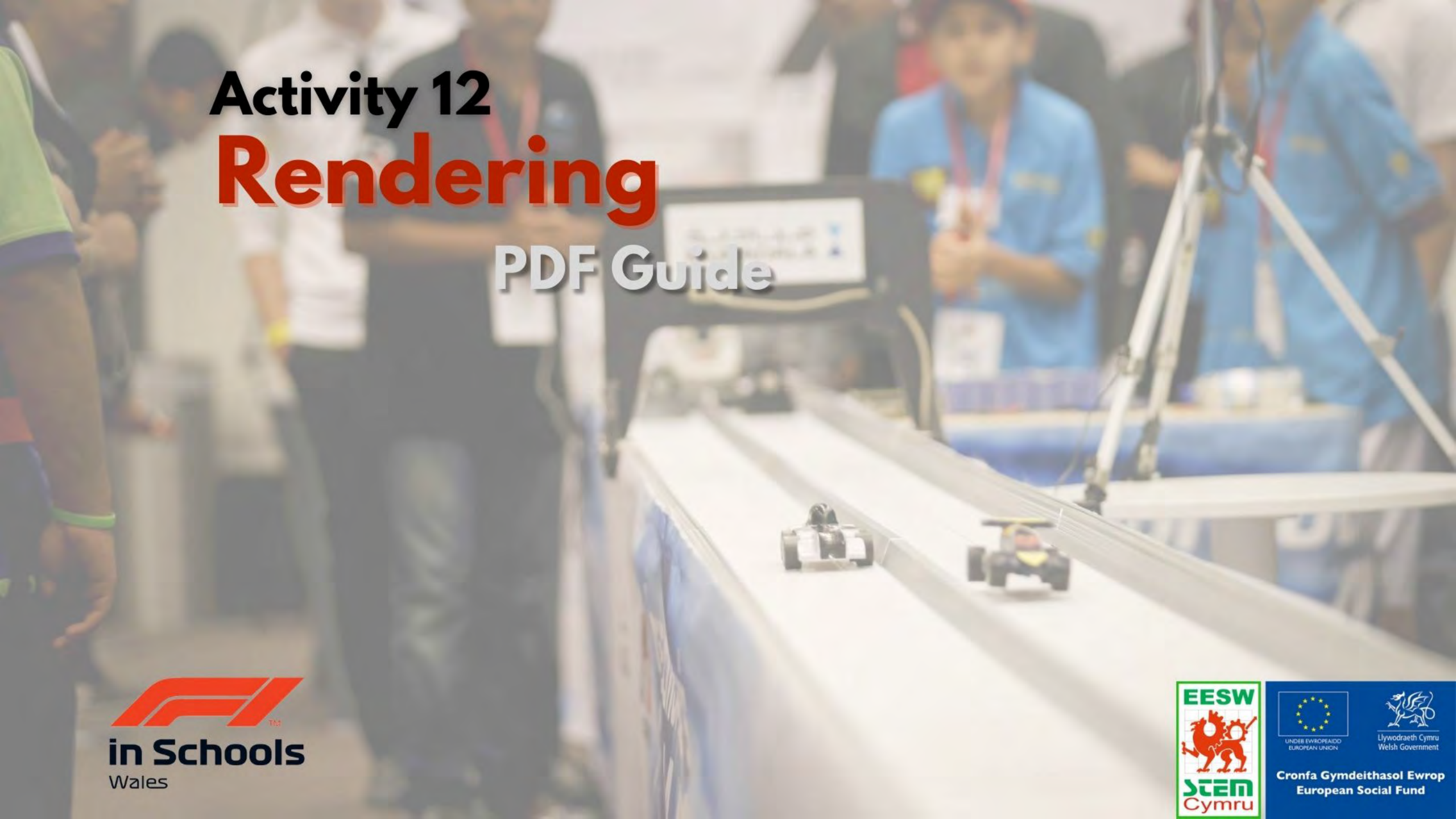
Activity 12

Rendering

PDF Guide



F1 in Schools Wales

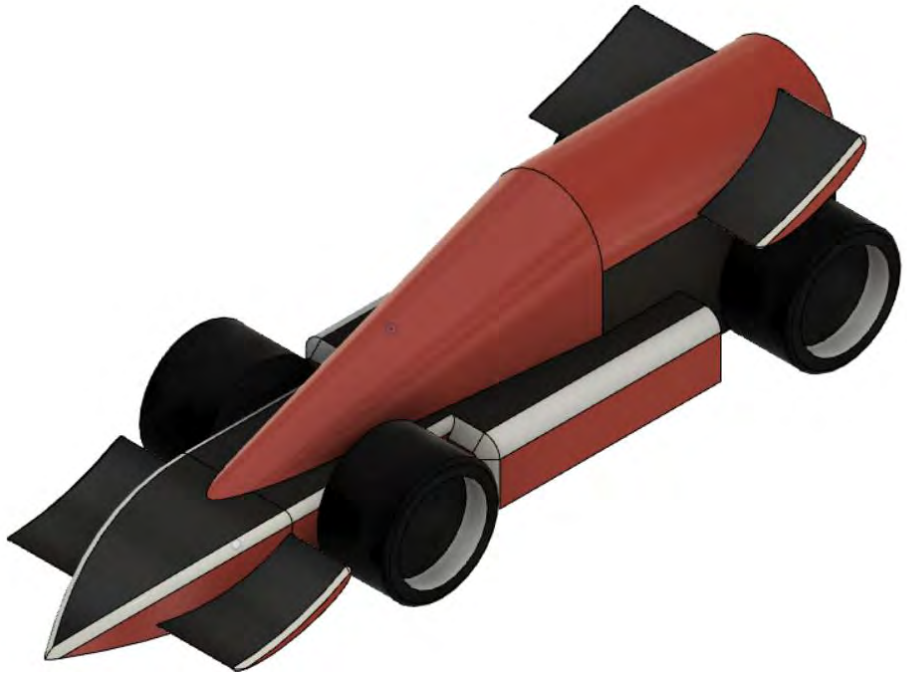
EESW STEM Cymru

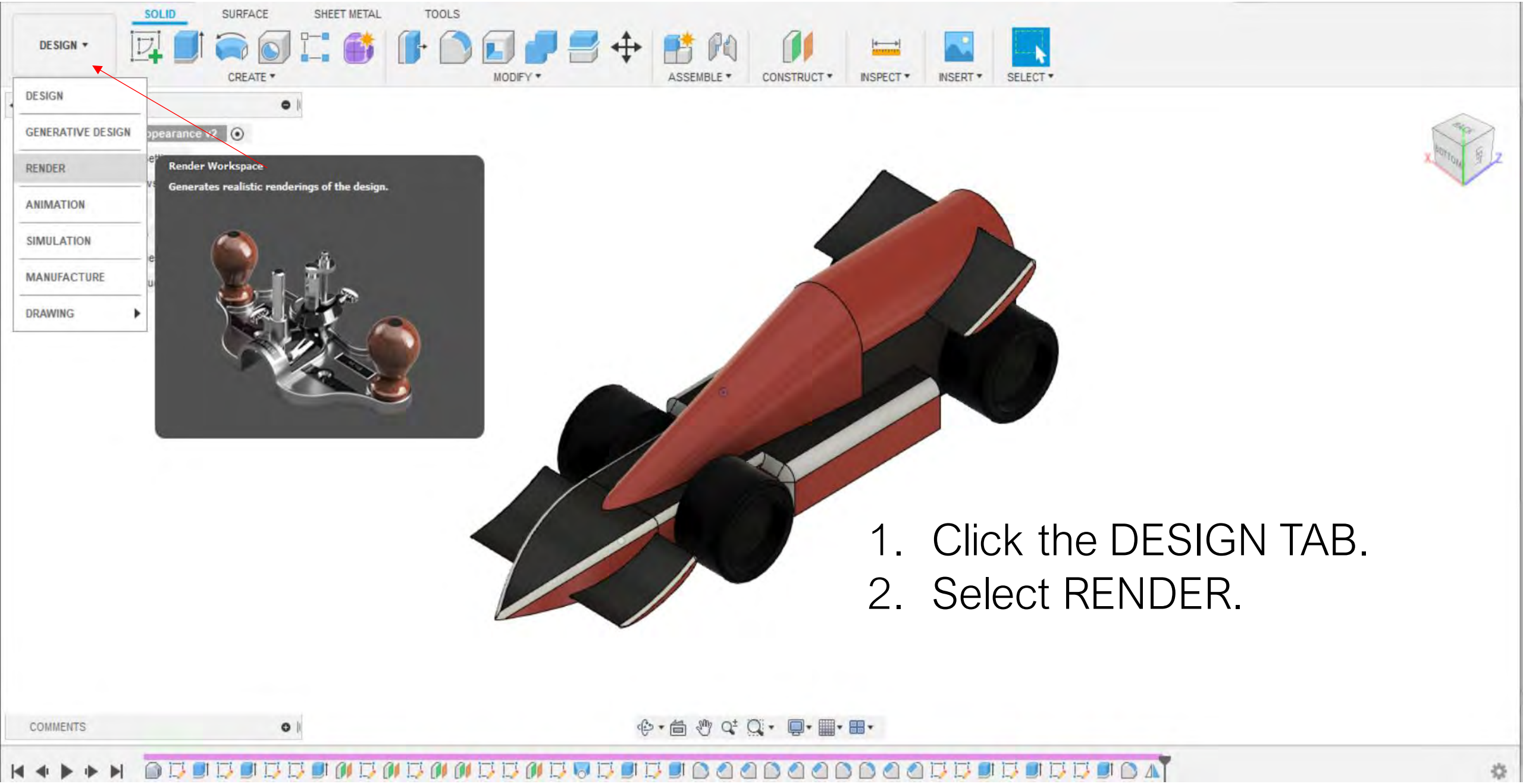
UNDEB EWROPEAIDD EUROPEAN UNION

Llywodraeth Cymru Welsh Government

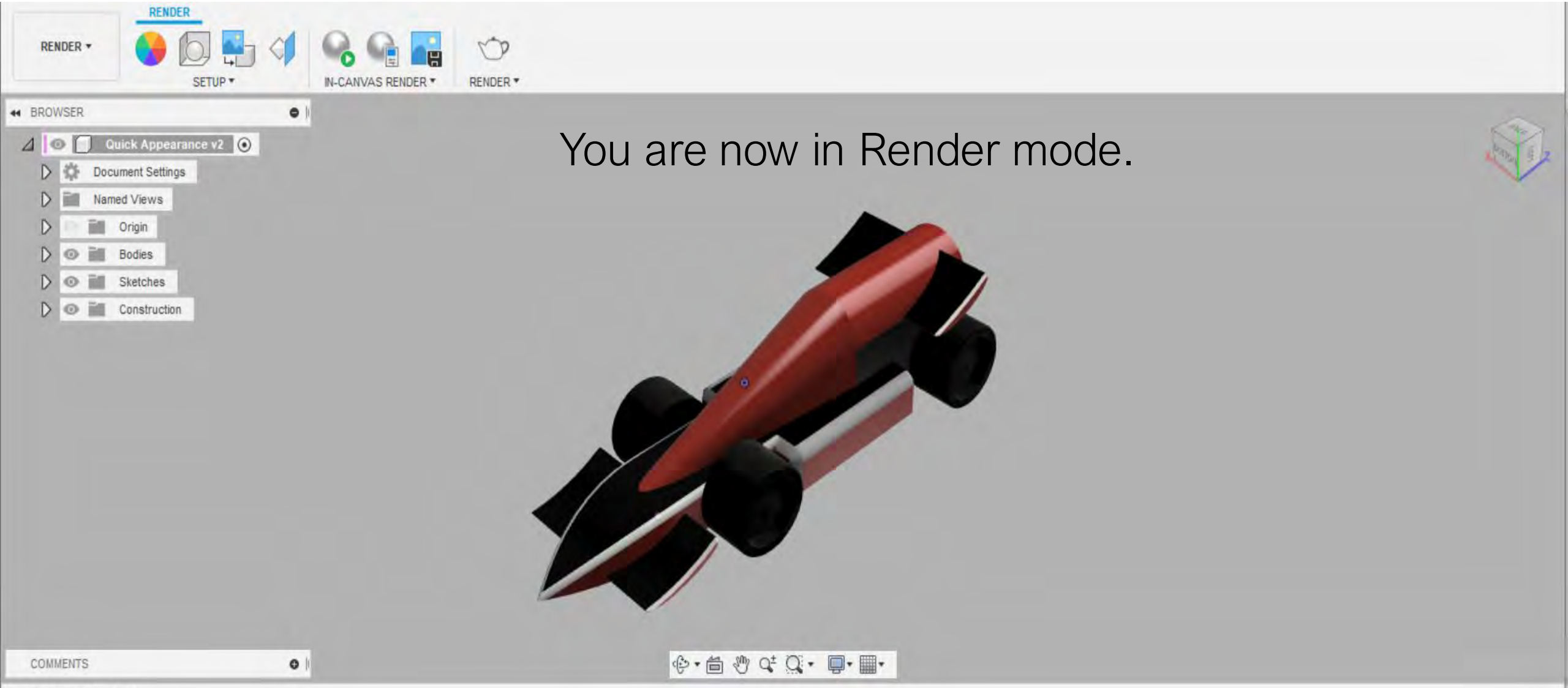
Cronfa Gymdeithasol Ewrop European Social Fund

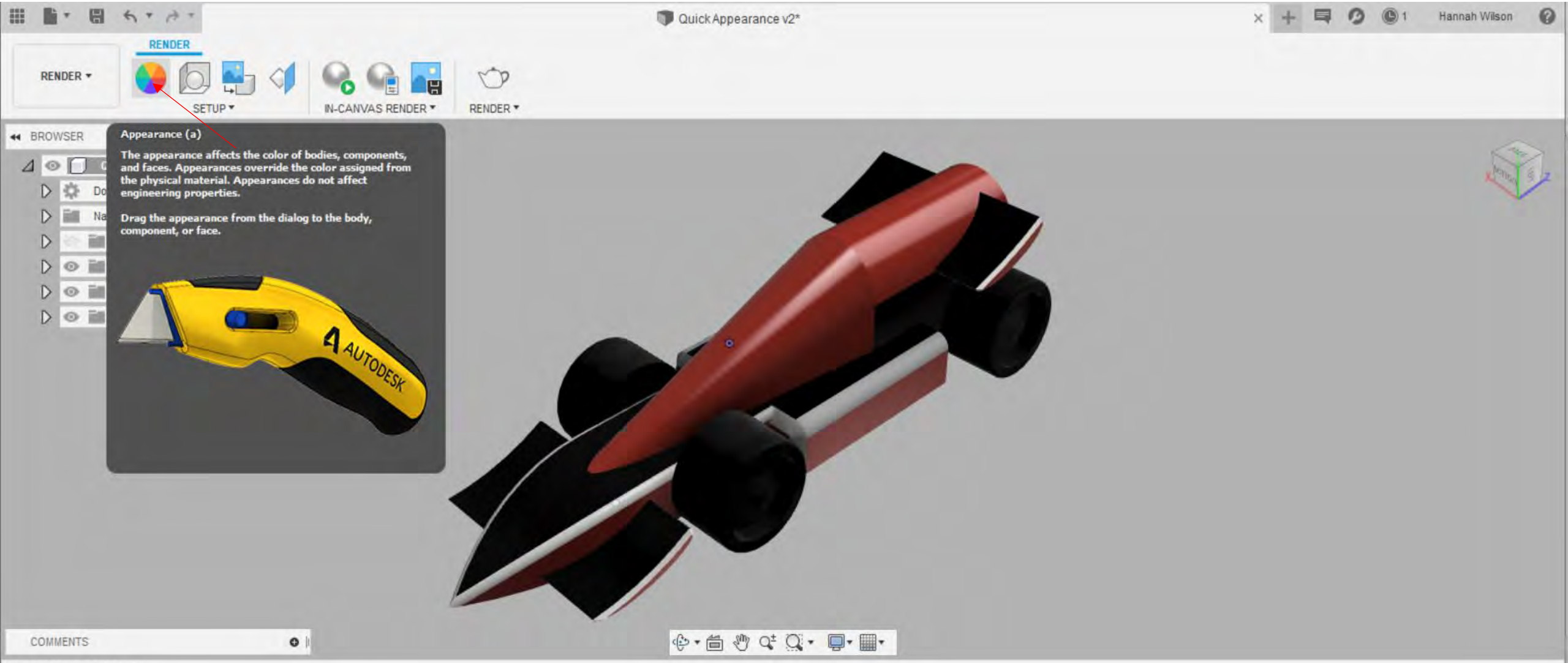
