

Creating, attaching and rendering a new raster material

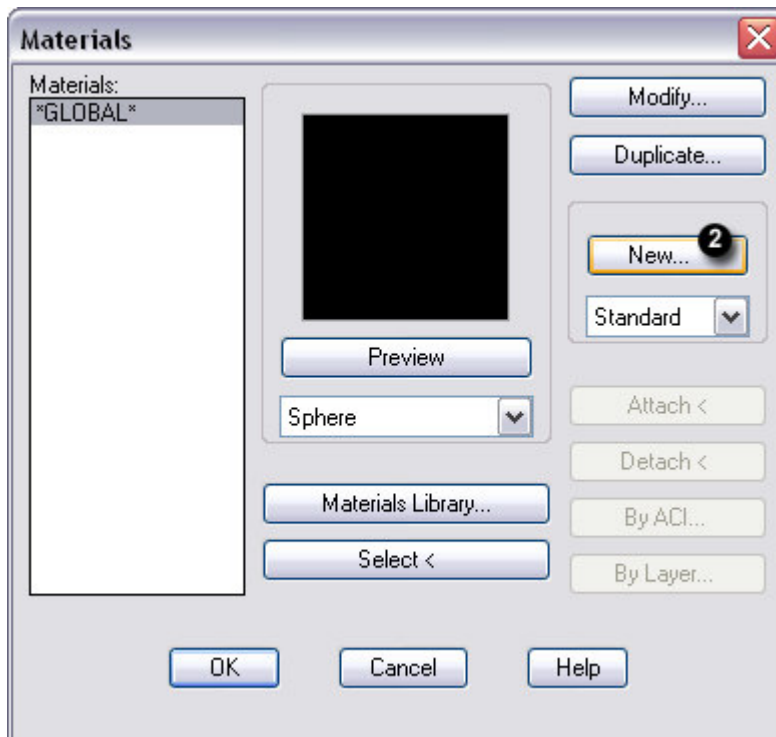


This step-by-step tutorial is designed to help you create, attach and render a new raster material in AutoCAD. This tutorial is compatible with all recent versions of AutoCAD. There are 3 prerequisites for this tutorial.

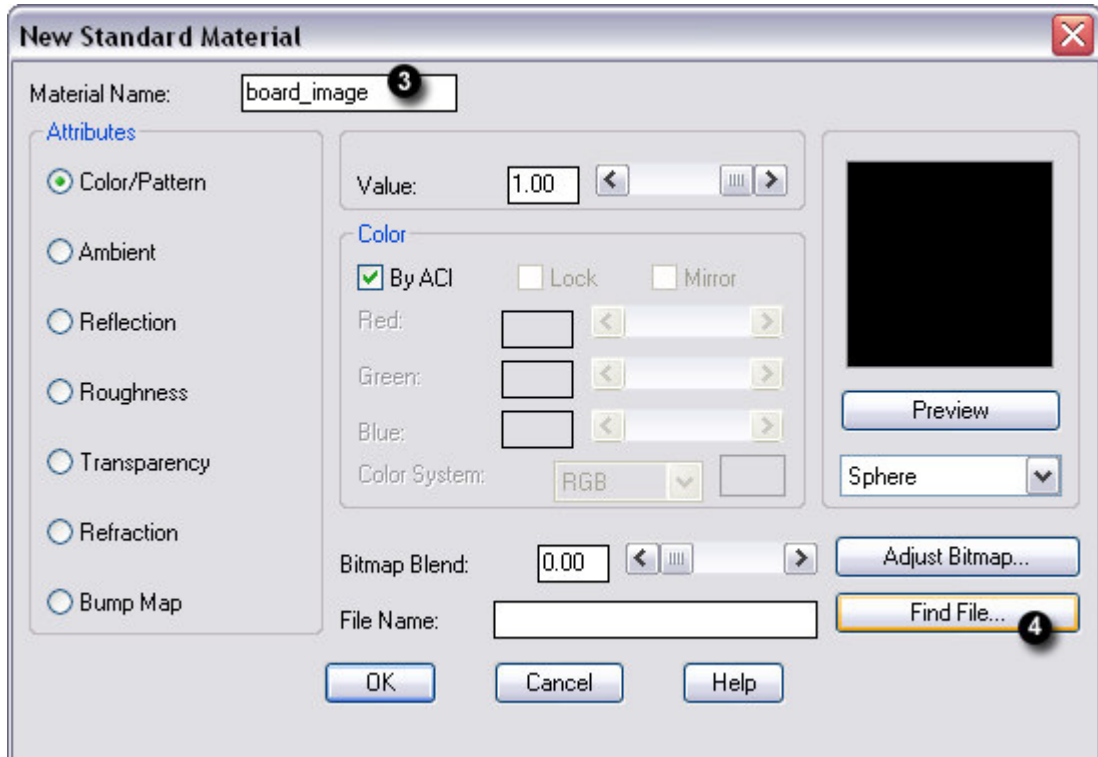
- a. You must have a jpeg image ready to use as the basis for your new material.
- b. You must be able to see (so that you can pick) the object to which the new material will be applied in the current viweport.
- c. Both the object and the image must have the same *aspect ratio*. For example, if the object is square, the image must also be square. If the image and object gave differing aspect ratios, the image will be stretched to fit the object and may appear distorted.

