


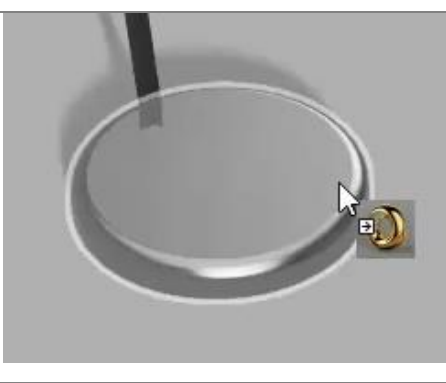

Lesson: Setting up model appearances

In this lesson, you will apply various appearances to the Lamp model.

Learning Objectives:

- Apply an appearance.
- Edit an appearance.

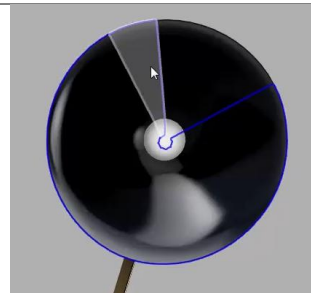
Step 1: Apply appearances to the model.

<ol style="list-style-type: none"> 1. Carry on with the drawing file from the previous example. Navigate to the Render workspace, Select Setup> Appearance to display the Appearance properties panel. 	
<ol style="list-style-type: none"> 2. Use the Fusion 360 Appearances tab to choose Metal> Brass> Brass – Polished. Drag and drop the appearance thumbnail onto the Lamp Base, Lamp Arm, Ball Joint, and Ball Joint Socket. You can either drop them onto the model in the Canvas area or on the name in the Browser. 	
<ol style="list-style-type: none"> 3. Use the Favorites tab to choose the Plastic – Translucent Glossy (Blue) appearance. Drag this appearance to the Lamp Shade in order to apply it. 	

4. Right click on any of the appearances to customize the appearance values. After customizing, Right click and choose Add to Favorites in order to save the custom appearance to the Favorites tab.



5. In the Appearances properties panel, change the Apply To option to Faces. Hold CTRL to select all the faces on the inside of the Lamp Shade.



6. Navigate to Powder Coat Rough> Powder Coat – Rough (Grey) and drag the appearance onto the inside of the Lamp Shade. Click Close. Save the file.

