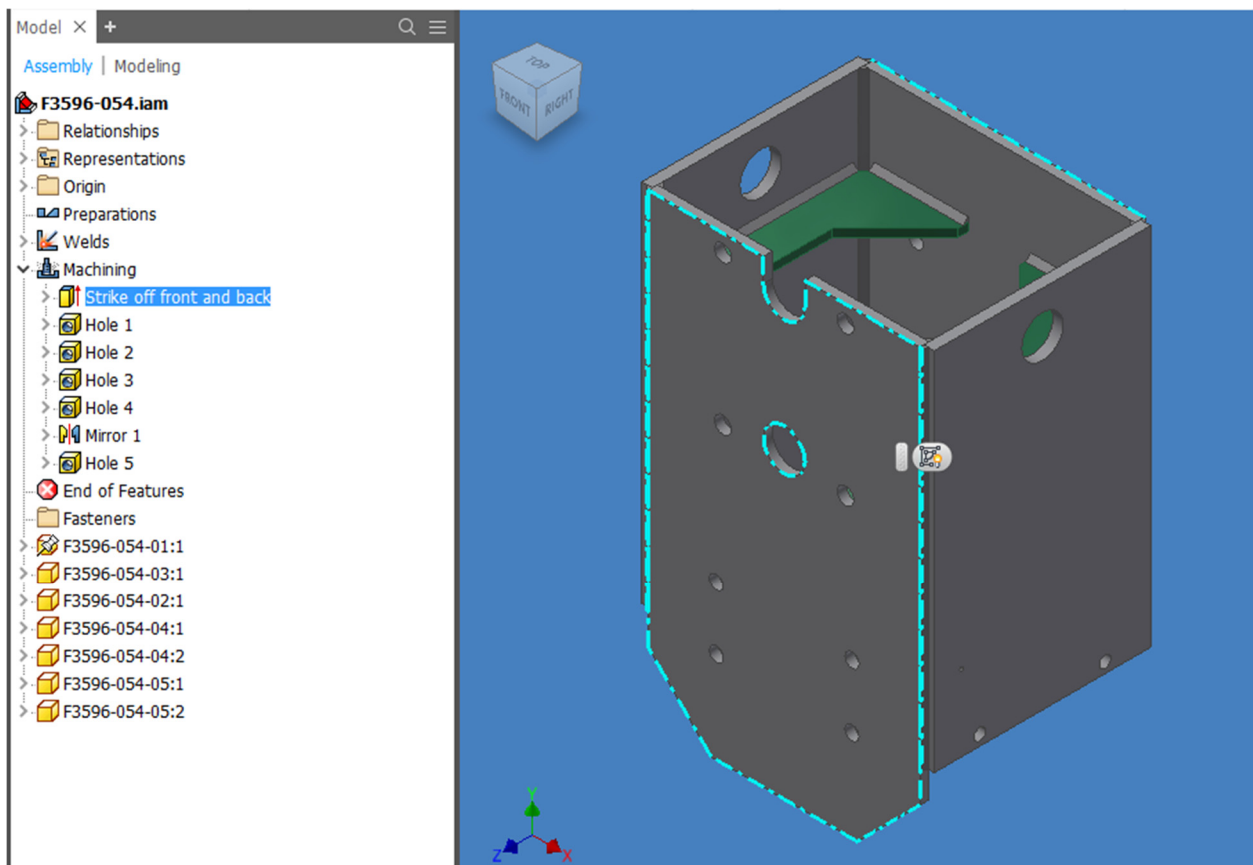


Showing machined features in a Weldment

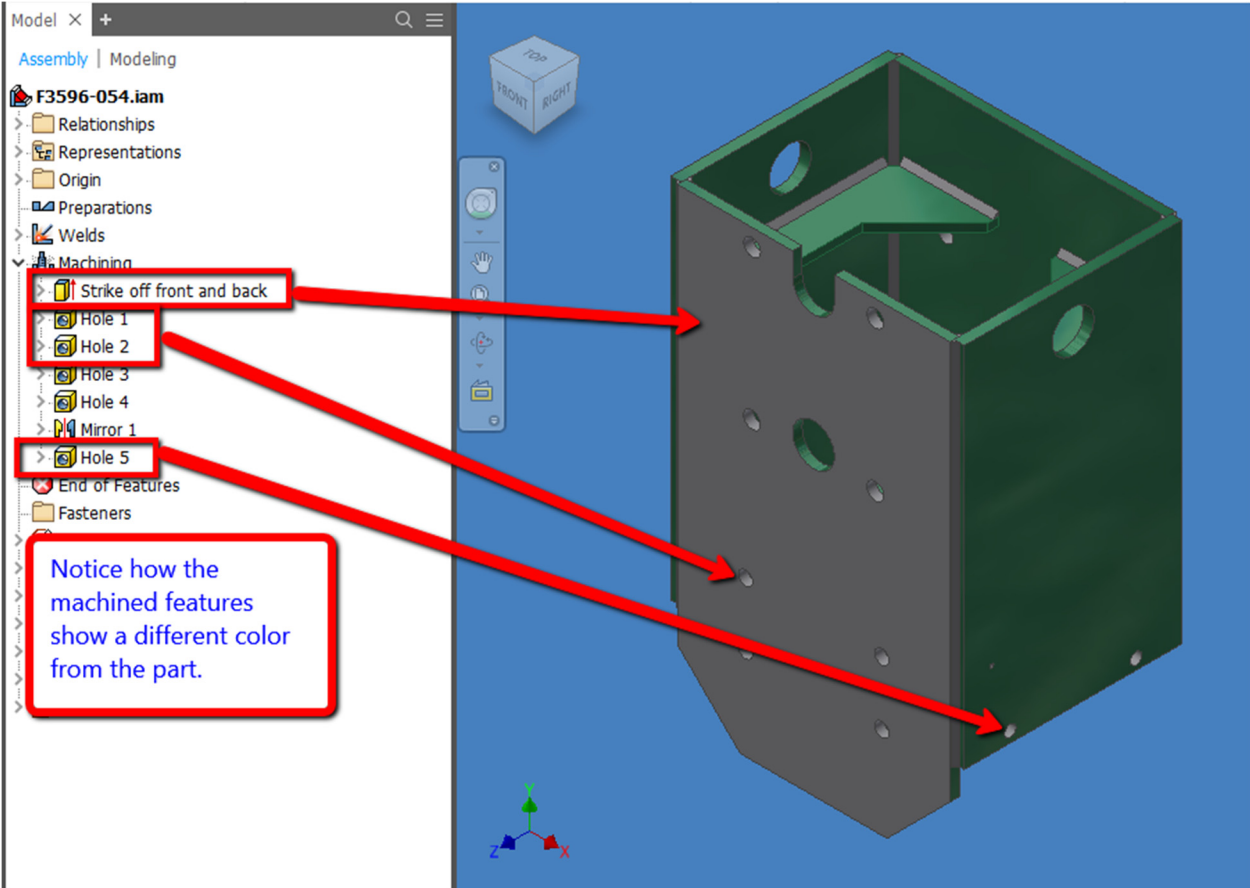
In the Weldment environment (Inventor 2018), we have all asked for a way to show the color of a machined surface different from the color of the part. We want the Inventor model to appear like the physical part when the machined surfaces are not painted. In the weldment environment, there is no way to select individual faces if we want to change the color.

