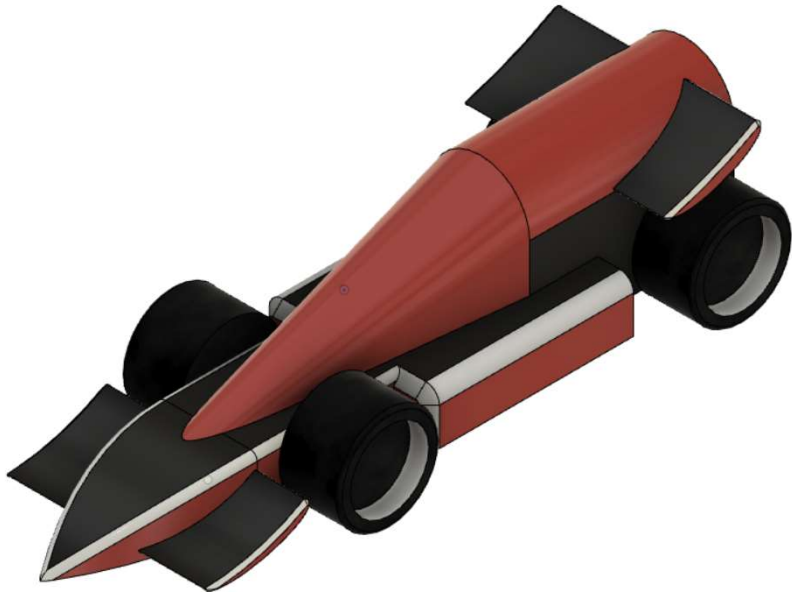
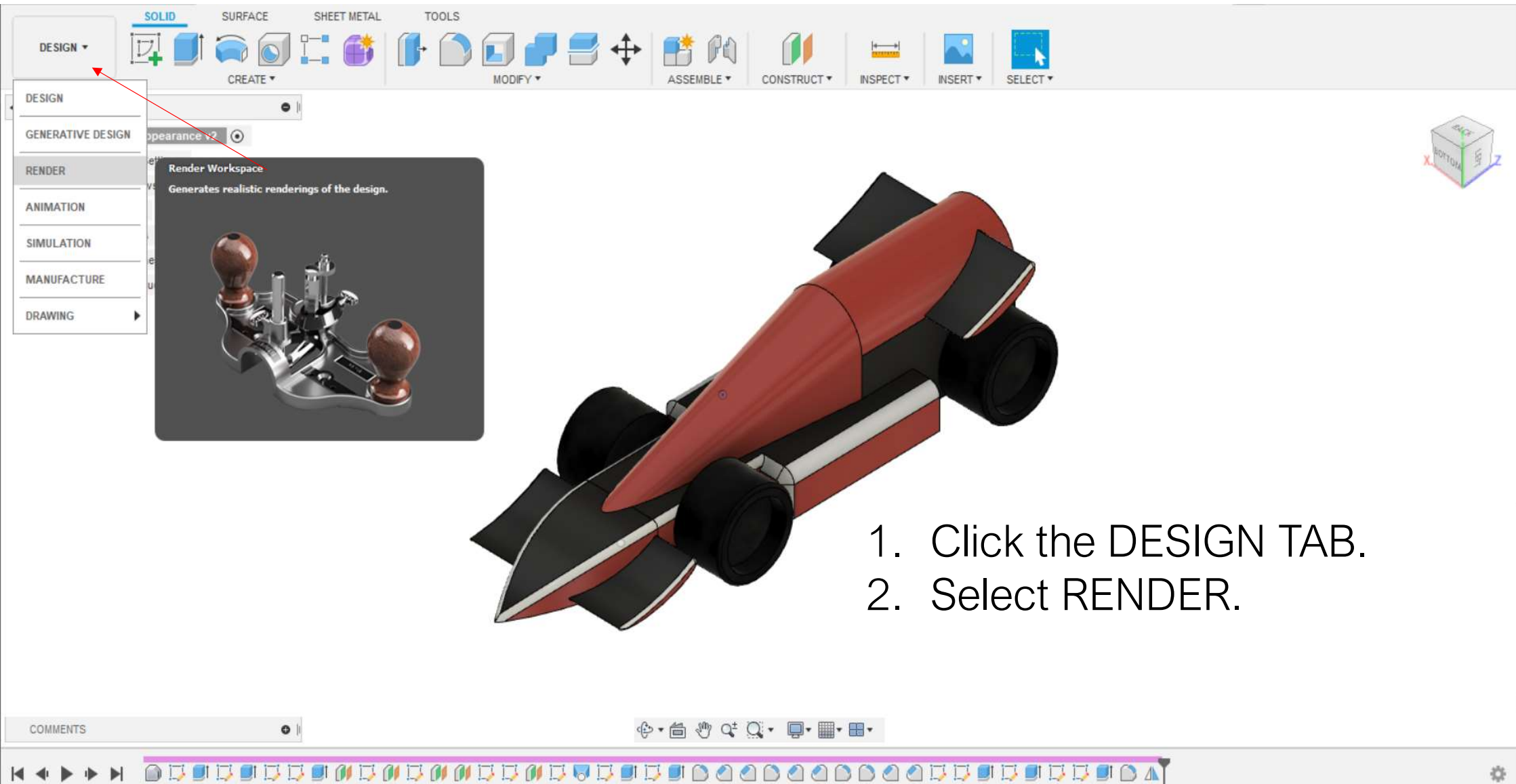


Activity 12- Lets render



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




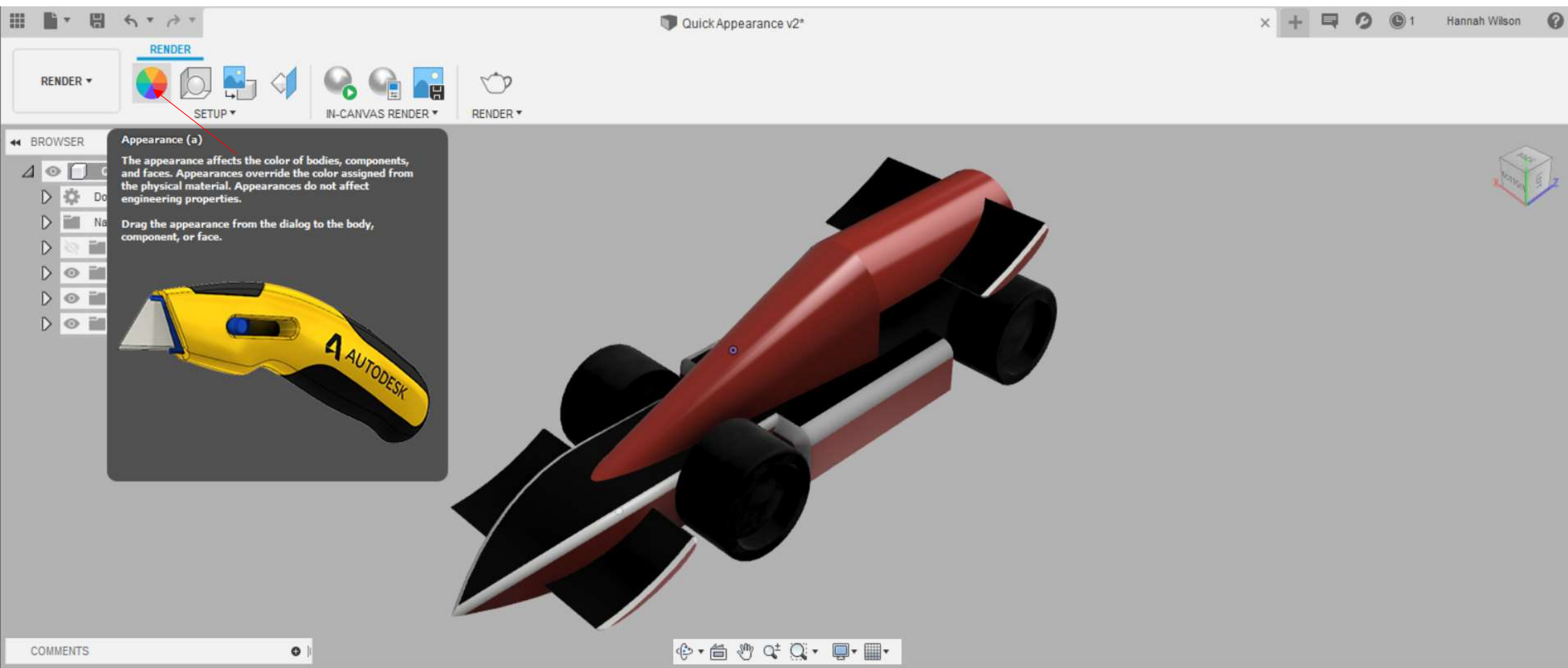


1. Click the DESIGN TAB.
2. Select RENDER.



You are now in Render mode.

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.

Use the Render tool  to save renderings to your gallery.

