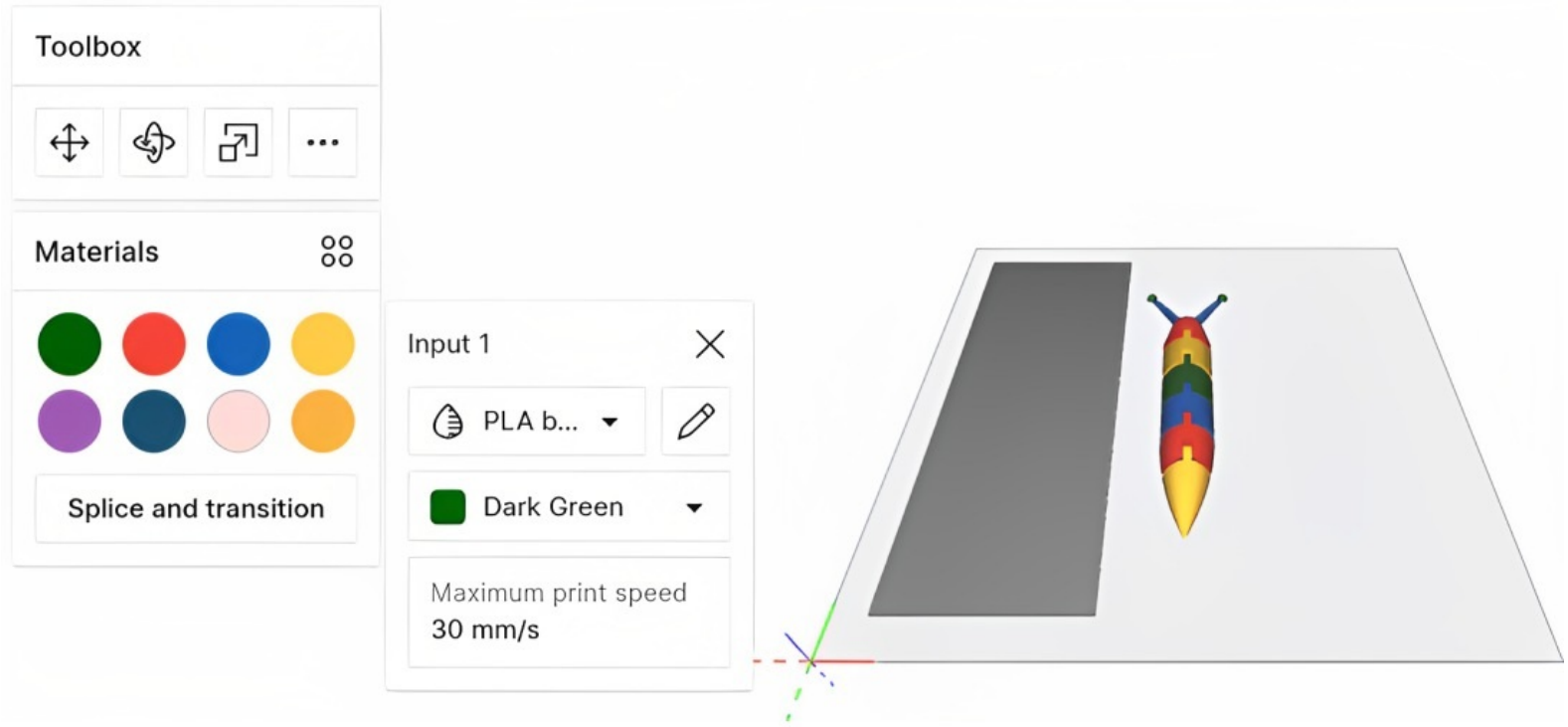
How to Add Style Overrides to Material Profiles

How to create custom material profiles with specific settings for when the material is printed.