You are going to use the render tool. Rendering allows your to make your drawing into a realistic image.





1. Click the DESIGN TAB.
2. Select RENDER.

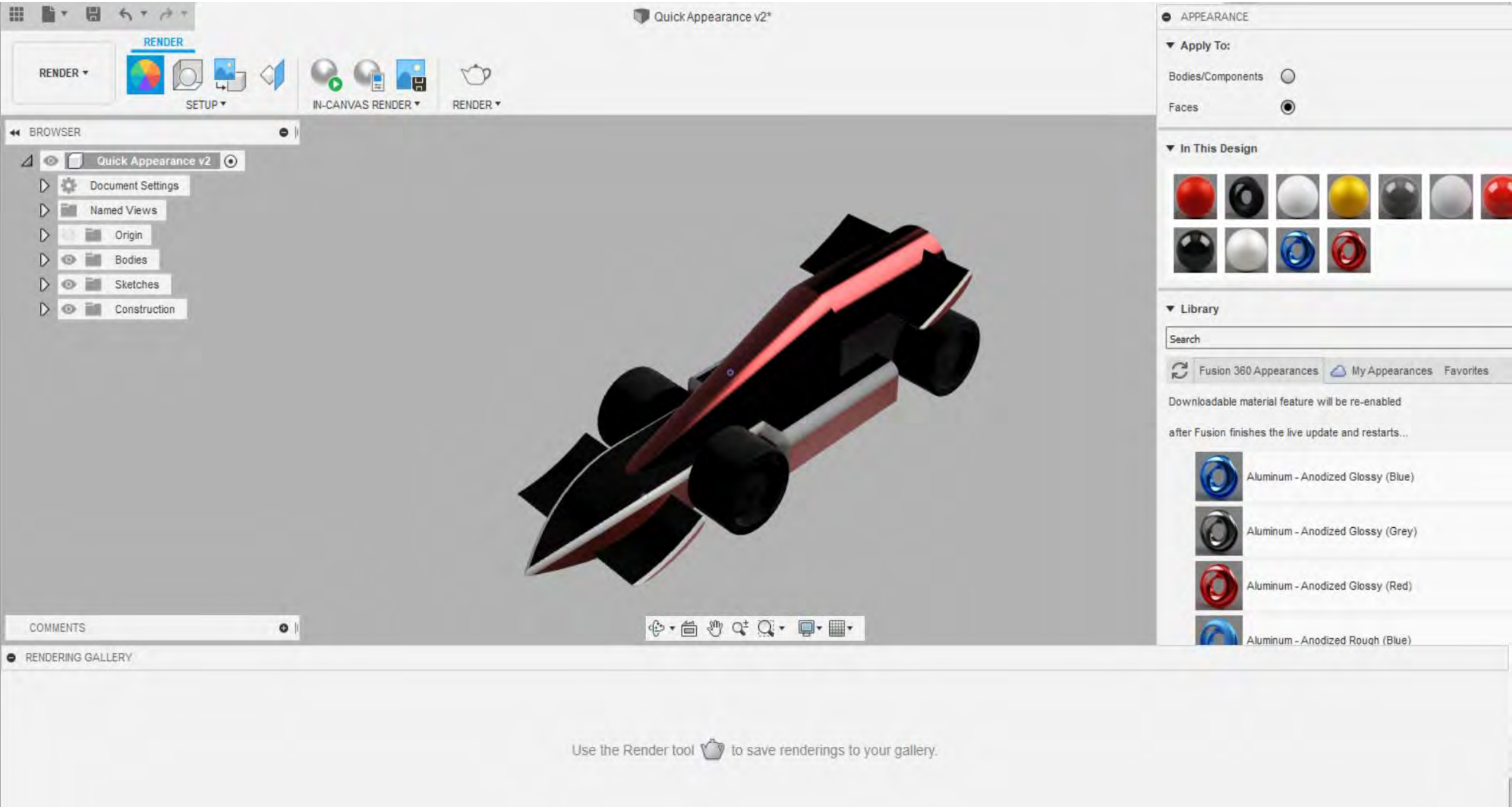

RENDER
RENDER
SETUP
IN-CANVAS RENDER
RENDER
BROWSER
Quick Appearance v2
Document Settings
Named Views
Origin
Bodies
Sketches
Construction
You are now in Render mode.
COMMENTS
RENDERING GALLERY
Use the Render tool to save renderings to your gallery.

