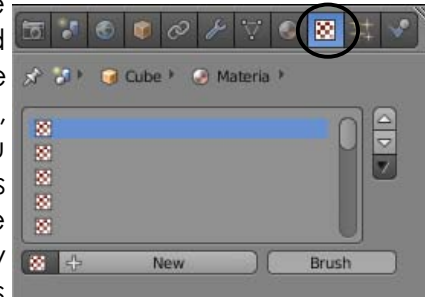


Chapter 4- Materials and Textures

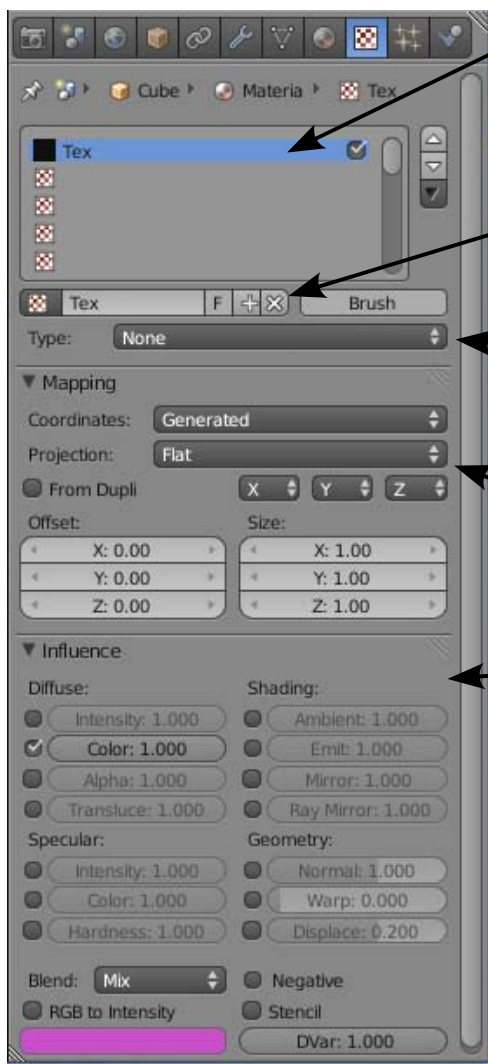
Basic Textures Settings



After you create a material and would like to add some kind of texture to the object (i.e. brick, carpet, wood grain, etc), you then click on the **Texture** button beside the Material button. After you click the "New" button, you have some choices in the texture buttons. First, you need to decide if you wish to use one of Blender's preloaded texture generators or provide your own image as a texture. Blender is capable of using almost any image file type whether created in a paint program or is a photographic image. JPEG images are most common. Blender can even place a movie on an object as a material! This is a good effect if you want to add animation *within* your animation.



Here's what you see in the texture panel:



Texture Channels:

You can add multiple textures to an object. For example, lets say you want a marble texture on an object, but also want to add a roughness to the surface. You would add a texture for both effects.

Texture Name:

Like materials, it's a good idea to name your textures. In this area, you can also add "+" and delete "X" materials.

Texture Type:

Choose between built-in texture generators for wood, marble, stucci, etc or select an image or movie.

Mapping:

Setting that control how the texture is mapped onto the object. Also control the size and offset of the texture on the object.

Influence:

Settings that control appearance such as brightness, transparency, glossiness and roughness. S are also effected by the Material setting. Materials and textures work together. Many textures use a secondary color in their generation. That is also controlled in this panel.

RoboDude Says:

You can't add a texture unless you've already added a material. Material and Texture properties work together!

