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 Library Creation
Creating Appearances
Applying Appearances
Appearances with Lighting Styles
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

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Autodesk Inventor 2014 Appearance, Materials and Styles