Autodesk Products Tip & Tricks

Product: NavisWorks Manage 2009
Topic: Creating a Custom Material in NavisWorks
Written by: Nick Bower, Assoc. AIA BSD Technical Engineer
Date: December 11, 2008

Using Presenter in NavisWorks Manage 2009 is an easy way to create renderings for presentation. The NavisWorks material library has a large amount of preset materials for use. However, the need may arise to create a custom material from an imported image. The following steps describe this process.

1. You can start by finding an image file of the material you would like to use for rendering purposes. The most common file types to use would be a .jpg or .tif. Figure 1 was taken from the Revit Architecture Rendering Library and then converted from a .png to a .jpg. It is recommended that you save the image file to a common location for the project.

The name of this image file is brazilian_teak_natural

Figure 1

2. In the NavisWorks Presenter dialog, drag the “Plain texture” material from the left to right pane (Figure 2).

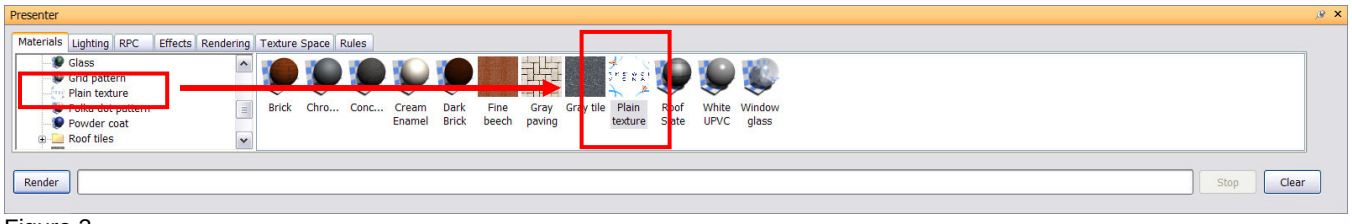

Figure 2

Autodesk Products Tip & Tricks

3. Double click the "Plain texture" material to view its material properties (Figure 3). In the Image File Name dialog browse and find the brazilian_teak_natural image file saved earlier (Figure 4).

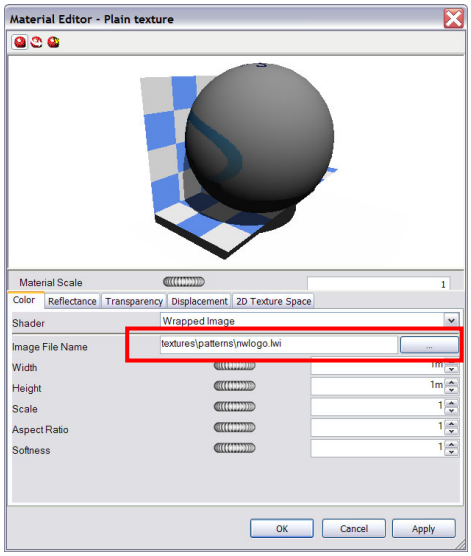

Figure 3

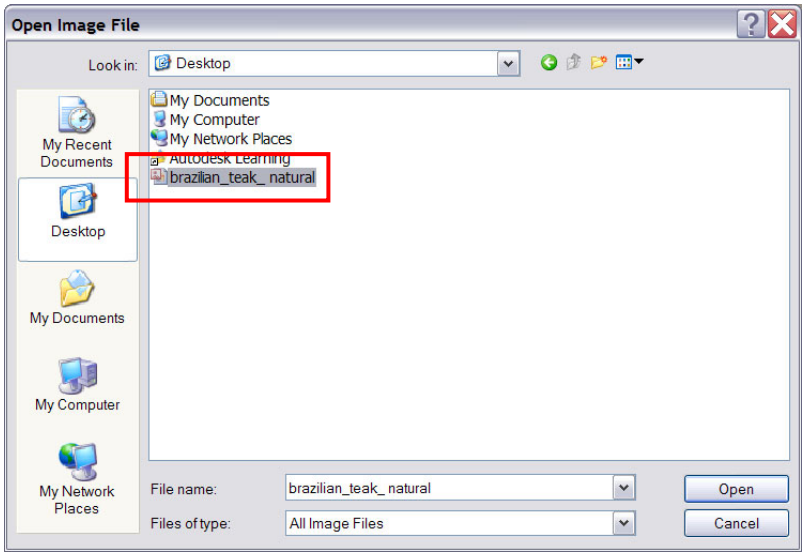

Figure 4

4. The image file is now wrapped around the sphere and can be applied to objects in the scene to be rendered. You will also have the ability to manipulate the scale, and overall size of the image pattern in this dialog (Figure 5).