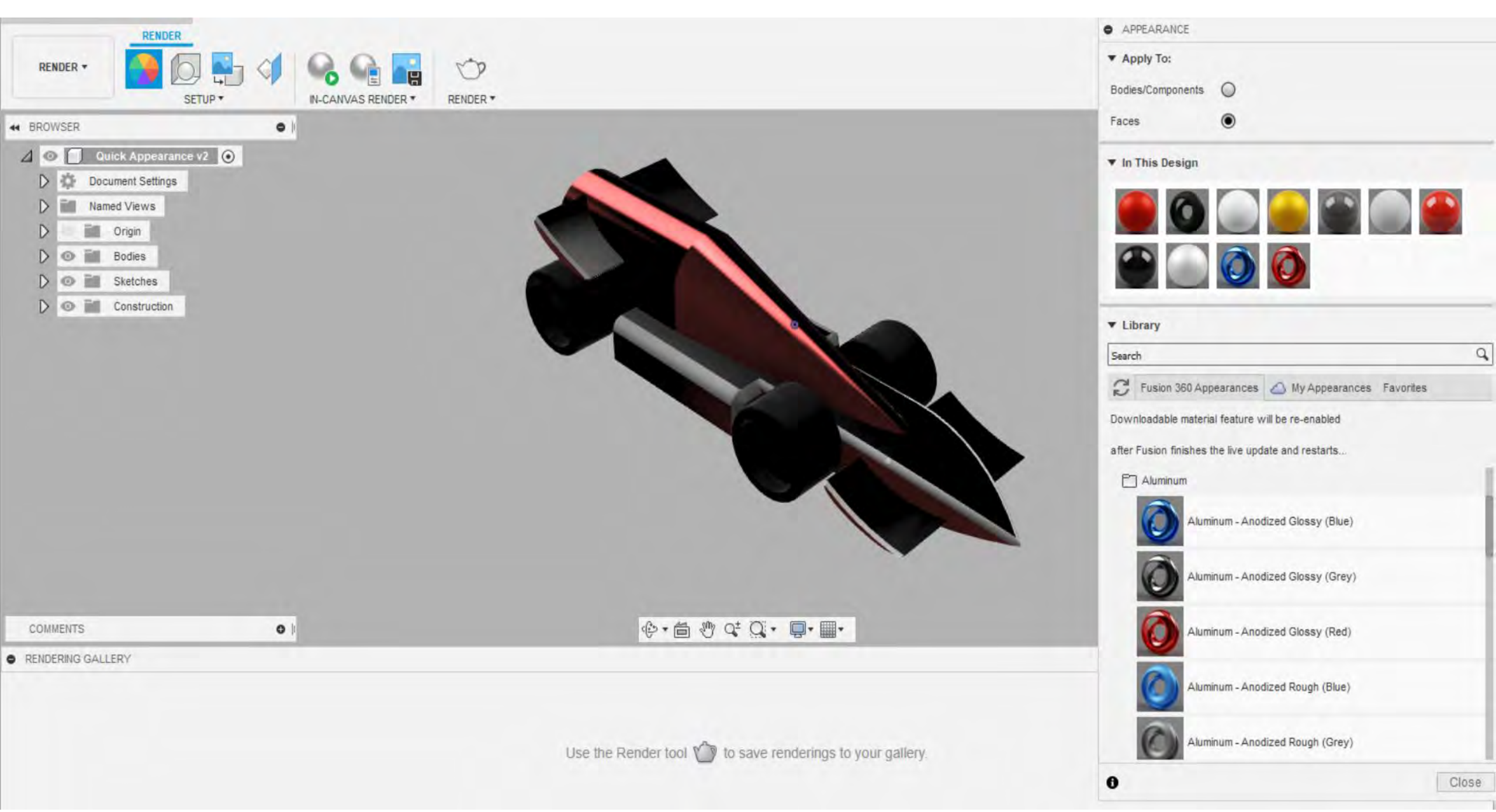


1- Click appearance.

We have already created a quick appearance in design mode. You can change your colour scheme in render mode.

1- Drag and drop the materials onto your car.
2- If you want the whole car 1 colour, select Bodies/ Components.
3- If you want certain colours in different places, select Faces.


Quick Appearance v2*
RENDER
RENDER
SETUP
IN-CANVAS RENDER
RENDER
BROWSER
Quick Appearance v2
Document Settings
Named Views
Origin
Bodies
Sketches
Construction
COMMENTS
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...
Aluminum - Anodized Glossy (Blue)
Aluminum - Anodized Glossy (Grey)
Aluminum - Anodized Glossy (Red)
Aluminum - Anodized Rough (Blue)
RENDERING GALLERY
Use the Render tool to save renderings to your gallery.


RENDER
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Aluminum - Anodized Glossy (Blue)
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Aluminum - Anodized Rough (Blue)
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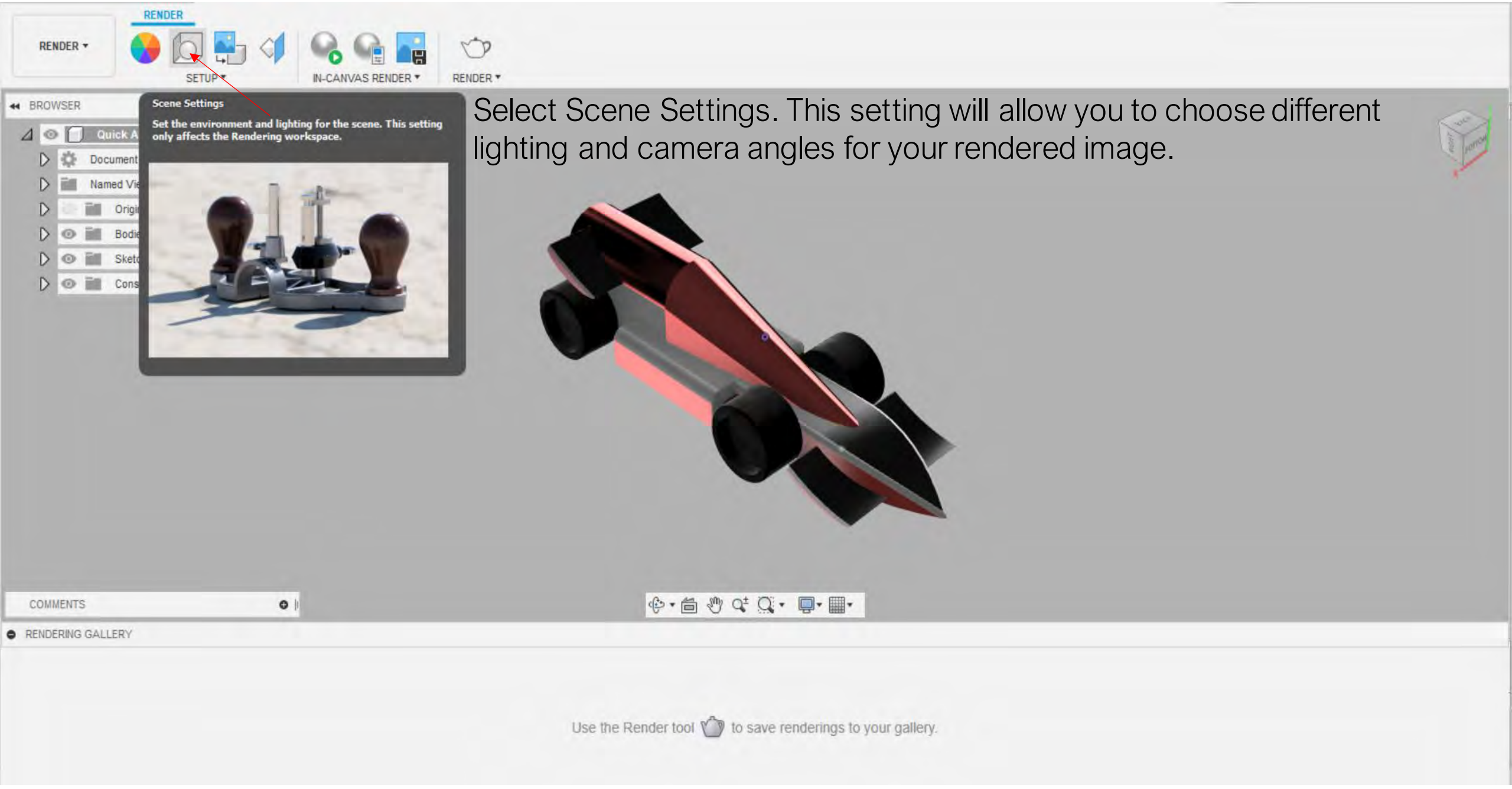
Close


RENDER
RENDER
SETUP
IN-CANVAS RENDER
RENDER
BROWSER
Scene Settings
Set the environment and lighting for the scene. This setting only affects the Rendering workspace.
Select Scene Settings. This setting will allow you to choose different lighting and camera angles for your rendered image.
COMMENTS
RENDERING GALLERY
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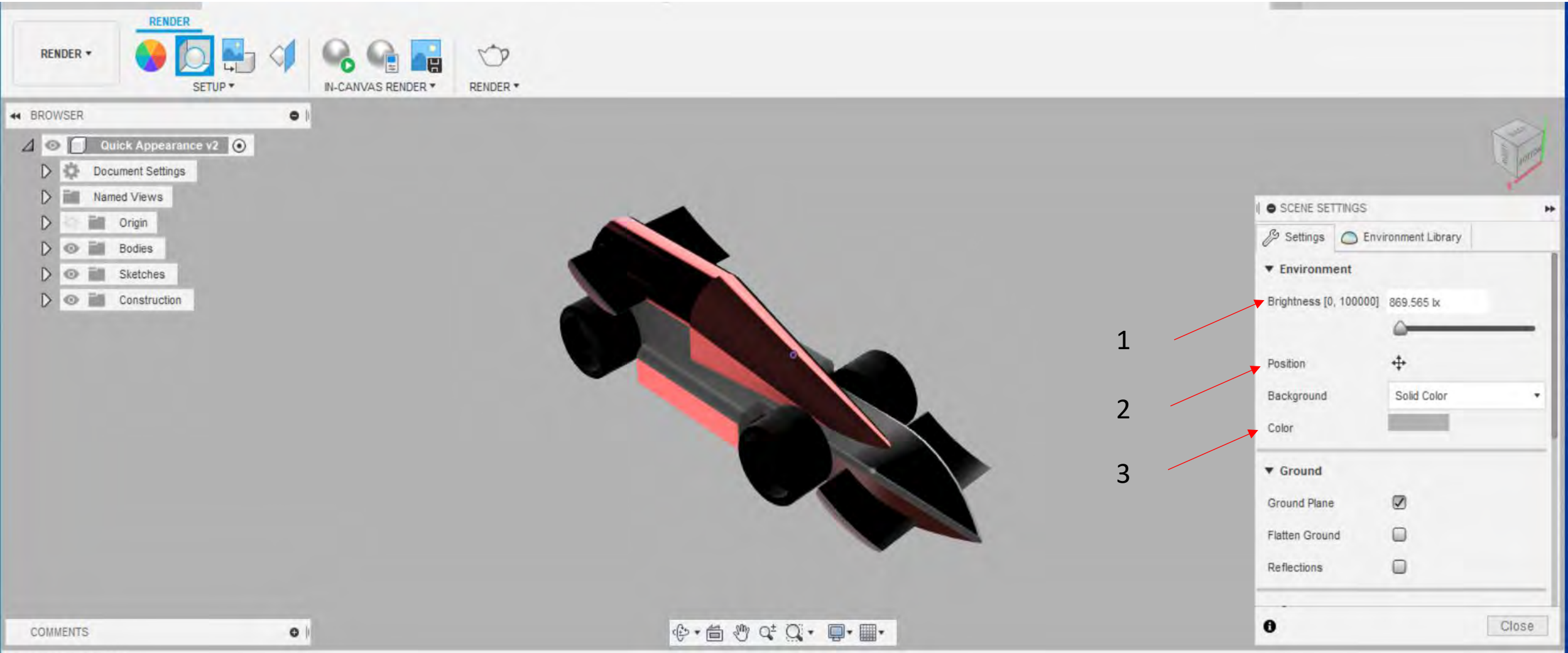
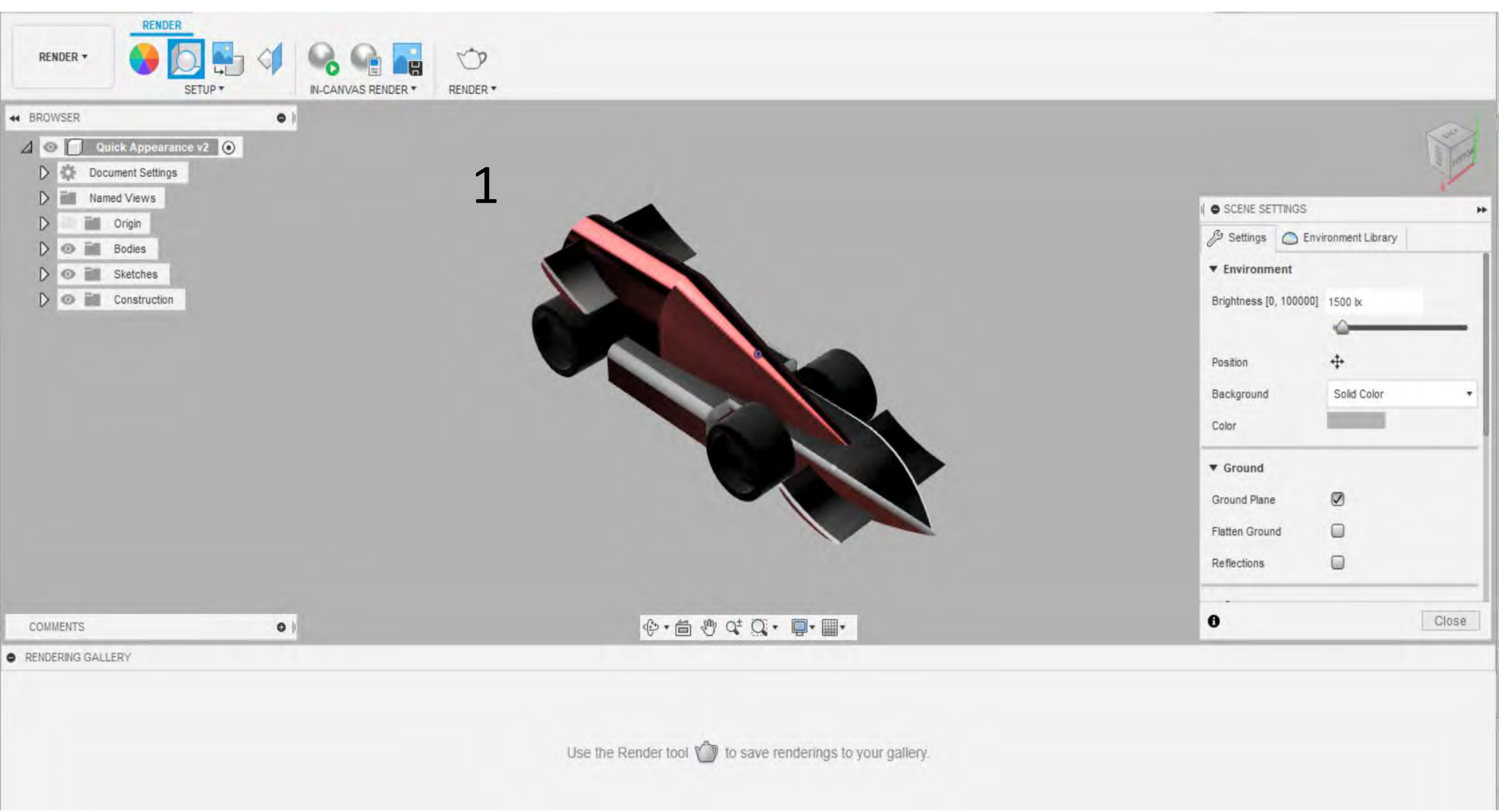


