

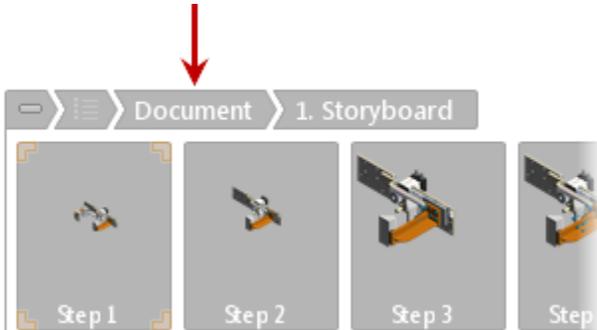
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2 Annotation and Appearance

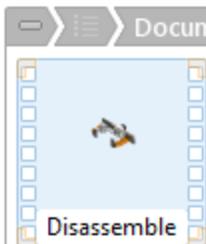
The following section will give an overview of document annotation and appearance. Adding annotations to your snapshots provides information about the assembly that cannot be shown visually. Properties of the Autodesk Inventor® models can be directly retrieved into a callout. Arrows can emphasize movement. Adding annotation and changing appearance settings can greatly enhance your documentation story.

2.1 Project 2

1. Open *Clamp-ANNOTATE.ipb*
2. Click on the **Document** storyboard breadcrumb on the **Storyboard Editor**

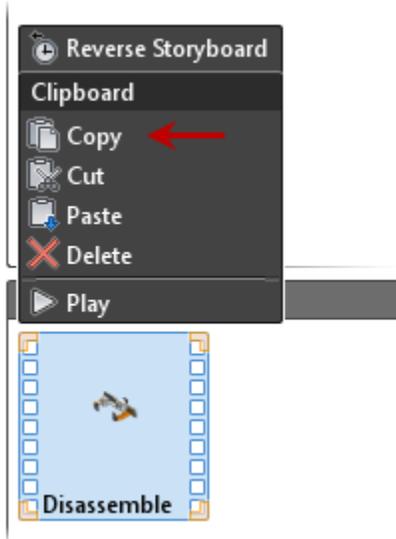


3. Rename the existing storyboard: *Disassemble*

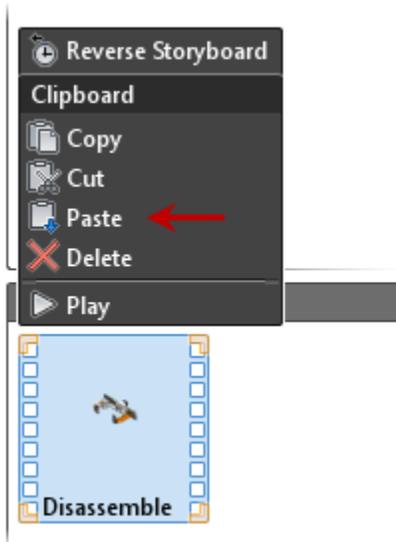


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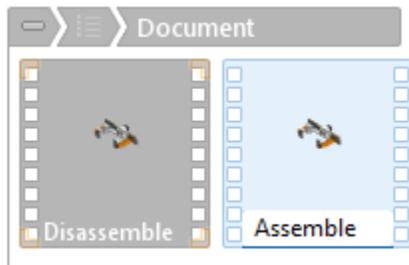
- Copy to create duplicate storyboard
 - Right-click on the *Disassemble* storyboard, select **Copy**



- Right-click on the *Disassemble* storyboard, select **Paste**

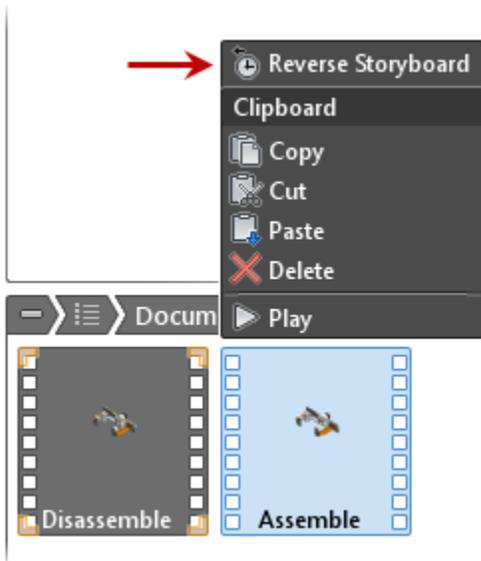


- Rename the new copied storyboard: *Assemble*



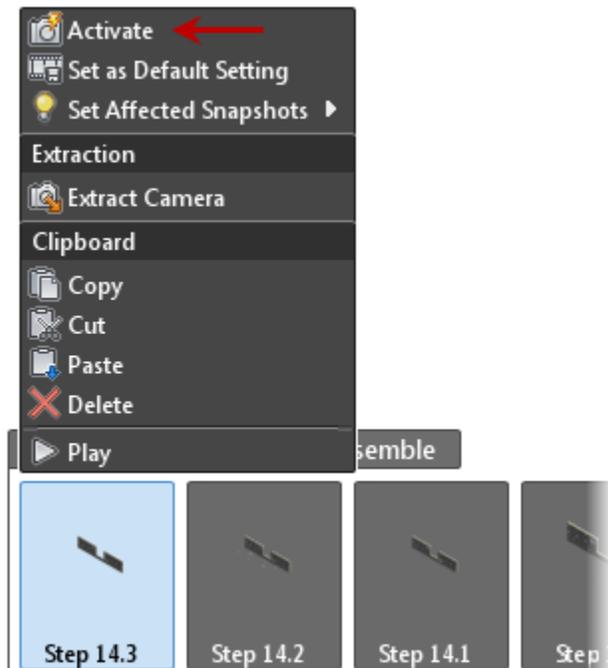
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- 5. Right-click the *Assemble* storyboard and select **Reverse Storyboard** to reverse all the steps



- 6. Double click the *Assemble* storyboard to activate it.