RENDER ▾

RENDER



SETUP ▾



IN-CANVAS RENDER ▾



RENDER ▾

BROWSER

Quick Appearance v2

Document Settings

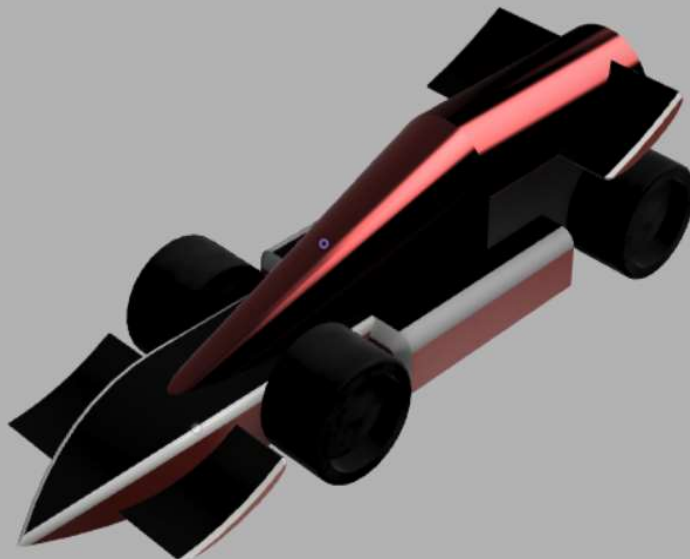
Named Views

Origin

Bodies

Sketches

Construction



COMMENTS



RENDERING GALLERY

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)

Use the Render tool  to save renderings to your gallery.

RENDER ▾

RENDER



SETUP ▾



IN-CANVAS RENDER ▾

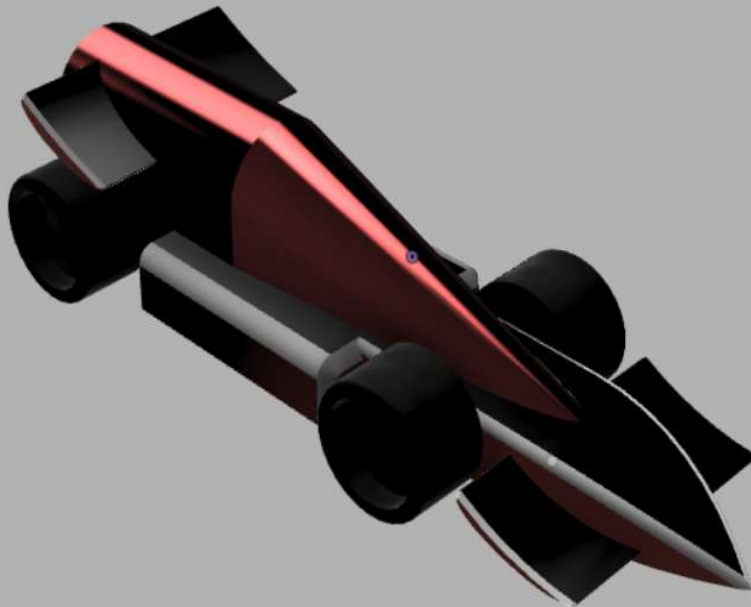


RENDER ▾

← BROWSER

Quick Appearance v2

- Document Settings
- Named Views
- Origin
- Bodies
- Sketches
- Construction



COMMENTS



RENDERING GALLERY

Use the Render tool  to save renderings to your gallery.

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



Aluminum - Anodized Glossy (Blue)



Aluminum - Anodized Glossy (Grey)



Aluminum - Anodized Glossy (Red)



Aluminum - Anodized Rough (Blue)



Aluminum - Anodized Rough (Grey)



Close

RENDER

RENDER SETUP IN-CANVAS RENDER RENDER

BROWSER

Quick A

Document

Named View

Original


Bodies

Sketches

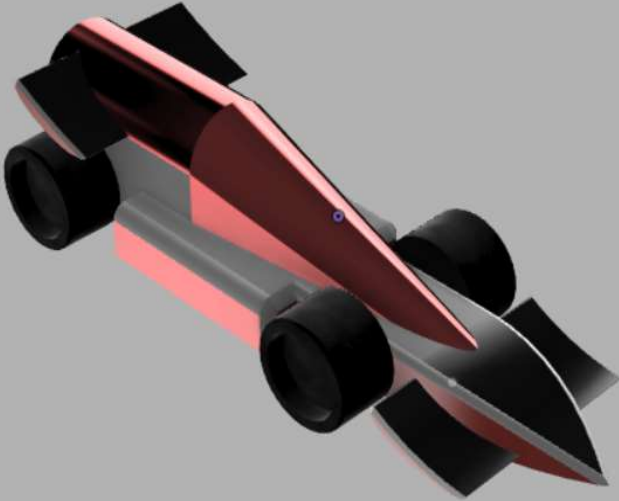
Cons

Scene Settings

Set the environment and lighting for the scene. This setting only affects the Rendering workspace.




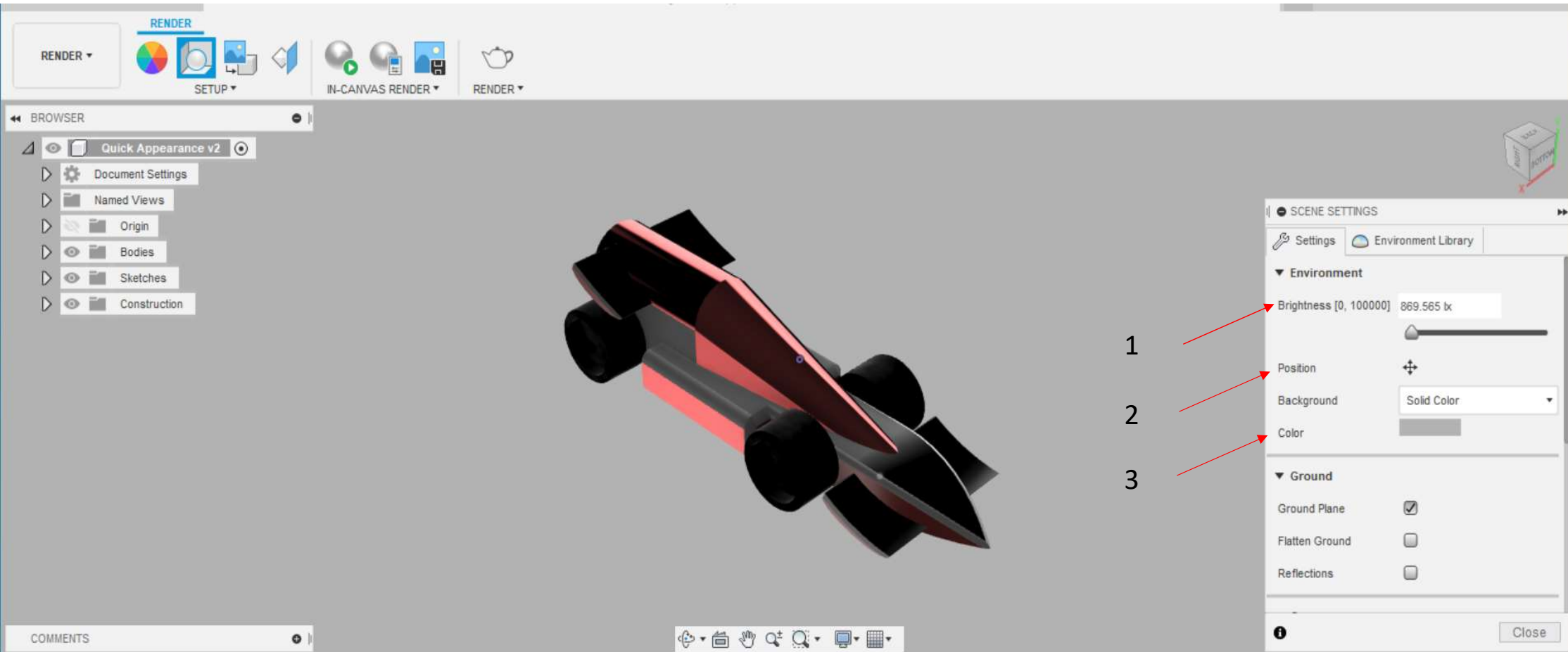
Select Scene Settings. This setting will allow you to choose different lighting and camera angles for your rendered image.



