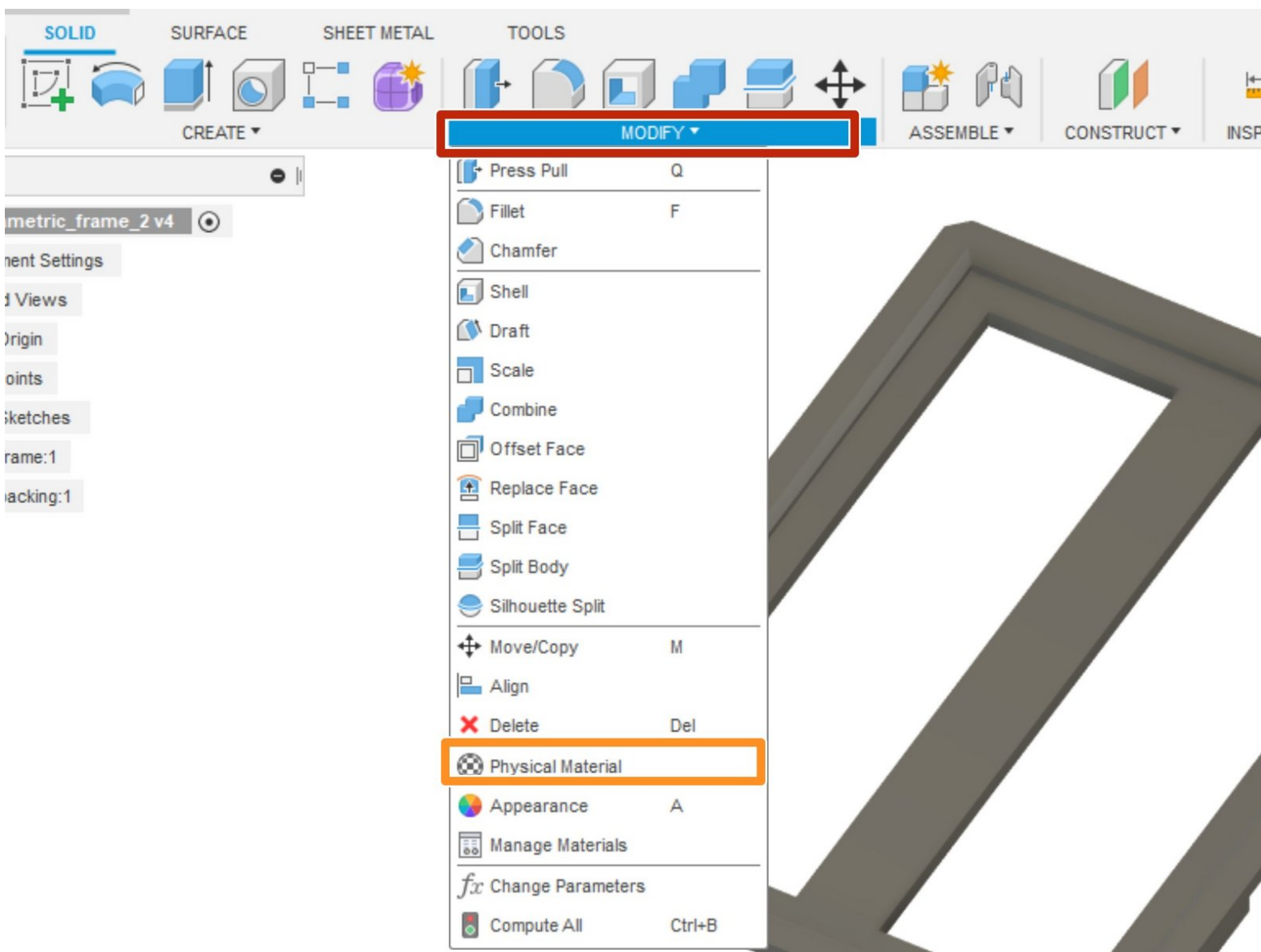




Editing Materials

This guide introduces the process of changing the materials or appearances of a solid body, feature, or component.