- 7. Right like the first snapshot thumbnail, select **Activate**

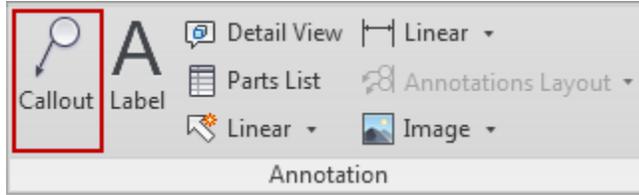


The first snapshot is now Step 14.3 because the storyboard was reversed

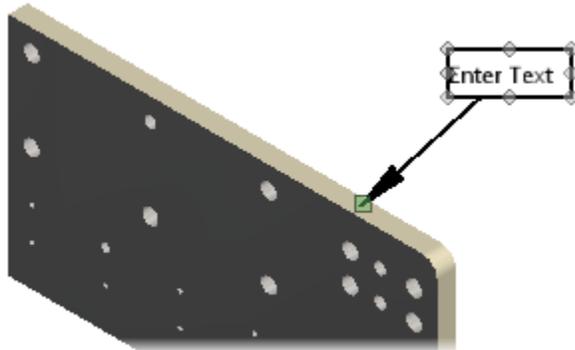
- 8. Add property associated callout annotation to snapshot

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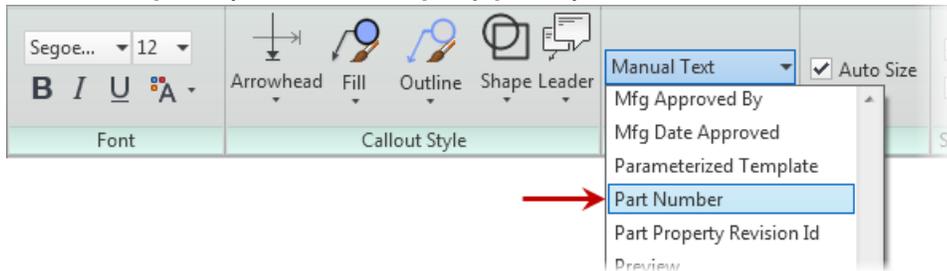
- Start the **Callout** tool
Home tab | Annotation panel | Callout



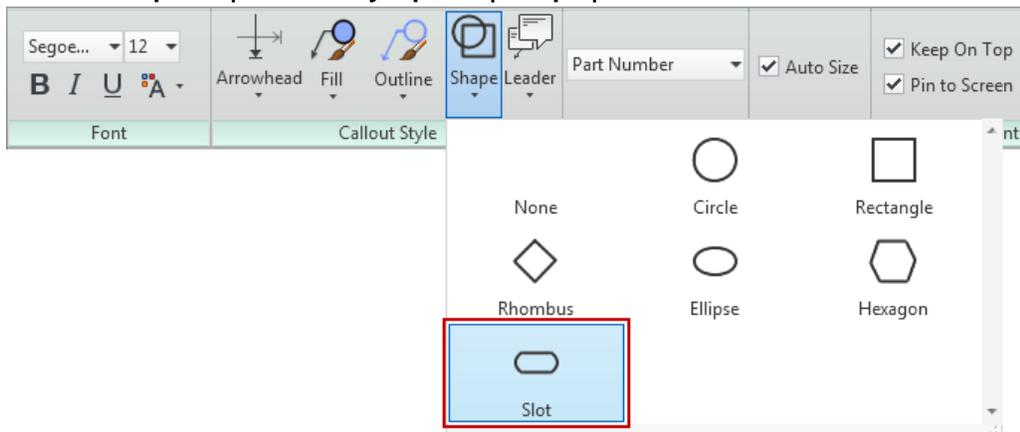
- Select the base plate component and then place the callout location



- Set callout associate property to Part Number
Annotation panel | Associate Property panel | Part Number