COMMENTS

RENDERING GALLERY

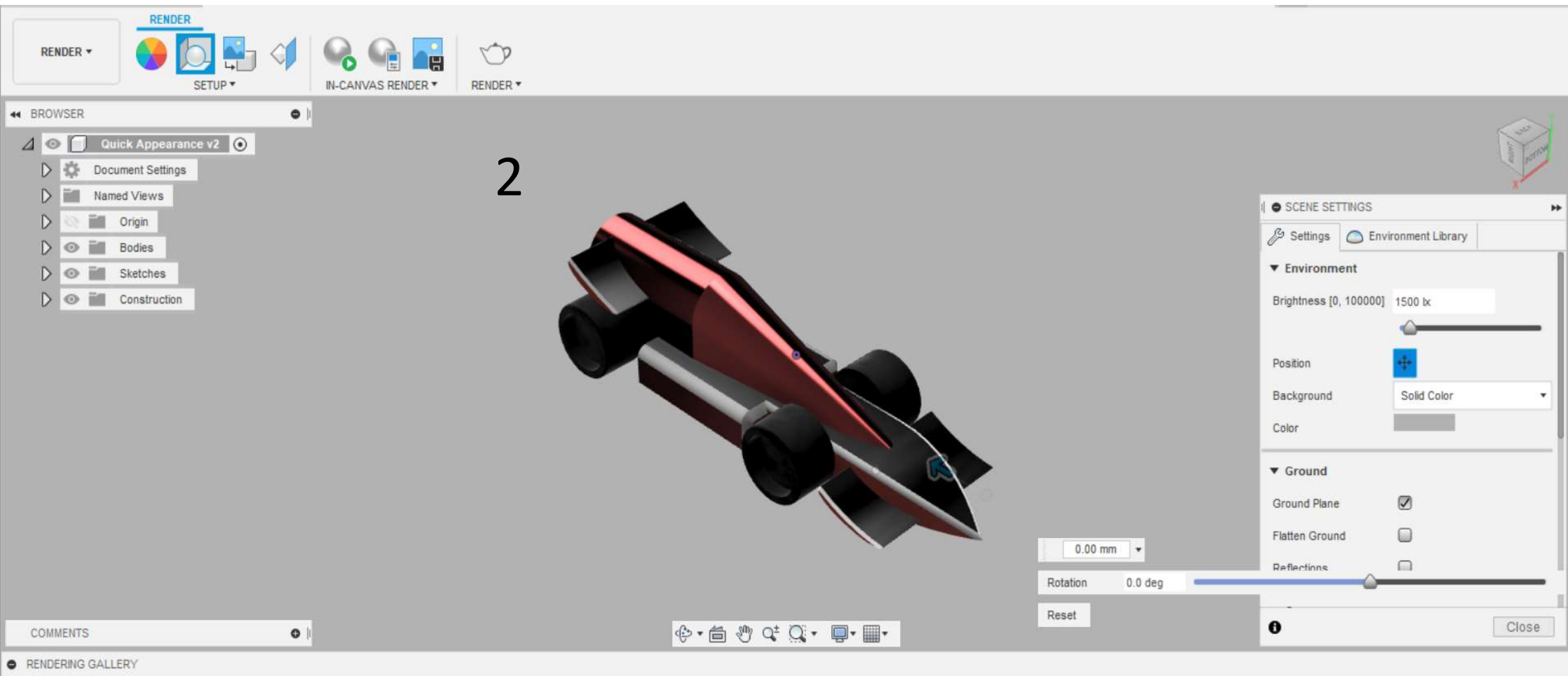
Use the Render tool  to save renderings to your gallery.



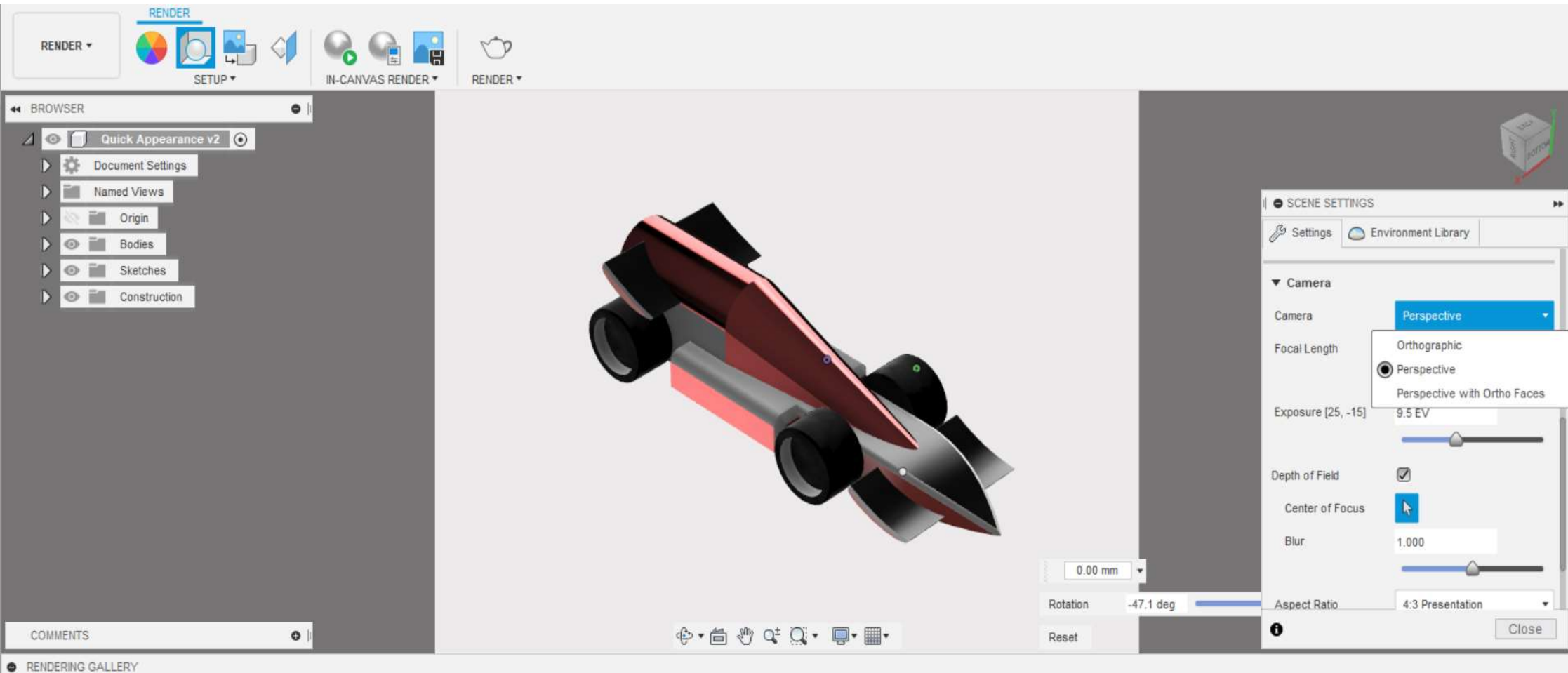
1- Brightness- Brightness will brighten your image. We would suggest brightness between 1000-1500lx.

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.

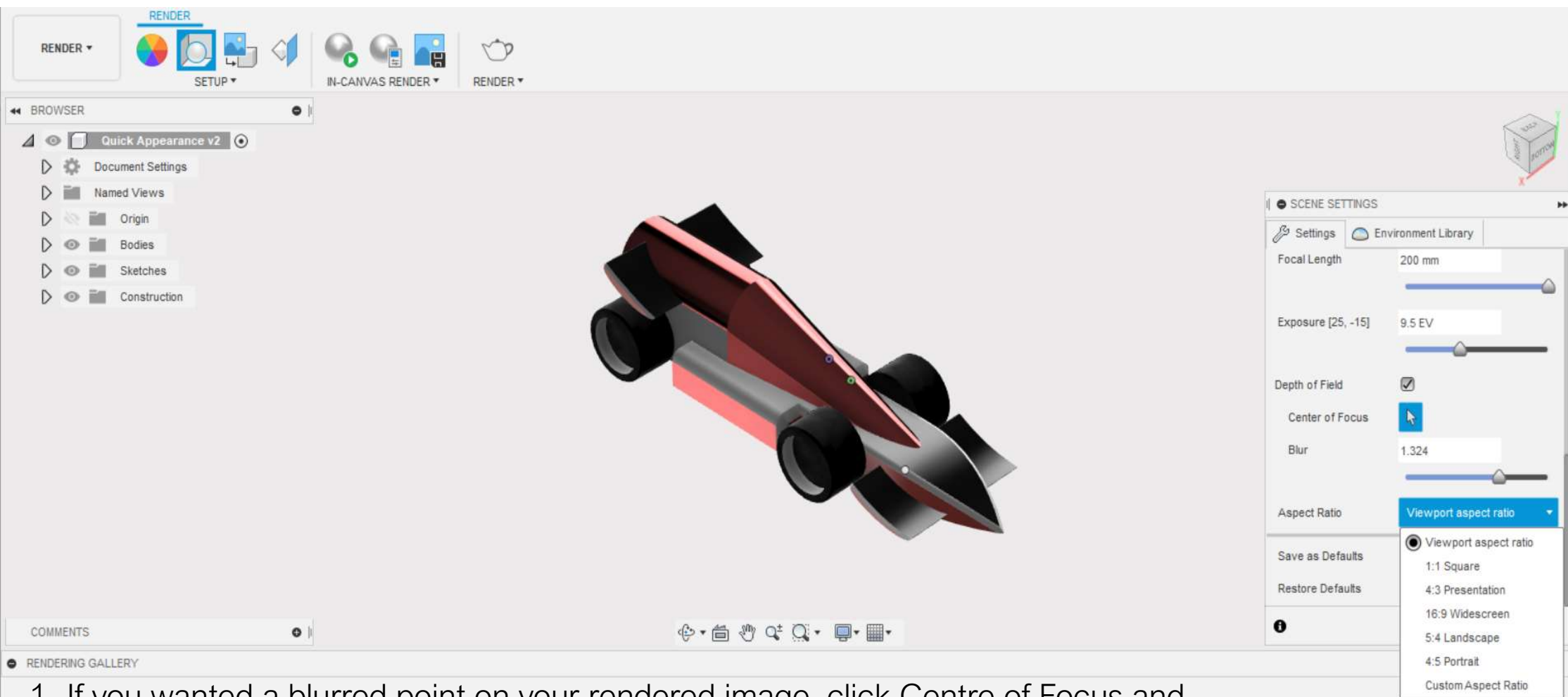


Use the Render tool  to save renderings to your gallery.



