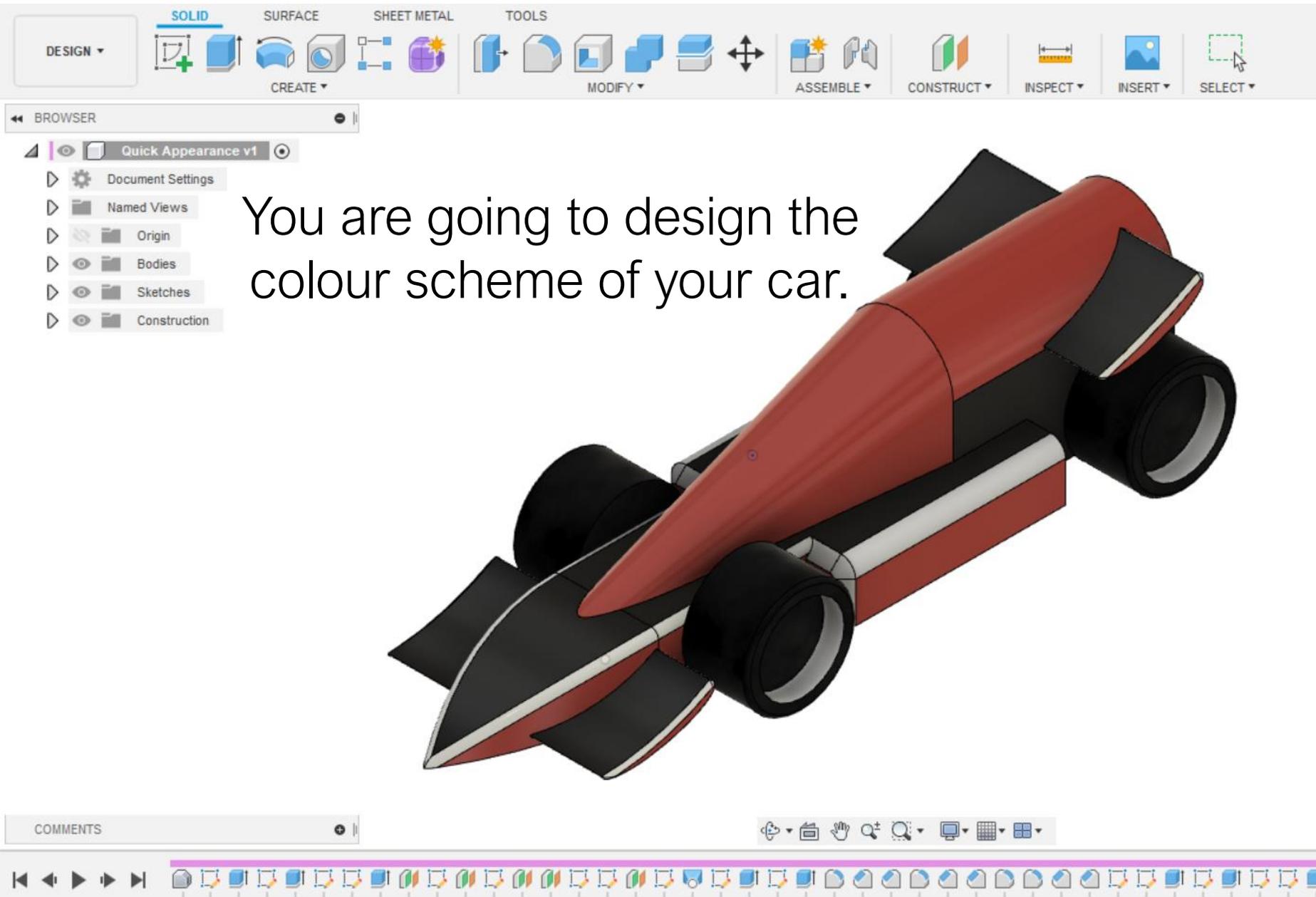
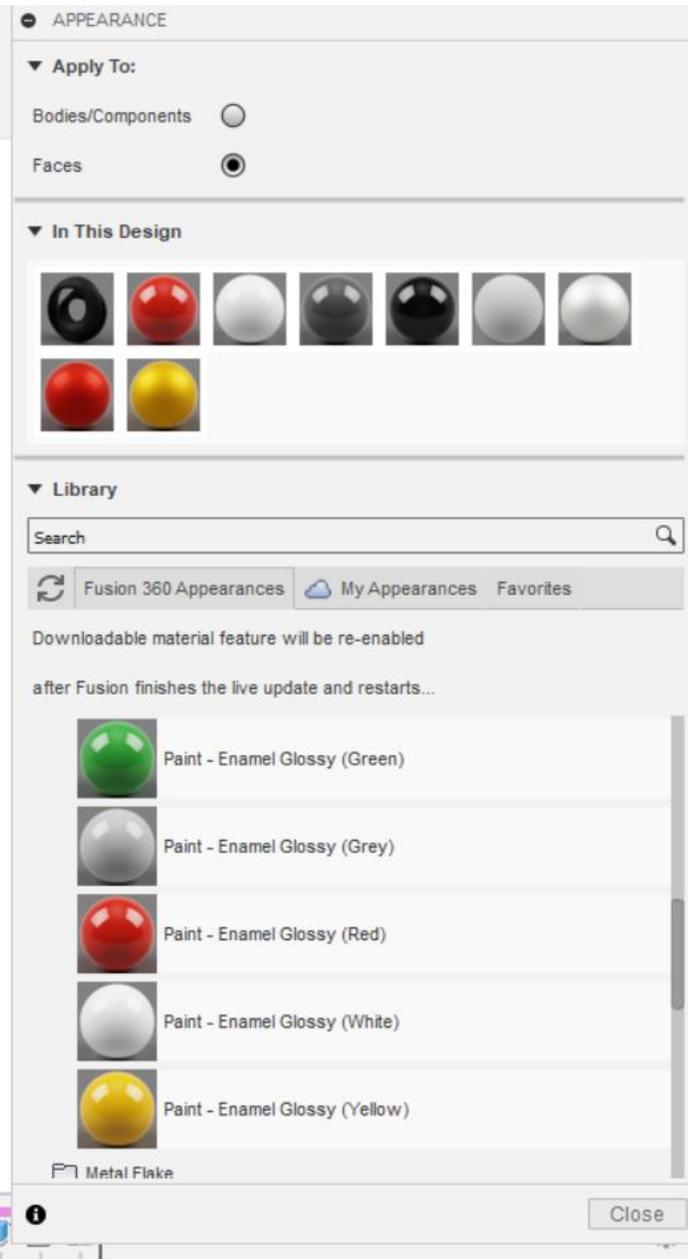