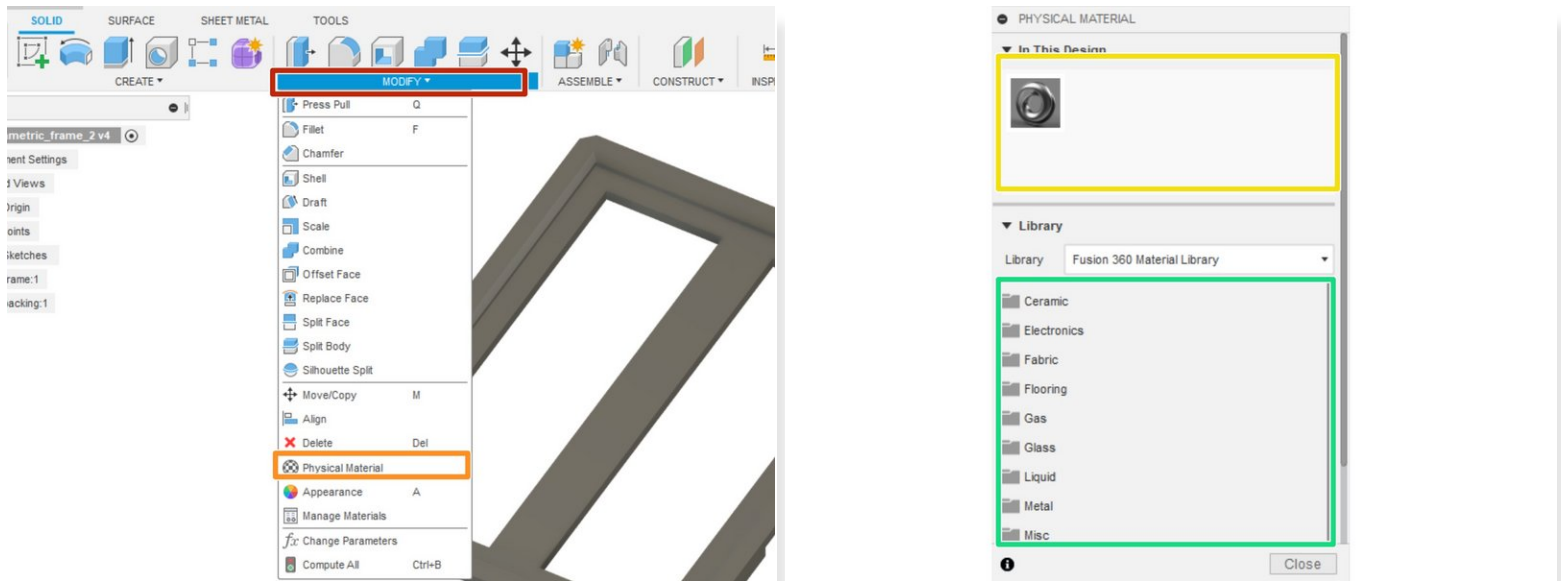
Written By: Eli Jared Fastow



Introduction

This guide introduces the process of changing the materials or appearances of a solid body, feature, or component.

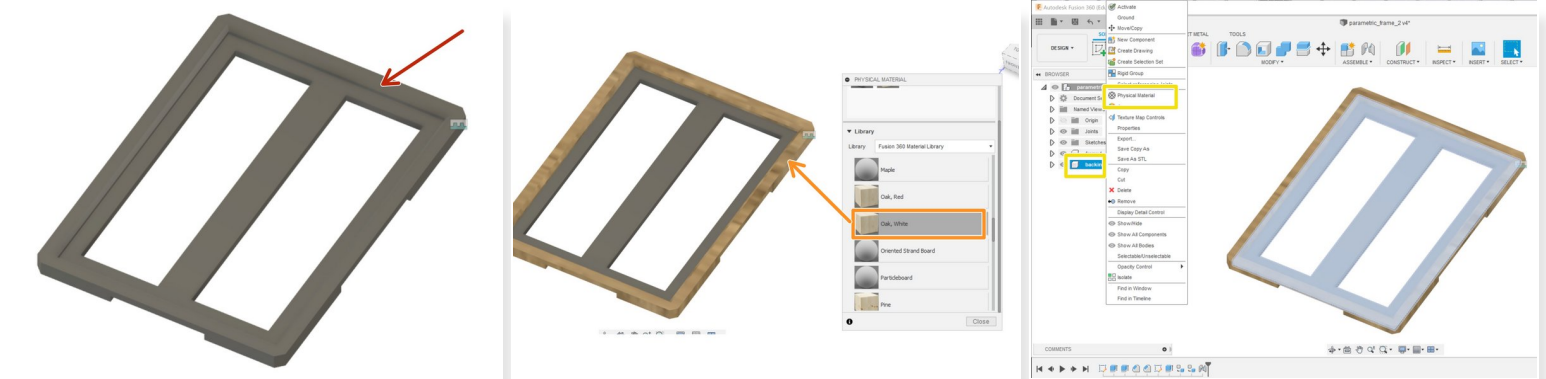
Step 1 — Materials Library in Fusion 360



i Creating a complete design for a part intended for manufacturing or simulation requires selecting material.

