

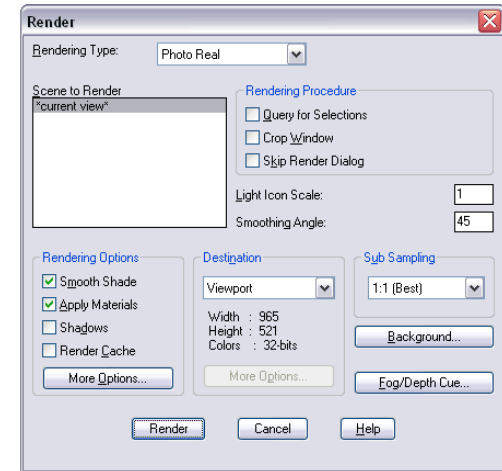


Chapter 17
Rendering

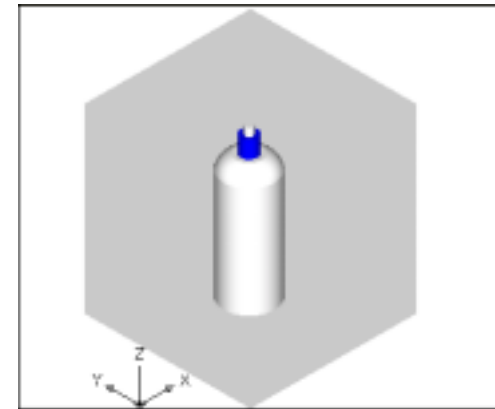
Render Command 17.1

Creates a photorealistic or realistically shaded image of a three-dimensional 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...
or
4. **Type** RENDER at the command prompt.
Command: **render**
5. **Click** the Render button.

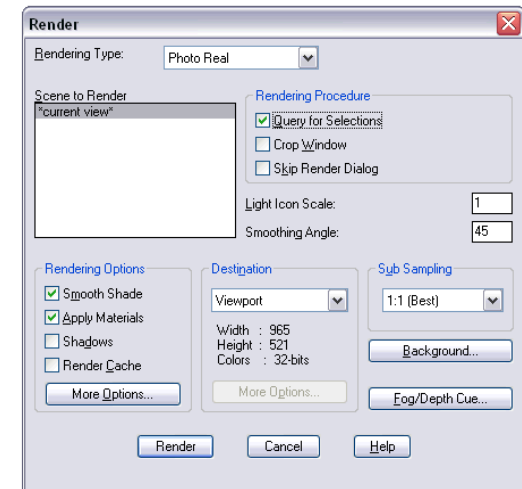


Rendered Viewport

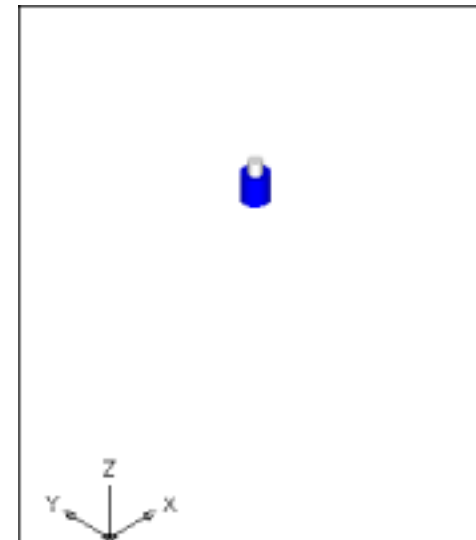


Render a Selection 17.2

1. **Choose** View, Render, Render...
or
2. **Type** RENDER at the command prompt.
Command: **render**
3. **Click** Query for Selection.
4. **Click** Render.
5. **Choose** the objects to render.

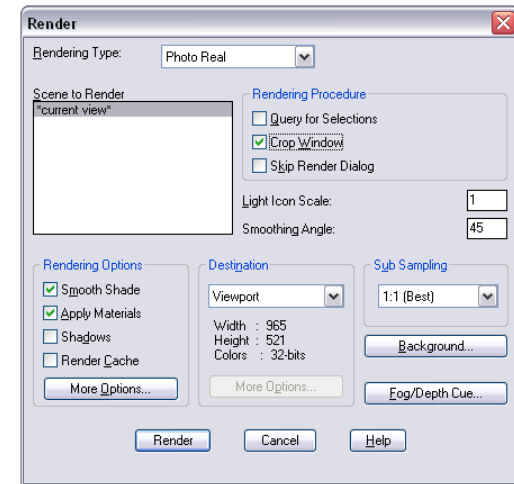


Rendered Selection

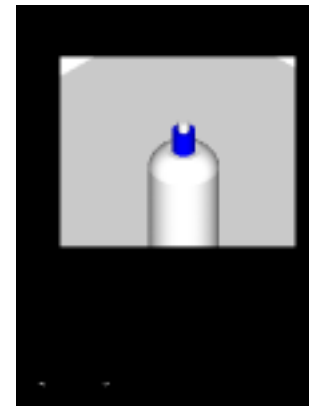


Render a Cropped Window 17.3

1. **Choose** View, Render, Render...
or
2. **Type** RENDER at the command prompt.
Command: **render**
3. **Click** Crop Window.
4. **Click** Render.
5. **Choose** a window to render.