A way to do this is to set the color of the individual parts that make-up the assembly to the color that you want the machined features to be. Then, use the appearance browser to “paint” the color of the parts before the machining. This way, when machining is done in the weldment, the “paint” is cut away and the actual part color shows underneath.

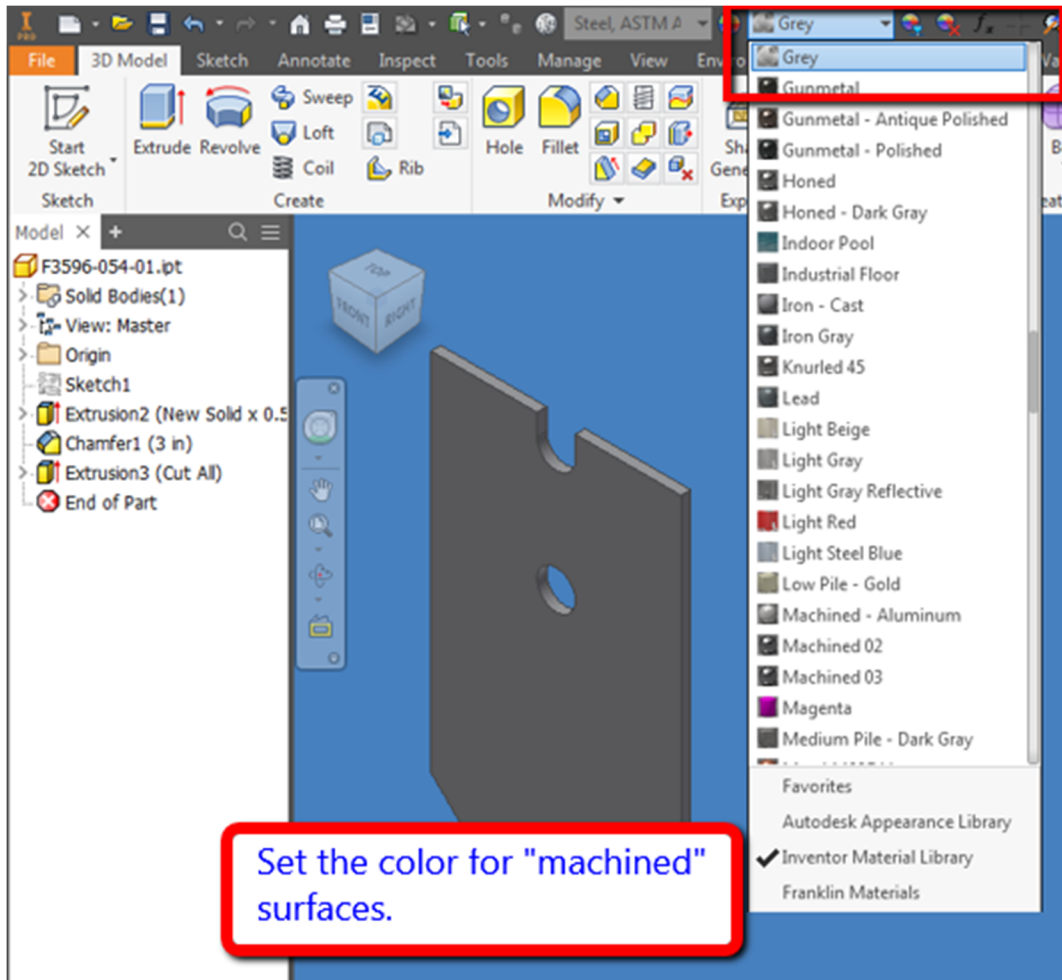
Here is what the weldment looks like before we make any of the changes. Notice how the machine features are the same color as the other parts. Impossible to look at this and tell that there are machining features.



