SHADEMODE command

The **SHADEMODE** command is used to set the visual style for current viewport.

Command Access:

Command : SHADEMODE

Command Prompts:

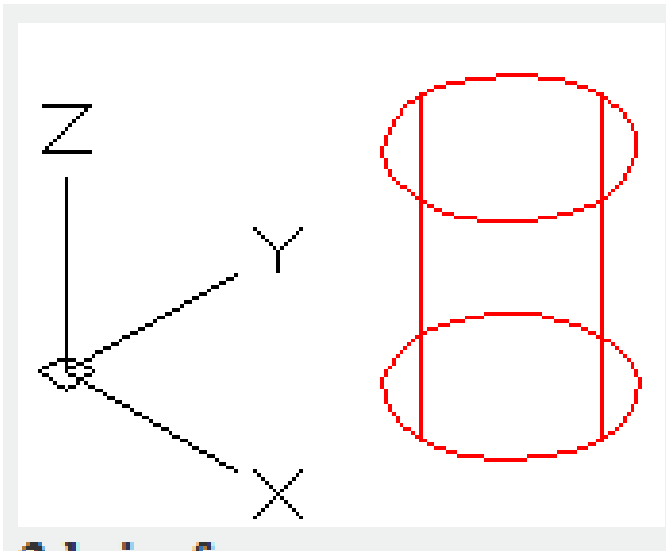[2dwireframe/3dwireframe/Hidden/Realistic/Conceptual/Other]:

Function Description:

Note: to show the light emitted from the light source, parallel light, spotlight, or sunlight, please set the visual style as Realistic, Conceptual or custom visual style with colored objects.
The SHADEMODE command is the same as the VSCURRENT command.
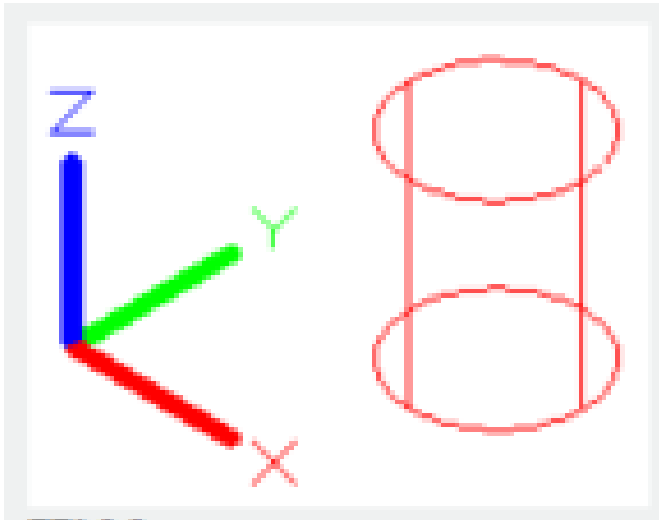
Relative Glossary:

2dwireframe:
Display objects with straight lines and surfaces boundary. In the drawing, the grid, OLE objects, linetype and lineweight are all visible.
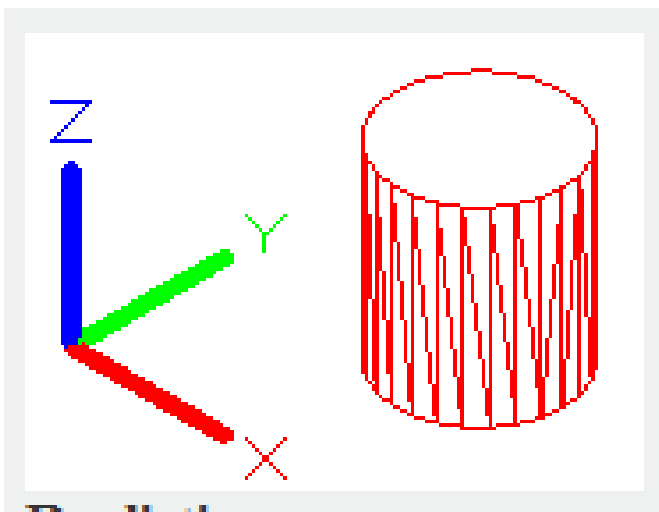

