

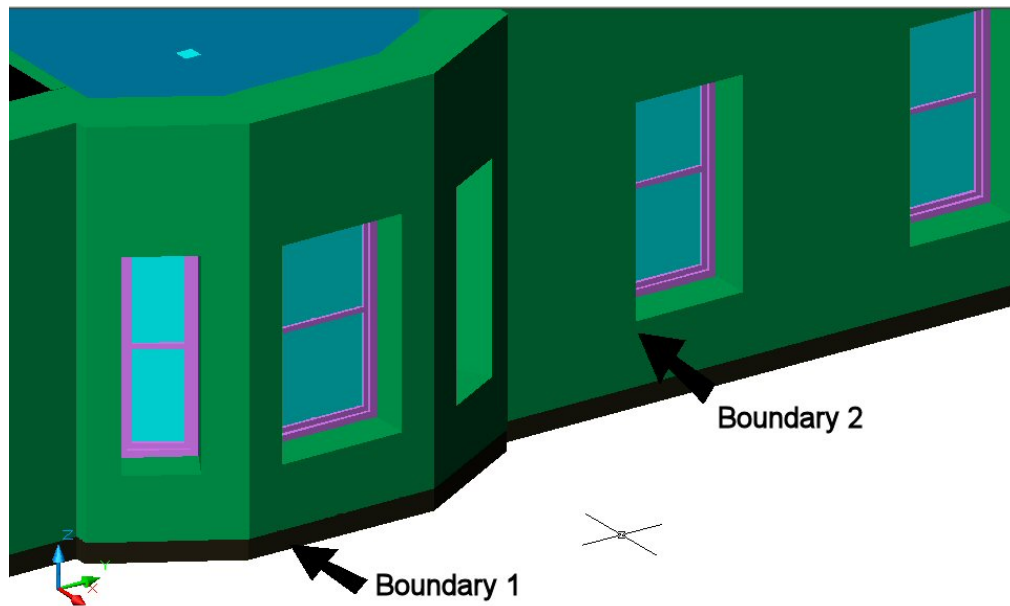
AccuRender 4 and ADT 2004, 2005, and 2006

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.

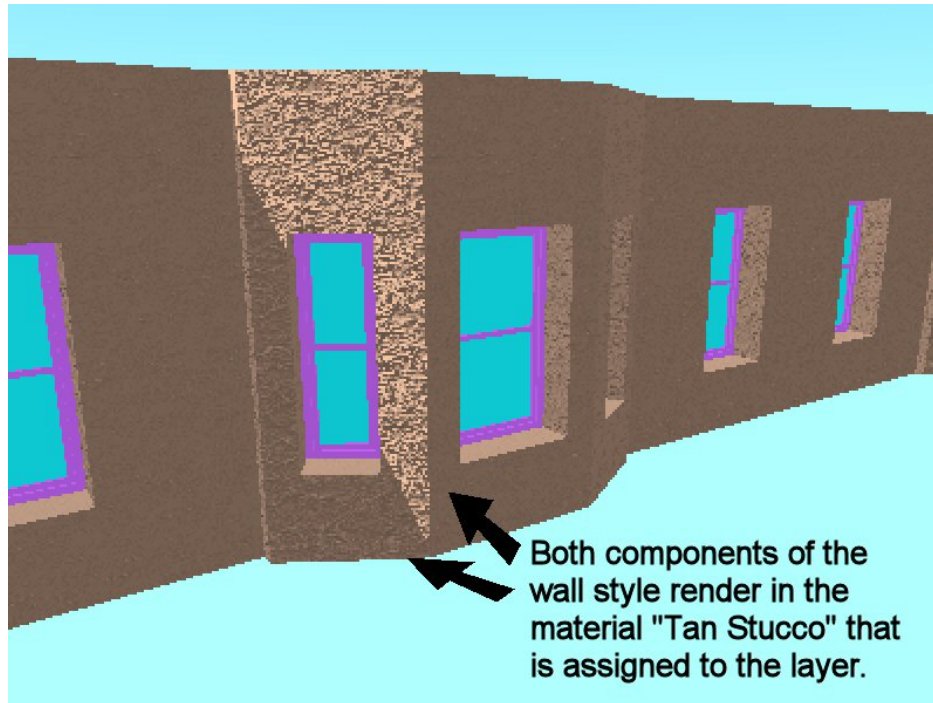
1. **New** Now you can simply assign a material to the layer on which the object was created. This means that an object like a wall or window will render with the material assigned to the layer on which they were created or assigned.
2. **New** Materials can be assigned directly to the component's layer. 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.

