

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?

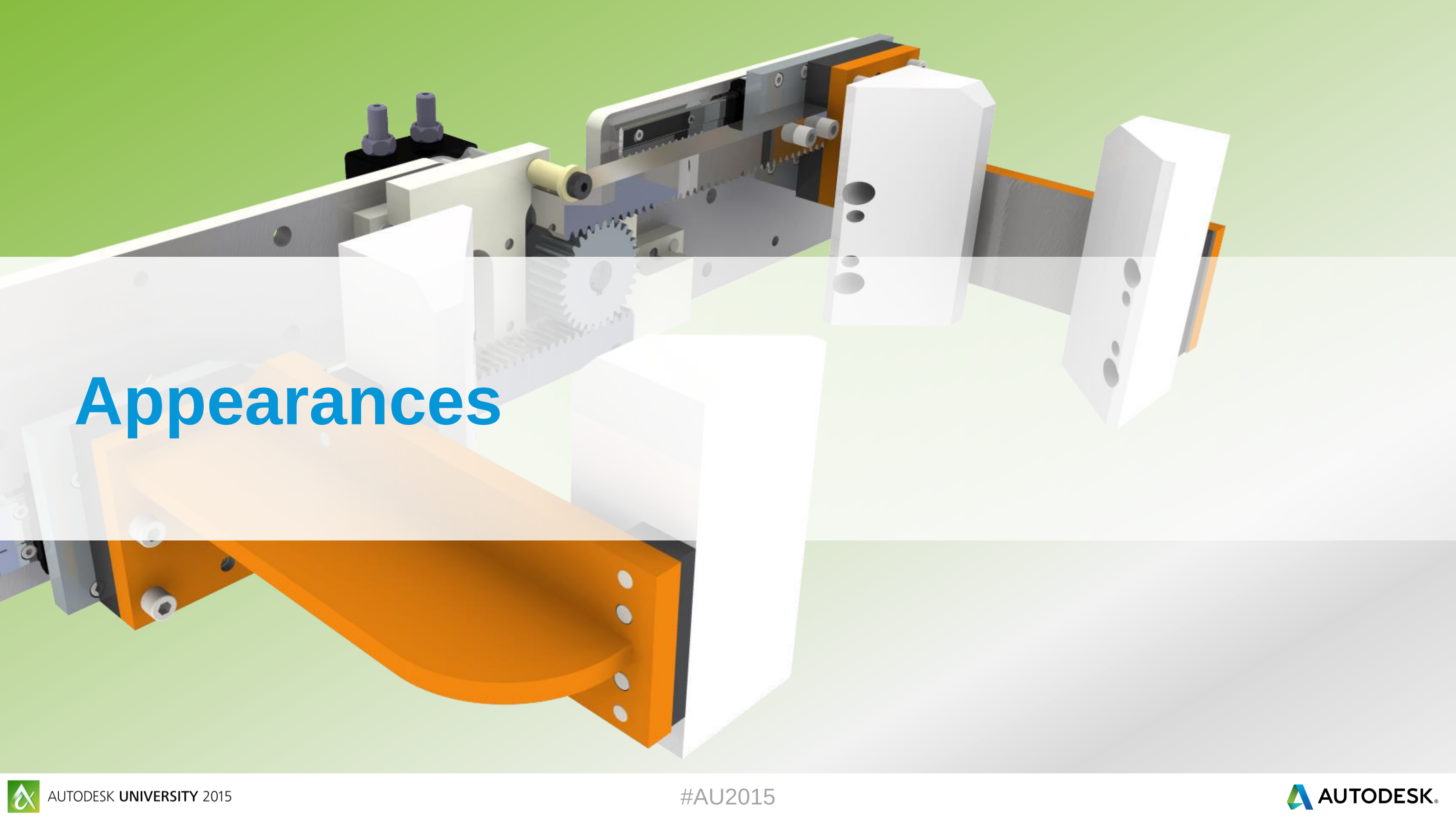
That's because you haven't created it yet!

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

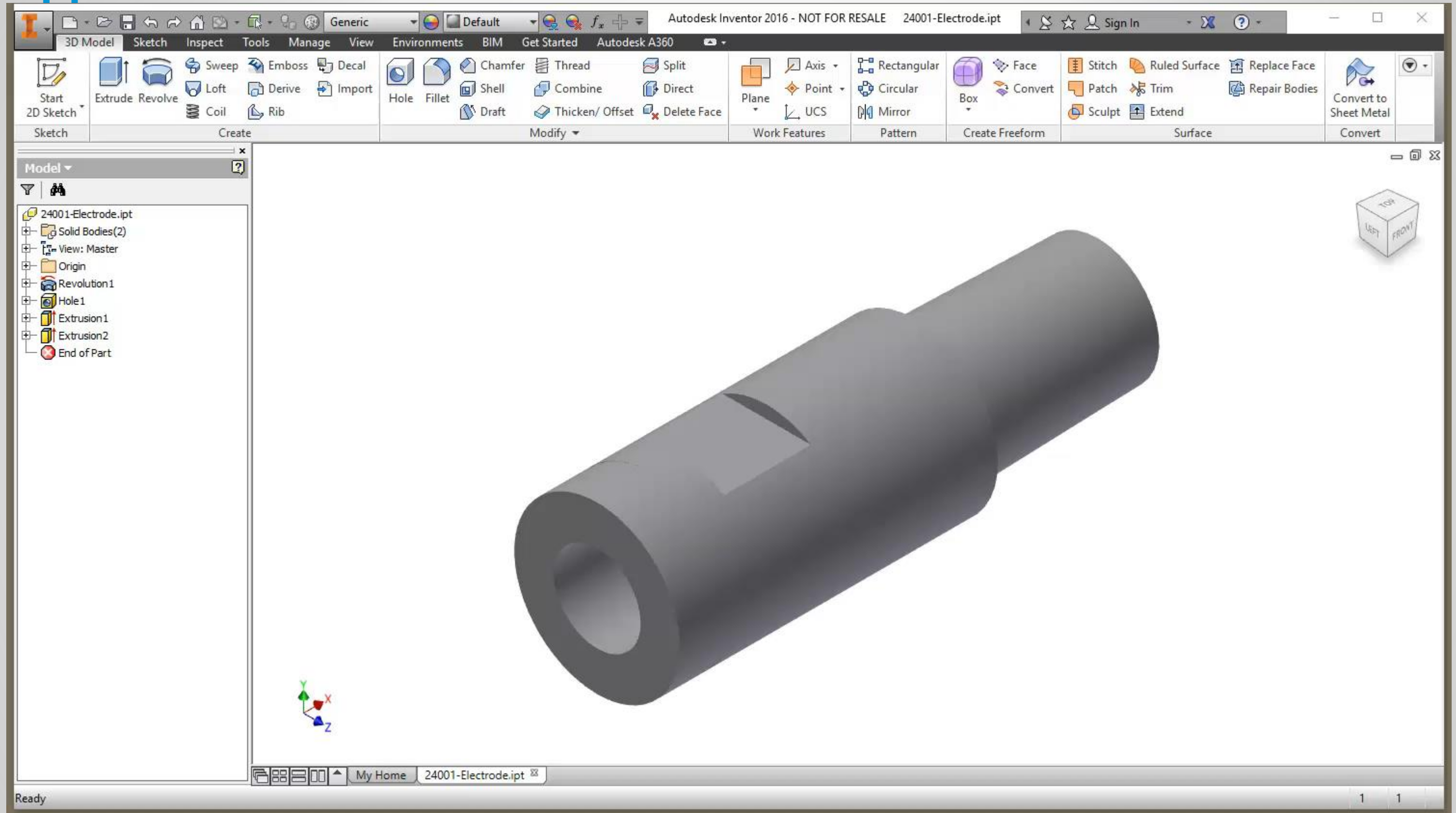
At the end of this class, you will be able to:

- 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

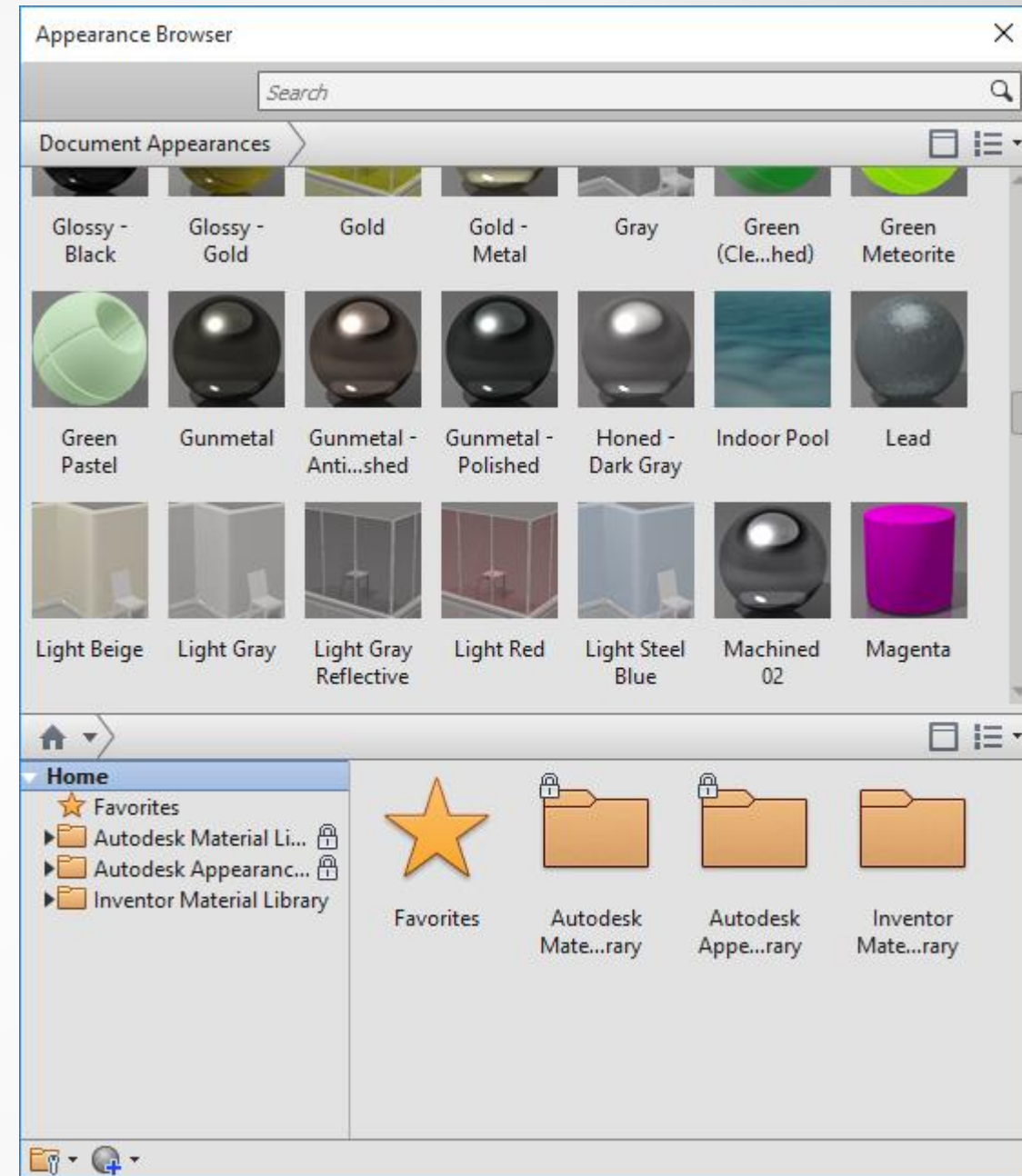
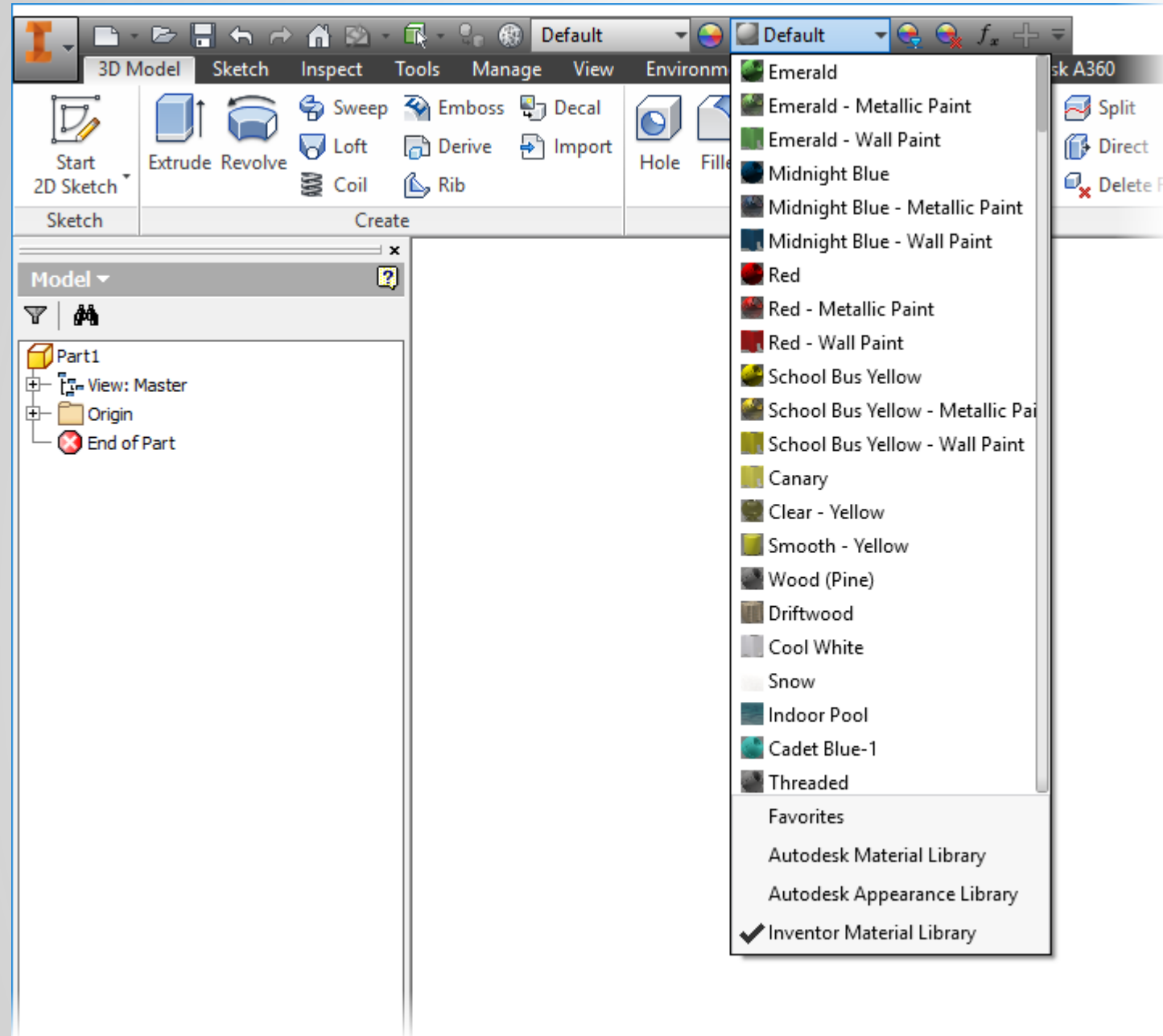