Creating the material

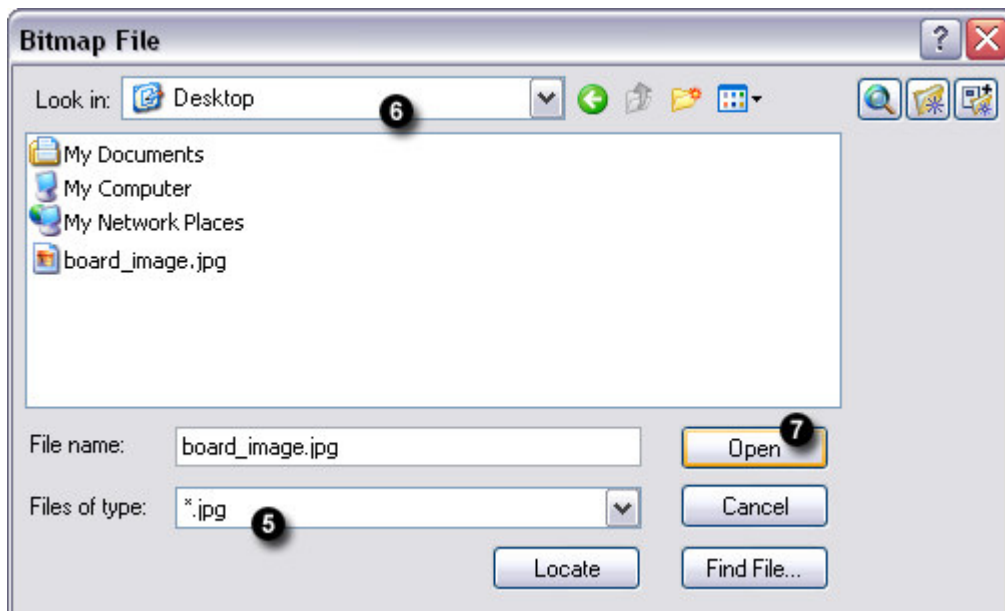
1. Select **View** ► **Render** ► **Materials...** from the pull-down menu.



2. Click the **New...** button in the Materials dialogue box.
3. You will see the New Standard Material dialogue box. Enter a name for your new material in the **Material Name:** text box. (Note: you may not use spaces, periods or other special characters).

