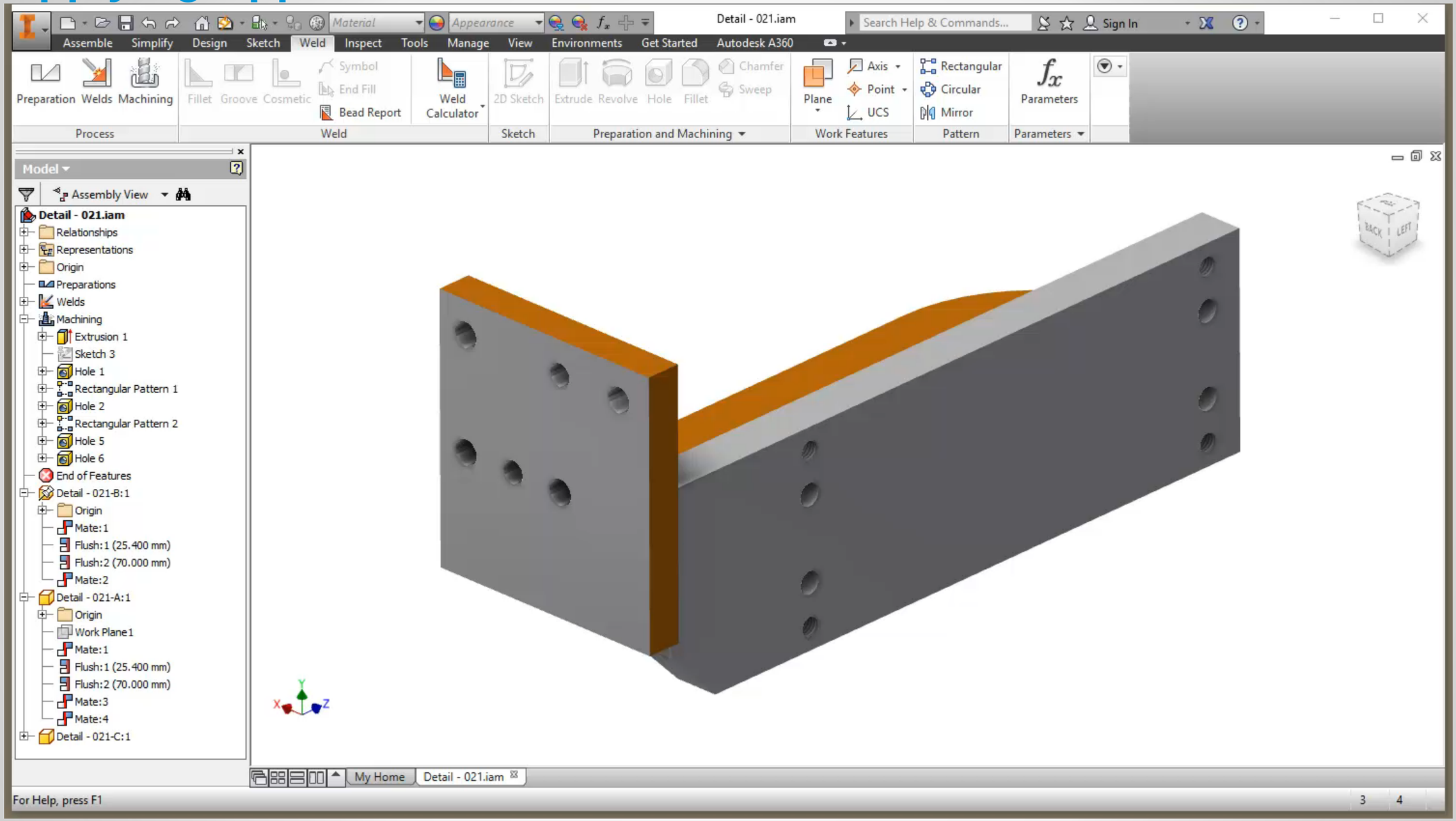
Creating Appearances – RGB Values

	RGB: 255, 0, 0	**Red**
	RGB: 255, 153, 0	**Orange Peel**
	RGB: 255, 222, 0	**School Bus Yellow**
	RGB: 0, 222, 0	**Lime**
	RGB: 85, 212, 63	**Emerald**
	RGB: 0, 154, 49	**Fun Green**
	RGB: 0, 153, 204	**Pacific Blue**
	RGB: 51, 102, 153	**Azure**
	RGB: 0, 74, 133	**Ford**
	RGB: 15, 55, 150	**GM**
	RGB: 0, 51, 102	**Midnight** Blue
	RGB: 14, 16, 108	**Chrysler**
	RGB: 102, 0, 204	**Purple**
	RGB: 140, 72, 159	**Violet**
	RGB: 115, 44, 123	**Eminence**
	RGB: 66, 28, 82	**Grape**

