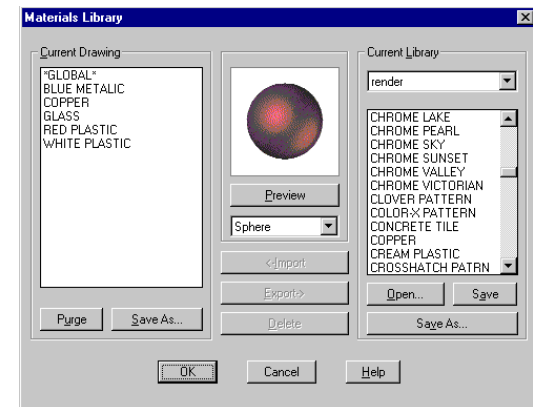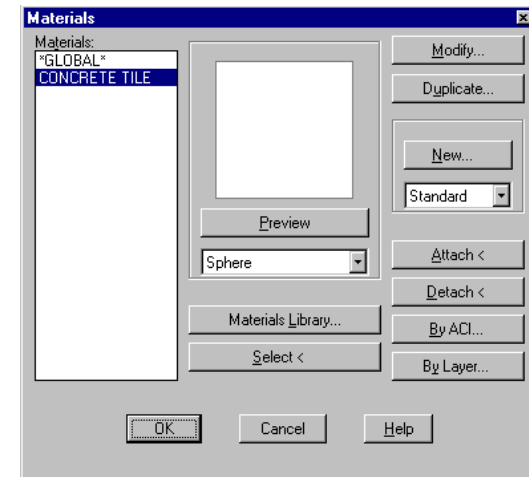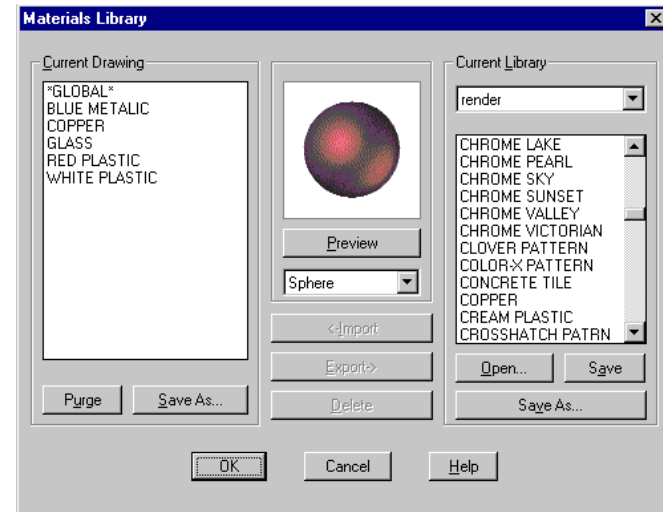# Chapter 18
Materials

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 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.
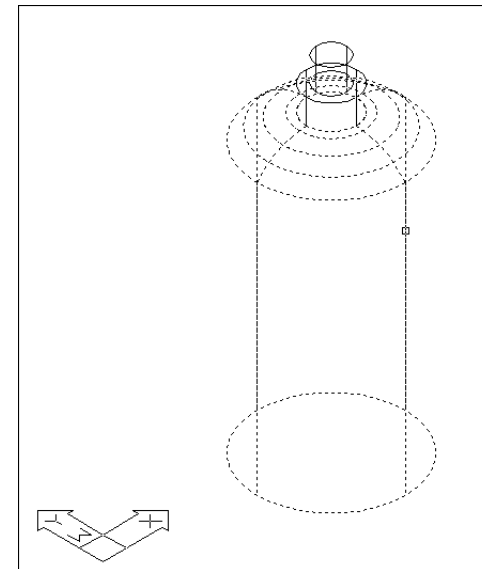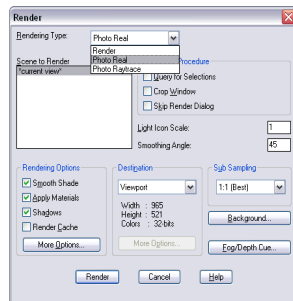
Applying Materials with Attach 18.3

