

# Inventor 2011

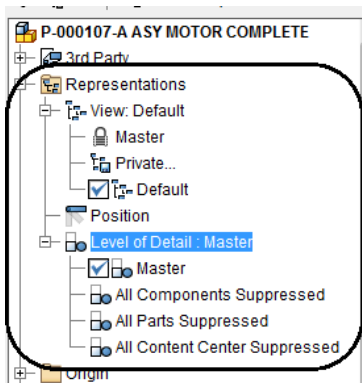
## View Representations

Elise Moss

This lesson covers the following topics:

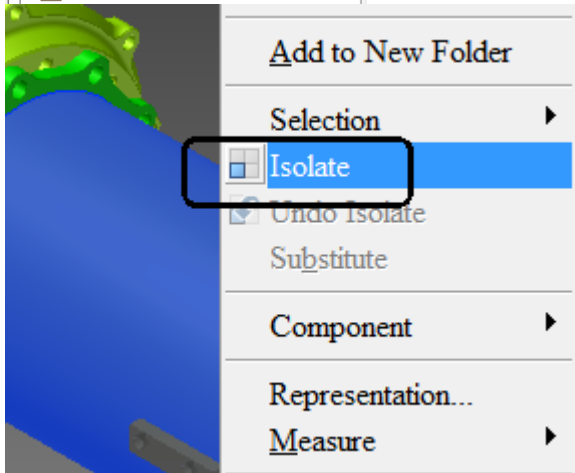
- View Representations
- Placing View Representations on a Sheet
- Levels of Detail
- Positions

1.



View Representations are managed in the Representations folder in the Project Browser.

2.

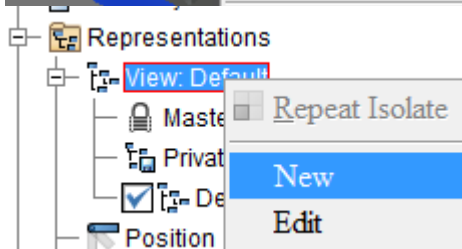


Select the base/primary component in the assembly.

Right click and select **Isolate**.

*Isolate turns off the visibility of any unselected components – you can isolate as many components as you wish to select.*

3.



In the Project Browser:

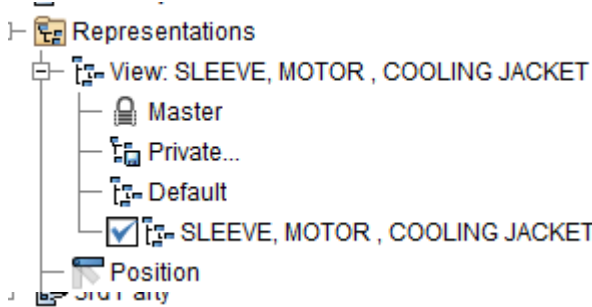
Highlight View under Representations.

Right click and select **New**.

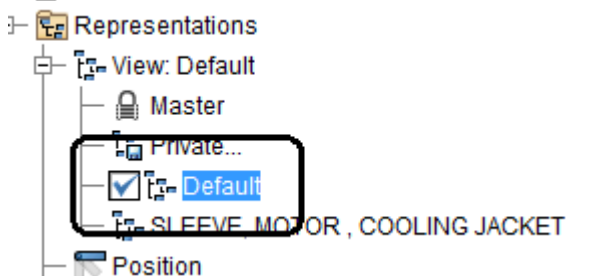
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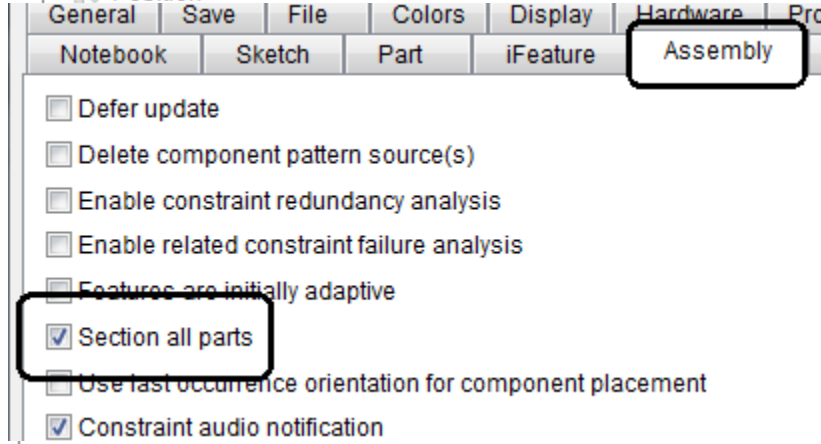
## View Representations