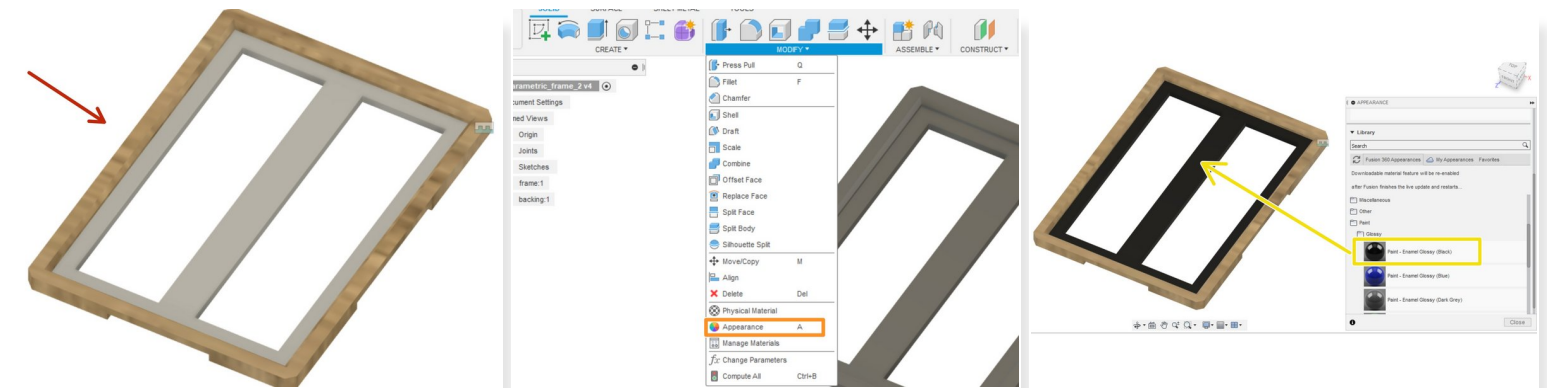
- The Modify drop-down menu houses the materials library
- Open the materials library by selecting the physical materials button
- The upper section of the window that opens shows the materials currently in the design
- The lower section of the window displays the materials library

Step 2 — Selecting Materials



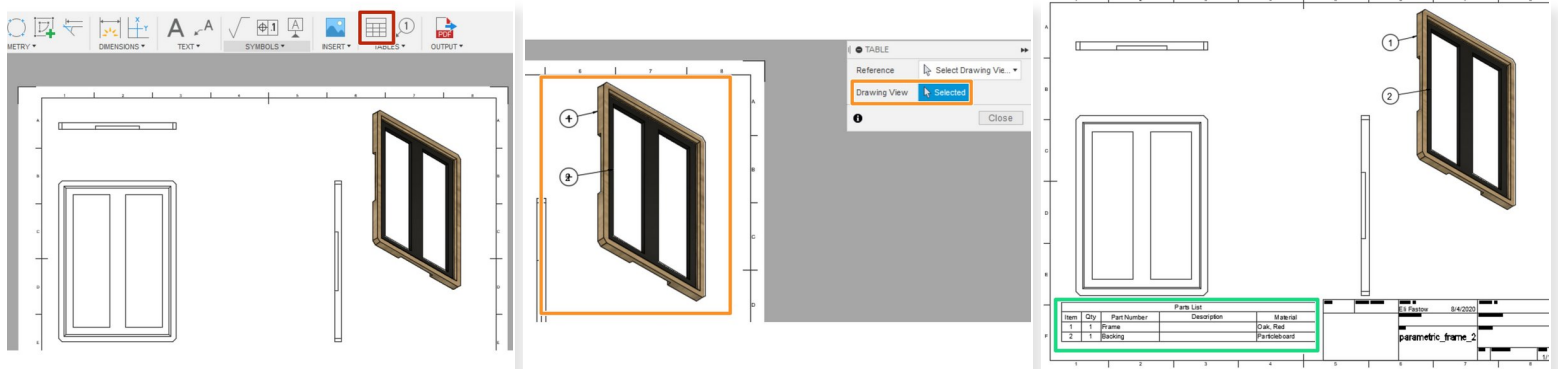
- This guide uses this custom frame as a demonstration part. We want to set the front of the frame as oak and the back as particleboard.
- One approach to setting the physical material requires clicking and dragging the desired material from the library to the component
- Alternatively, you could right click on the component in the browser then select the physical materials button

Step 3 — Selecting Appearances



- This image approximates the frame with an oak front and particle board backing
- If we want to show the frame with a painted backing and finished front, we need to add appearances
- Open the appearances menu through the modify drop-down menu
- Drag and drop appearances on to the desired components

Step 4 — Generating a Bill of Materials



- A bill of materials lists all the parts in a design and their materials
- Fusion can automatically generate a bill of materials in a drawing environment. Follow the [Creating Engineering Drawings](#) guide for a detailed explanation on creating drawings.
- In a drawing, select the table button.
- In the Table window, select a drawing view to use as a reference
- This will automatically generate a bill of materials