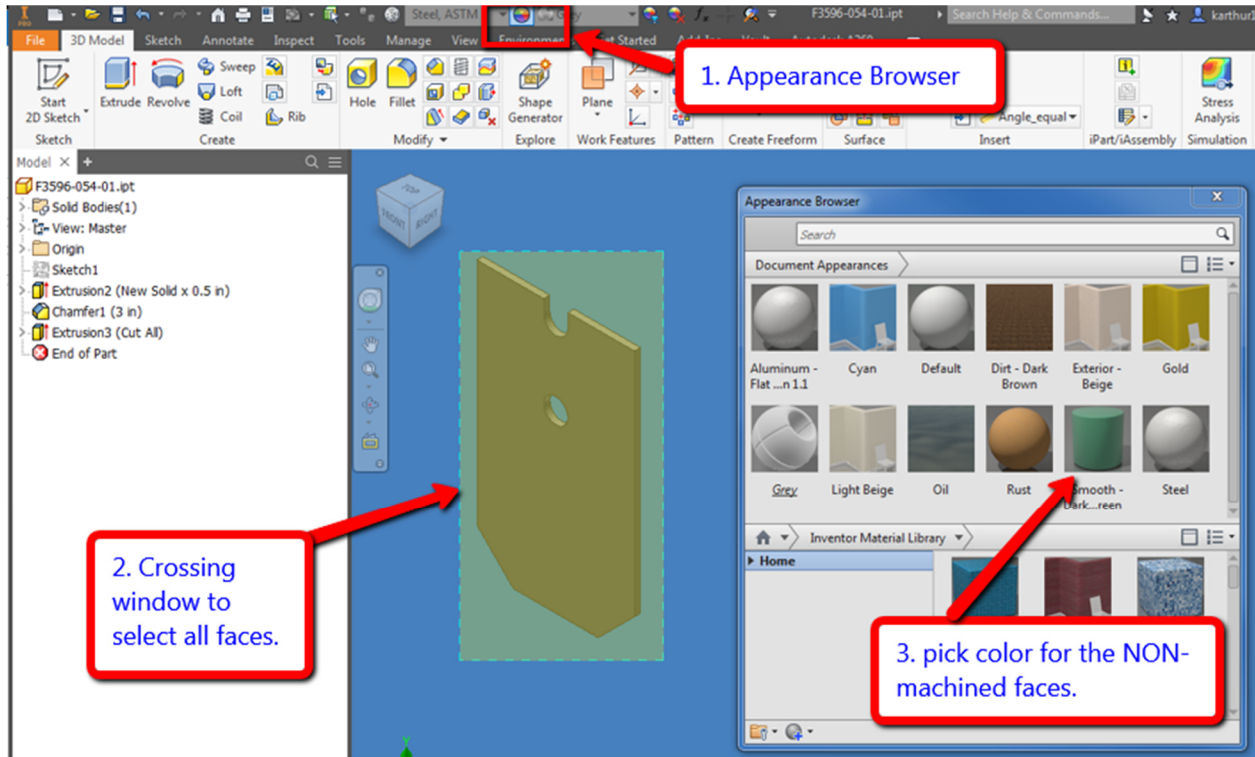
We want the model to look like this so that everyone can easily tell what is machined and what is not.



To do this, we first set the color of the part to the “machined” color. Then paint the color of the surfaces to the actual “paint” color of the assembly. Now open one of the individual parts and set the color from the color drop-down. This will be the color of the “machined” surface. I picked “Grey”, but it could be any color in your library.



Now, to set the color of the “painted” surface, you have to use the “Appearance Browser”. Select all the faces of the individual parts either by selecting them individually (shift+select) or with a crossing window. This will be the color of the non-machined surfaces.



Next return to your Weldment assembly. You may have to update the model. You should now you're your model with all the machined features a different color from the “non-machined” surfaces.

