

Color Your World: Autodesk® Inventor® Materials and Appearances

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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 Autodesk Inventor software model. We look at how to create just the right color for your needs and examine how changing the Visual Style setting can change how that color will display. Finally, we look at creating your own custom Inventor Material and Appearance libraries and discuss how you can share them with your colleagues.

Key learning objectives

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

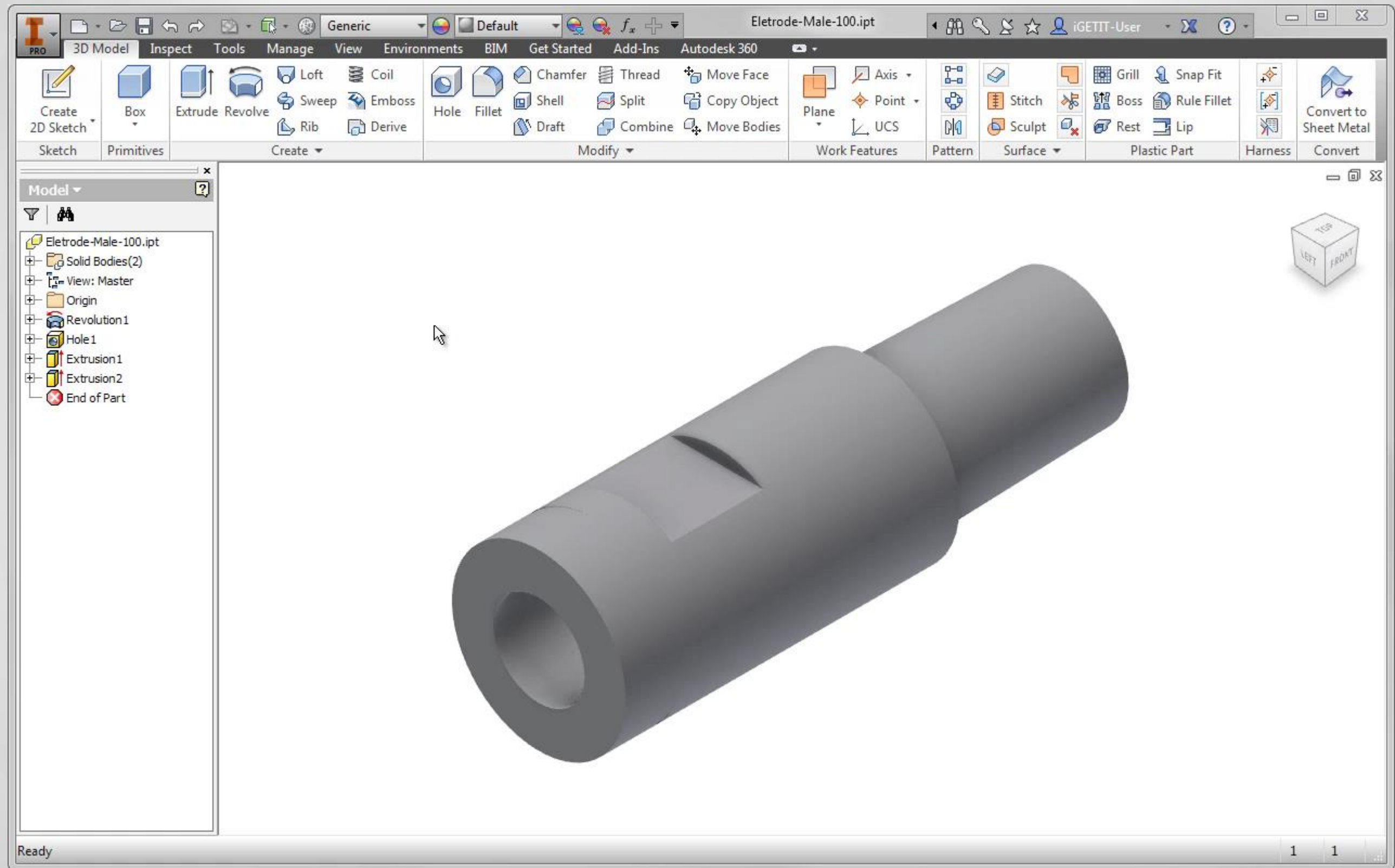
- Explain the difference between a Materials and an Appearance overrides
- Create a new Material and Appearance override
- Describe how Visual Styles affect Appearance colors
- Create and share custom Inventor Material and Appearance libraries



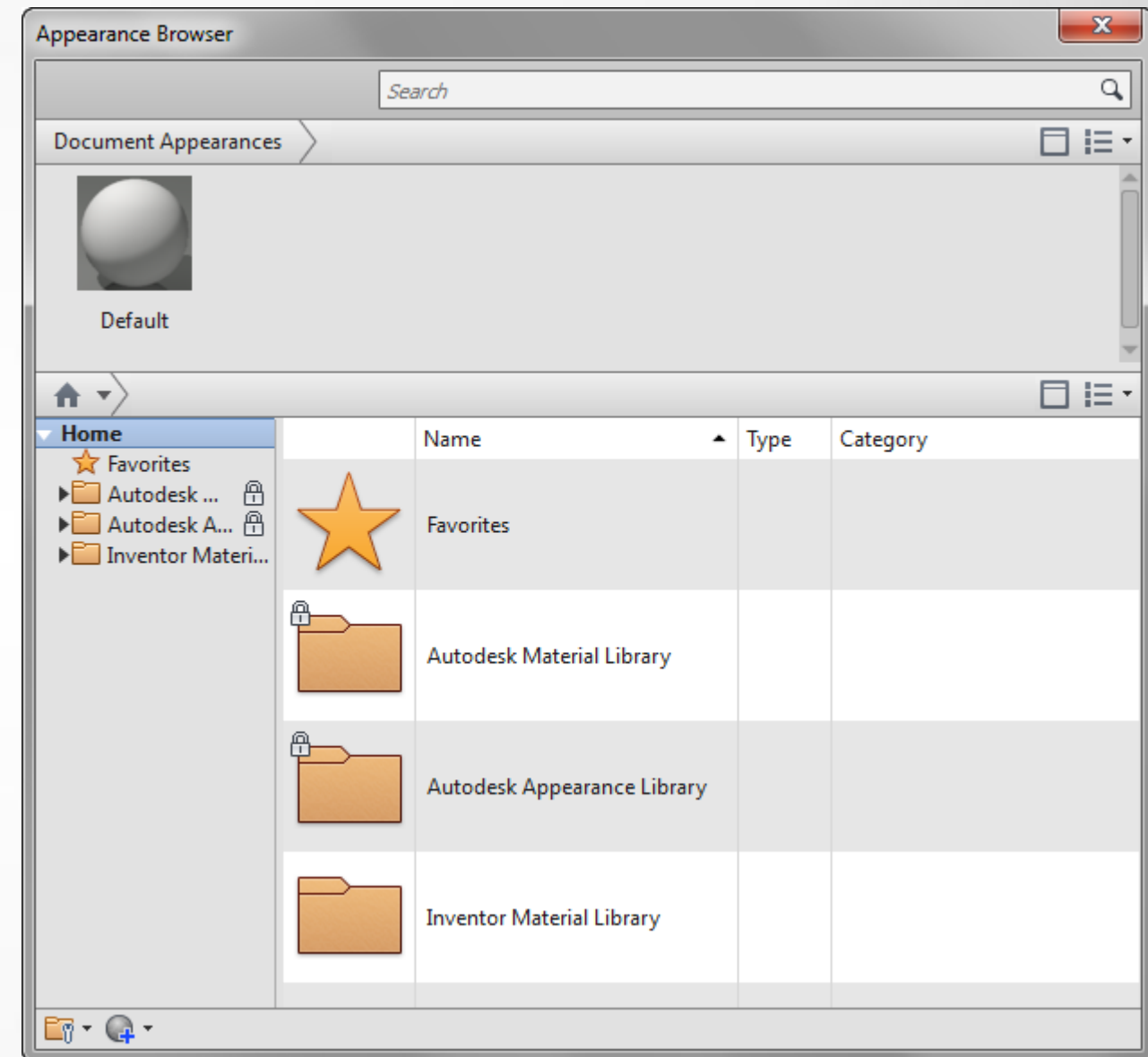
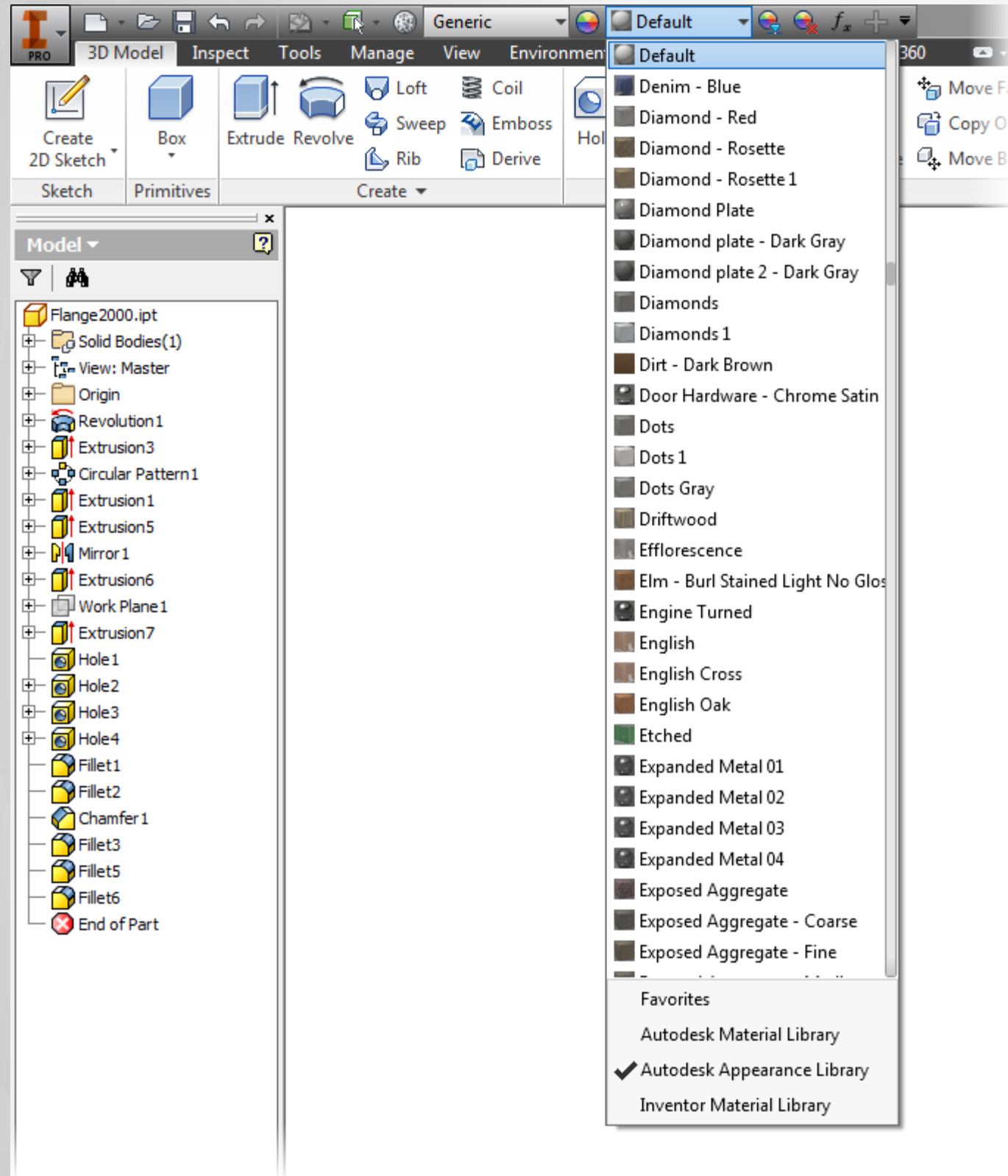
Appearances