3dwireframe:
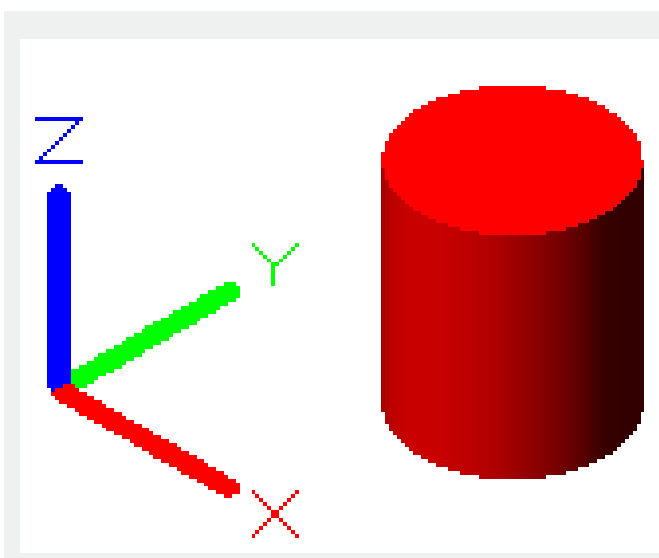Display objects with straight lines and curves boundary and the colored 3D UCS icon.

Hidden:
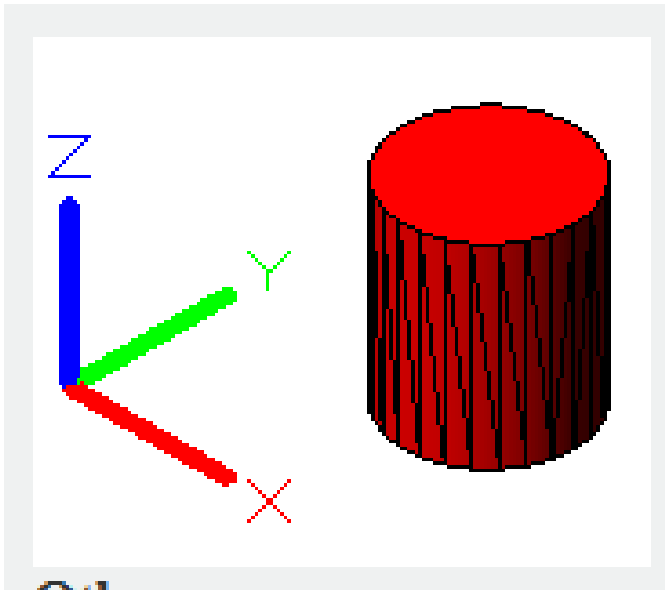Display objects with 3dwireframe and hide lines on the back. .

Realistic:
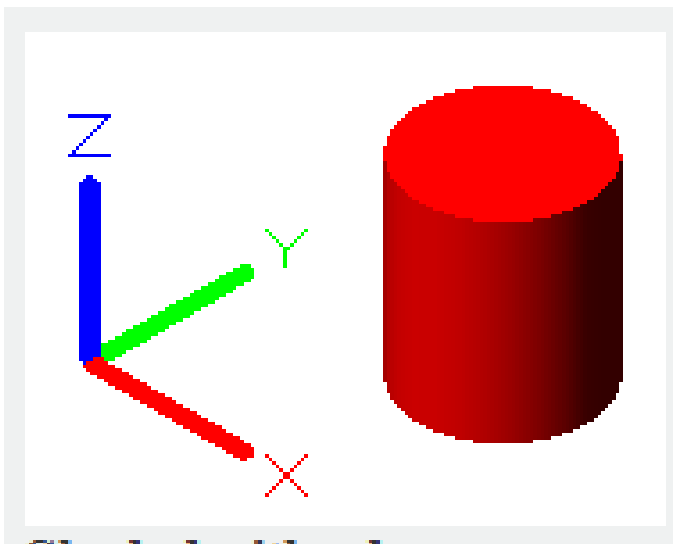Make objects colored and objects edges smoothed. The objects will be shown with materials attached.
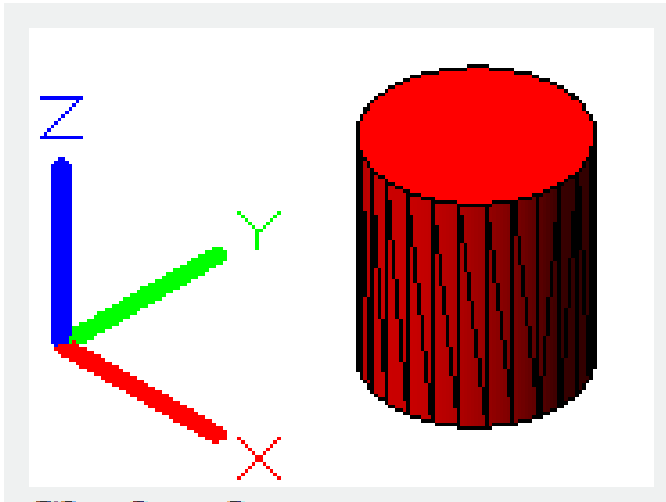
Conceptual:
Make objects colored and objects edges smoothed. The objects used transition color between cold color and warm color.

