

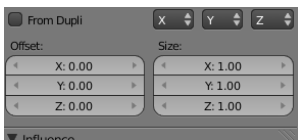
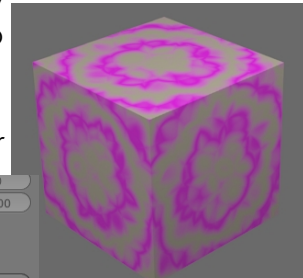
## Chapter 4- Materials and Textures

For an example of how to work with a texture, we will apply a wood texture to a cube. We'll start with a basic cube that has a material applied to it. Since wood is usually various shades of brown, we'll make the *Diffuse* color brown. We'll also take *Specular Intensity* down a bit.



We'll now go over to the texture buttons and add a new texture. Make the texture type "Wood". In the wood texture panel you will see some different ways to represent the wood grain. "Sine-Saw-Tri" will give you a different stripe while "Bands-Rings-Band Noise-Ring Noise" will give you a different pattern. For my example, I will select "Ring Noise" and hit "F12" to render a picture.

If you look at your render, you should see your wood grain, but you have a secondary color that needs to be corrected! To fix this, scroll down through your texture panels to find the color swatch to change this to a better color. I will choose a darker brown.



You can also adjust the Size (X,Y,Z) of the texture and the Noise Basis for more effects. Feel free to experiment with the

various other settings.



### The Stucci Texture:

The *Stucci* texture provides interesting effect on the surface of your object. In the *Texture Buttons*, select it as you do for any of the other texture generators and adjust the settings. In the *Stucci* panel, I will adjust the size to 0.15. Next, go down to the *Influence* panel and turn on "*Nor*" under Geometry for normal. Adjusting the "*Nor*" slider to adjust the amount of the effect. Play with the setting to get a bumpy effect. Turning the size setting way down can also give you a grainy effect.

Below are some samples of different *Noise Basis* patterns.

