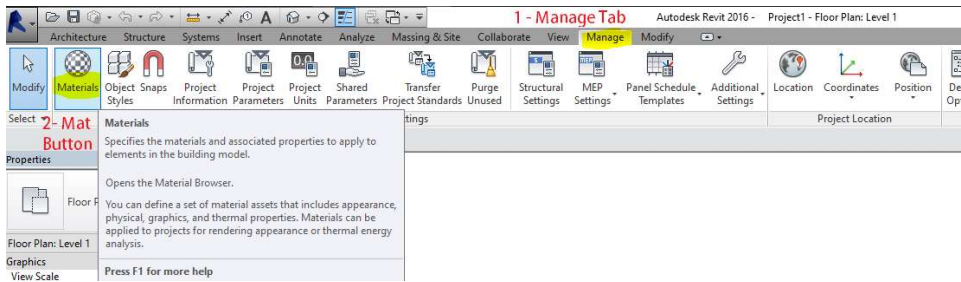
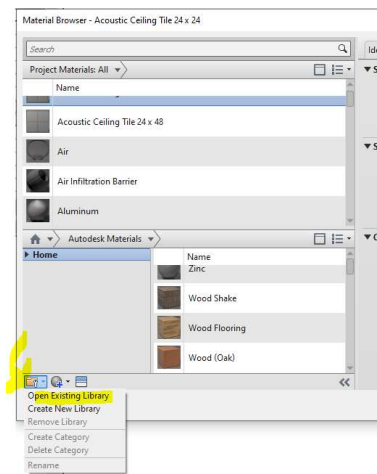


To Load the material library into a project:

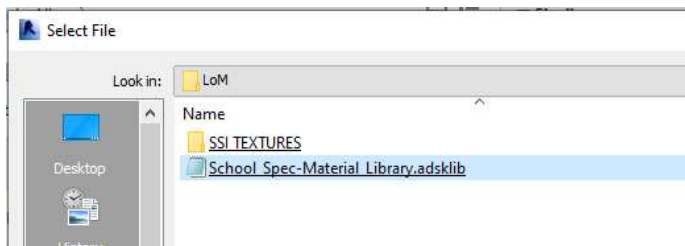
- 1- Go to the "Manage" tab
- 2- Select the "Materials" button



- 3- Go to the Folder Button at the bottom left of the window, Select "Open Existing Library"

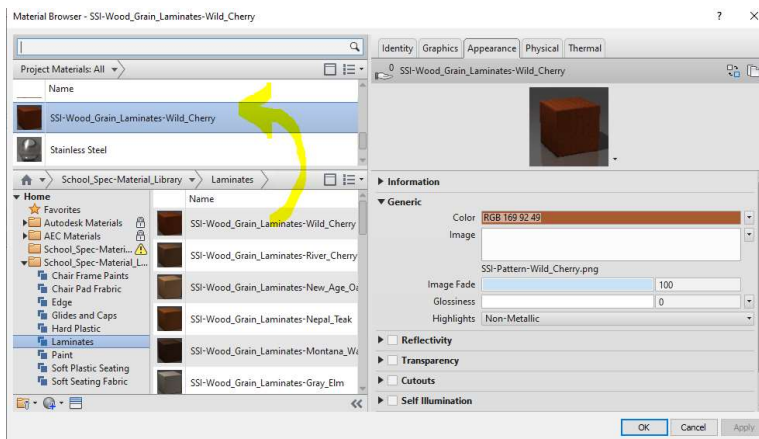


- 4- Select the \*.adsklib file from the location you downloaded it



Now SSI library will appear in the browser

You must double-click the desired finish, it will go up to the Project Materials Box, and will become selectable in the project



### To re-link the Custom Patterns:

- 1- Select the model and the materials associated will appear in the project Browser (Materials And Finishes)
- 2- Select the material parameter of the component you want to assign or change
- 3- The Material Browser will pop up,
- 4- Change to the "Appearance" Tab



Material Browser - SSI-Pattern\_Fabrics-Knack\_Sax

Project Materials: All

Name

- SSI-Pattern\_Fabrics-Knack\_Filament
- SSI-Pattern\_Fabrics-Knack\_Glaze
- SSI-Pattern\_Fabrics-Knack\_Sax**
- SSI-Pattern\_Fabrics-Knack\_Wave
- SSI-Pattern\_Fabrics-Knack\_Zest
- SSI-Pattern\_Laminates-Blue\_Agave