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.
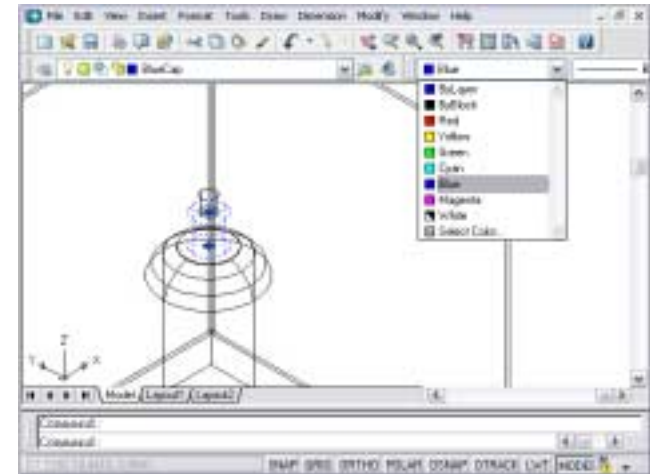
Applying Materials by Layer 18.4

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.
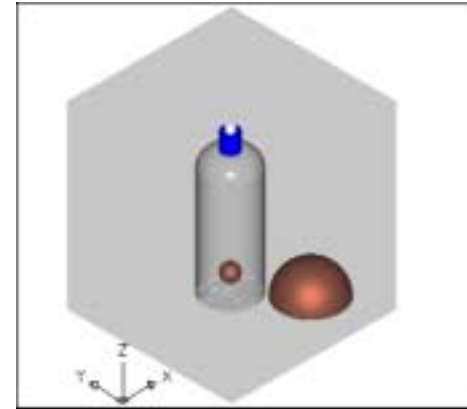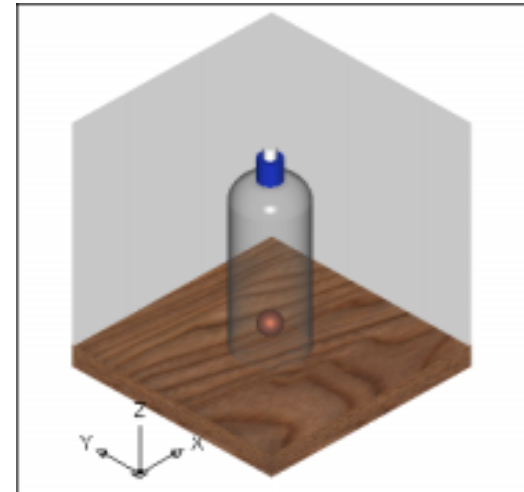
Applying Materials by Color 18.5

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.
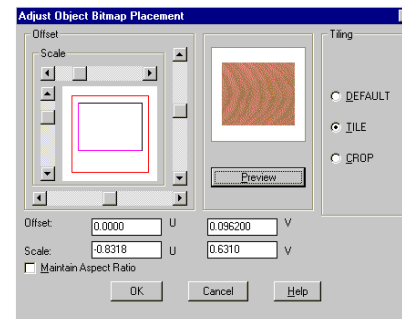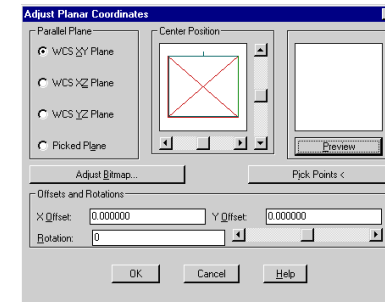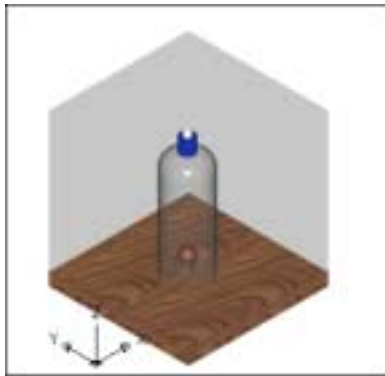
Complex Materials 18.6

