

SOLIDWORKS APPEARANCE CHEAT SHEET

Hierarchy

The following options in the Appearance Target pop-up determine where the appearance is applied and the hierarchy to follow.

HIGHEST LEVEL

Apply an appearance to a face.



Apply an appearance to a feature.



Apply an appearance to a body.



Apply an appearance to an entire part.



LOWEST LEVEL

Apply an appearance to a component instance only.

Note: component appearances override all other part appearances in the assembly.



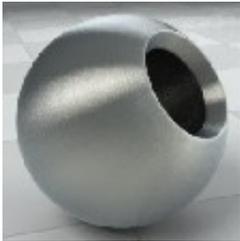
Apply using appearance filter to replace all geometry with the same existing appearance.



[Help Section Link](#)

Types

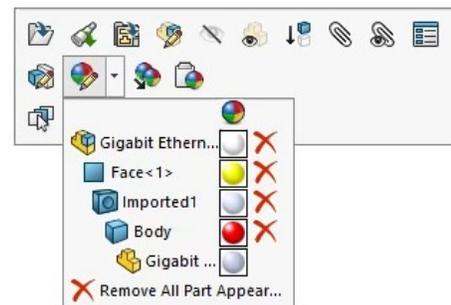
There are two types, procedural appearances, which wrap around the reference, or textural appearances, which are mapped to the reference.

Procedural	Textural
One color or a blend of colors applied to the entire reference.	An image representing the complex colorings of the appearance, mapped to the reference.
	

[Help Section Link](#)

Callouts

Appearance callouts display the appearance of the component (assemblies only), face, feature, body, and part under the item selected and are a shortcut to editing appearances.



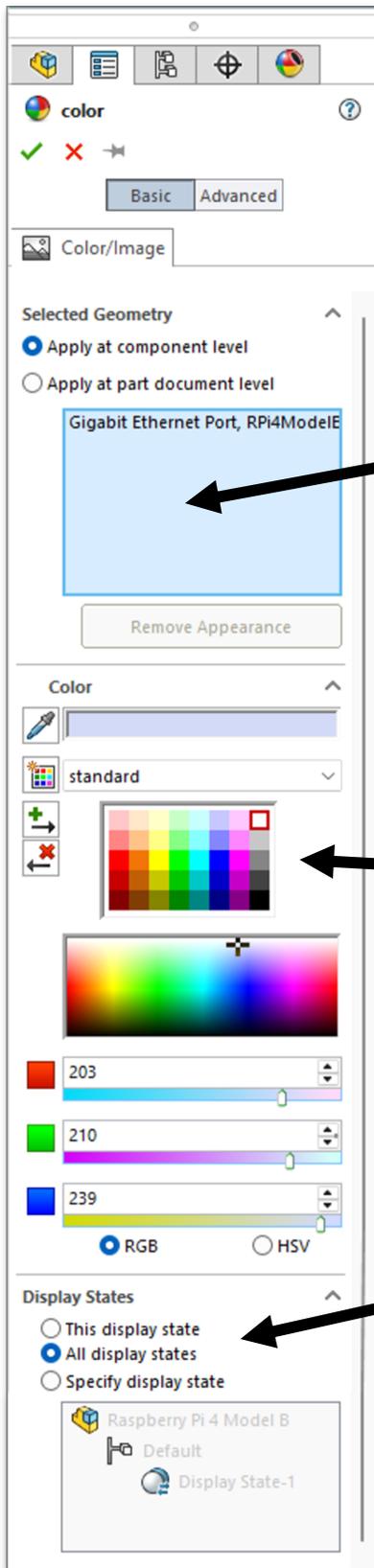
Accessing appearance callouts:

- Right-click on model or entity in the FeatureManager design tree to show context menu.
- Left-click on the geometry in the graphical window.

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Appearances Property Manager—Basic



Select the level where the appearance will be applied.

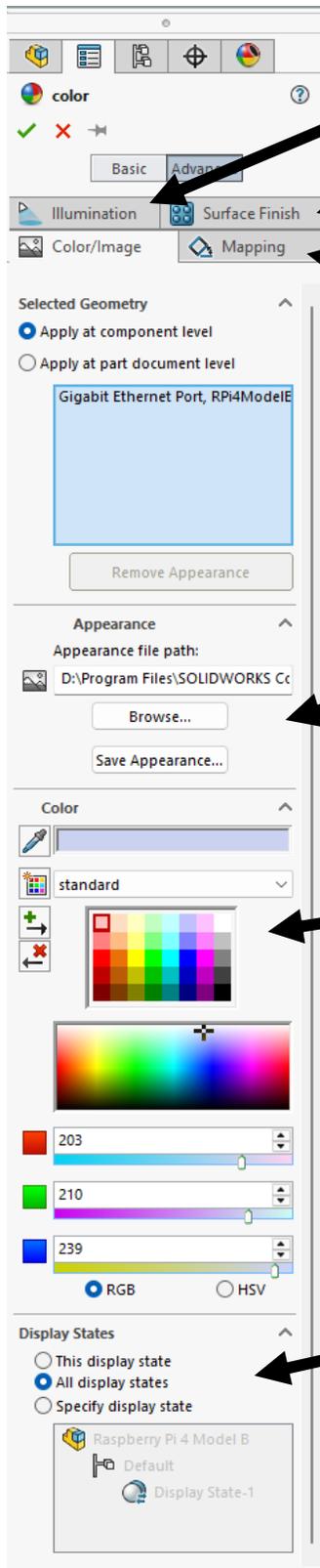
Color can be applied either by dropper, swatch, RGB or HSV.

Select the display state to apply the appearance change to.

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Appearances Property Manager—Advanced



[The Appearances Illumination PropertyManager sets lighting properties for a decal.](#)

[The Appearance Surface Finish PropertyManager specifies the type of surface on the appearance, for example, knurled, dimpled, or sandblasted.](#)

[The Appearances Mapping PropertyManager to map textured appearances in part or assembly documents.](#)

Path to image file used in appearance, with option to change and save.

Color can be applied either by dropper, swatch, RGB or HSV.

Select the display state to apply the appearance change to.

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