- Change the callout shape
Annotation panel | Callout Style panel | Shape | Slot



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- Change the Font style

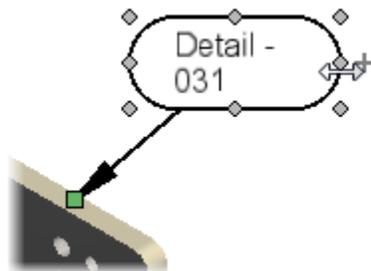
Annotation panel | Font panel



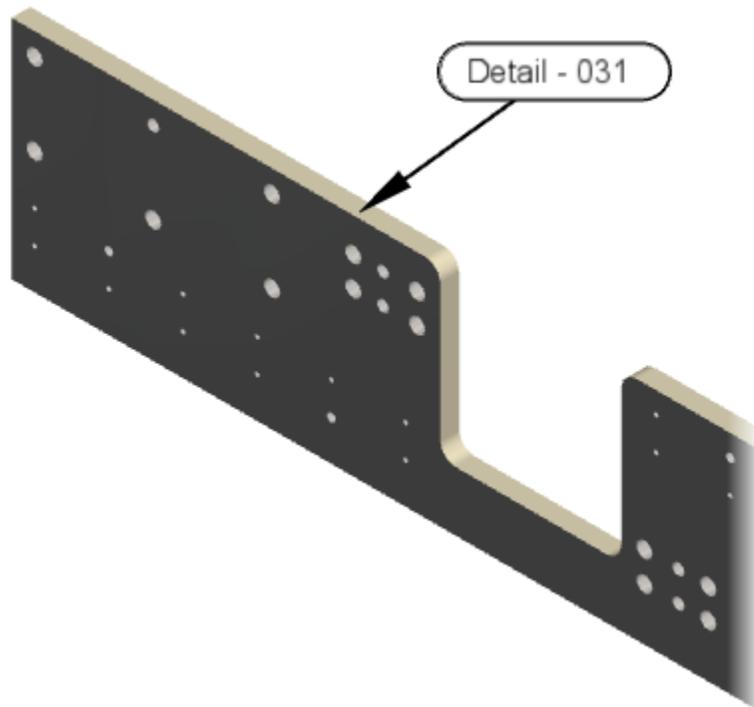
Font type: **Arial**

Font size: **14**

- If needed, adjust the callout with the grips



- Completed callout

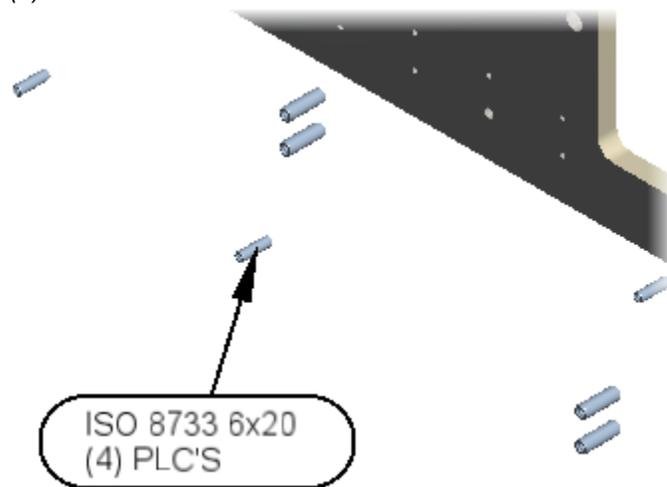


9. Add manual text callout

- Double-click the second snapshot thumbnail to activate it (*Step 14.2*)

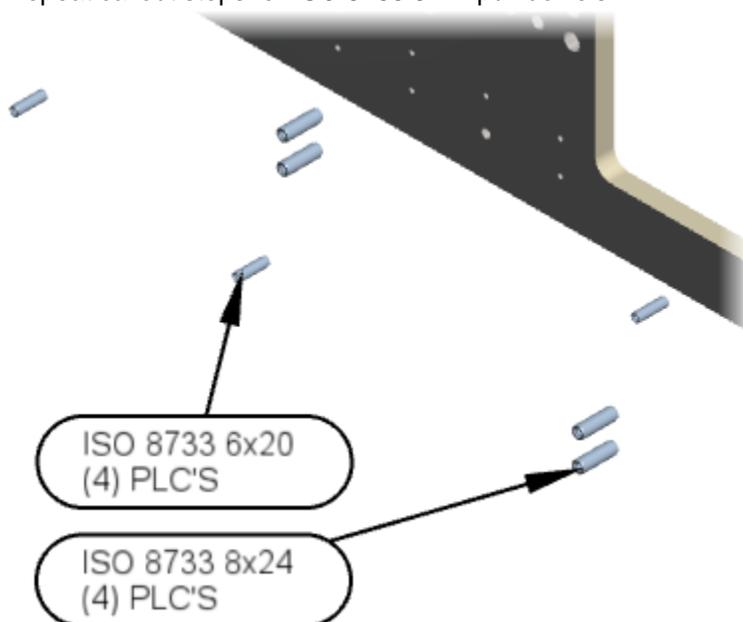
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- Start the **Callout** tool
- Select one of the *ISO 8733 6x20* pull dowels, then place the callout
- Change the **Associate Property** value to **Manual Text**
- Click the callout and type text:
ISO 8733 6x20
(4) PLC'S



NOTE: Callout shape and font style will remain from the last setting change
If the shape or font is not correct, repeat setting steps from step 8.

10. Repeat callout steps for *ISO 8733 8x24* pull dowels

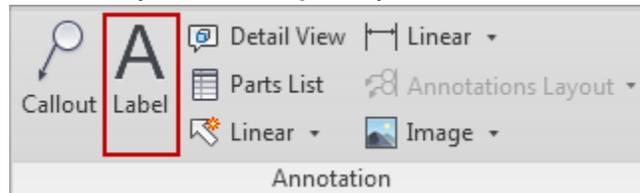


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11. Add Label

- Start the **Label** tool

Home tab | Annotation panel | Label



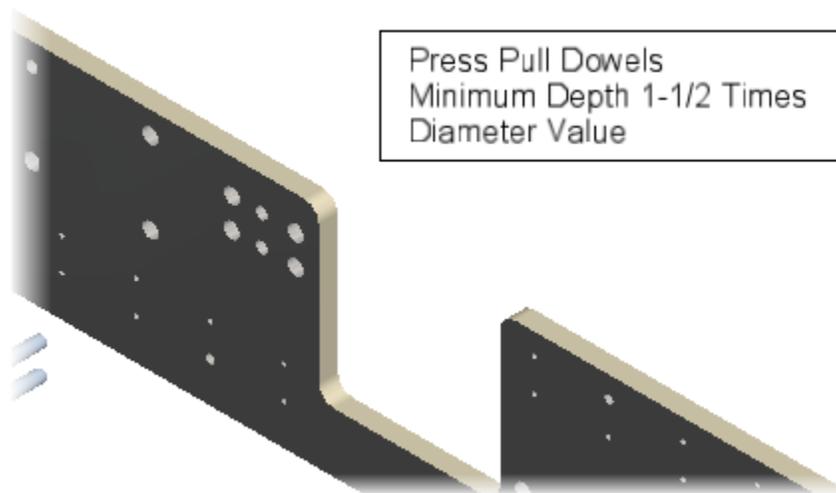
- Place label within the **Publish Area**

- Enter text:

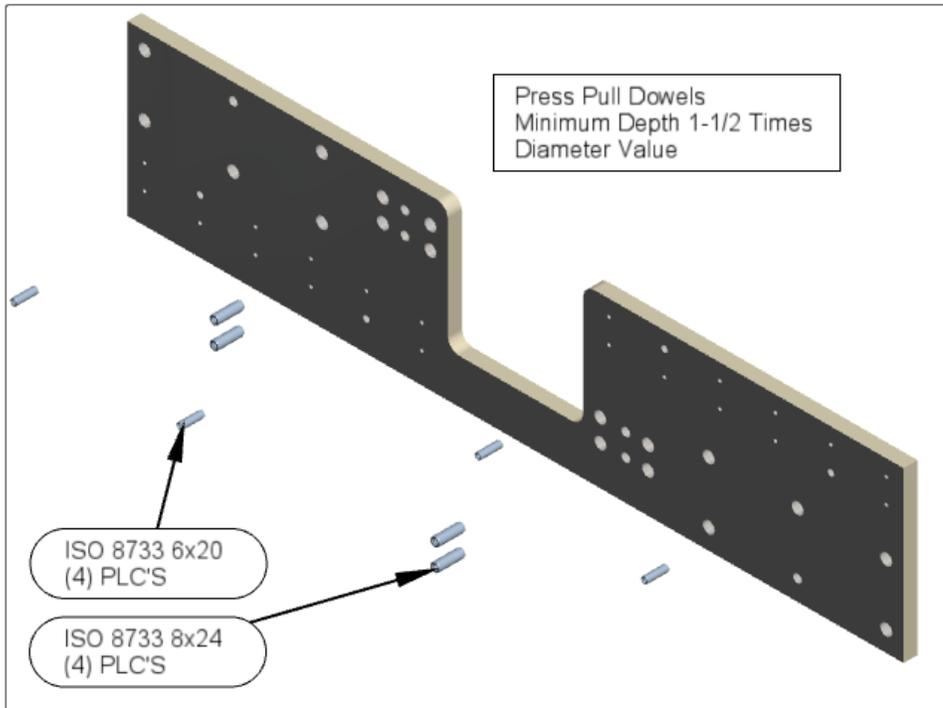
Press Pull Dowels

Minimum Depth 1-1/2 Times

Diameter Value

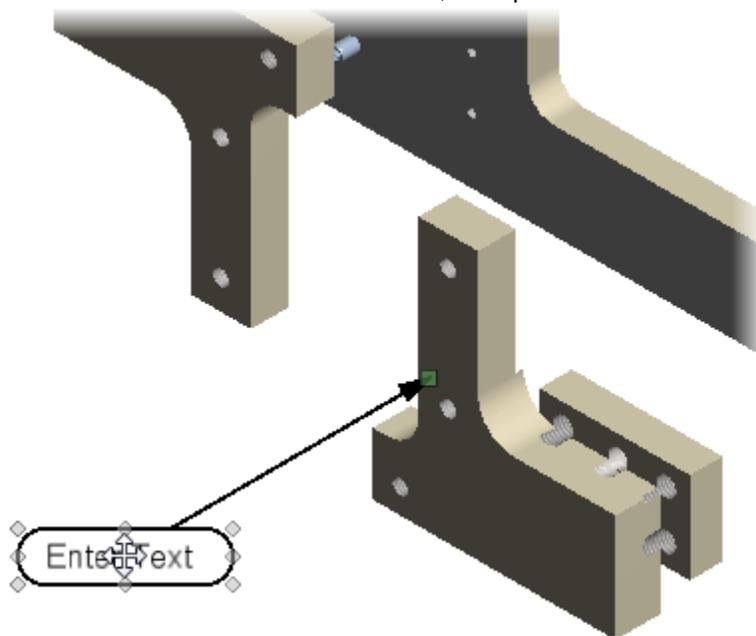


12. Completed Snapshot with callouts and label



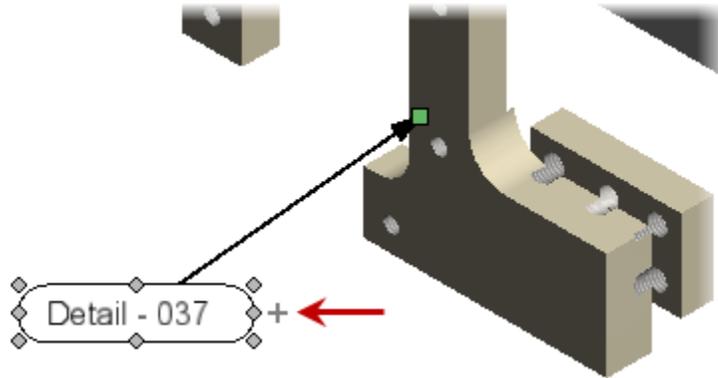
13. Add callout with multiple leader arrows

- Double-click the fifth snapshot thumbnail to activate it (*Step 13.3*)
- Select one of the *Detail - 037* weldment, then place the callout

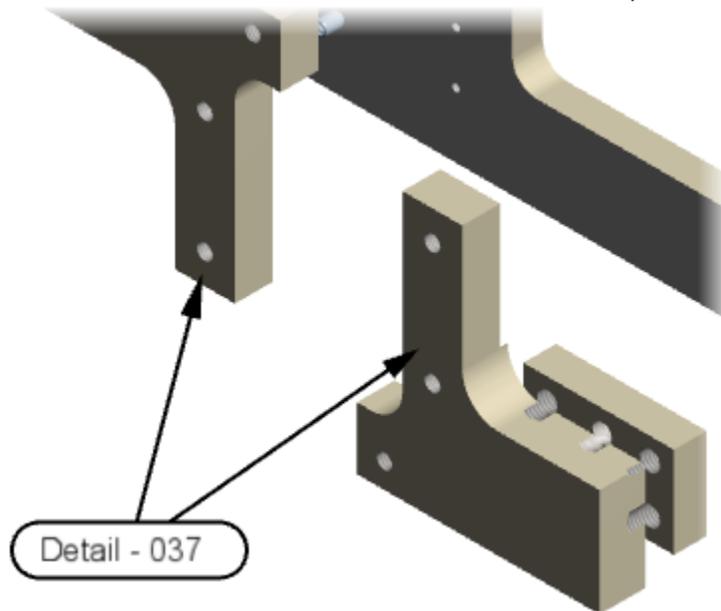


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- Change the **Associate Property** value to **Manual Text** (if not already set)
- Click the callout and type text:
Detail – 037
- Select the callout, then click-hold the “plus sign” next to the callout and drag out an additional leader arrow



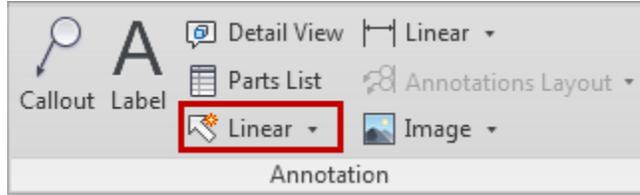
Place the arrow to the other *Detail – 037* weldment component



