

1. Go to the Materials tab of the Presenter window.
2. Right-click in the right side pane of materials tab and select Load Palette....
3. In the Open dialog box, navigate to the PDS_Test folder and select the PDS_Test.nwp file, then click Open.

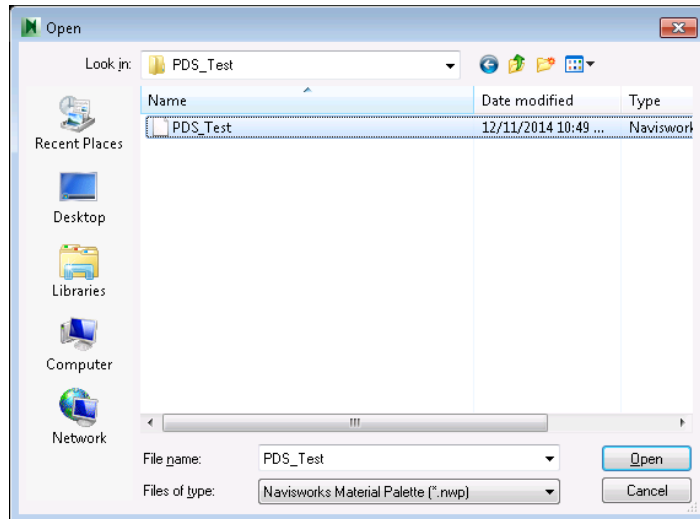


Figure 1: Loading Predefined Materials

4. Drag and drop the White tile material on floor object of the model.

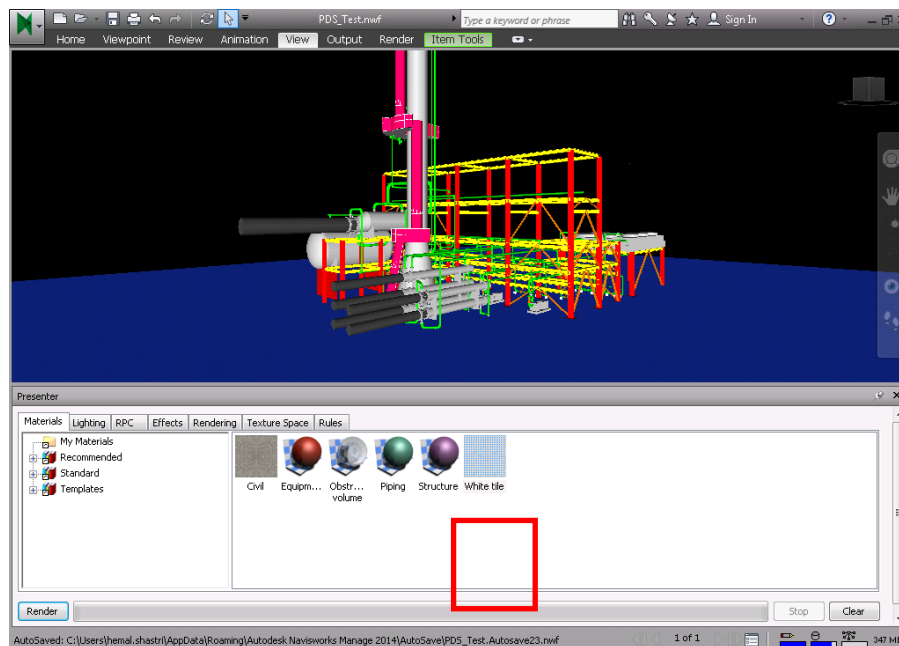


Figure 2: Applying Material to 3D Objects by Drag and Drop

5. Go to the Rules tab. Check the check box to Map Presenter materials to Selection Sets by name. Clear the check box for Apply to current selection only, and then click Apply.

