

Automatically Generating Material Definitions

There are over 5000 materials that ship with AccuRender 4. In addition, there is the capacity to make an unlimited number of custom materials by mapping to your own images. These can be digital photos, scanned images, or generated images from a digital image editing program, like PhotoShop. There are also vendors that sell libraries of images like the “Blocks and Materials” product from Ketiv and images collection that are available from Dosch Design <http://www.doschdesign.com/>

These images can not be as materials until they are made into a material definition and saved to an AccuRender materials .mlib library. You can do this manually, one image at a time. For details on making a new material definition (one at a time), see the AccuRender Help. Search on New Materials.

AccuRender 4 also has an automatic way of generating material definitions from a entire folder of image files. You can do this with a cd of image directly. However we recommend, coping the CD to the hard drive and then make the material library.

Note: If you do not copy the CD to the hard drive, then CD will need to be in the drive for any rendering that uses this material.

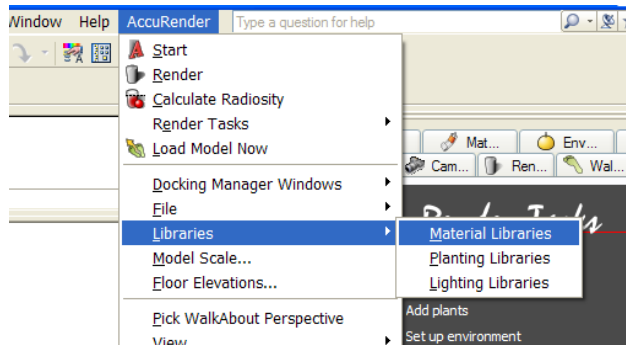
There are tow main sections to this document:

- Making a New Library
- Generating Material Definitions

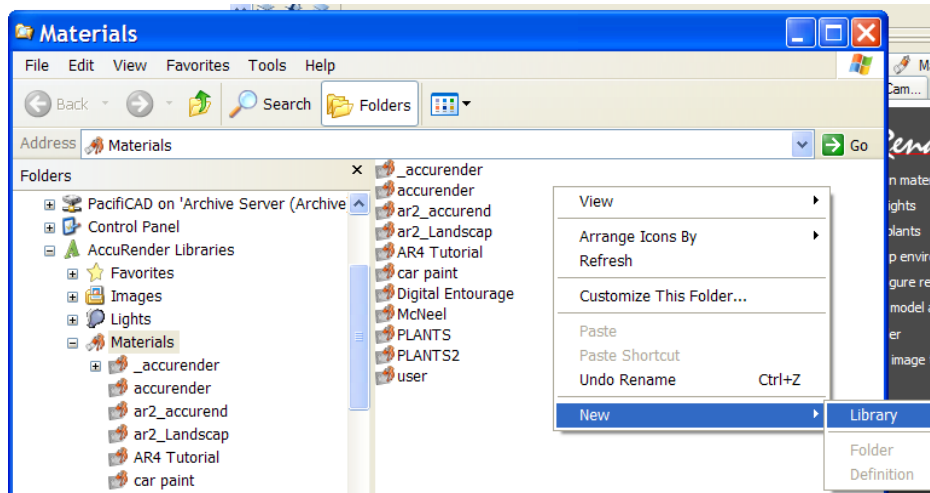
Making a New Library

If you prefer to make a new materials library mlib file, yon can do it with the following procedure. Otherwise, if you prefer to use the **User** library or an exiting library, you can skip this section, and go on to ***Generating Material Definitions***