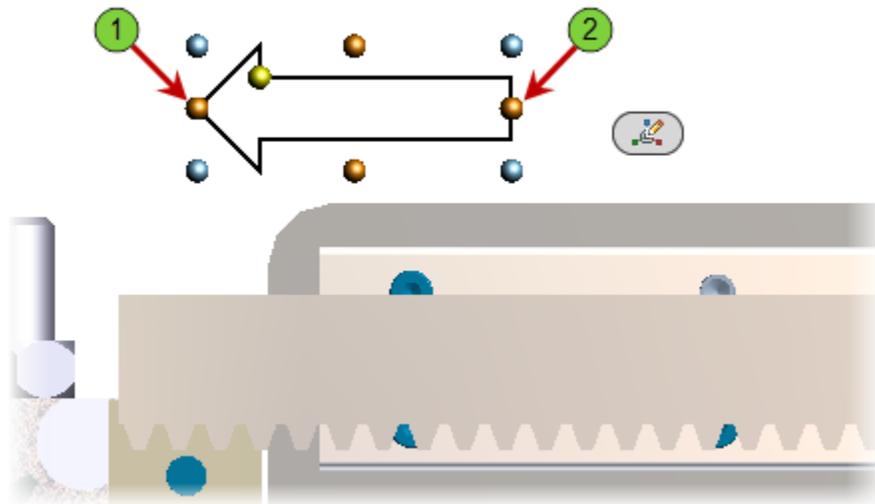
14. Add linear arrow to snapshot
- Double-click the snapshot thumbnail for *Step 7.6* to activate it

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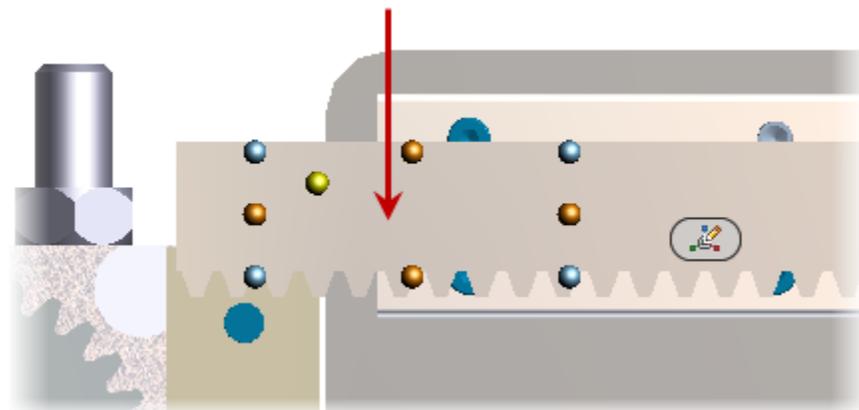
- Start the **Linear Arrow** tool from the ribbon
Home tab | Annotation panel | Linear



- Click **1** in the **Graphics Window** to place the arrowhead
Click **2** to the right to place the arrow tail.

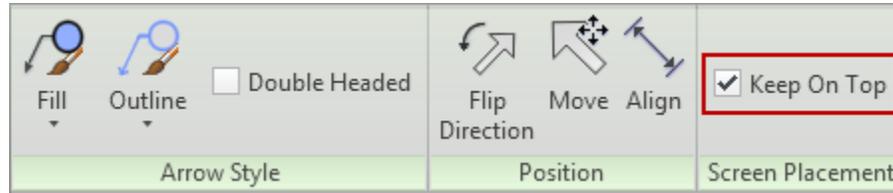


- Drag the arrow down onto the rack component. Notice it is hidden behind the model.
NOTE: Annotation items are placed in 3D space

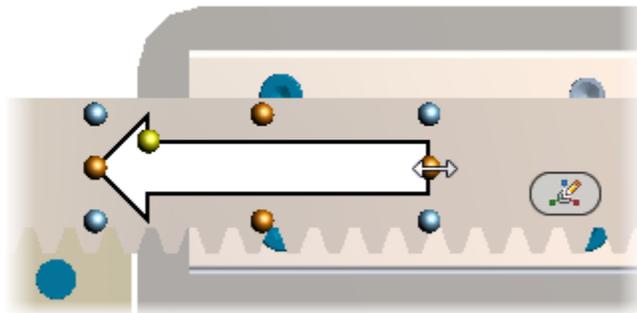


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- Toggle the **Keep On Top** check box Off then On to display the arrow on top of the model

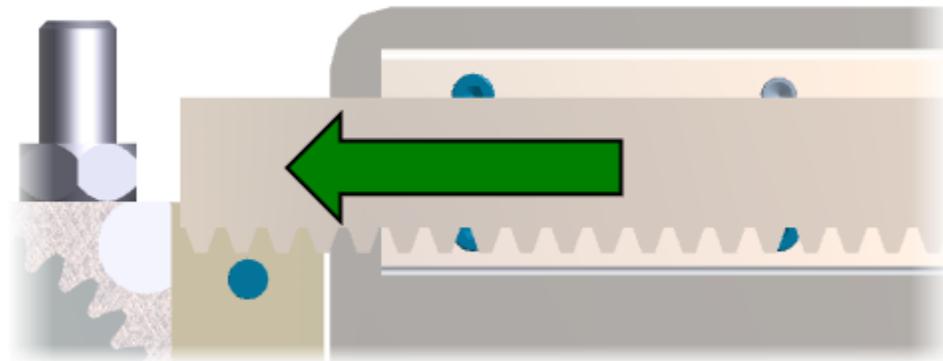
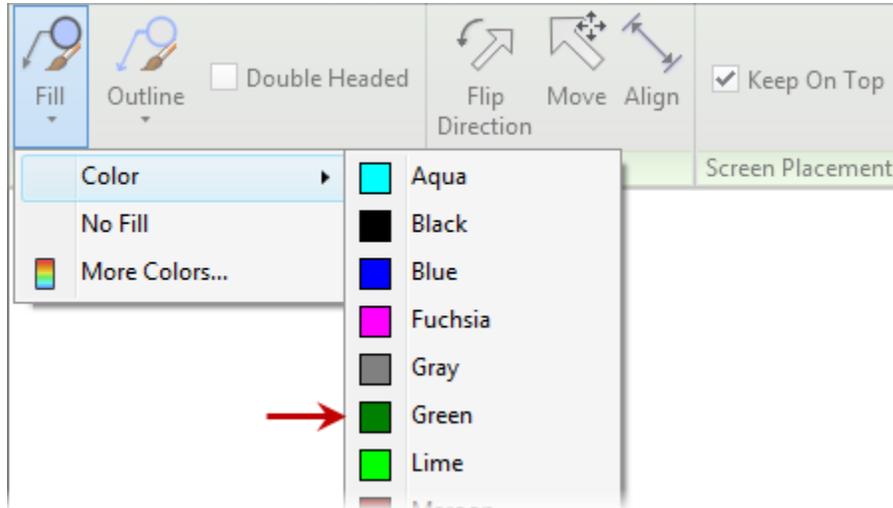