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4. 

Rename the view by left clicking on it.

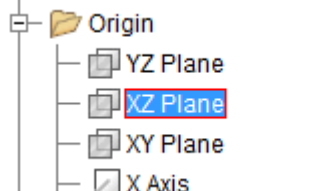
*The active view is listed at the top of the category.*
5. 

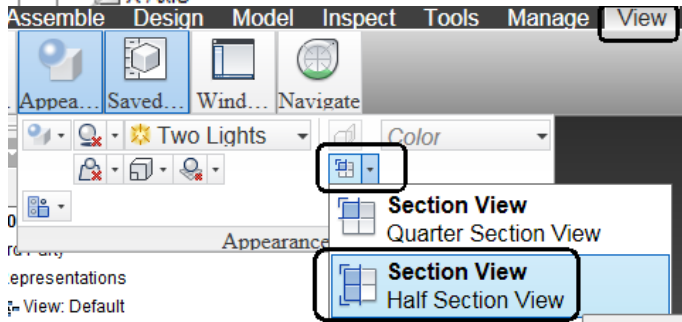
Double left click on the Default view and the view is restored.
6. 

In order to create section views in assemblies, go to Application Options.

Select the **Assembly** tab.

Enable **Section all parts**.

Press **OK**.
7. 

Highlight the reference plane you wish to use as the cutting plane for the section.
8. 

Go to the **View** ribbon.

Under Appearance:

Select **Section View: Half Section View**.

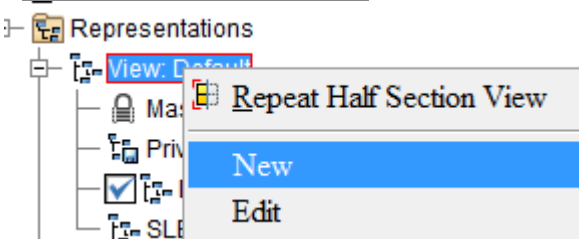
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## View Representations

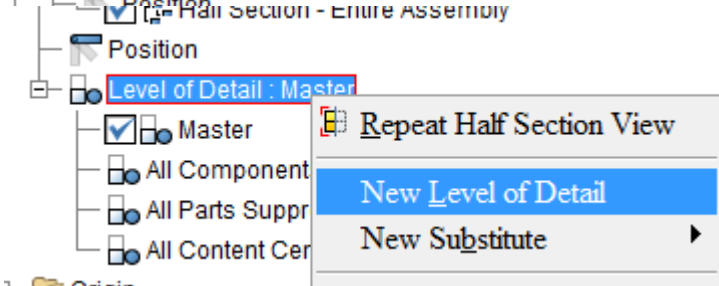
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9.  Right click on the reference plane and select **Done**.