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.
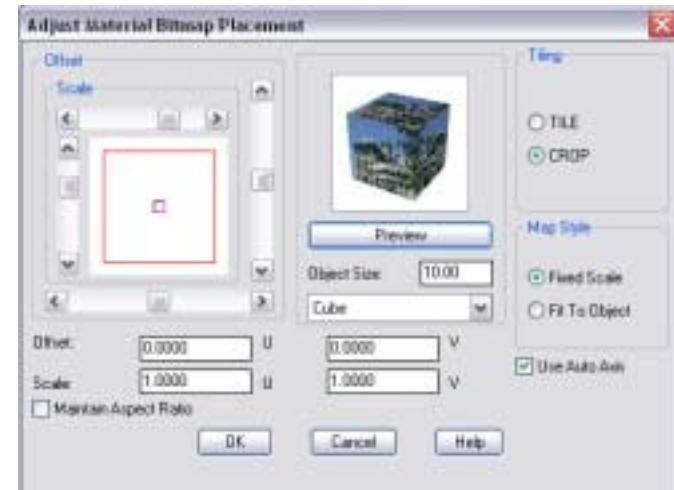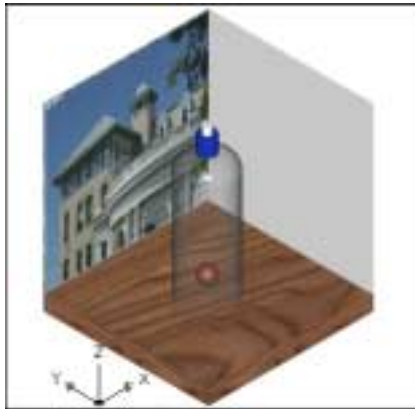
Adjusting Material Appearances 18.7

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.
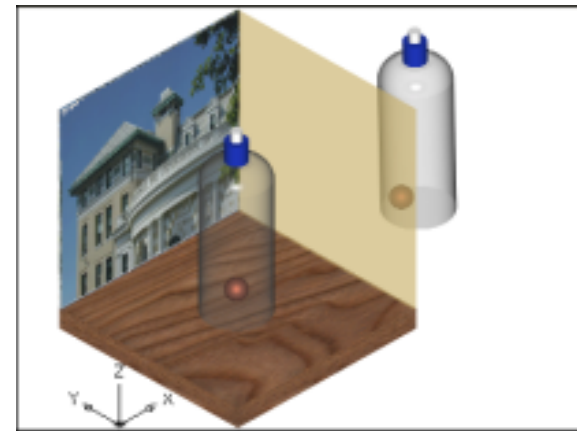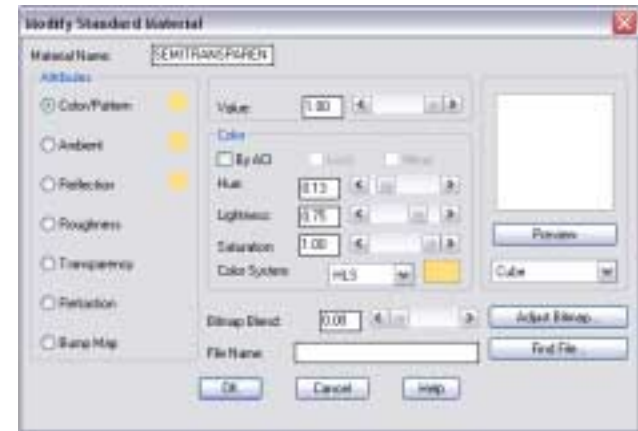
Advanced Material Options 18.10

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.