Activity 11 - Designing a quick appearance





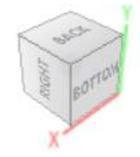
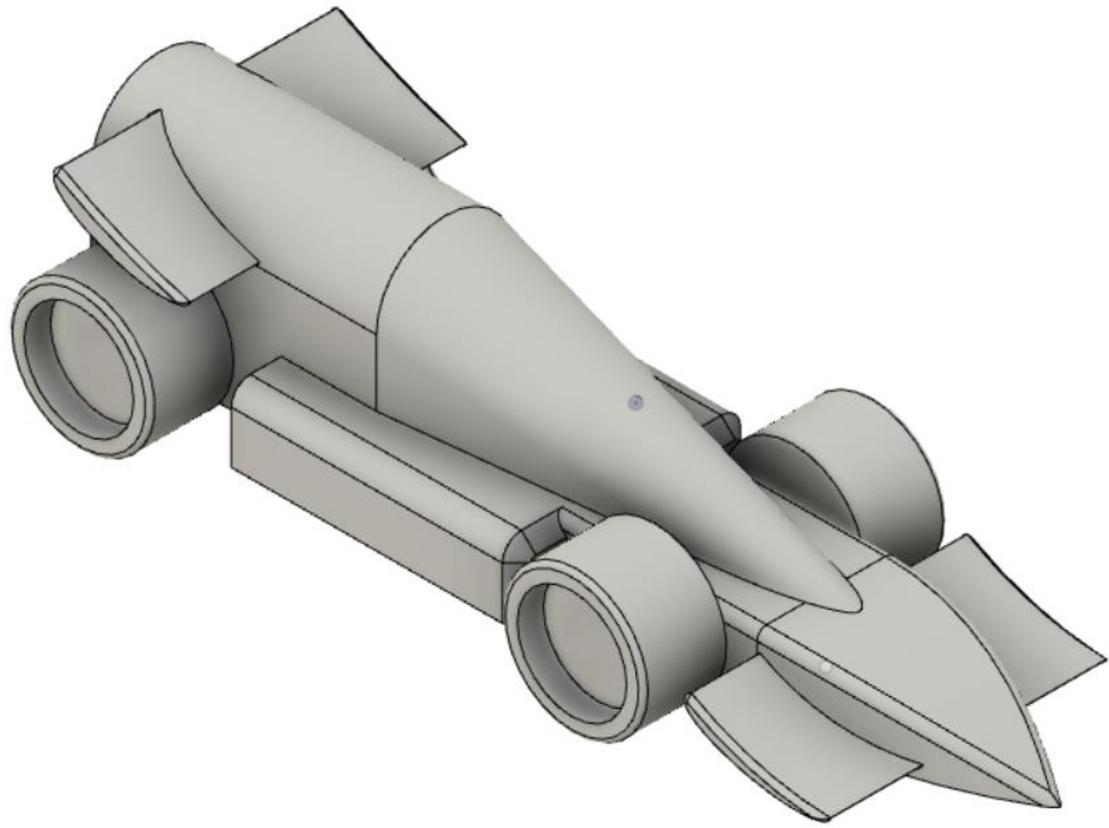
You are going to design the colour scheme of your car.





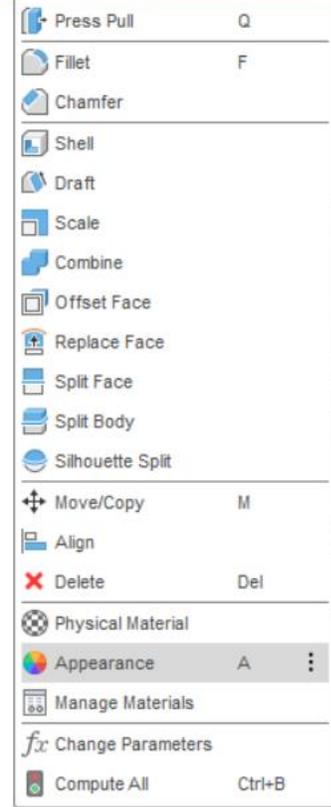
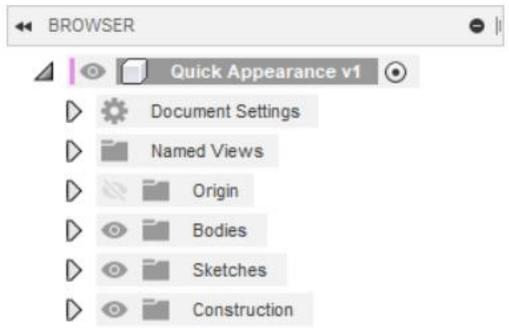
BROWSER