1- Brightness- Brightness will brighten your image. We would suggest brightness between 1000- 1500lx.
2- Position- Position will allow you to choose the position of the camera. It may create a shadow underneath your car.
3- Background and Colour- You can choose Solid Colour and choose the colour of your background.


RENDER
RENDER
SETUP
IN-CANVAS RENDER
RENDER
BROWSER
Quick Appearance v2
Document Settings
Named Views
Origin
Bodies
Sketches
Construction
1
SCENE SETTINGS
Settings
Environment Library
Environment
Brightness [0, 100000]
1500 lx
Position
Background
Solid Color
Color
Ground
Ground Plane
Flatten Ground
Reflections
Close
COMMENTS
RENDERING GALLERY
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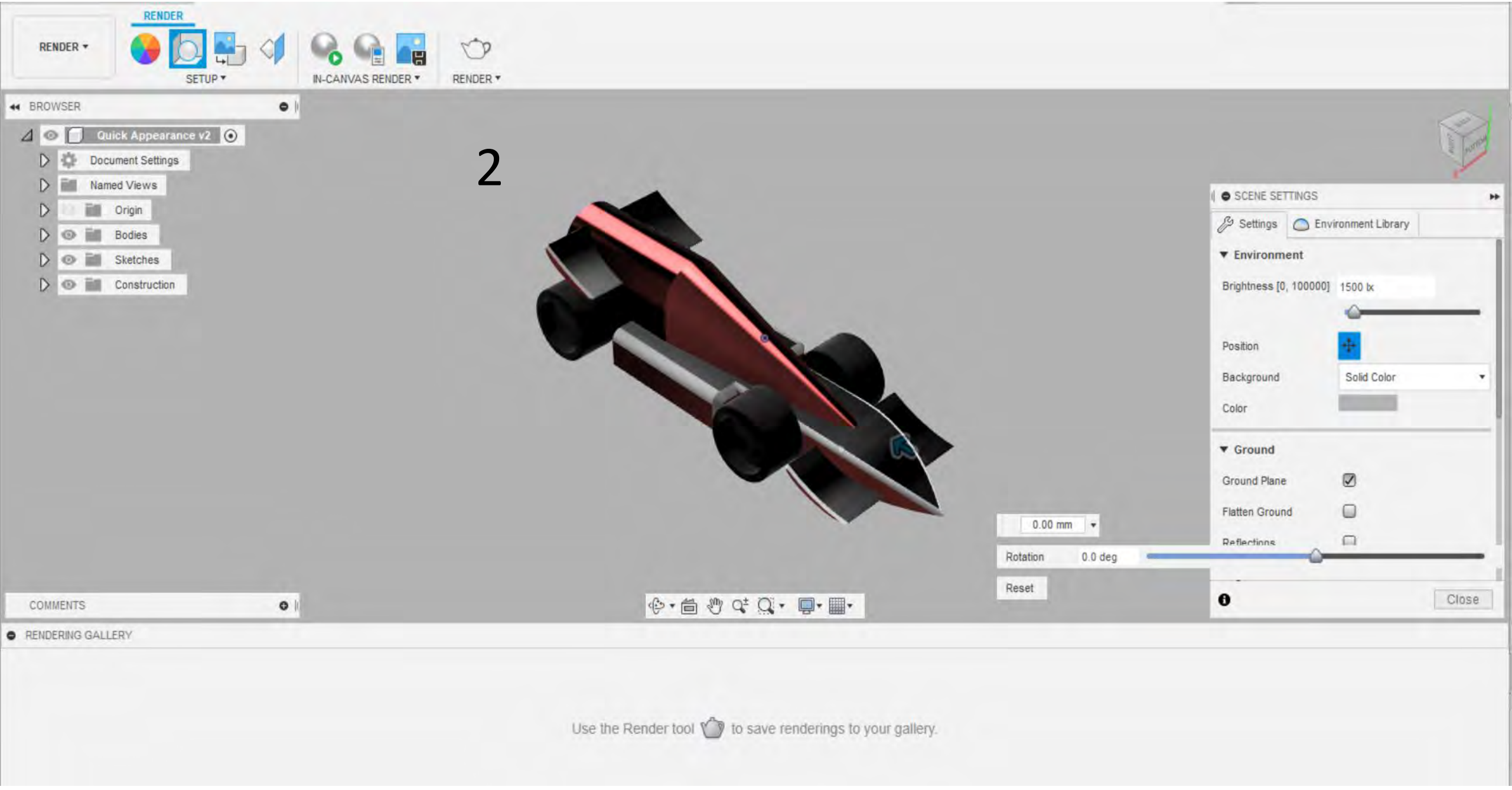
RENDER
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IN-CANVAS RENDER
RENDER
BROWSER
Quick Appearance v2
Document Settings
Named Views
Origin
Bodies
Sketches
Construction
2
SCENE SETTINGS
Settings
Environment Library
Environment
Brightness [0, 100000]
1500 lx
Position
Background
Solid Color
Color
Ground
Ground Plane
Flatten Ground
Reflections
0.00 mm
Rotation
0.0 deg
Reset
Close
COMMENTS
RENDERING GALLERY
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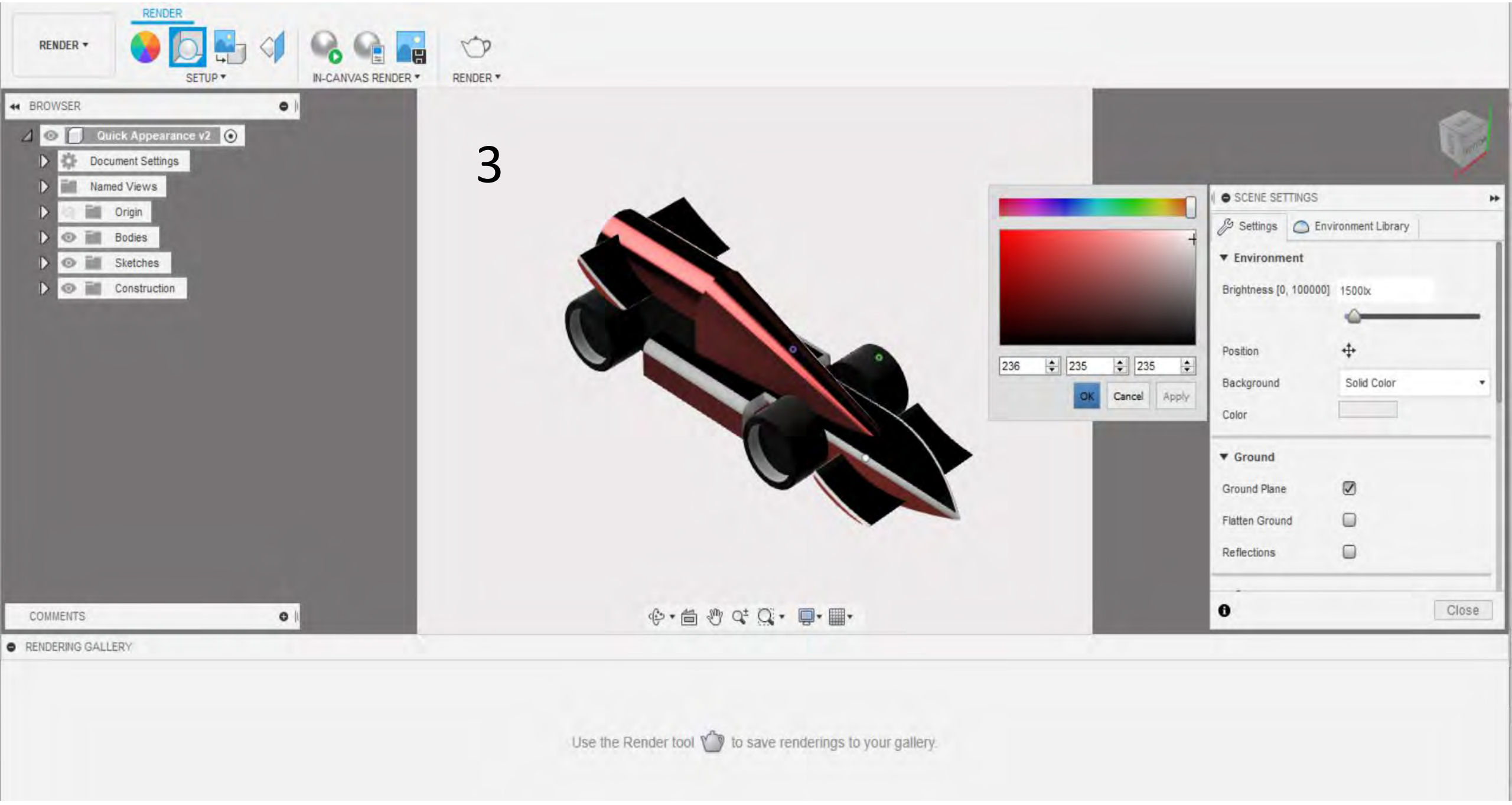
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SETUP
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RENDER
BROWSER
Quick Appearance v2
Document Settings
Named Views
Origin
Bodies
Sketches
Construction
3
236
235
235
OK
Cancel
Apply
SCENE SETTINGS
Settings
Environment Library
Environment
Brightness [0, 100000]
1500lx
Position
Background
Solid Color
Color
Ground
Ground Plane
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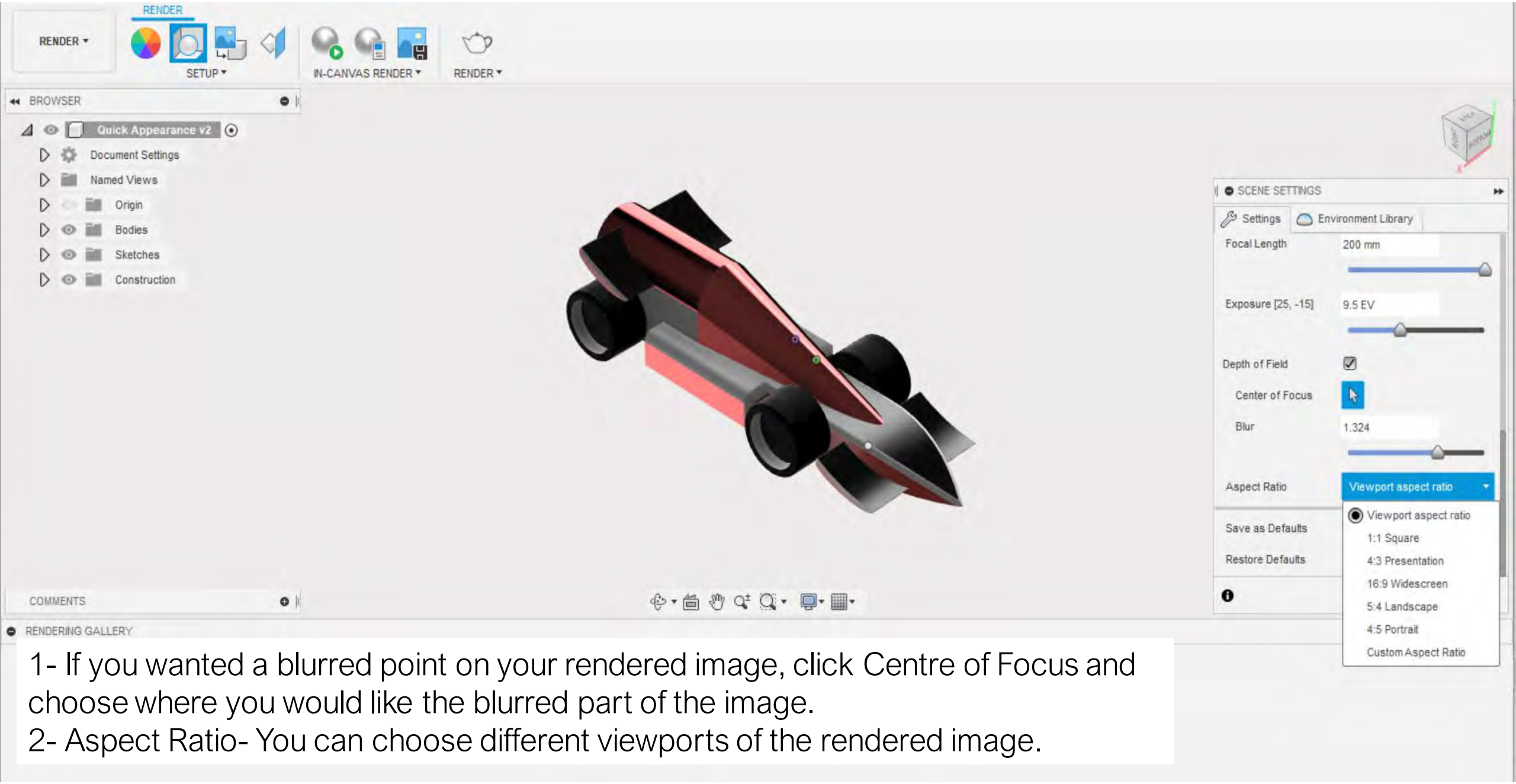
Camera- You can choose the different camera views.