Appearances with Lighting Styles

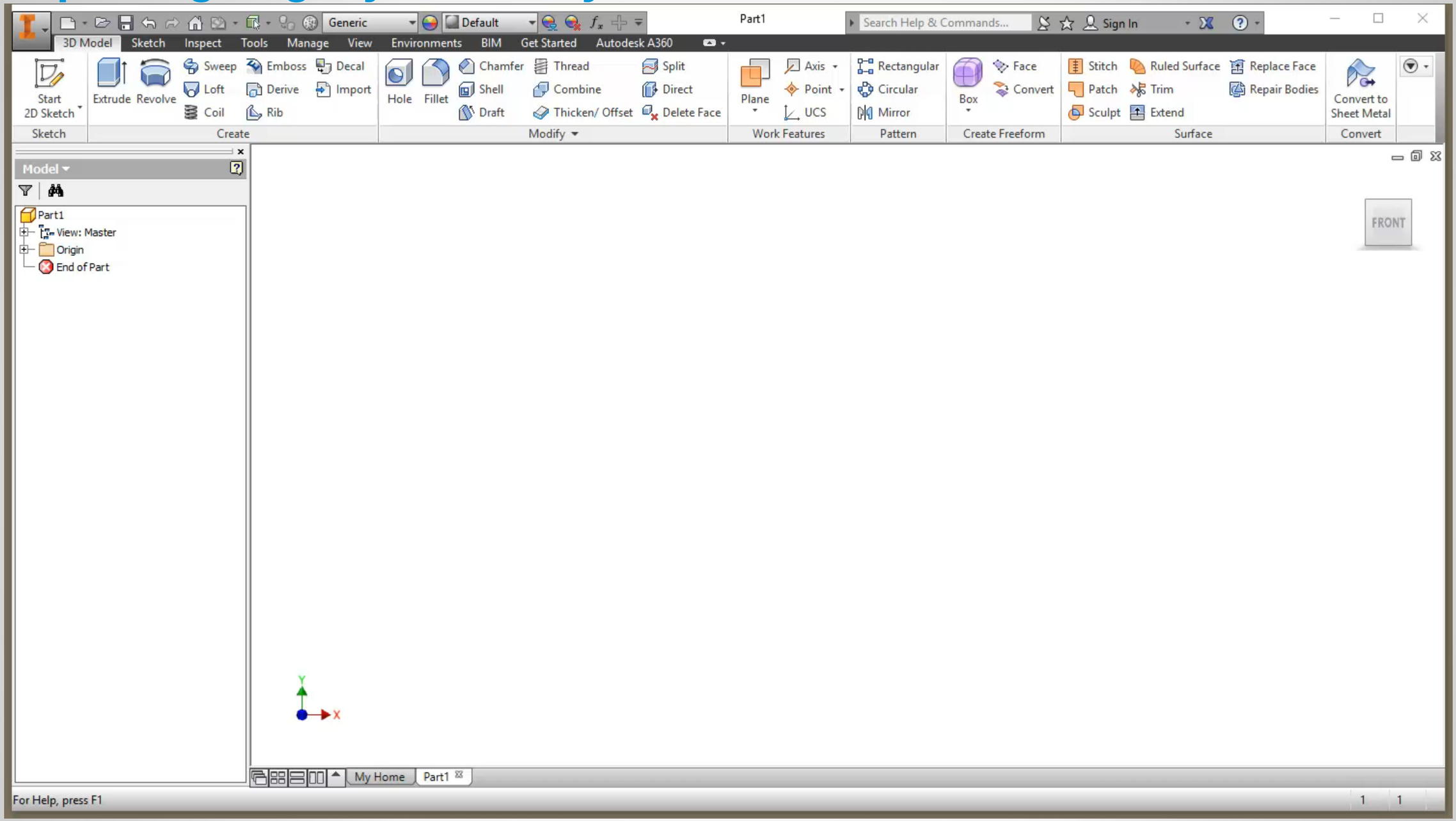


Applying Appearances to Weldments

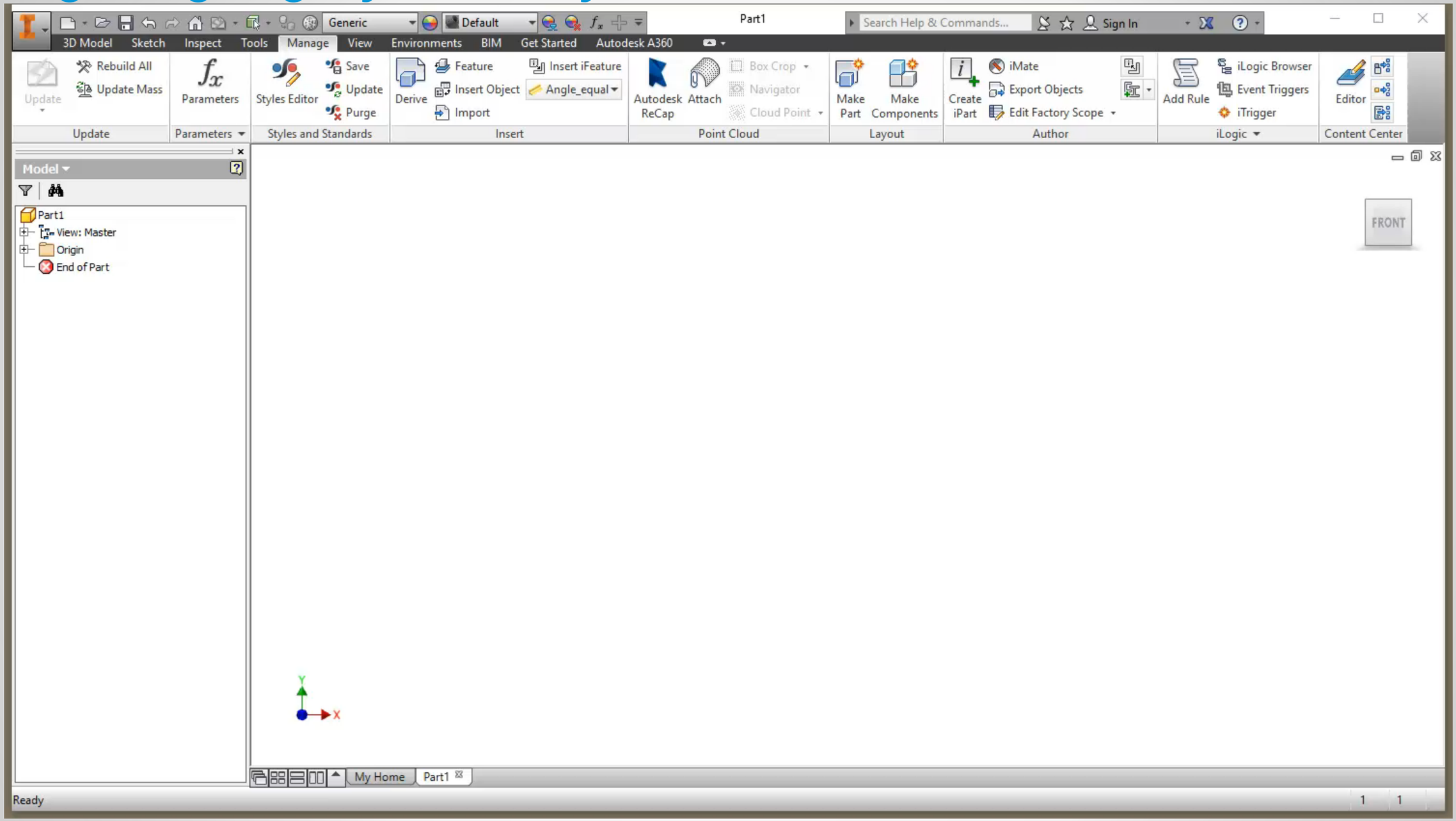