- Quick Appearance v1
- Document Settings
- Named Views
- Origin
- Bodies
- Sketches
- Construction

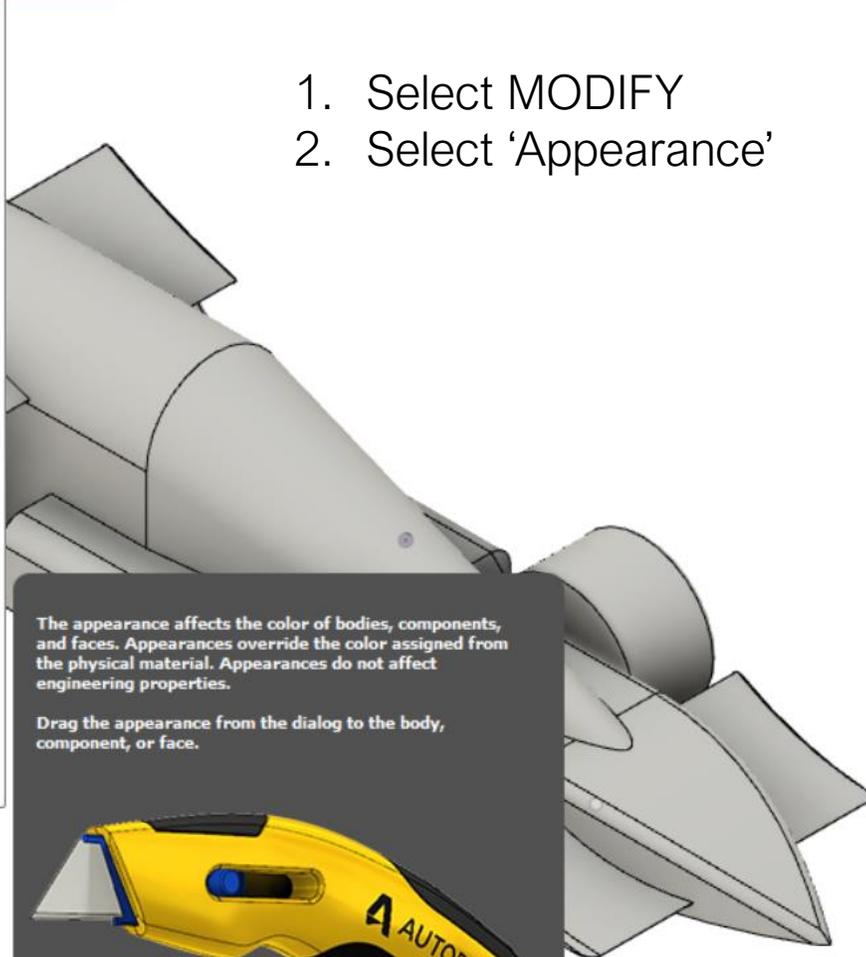


COMMENTS



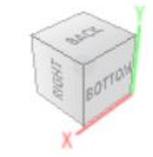


1. Select MODIFY
2. Select 'Appearance'



The appearance affects the color of bodies, components, and faces. Appearances override the color assigned from the physical material. Appearances do not affect engineering properties.

Drag the appearance from the dialog to the body, component, or face.

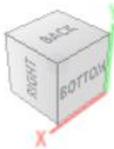
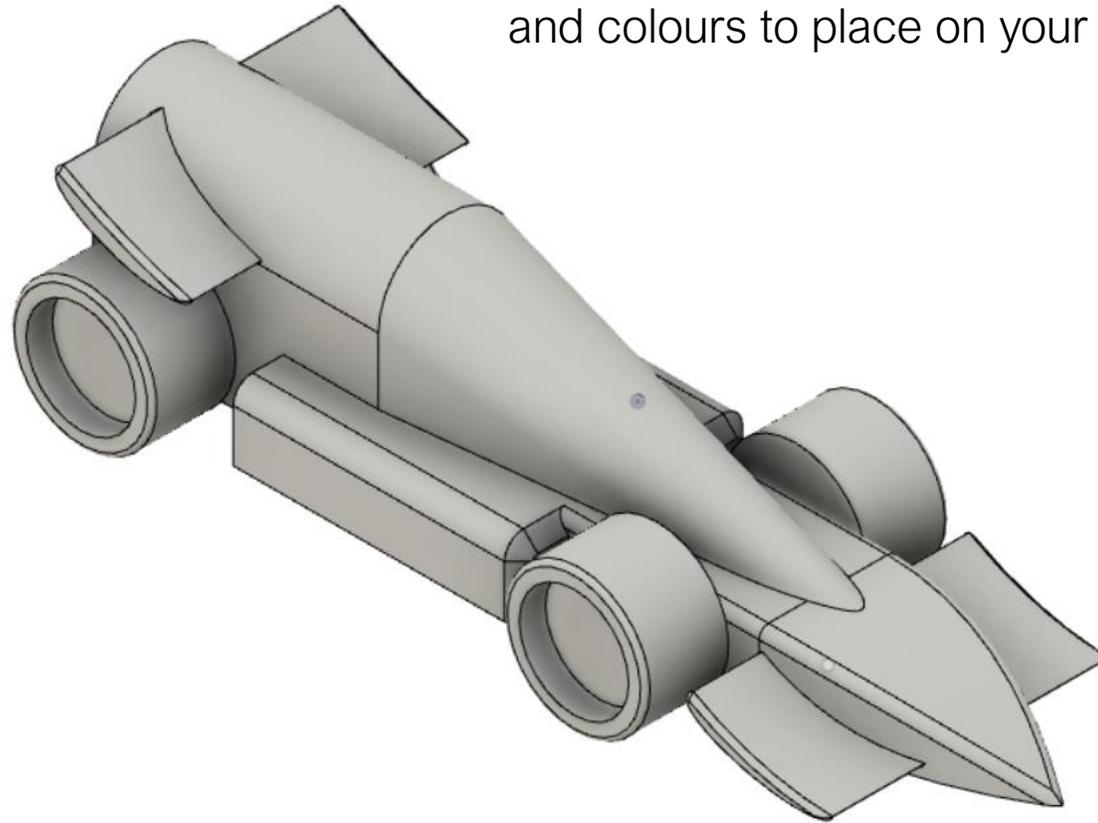




