



Digital Design Graphics Technology
Napa Valley College

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How to create graphics from Inventor:

- Start by making the following changes:
 - On the “View” tab, “Appearance” panel
 - Change your Visual Style to “Realistic”
 - Adjust Shadow, Reflection, Orthographic vs Perspective, and Ground Plane settings as needed
 - Turn on “Ray Tracing”
- Good Quality
 - Open the file you want to have an image of and zoom in to fill your screen
 - File, “Save As”, “Save Copy As” (use the PNG option)
 - Before saving out, choose “Option” in the bottom right
 - Change Pixels X and Y to 1920 x 1080 respectively
 - Check on both checkboxes
 - Save
- Best Quality (For Parts and Assemblies)
 - Go to “Environments” tab, choose “Inventor Studio”
 - Click on “Render Image”
 - On General tab:
 - Change width and height to 1920 x 1080
 - Leave Camera to “Current View”
 - Choose the Lighting Style you want
 - On Output tab:
 - Click the checkbox for “Save”
 - Choose the folder location
 - Save as “PNG”
 - Click on “Options” in the bottom right
 - Set DPI to 150 for web (300 or more for printing)
 - Check on “Alpha Channel”
 - On Renderer Tab
 - Set “Render by Iteration” to 32 (as a minimum)
 - Lighting and Material Accuracy to “High”
 - Image Filtering to “Gaussian” to 3
- Best Quality (For Presentations)
 - Go to the “View” Tab
 - Change Visual Style to “Realistic”
 - Adjust the Appearance Panel as you wish.

- Go to the Presentation Tab, choose “Raster” on the publish panel
 - Set Image Resolution to 1920 x 1080
 - Set Resolution to 150
 - Choose a file location
 - File Format to “PNG”
 - Check on “Transparent Background”

How to remove a solid background color from an image in Photoshop:

- If the layer is locked, unlock the layer
- Use Magic Wand (“W”)
 - Settings:
 - Tolerance = 1
 - Keep “Anti Alias” On
 - Left click on the background color (you may have to select multiple areas if they are not touching based on your settings) and select the whole background
 - Inverse the selection,
 - Select / Inverse (or hit “Shift + CTRL + I)
 - Select / Modify / Contract = 1 Pixel
 - Add “Layer Mask” to layer