## AccuRender 4 and ADT 2004, 2005, and 2006

Accurender 4 and ADT 2004, 2005 and 2006, there are three methods for assigning materials to compound ADT objects (like walls, doors, and windows) that are managed by styles.

- 1. \**New*\* Now you can simply assign a material to the layer on which the object was created. This means that an object like a wall or window will render with the material assigned to the layer on which they were created or assigned.
- 2. \**New*\* Materials can be assigned directly to the component's layer. For example, a wall style can have a foundation component and the wall area component. Each render in a separate material. With this option the wall can render in a stucco material while the foundation is assigned to gray concrete.
- 3. Materials can also be assigned by ACI color directly to the color of the components. This is most similar to AccuRender 3.

## Method 1: Render the Entire Object with the One Material

You can render the object with the material assigned to the layer on which the object (wall, window, or door) was created. With this method all components of the style render in the material that is assigned to the layer on which the objects were created.



Wall made with wall style that contains two components: the base "boundary 1" and the main wall "boundary 2."



Rendering of wall with material assigned to the layer. Both components of the wall render in the tan stucco material that is assigned to the layer on which the walls were created.

- 1. Type the ADT command AecStyleManager or off the Format menu pick Style Manager. Scroll under styles to your wall style.
- 2. Select the Model Display Representation and put check mark in Style Override.

Door Styles	General Components Materia	als   Endonos / Opening Endonos   Classifica	tions Display Properties	 2
TO Door/Window Assembly Styles     Hill Railing Styles     A Roof Slab Edge Styles     Doof Slab Edge Styles	Display Representations	Display Property Source	Style Override	
Stab Edge Styles     Stab Edge Styles     Stab Edge Styles     Stab Edge Styles     Well Cleanup Group Definitions     Well Cleanup Group Definitions     Well Cleanup Group Definitions     Well Cleanup Styles     Well Cleanup Edge Styles	Si Model       Ha Flan       Bia Pion High Detail       Bia Pion Low Detail       Bia Pion Low Detail       Bia Perlected       Bia Skatch	Wall Style Override - wall-1 Drewing Default Drewing Default Drewing Default Drewing Default Drewing Default	×	

3. Pick the Edit Properties button on the right of the dialog. Check the "by materials" option for the main component Boundary 1 and Boundary 2.



With this option the components will render in the material of the layer on which they were created or assigned.

Display Component	Visible	By Material	Laver	Color	Linetype	Lineweight	LtScale	Plot Style
efect Warning	0		0	red	ByBlock	ByBlock	1.0000	ByBlack
rink Wran Body	Ö	n	ñ	BYBLOCK	ByBlock	ByBlock	1 0000	ByBlock
oundary 1 (base)	0	<b>v</b>	wall-ex-2	BYLAYER	ByBlock	ByBlock	1.0000	ByBlock
oundary 2 (Unnamed)	0	<b>V</b>	wall-ex-1	BYLAYER	ByBlock	ByBlock	1.0000	ByBlock

4. The entire wall style will render in the materials assigned to the layer A-Wall. Set the wall the Stucco, Tan.

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🔬 Con 🦪	Mat 👌 Env 🔑 Lig 👹 Pla
= M 0 -	
	F 🖬   By Layer 🔄 🐝
Layer	Material
■0	**Use Layer Color**
12QAF01-L	PARK LARE VILLE \wood_31
120AF01-L	PARK LARE VILLE \wood_31
12QAF01-L	PARK LARE VILLE \wood_31
■120AF01-L	PARK LARE VILLE \wood_31
12QAF01-M	PARK LARE VILLE \wood_31
2120AF01-S	BMCD2AR3\Bitmap Textures\Fabric\
12QAF04-A	PARK LARE VILLE \wood_31
■120AF04-L	PARK LARE VILLE \wood_31
■12QAF04-L	PARK LARE VILLE \wood_31
■12QAF04-L	PARK LARE VILLE \wood_31
120AF04-L	PARK LARE VILLE \wood_31
12QAF04-M	PARK LARE VILLE \wood_31
120AF04-S	BMCD2AR3\Bitmap Textures\Fabric\
A-Anno-Scm	**Use Layer Color**
🗖 A-Area-Mass	**Use Layer Color**
A-Door	**Use Layer Color**
A-Flor-Hral	**Use Layer Color**
A-Flor-Pfix	***Use Layer Color**
A-Flor-Strs	**Use Layer Color**
A-Glaz-Assm	**Lise Laver Color**
A-Wall	_accurender\Exterior\Stucco\Tan, Te
A-Wall-Open	**Use Layer Color**
A10-ground	**Use Layer Color**
A10 around	**I loo Louor Color**