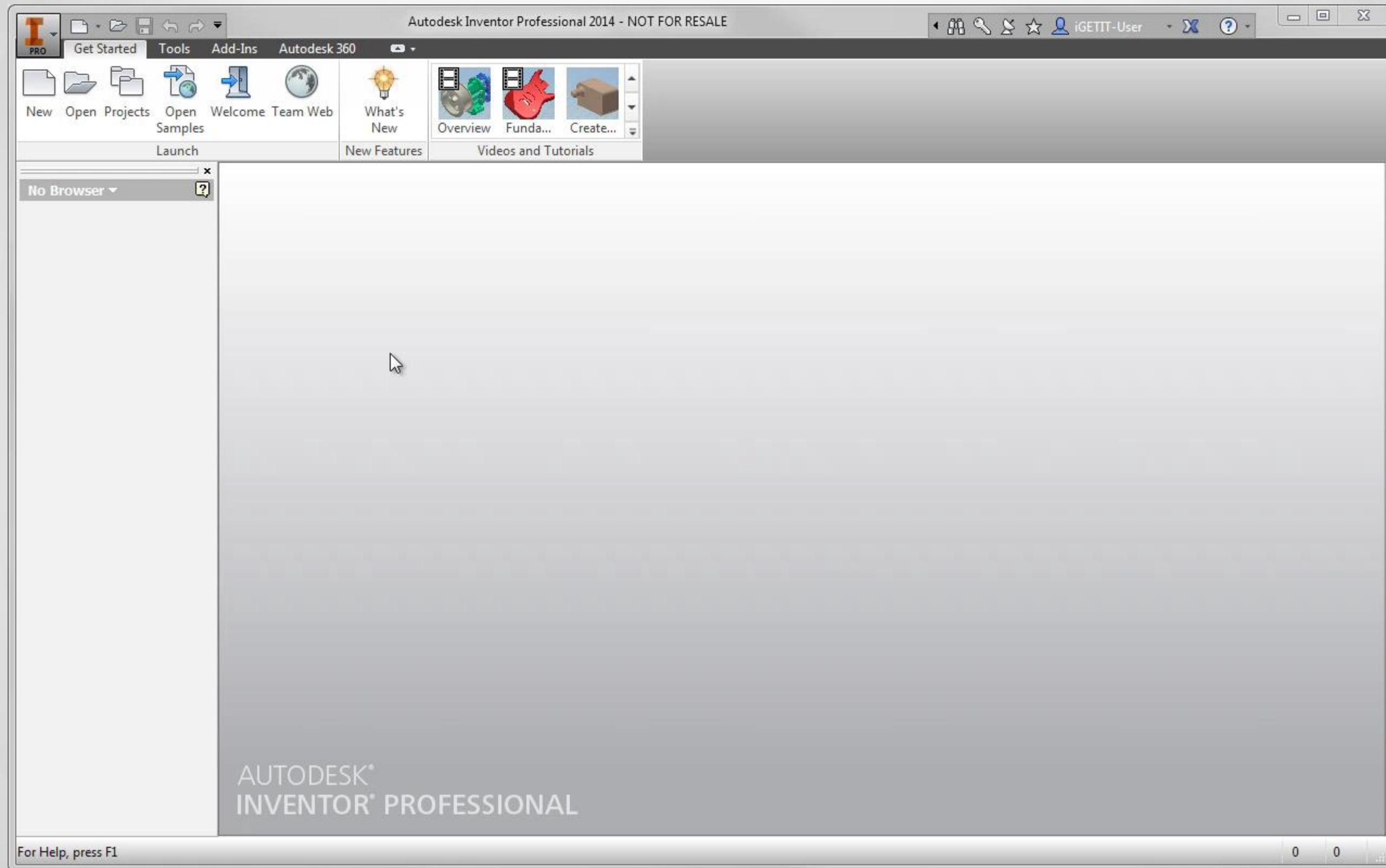
Appearance Overrides



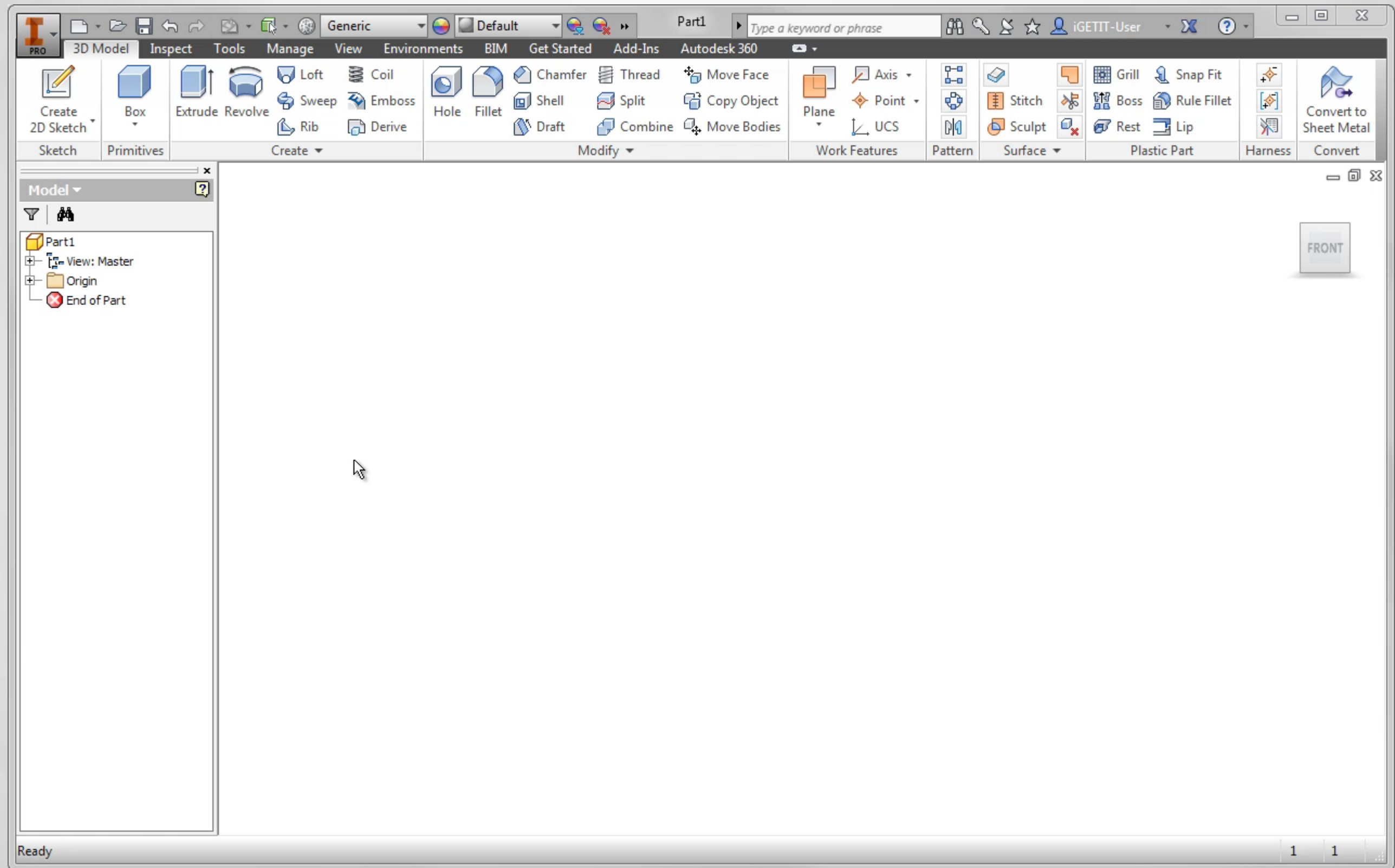
Appearance Libraries



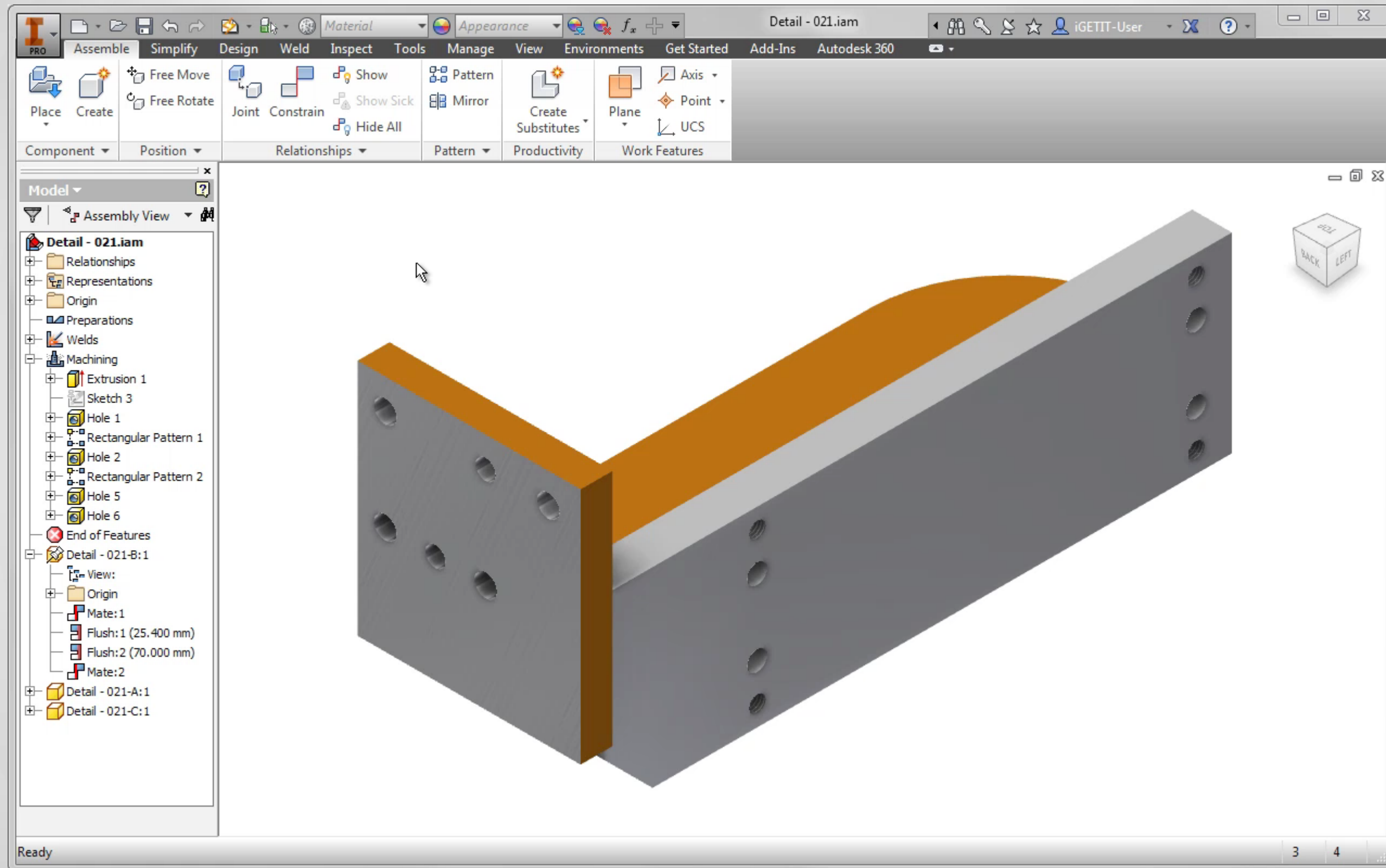
Appearance Library Creation



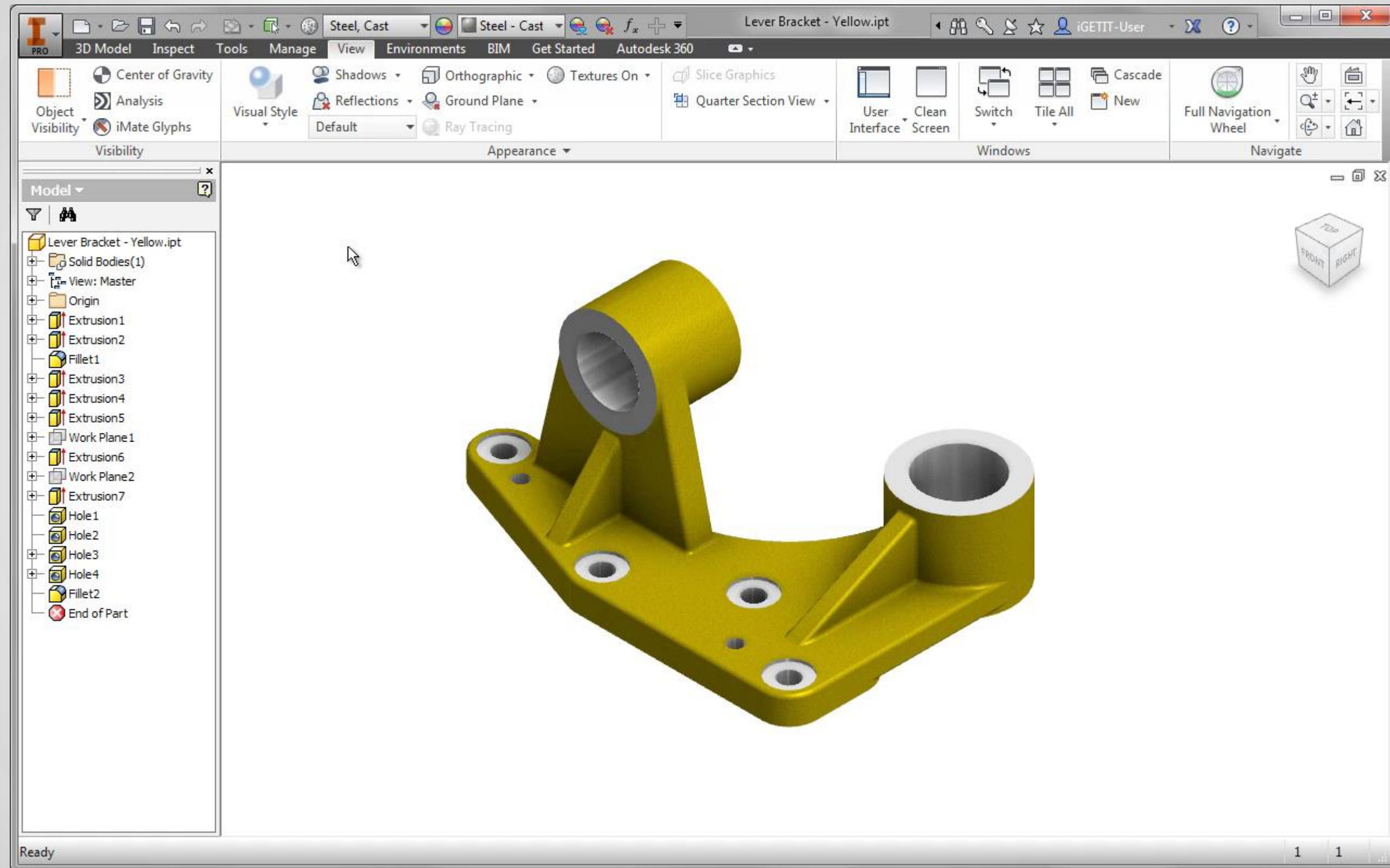
Creating Appearances



Applying Appearances