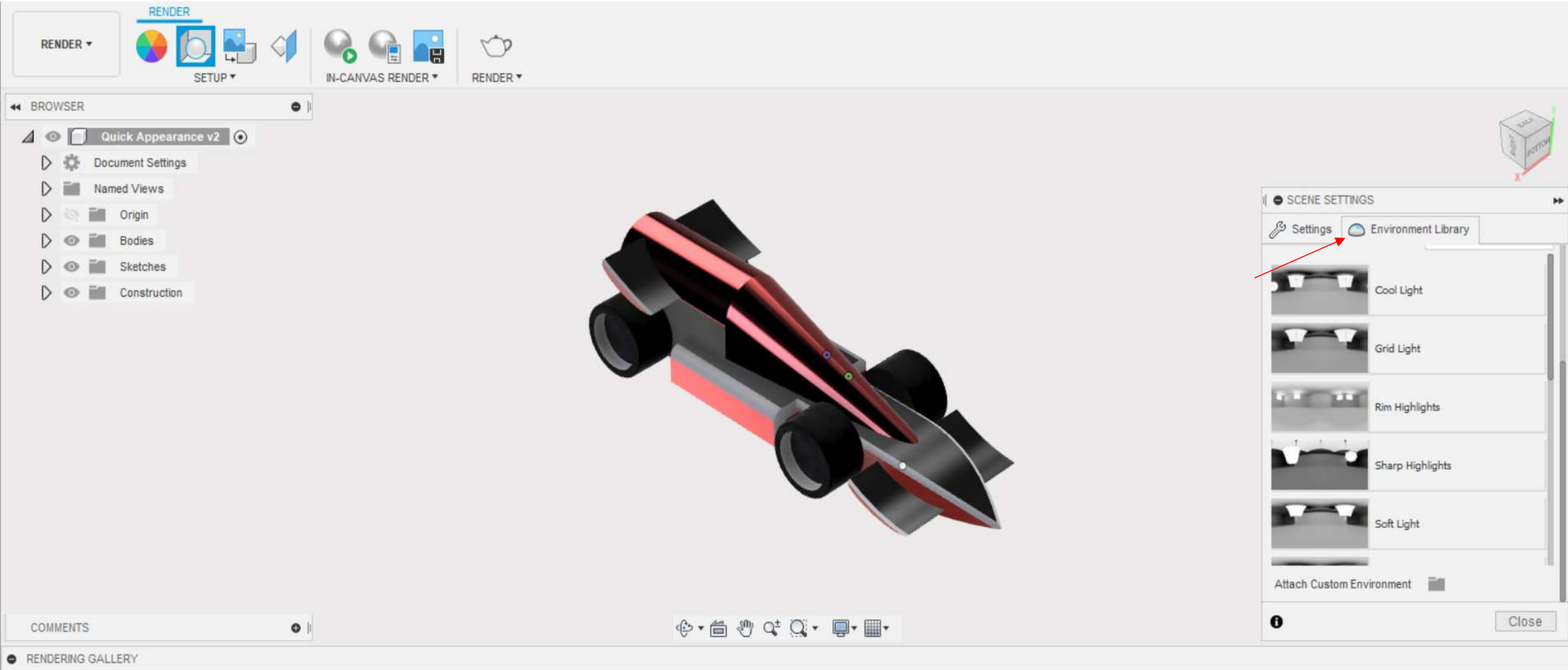
Camera- You can choose the different camera views.

Use the Render tool  to save renderings to your gallery.



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.

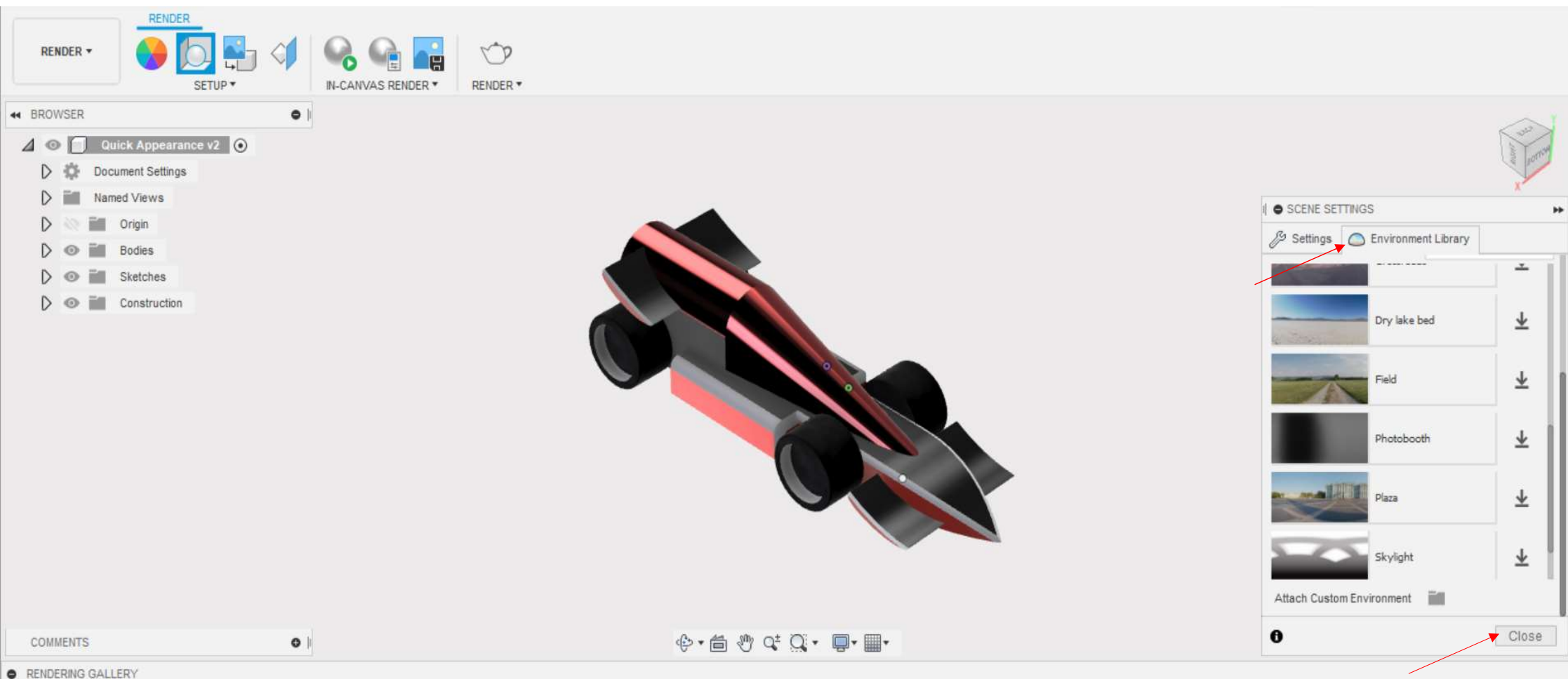
2- Aspect Ratio- You can choose different viewports of the rendered image.



Environment Library.

Use the Render tool  to save renderings to your gallery.

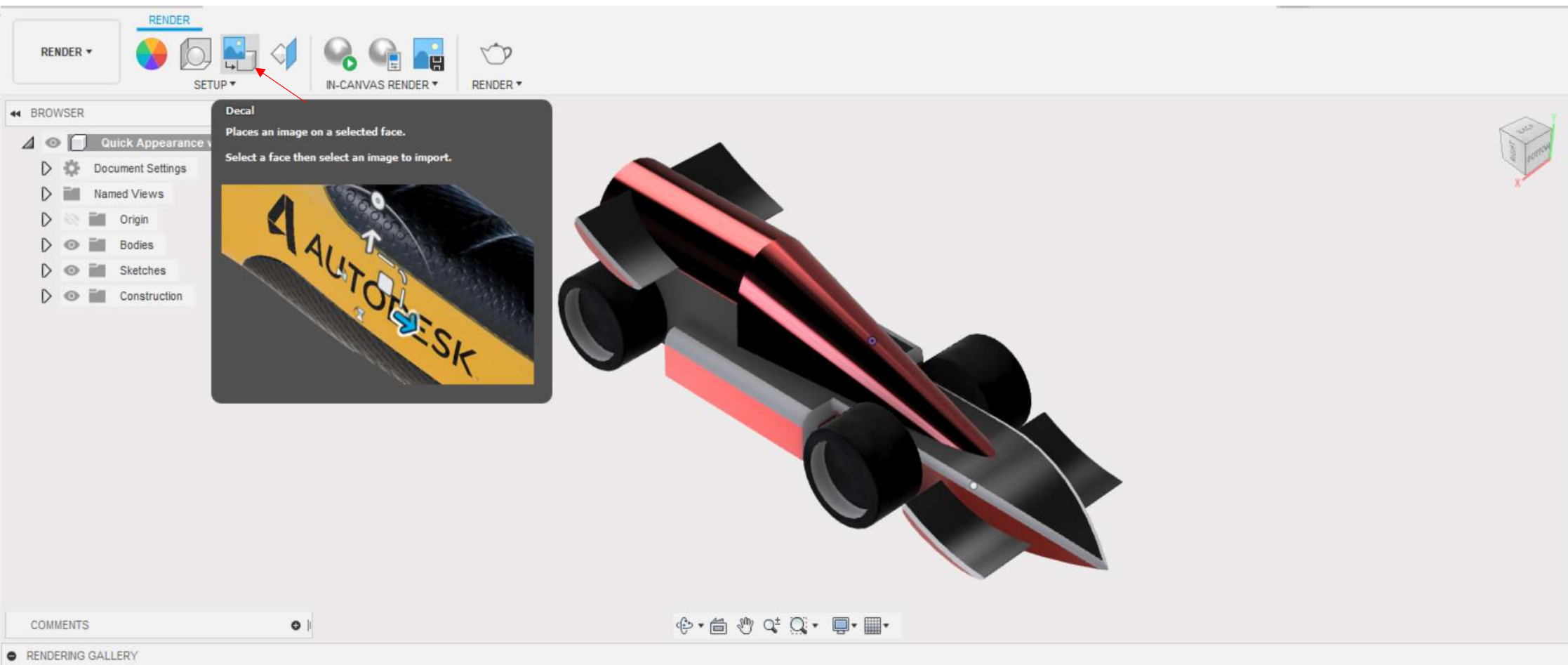
You can choose different lighting to your rendered image.