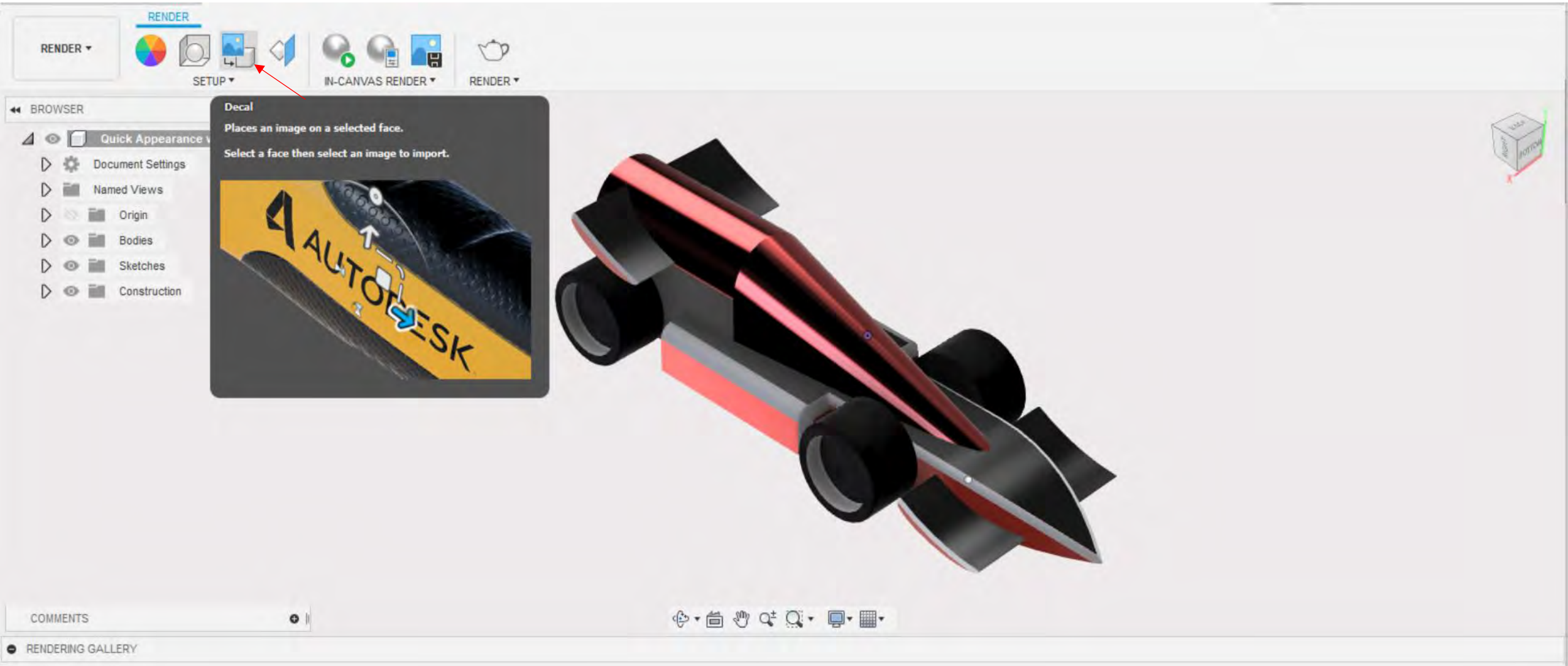
1- If you wanted a blurred point on your rendered image, click Centre of Focus and choose where you would like the blurred part of the image.
2- Aspect Ratio- You can choose different viewports of the rendered image.

Environment Library.

You can choose different lighting to your rendered image.

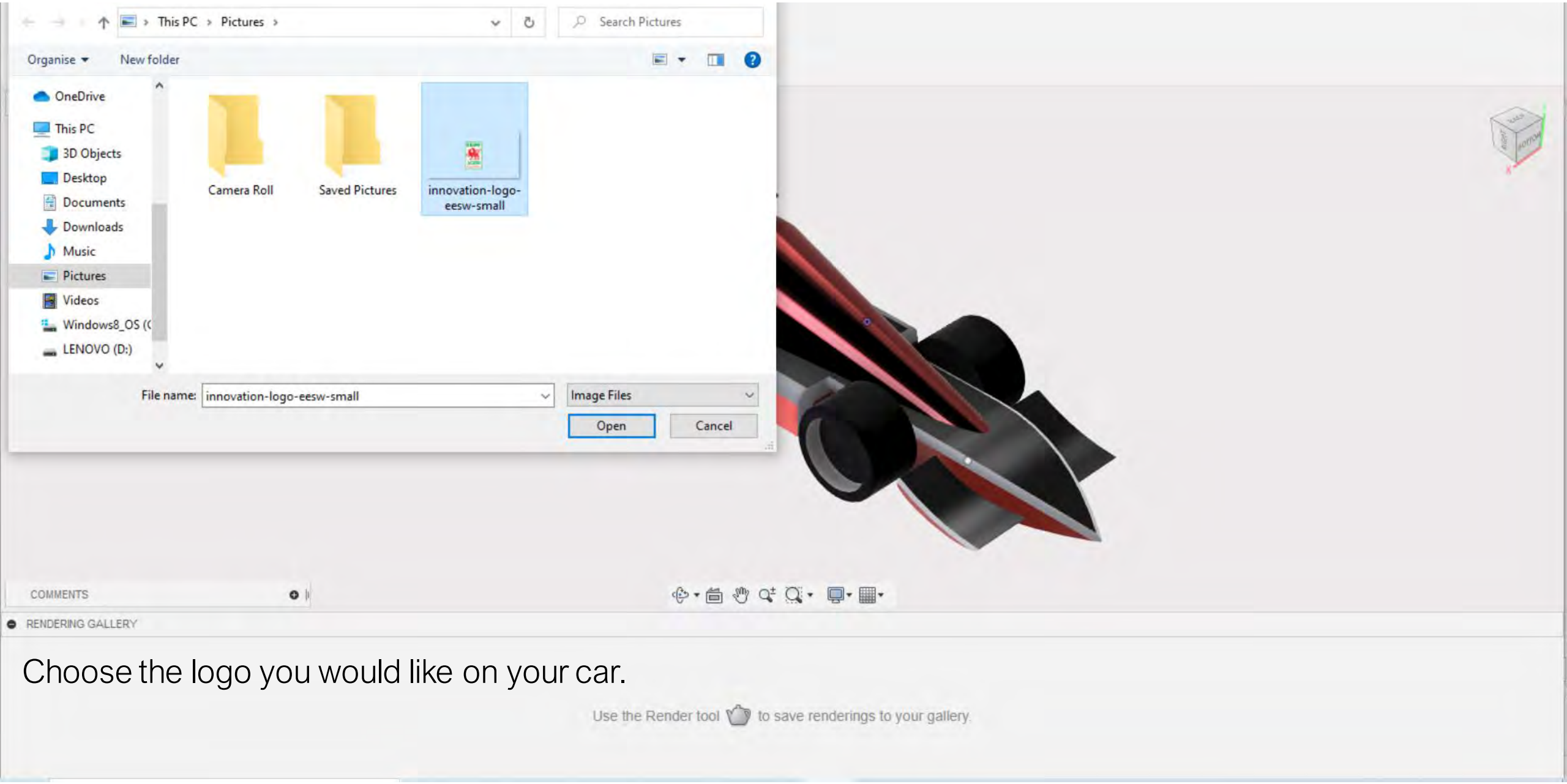
1- You can download different environments to your rendered image.