BROWSER

- Quick Appearance v1
- Document Settings
- Named Views
- Origin
- Bodies
- Sketches
- Construction

This is the appearance tool bar. Here you can choose a variety of different materials and colours to place on your car.



APPEARANCE

Apply To:
Bodies/Components
Faces

In This Design



Library

Search

Fusion 360 Appearances My Appearances Favorites

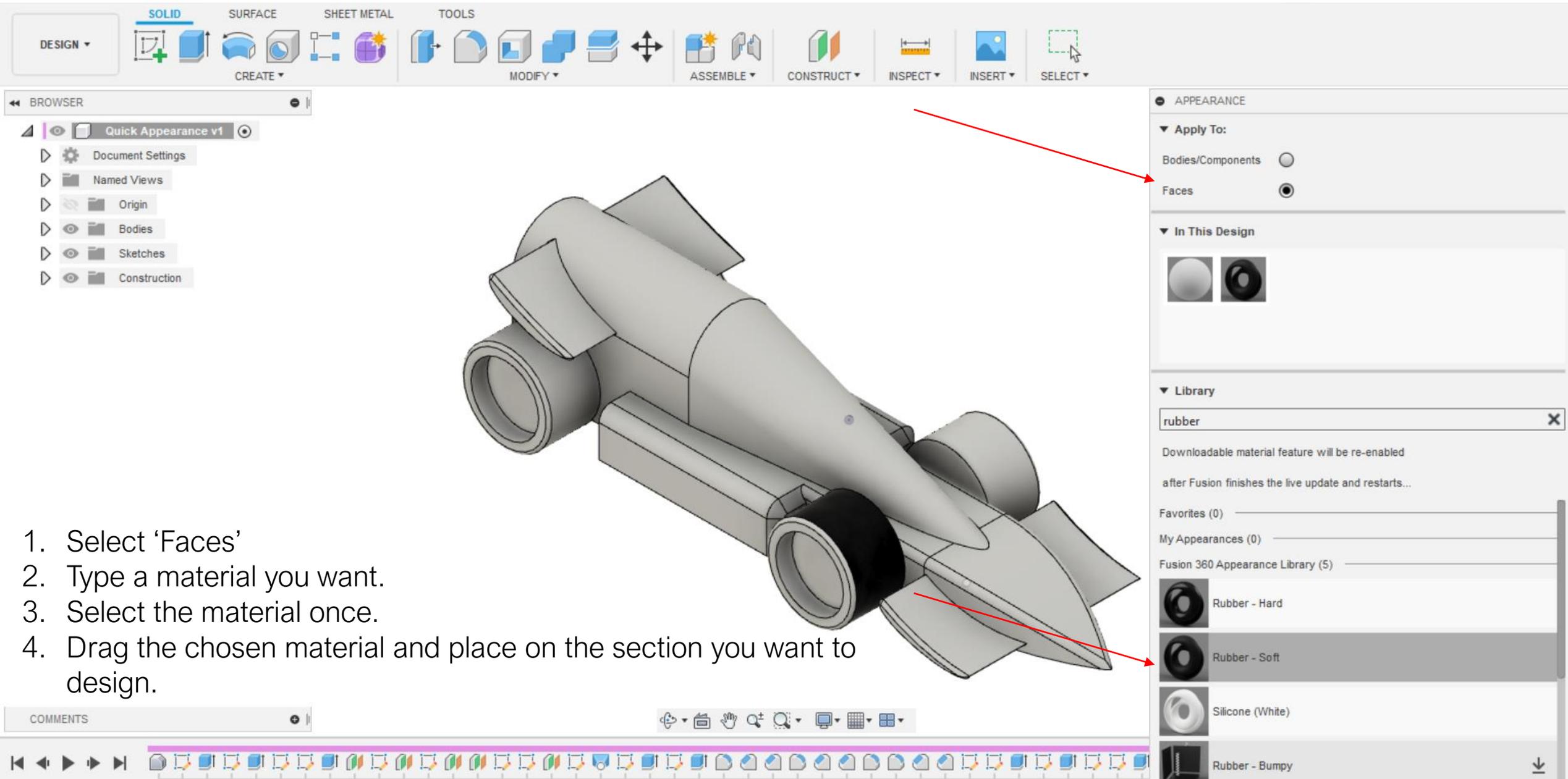
Downloadable material feature will be re-enabled after Fusion finishes the live update and restarts...