10.  You see a section view of the assembly.

11.  In the Project Browser:  
Highlight View under Representations.  
Right click and select **New**.

12.  Rename the view by left clicking on it.

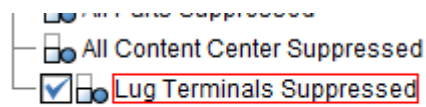
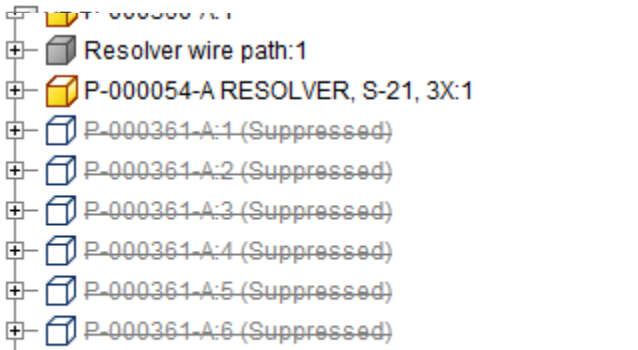
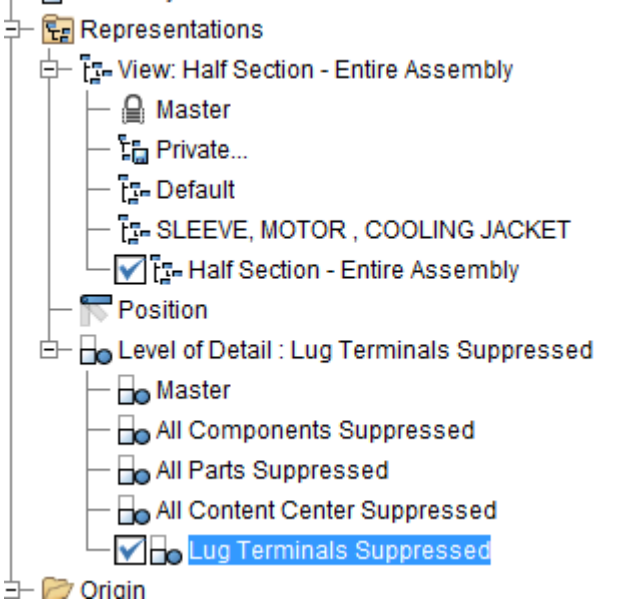
13.  Highlight **Level of Detail**.  
Right click and select **New Level of Detail**.

*Level of Detail can be used to save states where components are suppressed and can be applied to different view representations.*

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## View Representations

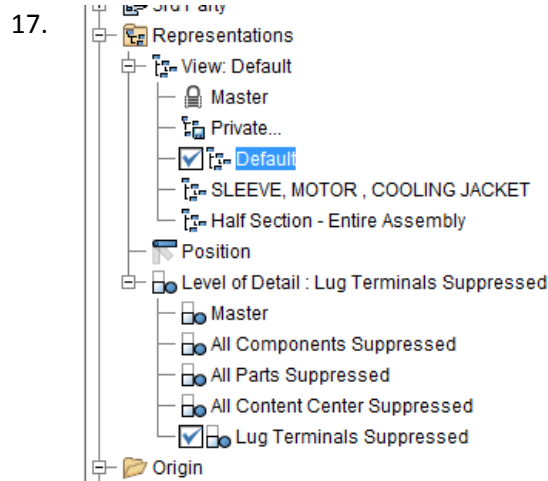
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14.  Rename the Level of Detail to indicate which components will be suppressed.
15.  Suppress the components.  
Save the assembly.
16.  Activate different representation views combined with different levels of details and note how the display changes.