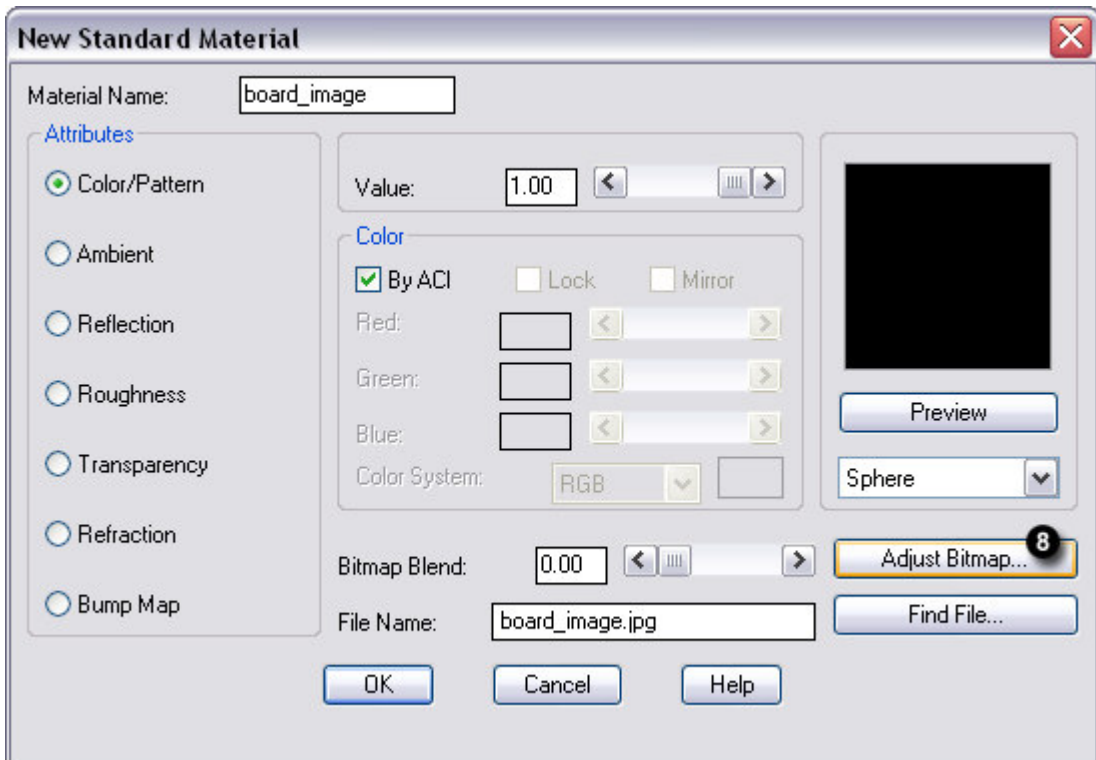


4. In the same dialogue box, click the **Find File...** button.

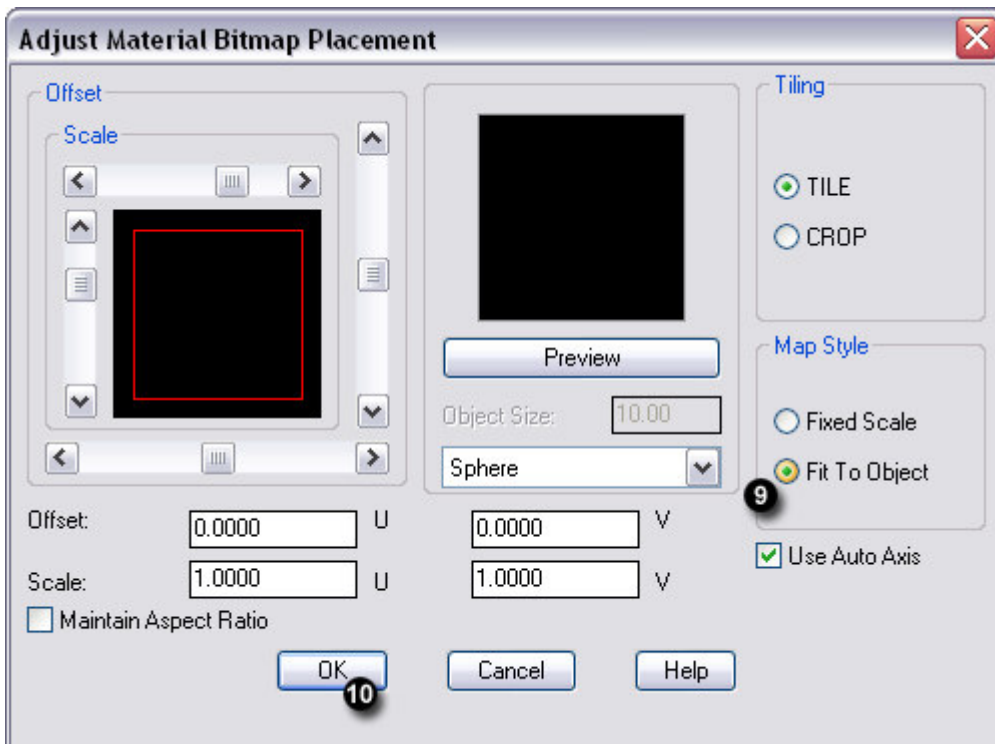


5. The Bitmap File dialogue box appears. Click the down arrow against the **Files of type:** list and set the value to "*.jpg".
6. Use the **Look in:** list to navigate to the folder where your image is saved.

7. Select your image and click the **Open** button.