Legacy Color Styles

Importing Legacy Color Styles

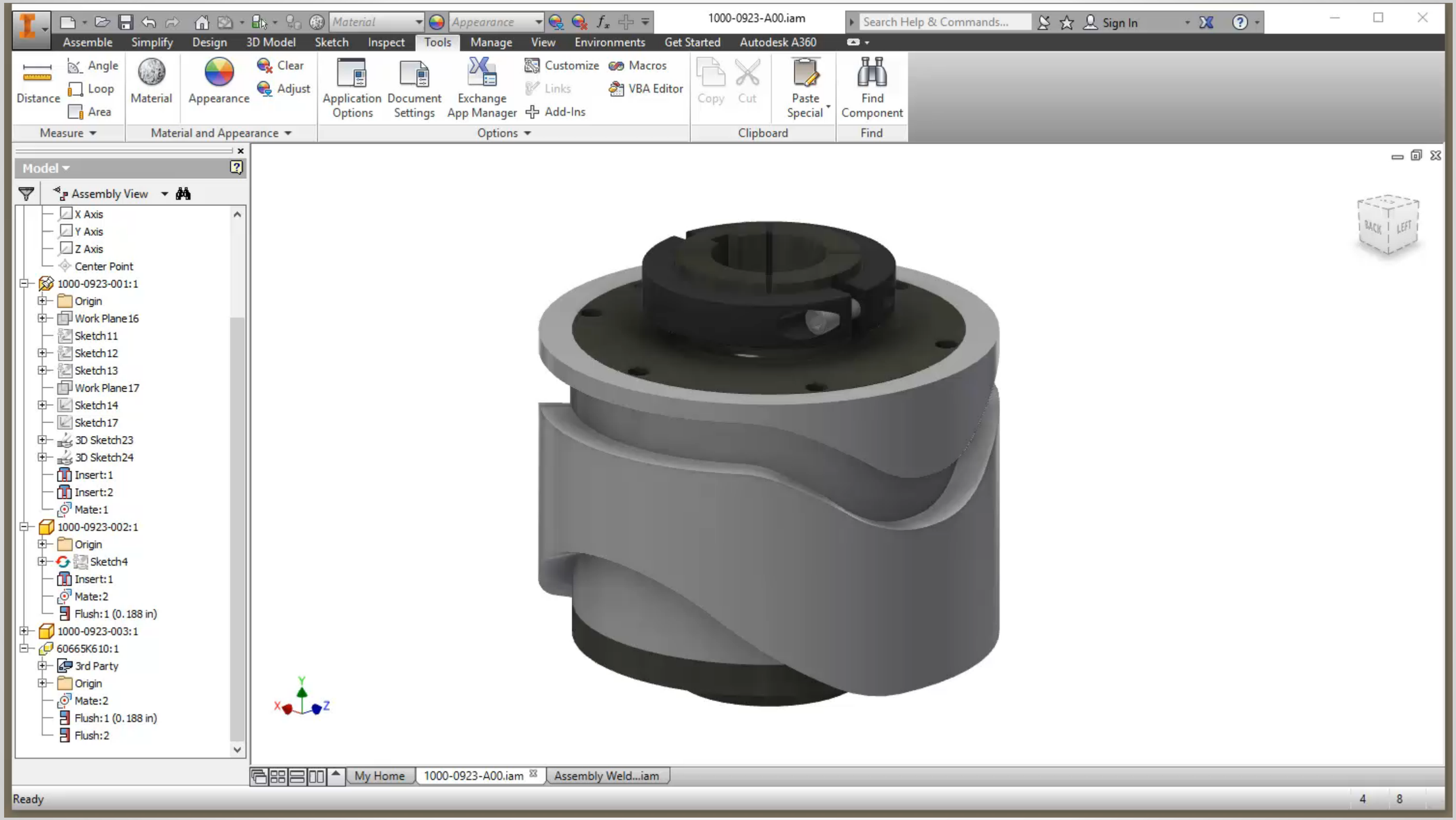


Migrating Legacy Color Styles

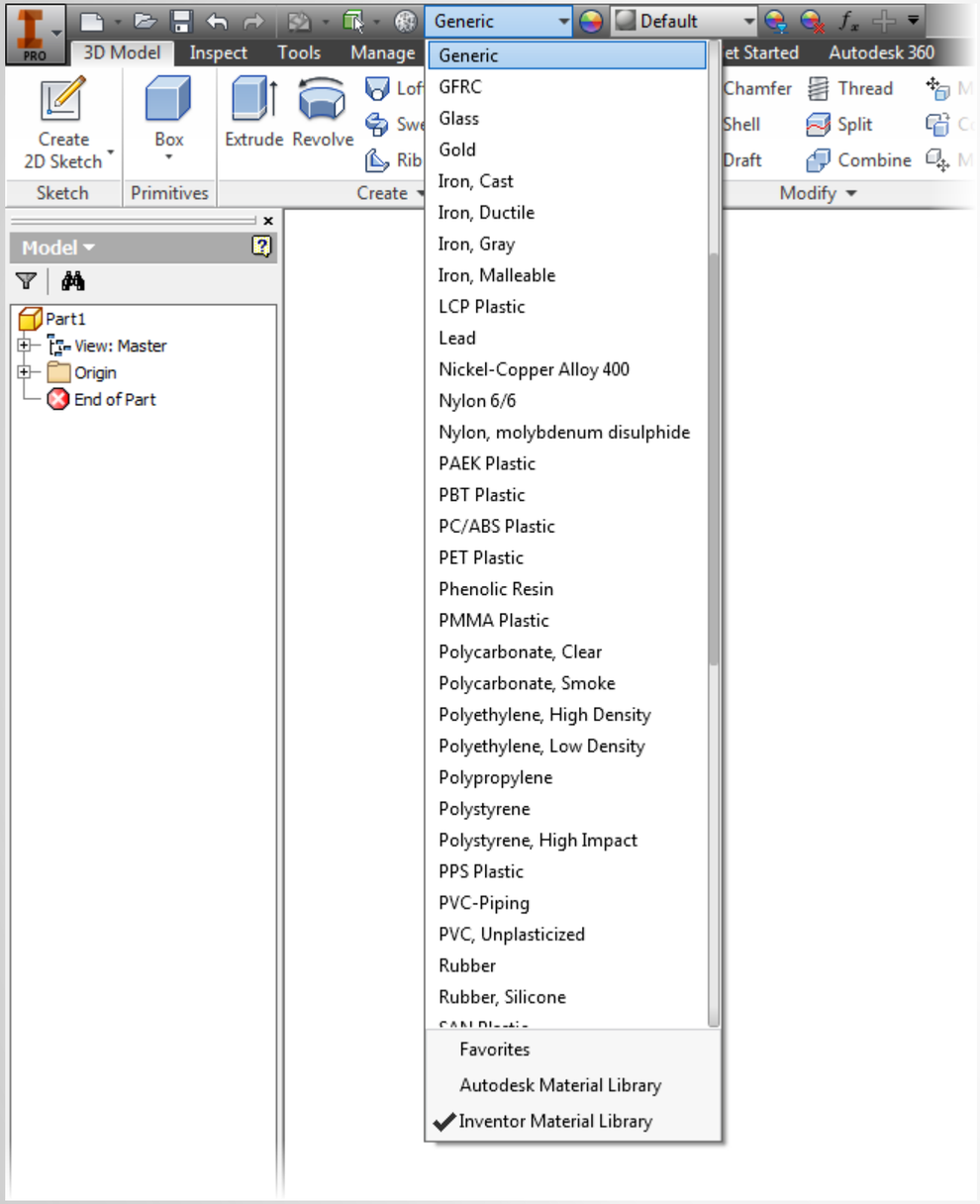


