Chapter 18
Materials
Materials Command 18.1

1. **Choose** View, Render, Materials...
   
   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. **Type** 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 or cube.
Applying Materials with Attach 18.3

1. **Choose** View, Render, Materials...
   
   or

2. **Type** RMAT at the command prompt.
   
   Command: `rmat`

3. **Click** the Materials Library...button.

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.
Applying Materials by Layer 18.4

1. **Choose** View, Render, Materials...
   
   or

2. **Type** 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. **Type** 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. **Type** 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.
Adjusting Materials with Material Mapping 18.7

1. Choose View, Render, Mapping
   or
2. Type 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.
New Materials 18.6

1. Choose View, Render, Materials...
   or
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.
Adjusting Material Appearances 18.7

1. **Choose** View, Render, Materials...
   or
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.
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.