Appearances

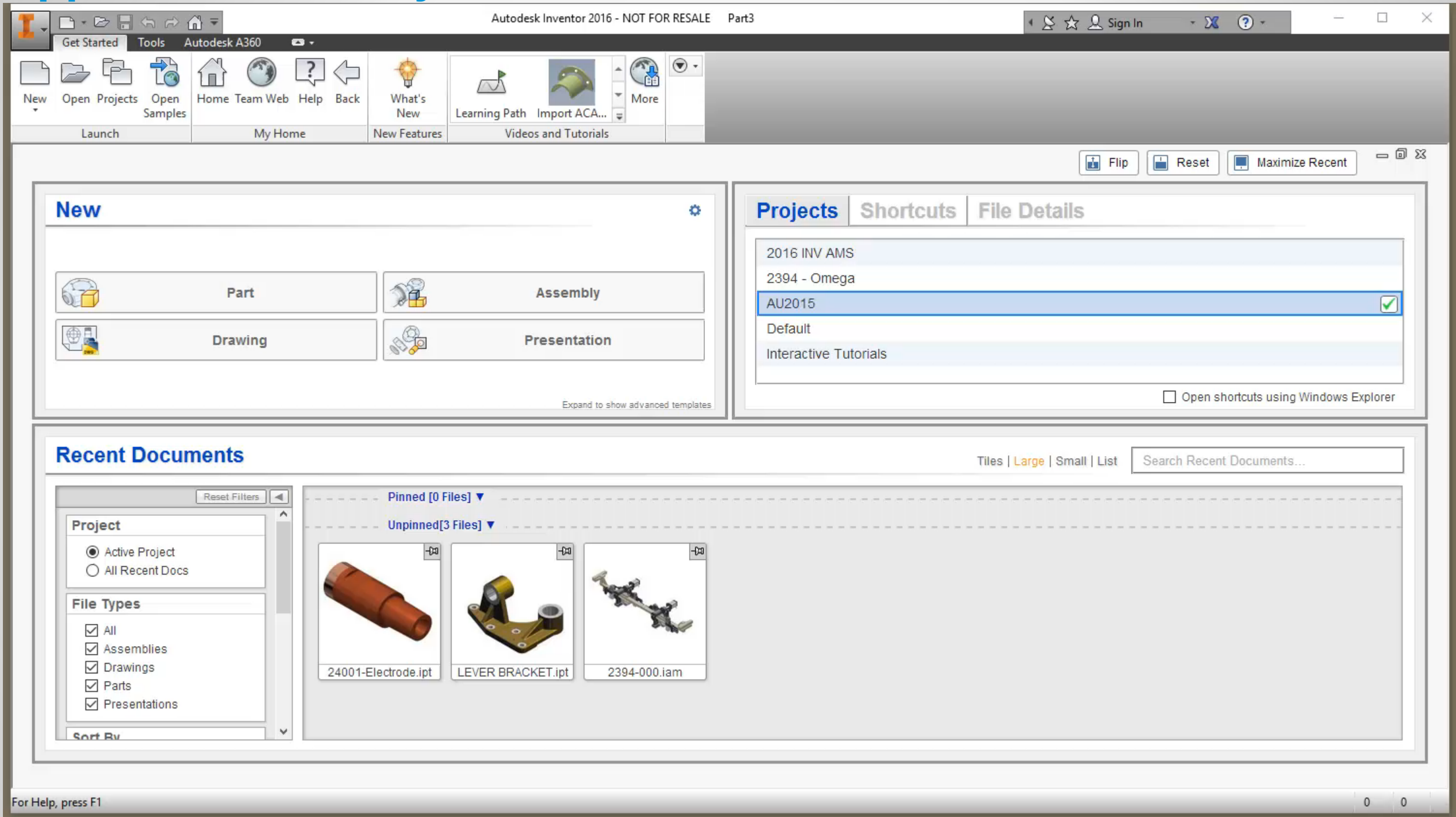
Appearance Overrides



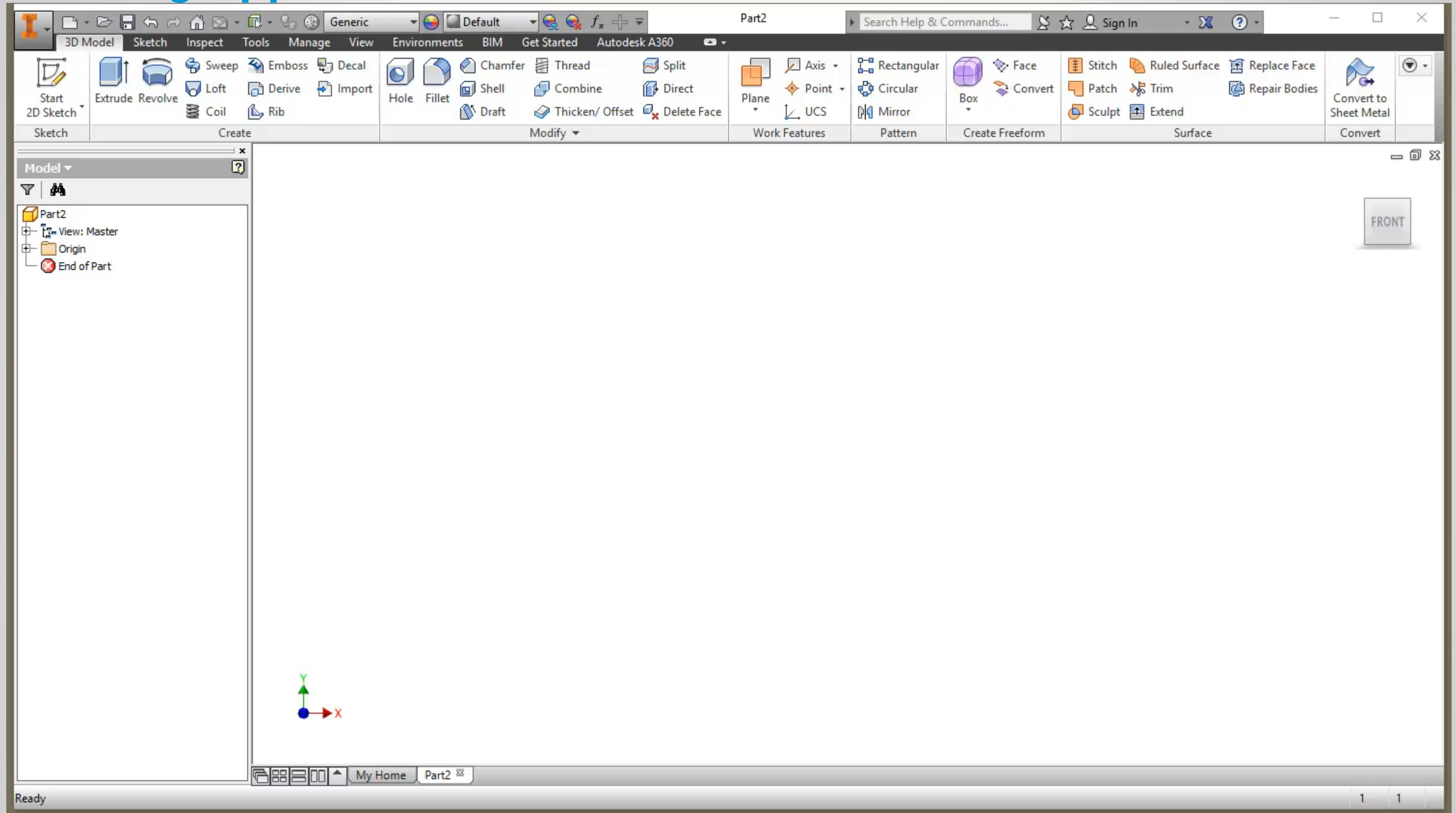
Appearance Libraries



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**



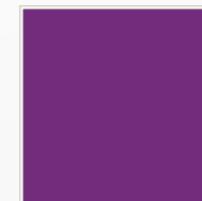
RGB: 14, 16, 108 **Chrysler**



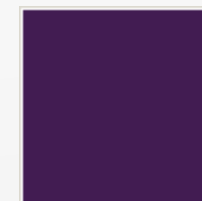
RGB: 102, 0, 204 **Purple**



RGB: 140, 72, 159 **Violet**