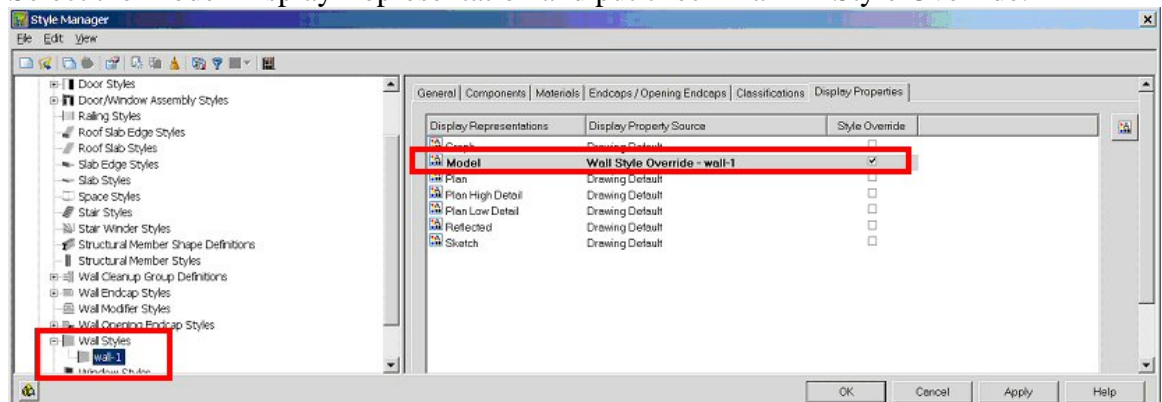


Wall made with wall style that contains two components: the base "boundary 1" and the main wall "boundary 2."



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.

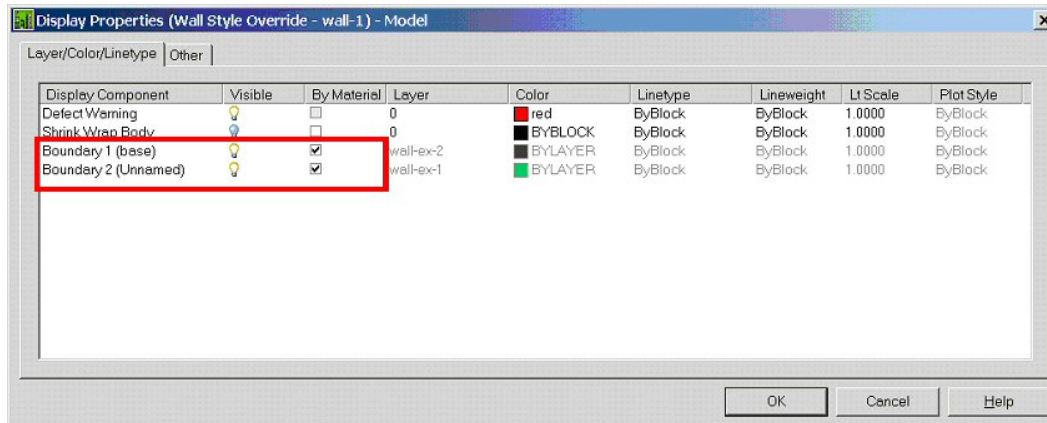
1. Type the ADT command AecStyleManager or off the Format menu pick Style Manager. Scroll under styles to your wall style.
2. Select the Model Display Representation and put check mark in Style Override.