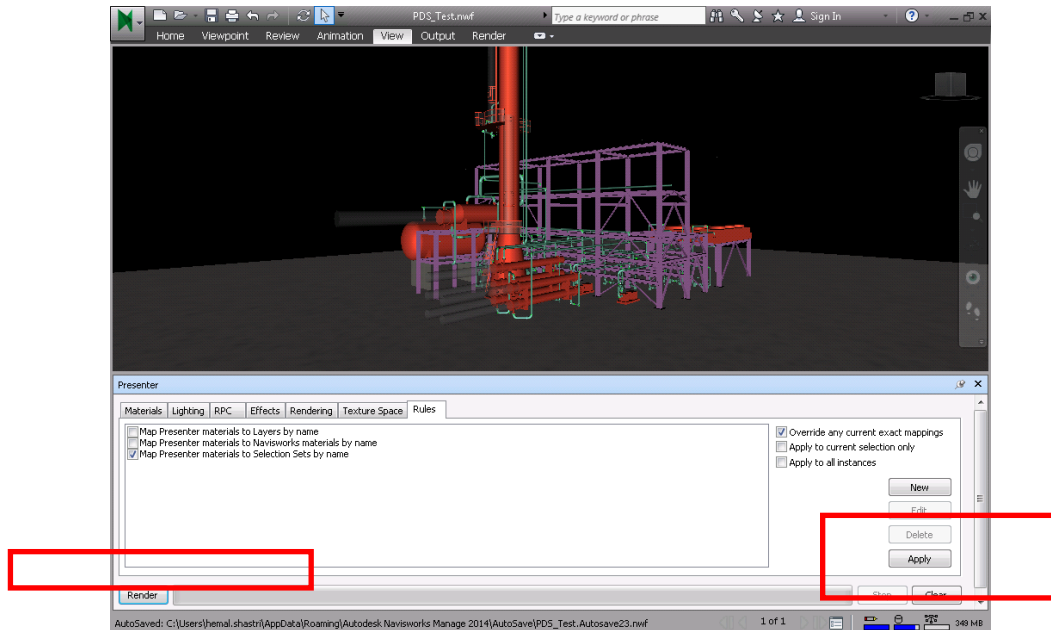


Figure 3: Applying Material to 3D Objects by Rules

6. Go to the Effects tab. Expand Recommended → Backgrounds archive and drag the Environment background into the right side pane.
7. Expand Recommended → Environments → Panorama archive and drag Sky into the right side pane.

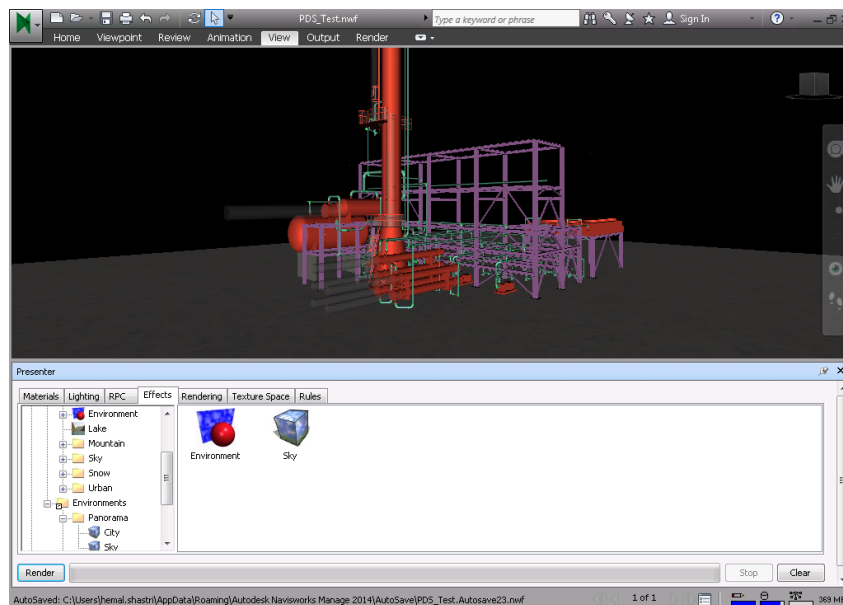


Figure 4: Applying Effects

8. Go to the Lighting tab. Expand the recommended archive and drag the Environment light studio into the right side pane.
9. Double-click the Environment light and change the Intensity value to 2.

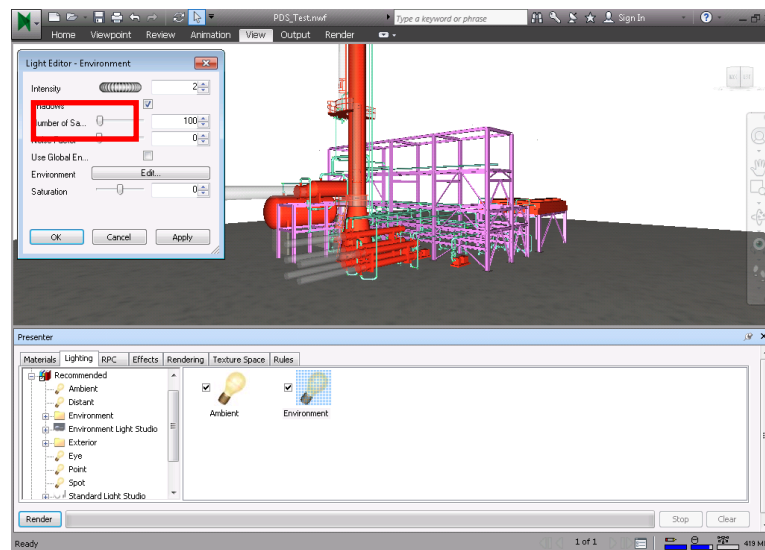


Figure 5: Applying Lighting

10. Click Render at the bottom of the Presenter window, to start the rendering process in the Scene View. Click Clear to clear the render in the Scene View.