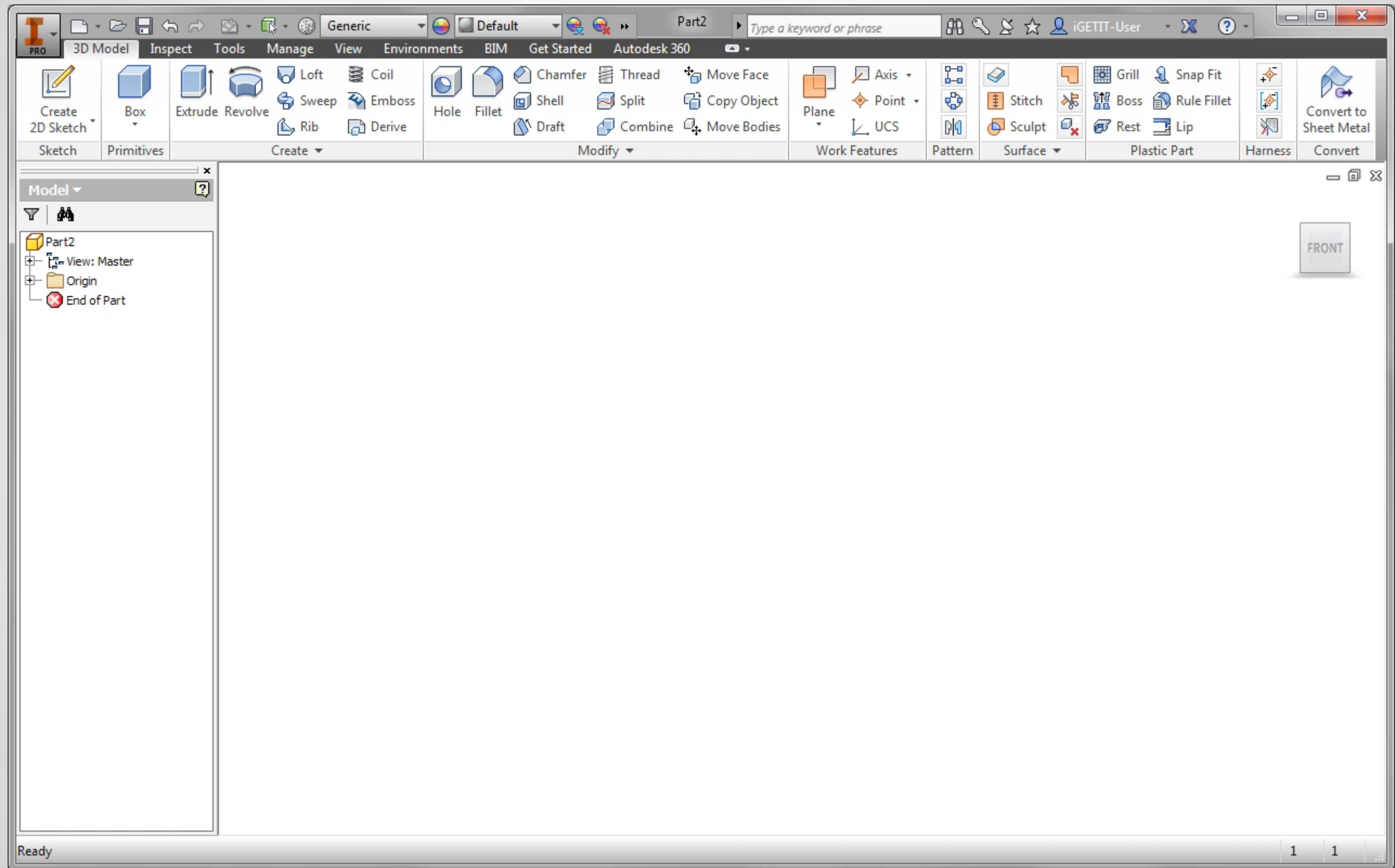
Appearances with Lighting Styles



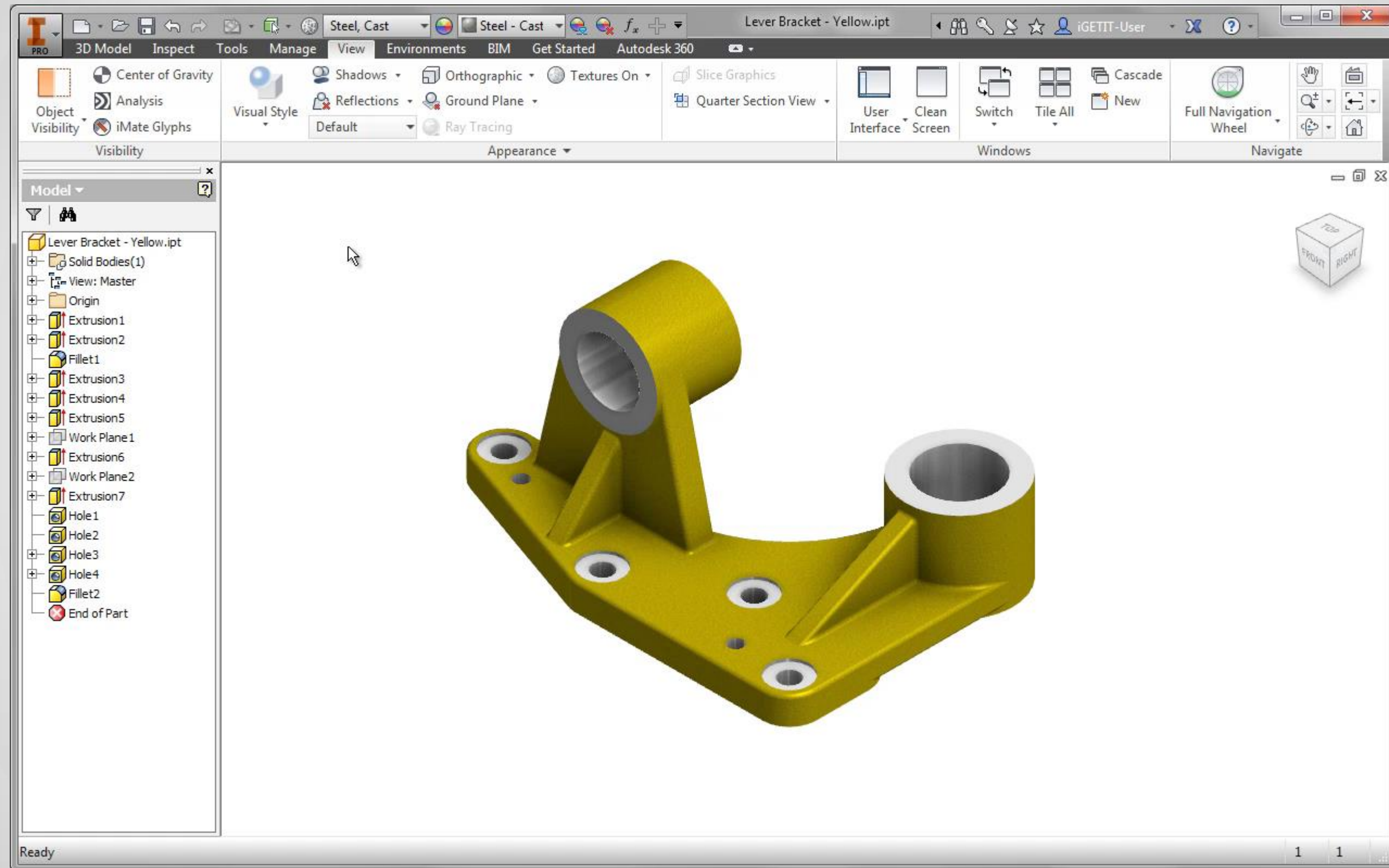
An exploded view of a mechanical assembly, likely a door latch or hinge mechanism. The assembly consists of several white components, including a main housing, a latch bolt, and a strike plate. A prominent orange component, possibly a hinge or a mounting bracket, is shown in the foreground. The assembly is shown in an exploded state, revealing internal gears and mechanical linkages. The background is a gradient of light green and white.