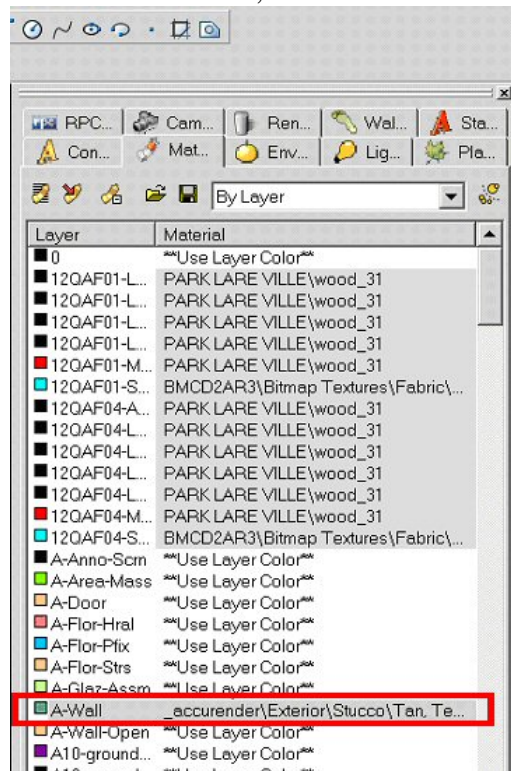
3. Pick the Edit Properties button on the right of the dialog. Check the “by materials” option for the main component Boundary 1 and Boundary 2.



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

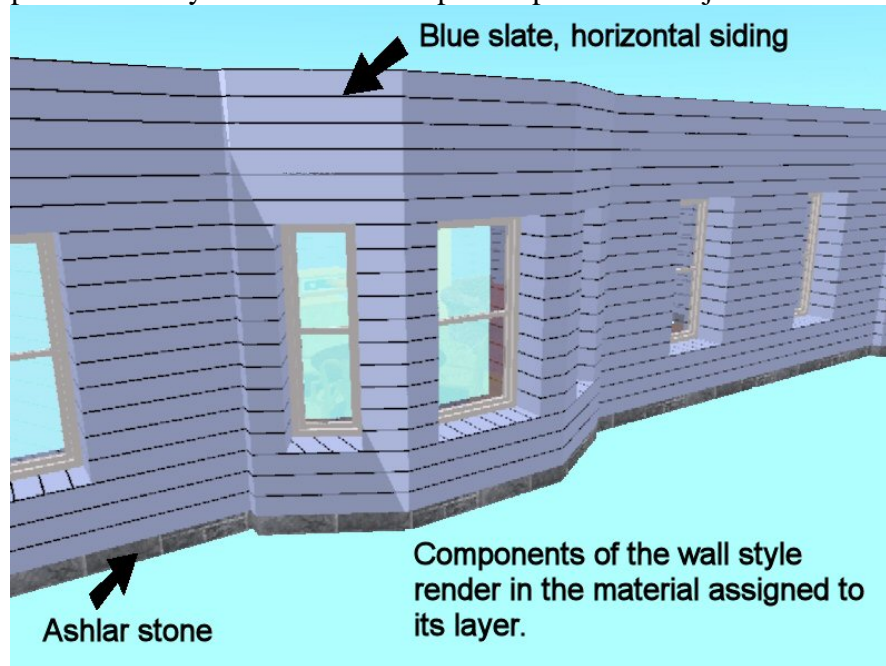


- The entire wall style will render in the materials assigned to the layer A-Wall. Set the wall the Stucco, Tan.

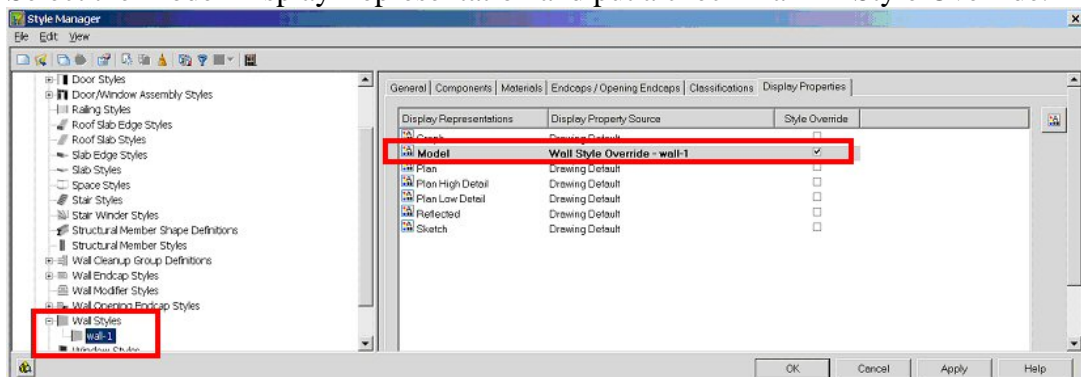


Method 2: Rendering the Object with Different Materials

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.