2- Once your happy with the scene settings, click Close.

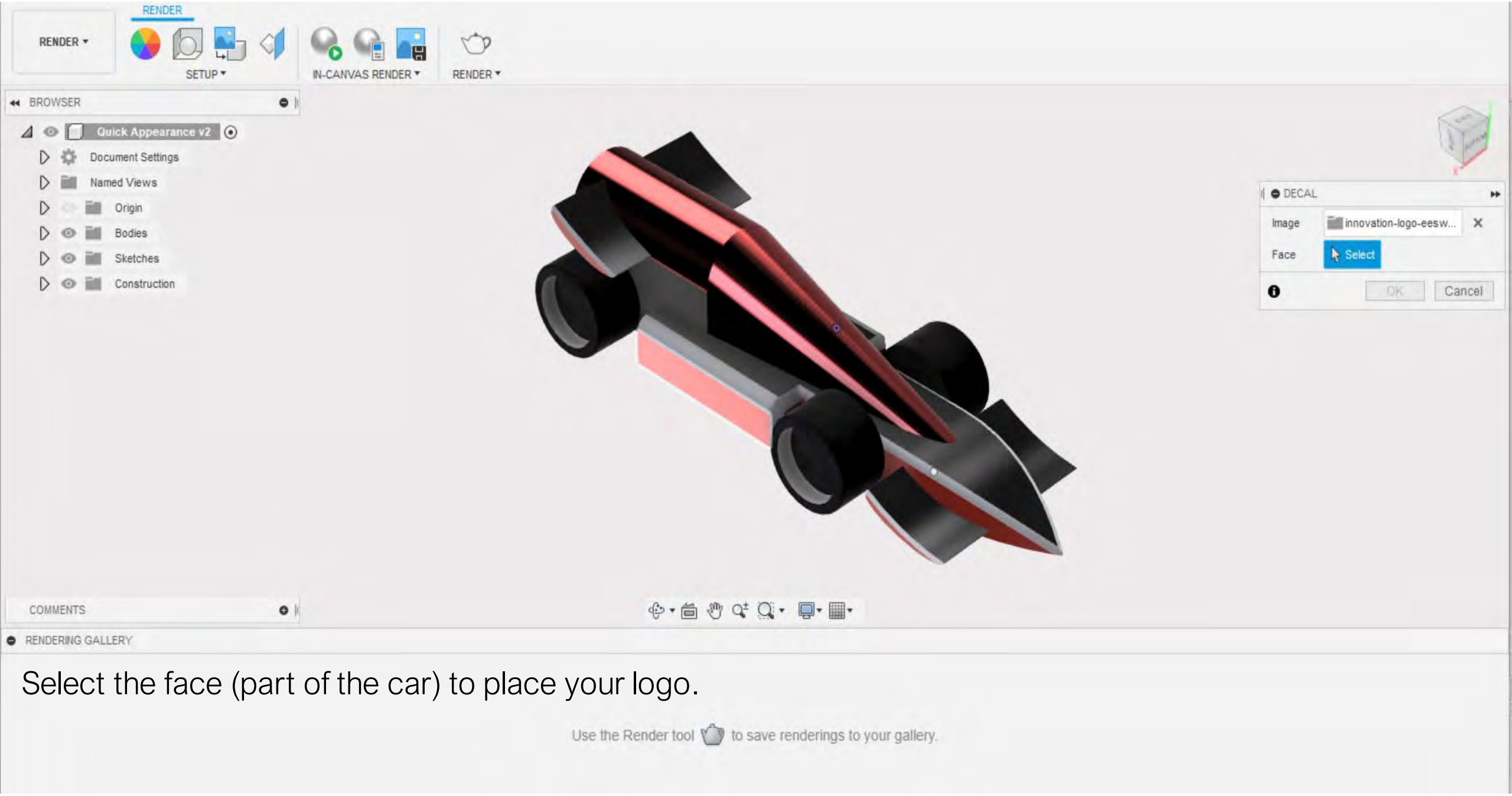


If you would like to add a logo or image to your car, select Decal.

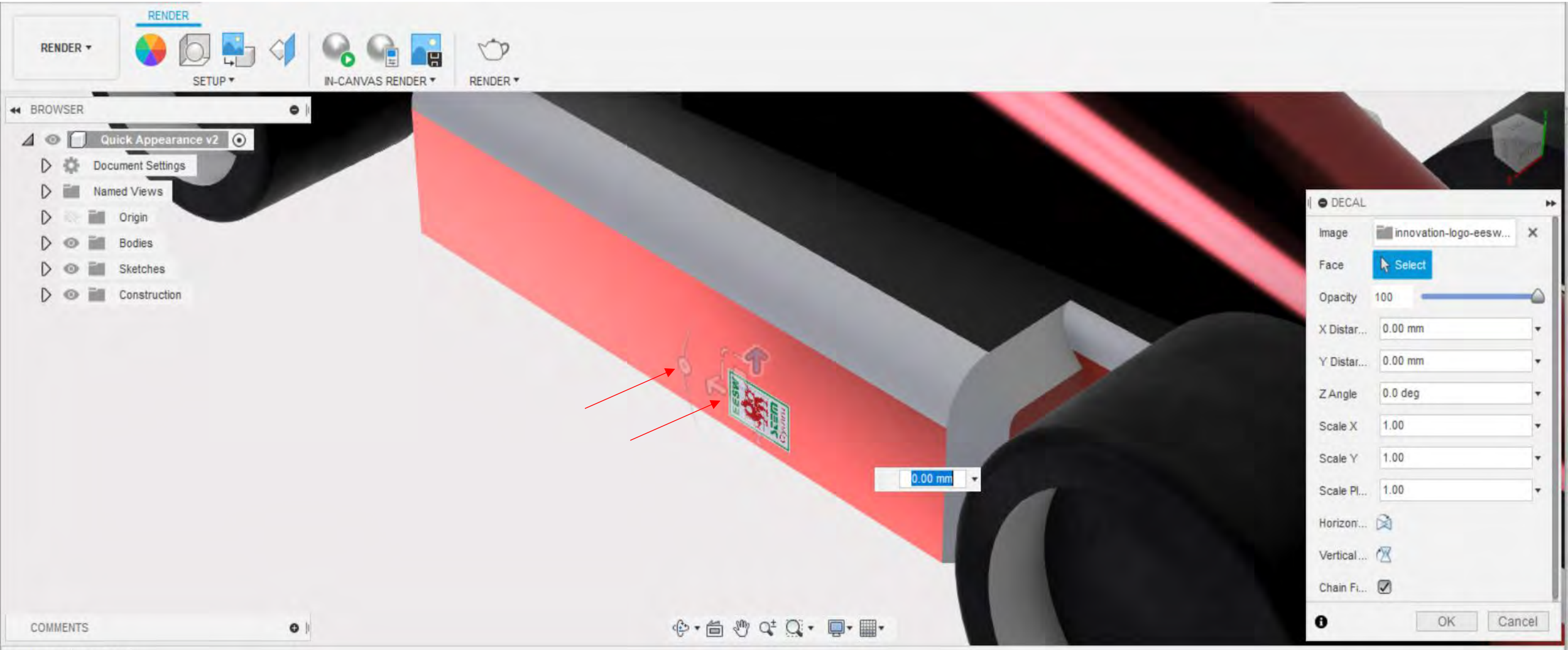
Use the Render tool to save renderings to your gallery.



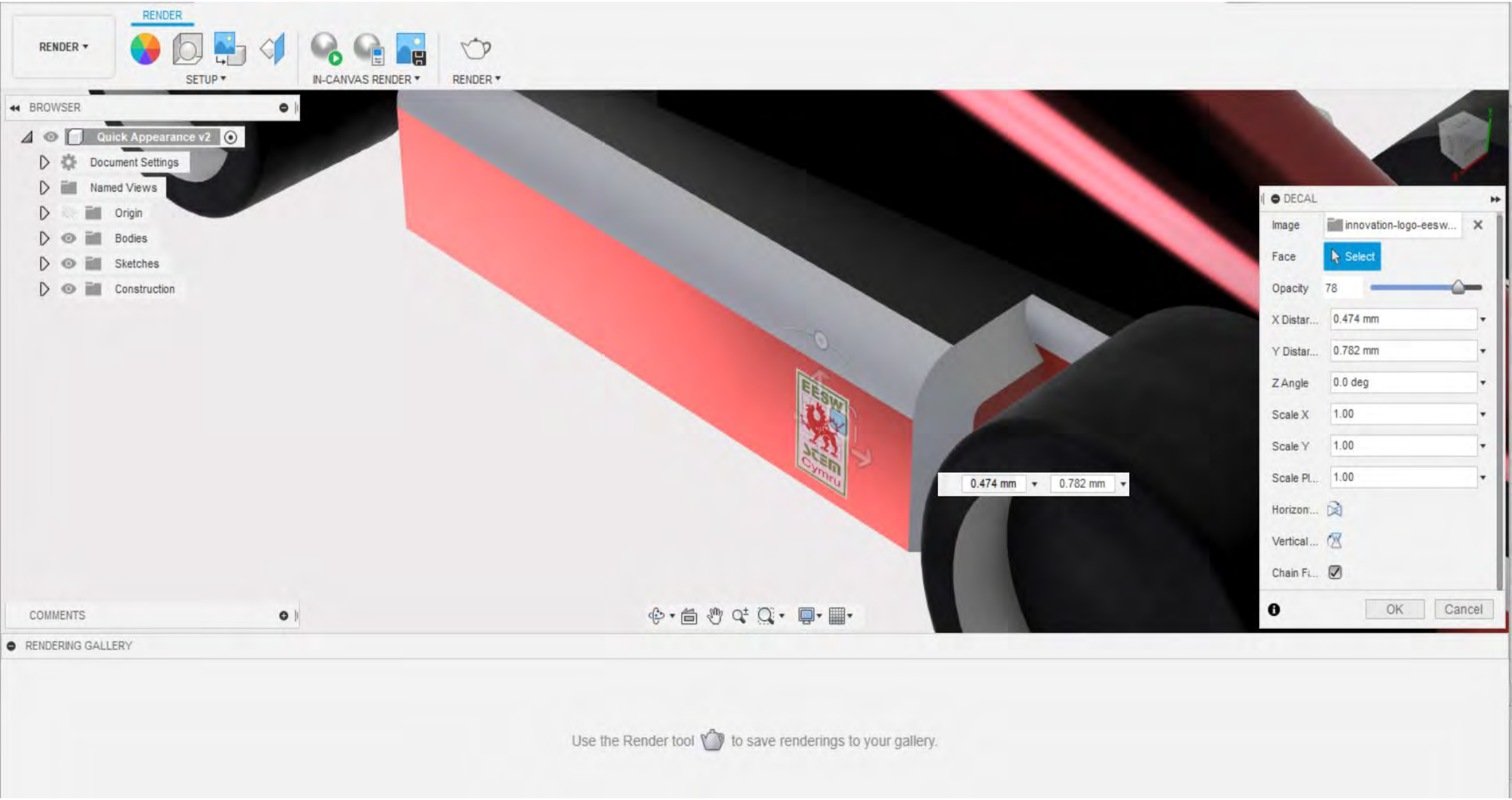
Choose the logo you would like on your car.