8. You are now returned to the New Standard Material dialogue box. Click on the **Adjust Bitmap...** button.

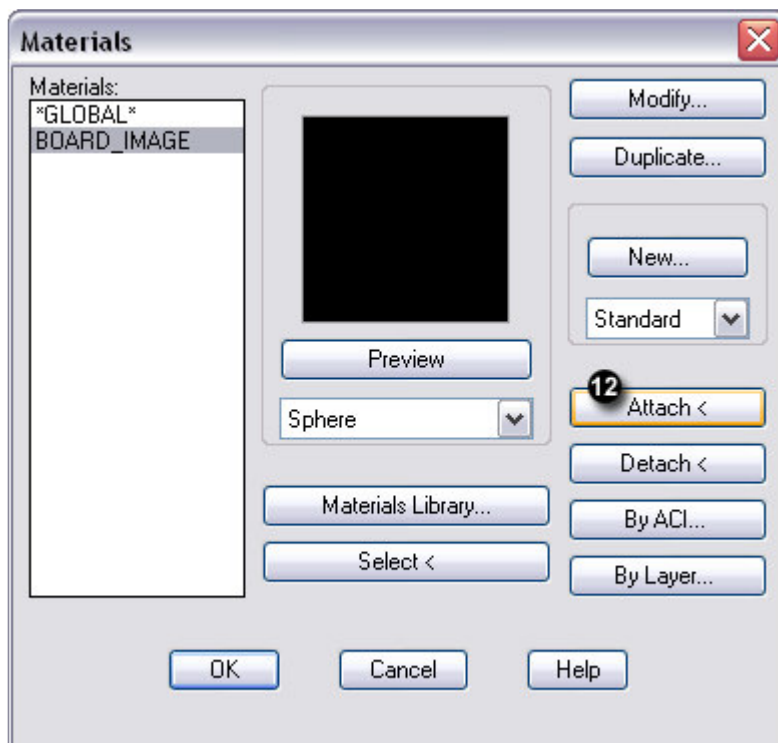


9. Look for the Map Style group in the Adjust Material Bitmap Placement dialogue box and click the **Fit to Object** radio button.

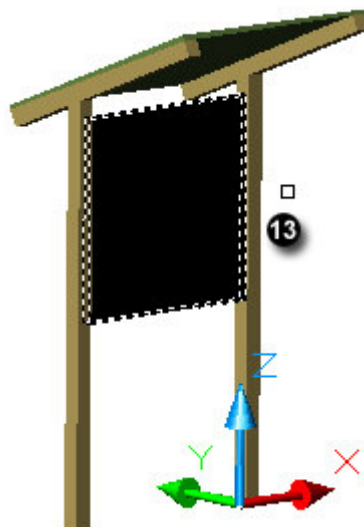
10. Leave all other settings unchanged and click the **OK** button.