- Using the grip points the arrow can be resized to fit within the Rack component

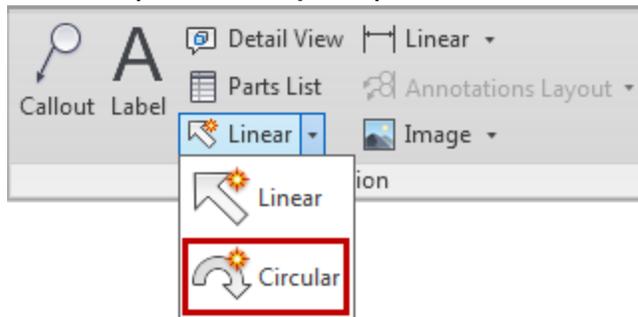


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- With the arrow selected, change the fill color to Green
Annotation tab | Arrow Style panel | Fill | Color | Green

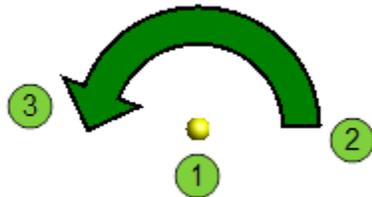


15. Add circular arrow to snapshot
- Start the **Circular Arrow** tool from the ribbon
Home tab | Annotation panel | Circular

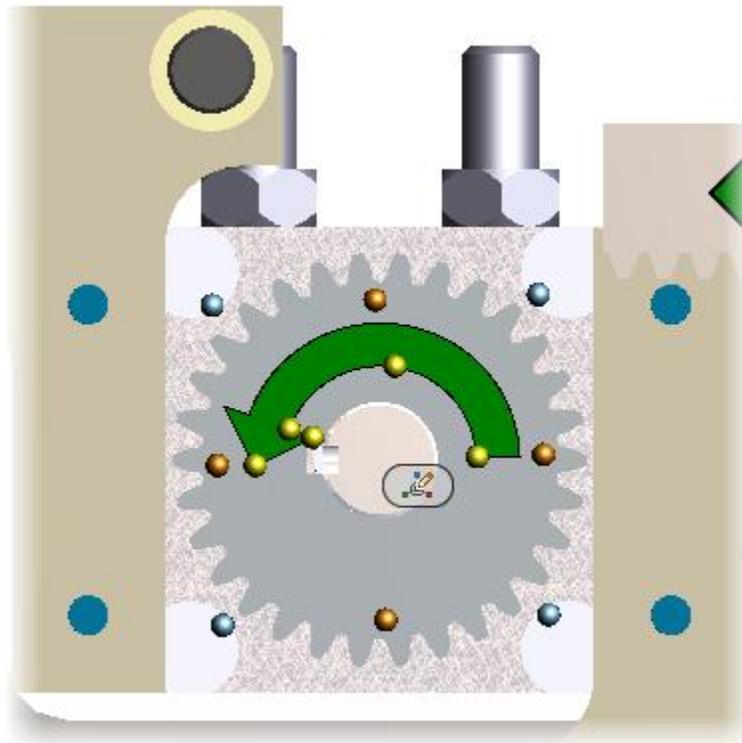


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- Click **1** the **Graphics Window** to place center
- Click **2** to the right to place the arrow tail
- Click **3** to the left to place the arrowhead



- Drag the arrow down onto the Pinion Gear component.
- Toggle the **Keep On Top** check box Off then On to display the arrow on top of the model
- Using the grip points the arrow can be resized to fit within the Pinion Gear component



- Change the fill color to Green if it isn't already

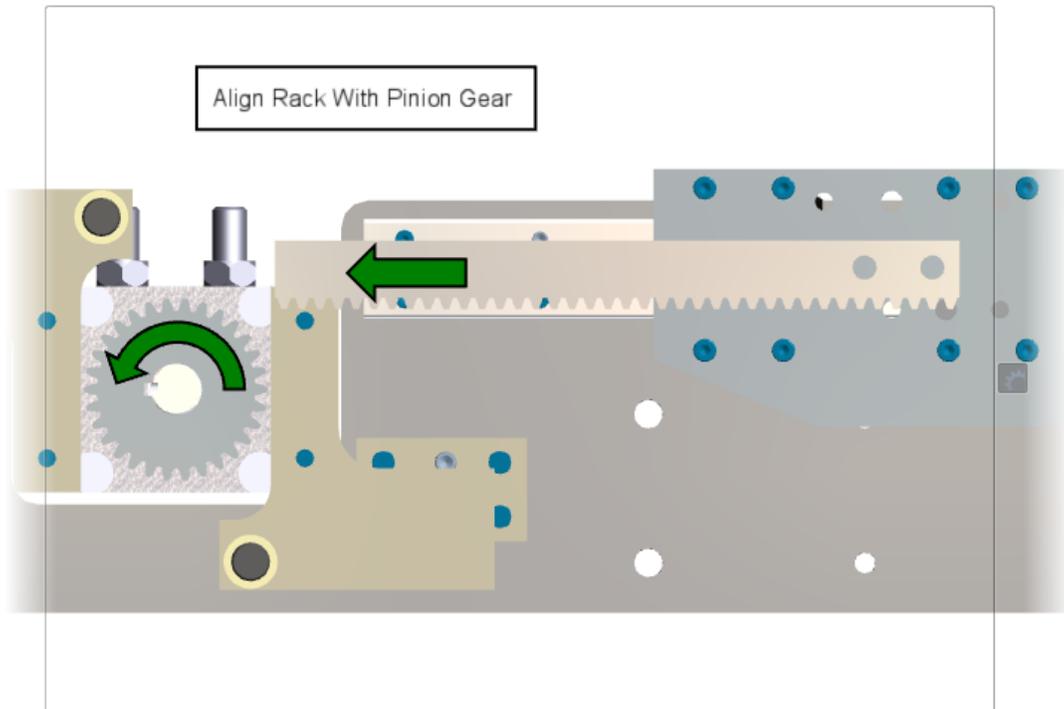
16. **Extract Camera** from snapshot thumbnail *Step 7.5* to reset the view in *Step 7.6*