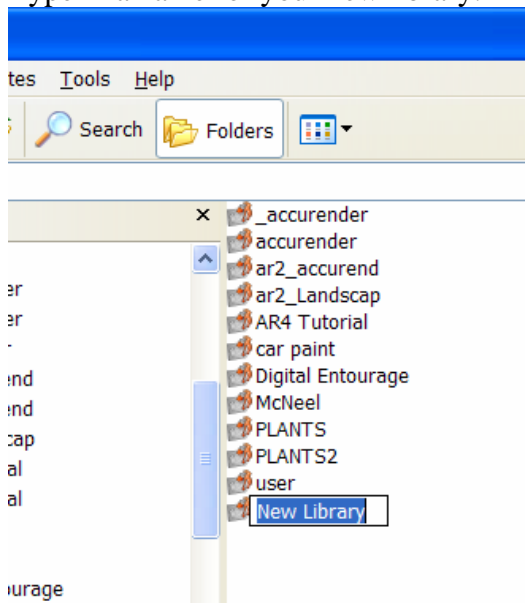
1. Open AutoCAD and load **Ar4**. From the AccuRender menu, pick **Libraries** and **Materials Libraries**.



2. From the **Materials** library dialog, in the right pane, right click and pick **New Library** from the right click menu.



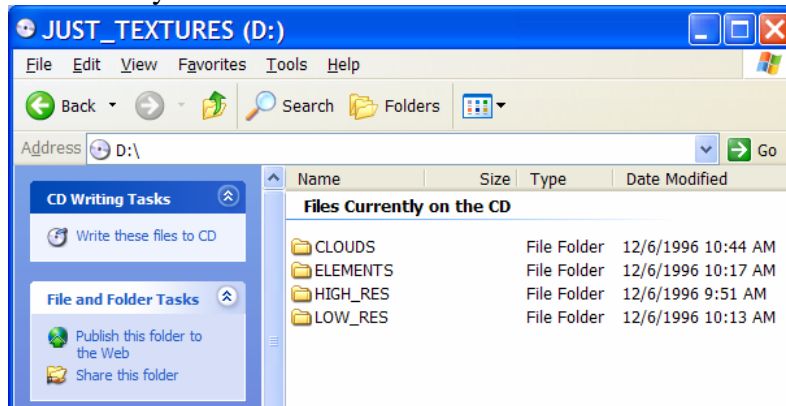
3. Type in a name for your new library.



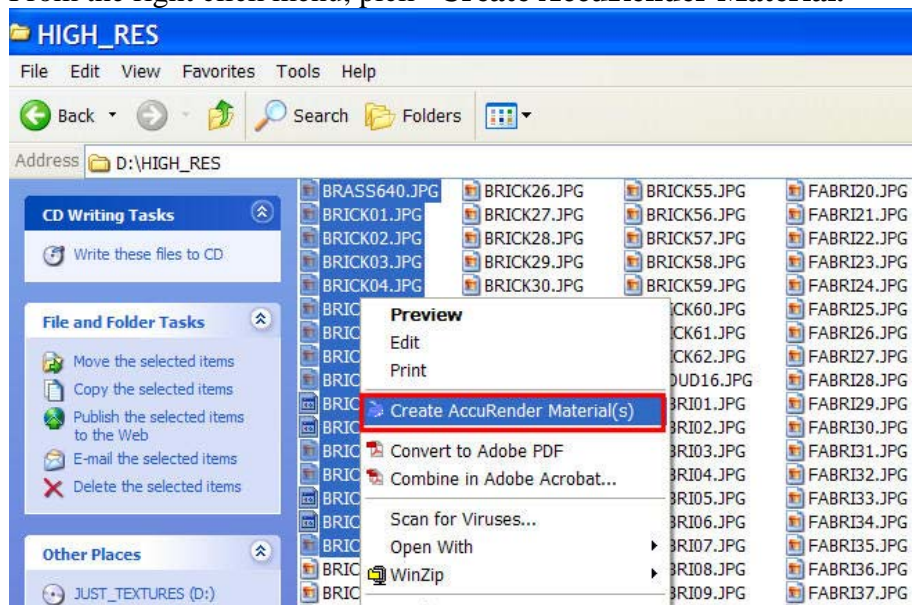
Generating Material Definitions

1. Navigate to the drive and folder where image files are located.
The materials library generator does not work on subfolders. You will need to generate materials for each subfolder separately; however you can add them to the