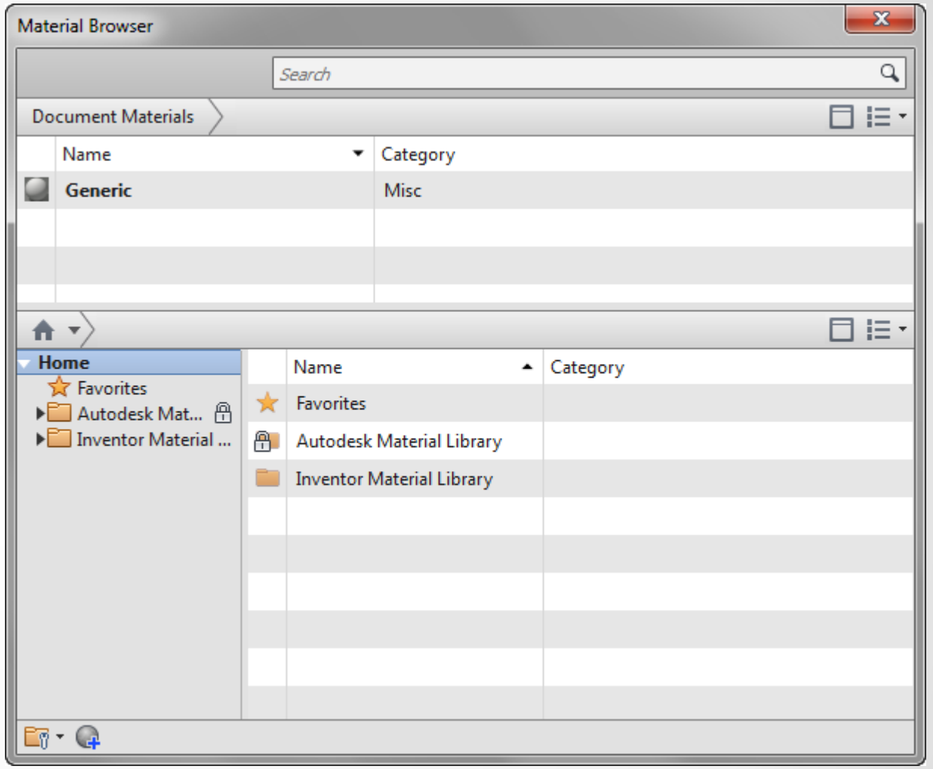
Materials

About Materials

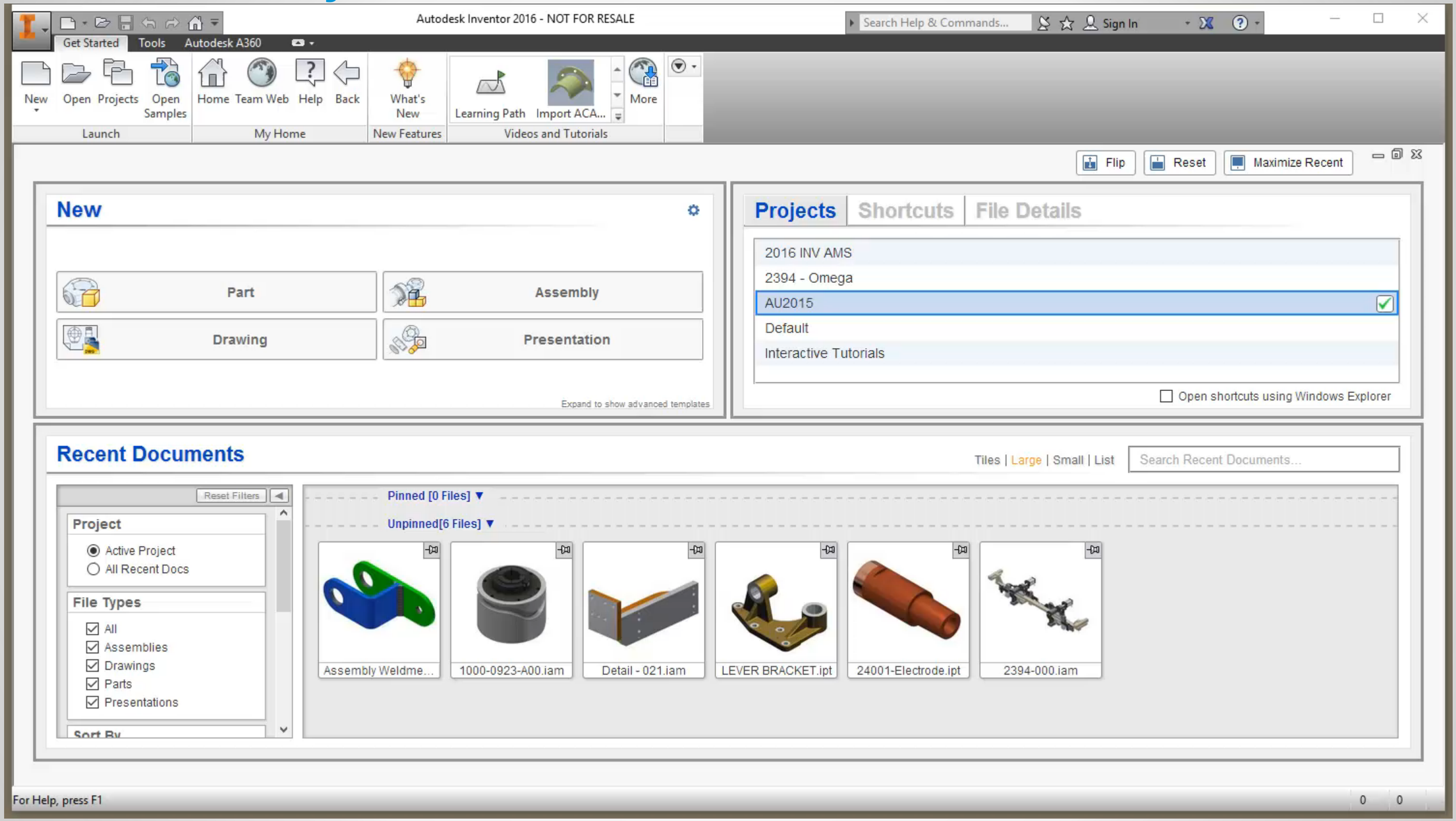


Material Libraries