Select the face (part of the car) to place your logo.



1- Use the arrows around the logo to move the position.
2- Use the circular tool to rotate the logo.


RENDER
RENDER
SETUP
IN-CANVAS RENDER
RENDER
BROWSER
Quick Appearance v2
Document Settings
Named Views
Origin
Bodies
Sketches
Construction
DECAL
Image
innovation-logo-eesw...
Face
Select
Opacity
78
X Distar...
0.474 mm
Y Distar...
0.782 mm
Z Angle
0.0 deg
Scale X
1.00
Scale Y
1.00
Scale Pl...
1.00
Horizon...
Vertical...
Chain Fi...
OK
Cancel
0.474 mm
0.782 mm
COMMENTS
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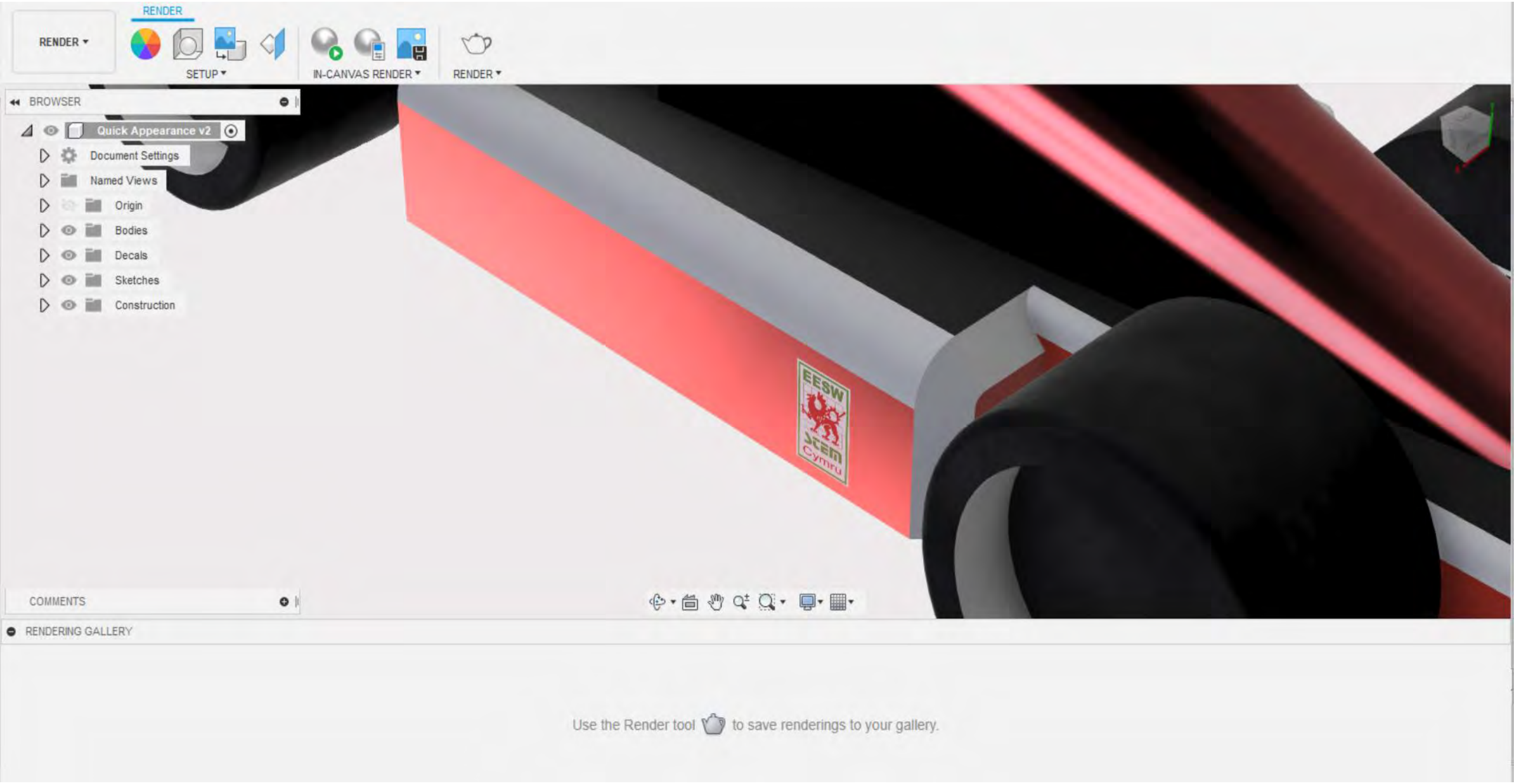
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EESW
JCEM
Cymru
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RENDERING GALLERY
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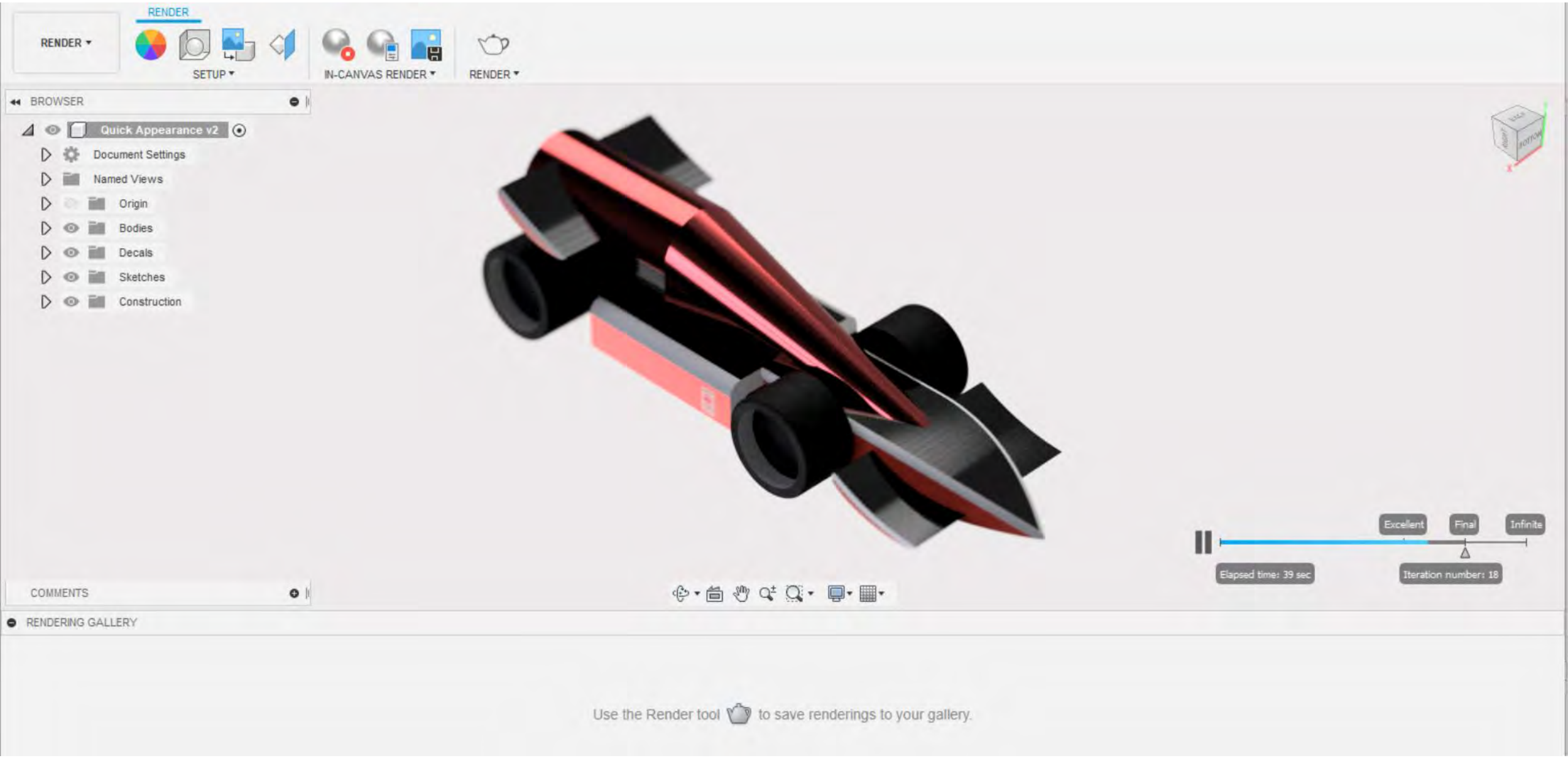
There are two ways you can render- In Canvas Render and Render.
1- In-Canvas Render is local and will render to your resolution of your screen.
2- Render is a cloud-based tool which will give you a better rendered image.

1- Once you have clicked In-Canvas Render, car will automatically start to render.
2- You can change the quality of your render by moving the little arrow to infinite.
3- Choosing Infinite, the timing of your rendered image will be longer than choosing excellent. However, the quality of your image will be a lot better.