Legacy Color Styles

Importing Legacy Color Styles



Migrating Legacy Color Styles



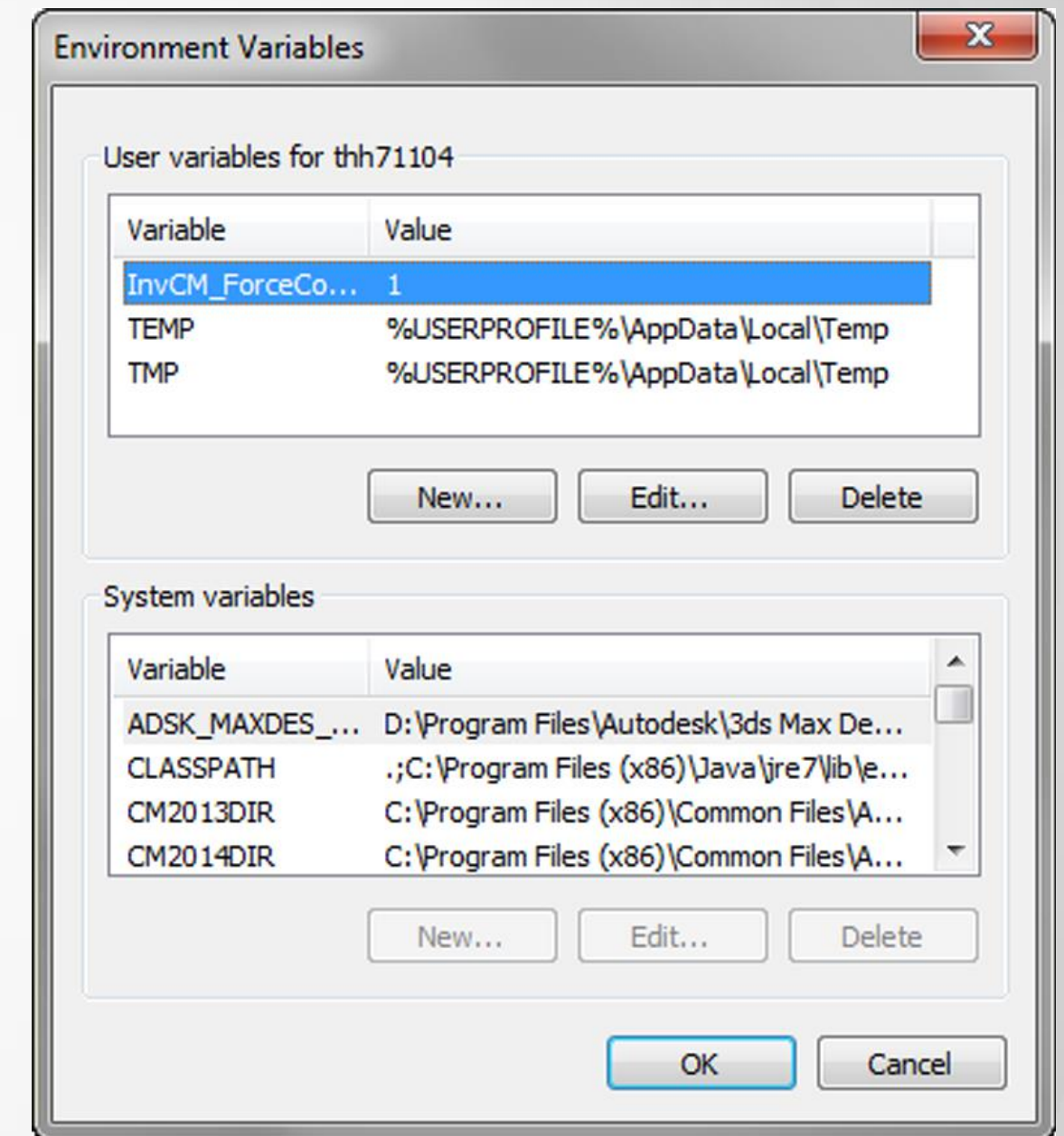
Migrating To Generic Type

Windows Environment Variable

InvCM_ForceConvertToGeneric