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

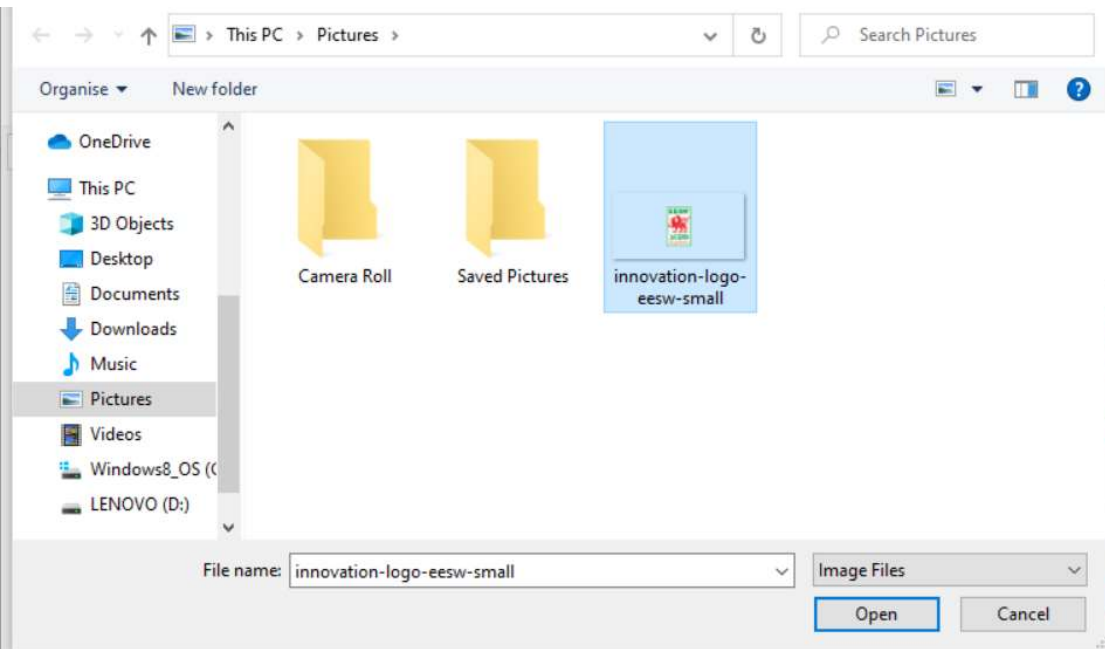
Use the Render tool  to save renderings to your gallery.

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.




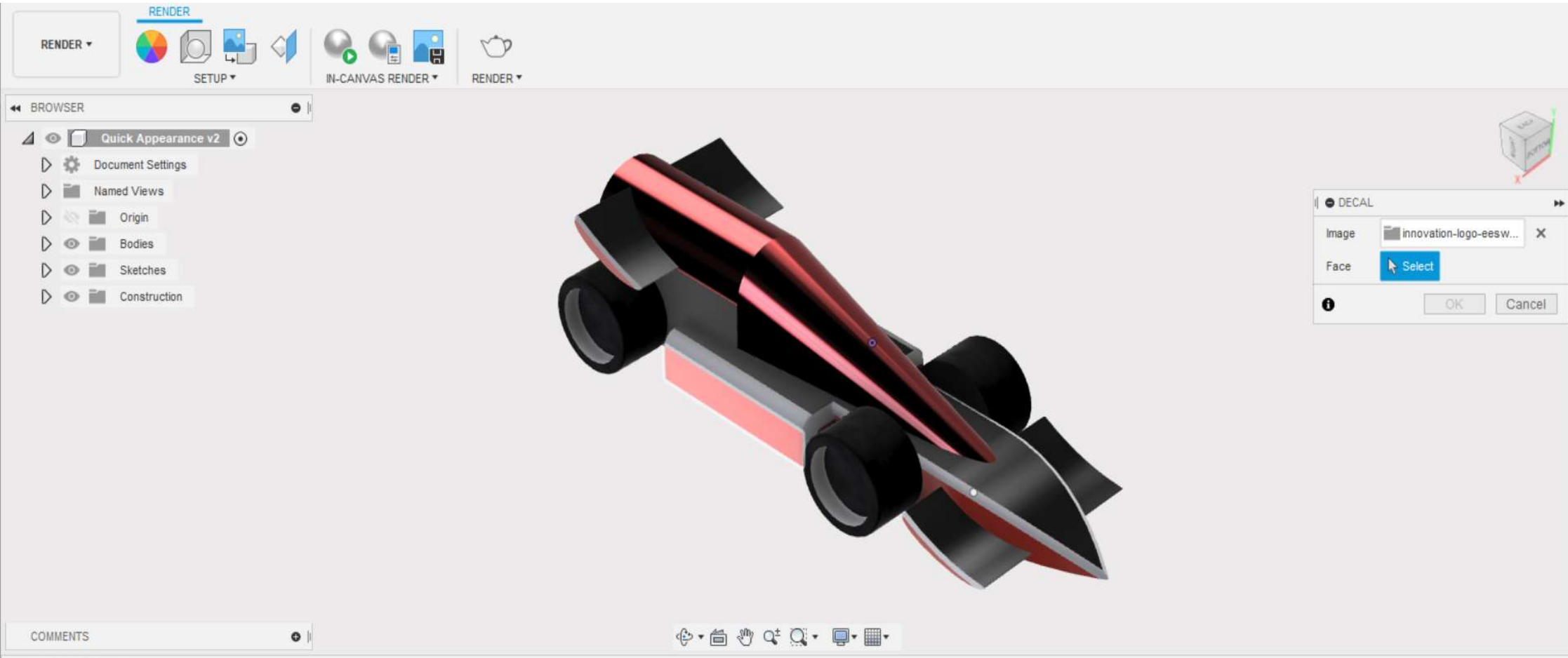
COMMENTS




RENDERING GALLERY

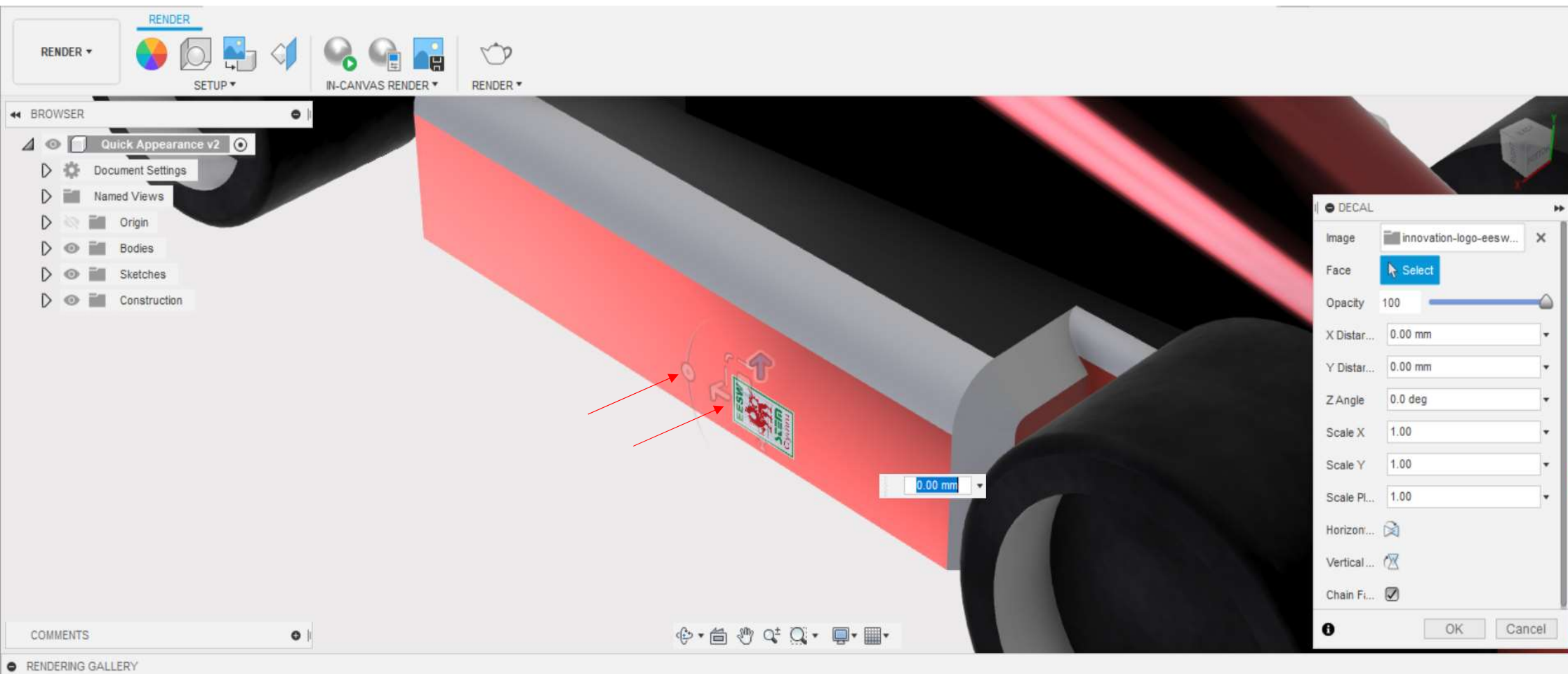
Choose the logo you would like on your car.

