Chapter 18 Materials

Materials Library, Importing, & Attaching Materials

Materials Command 18.1

1. Choose Vie	ew, Render, Materials
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or

- 2. **Type** RMAT at the command prompt. Command: **rmat**
- 3. **Click** the Materials Library...button.
- 4. **Pick** Concrete Tile as the material.
- 5. **Click** the Preview button.
- 6. **Click** the Import button.
- 7. Click OK.

Materials Library, Importing, & Attaching Materials





Materials Library 18.2

1.	Choose	View, Render, Materials Library.	
		or	
2.	Туре	MATLIB at the command prompt.	
		Command: matlib	
3.	Pick	a material from the material list.	
4.	Click	the Preview button and preview as a sphere cube.	

Materials Library, Importing, & Attaching Materials



or

Materials Library, Importing, & Attaching Materials

Applying Materials with Attach 18.3

1.	Choose	View, Render, Materials
		or
2.	Туре	RMAT at the command prompt.
		Command: rmat
3.	Click	the Materials Librarybutton.
4.	Pick	Glass as the material.
5.	Click	the Preview button.
6.	Click	the Import button.
7.	Click	OK.
8.	Click	the Attach button.
9.	Pick	Objects to attach materials to.
10.	Exit	the materials menu and render the viewport

NOTE: You need to set the rendering type to Photorealistic Rendering in order to see the materials

- 1. Choose View, Render, Render
- 2. **Choose** Photoreal as the render type.
- 3. **Render** the viewport.



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Materials Library, Importing, & Attaching Materials





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Applying Materials by Layer 18.4

1.	Choose	View, Render, Materials	
		or	
2.	Туре	RMAT at the command prompt.	
		Command: rmat	
3.	Click	Click Copper as the material.	
4.	Click	the By Layer button.	
5.	Click	Ball as the layer to attach materials to.	
6.	Exit	the materials menu and render the viewport.	



Applying Materials by Color 18.5

1.	Choose	View, Render, Materials	
		or	
2.	Туре	RMAT at the command prompt.	
		Command: rmat	
3.	Click	Click Copper as the material.	
4.	Click	the By Layer button.	
5.	Click	Ball as the layer to attach materials to.	
6.	Exit	the materials menu and render the viewport.	





Complex Materials 18.6

1.	Choose	View, Render, Materials	
		or	
2.	Туре	RMAT at the command prompt.	
		Command: rmat	
3.	Click	Click Med. Ash Wood as the material.	
4.	Click	the Attach button.	
5.	Click	the base to attach materials to.	

6. **Exit** the materials menu and render the viewport.



Photorealistic Rendering & Mapping

Adjusting Materials with Material Mapping 18.7

1.	Choose	View, Render, Mapping	
		or	
2.	Туре	SETUV at the command prompt.	
		Command: setuv	
3.	Pick	objects to adjust (base).	
4.	Press	enter when finished selecting.	
5.	Pick	the type of projection to adjust.	
6.	Click	the Adjust Coordinates button.	
7.	Adjust	the Planar coordinates as necessary.	
8.	Click	OK.	



Photorealistic Rendering & Mapping







New Materials

New Materials 18.6

- Choose View, Render, Materials... or
 Type RMAT at the command pro-
- 2. **Type** RMAT at the command prompt. Command: **rmat**
- 3. **Choose** the New...button.
- 4. **Create** a new material.
- 5. **Apply** the material to an object.



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Adjusting Material Appearances 18.7

1.	Choose	View, Render, Materials
		or
2.	Туре	RMAT at the command prompt.
		Command: rmat
3.	Choose	the Newbutton.
4.	Create	a new material.
5.	Apply	the material to an object.

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Textures

Advanced Material Options 18.10

1.	Choose	Tools, Options
2.	Choose	the Systems TAB.
3.	Choose	the Properties button under the Current 3D
		Graphics Display.
4.	Check	the Enable Textures and Enable Materials options.
5.	Apply	a textured material such as checkers.

6. **Shade** the drawing to see the material result.



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