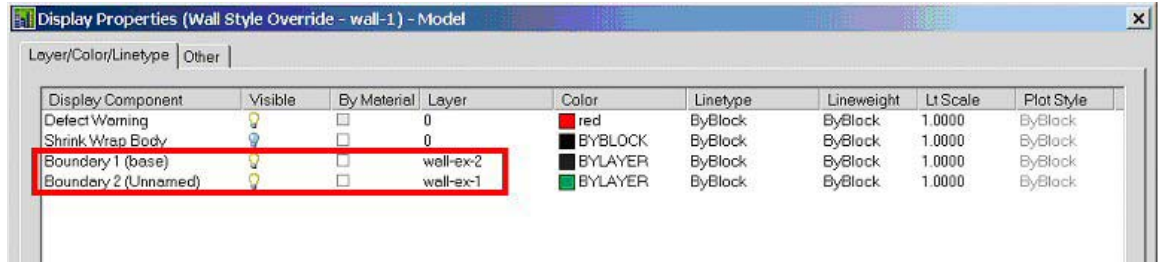
1. Type the ADT command AecStyleManager or off the Format menu pick Style Manager. Scroll under styles to your wall or other style.
2. Select the Model Display Representation and put a check mark in Style Override.



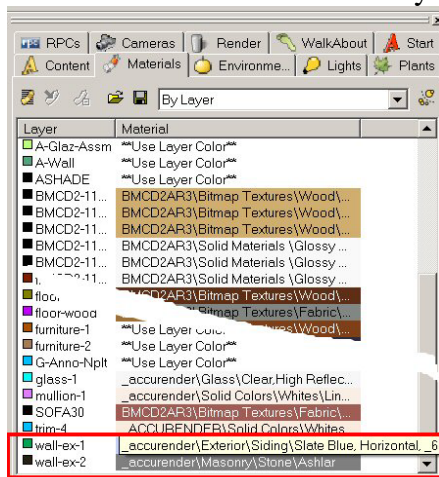
3. Pick the Edit Properties button on the right of the dialog. Model Display Representation. Uncheck "by material" setting for the main components Boundary 1 and Boundary 2.



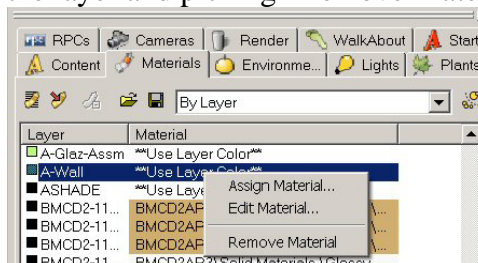
The components will follow the materials of the layer they are assigned in the style. For example, Boundary 1 will render in the materials assigned to layer “wall-ex-2” and Boundary 2 will follow the materials assigned to the layer “wall-ex-1.”



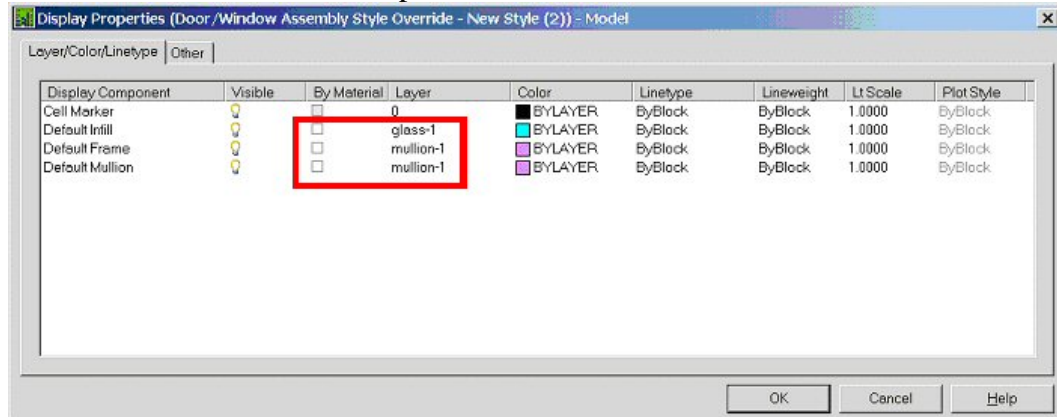
- The components of the wall style will render in the materials assigned to each layer. In the Accurender 4 Materials Manager, assign materials to “wall-ex-1” and “wall-ex-2” layers. We chose “Blue Slate Horizontal 6” siding for Boundary 2 and “Ashlar stone” for Boundary 1.