Value = 1

Set Reflectivity and Self Illumination

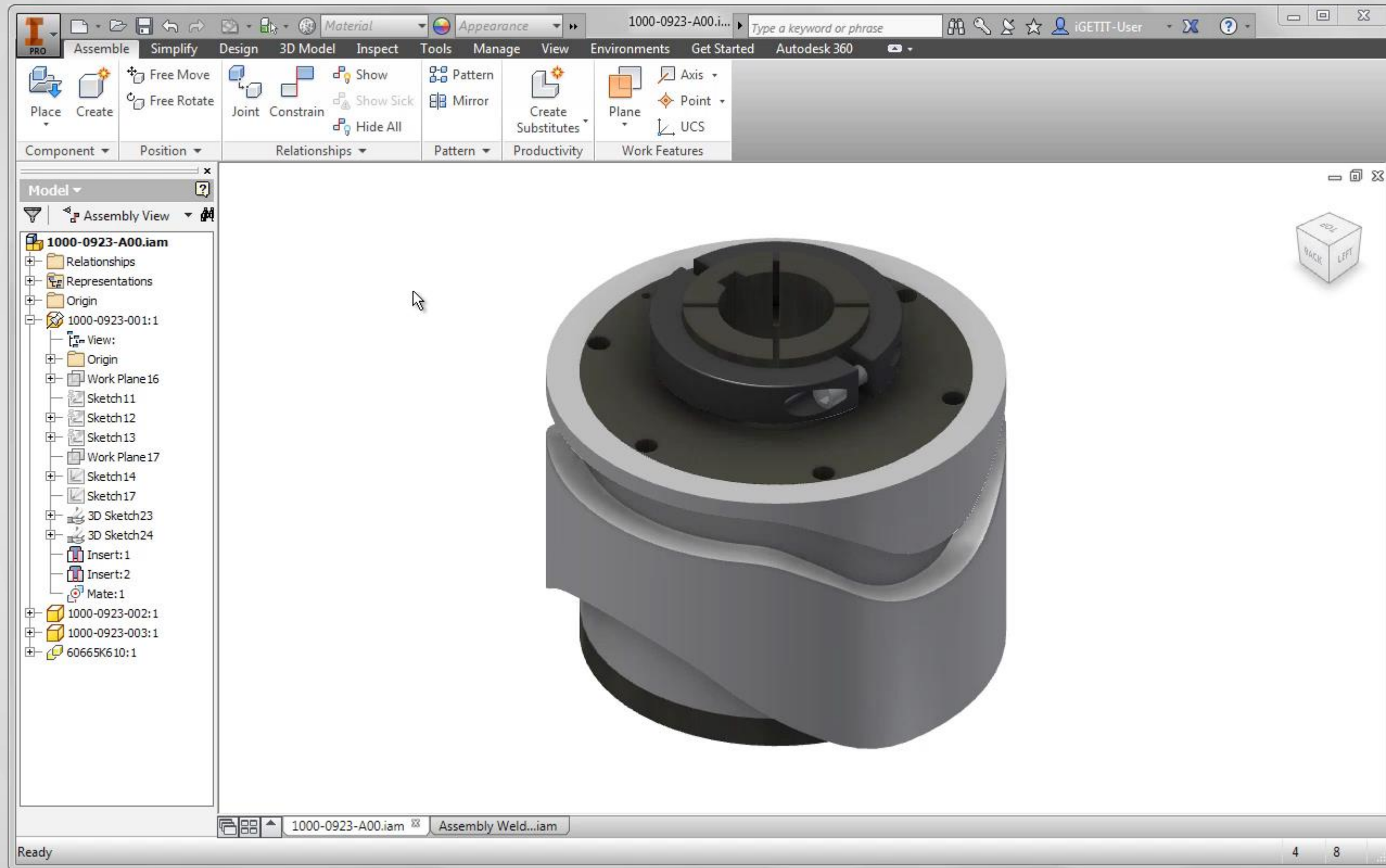




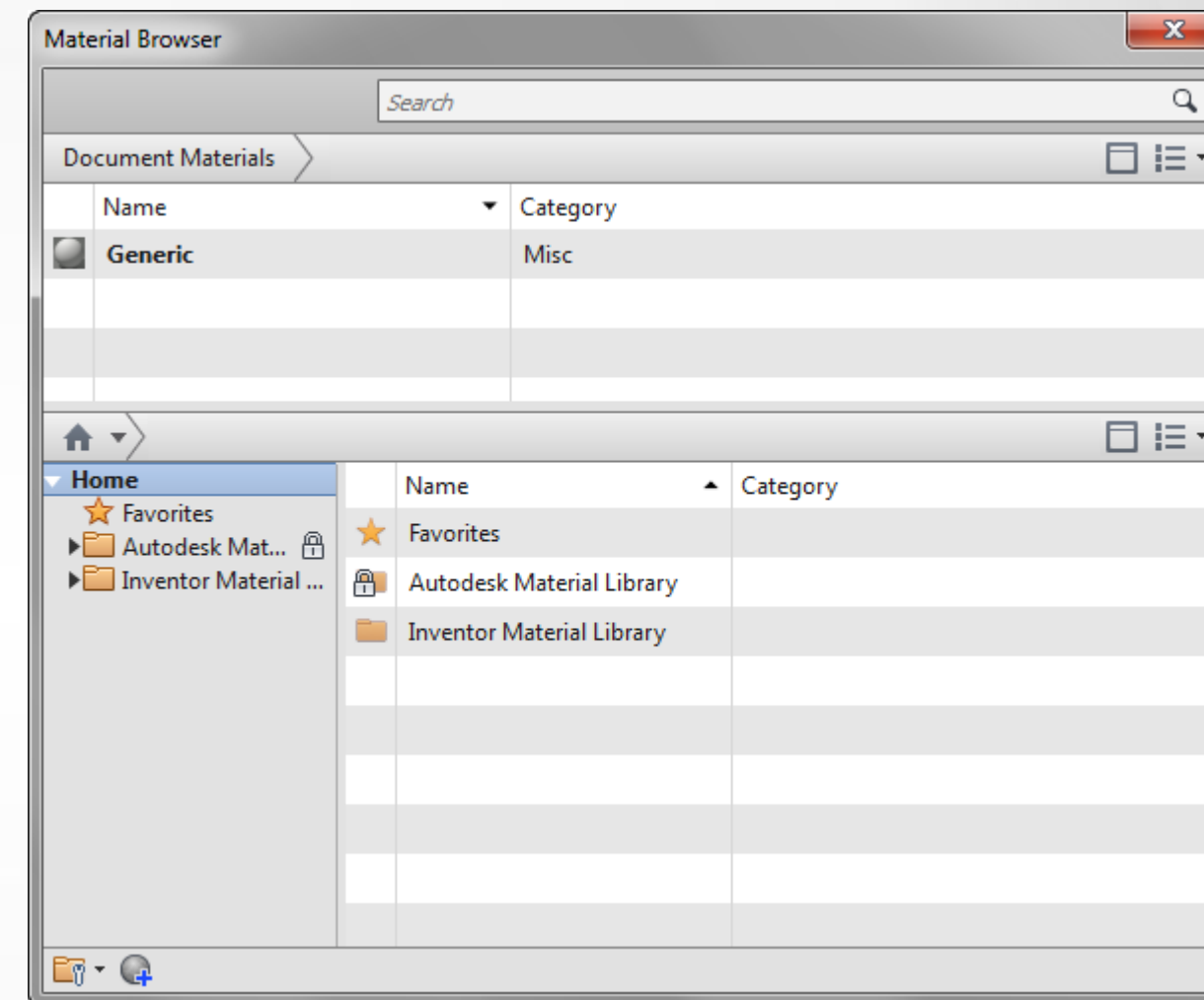
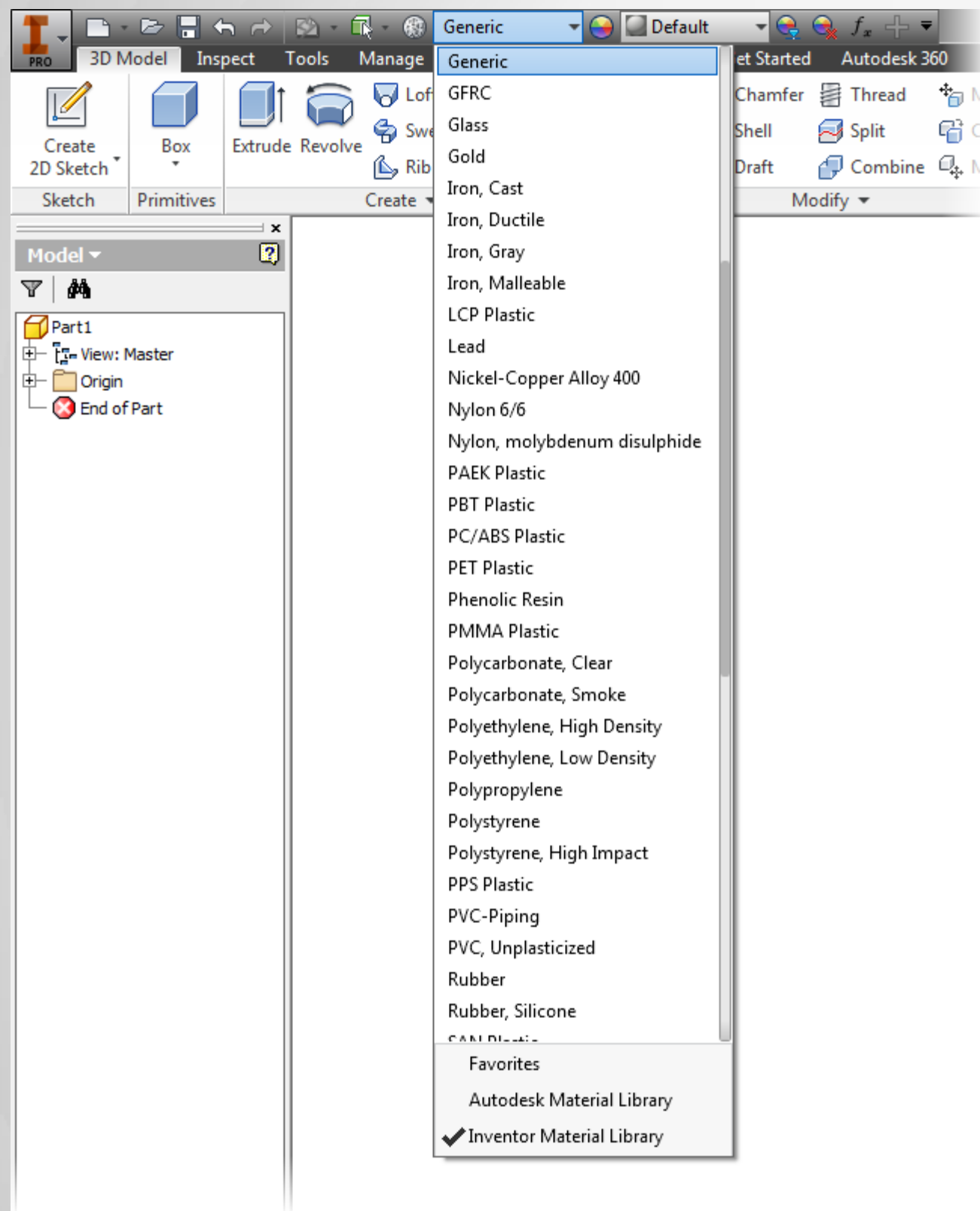
Materials