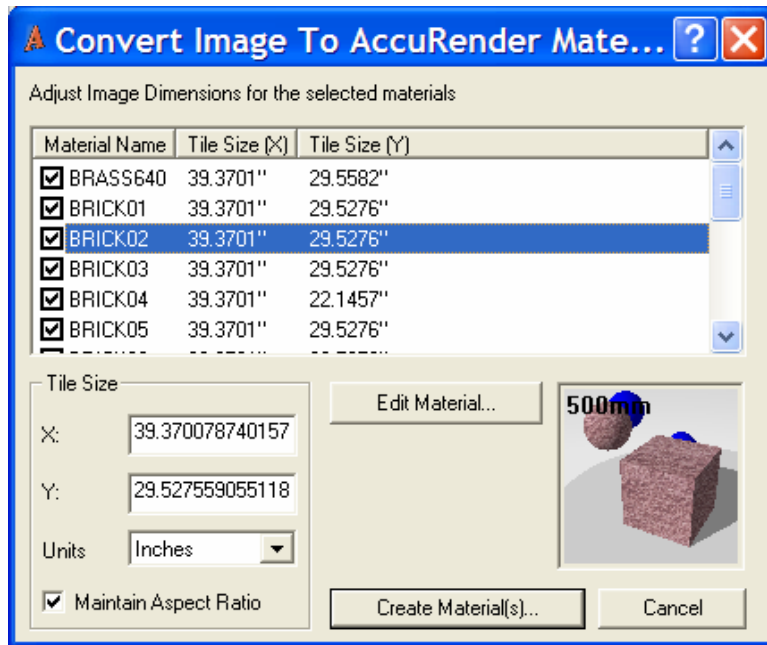
same library.



2. Highlight all the files that you want to add to a material library. After highlighting, hover over the highlighted files and press the right mouse button. From the right click menu, pick **“Create AccuRender Material.”**

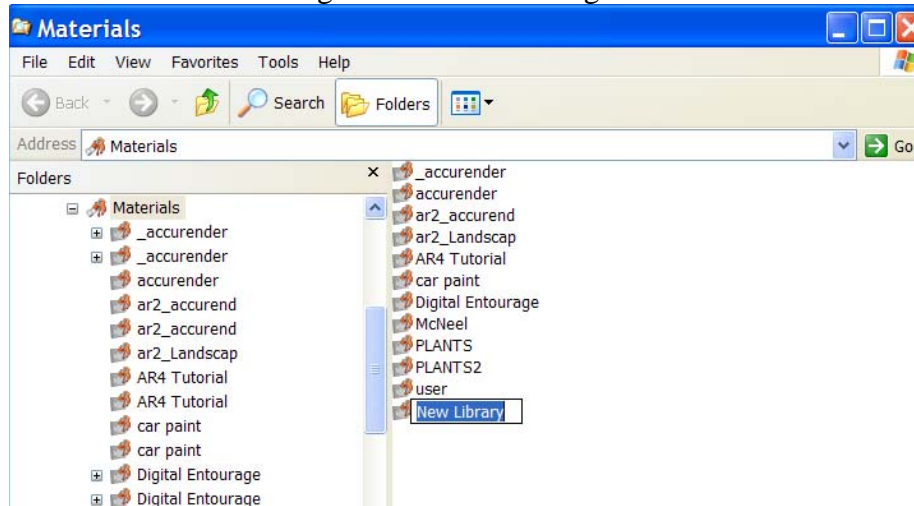


3. In the next dialog, you can remove the check mark from the any materials in the list you don't want to add to you library. Configure units and x-y tile size for each image file. When you are done, pick the button **“Create Materials.”**



- Then pick the library into which that you want to add the materials definitions. We will pick either our **User** library.

Note: You must have rights to add to existing AccuRender internal libraries.



- Now from AutoCAD, load Ar4 and using the **Content Manager** browse for the materials definitions you just added.
- Repeat for additional image files and libraries.