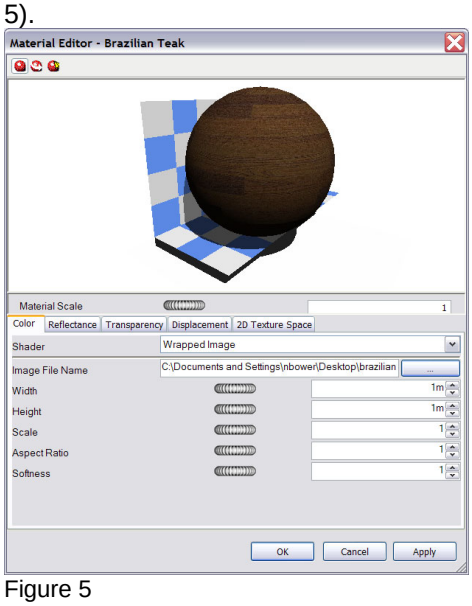

Figure 5

Autodesk Products Tip & Tricks

5. The material display should now represent the wood pattern that was just imported. It is highly recommended that you rename the material and move it into the "My Materials" folder (Figure 6).

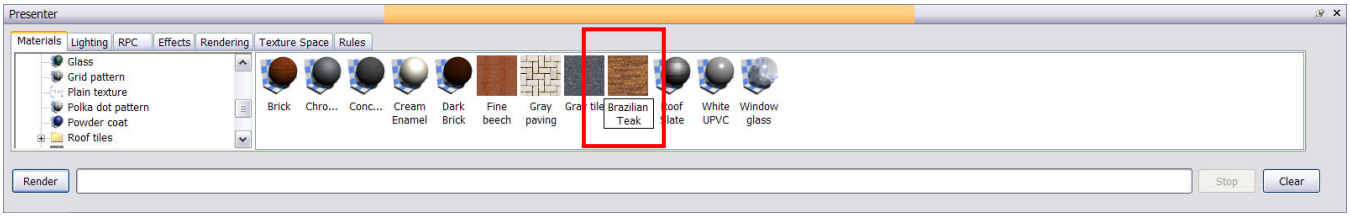

Figure 6

Figure 7 represents the model before applying the Brazilian Teak material. By using NavisWorks' apply material function, the material can be applied to the floor as a hardwood pattern (Figure 8).

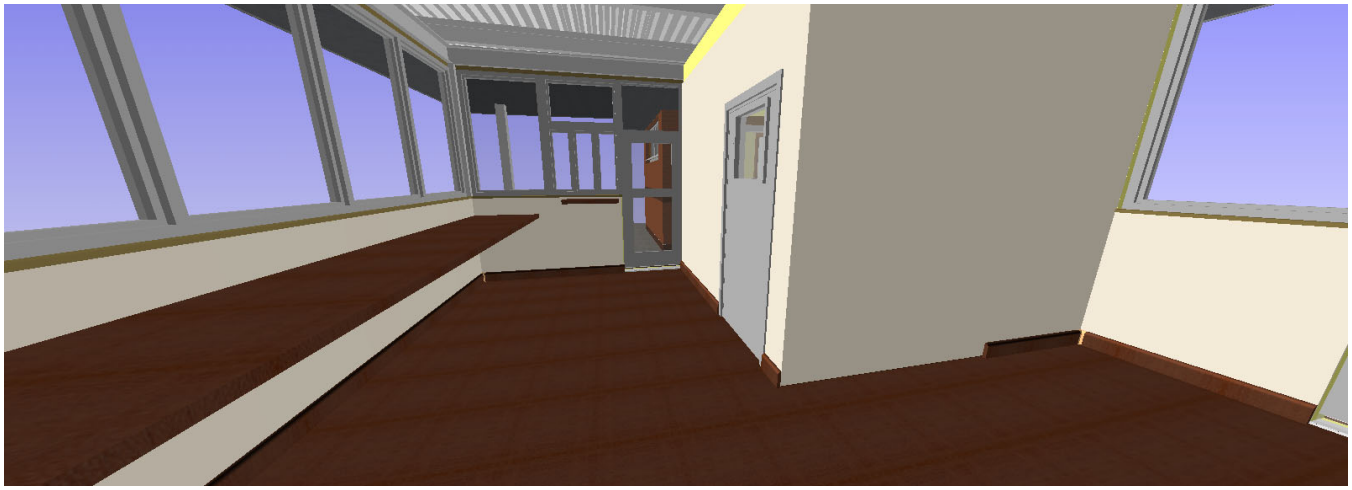

Figure 7

Figure 8

Autodesk Products Tip & Tricks

The need may also arise to rotate a material pattern (Figure 9). This can easily be done by rotating the actual image file and re-saving it as a different name. From this point all that needs to be done is update the Brazilian Teak material by selecting the rotated image file. The material will rotate in the scene automatically (Figure 10).

Figure 9

Figure 10