11. Click the **OK** button in the New Standard Material dialogue box to return to the Materials dialogue box.

Attaching the material



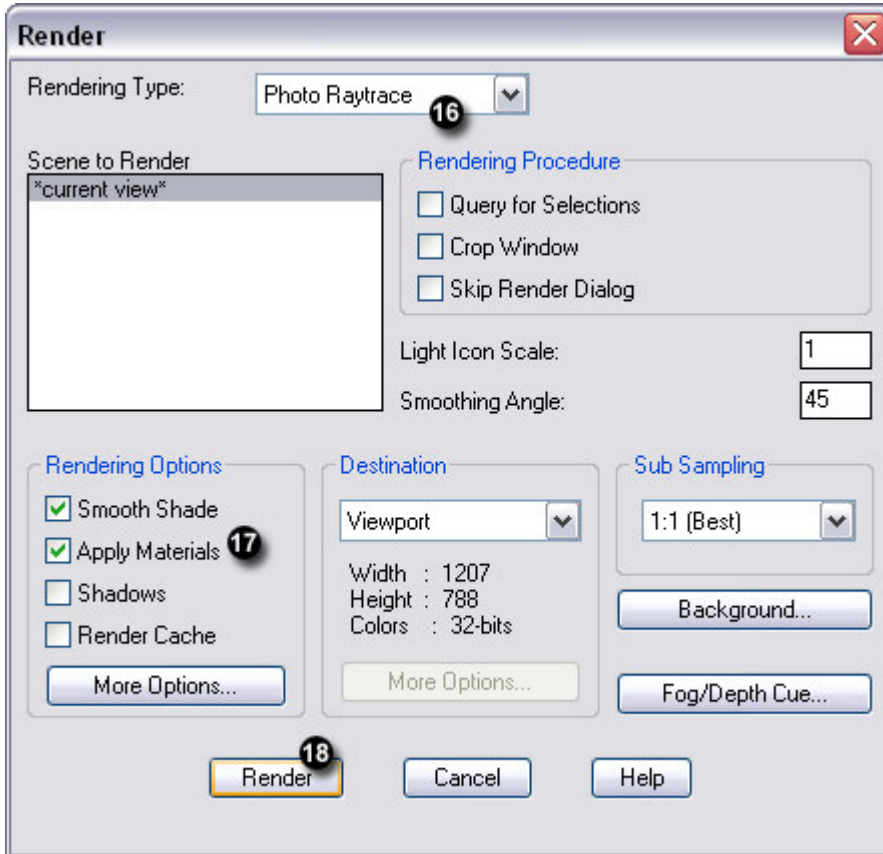
12. You will now see your new material listed in the Materials: list on the left side of the dialogue box. Make sure your material name is highlighted and then click the **Attach<** button.



13. The dialog box disappears and your cursor is now a selection pickbox. Use the pickbox to **select the object** to which the material should be applied and then right-click or enter to complete the selection.
14. You are returned to the Materials dialogue box. Click the **OK** button to complete the sequence.

Rendering the material

15. In order to see the material, you will need to render the current viewport. Select **View ► Render ► Render...** from the pull-down menu.



16. Click the down arrow against the **Rendering Type:** list and set the value to “Photo Raytrace”.

17. In the rendering Options group, make sure that the Apply Materials option is checked.

18. Click the Render button.

You should now see your image rendered on the object you selected in step 13. Remember that a rendered view is not a working view of your model – it is simply a snapshot. To return to a working view, select **View ► Regen** from the pull-down menu. Materials will only be displayed in a rendered view so you cannot see them while you are working with a model.