Fabric
Glass

Close

COMMENTS



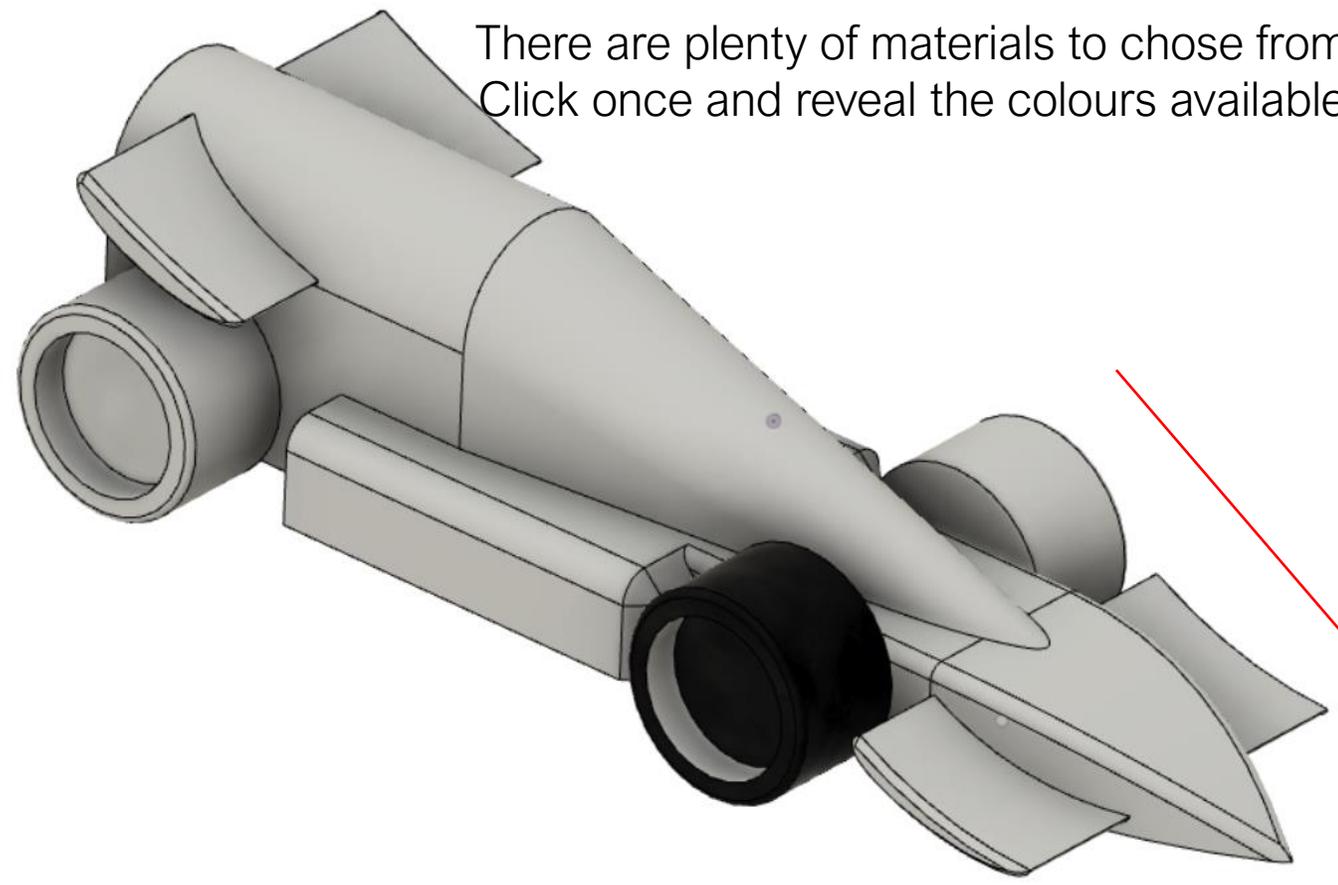


1. Select 'Faces'
2. Type a material you want.
3. Select the material once.
4. Drag the chosen material and place on the section you want to design.



BROWSER

- Quick Appearance v1
- Document Settings
- Named Views
- Origin
- Bodies
- Sketches
- Construction

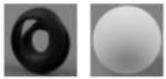


There are plenty of materials to choose from. Click once and reveal the colours available.

APPEARANCE

Apply To:
Bodies/Components
Faces

In This Design



Library

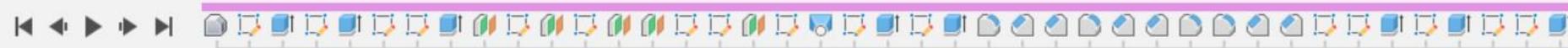
Search

Fusion 360 Appearances My Appearances Favorites

Downloadable material feature will be re-enabled after Fusion finishes the live update and restarts...