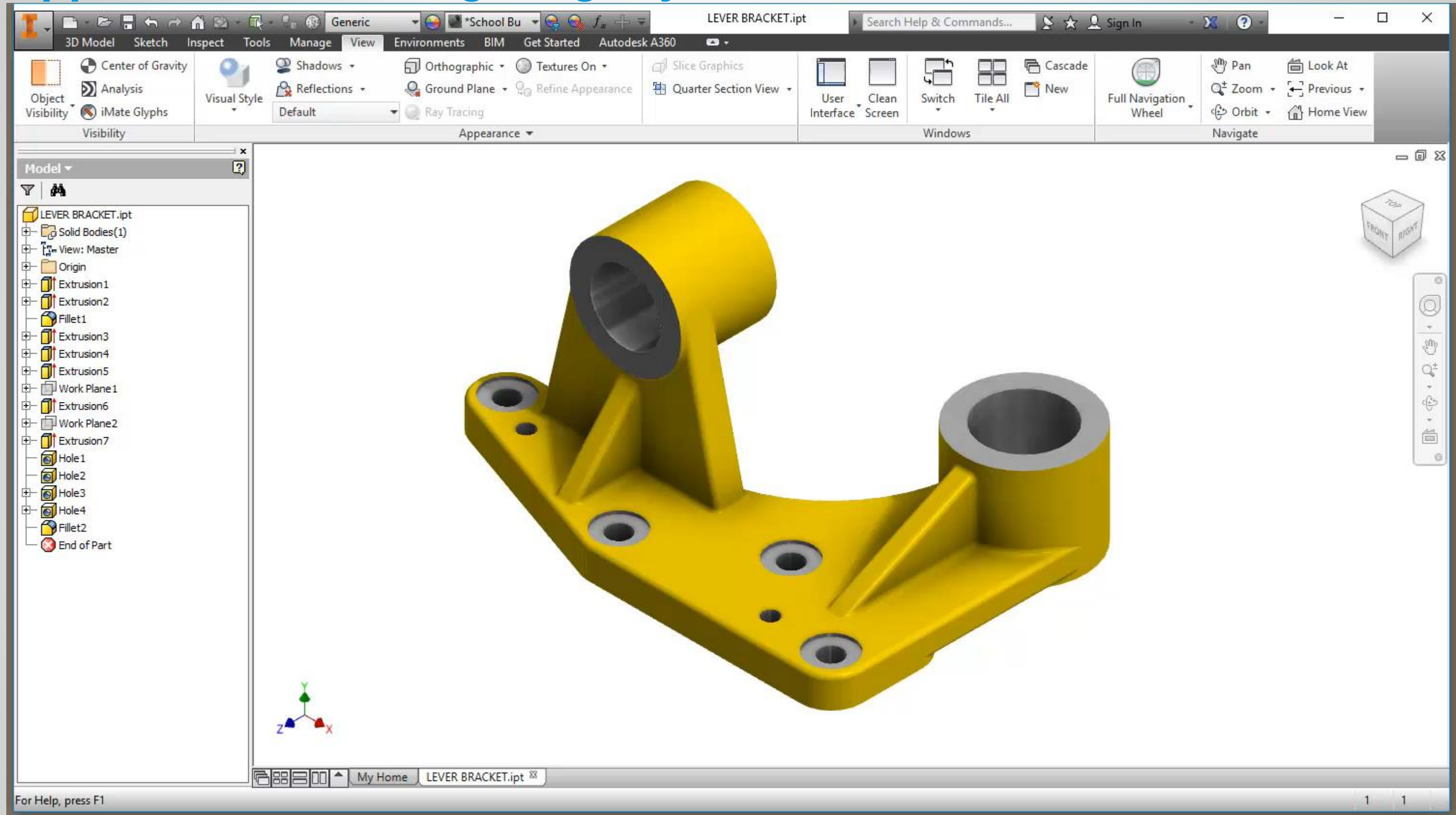


RGB: 115, 44, 123 **Eminence**

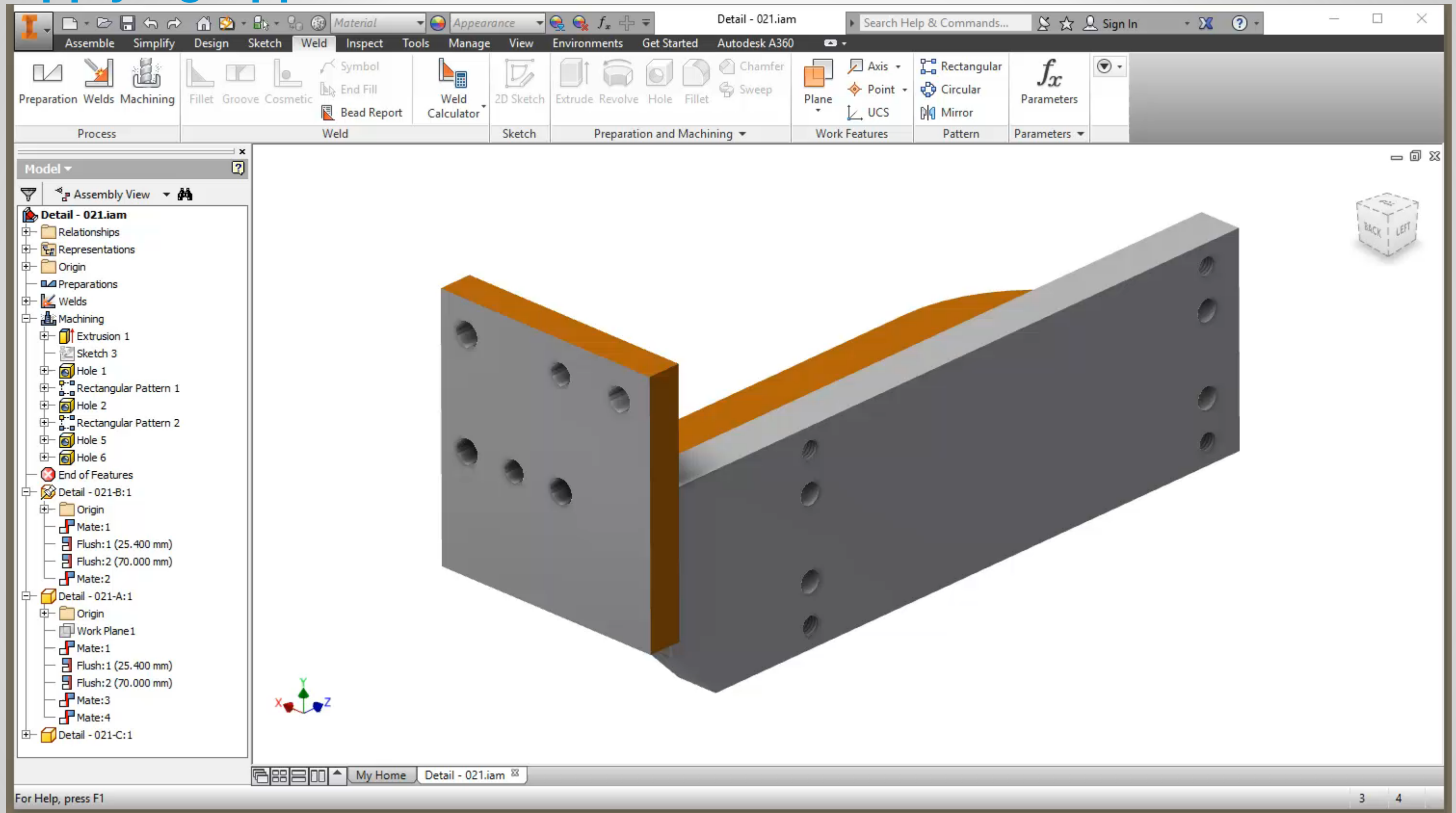


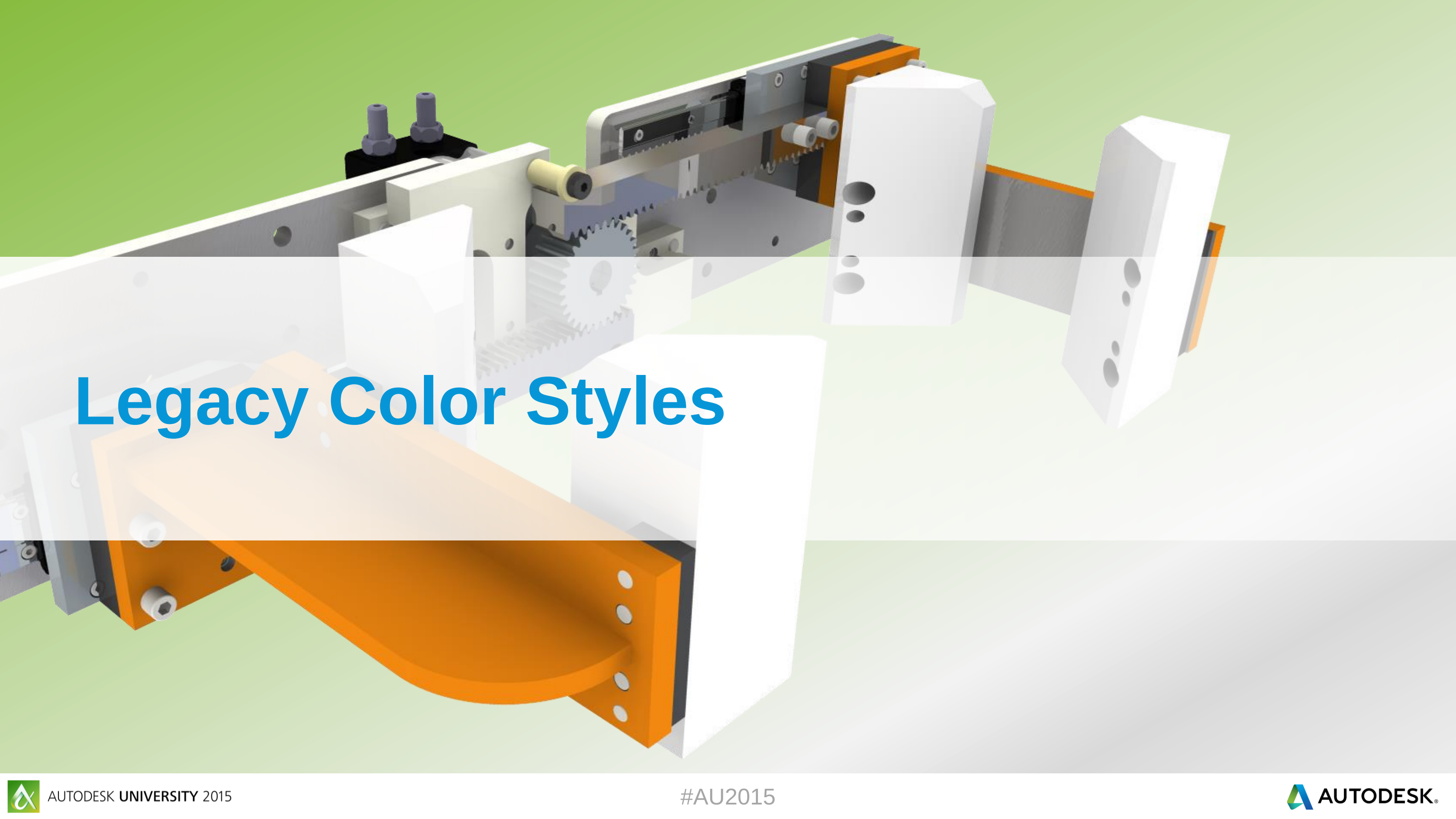
RGB: 66, 28, 82 **Grape**

Appearances with Lighting Styles



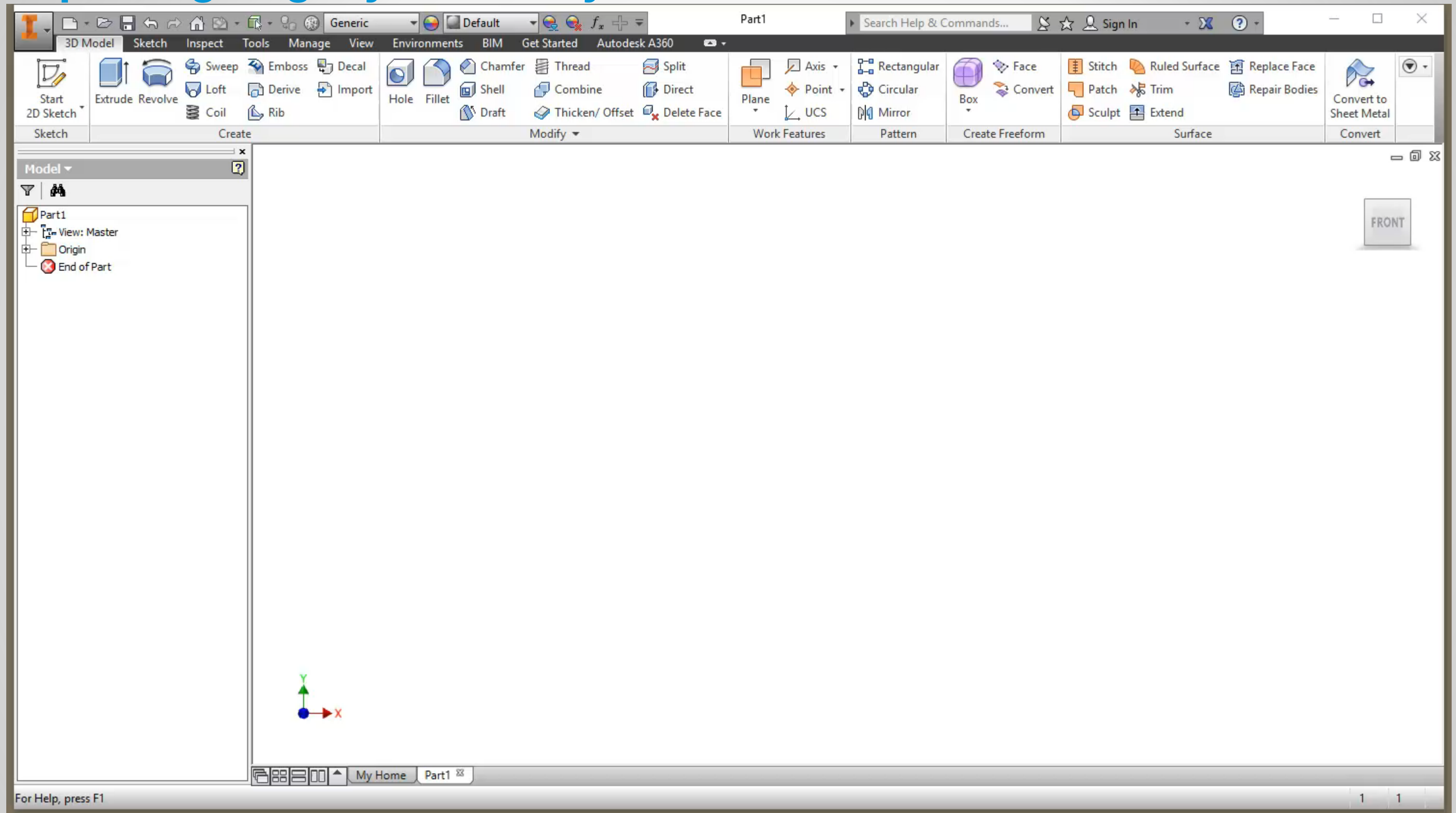
Applying Appearances to Weldments



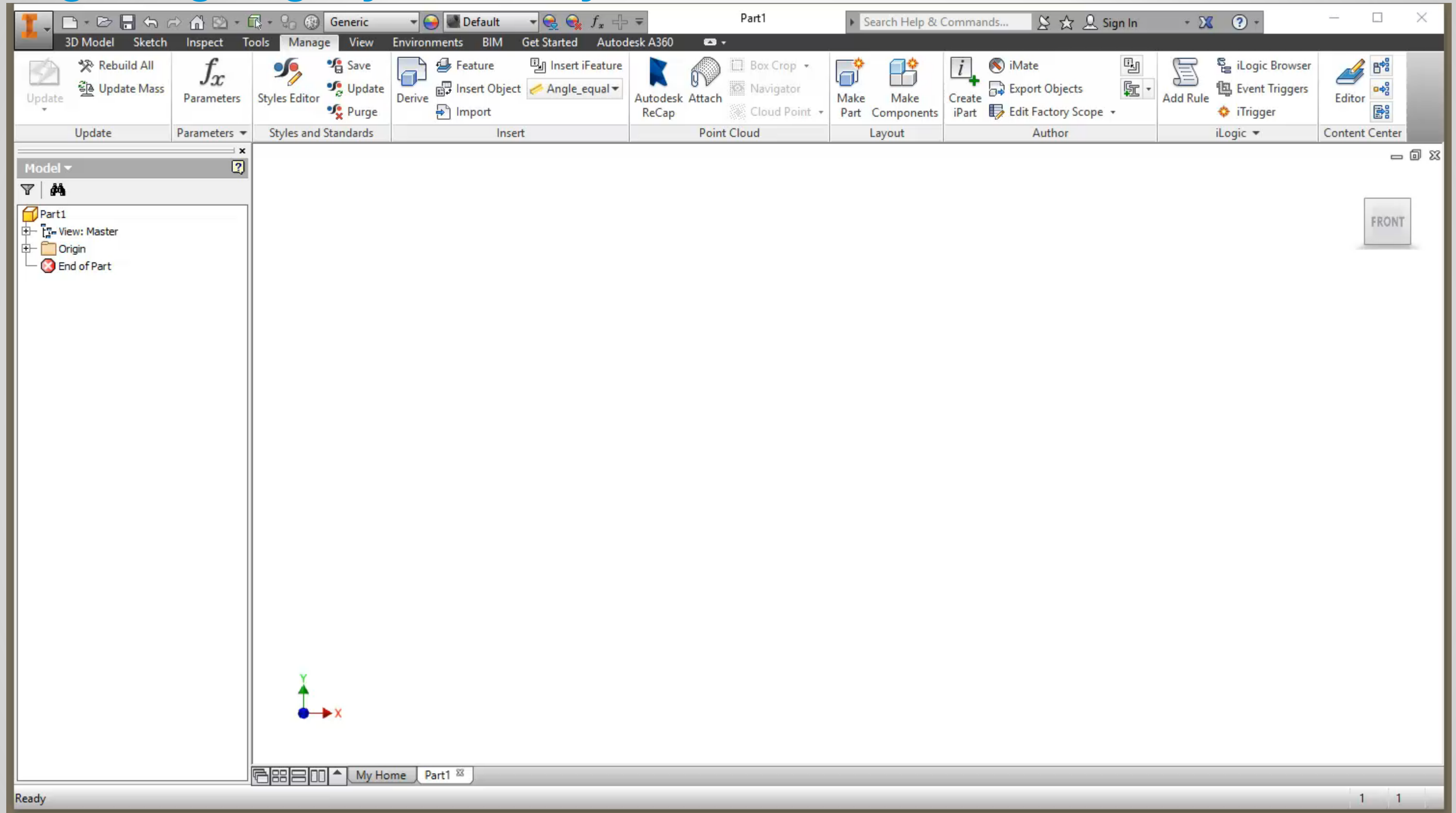
An exploded view of a mechanical assembly, likely a robotic gripper or a similar precision mechanism. The assembly consists of several white components, including a main housing, a central shaft with gears, and two end effector arms. A prominent orange component, possibly a base or a mounting plate, is shown in the foreground. The background is a light green gradient. The text "Legacy Color Styles" is overlaid in a blue, sans-serif font.