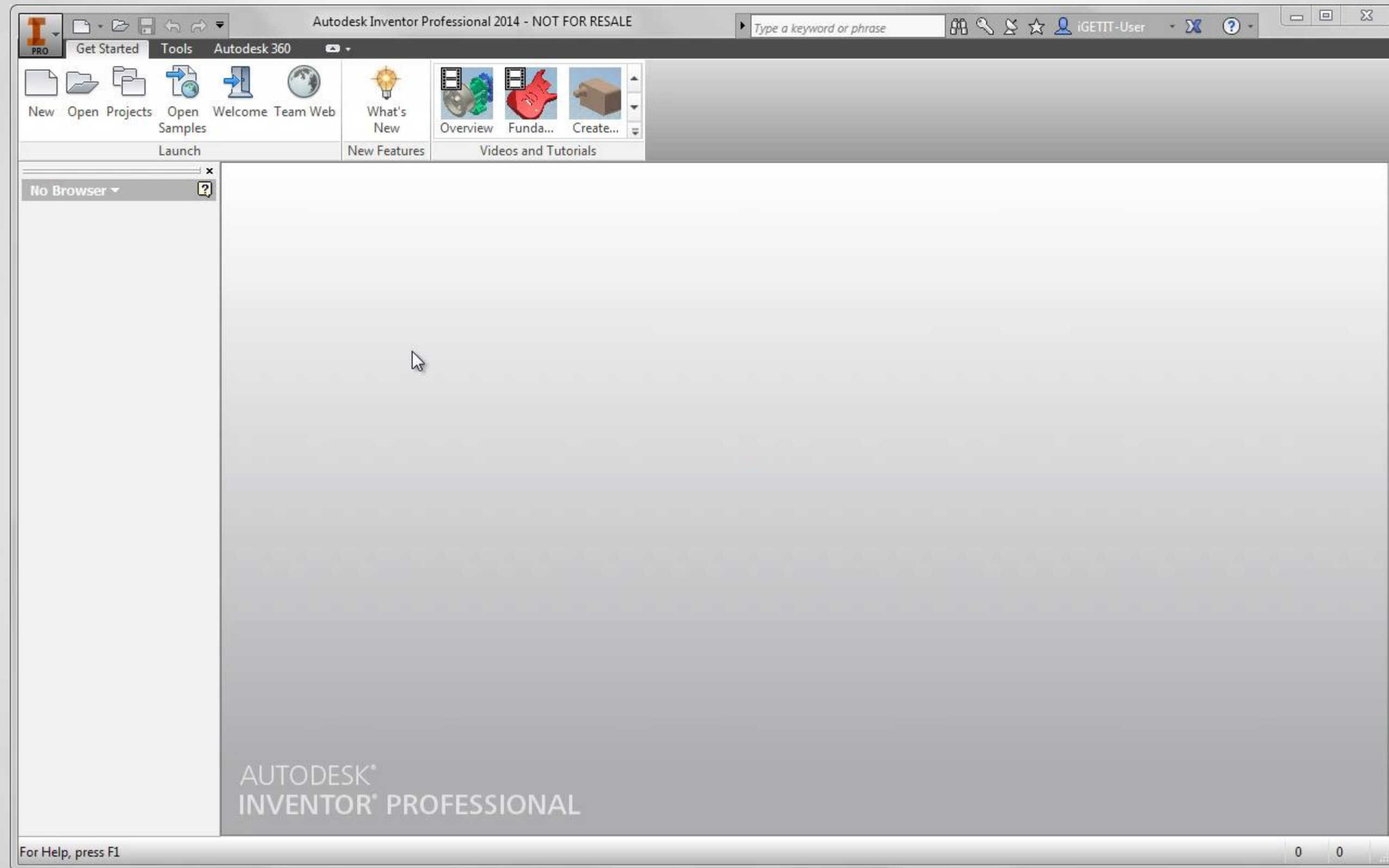
About Materials



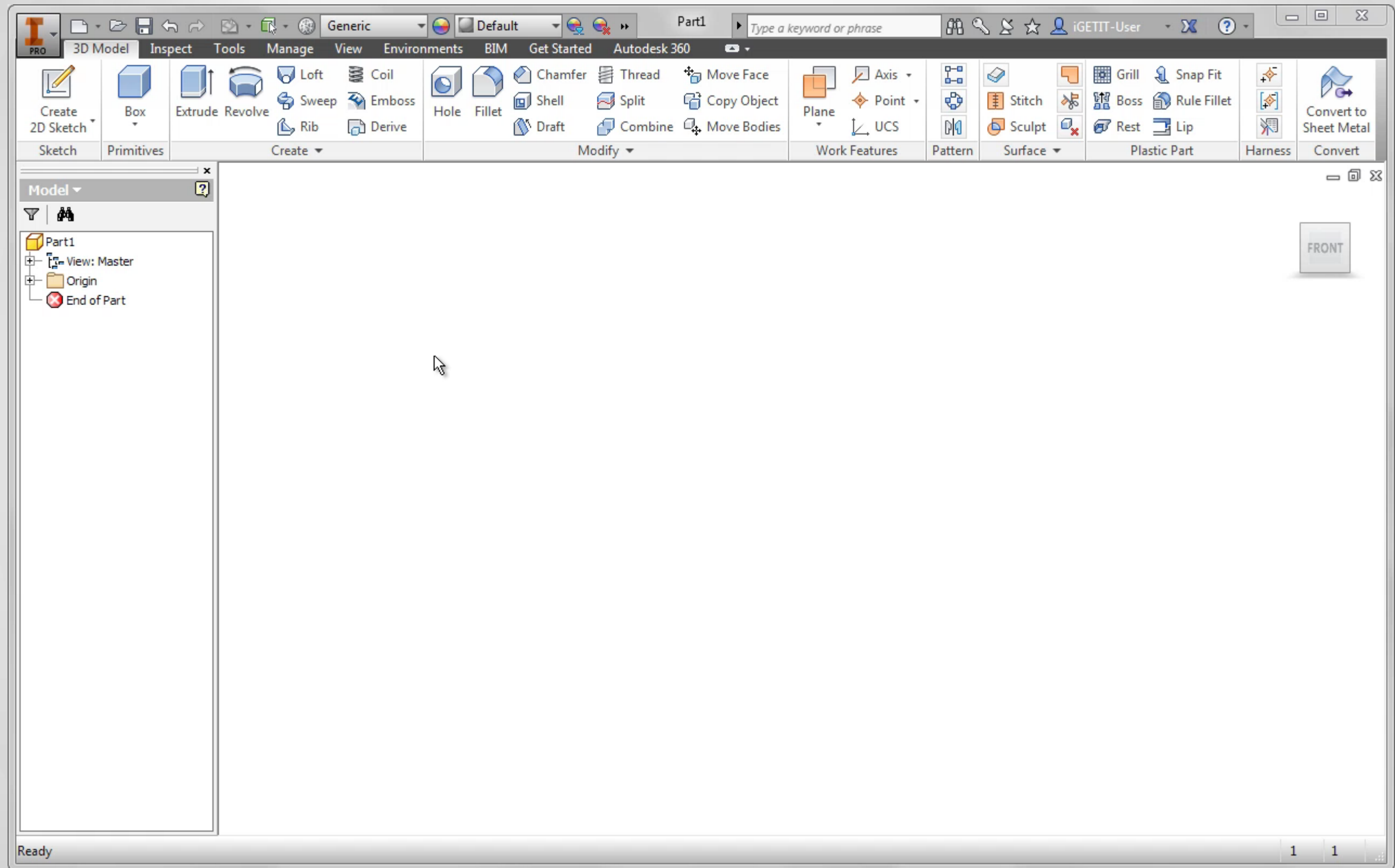
Material Libraries



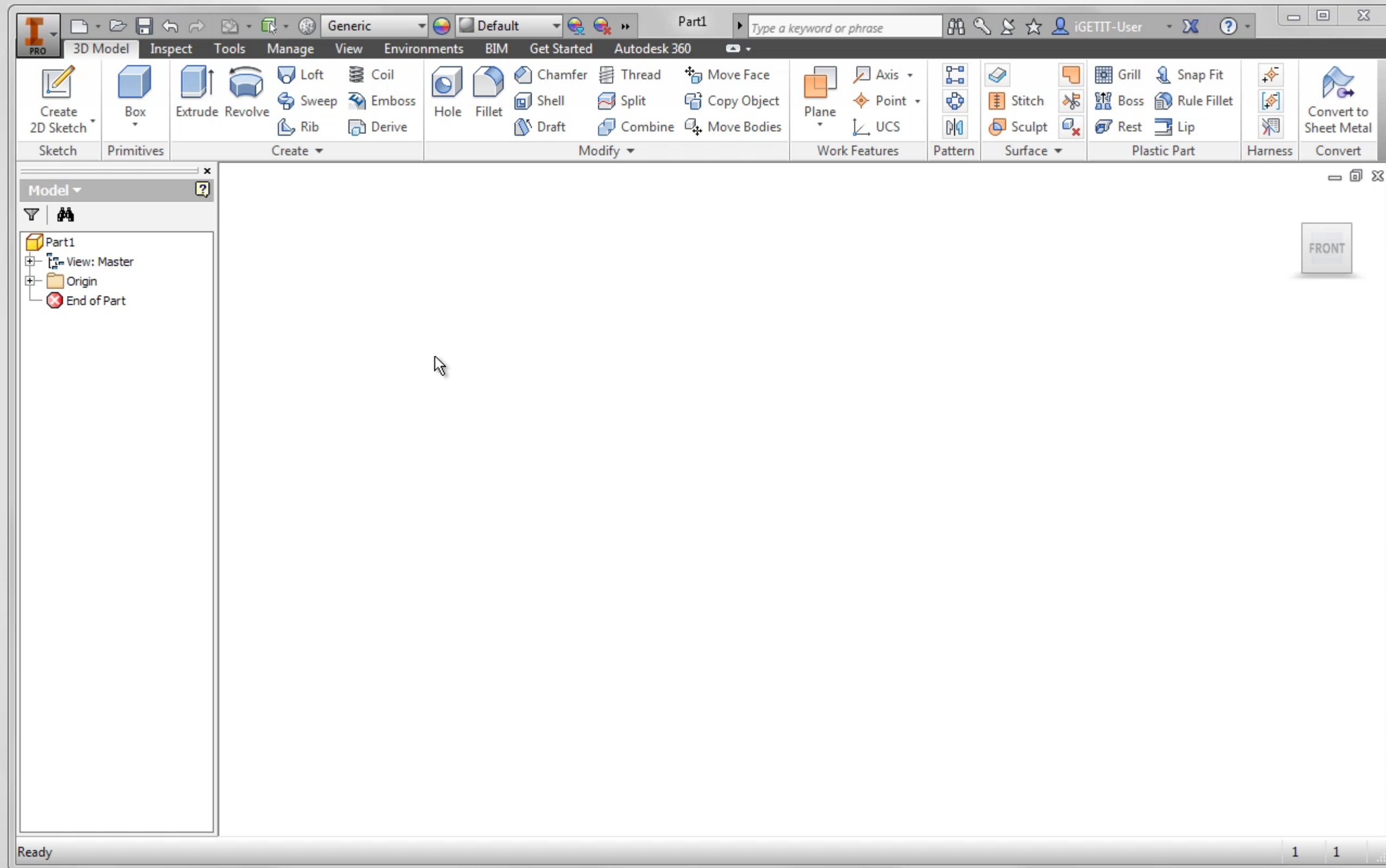
Material Library Creation



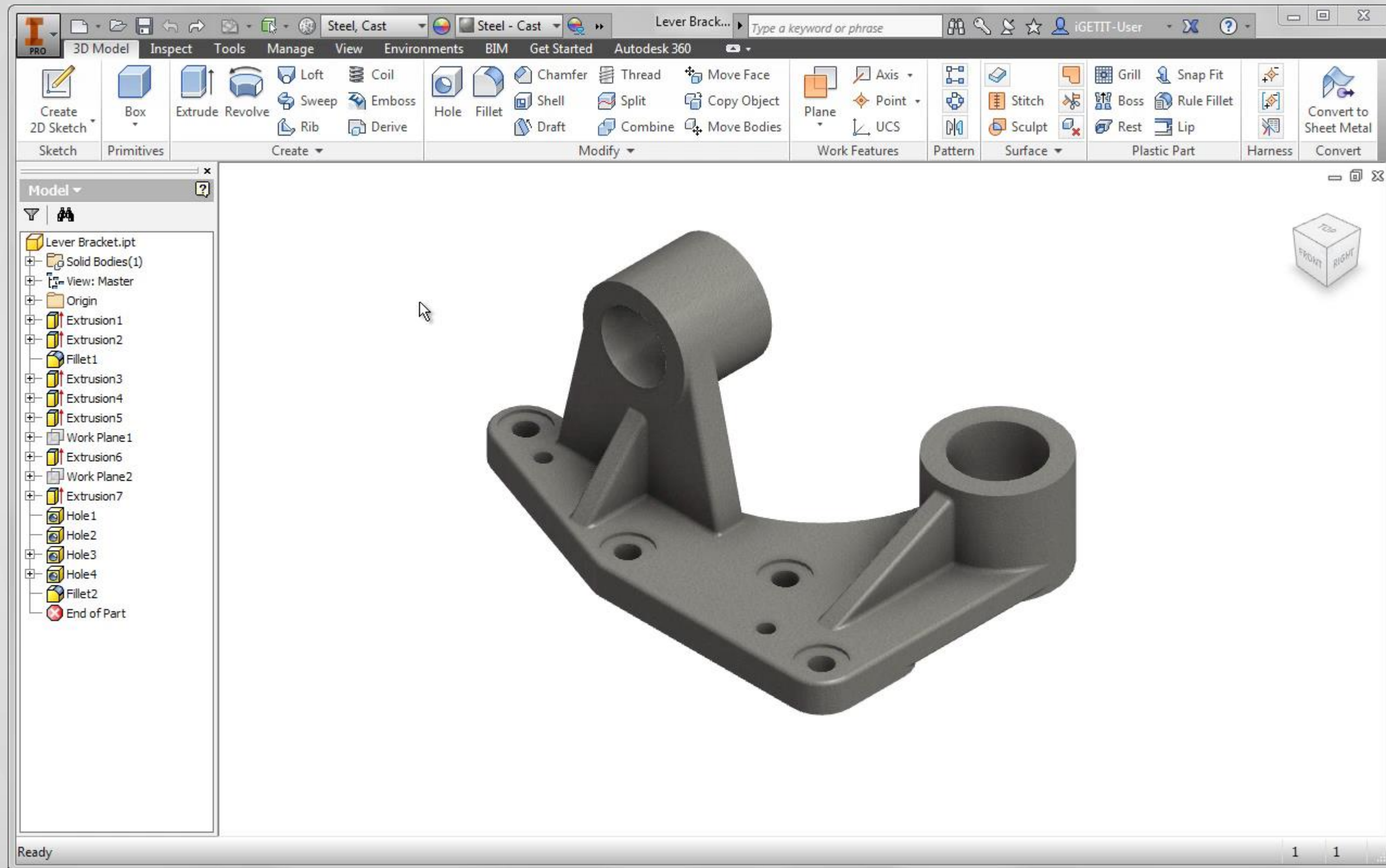
Material Creation



Material Creation From Existing Material



Appearance Overrides vs. Material Appearances



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Questions?

Additional Information



Sign up for a free account.

www.myigetit.com

Free course available - 8 hour long course - Videos and Projects.

Autodesk Inventor 2014 Appearance, Materials and Styles