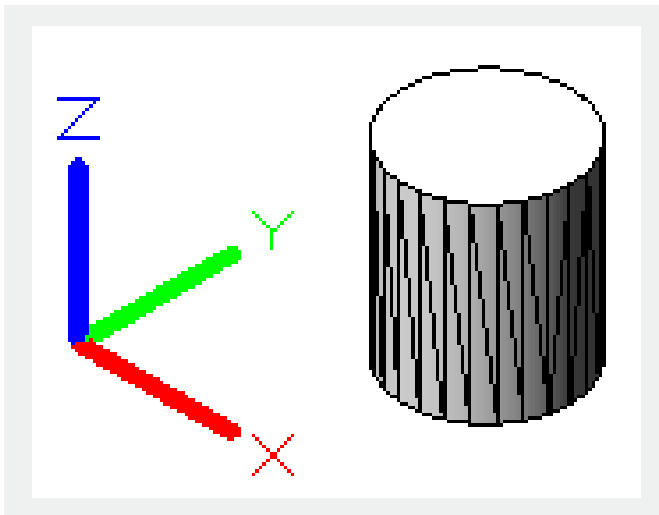**Other:**

Shaded:
Create smoothly shaded models

Shaded with edges:
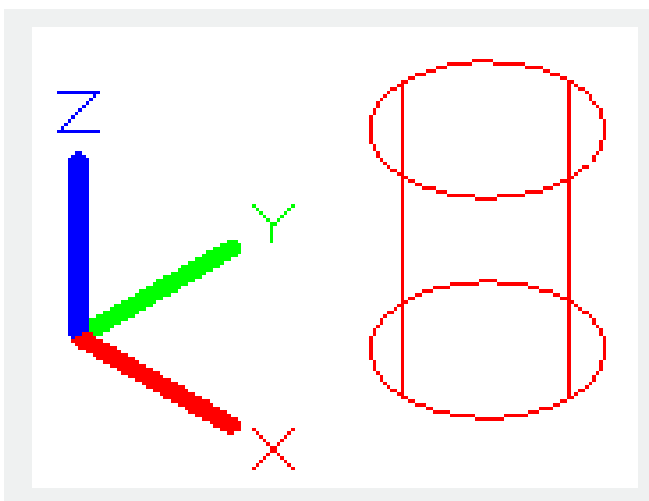Create smoothly shaded models with visible edges

Shade of gray:
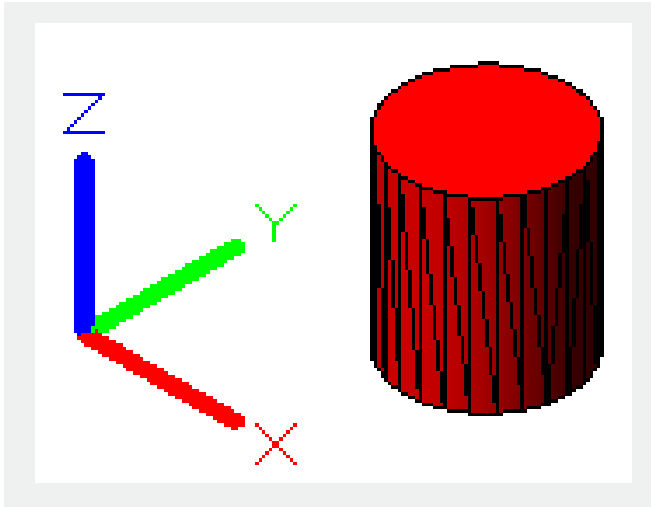Create gray effect by using monochromatic color model.

Sketchy:
Create sketchy effect by overhanging and jittering.

X-ray:

Change the opacity of the entire surface of scene, make it partially transparent.