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17. Add Label

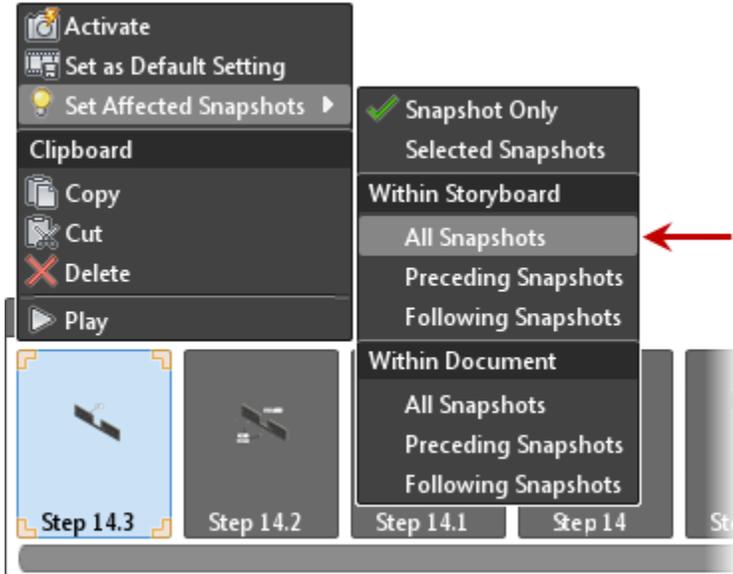
- Start the **Label** tool
- Place label within the **Publish Area**
- Enter text:
Align Rack To Pinion Gear

18. Complete Snapshot

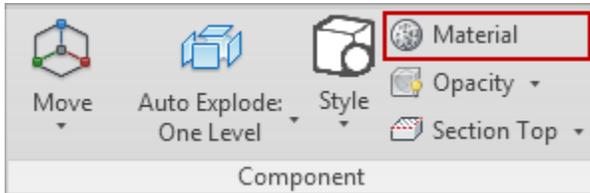


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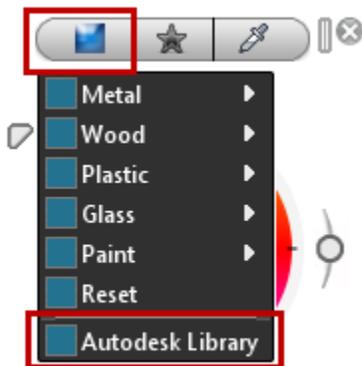
19. By default, changes only change the active snapshot.
 Right-click the first snapshot thumbnail (*Step 14.3*) then select **Set Affected Snapshots | Within Storyboard | All Snapshots**



20. Select the base plate component in the **Graphics Window** then click **Material**.



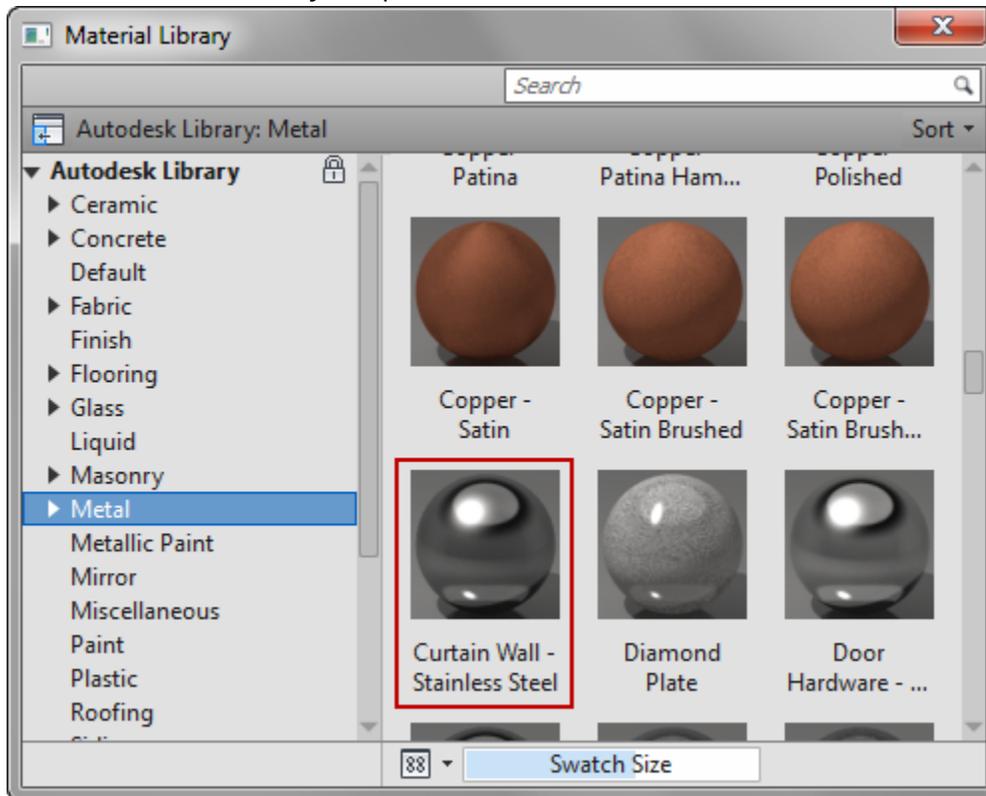
21. Click the **Appearance** button then **Autodesk Library**.



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22. Select **Metal**, pick **Curtain Wall – Stainless Steel**.

Close the **Material Library** and press ESC to cancel the **Material** tool.