- Leather and Cloth
- Liquid
- Metal
- Mirror
- Miscellaneous
- Other
- Paint
- Plastic
- Stone
- Wood

COMMENTS



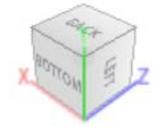
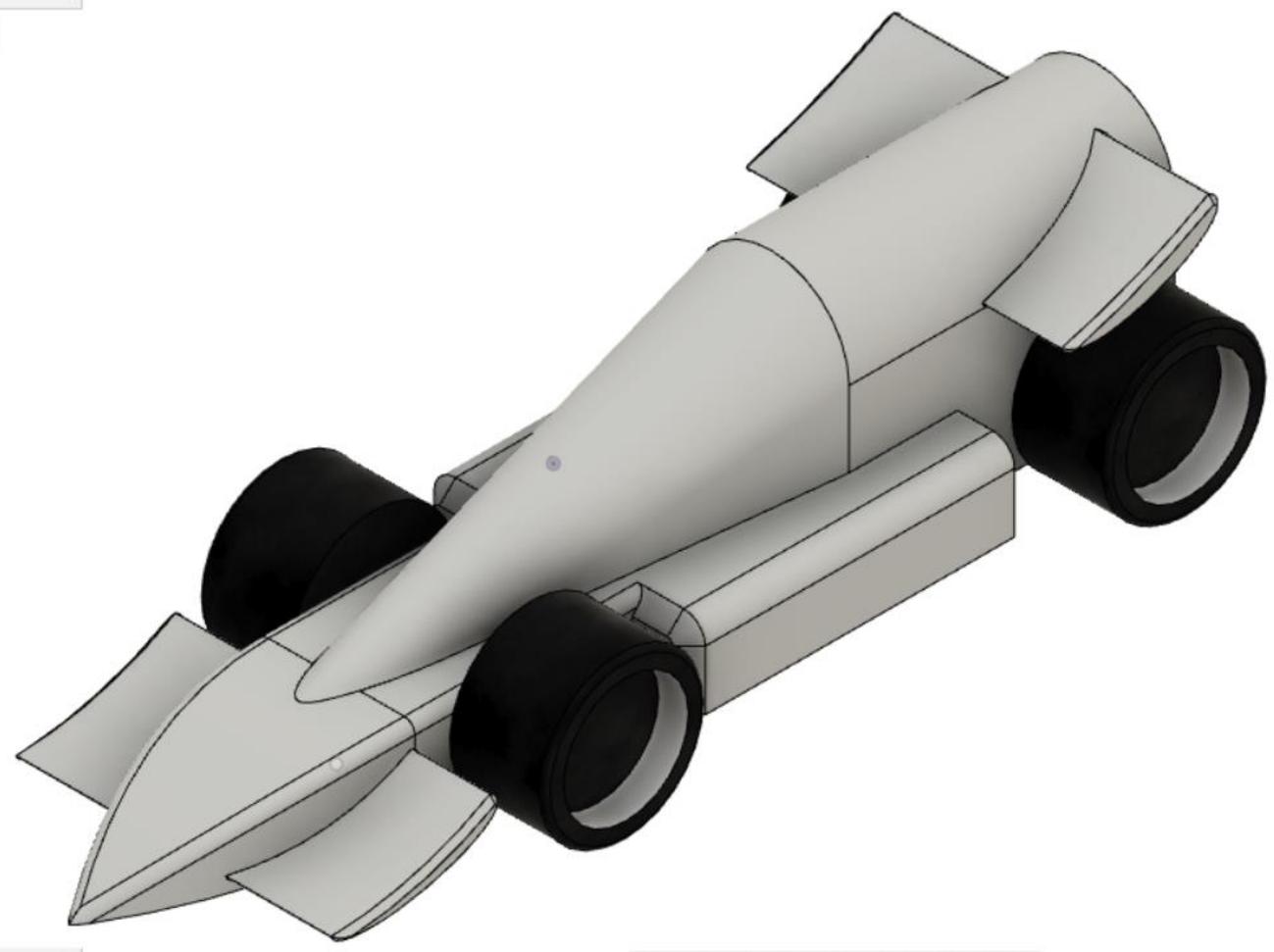
DESIGN ▾

SOLID SURFACE SHEET METAL TOOLS

CREATE ▾ MODIFY ▾ ASSEMBLE ▾ CONSTRUCT ▾ INSPECT ▾ INSERT ▾ SELECT ▾

BROWSER

- Quick Appearance v1
- Document Settings
- Named Views
- Origin
- Bodies
- Sketches
- Construction



APPEARANCE

Apply To:

Bodies/Components

Faces

In This Design

Library

Search

Fusion 360 Appearances My Appearances Favorites

Downloadable material feature will be re-enabled after Fusion finishes the live update and restarts...