## Method 2: Rendering the Object with Different Materials

Materials can be assigned directly to the components' layers. This method provides a way to render the component part of the object with different materials.



- 1. Type the ADT command AecStyleManager or off the Format menu pick Style Manager. Scroll under styles to your wall or other style.
- 2. Select the Model Display Representation and put a check mark in Style Override.



3. Pick the Edit Properties button on the right of the dialog. Model Display Representation. *Uncheck* "by material" setting for the main components Boundary 1 and Boundary 2.



The components will follow the materials of the layer they are assigned in the style. For example, Boundary 1 will render in the materials assigned to layer "wall-ex-2" and Boundary 2 will follow the materials assigned to the layer "wall-ex-1."



4. The components of the wall style will render in the materials assigned to each layer. In the Accurender 4 Materials Manager, assign materials to "wall-ex-1" and "wall-ex-2" layers. We chose "Blue Slate Horizontal 6" siding for Boundary 2 and "Ashlar stone" for Boundary 1.



5. You can remove the materials assigned to the "A-Wall" layer by right clicking on the layer and picking "Remove Material" from the right-click menu.

🔤 RPCs 🏻 🧼	Cameras   🕦 Render   🔨 WalkAbo Materials   🖕 Environme   🔑 Lights	ut 🛛 🙏 Start s 🛛 👾 Plants
2 ¥ & G	🖇 🖬 🛛 By Layer	▼ ( <b>0</b> 86**
Layer	Material	<b></b>
A-Glaz-Assm	**Use Layer Color**	-
A-Wall	**Use Layer Color**	
ASHADE	**Use Laye Assign Material	
BMCD2-11	BMCD2AF Edit Material	
BMCD2-11	BMCD2AP	
BMCD2-11	BMCD2AP Remove Material	
BMCD2-11	BMCD2AB3\Solid Materials \Glossy	

6. Another example of this is our Window style. We uncheck "by material" for the Infill, Frame and Mullion components.

Display Component	Visible	By Material	Laver	Color	Linetype	Lineweight	Lt Scale	Plot Style
ell Marker Default Intill Default Frame Default Mullion	0000		0 glass-1 mullion-1 mullion-1	BYLAYER BYLAYER BYLAYER BYLAYER	ByBlock ByBlock ByBlock ByBlock	ByBlock ByBlock ByBlock ByBlock ByBlock	1.0000 1.0000 1.0000 1.0000 1.0000	ByBlock ByBlock ByBlock ByBlock ByBlock

7. Next in the Accurender 4 Materials Manager, assign the following components to the layers specified. Then assign the materials to the layers in the Material Manager.

Display	Layer	Material
Component		
Infill	glass 1	Glass, Clear,
		Highly Reflective
Frame	mullion 1	Solid color,
		white, linen,
		glossy
Mullions	mullion 1.	Solid color,
		white, linen,
		glossy

Layer	Material	
A-Glaz-Ass	m **Use Layer Color**	
A-Wall	"Use Layer Color"	
ASHADE	**Use Layer Color**	
BMCD2-11.	BMCD2AR3\Bitmap Textures\Wood\	
BMCD2-11.	BMCD2AR3\Bitmap Textures\Wood\	
BMCD2-11.	BMCD2AR3\Bitmap Textures\Wood\	
BMCD2-11.	BMCD2AR3\Solid Materials \Glossy	
BMCD2-11.	BMCD2AR3\Solid Materials \Glossy	
L	BMCD2AR3\Solid Materials \Glossy	
floc.	CD2AR3\Bitmap Textures\Wood\	
floor-wood	"Ritmap Textures \Fabric \	
furniture-1	"Use Layer Colo. Wood\	
furniture-2	**Use Layer Color**	

8. Render.

## Method 3: Render the Components with ACI (AutoCAD Color Index)

As in previous version of AccuRender, materials can be assigned directly to the color of the components layers. This method is referred to as rendering to the ACI.