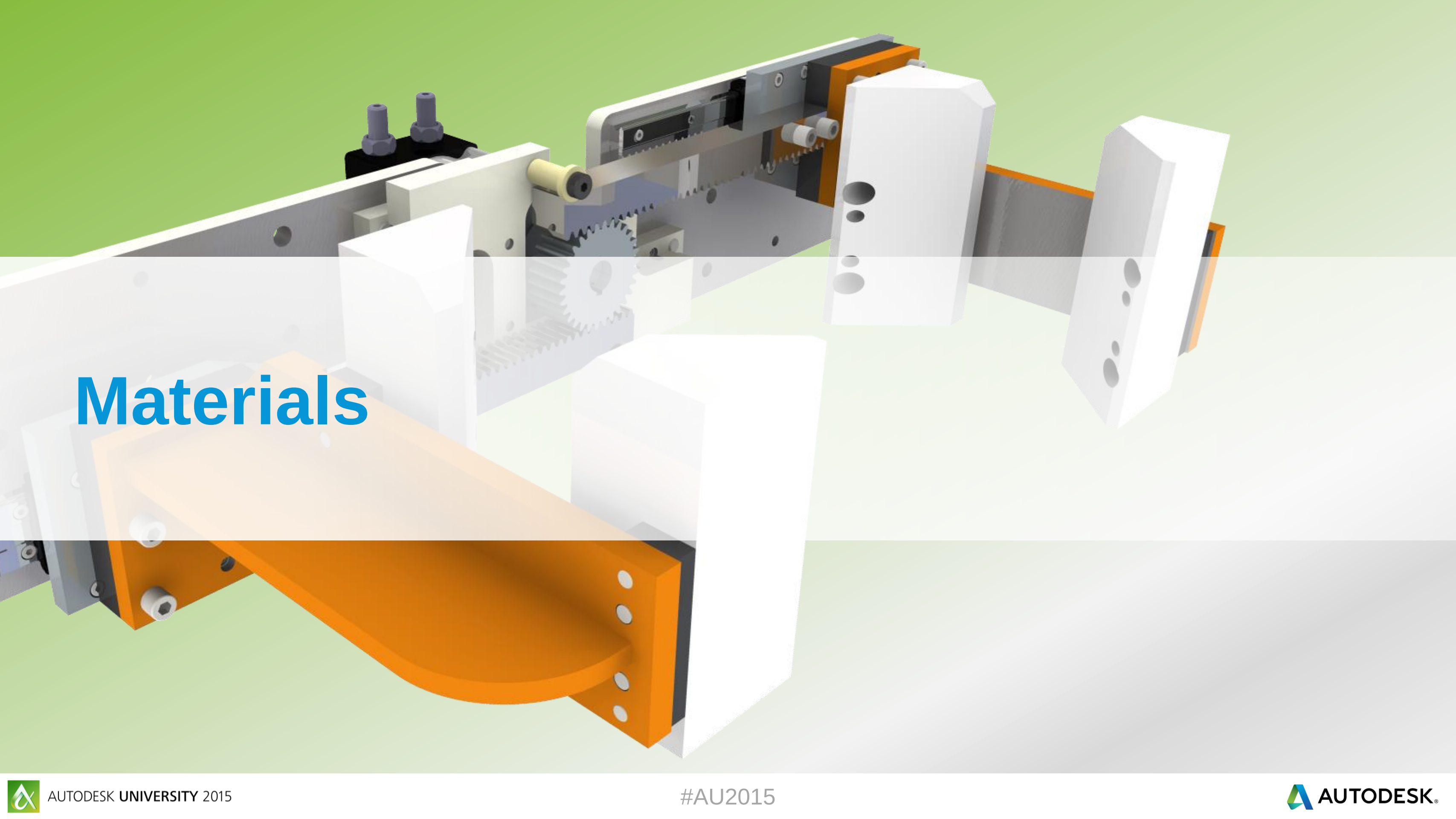
Legacy Color Styles

Importing Legacy Color Styles



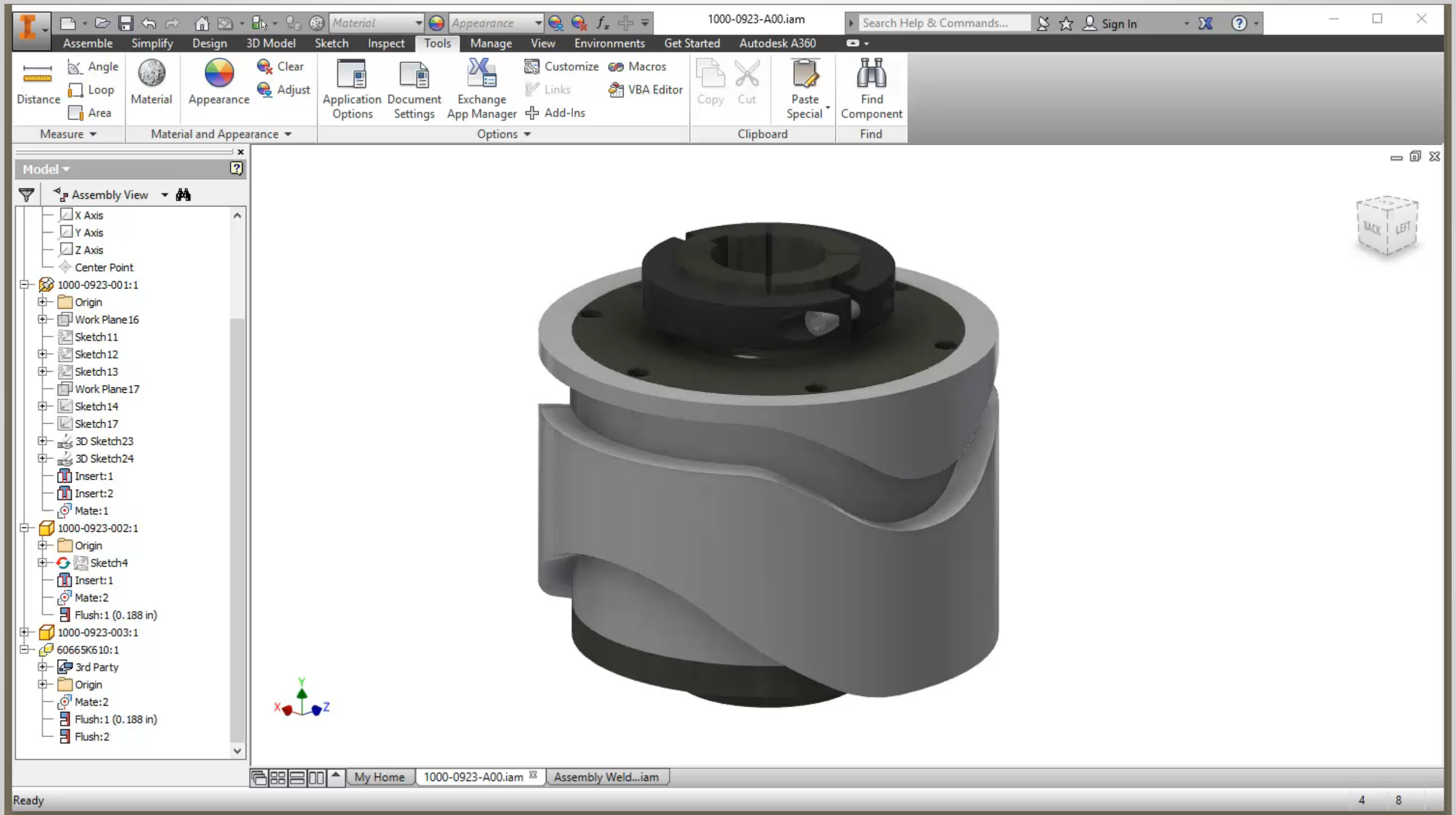
Migrating Legacy Color Styles



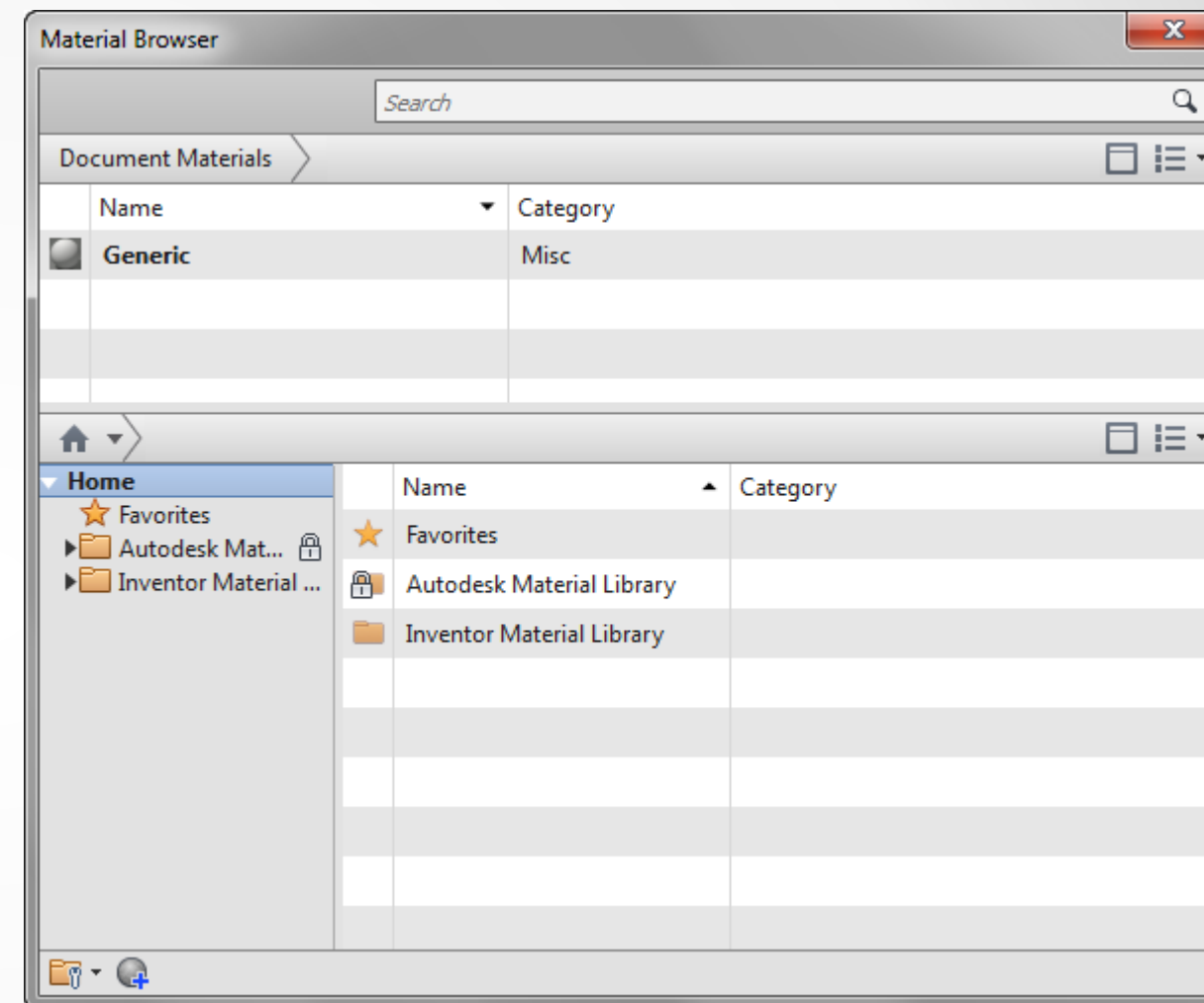
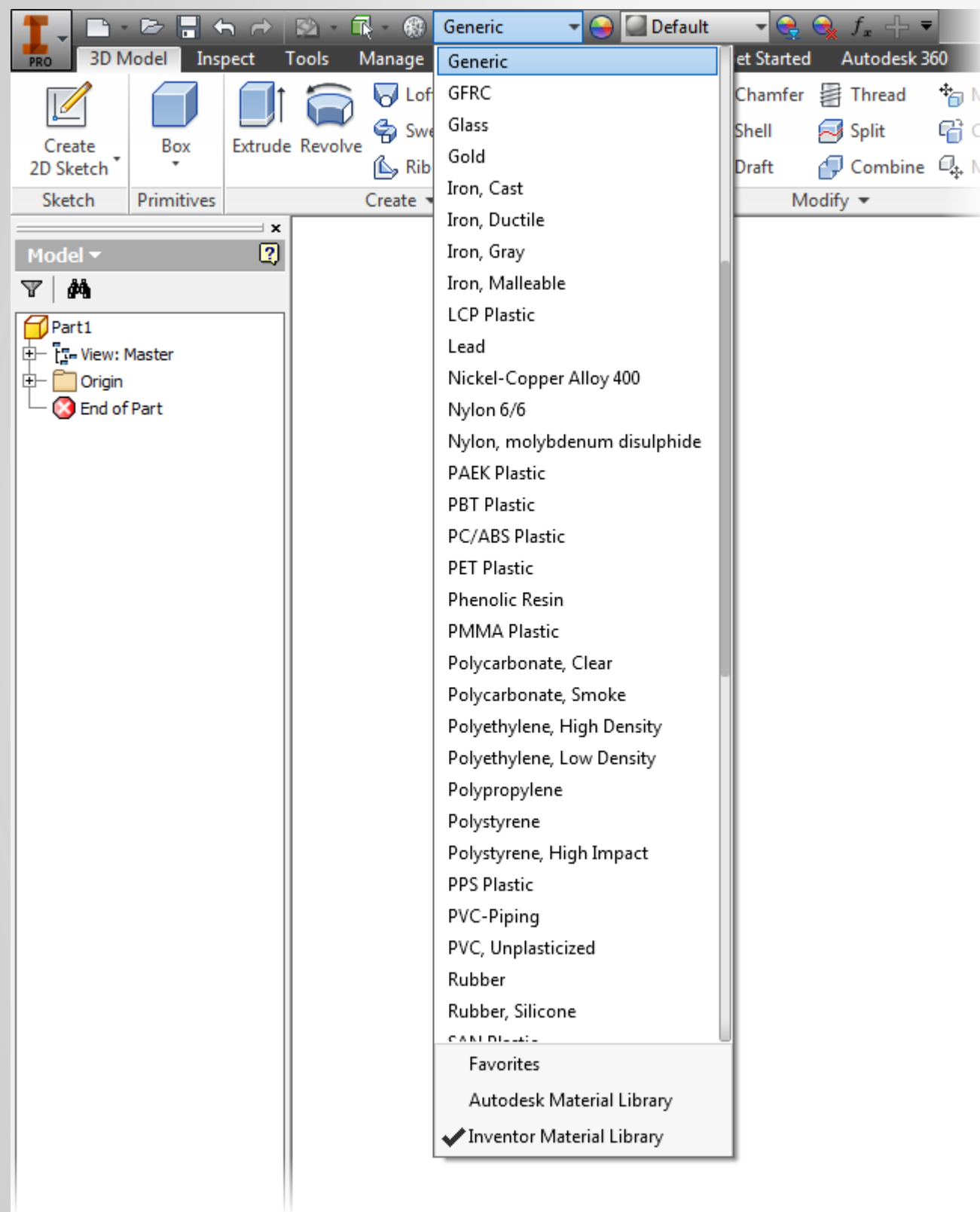


