

Chapter 4- Materials and Textures

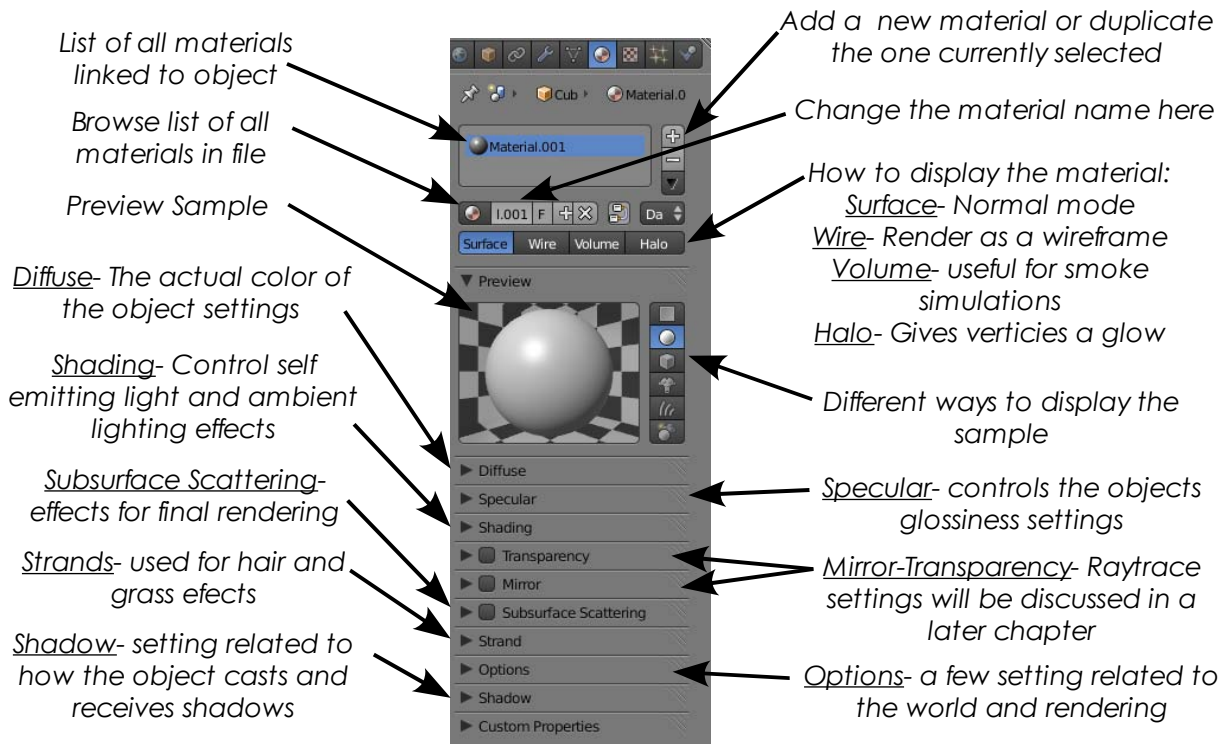
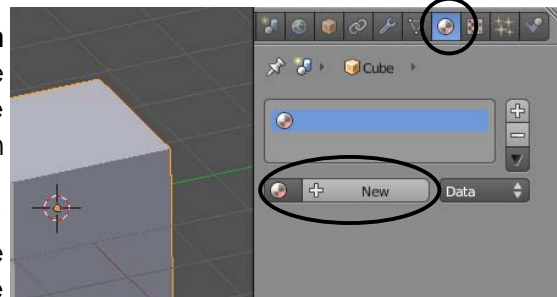
Materials and textures are what change your model from being gray to brilliant. You can add color, make things glow, become transparent like glass or make them look like brick, grass, stone, metal, fabric, wallpaper, etc. There's a lot to cover in this chapter so let's get started.

Basic Material Settings



You must **always** add a material before you can add a texture. To add a material, first select the object you want to work with. Then go to the **Materials** panel in the **Properties** window.

Then click the **"New"** button (unless you are working with the initial cube- that has a material on it by default). You will see more options open up. The material block is used to change some of the physical properties of the object in how it looks. If you plan on using just straight color and no texture, this is where you set the object's color. The panels can float around so they may not be in this order, but here is what you see with all panels collapsed:



This is just an overview of the basic material panels. On the next page, we will highlight some of the important panels we will be using at this time.



RoboDude Asks: How can I see all the panels on the screen?

It may be impossible to see all of the panels at once, but you can scale the by pressing the "+" and "-" keys on the number pad and pan with the mouse wheel.