Cropped Rendered Window



Render without Dialog Box 17.4

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

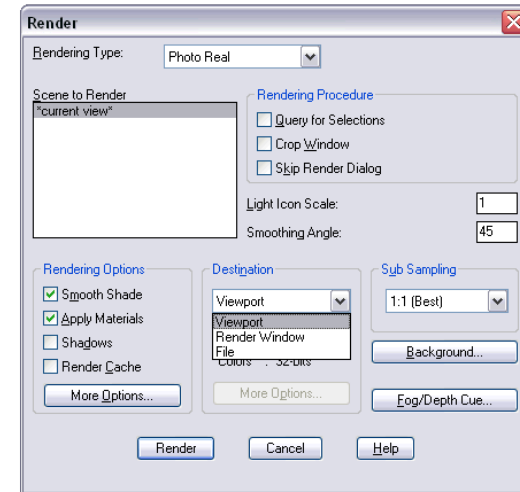
Turn Render Dialog Box On with RPREF 17.5

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

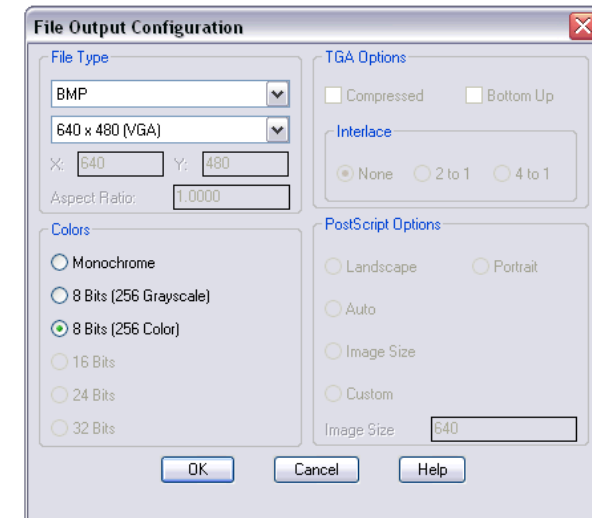


Render to File 17.6

1. **Choose** View, Render, Render...
or
2. **Type** RENDER at the command prompt.
Command: **render**
3. **Click** the dropdown list under Viewport.
4. **Choose** File as the destination options.



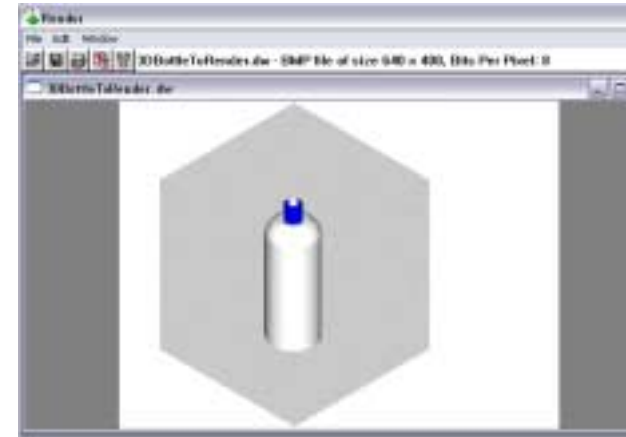
Render to a File Options



Render to Render Window 17.7

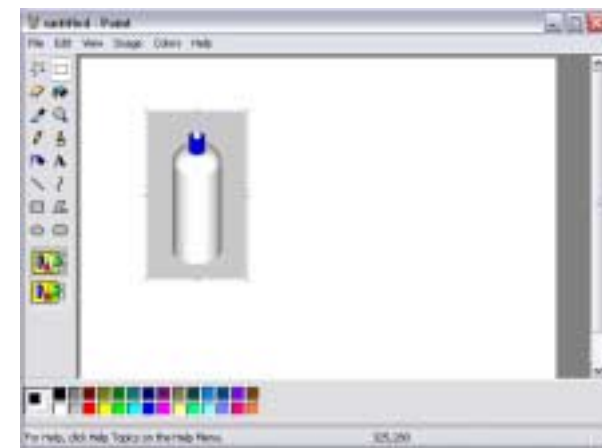
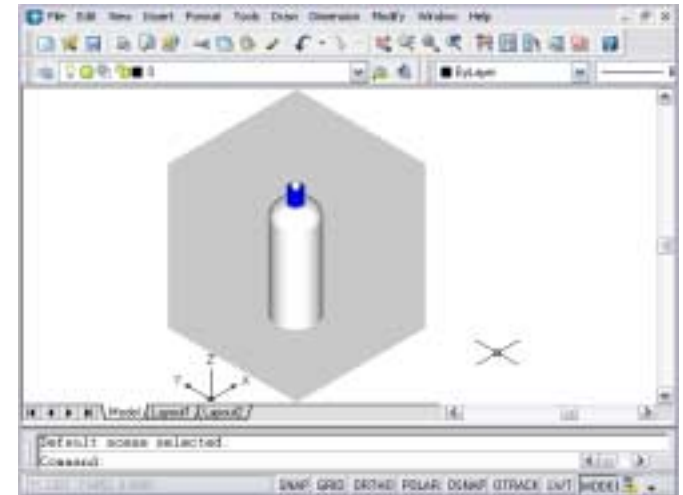
1. **Choose** View, Render, Render...
or
2. **Type** RENDER at the command prompt.
Command: **render**
3. **Click** the dropdown list under Viewport.
4. **Choose** Render Window as the destination option.

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. **Type** 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.