Autodesk Materials

Home

Name

- Zinc
- Wood Shake
- Wood Flooring

Identity Graphics Appearance Physical +

SSI-Pattern\_Fabrics-Knack\_Sax

Information

Generic

Color RGB 186 144 94

Image SSI-Pattern-Knack\_Sax.png

Image Fade 100

Glossiness 0

Highlights Non-Metallic

Click the pattern name

Reflectivity

Transparency

Cutouts

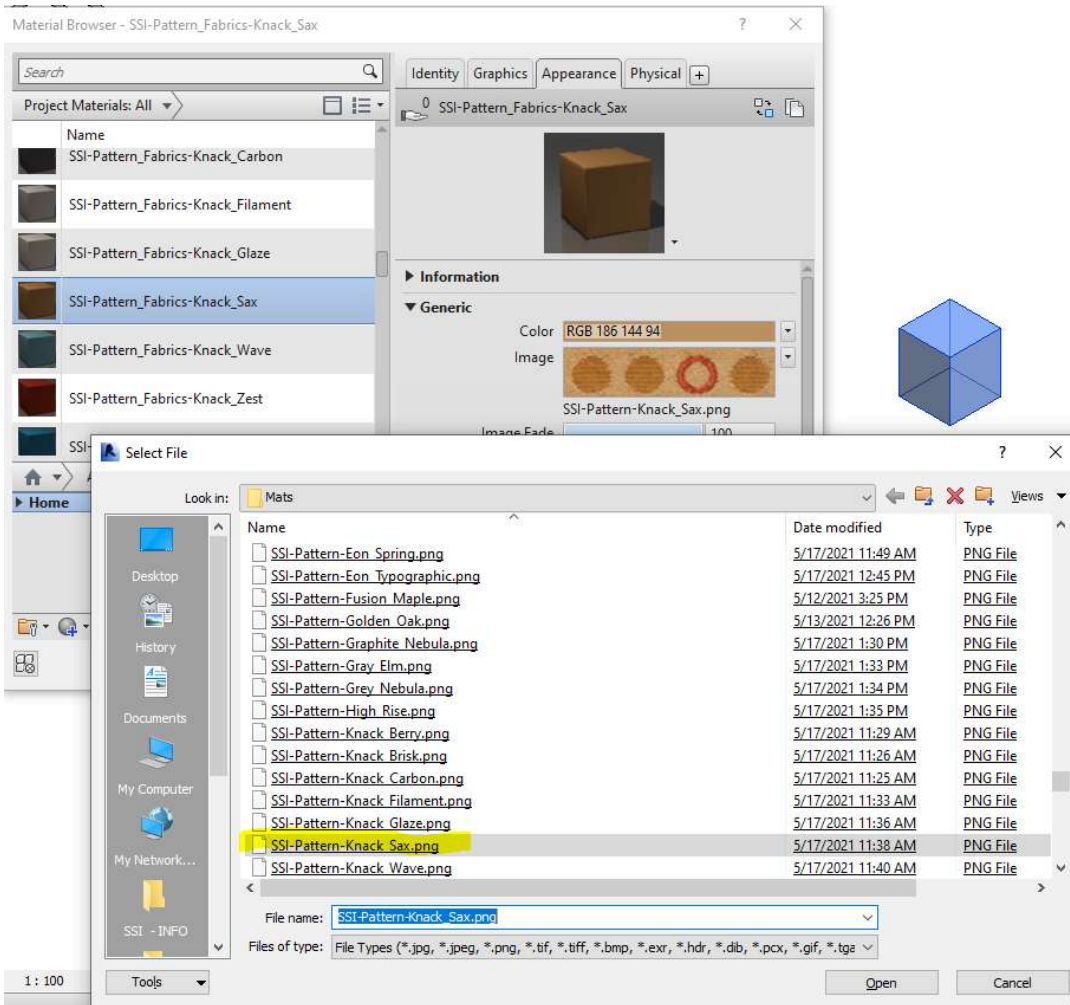
Self Illumination

Bump

Tint

OK Cancel Apply

- This will get you to the material System folder, since you have already copied the materials into this path, it will appear in the list, please select the proper file; Click “Open”, and the pattern will load into the Image box



- Then “Apply” > “Ok” and you will get the finish applied to the component