1. Select the Model Display Representation and put check mark in Style Override.

Door Styles     Door/Window Assembly Styles	General Components Materi	als   Endcaps / Opening Endcaps   Classifica	tions Display Properties	-
-III Railing Styles	Display Representations	Display Property Source	Style Override	14
Poof Stab Styles	The came	Denvise Default	0	
<ul> <li>Slab Edge Styles</li> </ul>	A Model	Wall Style Override - wall-1	×	
Slab Styles	Pian .	Drawing Detault	0	
- Space Styles	🛤 Plan High Detail	Drawing Detault	0	
- # Stair Styles	Plan Low Detail	Drawing Detault		
- NJ Stair Winder Styles	Reflected	Drawing Detault		
- 🜮 Structural Member Shape Definitions	Ch Sketch	Drawing Detault		
<ul> <li>Structural Member Styles</li> </ul>				
⊕ = Wal Cleanup Group Definitions				
Wall Endcap Styles				
- Wal Modifier Styles				
B. B. Wal Opening Endcap Styles	_			
e-III Wal Styles				
wal-1	*1			

2. Pick the Edit Properties button on the right of the dialog. Model Display Representation. *Uncheck* "by material" setting for the main components Boundary 1 and Boundary 2. In the Color column, set the color to the component that you want to render by ACI.



With this method, the components will render to the materials that are assigned in the "by ACI" area of the Materials Manager. For example, Boundary 1 will render in the materials assigned to ACI color 49 and Boundary 2 will follow the materials assigned to ACI color 112.

*Note:* You can not assign the component's material directly by layer color. For example, the" wall-ex-2" layer color is 49 in AutoCAD's layer manager, but you still need to assign the 49 (or other color) to the color setting in the Display Properties dialog.

Display Component Jefect Warning Shirik Wap Body Boundary 1 (base) Boundary 2 (Unnamed)	Visible V V V V V V V	By Material	Layer 0 0 wall-ex-2 wall-ex-1	Color red FXSH OCK 49 112	Linetype ByBlock ByBlock ByBlock ByBlock	Lineweight ByBlock ByBlock ByBlock ByBlock	LtScole 1.0000 1.0000 1.0000 1.0000	Plot Style ByBlock ByBlock ByBlock ByBlock
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3. From the Materials Manager, instead of "by layer" select "by ACI in the combo list at the top of the dialog." The list will change for a list of layer in the drawing to a list of ACI colors.

*Note:* You can render both "by material" and "by color" in the same model.



AccuRender		
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2 У A	😂 🖬 Byaci	▼ 30
Color	Material	
039	**Use Layer Color**	
040	**Use Layer Color**	
041	**Use Layer Color**	
042	**Use Layer Color**	
043	**Use Laver Color**	
044	**Use Laver Color**	
045	**Use Layer Color**	
046	**Use Layer Color**	
047	**Use Laver Color**	
<b>0</b> 48	**Use Layer Color**	
049	_accurender\Concrete\Exposed Aggregate, Pink	
050	**Use Layer Color**	
051	**Use Layer Color**	
052	**Use Layer Color**	
108	**Use Layer Color**	
<b>1</b> 09	**Use Layer Color**	
<b>1</b> 10	**Use Layer Color**	
<b>1</b> 11	**Use Layer Color**	
112	_accurender\Masonry\Brick\Brown, Non-uniform,200	
<b>1</b> 13	**Use Layer Color**	
<b>1</b> 14	**Use Layer Color**	
115	Wellow Low Color Mek	

- 4. Here we assigned Pink Aggregate Concrete to color 49 and Brown Non-Uniform Brick to color 112.
- 5. Render.