Use the Render tool  to save renderings to your gallery.




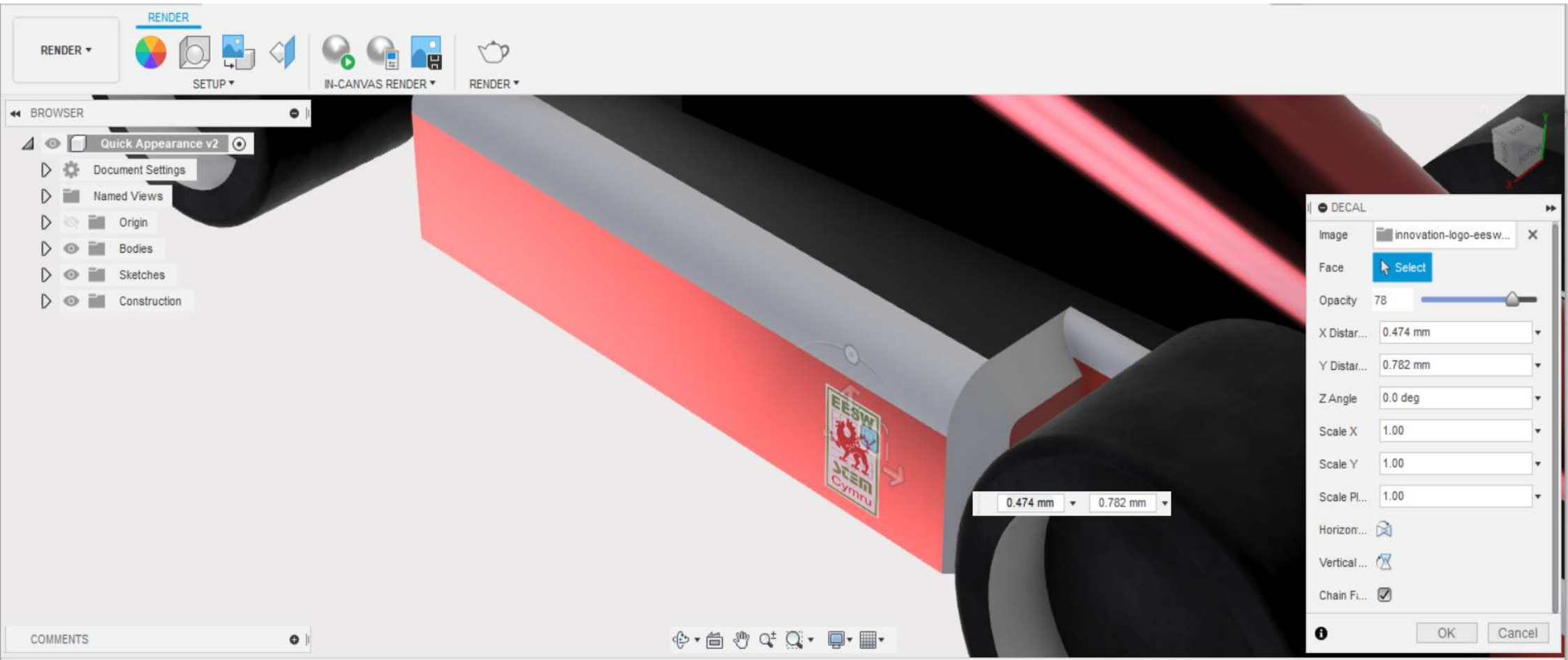
Select the face (part of the car) to place your logo.


Use the Render tool  to save renderings to your gallery.

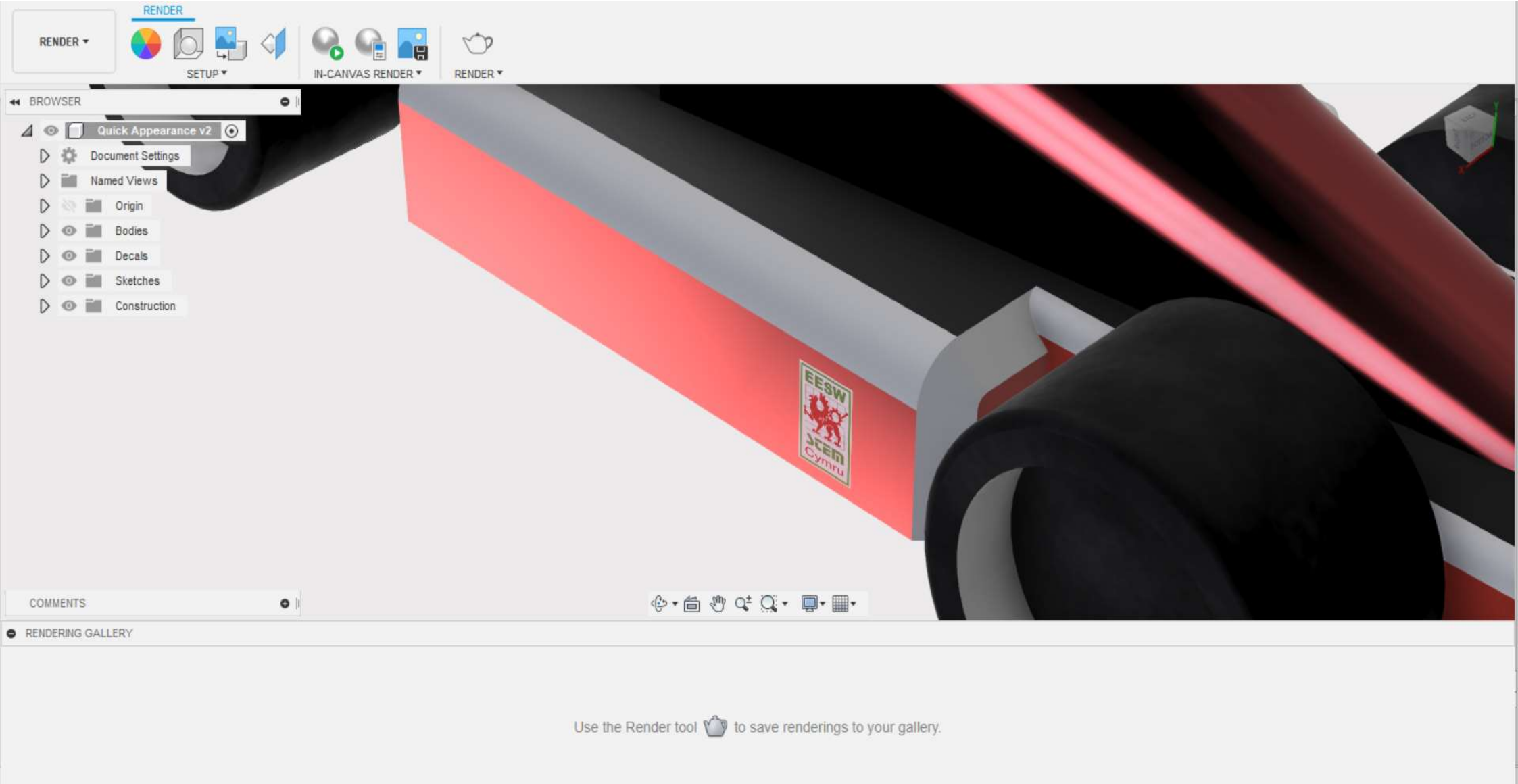


1- Use the arrows around the logo to move the position.

2- Use the circular tool to rotate the logo. Use the Render tool  to save renderings to your gallery.



Use the Render tool  to save renderings to your gallery.