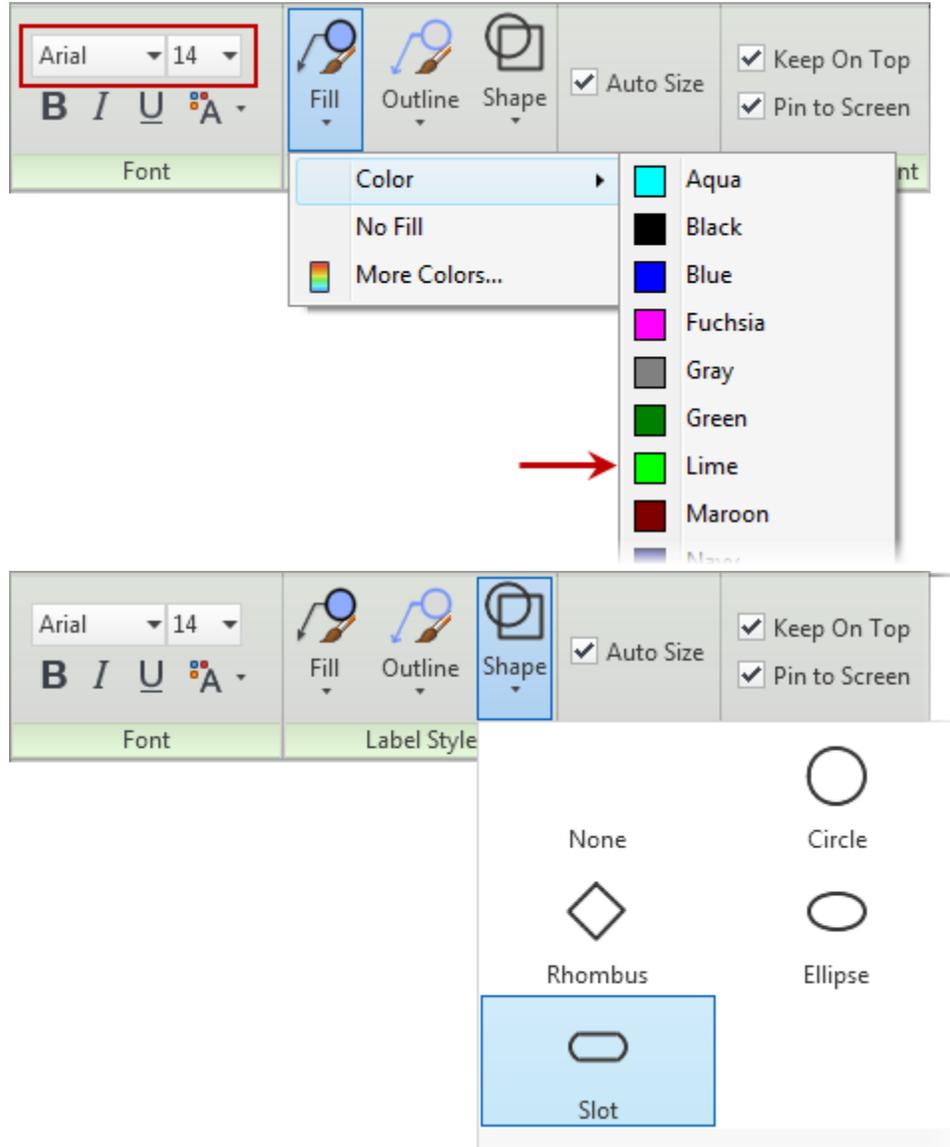
23. Activate the last snapshot (*Step 1*), see that material change was applied to the entire storyboard.

24. Add a label to the last snapshot

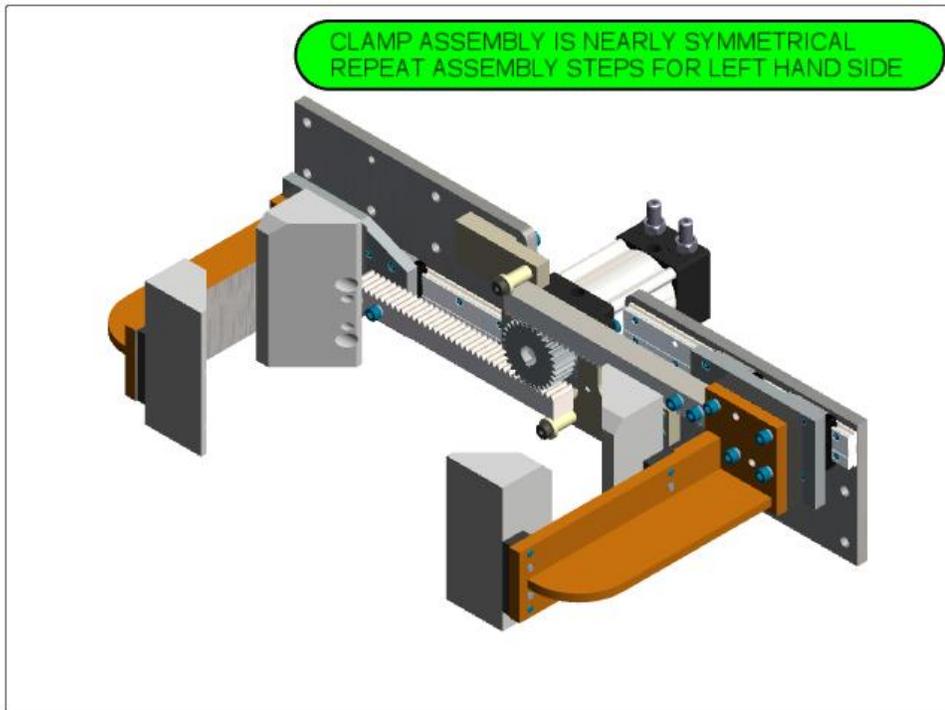
- Start the **Label** tool
- Place the label within the **Publish Area**
- Enter the following text:
*CLAMP ASSEMBLY IS NEARLY SYMMETICAL
REPEAT ASSEMBLT STEP FOR LEFT HAND SIDE*

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- Use the following Font, Shape, and Fill settings:



25. Completed Snapshot



26. This completes the project.

- Optional:
Callout out all components and hardware throughout the storyboard

27. Close all files.

Do not save.