Materials

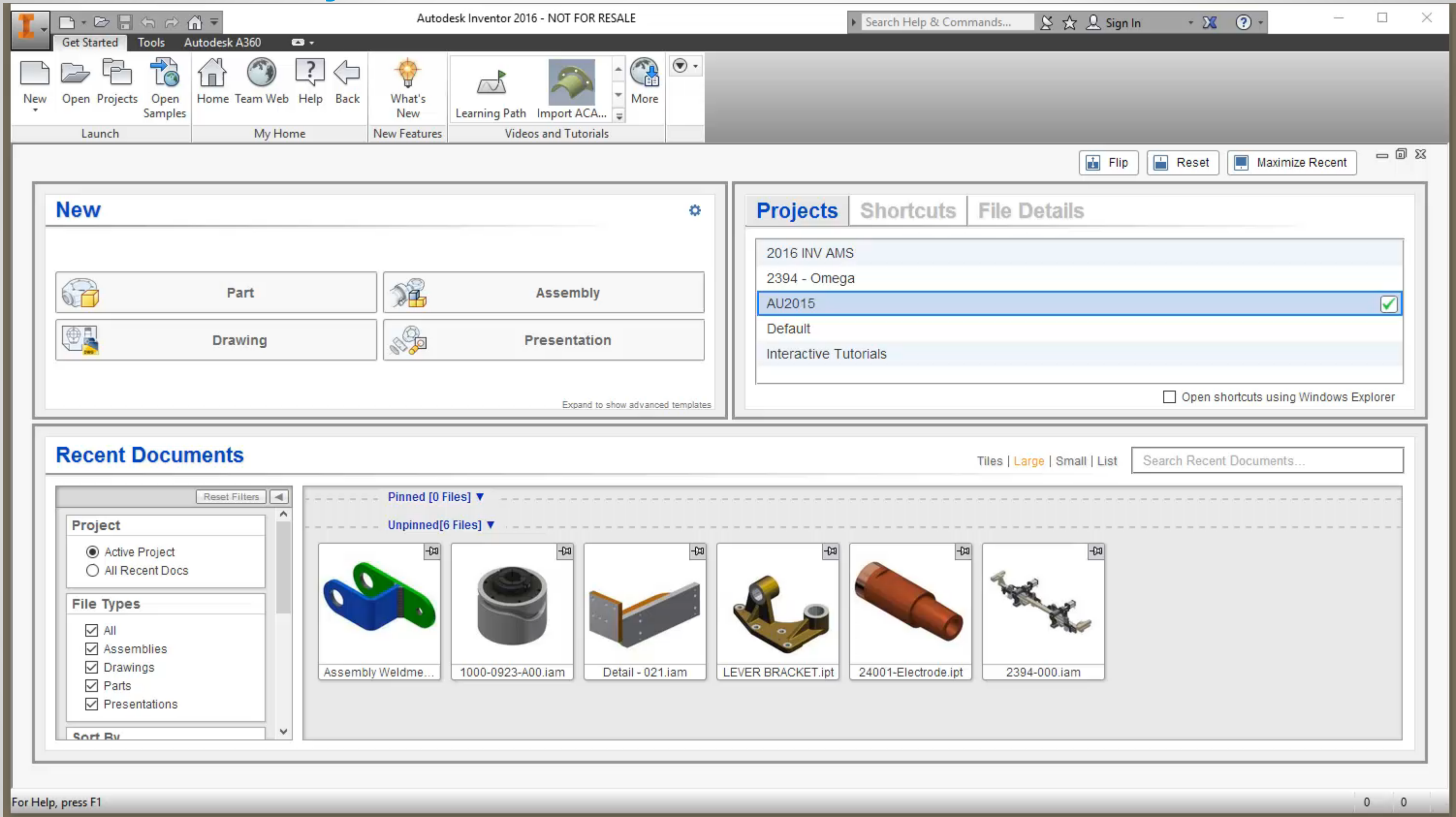
About Materials



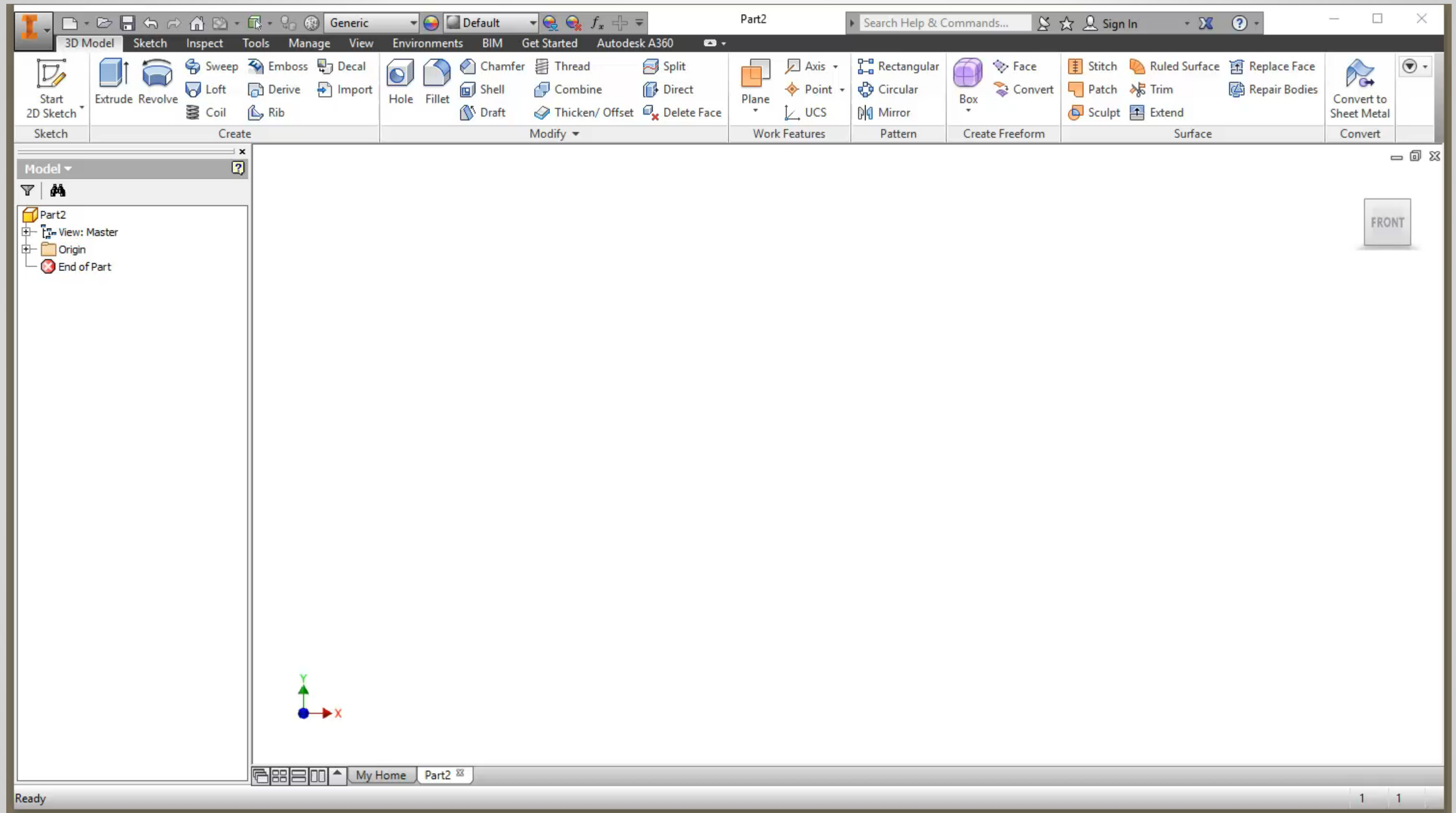
Material Libraries



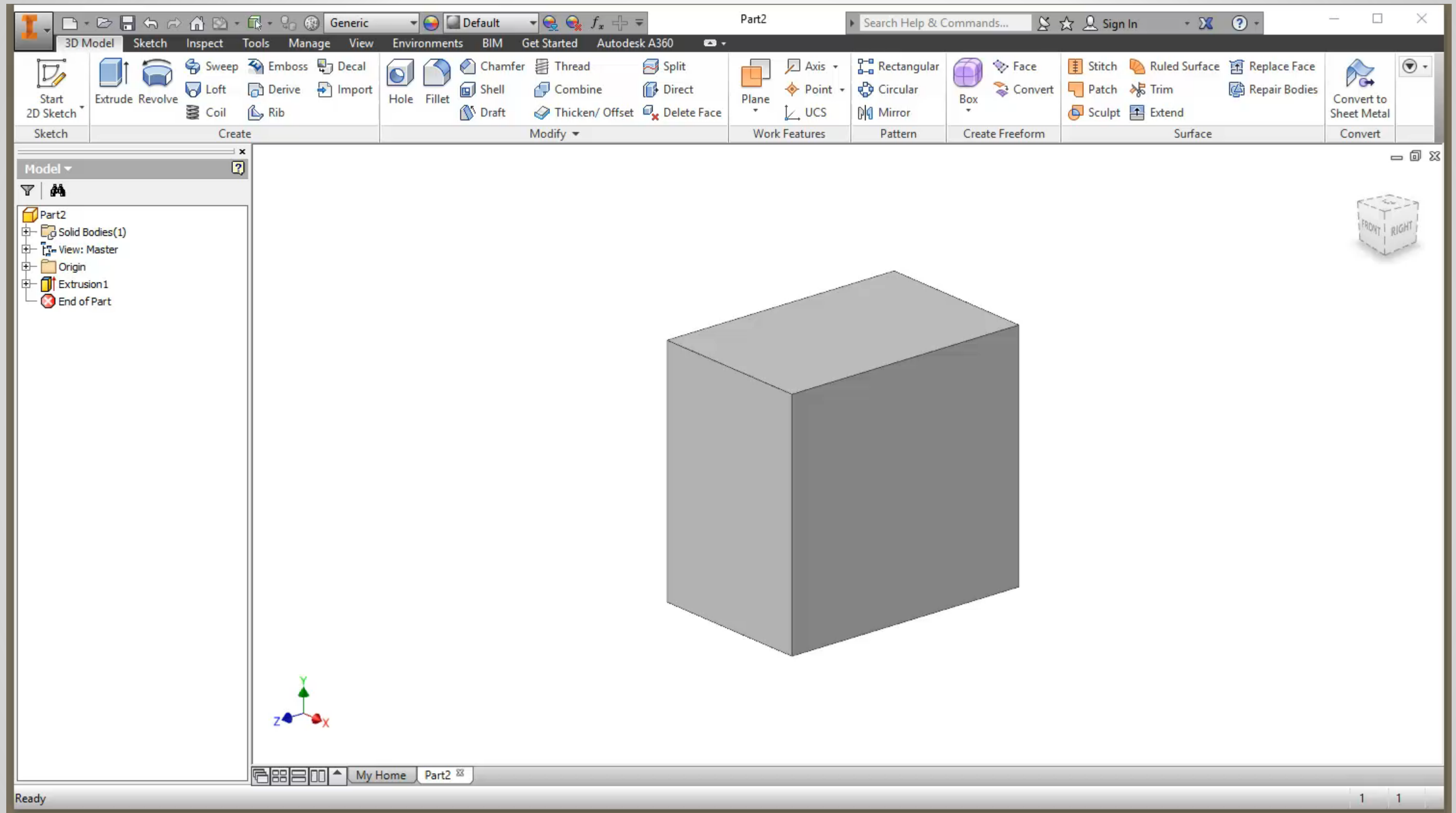
Material Library Creation



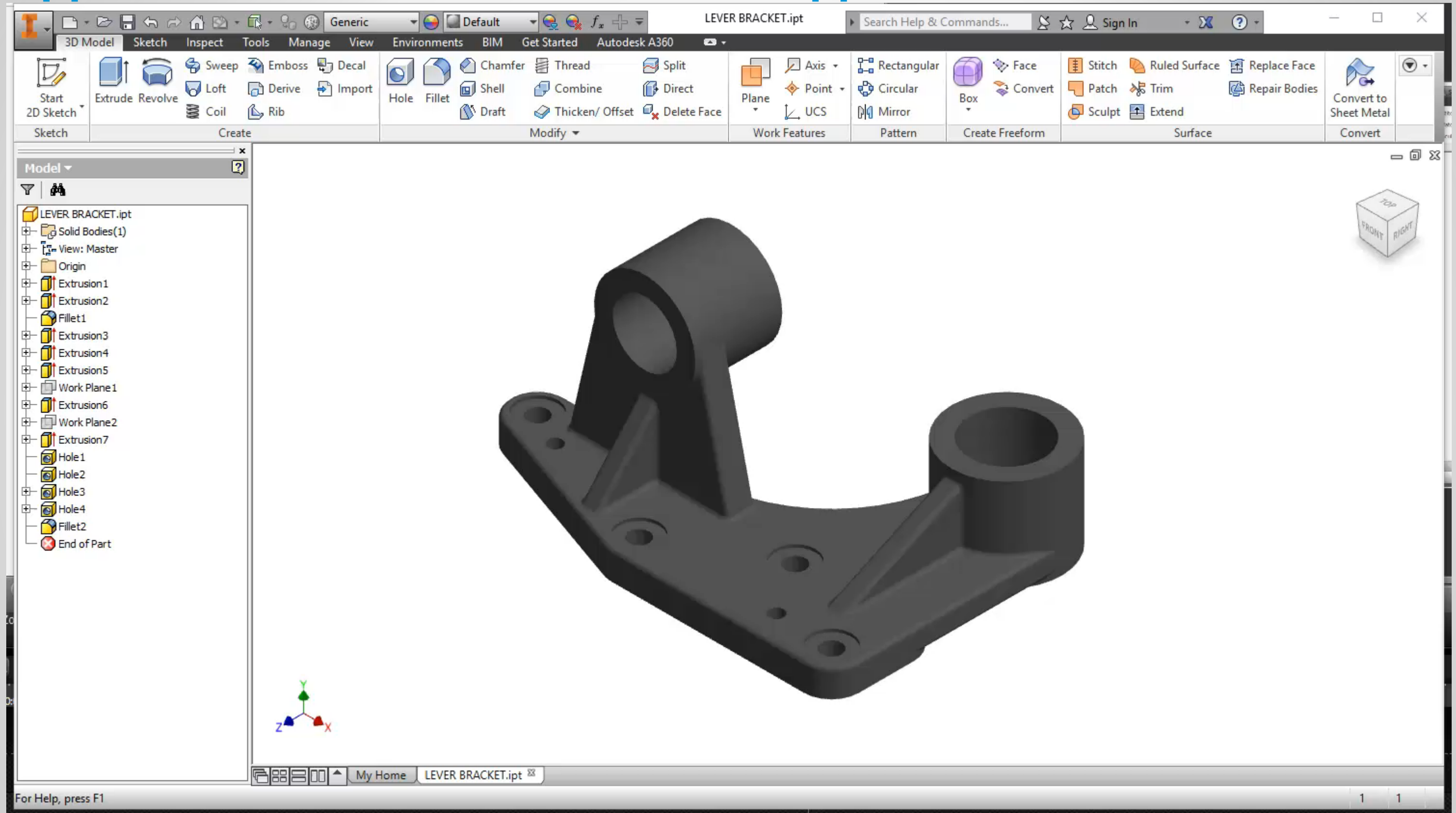
Material Creation

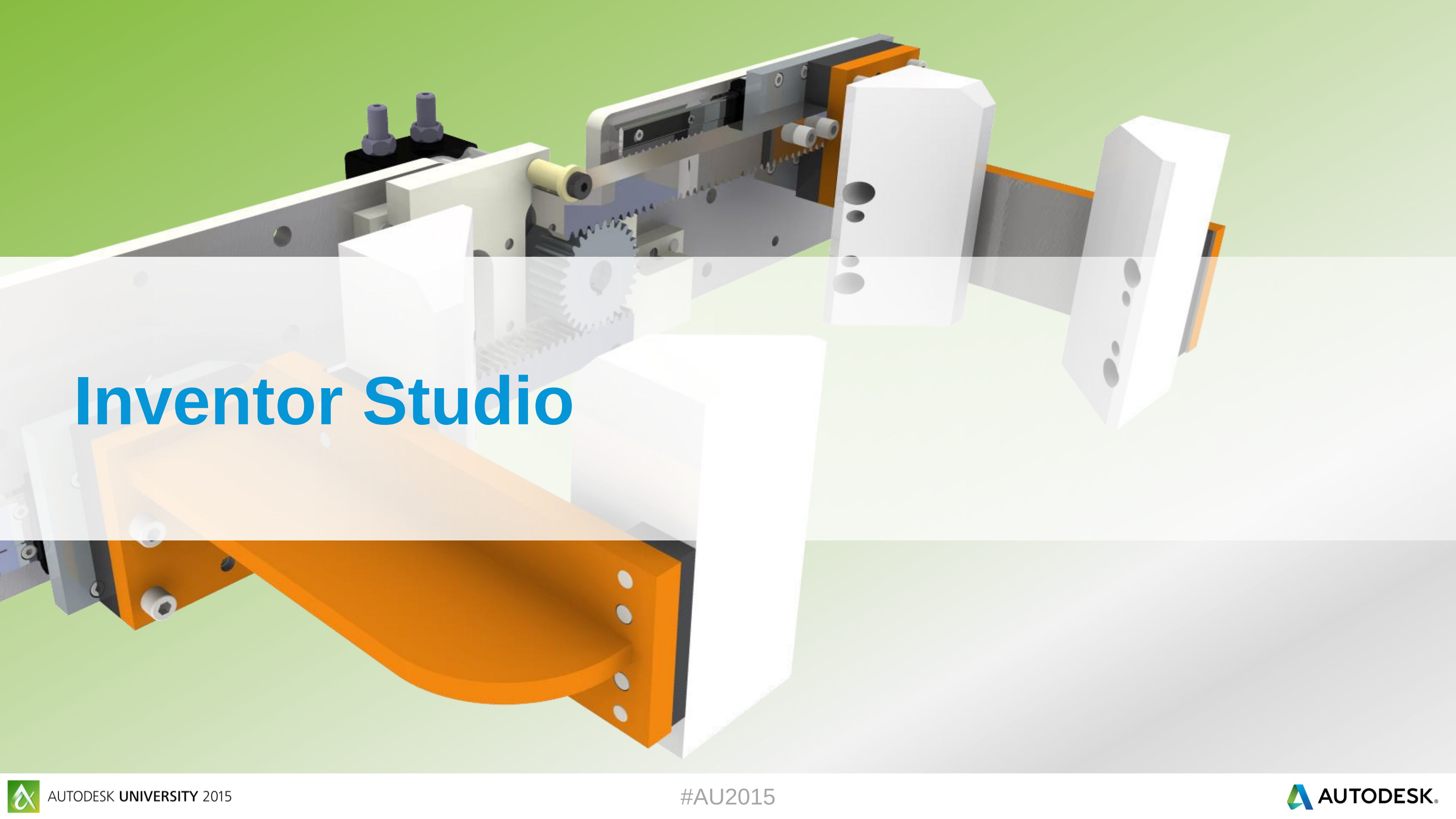


Material Creation From Existing Material



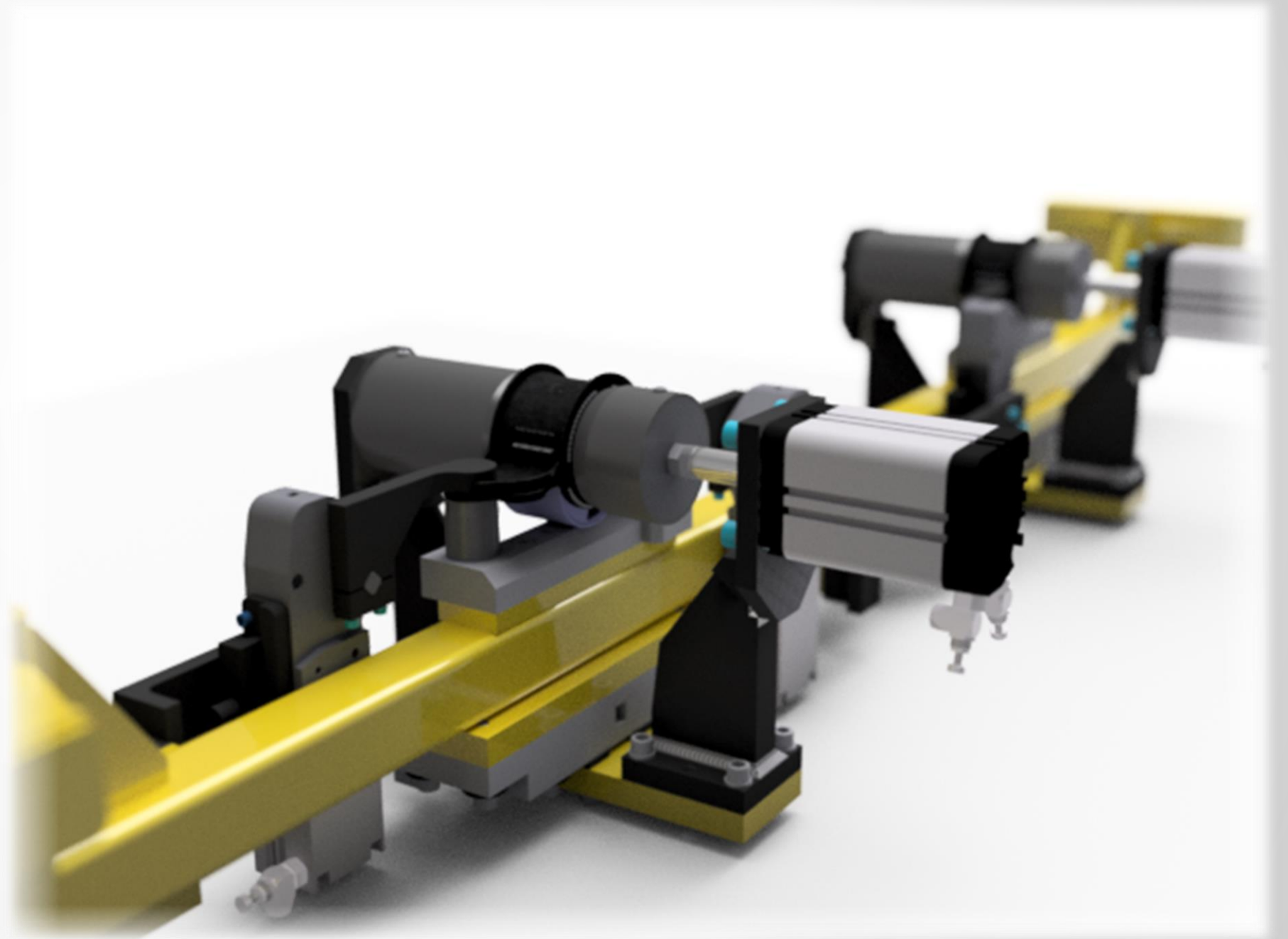
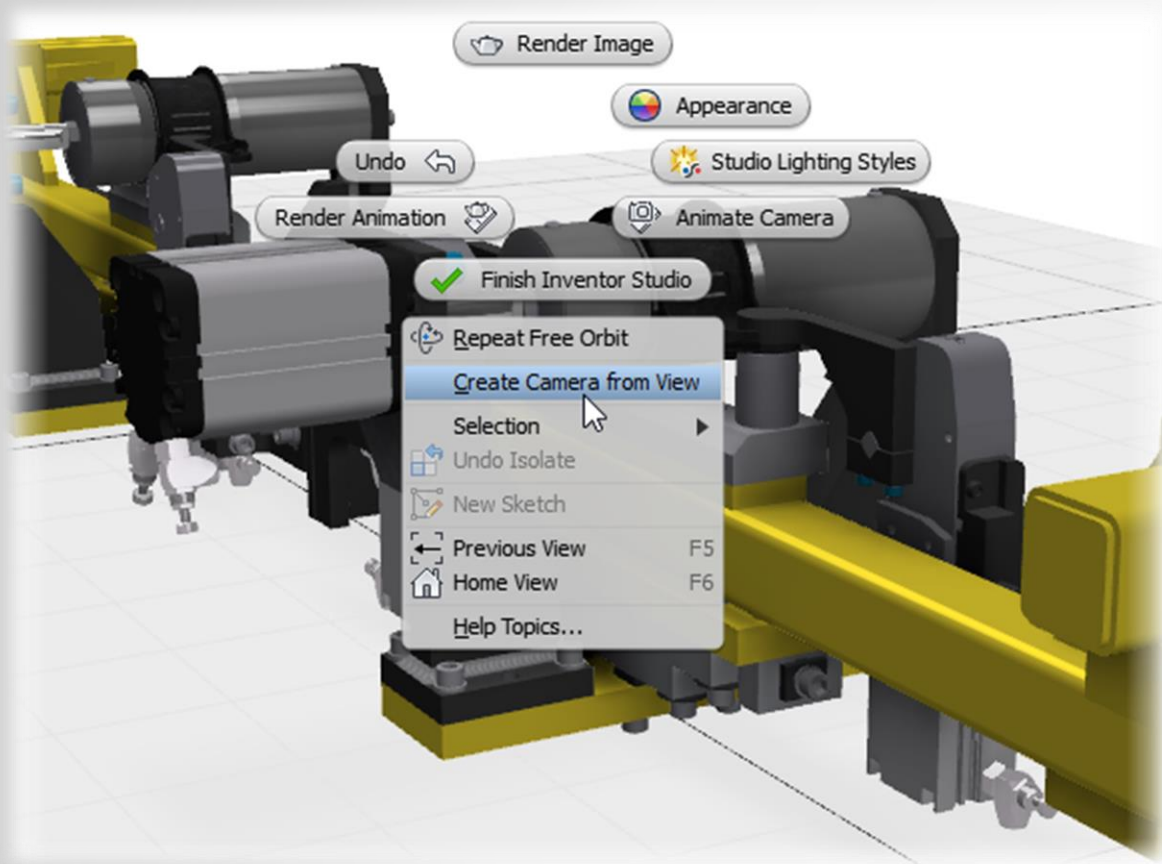
Appearance Overrides vs. Material Appearances



A 3D CAD model of a mechanical assembly, likely a robotic gripper or a similar mechanism, rendered in a clean, professional style. The assembly consists of several white, grey, and orange components. A large, curved orange plate is prominent in the foreground. In the background, there are gears, a motor or actuator, and various structural frames. The text "Inventor Studio" is overlaid in a large, blue, sans-serif font.

Inventor Studio

Inventor Studio



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Questions?

Additional Information



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