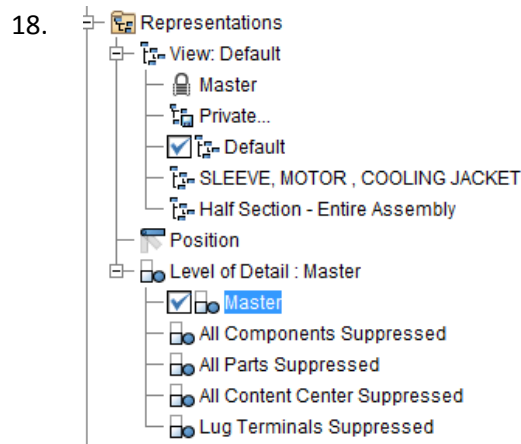
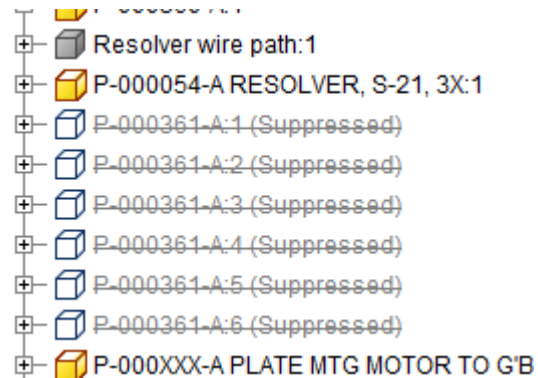
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## View Representations

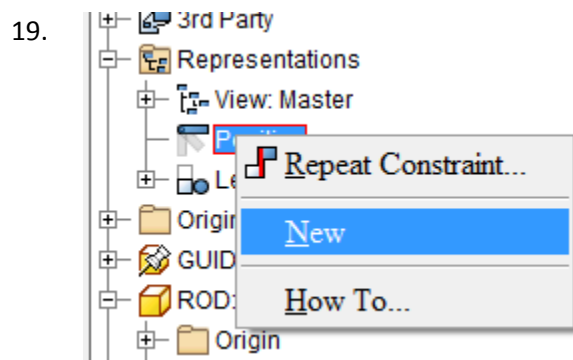
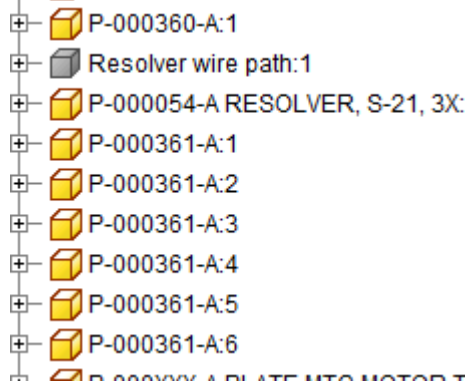
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Notice that if you activate the Default view representation AND the Lug Terminals Suppressed Level of Detail, the parts are suppressed in the project browser.



Notice that if you activate the Default view representation AND the Master Level of Detail, the parts are no longer suppressed in the project browser.



To create a positional view:

Highlight **Position**.

Right click and select **New**.

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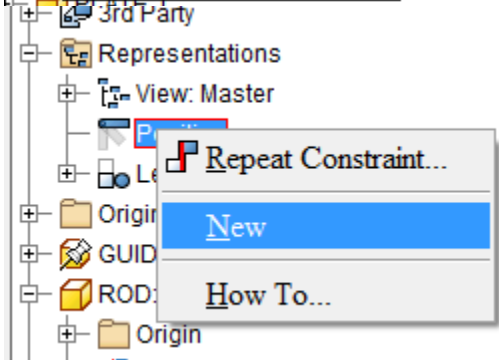
## View Representations

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20.  Rename the position.

21.  Locate the constraint that needs to be modified in the Project Browser.  
Right click and select **Modify (Override)**.

22.  Adjust the value to the desired position.

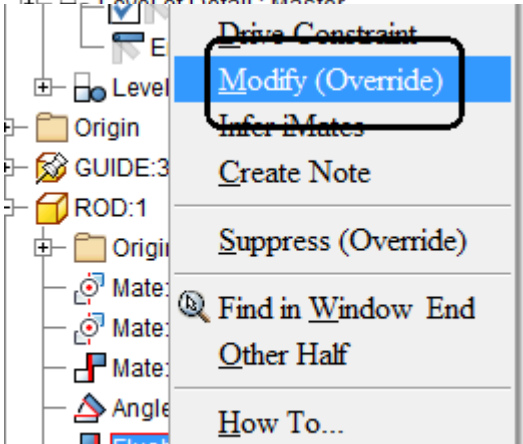
23.  To create a positional view:  
Highlight **Position**.  
Right click and select **New**.