RENDER ▾

RENDER

SETUP ▾

IN-CANVAS RENDER ▾

RENDER ▾

BROWSER

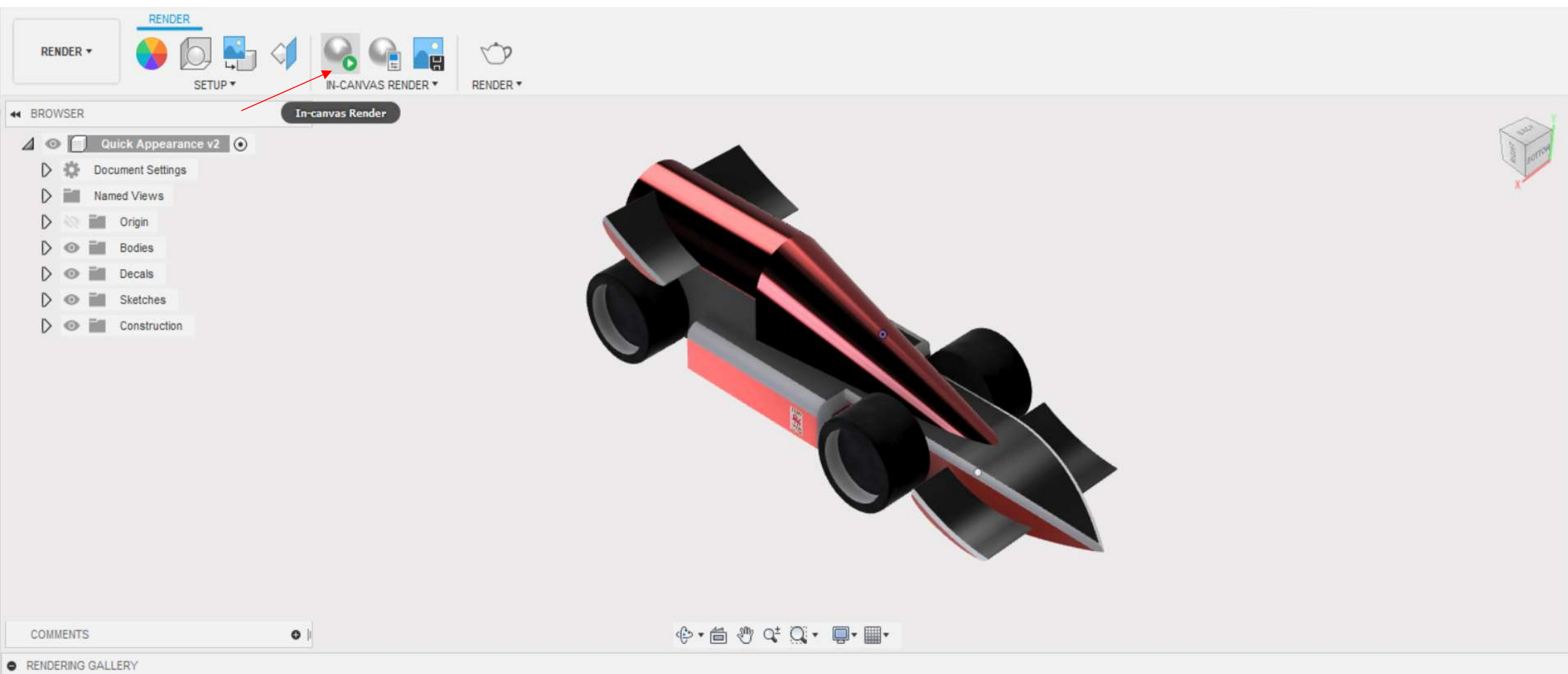
Quick Appearance v2

- Document Settings
- Named Views
- Origin
- Bodies
- Decals
- Sketches
- Construction

COMMENTS

RENDERING GALLERY

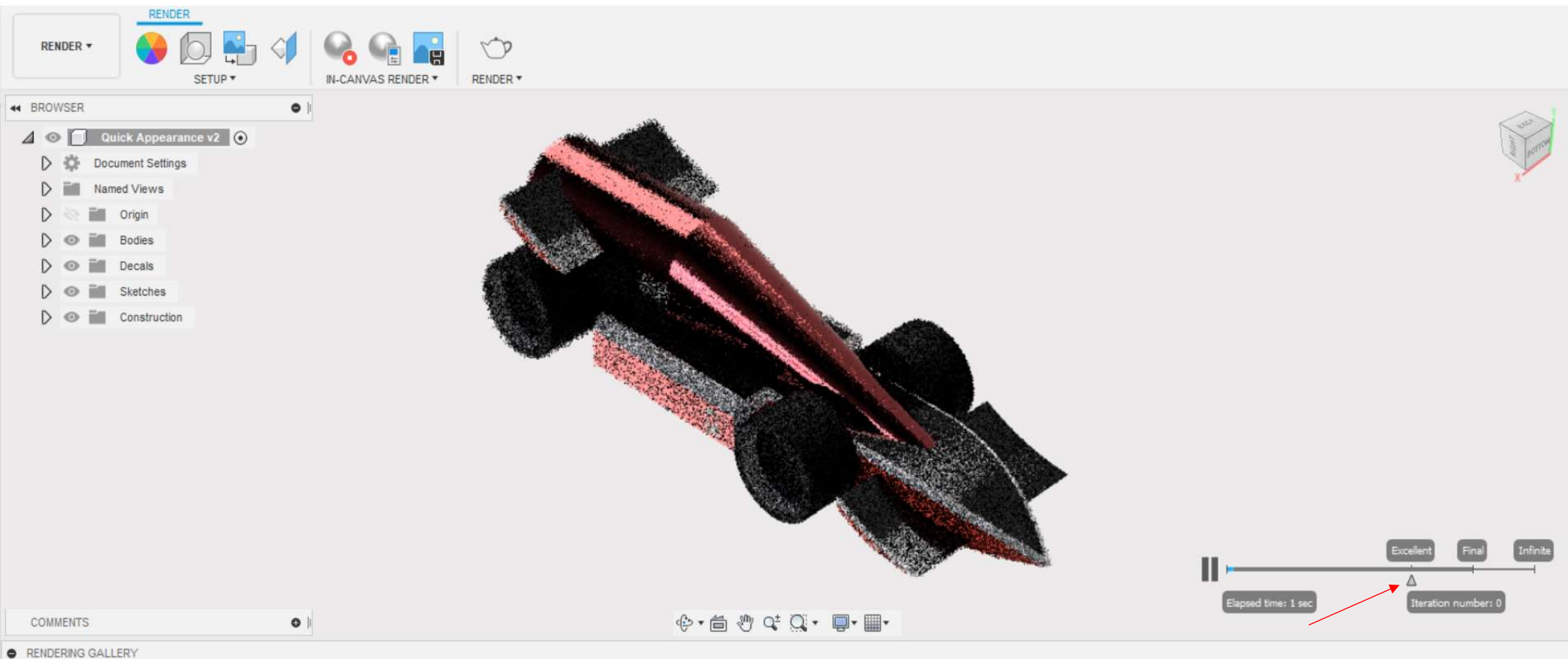
Use the Render tool 🍵 to save renderings to your gallery.



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 much better.

RENDER ▾

RENDER

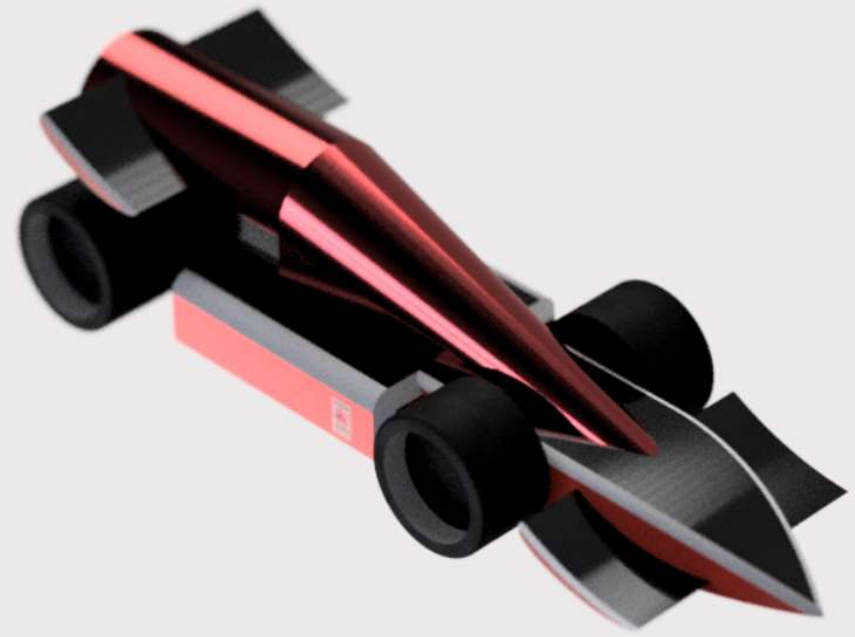
SETUP ▾

IN-CANVAS RENDER ▾

RENDER ▾

BROWSER

- Quick Appearance v2
- Document Settings
- Named Views
- Origin
- Bodies
- Decals
- Sketches
- Construction



COMMENTS


Navigation icons: Home, Hand, Rotate, Zoom, Viewports, Grid.

Progress bar with markers: Excellent, Final, Infinite.

Elapsed time: 39 sec

Iteration number: 18

RENDERING GALLERY

Use the Render tool  to save renderings to your gallery.