Written By: Mosaic Support

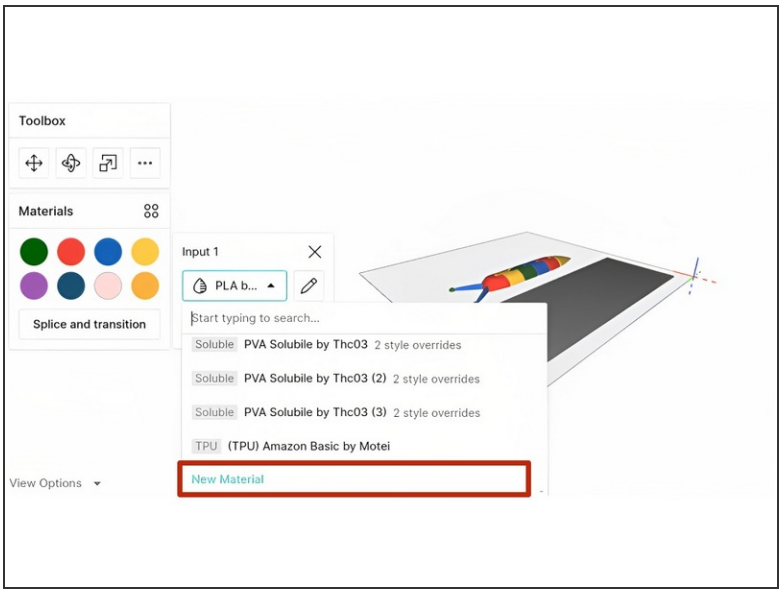


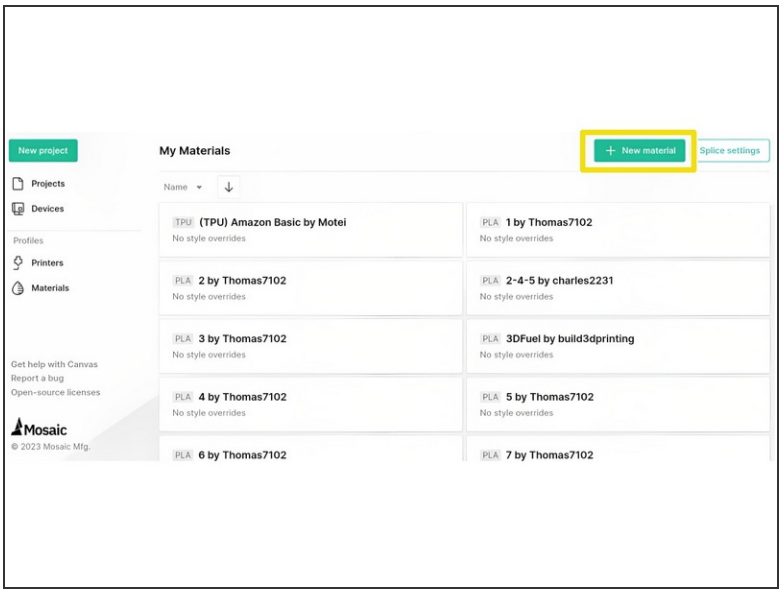
INTRODUCTION

In this guide you'll learn how material profiles can be used with custom print settings in Canvas. Style overrides allow a specified print setting to be used when a material is selected.

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Step 1 — Create a New Material Profile

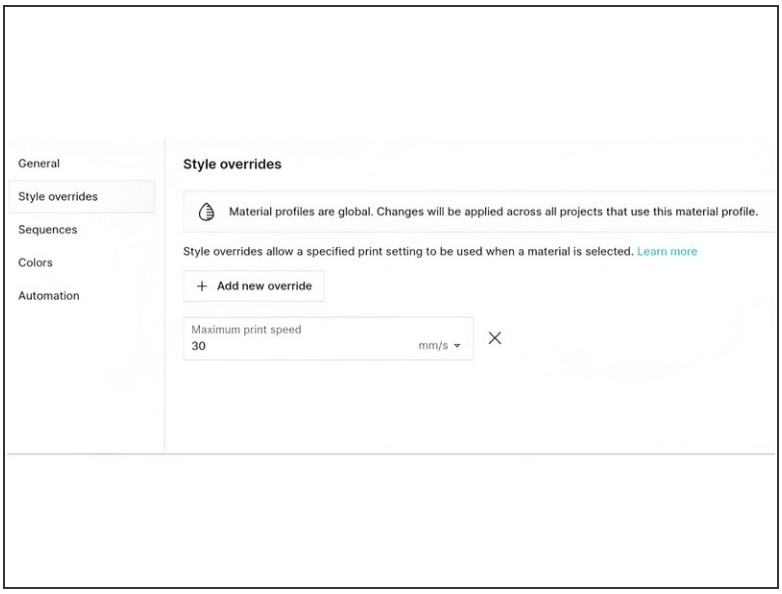




- You can create a new material profile directly in a project, if you have one open
- Alternatively you can create one from the Materials menu; click on the Materials tab on the Canvas home screen, then New Material
- A custom material profile can have different style or slicer settings saved to it

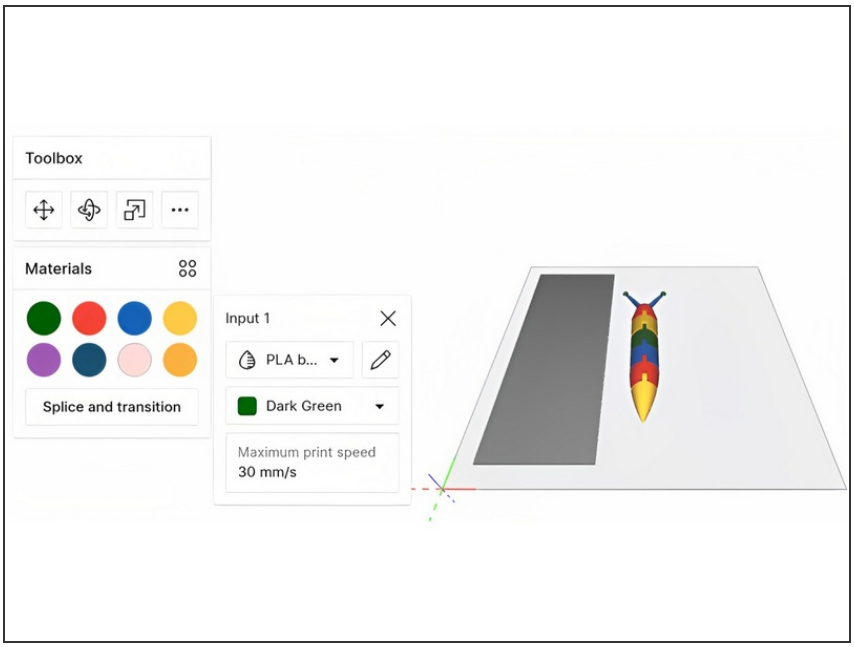
Step 2 — Add a Style Override to the Material Profile





- Style overrides are slicer settings that are applied only when that material profile is selected for an input drive or color input
- You can add multiple style overrides to a material profile
- In the Style overrides tab, you can set the following: extrusion multiplier, retraction distance, retraction speed, wipe distance, maximum print speed, print temperature, first layer temperature, use cooling fan, start fan at layer, general fan speed, perimeter fan speed, tower print speed, maximum bridging speed
- Save the material after adding the desired style overrides

Step 3 — Select the Material Profile for Palette's Inputs



- After saving and returning to the project view, click on an input drive color in the toolbox, in order to select the material to be used for this drive
- Any models that are colored or painted with this input drive color, will now use the custom material profile selected when going to print