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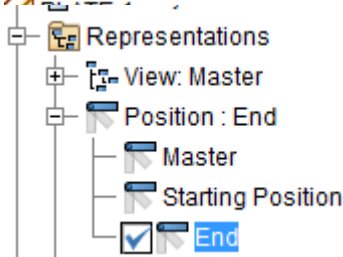
## View Representations

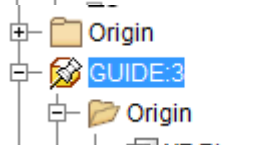
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24.  Rename the position.

25.  Locate the constraint that needs to be modified in the Project Browser.  
Right click and select **Modify (Override)**.

26.  Adjust the value to the desired position.

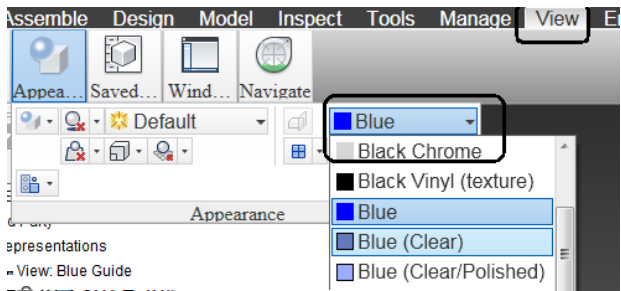
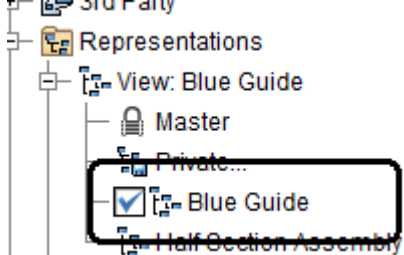
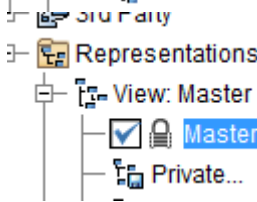
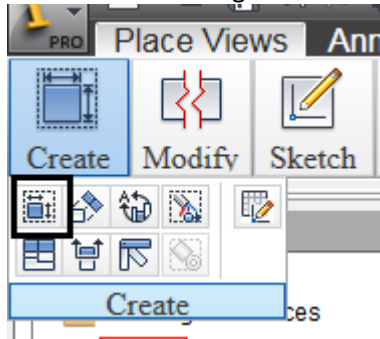
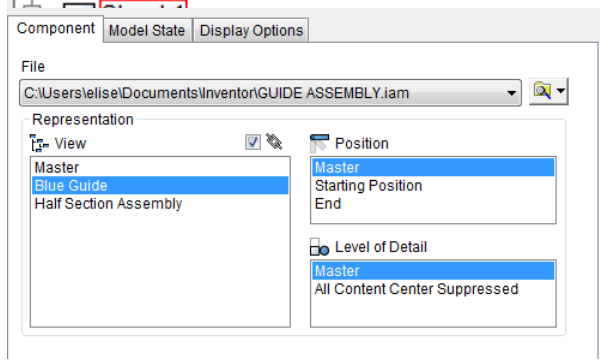
27.  Double left click on the different positions to see how the model adjusts.

28.  Highlight a component in the assembly.

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## View Representations

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29.  Activate the View ribbon.  
Set the Color to **Blue**.
30.  Create a view representation for that color component.
31.  Notice that if you select a different view representation the color of the component changes.
32. Start a new drawing file.
33.  On the Place Views ribbon:  
Select the **Base View** tool.
34.  Notice you can select which view representation, which position, and which level of detail you want applied to the view.
35. Place different views using different combinations to see how it affects the view.