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.

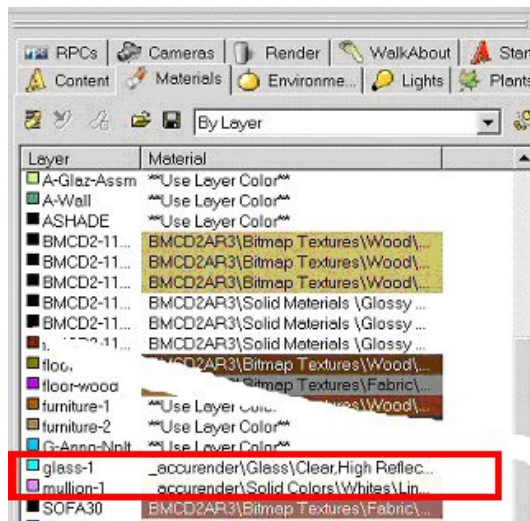


6. Another example of this is our Window style. We uncheck “by material” for the Infill, Frame and Mullion components.



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.

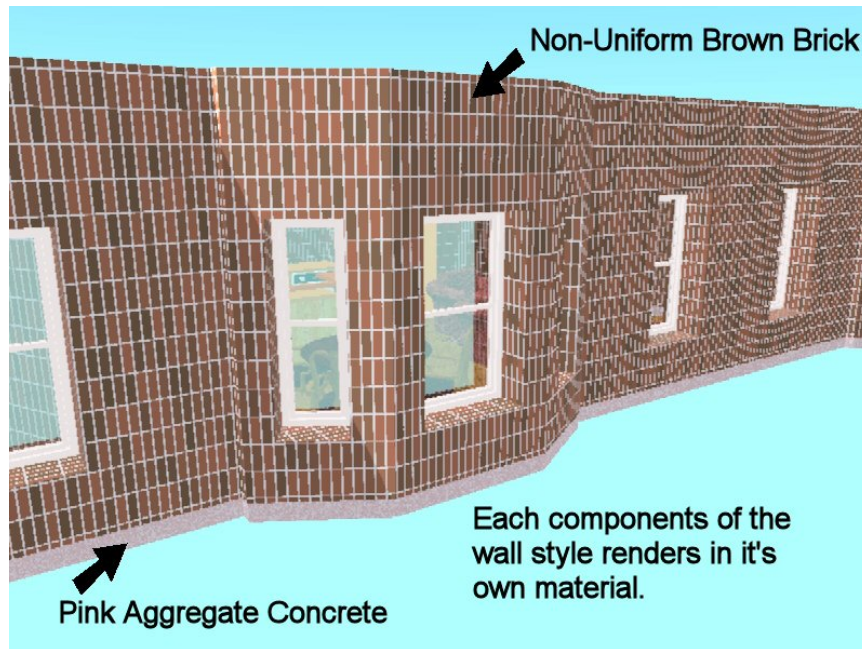
Display Component	Layer	Material
Infill	glass 1	Glass, Clear, Highly Reflective
Frame	mullion 1	Solid color, white, linen, glossy
Mullions	mullion 1.	Solid color, white, linen, glossy



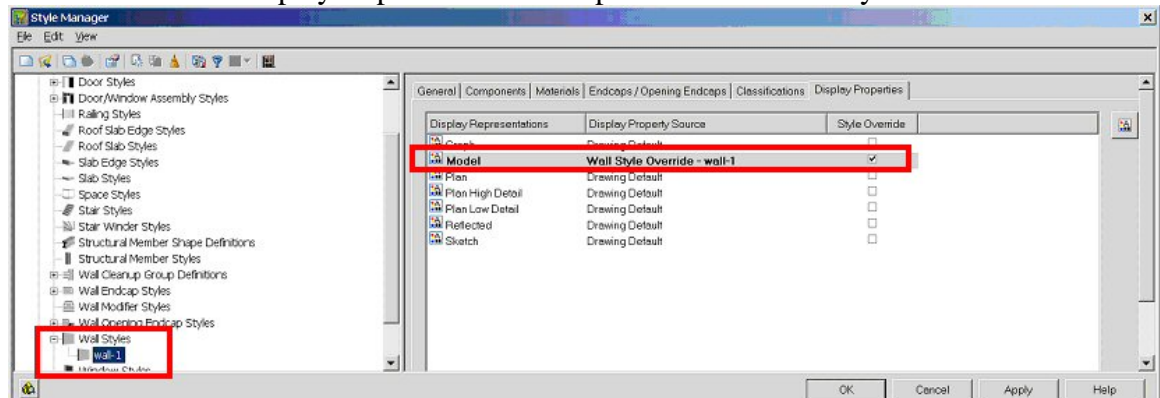
8. Render.