Leather and Cloth

Liquid

Close

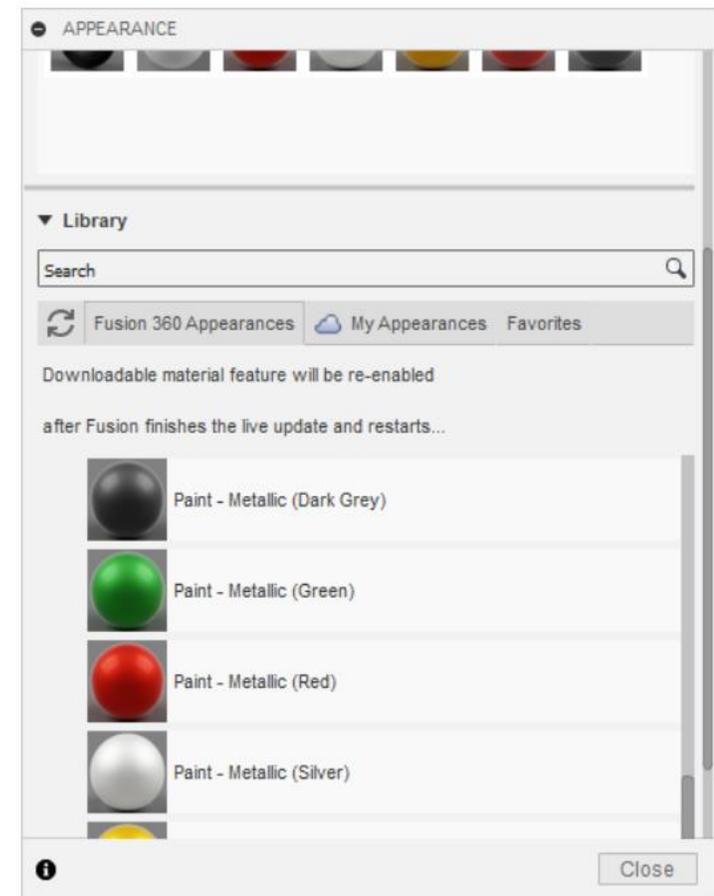
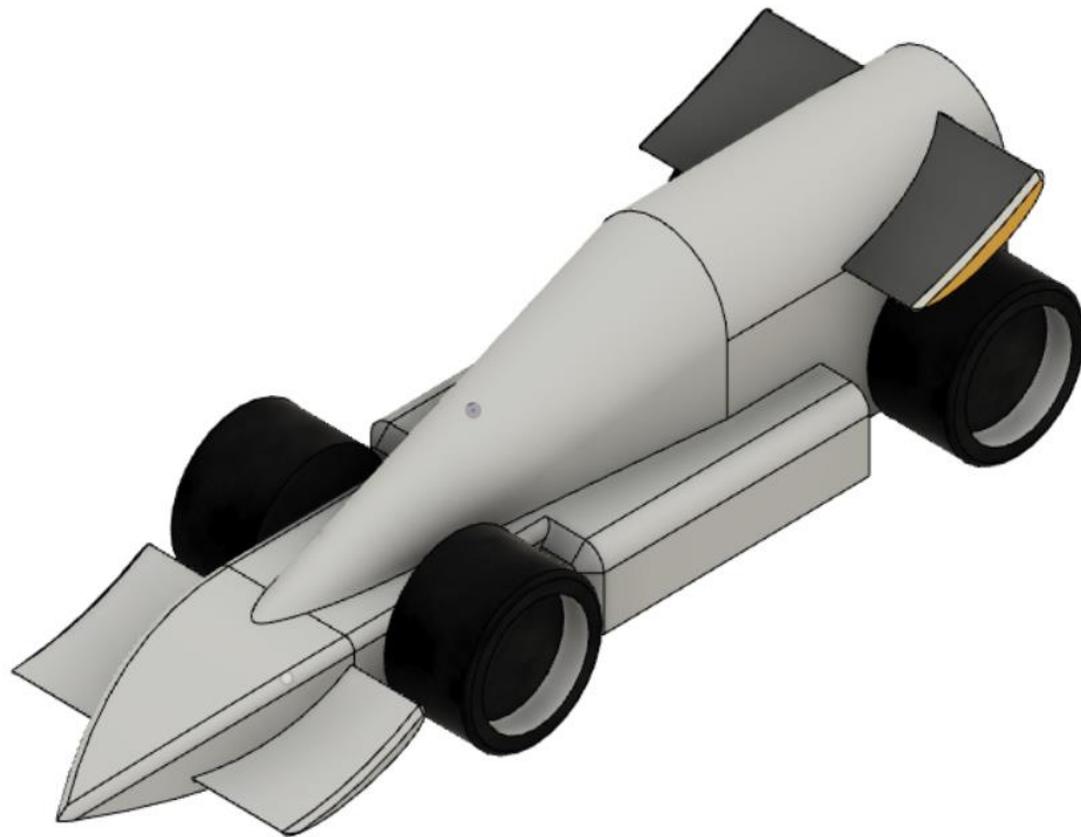
COMMENTS

Navigation icons: pan, rotate, zoom, and other view controls.

Timeline and status bar with various icons for undo, redo, and other functions.



You can change the colours until you find the design you like.

