

Chapter 4- Material and Textures

Blender's Built-In Textures:

Let's say you want to use one of Blender's built-in textures (under the "Type" option). For now, we just want to look at **Clouds**, **Stucci**, **Magic**, **Marble** and **Wood**. These can produce some interesting effects with a little practice. When you select one, setting options will open for that effect. Each texture has different tools available to work with, but some similarities are present in most:

Most of Blender's texture options deal with turbulence and noise (randomness of the pattern). The wood texture also has some features dealing with the pattern of the wood grain (bands and rings). After you place the texture, you still need to go back to the Materials Buttons to fine tune the look on your object. The *Stucci* texture involves a little more work and will be discussed later in this chapter.