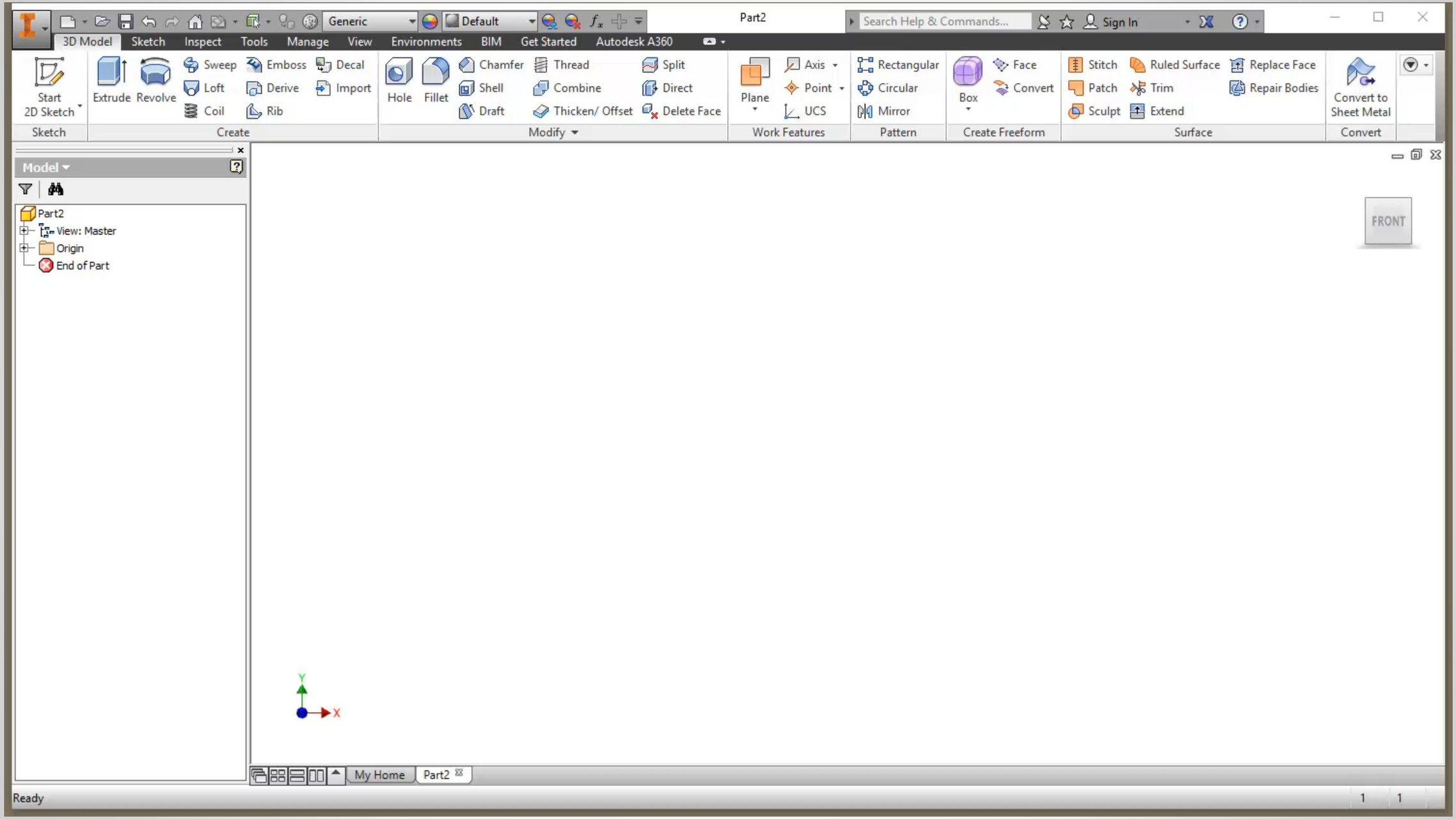




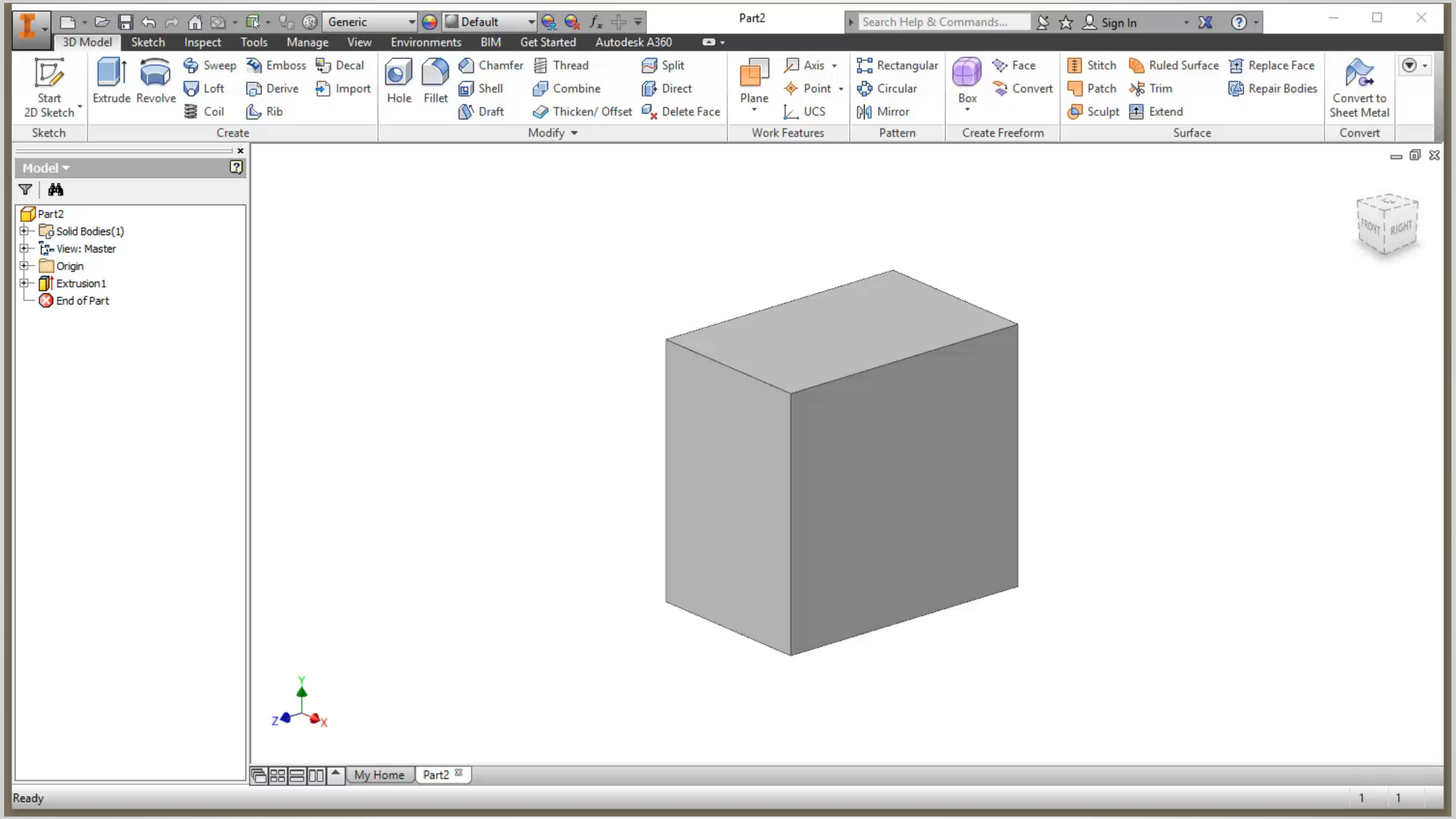
Material Library Creation



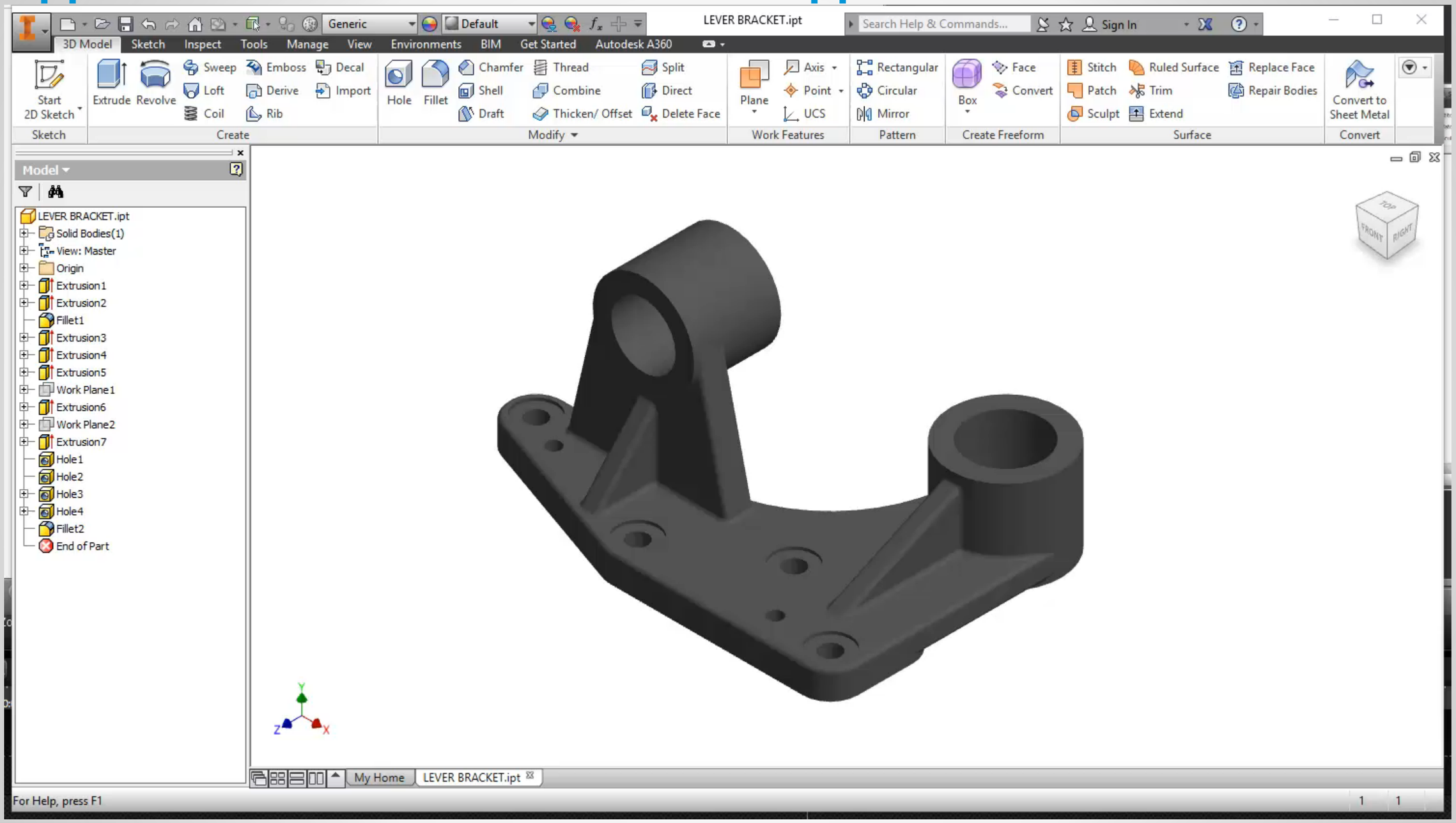
