Guide by Luke Davenport

Passion Integrity Expertise Teamwork

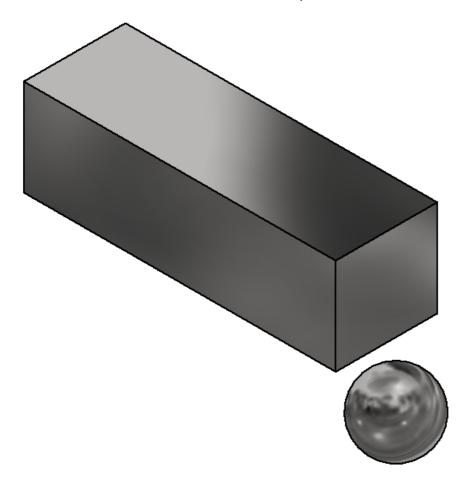
Inventor - Remove Reflections in Shaded View

Shaded views in Inventor drawings can often contain highlights and reflections that obscure decals, embosses or other surface geometry. This paper shows a simple way to reduce these reflections if required.

All Inventor Users

Note: There is a number of ways to remove reflections from your shaded views in Inventor drawings. It is also possible to edit the Lighting.xml file, or perform a registry edit to remove all drawing view reflections entirely (see here). However if you prefer a simpler solution this may be the best choice.

The view below shows how a Chrome Inventor part will look in a shaded drawing view.





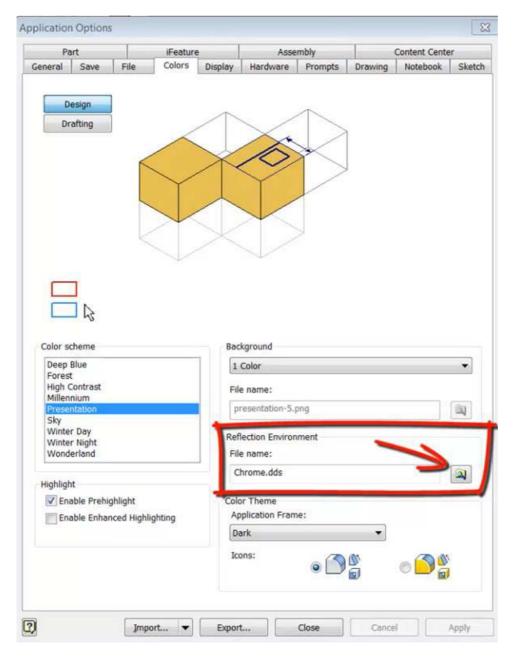
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The reflection map that is applied by default to shaded views on an Inventor drawing is the same as that applied in the modelling environment with the 'Default' lighting environment applied. The reflection map is called Chrome.dds, and is contained in the following location:

C:\Users\Public\Documents\Autodesk\Inventor 20XX\Textures

There are a number of other .dds environments that can be made the default. Go to Application Options-Colors tab as shown below to use any of the installed .dds files that you like (Inventor 2013 has 10 included).



If you want to keep your reflections as flat as possible, a good method would be to create a plain grey jpeg in Paint, and apply this as the Reflection Environment. In order to do this you will have to make sure you change the

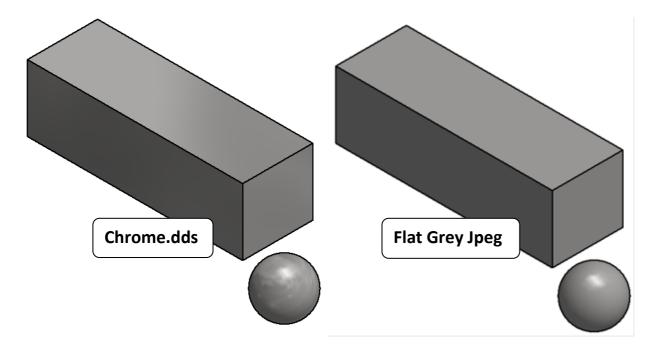


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'Files of Type' drop down menu when browsing for the picture to 'All Files', otherwise only .dds files will be available.

To illustrate the changes that this will have, this is the appearance of a normal steel part (slightly reflective) with the standard Chrome.dds reflection applied and with a flat grey jpeg applied.



As you can see with the Chrome.dds there are some highlights on flat surfaces, and mottled reflections on curved surfaces. With the flat jpeg there is no highlight on the top of the box, and the reflections on the sphere are flat and simple. The difference between the flat jpeg results and the default Chrome.dds results will be more pronounced as the reflectivity of the material is increased. You can of course create a jpeg of any colour you wish.