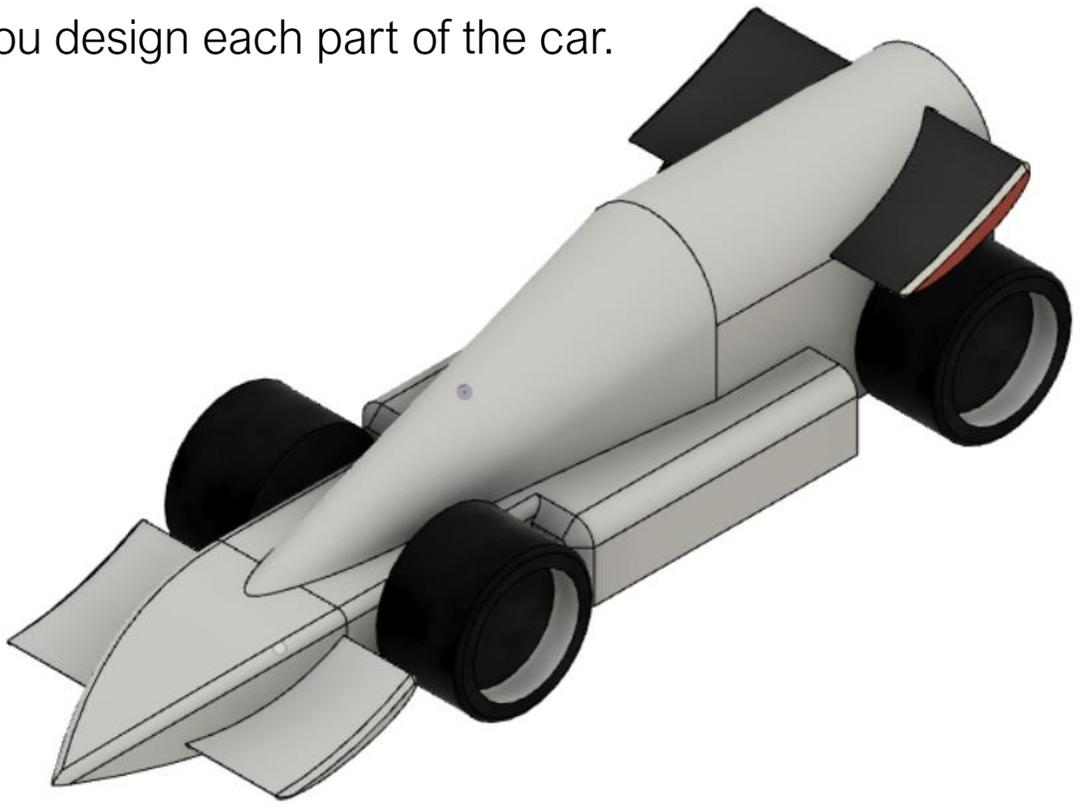




BROWSER

- Quick Appearance v1
- Document Settings
- Named Views
- Origin
- Bodies
- Sketches
- Construction

Ensure you design each part of the car.



APPEARANCE

Library

Search

Fusion 360 Appearances My Appearances Favorites

Downloadable material feature will be re-enabled after Fusion finishes the live update and restarts...

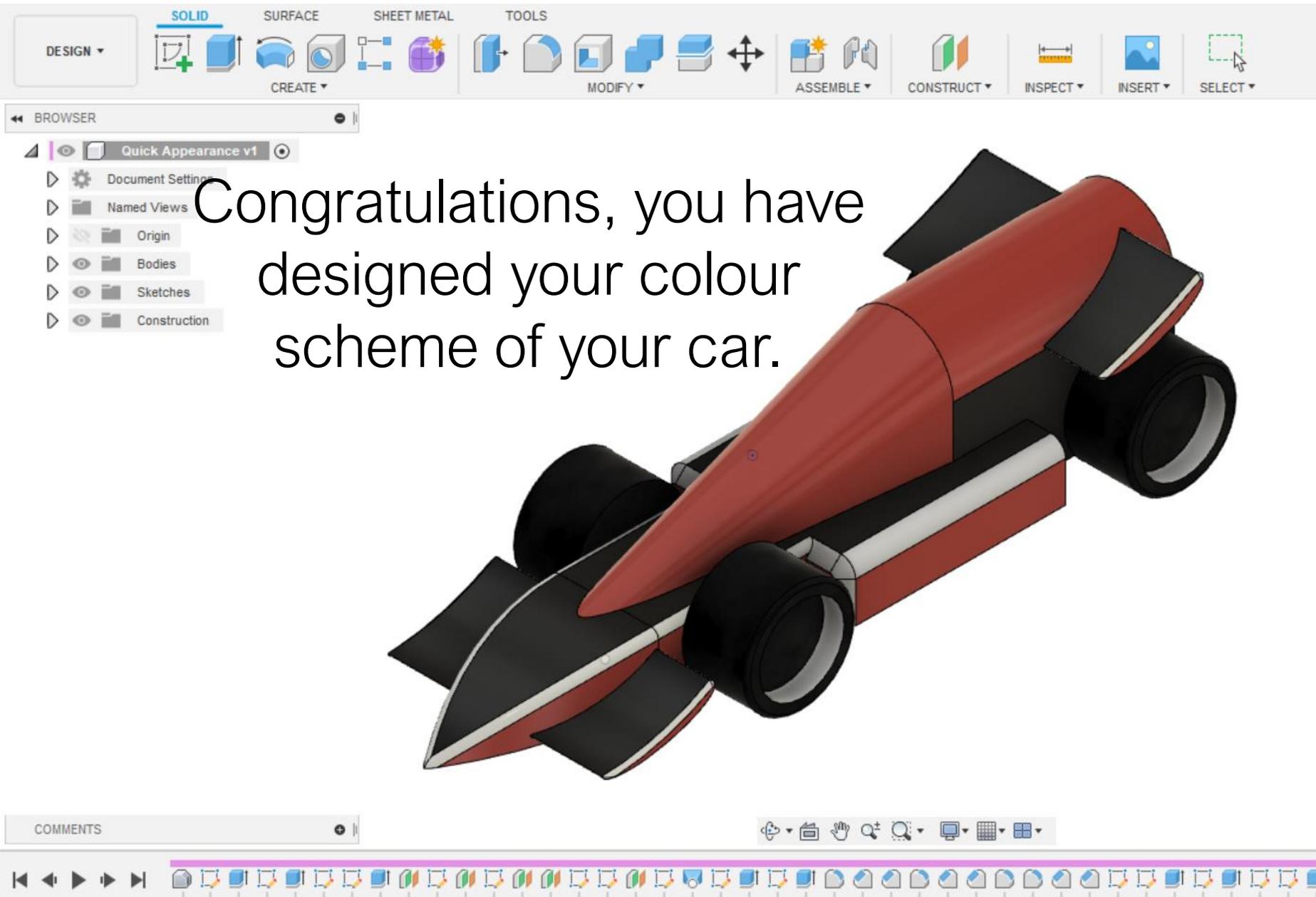
- Paint - Enamel Glossy (Green)
- Paint - Enamel Glossy (Grey)
- Paint - Enamel Glossy (Red)
- Paint - Enamel Glossy (White)
- Paint - Enamel Glossy (Yellow)

Metal Flake

Close

COMMENTS





Congratulations, you have designed your colour scheme of your car.