RENDER
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RENDER
BROWSER
Quick Appearance v2
Document Settings
Named Views
Origin
Bodies
Decals
Sketches
Construction
COMMENTS
Excellent
Final
Infinite
Elapsed time: 39 sec
Iteration number: 18
RENDERING GALLERY
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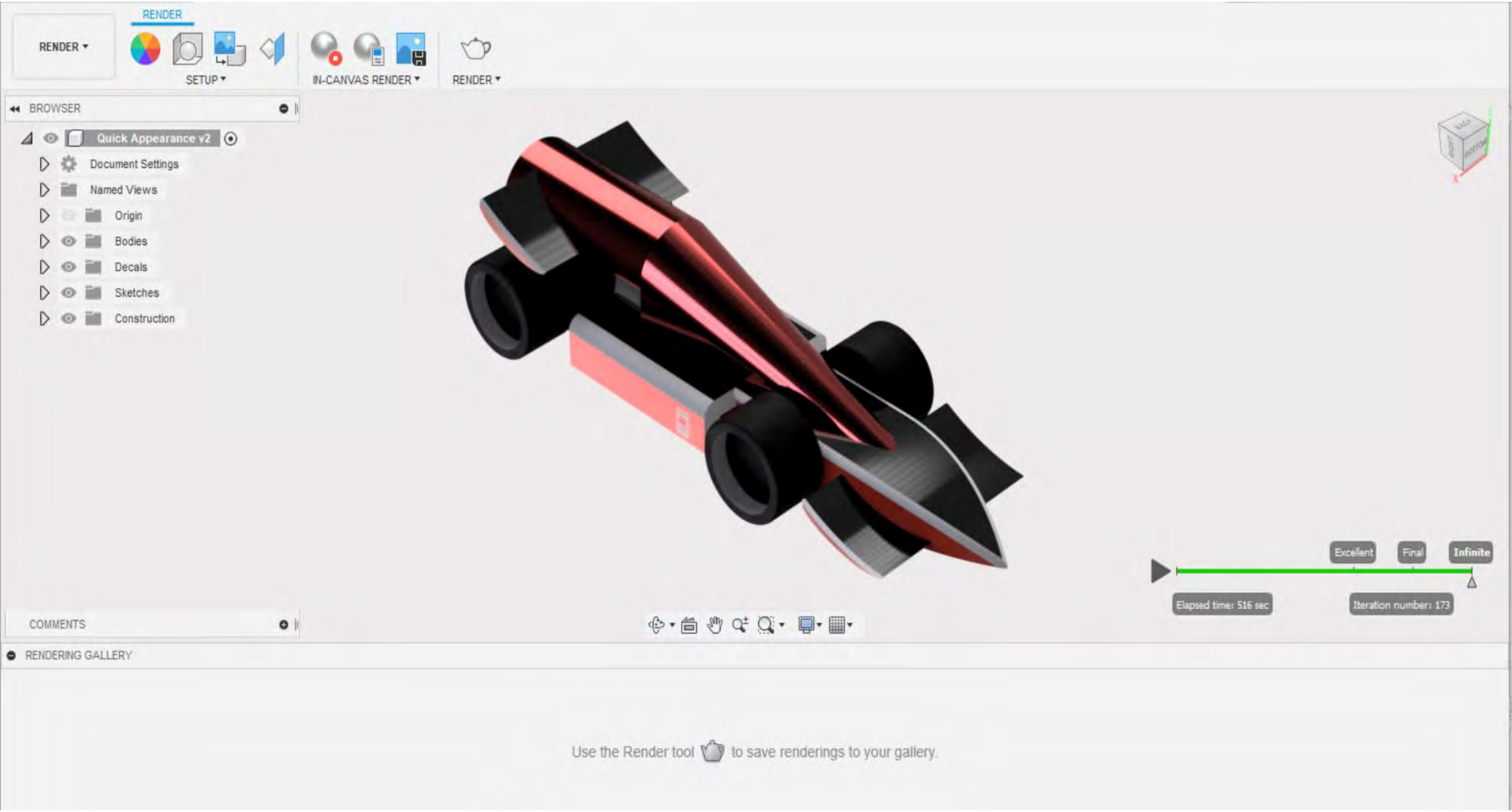
RENDER
RENDER
SETUP
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RENDER
BROWSER
Quick Appearance v2
Document Settings
Named Views
Origin
Bodies
Decals
Sketches
Construction
COMMENTS
Excellent
Final
Infinite
Elapsed time: 516 sec
Iteration number: 173
RENDERING GALLERY
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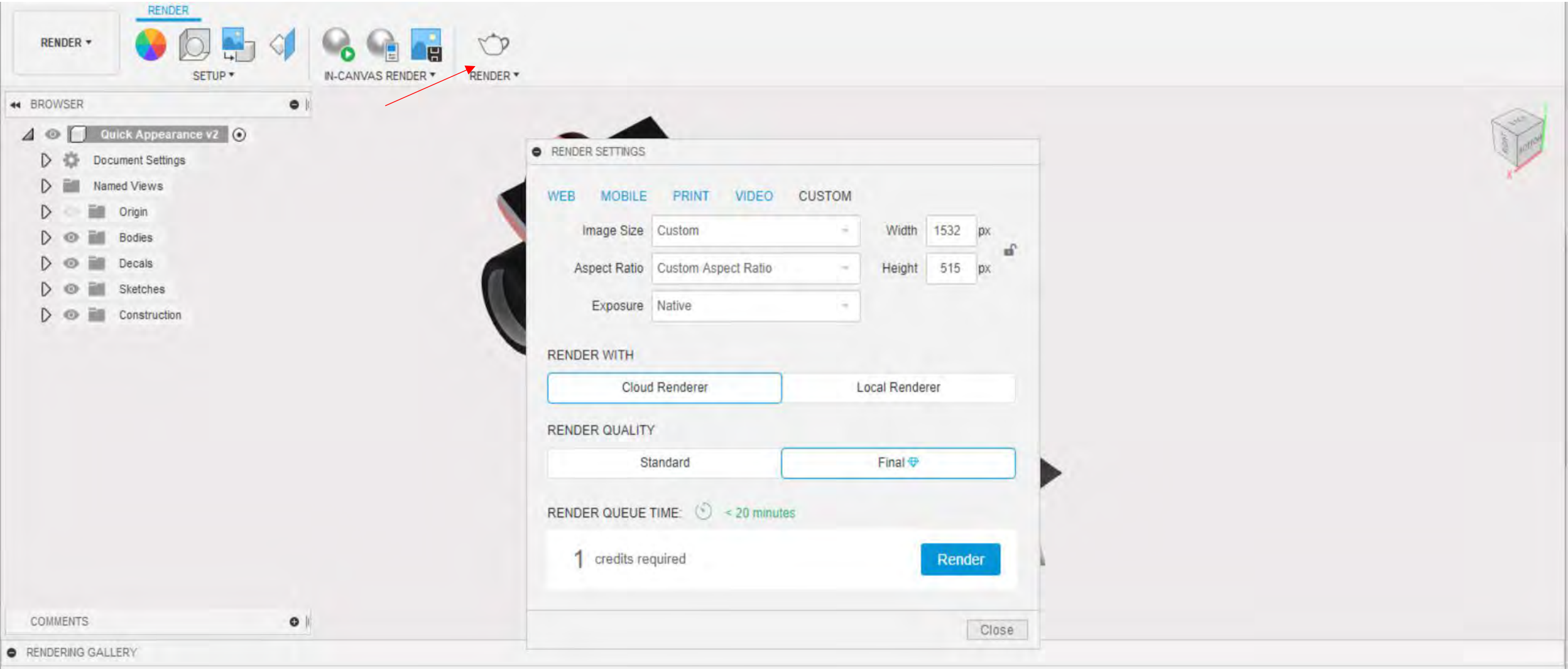


Cloud rendering will give you better quality with your rendered image.

1- To render, you will need credits. With student accounts, you will have unlimited credits.

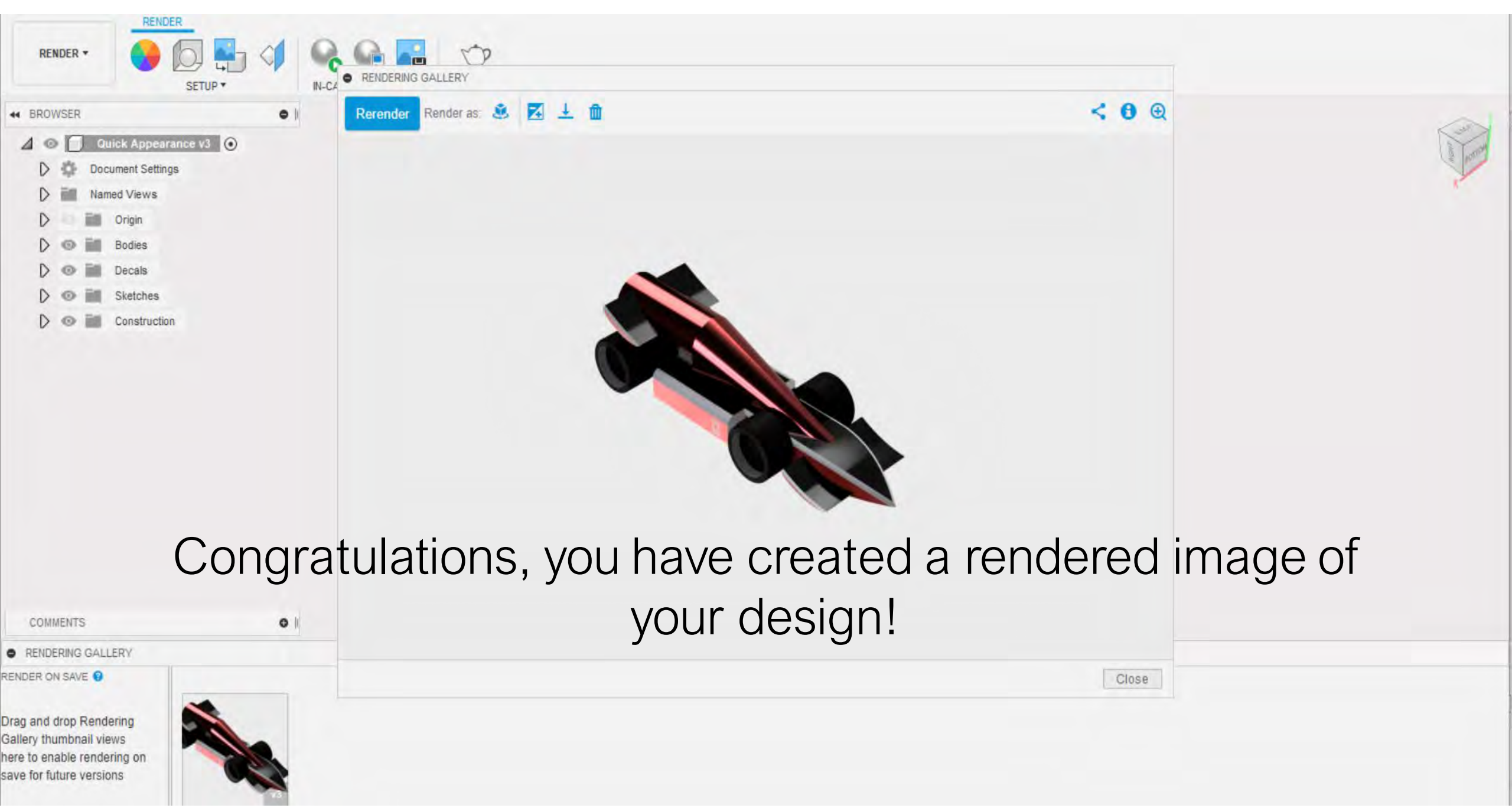
2- Once you're happy with the settings, you can click Render.

If you want to change the scene settings after you have rendered, you can.

1- Go to Scene Settings and change.

2- Once you're happy with the settings, you can render your image again.

3- You may notice the credits will become more expensive every time you render your image.



Congratulations, you have created a rendered image of your design!