Material Creation



Material Creation From Existing Material

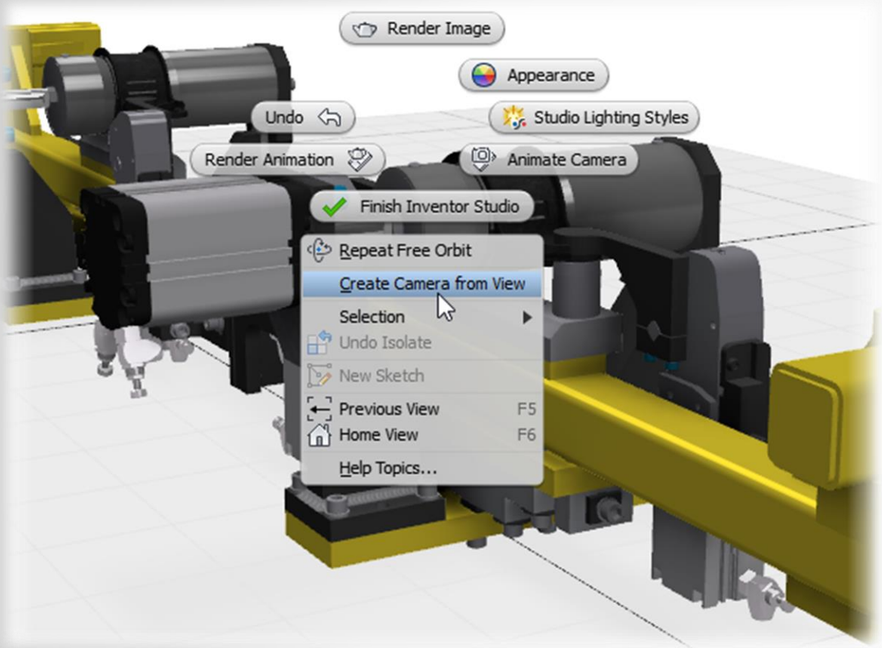


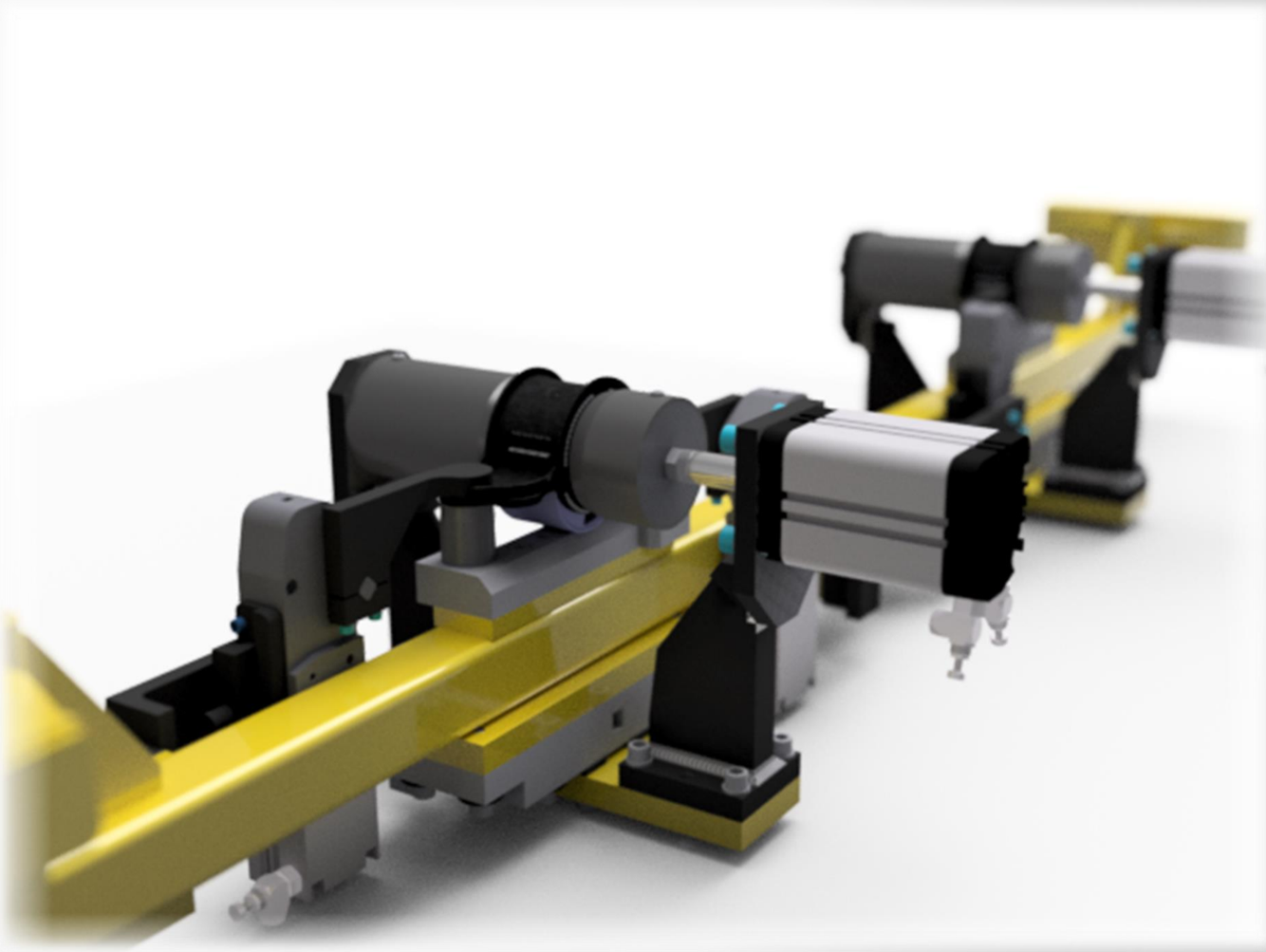