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.

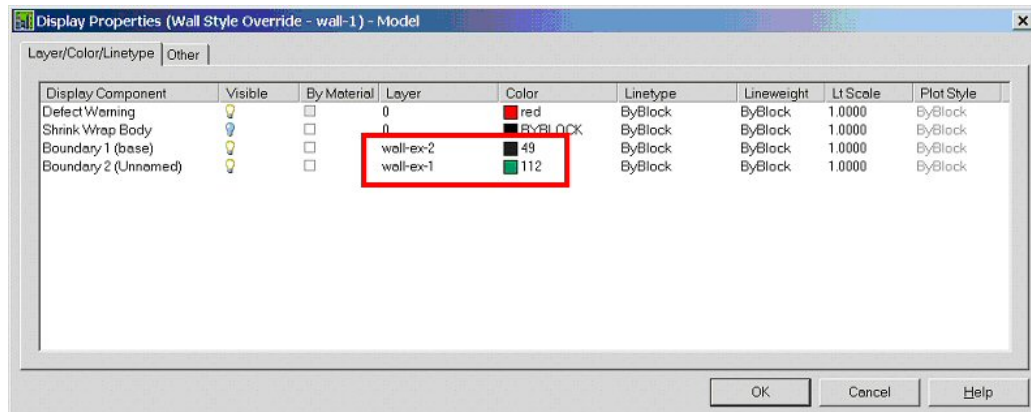


2. Pick the Edit Properties button on the right of the dialog. Model Display Representation. *Uncheck* “by material” setting for the main components Boundary 1 and Boundary 2. In the Color column, set the color to the component that you want to render by ACI.

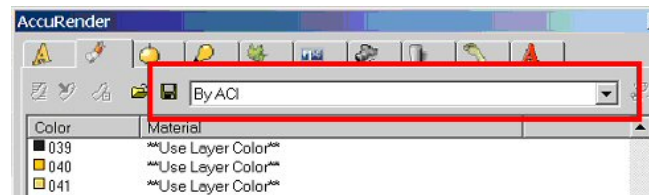


With this method, the components will render to the materials that are assigned in the “by ACI” area of the Materials Manager. For example, Boundary 1 will render in the materials assigned to ACI color 49 and Boundary 2 will follow the materials assigned to ACI color 112.

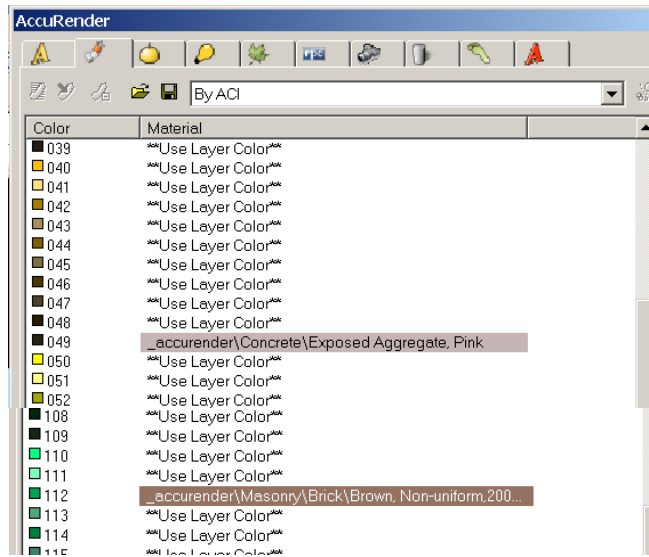
Note: You can not assign the component’s material directly by layer color. For example, the” wall-ex-2” layer color is 49 in AutoCAD’s layer manager, but you still need to assign the 49 (or other color) to the color setting in the Display Properties dialog.



- 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.



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