

## Orienting grain appearances

Wood grain should already be applied to the part

1. Carry out a quick render and note where the end grain pattern is being displayed on the model.
2. Render tab > Appearance Gallery > Edit Model Appearances > Use the eyedropper to select a surface.

Wood grain settings will be displayed in the Model Appearances Editor dialog. The axis will probably be set to 'Z'. Change this to 'X' or 'Y'. Carry out a quick render to see where the end grain is now located.

## Changing the scale of wood grain

1. Render tab > Appearance Gallery > Edit Model Appearances > Use the eyedropper to select a surface with wood grain already applied.
2. In the Scale field either move the slider or enter a different value
3. Quick render the model to see the effect.

Smaller numbers = closer grain  
Large numbers = wider grain