Chapter 17 Rendering

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Render Command 17.1

Creates a photorealistic or realistically shaded image of a threedimensional wireframe or solid model.

- 1. **Open** the AutoCAD drawing called 3DBOTTLE.DWG.
- 2. **Type** MSPACE to go to the model space view.
- 3. Choose View, Render, Render...

- 4. **Type** RENDER at the command prompt. Command: **render**
- 5. **Click** the Render button.

Render			
Rendering Type: Phot	o Real	~	
Scene to Render "current view"	Render	ing Procedure any for Selection o Window o Render Dialog n Scale: g Angle:	s 1 45
Rendering Options Smooth Shade Apply Materials Shadows Render Cache More Options	Destination Viewport Width : 965 Height : 521 Colors : 32-t More Optio	pits	Syb Sampling 1:1 (Best) Background Fog/Depth Cue
Render	Canc		jelp

Rendered Viewport



or

Render a Selection 17.2

1.	Choose	View, Render, Render
		or
2.	Туре	RENDER at the command prompt.
		Command: render
3.	Click	Query for Selection.
4.	Click	Render.

5. **Choose** the objects to render.

Render Command, Selection, Cropped Window

Render					
Rendering Type:	Photo Real	~			
Scene to Render Tourrent view* Rendering Options Smooth Shade Apply Materials Shaglows Render Cache More Options	Destig Viewp Width Heigi Color M	Rendering Pr Query for Crop Win Skip Ren Light Icon Scal Smoothing Ang ation t : 521 s : 32-bits Iore Ogbions Cancel	rocedure Selection dow der Dialo le: gle:	g Syb Sampling 1:1 (Best) Backgrou Eog/Depth	1 45 nd Cue

Rendered Selection



Render Command, Selection, Cropped Window

Render a Cropped Window 17.3

1.	Choose	View, Render, Render	
		or	
2.	Туре	RENDER at the command prompt.	
		Command: render	
3.	Click	Crop Window.	

- 4. Click Render.
- 5. Choose a window to render.

Render Command, Selection, Cropped Window

Render			
<u>R</u> endering Type:	Photo Real	~	
Scene to Render *current view*	Desti View Wid Heig Colo	Rendering Proceed Query for Select Crop Window) Skip Render D Light Icon Scale: Smoothing Angle: gation uport th : 965 pht : 521 trs : 32-bits More Options Cancel	ure stions ialog 1 Sub Sampling 1:1 (Best) Background Eog/Depth Cue Help

Cropped Rendered Window



Render without Dialog Box 17.4

1.	Choose	View, Render, Render
		or
2.	Туре	RENDER at the command prompt
		Command: render
3.	Click	Skip Render Dialog.

4. Click Render.

Turn Render Dialog Box On with RPREF 17.5

- 1. **Type** RPREF at the command line. Command: **rpref**
- 3. Click Skip Render Dialog.

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		Light Icon Scale: Smoothing Angle	1
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Bender Sache	He Co	om erz ight 306 ion 32-bits	Existent.
More Upeons			fopDepth Dae

Render Destinations

Render Destinations

Render to File 17.6

1.	Choose	View, Render, Render	
		or	
2.	Туре	RENDER at the command prompt.	
		Command: render	
3.	Click	the dropdown list under Viewport.	

4. **Choose** File as the destination options.

Render		X
<u>R</u> endering Type:	Photo Real	
Scene to Render *current view* Rendering Options ✓ Smooth Shade ✓ Apply Materials Shagows Render Cache More Options Rer	Rendering Procedure Quety for Selections Crop Window Skip Render Dialog Light Icon Scale: Smoothing Angle: Viewport Viewport Wiewport Render Window Background More Options Eog/Depth Cue nder	

Render to a File Options



Render to Render Window 17.7

1. C	Choose	View,	Render,	Render
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or

- 2. **Type** RENDER at the command prompt. Command: **render**
- 3. **Click** the dropdown list under Viewport.
- 4. **Choose** Render Window as the destination option.

Render Window



Print Screen 17.8

1. Choose View, Render, Render...

or

- 2. **Type** RENDER at the command prompt. Command: **render**
- 3. **Press** PRINT SCREEN on the keyboard to copy your rendered image to the Window's clipboard.





Light Scale Icon and Smoothing Angle 17.9

1.	Choose	View, Render, Render	
		or	
2.	Туре	RENDER at the command prompt.	
		Command: render	

3. Click Light Scale Icon and Smoothing to change the values.

Light Icon Scale

Controls the size of the light blocks in the drawing. The value is the current scale factor (in drawing units) of rendering blocks in the drawing. Enter a real number to rescale the blocks.

The scale factor affects the following blocks: OVERHEAD, DIRECT, and SH_SPOT.

Smoothing Angle

Sets the angle at which AutoCAD interprets an edge. The default is 45 degrees. Angles greater than 45 degrees are considered edges. Angles less than 45 degrees are smoothed. To define an edge as less than 45 degrees, reduce the smoothing angle.