RENDER ▾

RENDER



SETUP ▾



IN-CANVAS RENDER ▾

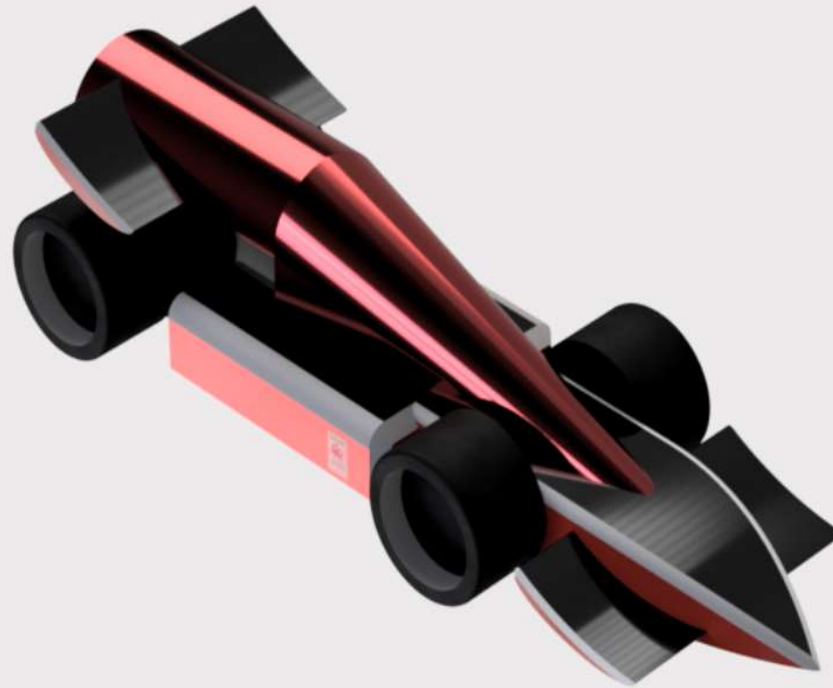


RENDER ▾

← BROWSER

Quick Appearance v2

- Document Settings
- Named Views
- Origin
- Bodies
- Decals
- Sketches
- Construction



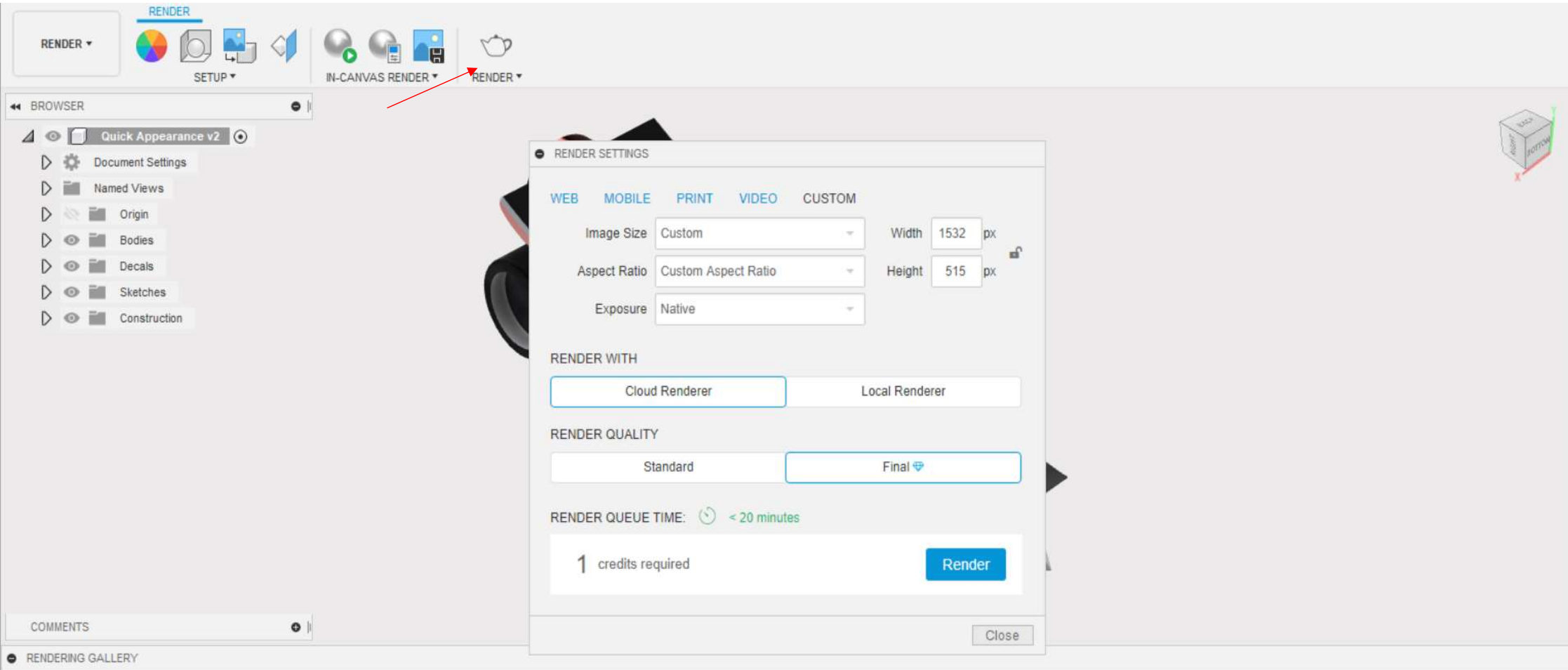
COMMENTS



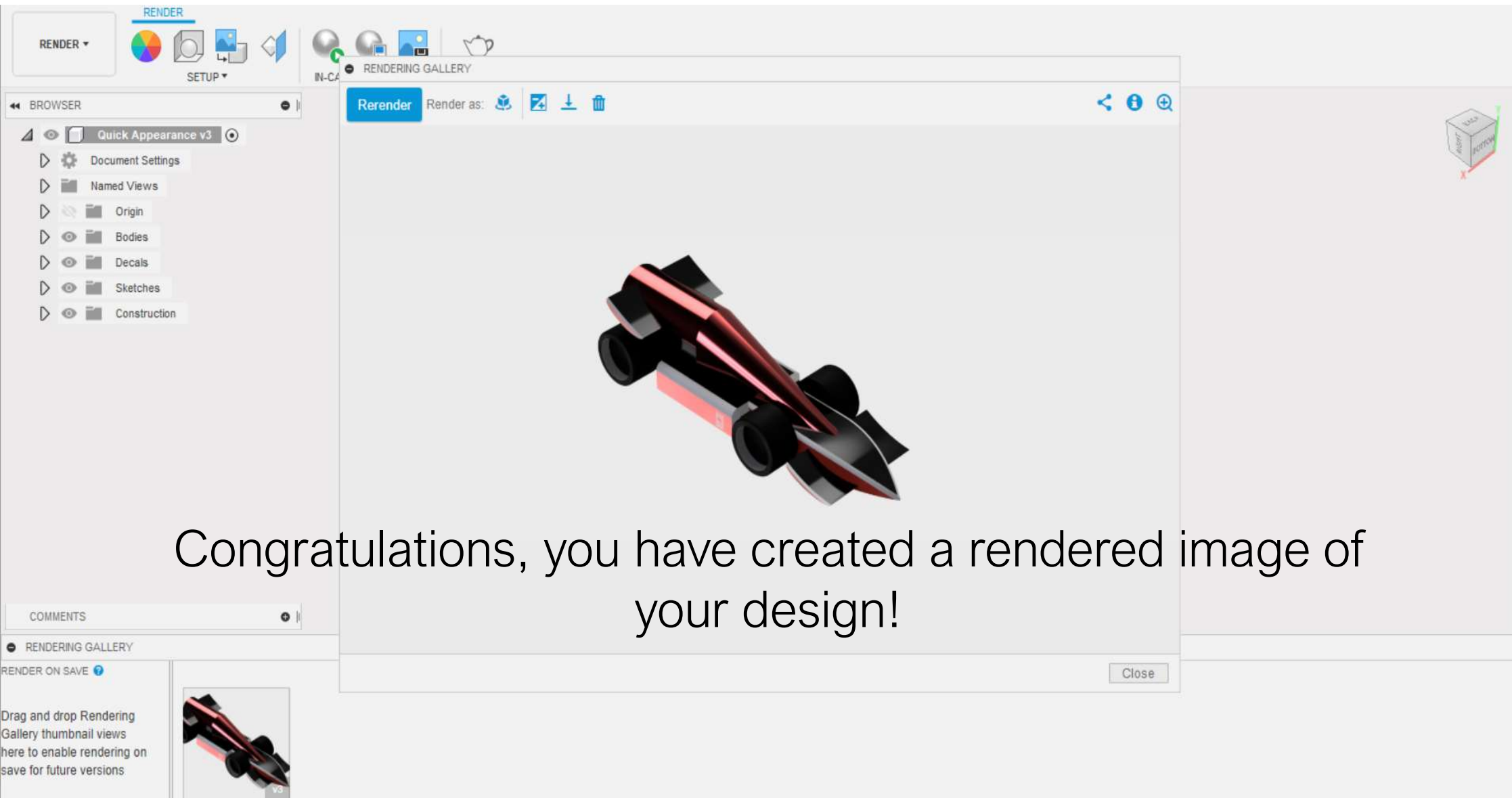
Progress bar with stages: Excellent, Final, Infinite. Elapsed time: 516 sec. Iteration number: 173.

RENDERING GALLERY

Use the Render tool to save renderings to your gallery.



- 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 your happy with the settings, you can click Render.



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