Appearance Overrides vs. Material Appearances



Inventor Studio

Inventor Studio





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Questions?

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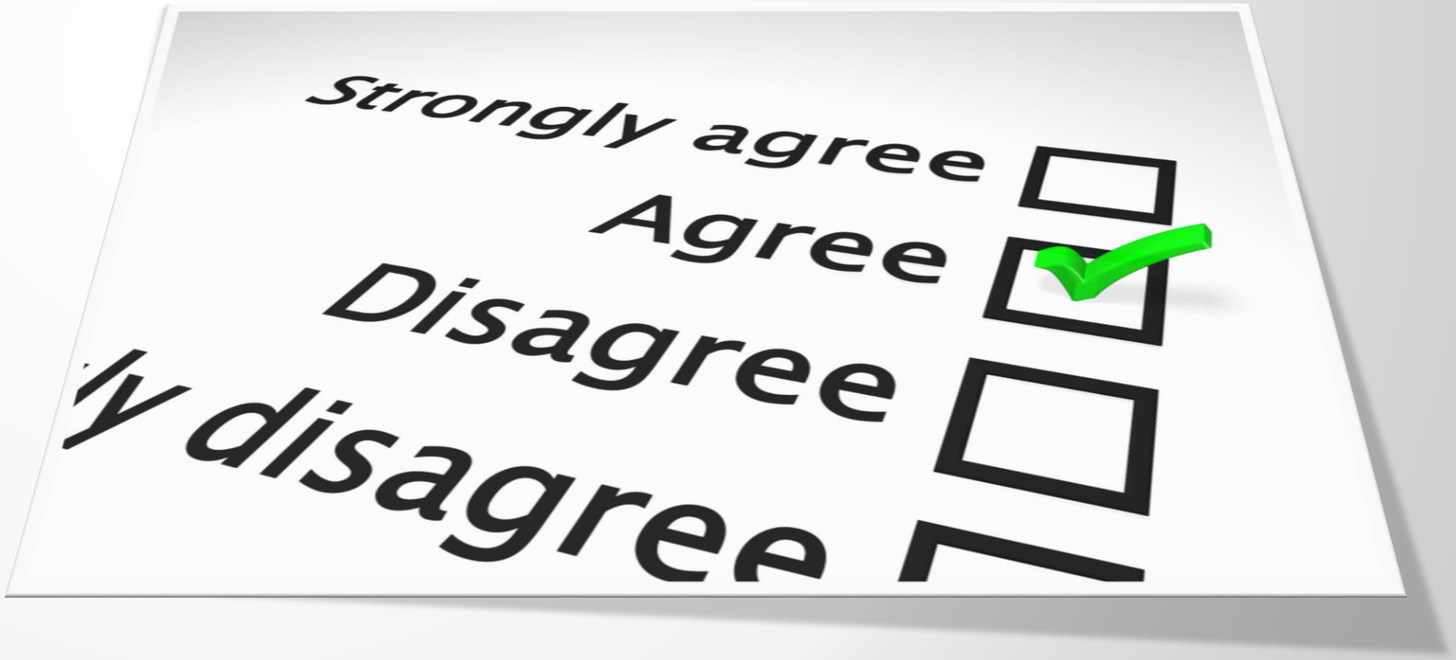


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